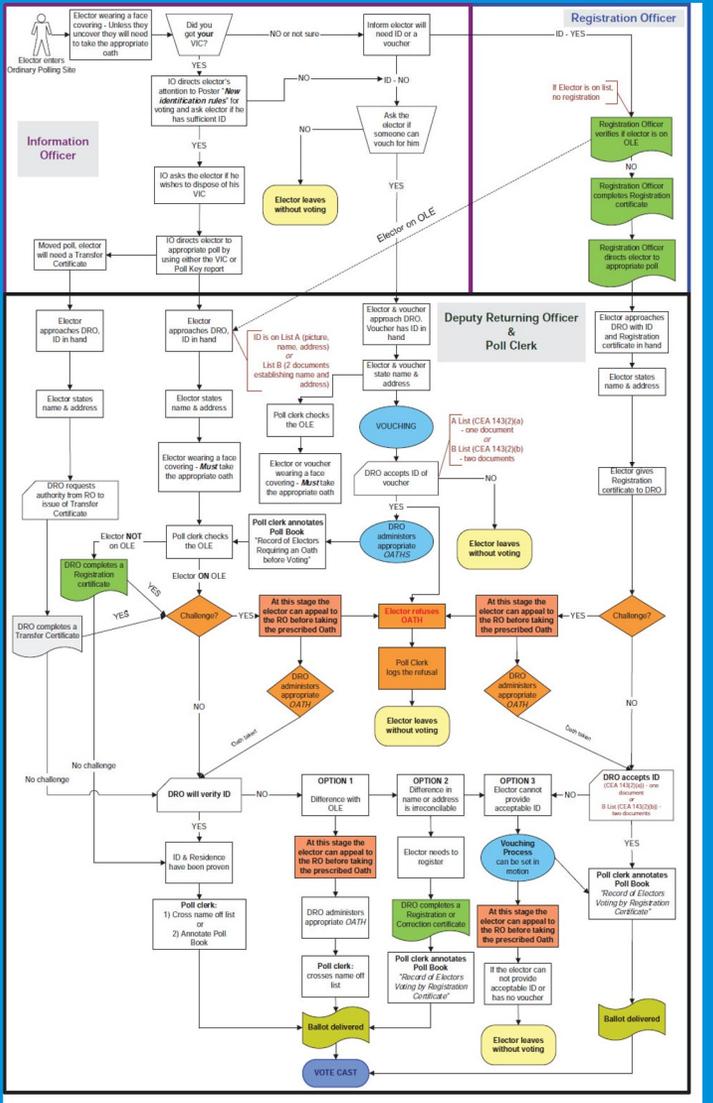
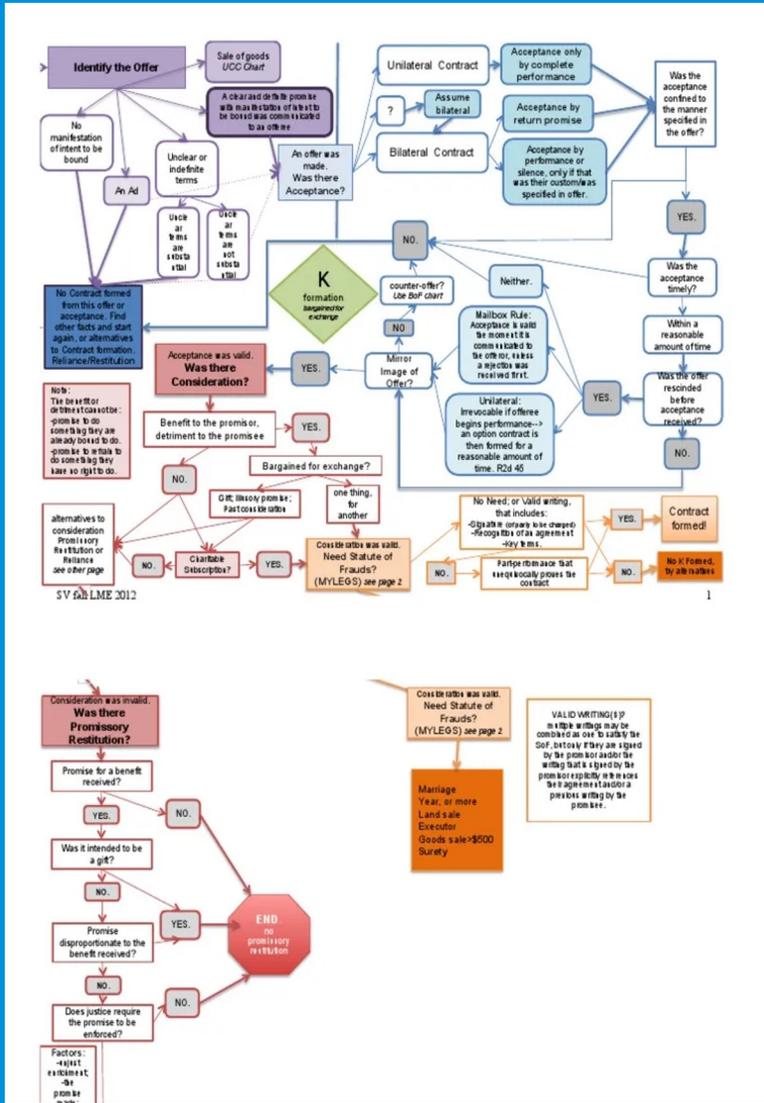
