
Critical Role Taldorei Campaign Setting

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Critical Role: Vox Machina Origins II #1 Wizards of the Coast

Book four in the brand new Doctor Who Decide Your Destiny series, based on the new BBC One series featuring Matt Smith as the Doctor! Join the Eleventh Doctor and Amy on their travels through time and space in the TARDIS and influence the story with your decisions. Choose a direction and let the adventures begin... This new series contains interactive stories that continue online. With links to exclusive animated scenes and an exciting online game, there's a new adventure waiting for you with every read!

A Song of Flight BBC Children's Books

Vox Machina Origins writer Jody Houser joins fan-favorite artist Selina Espiritu, and Matthew Mercer and Liam O'Brian to reveal

Caleb's troubled past in this all-new hardcover graphic novel! Fans of Critical Role won't want to miss this newest edition to their Mighty Nein library! A fire can keep you warm...or it can consume you. When Bren Aldric Ermendrud was chosen to attend the Soltryce Academy, everyone knew he would have an important future in service to the Empire. But nobody--least of all Bren himself--could foresee the cruelty he endured, and the ways in which it would break and remake him. Witness the events that transform Bren into the Mighty Nein's Caleb Widogast, and how they'll inform the path he'll take in the future.

The Nekomikon Dark Horse Comics
(Single Issues)

What's a nice tiefling like Jester doing in a party like the Mighty Nein? Jester Lavorre had an unconventional upbringing, even for one born in cosmopolitan Nicodranas. Daughter of the famed Ruby of the Sea, she had many opportunities for mischief as a small child, of which she took full advantage! Dive into the mystery of Jester's early years, her first meeting with the Traveler, and the fateful events that set her on a path to eventually join the Mighty Nein. Jester's story is brought to life by writer Sam Maggs (Captain Marvel; The Unstoppable Wasp) with art by Hunter Severn Bonyun, in direct consultation with Laura Bailey! It's available as a gorgeous hardcover,

ready to take its place in your Critical Role library!

Critical Role Penguin

Dice and miscellany for the world's greatest roleplaying game EXPLORE THE REALMS! Let Laeral Silverhand-Open Lord of Waterdeep, centuries-old archmage, and daughter of the goddess of magic-guide you on your path to adventure. INCLUDES · Eleven Dice (two d20s, one d12, two d10s, one d8, four d6s, one d4) · Twenty illustrated, double-sided cards detailing Laeral's expert insights on key characters, locations, and lore from across the Forgotten Realms™. · A durable, felt-lined box that functions as two dice trays. · Foldout double-sided map of the Sword Coast and the city of Waterdeep (11" x 16")

Empire of the Wolf Dark Horse Comics

The Fantasy AGE Basic Rulebook is your entry point to tabletop roleplaying. Now you can be the hero in your own sword and sorcery adventures! This is the game played on Wil Wheaton's new tabletop RPG show, Titansgrave: The Ashes of Valkana. The Adventure Game Engine (AGE) rules are easy to learn, and feature an innovative stunt system that keeps the action tense and exciting. This Basic Rulebook includes full 20 level advancement for all three classes, a new magic system, advice for players and GMs, and an introductory adventure so you can get started right away. You can use Fantasy AGE to run adventures in the campaign setting of your choice or a world of your own creation. A new AGE is upon us!

Critical Role: Vox Machina--Kith & Kin Paizo Pub Llc

Beneath the surface, the denizens of the Darklands stalk a world of endless night. Pathfinder Campaign Setting: Darklands Revisited casts new light on these subterranean terrors, preparing heroes to face what dangers lurk below. This 64-page guide reveals 10 notorious Darklands races and monsters, from familiar foes like troglodytes and drow to elusive menaces like urdefhan and seugathi. Each chapter presents detailed ecologies, monstrous rules options and variants, and stat blocks for notorious foes. There s a reason to fear the dark places below. If you must go, be prepared with Darklands Revisited." Van Richten's Guide to Ravenloft (Dungeons & Dragons) Dark Horse Comics (Single Issues) A young warrior who wields both the power of her music and the strength of her sword faces a grave threat in this enthralling historical fantasy. Bard and fighter Liobhan is always ready for a

