

## Chapter 1 : Fallen Heir (Royals) (Volume 4) Download | farm

*Critical Role: Tal'Dorei Campaign Setting for 5E. Follow in the footsteps of Vox Machina, or blaze your own trails in Matthew Mercer's world of Exandria.*

My book is mainly based on the print version, though the electronic version was consulted for the purpose of determining electronic functionality of e. Alas, Deep Magic, the previous big book, was a heartbreaking exercise for me see my review of that book and it took, frankly, quite some prodding to dive in. Did it pay off? We begin this book with a detailed history of the Southlands and it is a glorious read. Still, this is the general history, the time-line. The book also provides 5 general, new races that can be found throughout the Southlands: Gnolls, Trollkin, Tosculi see the advanced races-installment for more on the wasp-people, Nkosi feline shape-changer humanoids and Kijani plant humanoids that seek to become mammalian. The races themselves are pretty powerful plant-immunities, for example, but not excessively so they should work within the context of most fantasy games, though, if your gunning for gritty gameplay, you may want to take a close look at them. An innovation used here for the first time for the Tosculi exclusively and later expanded in the Advanced Races Compendium is advice on racial scaling so yes, you can scale down the Tosculi by a bit, though imho the race does not require this in all but the grittiest of games. It should be noted that ethnicities of regular races as well as age, height and weight tables are part of the deal here. Now the interesting component here, ultimately, does not lie in the crunch though it is significantly more solid kudos to the authors! An interesting component is also how mythic rules are handled as a basic tenet, they are considered to be the effects of remnants of divinity sparks, left behind by fallen pantheons and titans, which provides a nice in-game rationale for the existence of powers like that. Now, it is after this that we focus on the first overall region, which would be Nuria Natal, the eternal realm Nuria Natal, at first glance, seems very much like the pseudo-Egyptian realm, but it is distinct from e. Osirion and Khemit or similar realms in several key aspects, the first of which is the focus on the river that defines it springing from a planar rift of the world-tree Yggdrasil, it blends the mythologies of the Nile and Midgardian theology in a truly distinct and unique vision. Similarly, the gods, while utilizing the themes of real world mythologies, never feel like simple carbon adaptations of real-world mythology, instead acting as a properly woven-in essential component of the vista portrayed. Nowhere does this become more apparent than in Per-Bastet, the city of the everlasting cat, home of the deity and basically a modern metropolis seen through the lens of the fantastic: A distinct patriotism unifies the quarters and their diverse residents, which contains gnolls and catfolk in abundance alongside werelions; from planar alleyways to a churning river of elemental-inhabited sand making its way through the chaotic jumble of the metropolis, the influence of Bastet, her church, the god-queen and her agents or the vampiric masterminds in the shadows, the vision of a true melting pot of fantastic ethnicities resonates with a character one usually only ascribes to real world cities. The writing here is impeccable and, much like the entries on a certain city and its necropolis, the staggering panorama extends in its quality throughout the whole chapter from sandships as a vehicle-modification to a well-written ecology of the mummy with ample variants and death curses, this chapter is abask in inspired writing and makes the places jump forth from the pages whether they be the aforementioned places or the Ghatazi salt pits or the dreaded city of Per-Anu, devoted to ending lives in all manner of ways. The church of Aten and its diverse teachings, variant mummies, a city of undead and 4 archetypes including archetypes for Theurge and White Necromancer as well as a level-PrC complement this chapter. While not universally awesome and sporting some minor deviations in rules-language, the content herein still is rather solid and well-ingrained within the context of the world. The book also sports multiple nice traits for further customization. The book also sports a HUGE number of hieroglyphs these work akin to how rune magic or ankeshellian glyph magic work and, while powerful, their limitations per associated cult do offer a rather easy way for the GM to control their availability want that trick only followers of Anu-Akma have? Well, you better buckle up and join that organization! The second, massive chapter details the nation under the auspice of the remaining wind lords, the same entities that sent Boreas packing with his aspirations of genocide but that

