

# What happens turn 1

- You tell PC's clouds between platforms is difficult terrain
- Shosodax shoots players
- Players move, maybe attack
- If players don't make aggressive move to each raider, the raider attacks the scientists
  - Initiative might mean players don't get to act first
  - Round 3, scientists start dying

# Final fight is hard

(worse, it's frustrating to new players)

- PC starts w/o knowing the goal of the fight, how to achieve it, and how to move. And it's chaotic
- The PC's are 120 feet or more from the enemies, which they need to engage to save the scientists
  - Zemir force barrage, thunderstrike range 120'
  - Chk Chk spells 30'
  - Best ranged weapon (iconics) range 60' (start -4)
- First round is wasted movement; worse, they don't know they can teleport
- Hard to close distance with difficult terrain
- Timed: have to start attacking ichorwell raiders round 2 to stop killing scientists round 3
  - Players don't know this!
- Shosodax crit can drop a player

# Default Starting Location

- This is just too hard for players new to the system, especially because it's timed and they don't know it
- Obazaya in particular is ineffective > 40ft, even with lucky teleportation rolls, can shoot on round 2
  - Few opportunities to AoE (friendly scientists, semi-random movement)
- Dae (maybe) can stellar rush and maybe get there round 2
- Arta pushing the ichorwell raiders can put them in PC range sooner; one presumes she sees help coming and uses appropriate strategy



Shosodax

PC Start



A	S
S	S

A = Arta  
S = Scientist

# Less difficult starting location (for non-experienced group)

- Start the PC's closer
- This reduces the pain of closing distance.
- Effectively, this is 1-2 strides closer
- Some players can attack round 2 reliably

 Shosodax

PC Start

A S  
S S

A = Arta  
S = Scientist

# Less difficult: Fun variant

- Have the PC's randomly choose which of two groups they are in
- Enemies can be even closer

 Shosodax

PC Start

A S  
S S

A = Arta  
S = Scientist

PC Start


# My layout: mixed it up

- Enemies are closer
- Use more of the map so it feels less like endurance test
- Shosodax shooting from standard cover
  - Adds a new kind of challenge that isn't movement based
- Arta can send the enemies in different directions instead of toward the PC's

PC Start

 Shosodax

A = Arta  
S = Scientist

	
A	S
S	S