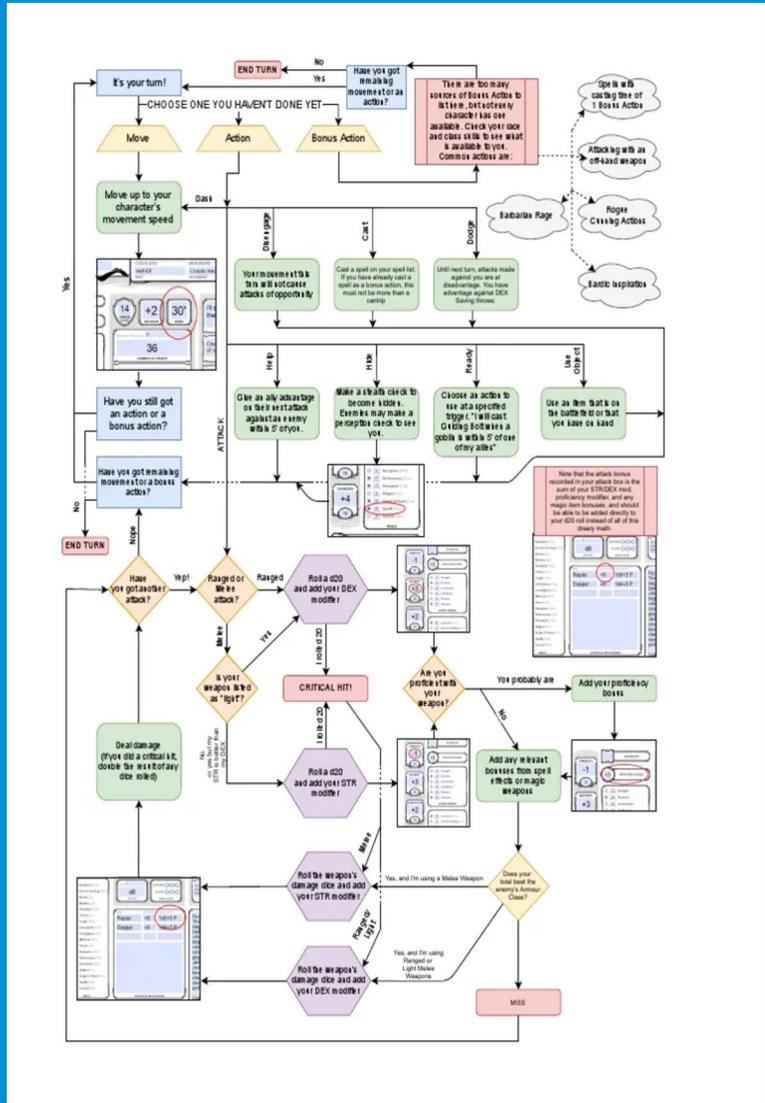