does not mean these eternal lords of the lands are kind – far from it. Their description very much makes clear that these elemental spirits do not adhere to the same morality as mortals. It is also in this domain that the twin lands of the gnolls with a delightfully nasty gnoll-tactics sidebar can be found. What do I mean by these? At the same time, I thoroughly enjoyed their unique psychology and culture—but still. At their pretty high power-level, I wished more abilities were alternate racial traits instead of jamming all those abilities into the base frame of the race. The archetypes here are interesting – an elemental-themed paladin, gnoll caravan raiders and janni-calling summoners can be found and a PrC depicting the elite guard of aforementioned sphinx priestess is part of the deal. The chapter, like those before and after, also sports several unique spells and magic items – the latter of which deserve special mention, after all, we get an enchanted bed of nails and several unique carpets. One belt should be eyed very carefully, as it lets you pilot willing outsiders, fusing your body with them, which is exceedingly powerful when not handled with care. Beyond the dominion of the wind lords, the book finds its full-blown stride with the high jungles, where access to the fabled well of urd can be found, as powerful aeromancers guard the Black Lotus Mesa as intelligent white apes afflicted with arcane wasting prowl the jungles. The chapter also is a JOY to read due to an actually neat aeromancer archetype and, more than that, due to the vast array of hazards and the 8 lotus-types, which act as addictive, yes—but they also serve as powerful power components. This chapter is twisted, inspired and absolutely glorious. The kingdoms of salt and steel, bustling and defined by commerce – here, the land of serpent-scholars beckons, while in the land of ancients, the living reliquaries roam. On the Corsair Coast, the holy city Shuruppak beckons, while the city of Sar-Shaba contains horrific demonic legions, warded and sealed await intrepid adventurers. The fabulously wealthy island nation of Shibai and wicked corsairs can be found—but there is also the happiest land, Kesara, realm of the saffron rajah, where everyone smiles – a smile of desperation and fear, for the tyrannic rajah of the land is capricious and nasty indeed – a realm devoted to the decadence of the horrible rakshasa master that sits bloated on its throne. Fiercely meritocratic lion kingdoms of Omphaya, led by a returned titan and his rakshasa vizier may not be a nice place to visit either. The heartlands of the Southlands, the abandoned lands contain vast stretches of desert – it is here that the massive, black towers of the disturbing hive-cities of the tosculi can be found. Well, there is one that consists of the resin-hardened corpses of the fallen. Awesome and so perfectly evocative. Mechanically, these lands are brutal, as the web of ley lines is damaged, which makes primal magic rather powerful—and excessively dangerous. The long-limbed Ramad are a balanced race sported here and significant ley line magic expansions and delightfully disturbing living tosculi items complement this evocative, harsh land as we turn our gaze southwards, to the fringe of the southlands, where dinosaurs roam and the minotaur nation of Sudvall stands guard. The xorn sultanate of Zanskar can also be found here—and should you hesitate to set a whole campaign in the southlands—did you know that one particular bottle contains a whole city of assassins? The book concludes with an equipment table as well as a feat-index. My copy also sports a truly superb, glossy poster-map of the gorgeous cartography. Layout adheres to a 2-column standard in full color and is absolutely stunning; much like the lavish amount of original full-color art, the aesthetic components render this book frankly one of the most beautiful RPG-supplements I own. The pdf comes fully bookmarked. The hardcover uses high-quality, thick, matte paper and glossy, high-quality paper for the huge map. Suleiman, Brian Suskind, Henry Wong – ladies and gentlemen, congratulations are in order. You see, Golarion and similar setting have often drawn upon the tropes of Arabian nights and pharaonic Egypt – but never this way. The creative approach to this book could be summed up as follows: The book took the classic real-world mythologies that resonate with us and put a spin on it – so far, so common. However, the true excellence of Southlands lies not within this; no. The massive achievement of this book lies in the concise manner in which it brings the truly fantastic to the table and treats it seriously; the Southlands feel alive and concise, because it takes a very much logical, concise approach to world-building – whether as stand-alone or as part of the Midgard campaign setting, the Southlands excel. The blending of mythologies and use of more obscure themes collides with pure imaginative potential in a true, creative firework. I loved reading this book. Much like the best of mythpunk novels, much like the most inspiring of fantastic novels, this tome is a true page-turner and contains more imaginative potential than just about every setting I could list. This is not

