

explorers guide to wildemount

Explorers Guide to Wildemount: Navigating the Mystical Continent of Exandria

explorers guide to wildemount invites adventurers, storytellers, and Dungeons & Dragons enthusiasts alike to dive deep into one of the most richly detailed settings in the fantasy realm. Wildemount, a sprawling continent from the world of Exandria created by Matthew Mercer for Critical Role, offers a vibrant mix of political intrigue, diverse cultures, and mysterious landscapes. Whether you're a Dungeon Master seeking to craft immersive campaigns or a player eager to explore new horizons, understanding the nuances of Wildemount can transform your gaming experience.

Getting to Know Wildemount: The Continent's Essence

At its core, Wildemount is a land where magic and might collide, shaped by history and the ambitions of its inhabitants. It's divided into several distinct regions, each offering unique environments and challenges. From the frigid reaches of the Greying Wildlands to the bustling cities of the Dwendalian Empire, the continent is ripe for exploration and storytelling.

Geography and Regions

Wildemount's geography is as varied as its lore. There are four primary regions that adventurers often encounter:

- **Dwendalian Empire:** A powerful and expansive kingdom with a strict military and political order, featuring imposing cities like REXXENTRUM and ZADASH.
- **Kryn Dynasty:** Nestled beneath the surface in the cavernous Luxon Beacon and known for its worship of the Luxon, this society is deeply spiritual and mysterious.
- **Menagerie Coast:** A vibrant, coastal area famed for its pirates, merchants, and eclectic cultures, including the city of Port Damali.
- **Greying Wildlands:** A wild and dangerous frontier filled with ancient ruins, monsters, and untamed wilderness.

Each region not only offers different landscapes but also distinct political climates and cultures, giving players and DMs a rich tapestry to weave their adventures.

The Importance of Lore and History

Understanding Wildemount's lore is crucial for anyone looking to immerse themselves fully. The continent's history is marked by a great war known as the "Cabal War," a conflict that shaped much of the current political landscape. Magic plays a pivotal role in shaping societies here, with factions such as the Cerberus Assembly influencing events behind the scenes. For those running campaigns, integrating this deep lore can lend authenticity and depth to your narratives, making player choices feel impactful.

Explorers Guide to Wildemount: Key Factions and Political Intrigue

One of the most compelling aspects of Wildemount is its intricate political web. The continent is rife with competing powers, each with their own agendas, making it a playground for intrigue and diplomacy.

The Dwendalian Empire vs. The Kryn Dynasty

The ongoing rivalry between these two major powers is central to many storylines:

- **Dwendalian Empire:** Known for its authoritarian governance, the Empire seeks to maintain order through military might and political control. Its army is disciplined, and its leaders are pragmatic, often favoring control over chaos.
- **Kryn Dynasty:** This matriarchal society worships the Luxon and values spiritual enlightenment. They possess powerful magic and operate primarily underground, inspiring a sense of mysticism and otherworldliness.

Navigating the tensions between these factions can lead to rich role-playing opportunities, whether players choose diplomacy, espionage, or outright conflict.

Other Influential Groups

Wildemount is also home to several other organizations that add layers to the continent's complexity:

- **The Cerberus Assembly:** A group of powerful mages who influence the Dwendalian Empire's policies, often working from the shadows.
- **The Clovis Concord:** A coalition of mercantile city-states along the Menagerie

Coast, emphasizing trade and independence.

- **The Myriad:** A shadowy thieves' guild operating in various cities, perfect for intrigue-heavy campaigns.

These factions provide endless hooks for quests and character motivations, enriching any Wildemount-based adventure.

Wildemount's Unique Magic and Mystical Elements

Magic in Wildemount isn't just a tool but a living force that shapes the world. The continent introduces fascinating magical phenomena and unique systems that set it apart from other D&D settings.

The Luxon and the Kryn Dynasty's Faith

A standout feature of Wildemount is the Luxon, a mysterious cosmic entity worshiped by the Kryn Dynasty. The Luxon's influence manifests in the form of the "Luxon Beacons," which are portals that connect to different parts of the world. Followers of the Luxon believe in reincarnation and the cyclical nature of life, which adds philosophical depth to campaigns involving these themes.

Arcane Traditions and Spellcasting

Wildemount's magic users often align themselves with specific traditions or factions, such as the Cerberus Assembly's rigorous magical studies or the more spiritual magic of the Kryn. Additionally, the setting introduces unique spells and magical items that reflect its culture and history, giving spellcasters fresh options to consider.

