

1. So far, I'm enjoying the campaign immensely. The party has a natural cohesion and interesting interpersonal dynamics, and the npcs are engaging and well-written. The setting and characters all feel fleshed out and part of a greater whole. Moreover, the campaign feels satisfying and open.
2. I love that actions have consequences which are realistic and earned. The whole bit with the time rifts throughout the forest was really cool and engaging in my opinion, and I loved when shit hit the fan with the sacrifice of the town and the reveal of Daddy Lmaomick.
3. I wouldn't say there was anything that I *really* disliked. I suppose that TP had a point about the initial resolution of the time-travel plot, but I thought it was fine. The way you handled the narrative "reboot" was excellent
4. Choices. Matter. You have nailed this. Also, great NPCs and worldbuilding. You're easily the best DM I have played with, really good job. I consistently feel that this is a campaign that has dedicated to it both the heart and mind of a talented DM. The effort shows
5. Booo you suck lmao (So far, you have been an exemplar. Especially how you handled some rather rough player criticism with grace, and used it to make major positive strides.)
6. Skalder Weevil is a degenerate bastard, and I love him. I think he has taken a life of his own beyond what I had originally imagined, but I am excited to show a darker, more serious side to Skalder with the introduction of Anceve Morcant. I think that the party has seen "Skalder" but have yet to truly see the deep melancholy that is Baradin Drakebeard
7. I would say, I hope to get more serious, depressed overtures from Skalder. I often find my own chaotic inclinations take the wheel during the sessions and I hope to show a new side to him
8. I can't wait to reveal to Doldry that Skalder wiped out his village /s (In all seriousness, I really want to see a confrontation between Baradin and Anceve or Baradin and his family, and for Min and Uncle Gremdalin to meet.)
9. Well, I think we're going to possibly go into a few backstories in Polth (Doldry's homeland, Baradin's daughter, Ailmyr's creator, & Min's quest) but moreover, I think that we are going to see tremendous ripples from what happened in Northwood.
10. I can't wait to reveal to Doldry that Skalder wiped out his village /s (Did we level up? /s [Good job, I'm definitely invested])