Al-Qadim v. Now granted, I am not sold on all design-decisions herein, not perfectly convinced regarding the balance of some components but all of that ultimately pales before a book that is true excellence. There is not a single campaign setting book that is comparable in scope and ambition and, better yet, while not all the crunch reaches the constant, almost frightening level of genius of the prose, there are ample instances where I simply fist-pumped the lotus-magic is pure awesomeness and similarly, quite a few of the magic items just feel magical, unique, awesome and the hazards oh boy, do I love me some hazards! Beyond simply being a superb read and surprisingly, in spite of heavily quoting real world mythologies, Southlands is a book of jamais-vus, of the novel and still familiar, an accumulation of brilliant ideas that practically DEMAND that you run modules, campaigns, whole APs in this wondrous, exceedingly captivating setting. If anything, just about every nation herein made me crave more; each chapter made me want a whole AP set in it so bad Southlands is a furious return to form for Kobold Press. Flip open those pages, start reading and dream a dream of harsh jungles, enchanted deserts and gorgeous cities, both bustling and ruined, of a savage land of splendor and glories untold. Go to the Southlands. There are very few books of this size that manage to maintain a sense of narrative consistency, much less at the thoroughly impressive level of quality the ideas in this tome have. If anything, I do hope that Northlands at one point get a similarly detailed second edition. Southlands is excellence if you even remotely are interested in the subject matter, do yourself a favor and get this glorious tome it contains enough ideas and adventure for a lifetime and I am not engaging in hyperbole here. Scheduled for release soon! There are lots of new archetypes, prestige classes, feats and spells that fit the Midgard Campaign. I also love the core character races. The Kobold Press team hit a homerun on this one. Add a review You must be logged in to post a review.

### Chapter 2 : Critical Role: Taladorei Campaign Setting Book Releasing Gen Con 50 | DDO Players

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Please log in to add or reply to comments. Marcus B May 27, 7: Especially interested in 5E rules tweaks and extensions. Benjamin B May 06, 2: There are plot hooks, cities, regions and more included, as well as enough detail on organizations to use them but not so much as to be stifling your own creativity as a DM. Still, maybe you should ask more specific questions - value will always depend on what you are looking for. Derrick C May 04, But yes, it does have the crease. Derrick C May 12, I like clean maps for displays on roll20 for campaign tracking and little "charms" like this for player handouts. Benjamin B October 21, 7: Delivery time is estimated in literally months. Will this change anytime soon? October 16, 1: No set campaign though. To be fair, what should they take? The whole campaign clocked in at around 5 years of weekly play after all Brian J October 14, 6: Ismael A July 24, 4: Rob T July 21, Jason S July 23, 6: Rob T July 24, 1: With so many great other settings out there that push new ideas I just want to know what separates this from the generic Fantasy bucket. John S July 21, 3: Tim G July 21, 4: No preview loading for me either. And GR, you might want to be less cagey about what this is a setting -for-. At the moment it sounds good but I have no context for what I might do with it. Sean T July 21, 5: Just saying, the info is there if you look for it. Tim G July 24, 7: Much better if the description, the core of the page, actually told us what Critical Role is and what the book will do for us. Sean T July 30, 2: B Having recently acquired a copy of the book myself, I can tell you that most of the information within is just lore, thus system-neutral. C Again, none of this information was hidden. See more that I want. Christian P July 20, It did not upload correctly when the PDF first went live but should be fixed now. If you purchase it, check your download library and it should be there. Christopher J July 19, An actual useable, composite map. Michael L July 19, 4: Todor P July 20, And the map is really nice. I retract my critique! The campaign guide is comprehensive covering many different aspects of the setti [

### Chapter 3 : Critical Role: Tal'Dorei Campaign Setting Downloads Torrent by izhantidi - Issuu

*Brand new to Dungeons & Dragons? Check out our Getting Started Guide! Learn more about our sub at the /r/DnD wiki. Filters. It is recommended that you go into your preferences and increase your displayed links to*

