

## Critical Role Vox Machina Origins Library Edition Series I II Collection

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Critical Role Vox Machina: Origins Volume 1  
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### Critical Role: Vox Machina Origins

Step one: find a nymph heart. In order to save Grog, Vox Machina splits up to find the rare ingredients that will stop the lich Drath Mephruhn from returning. But nymphs are dangerous, scarce, and not particularly fond of giving up their hearts to adventurers, so the odds aren't good for Vex, Vax, Trinket, and Grog as they enter the wintery Frostweald in search of the only nymph left in Tal'Dorei. But hey, since when have poor odds stopped Vox Machina?

### Only the End of the World Again

Your first look at the next D&D title comes on January 9th! Keep an eye on wherever you get your D&D news for a preview of the book.

### Critical Role: Vox Machina Origins II #5

Wendell is a high school outcast who lives a lonely, suburban existence, losing himself in books in order to avoid his distant, motorcycle-riding stepfather, Ted. When the school bullies convince Wendell to venture into the forest around their neighborhood and explore the long-abandoned Renaissance Faire grounds they all believe to be haunted, Wendell is surprised to find a man living in the barn — and even more surprised by the man himself. His new acquaintance seems the definition of crackpot, believing himself to be a medieval knight named Sir Habersham, tasked with the duty of slaying the dragon he insists is wandering the woods. But when Wendell starts hearing rumblings — and listening to Habersham's stories — he starts to wonder if, perhaps, it could all be true. In a heartfelt coming-of-age story, Wendell must defy logic in order to follow his heart.

### Critical Role Vox Machina: Origins Volume 1

"The first two volumes of BATMAN as a part of DC Universe Rebirth are collected here in hardcover for the first time ever! The Caped Crusader has never been stopped. Not by the Joker. Not by Two-Face. Not even by the entire Justice League. But now, in the wake of DC UNIVERSE: REBIRTH, Batman must face his most challenging foe ever--a hero who wants to save Gotham from the Batman! From one

of the biggest breakout writers in years and former CIA analyst Tom King (GRAYSON, THE SHERIFF OF BABYLON) and superstar artist David Finch present BATMAN VOL. 1! This collection features the first two paperback volumes of the series, combined to make a deluxe edition graphic novel in hardcover for the first time ever."--

## **The White Trees #2 (of 2)**

## **The Witcher Omnibus**

Let the nightmare begin! Or rather, manifest. Keyleth, Pike, and Scanlan have journeyed to the Umbra Hills to find the skull of a nightmare. Grog's survival depends on their success (no pressure), but the cult that has supposedly been conjuring the magical beast is nowhere to be found! Unless, of course, the mysterious stranger in the local jail is right, and the nightmare cult members are right under Vox Machina's nose!

## **The Guild**

A mysterious curse plagues the coastal town of Stilben. Six would-be heroes traveling different roads meet, fight each other -- then fight -- as they uncover a plot to destroy the city (and possibly them)! Meet Vox Machina. One day they'll save the world. Eventually.

## **47 Ronin**

## **The Unstoppable Wasp**

The champions of BioWare's award winning series embark on thrilling interstellar expeditions through alien war and existential crisis, struggling for peace and fighting for the right to survive. Mass Effect's vibrant world is teeming with conflict, and always on the edge of tipping into despair--but there are some who still struggle to maintain order in the chaos and secure the future of the galaxy. Join Liara as she teams up with the Drell Feron to recover the body of Commander Shepard from the Shadow Broker, uncover the origins of the Illusive Man in an epic tale of betrayal and discovery, and witness Aria defend the space station Omega from Cerberus forces, as well as the internal conflicts at Cerberus and the lives of the agents who serve it. Also included in this volume are collected stories of characters you love like Garrus, Tali'Zorah, and Wrex, and the series Discovery which follows the Turian soldier Tiran Kandros. This book compiles all of the Mass Effect comic book series in one affordable, accessible, and comprehensive format--a must buy for fans of the Mass Effect universe and BioWare. Collects Mass Effect: Redemption #1-4, Mass Effect: Evolution #1-4, Mass Effect: Invasion #1-4, Mass Effect: Homeworlds #1-4, Mass Effect: Foundation #1-13, and Mass Effect: Discovery #1-4.