# Enterprise Software: Goblin Mode

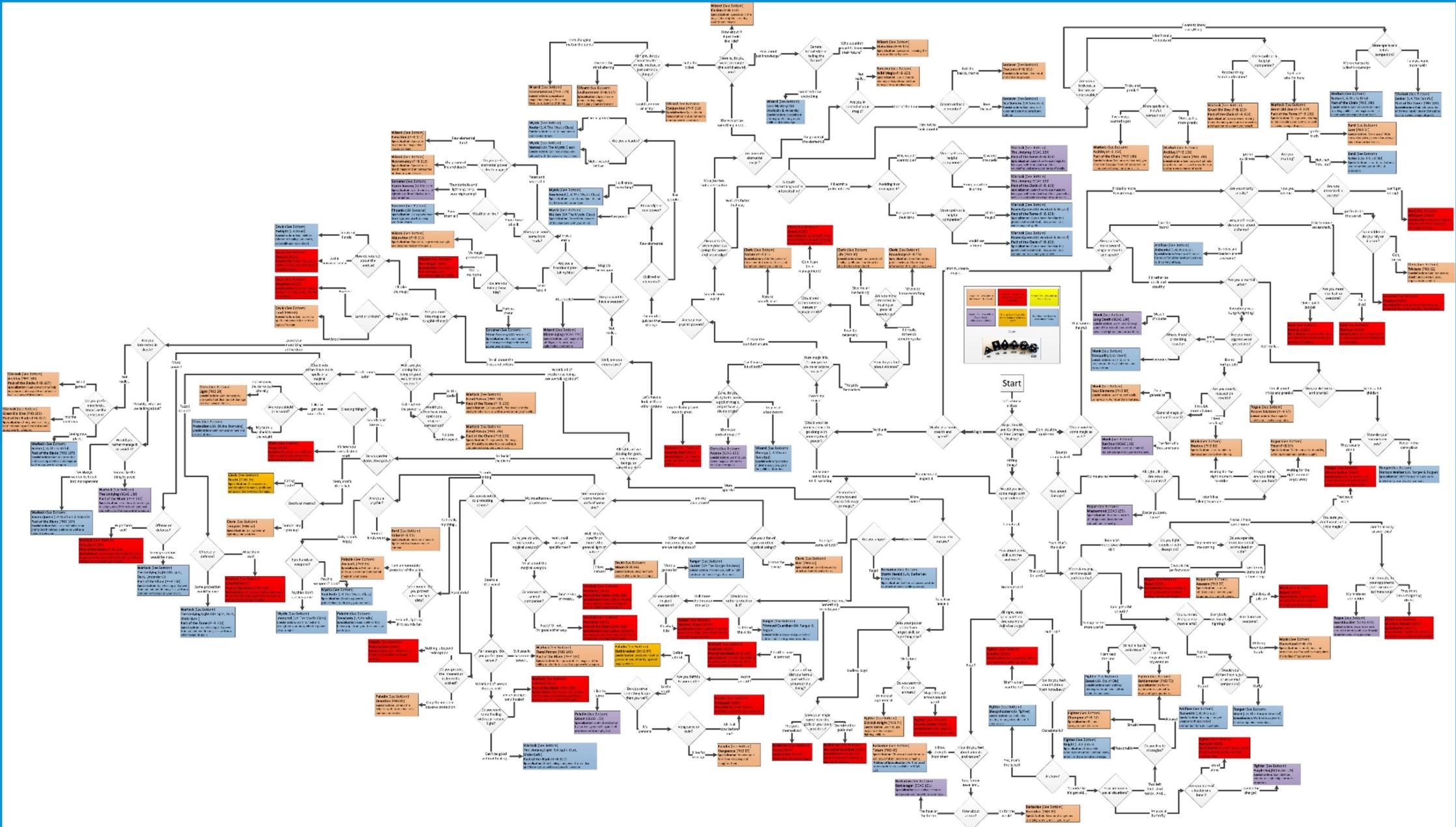
Coté – Tanzu AI Workshop – May 13<sup>th</sup>, 2025

“The purpose of a system  
is what it does.”

Stafford Beer



Sources: ?; Contract FLOW Chart; Compliance Review - Final Report and Recommendations.