Almost any neutral or evil deity can claim some influence over the secrets of blood magic and this domain, while the gods who watch from more moral realms shun its use beyond extenuating circumstance. Cure wounds may feature the controlling of blood like a needle and thread to close lacerations. Guardian of faith could be a floating, crimson spirit of dripping viscera who watches the vicinity with burning red eyes. Have fun with the themes! Blood Domain Spells 1st sleep, ray of sickness 3rd ray of enfeeblement, crown of madness 5th haste, slow 9th dominate person, hold monster Bonus Proficiencies At 1st level, you gain proficiency with martial weapons. Bloodletting Focus From 1st level, your divine magics draw the blood from inflicted wounds, worsening the agony of your nearby foes. As an action, you target a Large or smaller creature that has blood within 60 feet of you. That creature must succeed on a Constitution saving throw against your spell save DC or immediately move up to half of their movement in any direction of your choice and make a single weapon attack against a creature of your choice within range. Dead or unconscious creatures automatically fail their saving throw. At 8th level, you can target a Huge or smaller creature. Crimson Bond Starting at 6th level, you can use your Channel Divinity to focus on a sample of blood from a creature that is at least 2 ounces, and that has been spilt no longer than a week ago. As an action, you can focus on the blood of the creature to form a bond and gain information about their current circumstances. You know their approximate distance and direction from you, as well as their general state of health, as long as they are within 10 miles of you. You can maintain this effect as though you were concentrating on a spell for up to 1 hour. The target makes a Constitution saving throw against your spell save DC. If they succeed, the connection is resisted, ending the bond. You suffer 2d6 necrotic damage. Upon a failed saving throw, you can choose to either see through the eyes of or hear through their ears of the target for a number of rounds equal to your Wisdom modifier minimum of 1. During this time, you are blind or deaf respectively with regard to your own senses. Once this connection ends, the Crimson Bond is lost. Sanguine Recall At 8th level, you can sacrifice a portion of your own vitality to recover expended spell slots. As an action, you recover spell slots that have a combined level equal to or less than half of your cleric level rounded up, and none of the slots can be 6th level or higher. You immediately suffer 1d6 damage per spell slot level recovered. You can recover a single 4th-level spell slots, two 2nd-level spell slots, a 3rd-level spell slot and a 1st level spell slot, or four 1st-level spell slots. You then suffer 4d6 damage. Vascular Corruption Aura At 17th level, you can emit a powerful aura as an action that extends 30 feet out from you that pulses necrotic energy through the veins of nearby foes, causing them to burst and bleed. For 1 minute, any enemy creatures with blood that begin their turn within the aura or enter it for the first time on their turn immediately suffer 2d6 necrotic damage. Any enemy creature with blood that would regain hit points while within the aura only regains half of the intended number of hit points rounded up. Walls crumbled and legions fell to but a handful of fearsome warriors as they cut a path for the herd to charge in and take what they wished before vanishing back into the Dividing Plains. These fearsome barbarians that would break through the shields and towers of nearby townships became known as the Juggernauts. While the Herd of Storms is no more, the lineage of trained juggernauts that survived to join the Rivermaw still teach the ways of their unbreakable rage. Thunderous Blows Starting when you choose this path at 3rd level, your rage instills you with the strength to batter around your foes, making any battlefield your domain. Stance of the Mountain You harness your fury to anchor your feet to the earth, shrugging off the blows of those who wish to topple you. Upon choosing this path at 3rd level, you cannot be knocked prone while raging unless you become unconscious. Demolishing Might Beginning at 6th level, you can muster destructive force with your assault, shaking the core of even the strongest structures. All of your melee attacks gain the siege property your attacks deal double damage to objects and structures. Your melee attacks against creatures of the construct type deal an additional 1d8 weapon damage. Overwhelming Cleave Upon reaching 10th level, you wade into armies of foes, great swings of your weapon striking many who

threaten you. When you make a weapon attack while raging, you can make another attack as a bonus action with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon. If you do so, for the duration of the rage your speed cannot be reduced, and you are immune to the frightened, paralyzed, and stunned conditions. If you are frightened, paralyzed, or stunned, you can still take your bonus action to enter your rage and suspend the effects for the duration of the rage. When your rage ends, you suffer one level of exhaustion as described in appendix A, PHB. Many study the nature of the arcane in hopes of learning to harness it, while sorcerers carry innate talent to sculpt and wield the errant strands of power that shape the world. Some sorcerers occasionally find their body itself becomes a conduit for such energies, their flesh collecting and storing remnants of their magic in the form of natural runes. These anomalies are known in erudite circles as runechildren. The talents of a runechild are rare indeed, and many are sought after for study by mages and scholars alike, driven by a prevalent belief that the secrets within their body can help understand many mysteries of the arcane. Others seek to enslave them, using their bodies as tortured spell batteries for their own diabolic pursuits. Their subjugation all throughout the Age of Arcanum has driven the few that exist this day into hiding their essence – a task that is not easy, given the revealing nature of their gifts.

**Essence Runes** At 1st level, your body has begun to express your innate magical energies as natural runes that hide beneath your skin. You begin with 1 Essence Rune, and gain an additional rune whenever you gain a level in this class. Runes can manifest anywhere on your body, though the first usually manifests on the forehead. They remain invisible when inert. At the end of a turn where you spent any number of sorcery points for any of your class features, an equal number of essence runes glow with stored energy, becoming charged runes. If you expend a charged rune to use one of your Runechild features, it returns to being an inert essence rune. As a bonus action, you may spend any number of sorcery points to convert an equal number of essence runes into charged runes. If you have no sorcery points and no charged runes, you can convert a single essence rune into a charged rune as an action. If you have 5 or more charged runes, you emit bright light in a 5 foot radius and dim light for an additional 5 feet. Any charged runes revert to inert essence runes after you complete a long rest.