Explorers Guide to Wildemount: Tips for Dungeon Masters and Players

Bringing Wildemount to life at your gaming table requires some thoughtful preparation. Here are some tips to help both Dungeon Masters and players dive into this complex world.

For Dungeon Masters

- **Leverage the rich political landscape:** Wildemount thrives on intrigue. Use faction rivalries, political schemes, and power struggles to create engaging plotlines.
- **Emphasize geography and culture:** Make each region feel distinct. Use local customs, dialects, and environments to immerse players.
- **Incorporate unique lore elements:** Introducing concepts like the Luxon, the Cabal War, or Cerberus Assembly can add depth and originality to your campaign.
- **Use detailed maps and visual aids:** Wildemount is visually distinctive. Maps of cities like REXXENTRUM or the Menagerie Coast can help players visualize their journeys.

For Players

- **Understand your character's background within Wildemount:** Align your backstory with the continent's cultures or factions to enrich roleplaying.
- **Explore diverse character options:** Wildemount's unique setting supports a wide variety of races and classes, including new subclasses introduced in its sourcebooks.
- **Engage with the setting's lore:** Knowing about the Cabal War or the Luxon can help you make informed decisions and deepen your connection to the story.
- **Collaborate with your DM:** Work together to weave your character's story into the broader narrative of Wildemount.

Explorers Guide to Wildemount: Must-Visit Locations and Adventure Hooks

No explorers guide to Wildemount would be complete without highlighting some iconic locations that can serve as adventure hubs or narrative catalysts.

REXXENTRUM

The capital of the Dwendalian Empire, REXXENTRUM is a sprawling city filled with political

intrigue, towering spires, and bustling markets. It's a prime setting for urban adventures involving espionage, court politics, or even magical conspiracies.

Port Damali

Located on the Menagerie Coast, Port Damali is a vibrant, multicultural city known for its festivals and sea trade. It offers a more relaxed yet lively environment, perfect for pirate-themed quests or mercantile intrigue.

The Greying Wildlands

A dangerous and untamed region, the Greying Wildlands are ideal for survival-based campaigns, monster hunts, and uncovering ancient secrets buried beneath the wilderness.

The Luxon Beacon

This mystical site is central to the Kryn Dynasty's faith and serves as a powerful narrative device. Adventures here can delve into spiritual quests, cosmic mysteries, or battles against dark forces seeking to disrupt the natural order.

Wildemount's diversity ensures that every type of adventurer can find something that resonates — whether it's political machinations, exploration of wild frontiers, or arcane mysteries.

Exploring Wildemount is like stepping into a living storybook where every corner of the continent has tales to tell. With its carefully crafted lore, dynamic factions, and unique magical elements, it offers endless possibilities for those eager to chart new territories and shape their own legends. Whether you're a seasoned traveler of tabletop realms or just beginning your journey, the explorers guide to Wildemount opens the door to a world where adventure knows no bounds.

Frequently Asked Questions

What is 'Explorer's Guide to Wildemount' about?

'Explorer's Guide to Wildemount' is a Dungeons & Dragons campaign sourcebook that details the continent of Wildemount, a setting created by Matthew Mercer for the Critical Role series. It provides lore, new character options, monsters, and adventures set in the world of Exandria.

Who created the 'Explorer's Guide to Wildemount'?

'Explorer's Guide to Wildemount' was created by Matthew Mercer, the Dungeon Master of Critical Role, and published by Wizards of the Coast.

What new character options are available in 'Explorer's Guide to Wildemount'?

The book introduces new subclasses such as the Echo Knight fighter, the Chronurgy and Graviturgy magic schools for wizards, new backgrounds, and equipment relevant to the Wildemount setting.

How does 'Explorer's Guide to Wildemount' integrate with existing D&D 5e rules?

The guide is fully compatible with Dungeons & Dragons 5th Edition rules, providing new subclasses, spells, and monsters that seamlessly integrate into standard gameplay.

What regions of Wildemount are detailed in the guide?

The guide covers four main regions: the Dwendalian Empire, the Kryn Dynasty, the Menagerie Coast, and the Greying Wildlands, each with unique cultures, politics, and environments.

Are there new monsters introduced in 'Explorer's Guide to Wildemount'?

