

Question #1

Gotta be the decision Skalder had to make for Elator. I agonized for *days* about that decision. At one point I was fully decided on taking the deal, then I realized that I *really* wanted to question Cable about his decision. Then the party swayed me and Skalder. Really great stuff.

Honorable mention: I absolutely loved the hill giant cult of Grolantor section. The encounter with the cyclops as a fake-out, the build up, the combat, the social engagement with the townsfolk was classic dnd. ALSO I really enjoyed the mini-arc on the lake, despite how it ended up (I'll talk about that later)

Question #2

Hmmmmmm, this question is always the hard one. I always enjoy your dnd. If I had to choose one part that was the *least*, it would probably be the end of the lake arc. I liked that we got punished, don't get me wrong, but the agony of *trying to stop what was happening and for Raella to do it anyways* was really upsetting ngl. The ensuing punishment was 100% warranted, and honestly really good writing on your part. A lesser dm would have pulled the punch, which would have been a disservice.

Question #3

Skalder Weevil is Skalder Weevil. However, I think that he is slowly going back to being *Baradin* again. The trauma, guilt, and depression is becoming secondary to his new friends and family. What had once been a single-minded, selfish, and narrow tunnel-vision for his two goals (protect daughter, kill the wizard) has broadened thanks to the party. He now cares for things outside his goals, which is a huge step for him.

Question #4

Alright, so clockwise around the table from Skalder:

- Min: One of Megan's best characters imo. I am genuinely curious about her backstory, and really want to see that nipple monster and her clan. Despite being a hilarious, jokey character, she is layered and I get the feeling that there is much more about her that we don't yet know about.
- Doldrey: Our communist gigachad. We always fall apart without Doldrey to act as our face and spokesman. Definitely up for MVP (tied with Ailmyr)
- Raella: Disaster lesbian with with the worst case of foot-in-mouth disease I've seen. A bit difficult to work with, can often work against the party rather than in tandem, but she has her moments. Doesn't heal during combat.
- Ailmyr: The glue that keeps the party together, and definitely the de facto leader of the party (in my and Skalder's opinion anyway). Fascinating backstory, excellent roleplay, and for a true neutral emotionless robot Ailmyr has proven to be the most multi-fasceted, dynamic character in the party. A+
- Omayu: The drug dealer. The stoop kid. The provider of alcohol. The...Mom? Really like her character, she's kept her backstory pretty close to the chest, but what she's given away seems really interesting. Gotta put a stop to that slaving operation one of these days...

Question #5

Gotta be either Gigachadsupreme the Paladin or Goldritha. Gigachadsupreme really surprised me with how dynamic his character actually was, giving us the go-ahead, breaking his oath, but still swearing to hunt us. Then when Ailmyr cast Dream, he really seems like a genuinely good person who is stymied by pure law. Goldritha I am both sus and intrigued by. I haven't forgotten than she made a face when we mentioned Ancev for the first time. (I'm on to you)

Question #6

Not at all! Skalder gets the limelight a lot, which I definitely don't mind lmao. I'm definitely happy with his stuff so far.

Question #7

Combat and Roleplay are already great. I definitely wouldn't mind more puzzles though! They can be tricky to do though.

Question #8

I really want the ball to be a complete clusterfuck, and a real low moment for our characters. I want it to go **bad** for us lmao. I really want to explore more of Omayu's backstory, since I think she's the character we've explored the least so far. As far as monsters, gotta see that nipple monster.

Question #9

It all entirely depends on how the Ball goes. I also have no idea how Duke Staelgar will take Skalder returning, since he was unofficially exiled. In fact, I bet Duke Staelgar will have been invited to the Ball, being a Yultarian nobleman (so he might not be in Izorcrest at all). If he isn't there, then Skalder will have to deal with his psycho kids (which would be even worse for Skalder lmao)

Question #10

Not really. My only thing would be, I think we need to set up a rule for tardiness. It feels like we start (and end) later and later. I propose a rule similar to the absentee rule (if one person can't make it, we play anyways), where if one person is late by more than a certain amount of time, we start without them. Fixing this would keep us from going too overlong, since leaving later on in the night can be tough (people getting tired).