**Glyphs of Aegis** Beginning at 1st level, you can release the stored arcane power within your runes to absorb or deflect threatening attacks against you. Whenever you take damage from an attack, hazard, or spell, you can use a reaction to expend any number of charged runes, rolling 1d6 per charged rune. You subtract the total rolled from the damage inflicted by the attack, hazard, or spell. At 6th level, you can use an action to expend a charged rune, temporarily transferring a Glyph of Aegis to a creature you touch. A creature can only hold a single glyph, and it lasts for 1 hour, or until the creature is damaged by an attack, hazard, or spell. The next time that creature takes damage from any of those sources, roll 1d6 and subtract the number rolled from the damage roll. The glyph is then lost.

**Sigilic Augmentation** Upon reaching 6th level, you can channel your runes to temporarily bolster your physical capabilities. You can expend a charged rune as a bonus action to enhance either your Strength, Dexterity, or Constitution, granting you advantage on ability checks with the chosen ability score until the start of your next turn. You can choose to maintain this benefit additional rounds by expending a charged rune at the start of each of your following turns.

**Manifest Inscriptions** At 6th level, you can reveal hidden glyphs and enchantments that surround you. As an action, you can expend a charged rune to cause any hidden magical marks, runes, wards, or glyphs within 15 feet of you to reveal themselves with a glow for 1 round. This glow is considered dim light for a 5 foot radius around the mark or glyph.

**Runic Torrent** Upon reaching 14th level, you can channel your stored runic energy to instill your spells with overwhelming arcane power, bypassing even the staunchest defenses.

**Arcane Exemplar Form** Beginning at 18th level, you can use a bonus action and expend 6 or more charged runes to temporarily become a being of pure magical energy. This new form lasts for 3 rounds plus 1 round for each charged rune expended over 6. While you are in your exemplar form, you gain the following benefits: Once you use this feature, you must finish a long rest before you can use it again. Here, young people seeking the clarity of truth and the strength of knowledge pledge to learn the arts of seeking enlightenment by understanding the world around them, and mastering the techniques to defend it. Through research, they prepare themselves against the ever-coming tides of evil. Through understanding the secrets of their foe, they can adapt and surmount them. Then, once the fight is done, they return to record their findings for future

generations of monks to study from. Whenever you make an Intelligence Arcana , Intelligence History , or Intelligence Religion check, you can spend 1 ki point to gain advantage on the roll. In addition, you learn one language of your choice. You gain additional languages at 11th and 17th level. Extract Aspects Beginning at 3rd level when choosing this tradition, when you pummel an opponent and connect with multiple pressure points, you can extract crucial information about your foe. Whenever you hit a single creature with two or more attacks in one round, you can spend 1 ki point to force the target to make a Constitution saving throw. On a failure, you learn one aspect about the creature of your choice: Upon reaching 6th level, if the target fails their saving throw, you can choose two aspects to learn. This increases to three aspects at 11th level, and four aspects at 17th level. Extort Truth At 6th level, you can hit a series of hidden nerves on a creature with precision, temporarily causing them to be unable to mask their true thoughts and intent. If you manage to hit a single creature with two or more attacks in one round, you can spend 2 ki points to force them to make a Charisma saving throw. You can choose to have these attacks deal no damage. On a failed save, the creature is unable to speak a deliberate lie for 1 minute. You know if they succeeded or failed on their saving throw. An affected creature is aware of the effect and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as the effect lasts. You can take a number of additional reactions each round equal to your Intelligence modifier minimum of 1 , at the cost of 1 ki point per reaction beyond the first. You can only use one reaction per trigger. In addition, whenever you make an Intelligence Investigation check, you can spend 1 ki point to gain advantage on the roll. Preternatural Counter Beginning at 11th level, your quick mind and study of your foe allows you to use their failure to your advantage.

### Chapter 4 : Additional Classes | Tal'Dorei Indy D&D Campaign Wiki | FANDOM powered by Wikia

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*This week we discuss and review the Tal'Dorei Campaign guide, taking a slight break from Critical Role to discuss Critical Role adjacent information.*

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*Runic Torrent* Upon reaching 14th level, you can channel your stored runic energy to instill your spells with overwhelming arcane power, bypassing even the staunchest defenses. Whenever you cast a spell, you can expend a number of charged runes equal to the spell's level to allow it to ignore any resistance or immunity to the spell's damage.