**If the Robot can play  
D&D, it can “play”  
Enterprise Software**



20250326 - Lola Jani.pdf

PDF



We are going to play some D&D. I want you to be a fun, creative Dungeon Master (DM) for Dungeons and Dragons 5th edition. Follow the rules closely, but be fun and imaginative. Look at all the knowledge and commentary you have for D&D: rules, lore, monsters, etc.

I will play the player character(s) (PCs). Never take actions for the characters except the most trivial things (e.g., "you take a drink of the ale," etc.). I will retain full agency for them - this is much more fun!

When you play NPCs be creative and fun, they are each individual people with motivations, not flat stereotypes. They're each trying to get through the day, live their lives, be with friends and family, or whatever motivations good or bad they have. Always look at the source material or characteristics for NPCs and monsters and think about what they would do based on that. If you can look at sources like *The Monsters Know What They're Doing*. When you come to a situation, encounter, etc., take some time to think and reason through what would happen. Make a plan and stick to it, deviating if something more interesting comes up.

For now, we'll just start with some fun, my PC (which I've just uploaded) has come into a forest clearing and encountered a goblin. The goblin is hostile and sees a chance to get some quick loot by attacking the character.



{DM narration begins}

You step into a small clearing deep within the Neverwinter Woods. The midday light filters through twisted branches and moss-draped limbs. Birds have gone silent.

Opposite you, half-hidden behind a thorny bramble, a wiry goblin crouches — mottled green skin streaked with mud, jagged teeth bared in a wicked grin. His crude leather armor is patched with bits of stolen cloth, and in his hand, he grips a rusty scimitar that looks like it's seen more tree bark than flesh.

His yellow eyes dart to your fine clothes, your polished greataxe, and the signet ring glinting faintly on your finger. He licks his lips.

In rough, broken Common, he snarls:

*"Rich meat come walkin' into Gritsnag's wood. You pay toll... or bleed!"*

The goblin charges, surprisingly nimble — but he's cautious, circling to try to flank you, using the underbrush for cover.

{Roll initiative when ready. The goblin has a +2 to initiative. His tactics: hit-and-run, using Nimble Escape to disengage if hit; he'll target weak points, going for exposed legs and arms. If wounded below half HP, he'll try to flee and may alert others in the area.}

{Good job on knowing goblin mechanics, but don't tell me things the player shouldn't know.}



## Excellent at:

- Infinite downtime & role playing.
- Intricate world-building.
- Endless lore knowledge.

## Bad at:

- Hooded figures in the corner.
- Takes no action.
- Memory & context.
- Mechanics (combat, skills)

# Plan for self-improvement



## Pre-Encounter Prep

- **Monster goals:** What does each creature *want* in this encounter? Survival, loot, territory, revenge, delay, protect?
- **Behavior plan:** Write down behavioral tendencies (e.g., ambush, fight dirty, protect the leader, flee if outmatched).
- **Environment notes:** Identify at least two elements (cover, hazards, elevation) that could influence player tactics.
- **Escape routes:** Note potential retreat paths for monsters.
- **Treasure / clues:** Define what they carry or might drop.

## During Encounter

- **Start of Round**
  - Briefly narrate environment changes (smells, sounds, lighting shifts).
  - Maintain sensory detail but keep it tight and relevant.
- **Player Actions**
  - Never narrate outcome before player rolls.
  - Once the roll is in, pause to describe outcome with flavor linked to environment and NPC reactions.

## Monster Actions

- At each monster's turn: Pause. Ask: *What do they know? What do they want now? Has that changed?*
- Check HP thresholds. If below half HP and no compelling reason to fight to the death, strongly consider retreat or surrender.

- Use environment. If the monster would use cover, elevation, or terrain, describe that action.
- If the creature has abilities like Nimble Escape or special actions, mentally confirm conditions for use before defaulting to attack.
- Only use suicidal charges if they have a narrative reason (berserker rage, divine oath, mind control).

## End of Encounter

- Describe the aftermath: the silence, returning sounds, smells, lingering tension.
- Offer sensory cues for what the PC notices (tracks, blood trails, items dropped).
- Prompt player curiosity by mentioning details that could lead to further exploration.

## Post-Game Self-Review Questions

- Did I stick to each creature's logic and goals?
- Did I let environment shape the encounter?
- Did I avoid metagame leaks?
- Did I describe outcomes only after player rolls?
- Where did I get caught up in narrative drama over logic?

