

1. I am enjoying the campaign greatly so far. It is clear that you put a lot of effort and thought into it, and that you care. This is one of the best campaigns I have been a part of.
2. My favorite part of this arc was the reveal of the golem, and finding out that it was unleashed because of what had felt like such a small action: stealing the magic powder. This was a fantastic twist, but also an amazing opportunity for character building for everyone including Skalder. Honorable mention was the heist at the Cinderena, that was a really cool moment.
3. This is a difficult one, I've literally been sitting here for a half hour trying to think of anything specific, but there is nothing that I *really* disliked in this arc, if I'm honest. The story and pacing thus far has been fantastic, and each npc has been distinct and memorable. Each session I have had a really good time. The only gripes I might have are more meta and not story-related.
4. Your DMing makes each character feel included and important to the story, given how you have interwoven everyone into the plot and world. This makes the world feel alive, lived in, and that we are a part of it, which is really important for immersion. You are also really good at adjusting the trajectory of the narrative based on player decisions, and making those decisions matter (or feel like they matter).
5. The *one* thing I would say, is that certain times players can dominate the table or talk over you. This is more of something *they* are doing wrong, but I think being more assertive in that regard would help the table. Setting clear boundaries in terms of making sure everyone has equal opportunity to speak and roleplay. Generally this hasn't been an issue, only in the last couple sessions have there been moments of this.
6. Skalder Weevil has become a bit more chaotic than I imagined him, but I think that is okay. My new headcanon is that it is because of his nature as a ghost. Ghosts are afterimages of the living, and Skalder messing with Doldry is him reliving the times he would mess with his brother Staelgar (and Staelgar would get equally mad). He is kind of on a precipice, between choosing selflessness or selfishness. All that has mattered to him is his daughter and getting revenge, but now he is questioning that. I am really enjoying playing him. I also think, however, that Skalder does kinda steal the limelight sometimes. I feel a bit bad whenever I do rogue stuff away from the party and take up time doing stuff on my own.
7. I think you've done a fantastic job of incorporating elements of my backstory into the narrative, and making Skalder relevant and useful.
8. Something I would love to happen is for Doldry to reveal that he *is* Ancev Morcant /s. In all seriousness, I want to explore the other party members' backstories, reunite with Meadowyn, and finally tell Ailmyr about Ludwig Wileholly. I also hope that something happens that will bring Skalder and Doldry together more, and give them a mutual respect for one another.
9. I have *no* idea, as I think there are important things we have not been privy to yet. The only guess I would have is that it has something to do with jaws and time. Perhaps even the jaws *of* time. I have a suspicion that the magical seal that had the iron golem trapped was foreshadowing, that the seal was some sort of time-stopping-circle or something.
10. Really good campaign, I'm enjoying every session so far, and the party is a really good one as well. Again, its clear you really care and the effort you put in is clear to everyone. Good job. Also, I'm really excited to find this diadem and learn more about Min's backstory.