

1. I am enjoying the campaign moderately right now (As of the last arc). Most days I've been engaged and enjoying how things are going and progressing. I've just been feeling bored sometimes when things drag on for too long, but that doesn't happen too often.
2. This arc's twists and turns were very enjoyable and kept me interested even when the attention wasn't on me for the next thirty to sixty minutes. Cable's introduction was exciting and honestly kind of gave us the kind of adrenaline rush that only a good story and characters I'm attached to could give me. The atmosphere that you gave us was very immersive too, and I personally could feel/see the world that we were in, especially when we visited Raella's mom. The claustrophobia and paranoia that I could feel in the forest was great.
3. I think just the general sense of not knowing what steps we could do next was a bit of a problem, especially when it came to you wanting us to take certain steps to make the story better or something. There's no shame in pushing us towards a certain direction, especially when we don't even know what the fuck we're doing next. That's my biggest complaint.
4. I love how when you DM you let us have fun, and how the group generally melds well together so we all have a lot of fun. Some DM's I hear are sticklers and very strict on the rules, but I like how you bend them.
5. What I dislike the most is related to no.3, where you want us to do something but don't take steps to make it happen. I get that it's an us driven story, but you're part of the 'us' too. Other than that, I have no complaints. You try and give everyone time to do stuff they want and it usually never feels like someone is hogging too much time unnecessarily.
6. I feel okay about my character, I mostly am just focusing on making her stronger utility and damage-wise. I think I love playing as an artificer because of how you can just toss health potions around while healing. For character development I haven't had a lot of opportunities until recently but I'm getting there!
7. I want a bit more character interaction with other characters that aren't fucking around and being silly, but head empty sometimes. This is an issue with my own gameplay.

8. I would really like to see how shosa is doing, and hopefully there'll be an appearance at the ball or something. I don't know. I just think I want to do something cool with the found family trope. I would also like to be very strong with my alchemy abilities and make a shit ton of money B).
9. I think that we're gonna go on a boat and get chased around by authorities until we land in a pixie land where all the inhabitants of the town we decide to take a break in have been brainwashed for many many years and we have to make a moral decision of letting the people free or let them stay there and unaware forever.
10. When can I learn deepspeech?