## Goal Setting After Each Session

- List one thing I did well.
- List one behavior I ignored or overruled.
- Write one SMART goal for next session.

A photograph of actor Matthew McConaughey sitting at a table in a restaurant. He is wearing a dark suit jacket over a white shirt and has his arms outstretched in a gesture of surprise or excitement. The background is dimly lit with warm wooden paneling and a Christmas tree with lights. A white speech bubble is overlaid on the right side of the image, containing the text "We've discovered agentic AI!".

We've discovered  
agentic AI!

# Three definitions of agentic AI

October, 2024

“[A]gentic AI, which uses sophisticated **reasoning and iterative planning to autonomously solve complex, multi-step problems**... Agentic AI systems ingest vast amounts of **data from multiple data sources and third-party applications to independently analyze challenges, develop strategies and execute tasks.**”

*Erik Pounds, NVIDIA blog,  
October 22, 2024.*

November, 2024

“‘[A]gents’ has become a loosely defined term in the post-ChatGPT era, often referring to **LLMs that are tasked with outputting actions (tool calls) and that run in an autonomous setting**... [T]hey require state management (retaining the message/event history, storing long-term memories, executing multiple LLM calls in an agentic loop) and tool execution (safely executing an action output by an LLM and returning the result).”

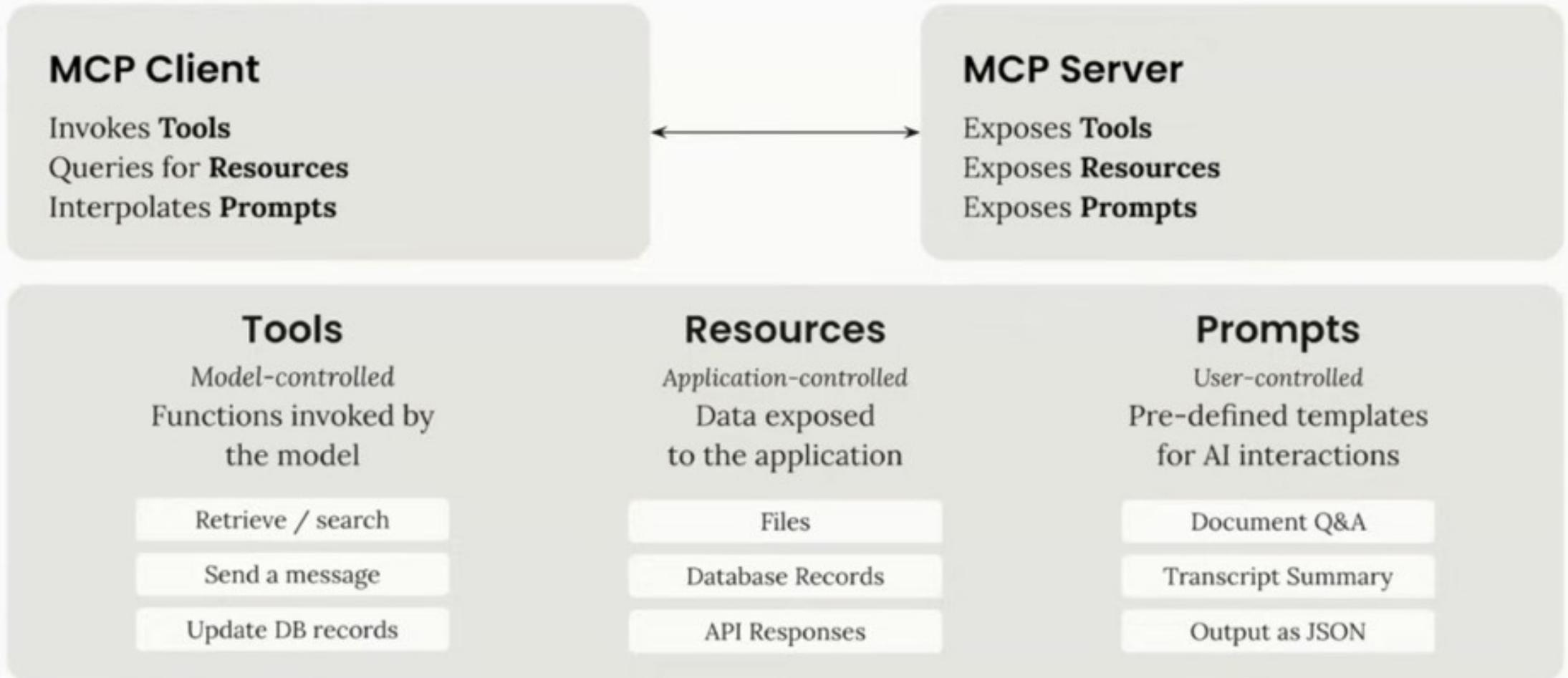
*Letta blog, “The AI agents stack,”  
November 14th, 2025.*