Yes, the book introduces several new monsters unique to Wildemount, including the Mythic Odric and the Pallid Shrieker, expanding the bestiary for Dungeon Masters.

Does 'Explorer's Guide to Wildemount' include an adventure?

Yes, it features a starter adventure called 'Echoes of the Open Road' designed to introduce players to the setting and mechanics of Wildemount.

Can players create characters from the Kryn Dynasty in 'Explorer's Guide to Wildemount'?

Yes, players can create characters from the Kryn Dynasty, including new racial traits and lore that reflect the society and culture of the drow living there.

What kind of magic is unique to Wildemount in this guide?

The guide introduces Chronurgy and Graviturgy magic, new schools of wizardry focused

on manipulating time and gravity, respectively.

Is 'Explorer's Guide to Wildemount' suitable for both new and experienced D&D players?

Yes, it is designed to be accessible to new players while offering rich lore and complex options for experienced players and Dungeon Masters.

Additional Resources

Explorers Guide to Wildemount: Navigating the Depths of Exandria's Untamed Frontier

explorers guide to wildemount serves as an essential resource for adventurers, Dungeon Masters, and fans of the critically acclaimed Dungeons & Dragons setting crafted by Matthew Mercer. Wildemount, a vast and diverse continent in the world of Exandria, offers a rich tapestry of cultures, political intrigue, and untamed wilderness that challenges players to immerse themselves in complex narratives and dynamic gameplay. This analytical review delves into the core elements of the Explorers Guide to Wildemount, highlighting its unique features, setting intricacies, and how it enhances the role-playing experience.

Unveiling Wildemount: A Land of Complexity and Conflict

The Explorers Guide to Wildemount presents a detailed overview of one of the most compelling regions within the larger Exandrian world. Unlike traditional D&D settings that focus primarily on medieval fantasy tropes, Wildemount incorporates a blend of high fantasy, political machinations, and even elements of steampunk, particularly evident in the technology and arcane innovations found throughout the continent. This fusion makes Wildemount stand out among other campaign settings.

One of the guide's strongest attributes is its comprehensive world-building. It splits the continent into distinct regions, each with unique environments and sociopolitical dynamics. For example, the Dwendalian Empire represents a sprawling, authoritarian regime with a rigid military hierarchy and strict laws, whereas the Kryn Dynasty embodies a more mystical society deeply connected to the enigmatic Luxon and its religious doctrines. These contrasting factions provide fertile ground for storytelling and player choices that can have meaningful consequences.

Geography and Environment: Mapping the Unknown

Wildemount's geography is as varied as its inhabitants. The guide meticulously details numerous biomes ranging from the frozen wastes of the Greying Wildlands to the lush forests of the Menagerie Coast. This environmental diversity not only affects narrative

possibilities but also informs gameplay mechanics such as survival checks, travel challenges, and encounters with region-specific creatures.

Explorers venturing into Wildemount will find that the terrain itself becomes a character within the story. The Clovis Concord's lawless city-states contrast sharply with the disciplined cities under the Dwendalian Empire's control, shaping the cultural and economic interactions that adventurers must navigate. The guide's inclusion of maps, travel times, and climate data enhances immersion and aids Dungeon Masters in crafting believable, dynamic worlds.

Factions and Political Intrigue

A hallmark of the Explorers Guide to Wildemount is its in-depth exploration of the continent's factions. Beyond the overarching political entities, the guide introduces numerous guilds, secret societies, and mercenary groups that influence the balance of power. The Cerberus Assembly, a cabal of powerful arcane practitioners, exemplifies the intricate web of alliances and rivalries.

Players and Dungeon Masters benefit from this layered approach, as it encourages campaigns that intertwine personal character arcs with larger political narratives. The guide's nuanced portrayal of faction motives and conflicts adds complexity rarely seen in standard D&D supplements, making Wildemount an ideal setting for campaigns that emphasize intrigue and diplomacy alongside combat.

Character Options and Mechanics: Expanding the Player's Arsenal

The Explorers Guide to Wildemount enriches player choice through new subclasses, spells, and backgrounds tailored to the setting's themes. For instance, subclasses such as the Echo Knight fighter and the Chronurgy Magic wizard introduce innovative mechanics centered on time manipulation, reflecting the mystical forces at play in Wildemount. These options diversify gameplay and allow players to explore novel strategies and narrative possibilities.

