

1. How are you enjoying the campaign so far?

So far, the campaign has been excellent. As I've said, I can tell the huge amount of effort you put in and it pays off. As players, the immersion from the sheer amount of worldbuilding and lore that suffuses each and every session and interaction proves your valiant effort and commitment. I have enjoyed each and every session thus far and always look forward to Sunday DND.

2. What is something you really liked about this arc?

I thought the mysterious elements of the Barswell Woods was fascinating and immersive. The strange shadow creatures following us; the mystery of the Barswell itself; the uncertainty regarding the druid woman. I loved how it connected to the shadowy mothman and the previous druidic storyline. Also, I'm really happy with how the character arcs between Skalder and Raella happened to parallel, giving Skalder the motivation to reveal his identity to his daughter.

3. What is something you really disliked about this arc?

Session cancellations have been a lot, but its understandable since it's the Summer. Regarding the actual narrative and gameplay, I can't think of any complaints. I guess my only complaint would be that there were almost no inspiration points divvied out, but it didn't detract from anything.

4. What do you like about my DMing?

Effort, effort, effort. The passion is there, the commitment is there, and the skill is there. You are a natural, and then some. Really excellent job.

5. How do you feel about your character?

Skalder Weevil is an affable buffoon and shit-starter, but super fun to play. However, I have a feeling that soon Baradin Drakebeard will at last show himself, and the character will get much more serious.

6. Is there something you want out of your character that you aren't getting right now?

Skalder needs to get more serious as his situation gets more serious, and I think that time is coming very soon. He has effectively only shown his chaotic side, but there is a tender, deeply melancholic side to Baradin (he is a ghost after all) as well as a hateful, overwhelmingly vengeful side that I think hasn't been shown much yet. These are sides of his character that I really want to explore.

7. Is there something you want to happen in the campaign at some point?

I would love for Meadowyn and/or Ludwig to be placed in danger, possibly by Ancev. Perhaps Meadowyn follows Baradin or something. Also, there are a bagillion characters that I'd love Skalder to reunite with: his father Gremdalin the Green, his elder brother Duke Staelgar, his nephew Krummdahl and his niece Kharda, and his other brother Ehrmir. I also would love to find out more about Ornaith; her backstory and fate. Perhaps explore more about the war and Skalder and Raella's experiences in it.

8. Any speculation on where the campaign might go from here?

The Ball is already hype as fuck. I have a terrible feeling about what might happen, and that's a good thing. It feels like a lot of threads converge there.

9. Any other comments or questions?

Really good job