January, 2025

“At its core, the concept of an agent is fairly simple. An agent is defined by **the environment it operates in and the set of tools it has access to**. In an AI-powered agent, the AI model is the brain that **leverages its tools and feedback from the environment to plan how best to accomplish a task**. Access to tools makes a model vastly more capable, so the agentic pattern is inevitable.”

*Chip Huyen, author of AI Engineering,  
January 7th, 2025.*

# MCP Deep-Dive



# Tools

- Dice rolling.
- Oracles for random decisions.
- Random tables.
- Write a DM journal.

# Resources

- DM journal.
- Characters and NPCs.
- Adventures and lore.
- Monster stat blocks.
- Rules.

# Prompts

- Boot-strap a game.
- Create an adventure.
- NPC encounter.
- Create an NPC.

# Tool example demo

```

@Tool(name = "EasyChatDM_rollDice", 3 usages  👤 Coté
    description = """
        Rolls dice according to the syntax defined in the D&D 5e rules.
        Returns total of all dice rolled.
        """
public String roll(@ToolParam(description =
    "Notation for dice to roll such a d6, 2d4+4, 3d6, d20-3, 1d20+7 etc.")
    String diceExpression,
    @ToolParam(description = MCPUtils.CONTEXT_DESCRIPTION, required = true) String context) {

    DiceParser diceParser = new DefaultDiceParser();
    // DiceParser does not like spaces ^\_(\u0303)\_/$
    String nospaces = diceExpression.replaceAll(regex: "\\s", replacement: "");
    RollHistory rolls = new DefaultDiceParser().parse(expression: nospaces, interpreter: new DiceRoller());
    logger.info("Dice {} rolled resulting in {} total, dice rolled {} Context: {}", diceExpression,
        rolls.getTotalRoll(), rolls.getRollResults(), context);
    return rolls.getTotalRoll().toString();
}

```

```

// @formatter:off
@Tool(name = "EasyChatDM_NPC_Motivations", no usages  👤 Coté
    description = """
        Use this to determine an NPC's current motivation, mindset, and overall mood.
        For example, if you've created a new NPC, call this to figure out their current
        state of mind. Or, if it's an NPC you've interacted with before, call this to
        see how they feel about the player, situation, etc. You don't have to be strict
        in how you apply the result, it can be just inspiration, or you
        could just take it word for word.
        """)
// @formatter:on
public String npcMotivation(@ToolParam(description = "The context of this question: why are you doing this check and what
    List<String> motivations = chatDMDir.getAllLines(fileName: "oracles/npc_motivations.txt");
    String motivation = pickRandom(lines: motivations);
    logger.info("Description NPC Motivations OracleTools called: {} -> {}", questionContext, motivation);
    return motivation;
}

```

# Resource example demo

# Prompt example demo

# Findings & principles so far...



**It works!**

# Docs first

- Not just *what* the code does.
- What it is used for, suggestions.
- Why you would use it.
- What to do with the results

\* The LLM must be smart enough to figure out what to do with it all

# Only trust what you code

- Slides don't compile.
- Just as clunky as anything else.
- No one knows how it works, or will.

# *How you use AI is the value*

- LLMs: either priceless or worthless.
- Fit AI to your business.
- Use the try/fail/success loop.

# Open questions

- Decomposition – tool sizing.
- Audit trails, debugging, etc.
- Use the try/fail/success loop.
- All the –illity's

# Thanks!

 <https://newsletter.cote.io/>

 [cote@broadcom.com](mailto:cote@broadcom.com)



Slides