Additionally, the guide features new races and subraces indigenous to Exandria, such as the Pallid Elves and the Draconblood Dragonborn. These choices not only expand character customization but also tie directly into the lore, reinforcing the setting's authenticity. The synergy between lore and mechanics exemplifies the guide's holistic design philosophy.

Magic and Technology: The Arcane Steam Engine

A distinctive aspect of Wildemount is the integration of arcane technology, which the Explorers Guide explores in detail. This concept bridges traditional magic with

technological innovation, reminiscent of steampunk aesthetics. Devices like the arcane cannons and magical constructs demonstrate how technology shapes warfare and daily life within the various factions.

This blend presents unique challenges and opportunities for campaign design. Dungeon Masters can devise scenarios involving sabotage of arcane infrastructure or exploration of abandoned technological ruins. For players, it opens avenues for inventive problem-solving and role-play centered around the ethical and practical implications of such advancements.

Comparative Perspective: Wildemount Versus Other D&D Settings

When contrasted with other official Dungeons & Dragons settings such as the Forgotten Realms or Eberron, Wildemount occupies a distinctive niche. While Forgotten Realms is renowned for its expansive lore and traditional fantasy elements, and Eberron emphasizes pulp adventure and magitech, Wildemount strikes a balance that incorporates political realism, moral ambiguity, and mythic storytelling.

This makes the Explorers Guide to Wildemount particularly appealing for groups seeking a mature and layered campaign experience. The guide's emphasis on faction dynamics and complex NPCs encourages storytelling that transcends simple good-versus-evil narratives, inviting players to engage with nuanced ethical dilemmas.

Strengths and Limitations

- **Strengths:** Rich world-building, innovative character options, detailed faction politics, and integration of magic and technology.
- **Limitations:** The density of lore may overwhelm new players or Dungeon Masters unfamiliar with Exandria; some regions receive less development compared to core areas.

Despite these limitations, the guide remains a valuable addition for those interested in deep narrative campaigns and innovative gameplay.

Integrating the Explorers Guide to Wildemount into Your Campaign

Dungeon Masters seeking to incorporate the Explorers Guide to Wildemount into their sessions will find ample tools for customization. The guide's modular approach allows

selective adoption of elements, whether incorporating specific factions, regions, or character options, without requiring full adherence to the entire setting.

Moreover, the detailed adventure hooks and story seeds provided encourage creative expansion. Campaigns can focus on espionage within the Dwendalian Empire, exploration of ancient ruins in the Greying Wildlands, or political maneuvering along the Menagerie Coast. This flexibility supports a wide range of play styles and narrative tones.

Players also benefit from the guide's depth, gaining access to setting-specific feats, backgrounds, and equipment that enhance character immersion. For groups invested in role-play and storytelling, these elements enrich the overall experience by grounding characters firmly within the world's socio-cultural context.

The Explorers Guide to Wildemount continues to gain traction among the Dungeons & Dragons community for its ambitious scope and intricate design. Whether used as a primary campaign setting or a source of inspiration, it offers a multifaceted environment teeming with opportunities for adventure, intrigue, and discovery.

[Explorers Guide To Wildemount](#)

explorers guide to wildemount: Explorer's Guide to Wildemount (D&D Campaign Setting and Adventure Book) (Dungeons & Dragons) Dungeons & Dragons, 2020-03-17 HOW DO YOU WANT TO DO THIS? A war brews on a continent that has withstood more than its fair share of conflict. The Dwendalian Empire and the Kryn Dynasty are carving up the lands around them, and only the greatest heroes would dare stand between them. Somewhere in the far corners of this war-torn landscape are secrets that could end this conflict and usher in a new age of peace—or burn the world to a cinder. Create a band of heroes and embark on a journey across the continent of Wildemount, the setting for Campaign 2 of the hit Dungeons & Dragons series Critical Role. Within this book, you'll find new character options, a heroic chronicle to help you craft your character's backstory, four different starting adventures, and everything a Dungeon Master needs to breathe life into a Wildemount-based D&D campaign... · Delve through the first Dungeons & Dragons book to let players experience the game as played within the world of Critical Role, the world's most popular livestreaming D&D show. · Uncover a trove of options usable in any D&D game, featuring subclasses, spells, magic items, monsters, and more, rooted in the adventures of Exandria—such as Vestiges of Divergence and the possibility manipulating magic of Dunamancy. · Start a Dungeons & Dragons campaign in any of Wildemount's regions using a variety of introductory adventures, dozens of regional plot seeds, and the heroic chronicle system—a way to create character backstories rooted in Wildemount. Explore every corner of Wildemount and discover mysteries revealed for the first time by Critical Role Dungeon Master, Matthew Mercer.