## **Prism Stalker #1**

What's hiding beneath Gatshadow? The members of Vox Machina track the missing Grog back to his old home in Westruun, where he appears to have been drawn to the local cursed mountain. Of course, he has. Giant spiders, evil skeletons, and something even more nefarious stand in the unlikely heroes' way when they venture under the mountain to find their friend! 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)!

## **Critical Role**

### **Dungeons & Dragons March Release Book (Title Announced January 9th)**

The sinister Iselda has kidnapped Vax, and Vex must swallow her pride to ask for aid from the other heroes. But when they refuse, Vex decides to retrieve a friend outside of town . . . but not before Keyleth catches up to her and pledges to help.

## **Critical Role**

For fans of Octavia Butler, Sailor Moon, and the biopunk horror of David Cronenberg comes PRISM STALKER, an ongoing sci-fi adventure series by SLOANE LEONG. Vep is a young refugee raised away from her devastated home planet as an indentured citizen in a foreign colony. She works tirelessly for her insectoid hosts, but there is no exit in sight in this viscous, dripping citynest. The eye of opportunity is closing. Her duty is to her family and her siblings, but what more can she do for them here? The answer appears faster than she is ready for.

### **Jia and the Nian Monster**

Roguish twins Vax'ildan and Vex'ahlia investigate a curse afflicting the impoverished citizens of the port city of Stilben. Things are not what they seem for the adventurous siblingsâ between fighting shark-riding fish men and black-clad assassins, they meet an antlered half-elven druid with her own theory about the curse.

## **Necromantic**

Chronicling the hilarious on--and offline--lives of a group of Internet role-playing gamers, the Knights of Good, The Guild has become a cult hit, and is the winner of numerous awards from SXSW, YouTube, Yahoo, and the Streamys. Now, Day brings the wit and heart of the show to this graphic-novel prequel. In this origin tale of the Knights of Good, we learn about Cyd's life before joining the guild, how she became Codex, her awful breakup with boyfriend Trevor, and how she began to meet the other players who would eventually become her teammates. \* This story line fills in details never before revealed on the web show, making it an essential new chapter for existing fans as well as a perfect jumping-on point for new fans! \* See the web series at [watchtheguild.com](http://watchtheguild.com). \* Collects the three-issue series and features a sketchbook section and pinups! Written by Felicia Day! Internet phenomenon The Guild comes to comics!

## **Critical Role #4**

Bestselling author Sam Maggs brings Nadia Van Dyne (the Unstoppable Wasp) and her genius friends to life in an all-new original YA novel based on the world of The Unstoppable Wasp Marvel comics series. Nadia Van Dyne is new to this. New to being a Super Hero, new to being a real friend and stepdaughter (to one of the founding Avengers, no less), new to running her own lab, and new to being her own person, far, far away from the clutches of the Red Room—the infamous brainwashing/assassin-training facility. She's adjusting well to all of this newness, channeling her energy into being a good friend, a good scientist, and a good Super Hero. It's taking a toll, though, and Nadia's finding that there are never quite enough hours in a day. So, when she's gifted a virtual assistant powered by the most cutting-edge A.I. technology that the world has to offer, Nadia jumps at the opportunity to ""do less,

experience more""—just like the advertisements say. The device works—really works. Nadia has more time to pursue her passion projects and to focus on new discoveries. But it's never quite that simple, and not everything is as it seems. This thrilling adventure finds Nadia confronting her past as she tries to shape her future, and learning that sometimes the best way to effect big change is to think small—maybe even super small, Unstoppable Wasp-style. She'll need the help of her genius G.I.R.L. (Genius In action Research Labs) squad and found family to save herself and (not to be too dramatic) the entire world as we know it. Along the way, Nadia discovers that when she teams up with the people who love her the most, they're totally Unstoppable. Just another day in the life of your way, way above average teenage Super Hero.