challenge. So when news arrives at Swan Island that the prince of Dalriada has gone missing after an assault by both masked men and the sinister Crow Folk, she's eager to act. While Liobhan and her fellow Swan Island warriors seek answers to the prince's disappearance, the bard Brocc, Liobhan's brother, finds himself in dire trouble. His attempts to communicate with the Crow Folk have led him down a perilous path. When Liobhan and her comrades are sent to the rescue, it becomes clear the two missions are connected--and a great mystery unfolds. What brought the Crow Folk to Erin? And who seeks to use them in an unscrupulous bid for power? As Liobhan and Brocc investigate, it will take all their strength and will to continue pursuing the truth. With the safety of their loved ones in the balance, the risks they must take may cost them everything.

Pathfinder Campaign Setting Dark Horse

Comics

"Critical Role has taken the roleplaying world by storm and now you can join the adventure! Until now, the wondrous and dangerous lands of Tal'Dorei have been the sole stomping grounds of the show's adventuring company, Vox Machina. But now, you can explore these realms in a tome from the pen of Game Master Matt Mercer himself! Will you find one of the revered Vestiges of Divergence or perhaps discover part of the Chroma Conclave's legacy? Can you help the Ashari in their sacred charge to prevent the elemental vortices from overwhelming the world, or will you find yourself embroiled in the machinations of the Clasp? This setting book takes an in-depth look at the history, people, and places of Tal'Dorei, and includes new backgrounds, magic items, and monsters for the Fifth Edition rules"--Amazon.com.

Critical Role: Vox Machina Origins III #1 Tal'Dorei Campaign Setting Reborn Welcome to Tal'Dorei, a fantasy-filled continent brimming with grand tales of heroes and adventure - and eagerly awaiting your own epic stories. Soar on a skyship from the metropolis of Emon to the distant haven of Whitestone, venture into wilderness rife with terrifying monsters and wayward mages, and uncover magic items that range from simple trinkets to the legendary Vestiges of Divergence. The hit series Critical Role first explored this continent through the epic adventures of Vox Machina. Now the world moves on in their wake. This campaign setting is newly revised and expanded to cover the exciting conclusion of the Vox Machina campaign and the characters lives in the years following. Let your footsteps, too, shape the fate of Tal'Dorei and perhaps the wider world of Exandria. This definitive, art-filled tome is revised and expanded, containing everything you need to unlock the rich campaign setting of Tal'Dorei and make it your own: - A guide to each major region, with story hooks to fuel your campaign- Expanded character options, including 9 subclasses and 5 backgrounds- Magic items such as the Vestiges of Divergence, legendary artifacts that grow in power with their wielders- Dozens of creatures, including many featured in the Critical Role campaigns- New lore and updated stat blocks for each member of Vox Machina Critical Role Tal'dorei Campaign Setting "Critical Role has taken the roleplaying world by storm and now you can join the adventure! Until now, the wondrous and dangerous lands of Tal'Dorei have been the sole stomping grounds of the show's adventuring company, Vox Machina. But now, you can explore these realms in a tome from the pen of Game Master Matt Mercer himself! Will you find one of the revered Vestiges of Divergence or perhaps discover part of the Chroma Conclave's legacy? Can you help the Ashari in their sacred charge to prevent the elemental vortices from overwhelming the world, or will you find yourself embroiled in the machinations of the Clasp? This setting book takes an

in-depth look at the history, people, and places of Tal'Dorei, and includes new backgrounds, magic items, and monsters for the Fifth Edition rules"--Amazon.com. The World of Critical Role: The History Behind the Epic Fantasy" A guide to the massively popular fantasy RPG livestream offers previously unreleased photos and artwork, sharing cast insights into its origins and storylines as well as the diverse array of art and cosplay that Critical Role inspires."--Provided by publisher. Critical Role: The Chronicles of Exandria The Mighty Nein Welcome to Tal'Dorei, a fantasy-filled continent brimming with grand tales of heroes and adventure - and eagerly awaiting your own epic stories. Soar on a skyship from the metropolis of Emon to the distant haven of Whitestone, venture into wilderness rife with terrifying monsters and wayward mages, and uncover magic items that range from simple trinkets to the legendary Vestiges of Divergence. The hit series Critical Role first explored this continent through the epic adventures of Vox Machina. Now the world

