

What was I thinking re Skills? I know how they work, but I weirdly ruled that there was some difference between untrained Skills from your Class list(s) and unlisted Skills, which there isn't.

I also didn't develop the characters' initial recovery of Skills-use through a more graded process, as I'd prepared to do. Maybe that was a good thing.

Why did I call for active Will rolls? That's a Defense, period. It should have been a Wisdom bonus roll against a Difficulty, or possibly defending successfully against an ongoing attack resisted by Will.

Note for future use of this scenario: keep track of Insight successes so far, because it should knock down the "rejoin my body" difficulty. Seems like Guox should have made it. Or maybe recovering one's actual physical existence should just be automatic when they try, if I want it to happen that badly.

I maintained the original PHB's standard action for active perception rolls, rather than the minor it was revised to. If you want fictional justification, well, it was a weird space, but I like the rule for its own sake. Note that when Yehru put her Shaped Consciousness right up to the Skulk-based opponent, I didn't call for a role – adjacent, no concealment.

My personal limits were entirely on display. At about halfway through, Lorenzo's connection problems really rattled me, and after three hours, I couldn't say anything right on the first try and had to correct myself or be corrected on nearly any pronouncement.

When Izeria went back into the passages, the "thing in the passages" was supposed to Lure her according to my prep notes, as when it/they Lured Abzu; there were several of them for just that reason.

Note for future use: make some better and simpler rules for those passages in general, so that going anywhere in them would entail a Lure attack directly to the lower chamber.

I should have remembered to mention to Declan that Kikari could have reached the adversary for melee by running, for +2 Speed, as I did for Hans when Guox ran to his seated (real) form.

The dragon-thing should have used its Action Points, for Dragon's Fury against a single foe each time. This probably would have entailed the characters using Action Points too, allowing for more coordination among them, probably.

The characters who went onto the lowest level should have been hampered by the Difficult (sticky) terrain and those who stayed at all or were Slowed should have been stuck. This is a big deal because it should have tried to wrench itself free upon being bloodied and taken to the air, which would have kept it away from their melee attacks. In that case, they were athletic and mobile enough to get onto the heights to fight it that way (maybe even jump onto it for melee), so being stuck and getting unstuck would have mattered a lot.

The other biggie is that weakened attacks should have been half damage – significantly, Yehru's Psychic Dissolution and Abzu's final hit.

I can't remember whether I messed this up or not, but it had Dual Brain which meant it should have rolled to save against being dazed (by Guox's Tyrant's Fury) at the start of its turn. I may have done this right.

They should have gained an Action Point (milestone) upon pressing on after defeating the dragon-thing, not that it was necessary but might have been, if Action Point spending had become relevant during the second half of the fight.