### **Free Comic Book Day 2020 (General)**

Young Loki is at a severe disadvantage: everyone in Asgard remembers him from his previous life - but they're all strangers to him, and they fully intend to keep it that way. Desperate, Loki conjures up a mystical means of eavesdropping on their private thoughts, but what he learns doesn't make him happy. even worse, the lesson itself may just cost him his life! Then: there's a story bartenders tell about the devil. that at closing time, he chooses a bar and walks in the door. He'll want to talk about his day. If you listen and survive, he'll give you a tip. The story isn't true, but occasionally it amuses Mephisto to play along. And when he's spent the day spying on all the earthly gods and what exactly they're going to do about Fear Itself, you'll want to hear what he has to say. COLLECTING: Journey Into Mystery 626.1, 627-631

### **Critical Role: Vox Machina Origins II #3**

The Eisner Award-losing and winning, drawing-room talkfest The Shaolin Cowboy returns: the titular hero of the series finds that his road to hell is paved not with good intentions but old nemeses hellbent on bloody revenge AGAIN! He fought an army of the shambling dead, but can the Shaolin Cowboy survive a sinister desert town filled with guns, prostitutes, and white supremacists, all run by a crustaceous mafia? Collects Shaolin Cowboy: Who'll Stop the Reign #1-24.

### **The Reason for Dragons**

The celebrated series Critical Role: Vox Machina Origins returns! Fans of the series won't want to miss this beautiful collection. What do a flirtatious bard, a clueless barbarian, a naïve druid, and a pair of stealthy twins all have in common? They're not sure either, but one day they'll become the heroes known as Vox Machina! Follow the main characters from the smash-hit series Critical Role as they team up for the first time, facing cults and curses in the revelation of their origins and the path that will lead them to gloryeventually. Collects Vox Machina Origins I and II with never before seen artwork!

### **Critical Role: Vox Machina Origins II #4**

Violence is on the wind, and Krylos hasn't taken a breath in decades. Can he save his son AND his soul while regaining the trust of lost friends? The gorgeous, spectacular OVERSIZED TWO-ISSUE MINISERIES written by CHIP ZDARSKY and illustrated by KRIS ANKA and MATT WILSON concludes!

### **The EC Archives**

Multi-Eisner award-winning writer Paul Tobin pens a fantasy epic of the adventures of Geralt of Rivia, a

## Free Copy PDF Critical Role Vox Machina Origins Library Edition Series I II Collection

witcher--one of the few remaining monster hunters from the critically acclaimed video game fantasy *The Witcher* by CD Projekt Red! Featuring story art by Joe Querio, Piotr Kowalski, Max Bertolini, with a bonus sketchbook section and additional art by Dave Johnson (100 Bullets), Dan Panosian (Slots), Stan Sakai (Usagi Yojimbo), Duncan Fegredo (MPH), Simon Bisley (Lobo), and a cover by Mike Mignola (Hellboy). Collects issues #1-#5 of *The Witcher* comic series *House of Glass*, *Fox Children*, *Curse of Crows*, and the *Killing Monsters* one-shot--and features annotations from the creators of the comics, as well as a sketchbook section.

### **Critical Role: Vox Machina Origins III #1**

Each new year is marked by a monster's attack on their mountain village. This year, young Jia and her friend Deshi have decided to fight back. For Deshi, it is the grand adventure he has always dreamed of. For Jia, it is revenge for the loss of her mother--who was taken by the monster five years before. But it will take more than mere pluck and courage to best the beast of the mountain, which is where the mysterious stranger who has befriended Jia and Deshi comes in . . . Based on an ancient Chinese legend, Jia and the Nian Monster blends fantasy, fable, and the invention of gunpowder into a tale of courage and friendship. Written by Mike Richardson (*47 Ronin*, *Father's Day*, and *The Atomic Legion*), and illustrated by the amazing new artist Megan Huang, this could be a new children's classic!

### **Critical Role: Vox Machina Origins Library Edition: Series I and II Collection**

Not even Pike's holy healing could remove the scar Grog received during the ritual his friends interrupted under *Gatshadow*, but reaching people who could provide answers is difficult. As often happens in these situations, a stranger approaches the party with an offer: he'll get them access to a wizard's tower in exchange for stealing a magical item while they're there. Simple enough. What could go wrong? More hijinks are on the way from award-nominated writer Jody Houser (*Orphan Black*, *Stranger Things*) and first series artist Olivia Samson.

### **Critical Role: Vox Machina Origins Library Edition: Series I & II Collection**

In *Critical Role: Vox Machina*, travels far and wide But which ones are just colorful flights of fancy, and which are actually true? Gather 'round as several of these tall tales are told, each more far-fetched than the last. Writer Jody Houser (*Critical Role: Vox Machina Origins II*, *Stranger Things*), artist Hunter Bonyun, and colorist Stephan McGowan bring the *Critical Role* story to life. Then get an introduction to the world of Neil Gaiman's *Norse Mythology*, a new comic series adapted by award-winning comics writer and artist P. Craig Russell (*American Gods*, *Only the End of the World Again*) with colors by Lovern Kindzierski (*Shame*, *Necromantic*) and letters by Galen Showman (*The Graveyard Book*, *Murder Mysteries*).