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dreaded Spider Queen. Leylas seeks information from one of the gnomes who sprung the trap, and makes plans to rescue both Quana and the piece of the Luxon in the Spider Queen's possession. But with an adversary as old and clever as this one, there's no telling whether Leylas might be playing right into her subtle hands. Critical Role Game Master Matthew Mercer joins Eisner Award-winning writer Darcy van Poelgeest (LittleBird) and fan-favorite artist CoupleofKooks in this new Critical Role series Tales of Exandria! Darklands Revisited Wizards of the Coast

When you become that which you fear most, how do you carry on? Veth Brenatto doesn't have an exciting life, but she likes it that way. Unlike her childhood, it's safe. Predictable. And her husband and son love her almost as fiercely as she loves them. But Veth's cozy existence is turned on its head when she and her family are captured by raiders. In order to save them, Veth will commit an atrocity that

will sever her from all that she loves—maybe forever—and lead her to become Nott the Brave of the Mighty Nein. Celebrated writer Sam Maggs (Captain Marvel, The Unstoppable Wasp) is joined by Critical Role cast members Matthew Mercer and Sam Riegel, with the expert art of William Kirkby (Rat Queens) and colors by Mildred Louis (Agents of the Realm) for a heartbreaking look at a halfling's end and a goblin's beginning.

Critical Role: The Mighty Nein Origins--Nott the Brave Dark Horse Comics

Game Master Matthew Mercer joins Eisner Award-winning writer Darcy van Poelgeest (LittleBird) and fan-favorite artist CoupleofKooks in a brand new Critical Role story from the mighty Kryn Dynasty, collected in a trade paperback and ready to take its place in your Critical Role library. Could the fabled Luxon be the downfall of the

Kryn Dynasty? Leylas Kryn, the Bright Queen, has spent multiple lives in pursuit of assembling the otherworldly Luxon. So when another piece appears nearby, Leylas sends her eternal lover Quana to collect it...with consequences that may threaten the entire Dynasty! Hope for the future clashes with darkness from the past in a stellar new story from the world of Critical Role!

Legendary Dragons Dark Horse Comics

In Dragon Age, a pen & paper roleplaying game of dark fantasy adventure, you and your friends take on the personas of warriors, mages, and rogues in the world of Thedas and try to make your names by overcoming sinister foes and deadly challenges. Based on the video game franchise, this Core Rulebook includes the full rules for the Dragon Age RPG under one cover for the first time, including the Adventure Game Engine.

Pathfinder Campaign Setting Dark Horse Comics (Single Issues)

A wickedly whimsical adventure for the world ' s greatest roleplaying game. Once every eight years, the fantastic Witchlight Carnival touches down on your world, bringing joy to one settlement after the next. Its owners, Mister Witch and Mister Light, know how to put on a good show. But there ' s more to this magical extravaganza than meets the eye! The carnival is a gateway to a fantastic Feywild domain unlike anything found on the Material Plane. Time has not been kind to this realm, however, and dark days lie ahead unless someone can thwart the dastardly schemes of the Hourglass Coven. The Wild Beyond the Witchlight takes adventurers from the Witchlight Carnival to

Prismeer, a Feywild domain of delight, and is designed for characters of levels 1 – 8. This book comes with a poster map that shows the carnival on one side and Prismeer on the other.