explorers guide to wildemount: The Routledge Handbook of Remix Studies and Digital Humanities Eduardo Navas, Owen Gallagher, xtine burrough, 2021-02-14 In this comprehensive and highly interdisciplinary companion, contributors reflect on remix across the broad spectrum of media and culture, with each chapter offering in-depth reflections on the relationship between remix studies and the digital humanities. The anthology is organized into sections that explore remix studies and digital humanities in relation to topics such as archives, artificial intelligence, cinema, epistemology, gaming, generative art, hacking, pedagogy, sound, and VR, among other subjects of study. Selected chapters focus on practice-based projects produced by artists, designers, remix studies scholars, and digital humanists. With this mix of practical and theoretical chapters, editors

Navas, Gallagher, and burrough offer a tapestry of critical reflection on the contemporary cultural and political implications of remix studies and the digital humanities, functioning as an ideal reference manual to these evolving areas of study across the arts, humanities, and social sciences. This book will be of particular interest to students and scholars of digital humanities, remix studies, media arts, information studies, interactive arts and technology, and digital media studies.

explorers guide to wildemount: ESCOLA, CURRÍCULO E TECNOLOGIAS: desafios e possibilidades para a prática pedagógica Aldani Braz Carvalho, Alejandro Villalobos Claveria, Alessandra dos Santos Ribeiro, Alexandre Russi Junior, Ana Paula Salles da Silva, André Luigi da Silva, Andreia de Bem Machado, Adriana Recla Sarcinelli, Ane Patrícia de Mira, Beatriz Gardusi Manoel, Carina Malonn, Cintia R. Bonalume, David Garcia Soares, Denildo da Silva Costa, Édis Mafra Lapolli, Elis Regina Kosloski, Eric Pizzini Mendes Bernardo, Flórence Rosana Faganello Gemente, Geraldo Francisco dos Santos, Gustavo Schwebel Sanches, Humberto Costa, Igor Tomazelli Nietmann, Inara Antunes Vieira Willerding, Ivonete da Silva Santos, Jair Joaquim Pereira, Juliana Pedroso Bruns, Juan Martín Ceballos Almeraya, Kátia Regina Yabiku, Klara Marcondes Ferreira, Maria Inês G. R. Costa, Matheus Lazzari Sangoi, Milena Beatriz Vicente Valentim, Paulo Roberto Sangoi, Reinaldo Borges Júnior, Ronaldo Carvalho, Rodolfo Pragana Moreira, Sara Quenzer Matthiesen, Swelington de Lima Fonseca, Tania Stoltz, Ulisses Alves Maciel Neto, Urânia Auxiliadora Santos Maia de Oliveira, Valdênia Rodrigues Fernandes Eleotério, Vera Regina Lúcio, Wallace Alves Dos Santos, William Roslindo Paranhos, Yenya Melo Hermosilla, 2021-01-22 Novos desafios em todas as dimensões da sociedade permearam a sociedade no ano de 2020 e ainda se fazem presentes neste início de 2021, foi necessário re-pensar novas maneiras de aprender e mediar o conhecimento. Sendo assim, essa obra tem como objetivo analisar as possibilidades e os desafios da escola e das propostas curriculares frente às tecnologias digitais didático-pedagógicas utilizadas no contexto educacional.

explorers guide to wildemount: *Wilderness Explorers' Guide* Ellie O'Ryan, 2009

explorers guide to wildemount: The Explorer's Guide to Death Valley National Park T. Scott Bryan, Betty Tucker-Bryan, 1995 This complete guidebook covers the spectacular and most recent addition to the U.S. park system. It covers the park's geologic history and also reviews the human history of the valley, from the Indians and first western explorers to the prospectors, miners and present-day visitors. Contains short walks, day hikes, backpacking trips, and numerous descriptive road logs that lead explorers into the wilderness backcountry of mines, ghost towns, cactus gardens, incredible scenic vistas, and desert mysteries.