### **Critical role Vox Machina origins**

From the Hugo, Bram Stoker, Locus, World Fantasy, and Nebula award-winning, and New York Times bestselling writer Neil Gaiman (*American Gods*), this fantasy story blends the worlds of H.P. Lovecraft and Roger Zelazny. This new edition of *Only the End of the World Again* features a brand new cover, in a new deluxe hardcover format; with bonus material including high res scans of the inks and layouts. The story features an adjutor, Lawrence Talbot who recently sets up shop in Innsmouth only to discover that the world may be ending and that the instrument of destruction is a werewolf.

### **Helsing Deluxe Volume 2**

The good life never lasts. After paying off their debt to Drez Vina, Vox Machina enjoy a week in Westruun's lap of luxury. But that costs coin, which has a bad habit of running out. So to keep themselves in the black (and the taverns, and the brothels) they agree to join an underground fighting ring. But before they can bash their way to cash, their attention is snagged by the case of a missing child. Prepare to jump back into the fray with series III of Critical Role: Vox Machina Origins, from the New York Times bestselling team of Jody Houser (Orphan Black, Stranger Things), Olivia Samson, MSASSYK (Isola, Gotham Academy), and Ariana Maher (James Bond, Xena)!

## **Critical Role: Vox Machina Origins II #1**

A boy and his pet fox go on a quest to find a wolf who has eaten all the Stars in the sky before the Shadow Witch destroys the Stars and removes good magic from the world forever, perfect for fans of The Girl Who Drank the Moon and Nevermoor. Long ago, the land of Ulv was filled with magic. But that was before a wolf ate all the Stars in the night sky, ridding the world of magic and allowing Shadow Creatures, beasts made of shadow and evil, to flourish. Twelve-year-old Bo knows the stories but thinks the Stars and the wolf who ate them are nothing more than myths—until the day Bo's guardian, Mads, is attacked by a giant wolf straight from the legends. With his dying breath, Mads tells Bo that Ulv is in danger and the only way to prevent the Shadow Creatures from taking over is to return the Stars to the sky. And so Bo—accompanied by his best friend, a fox called Nix, a girl named Selene whose magic is tied to the return of the Stars, and Tam, a bird-woman who has vowed to protect Bo at all costs—sets off on a quest to find the three magical keys that will release the Stars. But Bo isn't the only one who wants the Stars, and the friends soon find themselves fleeing angry villagers, greedy merchants, and a vengeful wolf. And all the while, an evil witch lurks in the shadows and time is running out.

## **The Boy, the Wolf, and the Stars**

"Collects tales from iconic writers and artists including Al Feldstein, William Gaines, Jack Kamen, George Roussos, Wally Wood, Joe Orlando, and Max Elkan"--

## **Critical Role #1**

Eines Tages werden sie die Welt retten Ein merkwürdiger Fluch plagt die Bewohner der Hafenstadt Stilben. Die Alten und Schwachen erkranken, Kinder kommen ohne den Willen zum Leben zur Welt. Die Zwillinge Vex'ahlia und Vax'ildan, zwei Halbfelfen auf der Suche nach Gold und Abenteuern, gehen der Sache auf den Grund. Doch um das Rätsel um Stilben zu lösen, werden sie Hilfe benötigen Die Ursprungsgeschichte der Abenteurergruppe Vox Machina, die bei Twitch und Youtube Millionen Zuschauer begeistert hat, in erstmaliger deutscher Übersetzung. Was ist Critical Role? Critical Role ist eine US-amerikanische Webshow, bei der eine Gruppe Schauspieler und Synchronsprecher jeden Donnerstag gemeinsam das Pen & Paper-Rollenspiel Dungeons and Dragons spielen. Angeleitet vom Erzähler Matthew Mercer (bekannt aus seinen Rollen in Overwatch, Attack on Titan uvm.) begeistern sie seit 2015 Millionen von Zuschauern mit den Abenteuern der Gruppe Vox Machina. Die erste Folge der zweiten Kampagne, die im Januar 2018 startete, hatte 135.000 Live-Zuschauer bei Twitch und über 4 Millionen Clicks bei Youtube. Eine im März 2019 gestartete Crowdfunding-Kampagne, die ein animiertes Special zu Vox Machina finanzieren sollte, war nicht nur in weniger als einer Stunde voll finanziert, sondern wurde innerhalb weniger Tage mit über 11 Millionen Dollar zu einem der am meisten finanzierten Kickstarter der Geschichte. Die Animationsserie soll 2020 anlaufen.