- Explore the Plane of Faerie in the first official D&D adventure set primarily in the Feywild
- Easily drop The Witchlight Carnival into any campaign—for passage into the Feywild or just a night of carnival games and wild entertainment
- Introduces two races—play as a fairy or as a harengon, a race of humanoid rabbits
- Adds two backgrounds—the Feylost who grew up in the Feywild, and a Witchlight Hand who works at the carnival
- All encounters can be resolved without resorting to combat, rewarding clever ideas and creative roleplay
- Classic 1980s Dungeons & Dragons characters return,

including Warduke, Strongheart, and Kelek

[Dragon Age RPG Core Rulebook](#) Del Rey

You receive your reading at the shadow-choked table of Madam Eva whose predictions regarding your interactions with the Count Strahd Von Zarovich are laced with dread indeed. The Tarokka Deck is a must have accessory when you seek adventure within Castle Ravenloft in the dark lands of Barovia. Play out your fortune using these beautifully crafted cards, created specifically for use with any adventure you might have in Ravenloft campaign setting, but most specifically useful in the fifth edition D&D adventure, *Curse of Strahd*.

The World of Critical Role Wizards of the Coast

Explore the past of Critical Role 's daring half-elf twins, Vex ' ahlia and Vax ' ildan, in this

original prequel novel to their adventures with Vox Machina. Vex and Vax have always been outsiders. A harsh childhood in the elite elven city of Syngorn quickly taught them not to rely on others. Now, freed from the expectations of their exacting father and the scornful eyes of Syngorn's elves, the cunning hunter and the conning thief have made their own way in the world of Exandria. The twins have traveled far and experienced great hardship. But with the help of Vex's quick wit and Vax's quicker dagger, they've always kept ahead of trouble. Now, unknown perils await them in the bustling city of Westruun, where the twins become entangled in a web spun by the thieves' guild known to many as the Clasp. Trapped by a hasty deal, Vex and Vax (along with Vex's faithful bear companion, Trinket) set out into the wilds to fulfill their debt to the infamous crime syndicate. As the situation

grows more complicated than they ever could have imagined, for the first time Vex and Vax find themselves on opposite sides of a conflict that threatens the home they have carried with each other for years. Written by #1 New York Times bestselling author Marieke Nijkamp, *Critical Role: Vox Machina—Kith & Kin* follows a brand-new adventure that delves into the twin's unexplored history, and returns to some of the iconic moments that forged Vox Machina's most unbreakable bond.

Critical Role Paizo Publishing Incorporated
The unlikely heroes of Vox Machina are back in action! Join familiar faces from Critical Role's smash-hit first campaign as their escapades in Stilben lead them toward new adventure--and a dire threat to Grog when he goes missing in the night. Tracking him down will see the party lose one member, gain

another, and reveal parts of Grog's secret past. But first, his friends have to actually find him. From award-nominated writer Jody Houser (Orphan Black, Stranger Things) and first series author Olivia Samson, with colorist Msassyk (Isola, Gotham Academy) and letterer Ariana Maher (James Bond, Xena)! Tal'Dorei Campaign Setting Reborn Dark Horse Comics (Single Issues)

This boxed set is for Dungeon Masters interested in taking their heroes on excursions to the Shadowfell. The kit includes a 128-page book detailing the city of Gloomwrought, a 32-page book of encounters set in Gloomwrought and beyond, two card stock sheets of die-cut monster and villain tokens, a foldout battle map, and a deck of 30 cards. Critical Role: The Tales of Exandria--The Bright

Queen Dark Horse Comics

Aldis, the Kingdom of the Blue Rose, shines as a new light following the dark age of the Sorcerer Kings. Now, envoys of the Sovereign's Finest strive to protect Aldis. Aided by the rhydan - their psychic animal allies - the champions of the Blue Rose guard the Light against the power of the Shadow. This book gives your everything you need to play.

D&D Forgotten Realms Laeral Silverhand's Explorer's Kit (D&D Tabletop Roleplaying Game Accessory) Wizards of the Coast
HOME, SWEET HOME. WE ARE ALL EXPLORERS DRIVEN TO KNOW WHAT'S OVER THE HORIZON, WHAT'S BEYOND OUR OWN SHORES. The Alpha Quadrant Sourcebook provides Gamemasters and Players with a wealth of information to aid in playing or running adventures set within the Star Trek

universe. Made in the UK.