explorers guide to wildemount: *ITV's Trail of Promise* , 2000*

explorers guide to wildemount: *Vbs 99 Vertical Extreme Explorer's Guide* LifeWay Christian Resources, 1998-12-01

Related to explorers guide to wildemount

List of explorers - Wikipedia Leif Erikson (c. 970 – c. 1020) was a famous Norse explorer who is credited for being the first European to set foot on American soil. Explorers are listed below with their common names,

15 Famous Explorers Who Changed the World - History Hit The story of human exploration is as old as the story of civilisation, and many of the stories of these explorers have become legends over the centuries. Here are 15 of the most

10 Famous Explorers Whose Discoveries Connected the World Celebrated and controversial explorers like Christopher Columbus, Marco Polo, and Ferdinand Magellan made groundbreaking journeys across the globe

40 Famous Explorers and Their Groundbreaking Journeys Brave adventurers have traveled into the unknown since the beginning of time, motivated by curiosity, a desire for adventure, or the desire to find treasures and knowledge.

The 25 Most Important Explorers Who Changed the World So who were the most important and influential explorers in history? Here is a list of 25 individuals whose achievements stand out as

extraordinary feats of courage,

Explorers A to Z | All About Explorers Explorers A to Z List of All Explorers Vasco Nunez de Balboa John Cabot Jacques Cartier

Exploration: Conquistadors and Explorers | HISTORY Discover a world of information on explorers and conquistadors like Christopher Columbus, Francis Drake, Henry Hudson

List of explorers - Wikipedia Leif Erikson (c. 970 – c. 1020) was a famous Norse explorer who is credited for being the first European to set foot on American soil. Explorers are listed below with their common names,

15 Famous Explorers Who Changed the World - History Hit The story of human exploration is as old as the story of civilisation, and many of the stories of these explorers have become legends over the centuries. Here are 15 of the most

10 Famous Explorers Whose Discoveries Connected the World Celebrated and controversial explorers like Christopher Columbus, Marco Polo, and Ferdinand Magellan made groundbreaking journeys across the globe

40 Famous Explorers and Their Groundbreaking Journeys Brave adventurers have traveled into the unknown since the beginning of time, motivated by curiosity, a desire for adventure, or the desire to find treasures and knowledge.

The 25 Most Important Explorers Who Changed the World So who were the most important and influential explorers in history? Here is a list of 25 individuals whose achievements stand out as extraordinary feats of courage, navigational

Explorers A to Z | All About Explorers Explorers A to Z List of All Explorers Vasco Nunez de Balboa John Cabot Jacques Cartier

Exploration: Conquistadors and Explorers | HISTORY Discover a world of information on explorers and conquistadors like Christopher Columbus, Francis Drake, Henry Hudson

List of explorers - Wikipedia Leif Erikson (c. 970 – c. 1020) was a famous Norse explorer who is credited for being the first European to set foot on American soil. Explorers are listed below with their common names,

15 Famous Explorers Who Changed the World - History Hit The story of human exploration is as old as the story of civilisation, and many of the stories of these explorers have become legends over the centuries. Here are 15 of the most

10 Famous Explorers Whose Discoveries Connected the World Celebrated and controversial explorers like Christopher Columbus, Marco Polo, and Ferdinand Magellan made groundbreaking journeys across the globe

40 Famous Explorers and Their Groundbreaking Journeys Brave adventurers have traveled into the unknown since the beginning of time, motivated by curiosity, a desire for adventure, or the desire to find treasures and knowledge.

The 25 Most Important Explorers Who Changed the World So who were the most important and influential explorers in history? Here is a list of 25 individuals whose achievements stand out as extraordinary feats of courage, navigational

Explorers A to Z | All About Explorers Explorers A to Z List of All Explorers Vasco Nunez de Balboa John Cabot Jacques Cartier

Exploration: Conquistadors and Explorers | HISTORY Discover a world of information on explorers and conquistadors like Christopher Columbus, Francis Drake, Henry Hudson

Related to explorers guide to wildemount

Dungeons and Dragons - What Is The Explorer's Guide To Wildemount? (Game Rant5y)

Denny Connolly is an editor and contributor who joined the Game Rant team in 2014. He specializes in game guides, MMO coverage, and the Pokemon GO beat; but is a lifelong fan of all game genres. He's

Dungeons and Dragons - What Is The Explorer's Guide To Wildemount? (Game Rant5y)