## **The Chronicles of Exandria**

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)!

### **Critical Role: Vox Machina Origins II #6**

Jesse Harris' fiancée just got killed - a risk of the job when you work special forces for the United States government. But dead doesn't always mean gone especially when you've been seeing ghosts all your life. With her fiancée dead and her life in pieces, Jesse finds herself wrapped up in a supernatural conspiracy far greater than anything she's ever dealt with before. Because her fiancée is back, and he's looking for her help to stop his soul from joining an army being gathered to take over hell.

### **Batman: the Deluxe Edition Book 5**

The international manga bestseller returns in deluxe hardcover editions, collecting Kohta Hirano's horror epic for the first time in its original 7x10 serialized format. Featuring wall-to-wall action and mayhem, Hellsing is one-stop shopping for supersized supernatural psychosis! The Hellsing Organization is under siege by the undead Nazi army of the Millennium Project, who are turning the streets of London into rivers of blood and the citizenry into a legion of abominations. And with this murderous conflict at a fever pitch, the Vatican sees an opportunity to take down both Millennium and Hellsing in one swift stroke! Collects Hellsing chapters 28-62 from Hellsing volumes 5-8.

### **Critical Role: Vox Machina Origins Volume II**

In *The City on the Other Side*, a young girl stumbles into a pitched war between two fairy kingdoms, and the fate of San Francisco itself hangs in the balance! Sheltered within her high-society world, Isabel plays the part of a perfectly proper little girl—she's quiet, well-behaved, and she keeps her dresses spotlessly clean. She's certainly not the kind of girl who goes on adventures. But that all changes when Isabel breaches an invisible barrier and steps into another world. She discovers a city not unlike her own, but magical and dangerous. Here, war rages between the fairies of the Seelie and Unseelie Courts. Only Isabel, with the help of a magical necklace and a few new friends, stands a chance of ending the war before it destroys the fairy world, and her own. From Mairghread Scott and Robin Robinson comes a colorful fantasy graphic novel set in early twentieth century San Francisco.

### **Critical Role**

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### **Mass Effect: the Complete Comics**

## **Who'll Stop the Reign?**

From the creators of the hit show "Critical Role" comes Vox Machina's origin story! Writers Matthew Mercer and Matthew Colville team with artist extraordinaire Olivia Samson and colorist Chris Northrop to bring you the story of where the heroes' journey began. The band of adventurers known as Vox Machina will save the world. Eventually. But even they have to start somewhere. Six would-be heroes on seemingly different jobs find their paths intertwined as they investigate shady business in the swamp town of Stilben. They'll need to put their heads-- and weapons--together to figure out what's going on and keep from being killed in the process. Even then, whether or not they can overcome what truly lurks at the bottom of the town's travails remains to be seen! Collects Critical Role Vox Machina: Origins comics issues #1-6, one of the best selling digital comics ever!

## **The City on the Other Side**

"From the team that brought you the smash-hit web series Critical Role!"--

## **Critical Role: the Chronicles of Exandria the Mighty Nein**

The hour of the ritual is at hand! Whether Grog returns to his cluelessly adorable self or transforms into the murderous lich Drath Mephrun is still a big fat question mark. Vox Machina is as prepared as they're going to be, armed with spell components, new allies, and a whole lot of loyalty. But will it be enough? Don't miss the series arc finale! Inspired by the Critical Role web series.

## **Critical Role: Vox Machina Origins II #2**

"What does a flirty bard, a jolly barbarian, a naïve druid, and a pair of murderous twins have in common? One hell of a good time! Follow the group of adventurers as they team up for the first time, facing unexpected foes and picking up two new members as the origin of the acclaimed Critical Role cast rolls their way through the lands! The hit series Critical Role: Vox Machina returns in this hardcover collection of Vox Machina: Origins I and II with never-before-seen artwork!"--

## **Journey Into Mystery**

"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.

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