Denny Connolly is an editor and contributor who joined the Game Rant team in 2014. He specializes

in game guides, MMO coverage, and the Pokemon GO beat; but is a lifelong fan of all game genres. He's

Explorer's Guide to Wildemount Adds Four New Dungeons & Dragons Subraces

(Comicbook.com5y) Pallid Elves are a pale-skinned type of elf that emerged from the Pallid Grove, a petrified forest located in the Menagerie Coast. These elves lived in isolation for hundreds of years, surviving

Explorer's Guide to Wildemount Adds Four New Dungeons & Dragons Subraces

(Comicbook.com5y) Pallid Elves are a pale-skinned type of elf that emerged from the Pallid Grove, a petrified forest located in the Menagerie Coast. These elves lived in isolation for hundreds of years, surviving

Dungeons and Dragons Critical Role 'Explorer's Guide to Wildemount Book' Revealed

(Game Rant5y) Before the book's reveal, many fans speculated that it would bring back an old, well-loved campaign setting from previous editions of D&D such as Planescape or Spelljammer. Those both remain very much

Dungeons and Dragons Critical Role 'Explorer's Guide to Wildemount Book' Revealed

(Game Rant5y) Before the book's reveal, many fans speculated that it would bring back an old, well-loved campaign setting from previous editions of D&D such as Planescape or Spelljammer. Those both remain very much

Explorer's Guide to Wildemount Fixes One of Dungeons & Dragons' Most Problematic

Elements (Comicbook.com5y) The "Orcs of Exandria" race found in Explorer's Guide to Wildemount specifically notes that orcs are not bound to commit acts of evil by nature, nor do they have a supernatural power that drives them

Explorer's Guide to Wildemount Fixes One of Dungeons & Dragons' Most Problematic

Elements (Comicbook.com5y) The "Orcs of Exandria" race found in Explorer's Guide to Wildemount specifically notes that orcs are not bound to commit acts of evil by nature, nor do they have a supernatural power that drives them

Dungeons & Dragons: New Critical Role-Themed 'Explorer's Guide to Wildemount'

Announced (IGN5y) Wizards of the Coast and Matt Mercer have partnered to bring the setting of Critical Role's second campaign to your game table. Dungeons and Dragons developer Wizards of the Coast has announced

Dungeons & Dragons: New Critical Role-Themed 'Explorer's Guide to Wildemount'

Announced (IGN5y) Wizards of the Coast and Matt Mercer have partnered to bring the setting of Critical Role's second campaign to your game table. Dungeons and Dragons developer Wizards of the Coast has announced

An Interview With Matthew Mercer About The Explorer's Guide To Wildemount (Forbes5y)

Matthew Mercer and his show Critical Role has a profound impact on Dungeons & Dragons. Millions of new players have tried D&D after watching Mercer and his crew of nerdy voice actors play through an

An Interview With Matthew Mercer About The Explorer's Guide To Wildemount (Forbes5y)

Matthew Mercer and his show Critical Role has a profound impact on Dungeons & Dragons. Millions of new players have tried D&D after watching Mercer and his crew of nerdy voice actors play through an

Dungeons & Dragons' Critical Role book is one of the best campaign guides published for

5th edition (Polygon5y) Charlie Hall is Polygon's tabletop editor. In 12-plus years as a journalist & photographer, he has covered simulation, strategy, and spacefaring games, as well as public policy. Part of its currency

Dungeons & Dragons' Critical Role book is one of the best campaign guides published for

5th edition (Polygon5y) Charlie Hall is Polygon's tabletop editor. In 12-plus years as a journalist & photographer, he has covered simulation, strategy, and spacefaring games, as well as public policy. Part of its currency

We Review Dungeons & Dragons: Explorer's Guide To Wildemount (bleedingcool5y) It's been

a minute since the Dungeons & Dragons team released the Critical Role-centric Explorer's Guide To Wildemount back in March. At the time, no one could have foreseen what the world would be

We Review Dungeons & Dragons: Explorer's Guide To Wildemount (bleedingcool5y) It's been a minute since the Dungeons & Dragons team released the Critical Role-centric Explorer's Guide To Wildemount back in March. At the time, no one could have foreseen what the world would be

Related Articles

- [data monetization case studies](#)
- [mazak quick turn 20 t1 manual](#)
- [phases of meiosis answer key](#)

[Back to Home](#)