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Dread Trident examines the rise of imaginary worlds in tabletop role-playing games (TRPGs), such as Dungeons and Dragons. With the combination of analog and digital mechanisms, from traditional books to the internet, new ways of engaging the fantastic have become increasingly realized in recent years, and this book seeks an understanding of this phenomenon within the discourses of trans- and posthumanism, as well as within a gameist mode. The book explores a number of case studies of foundational TRPGs. Dungeons and Dragons provides an illustration of pulp-driven fantasy, particularly in the way it harmonizes its many campaign settings into a functional multiverse. It also acts as a supreme example of depth within its archive of official and unofficial published material, stretching back four decades. Warhammer 40k and the Worlds of Darkness present an interesting dialogue between Gothic and science-fantasy elements. The Mythos of HP Lovecraft also features prominently in the book as an example of a realized world that spans the literary and gameist modes. Realized fantasy worlds are becoming ever more popular as a way of experiencing a touch of the magical within modern life. Reworking Northrop Frye's definition of irony, Dread Trident theorizes an ironic understanding of this process and in particular of its embodied forms. Herzog Letos Geschichte Leto Atreides' Schicksal erfüllte sich auf Arrakis – doch wer war der Mann, der den Wüstenplaneten von den Harkonnen übernahm und dessen Sohn, Paul Muad'dib, die Galaxis mit seinem Heiligen Krieg überzog? Sein Leben war schon immer aufs engste mit dem seiner ärgsten Feinde verwoben – und mit den geheimen genetischen Zuchtplänen der Schwesterschaft der Bene Gesserit. Dies ist seine Geschichte ... Wir schreiben das Jahr 2147. Nanotechnologie verhindert den Alterungsprozess, genmodifizierte Mücken ernähren sich von Kohlenstoffdioxid statt von Blut und man reist nicht mehr mit dem Flugzeug sondern via Teleportation. Es ist die Welt von Joel Byram. Ein durchschnittlicher Typ mit durchschnittlichen Problemen – sein Job als KI-Coach langweilt ihn und seine Ehe mit der hübschen Sylvia steht vor dem Aus. Ein Kurztrip nach Costa Rica soll neuen Schwung in die Beziehung bringen, doch dann passiert es: Joel wird beim Teleportieren versehentlich dupliziert. Nicht genug damit, dass Sylvia nun mit seinem Doppelgänger urlaubt, jetzt wird Joel auch noch von dem mächtigen Konzern International Transport gejagt ... 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. Eines Tages werden sie die Welt retten... Ein merkwürdiger Fluch plagt die Bewohner der Hafencity Stilben. Die Alten und Schwachen erkranken, Kinder kommen ohne den Willen zum Leben zur Welt. Die Zwillinge Vex'ahlia und Vax'ildan, zwei Halbelfen 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 ist am 27. Januar 2022 auf Amazon Prime angelaufen. 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 BIENVENUE EN TAL'DOREI, un continent imaginaire débordant de grands récits de héros et d'aventure - et qui attend avec impatience vos propres histoires épiques. Envolez-vous à bord d'un aéronef depuis la métropole d'Emon jusqu'au lointain havre de Whitestone, aventurez-vous dans des contrées sauvages peuplées de monstres terrifiants et de mages égarés, et découvrez des objets magiques allant du simple bibelot aux légendaires Vestiges de la Divergence. The Digital Age has created massive technological and disciplinary shifts in tabletop role-playing, increasing the appreciation of games like Dungeons & Dragons. Millions tune in to watch and listen to RPG players on podcasts and streaming platforms, while virtual tabletops connect online players. Such shifts elicit new scholarly perspectives. This collection includes essays on the transmedia ecology that has connected analog with digital and audio spaces. Essays explore the boundaries of virtual tabletops and how users engage with a variety of technology to further role-playing. Authors map the growing diversity of the TRPG fandom and detail how players interact with RPG-related podcasts. Interviewed are content creators like Griffin McElroy of The Adventure Zone podcast, Roll20 co-creator Nolan T. Jones, board game designers Nikki Valens and Isaac Childres and fan artists Tracey Alvarez and Alex Schiltz. These essays and interviews expand the academic perspective to reflect the future of role-playing. "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"--Provided by publisher. NEW YORK TIMES BESTSELLER • Dive deep into the history of the world's most popular fantasy RPG livestream with the cast of Critical Role in this definitive guide featuring never-before-seen illustrations and photos. From its unassuming beginnings as a casual home game between friends to the role-playing phenomenon it is today, Critical Role has become the stuff of legend. These pages chronicle how a circle of friends who all happen to be talented voice actors built the most-watched tabletop role-playing livestream of all time. Discover dazzling new illustrations and richly written insights into the locations, characters, and adventures featured in the hundreds of episodes across Critical Role's two campaigns, Vox Machina and the Mighty Nein. Go behind the scenes with archival photos and exclusive interviews with Dungeon Master Matt Mercer and the entire Critical Role cast as they explore their characters' most triumphant moments and darkest hours. And celebrate the massive community of Critters who support and expand the show's world through a highlighted tour of the crafts, cosplay, and art they create every day. Featuring a foreword from Felicia Day, lush illustrations, and the inside story you won't find anywhere else, this book is your indispensable guide to Critical Role. The adventure begins! If it seems like everyone you know is playing Dungeons & Dragons, it's because they are! After nearly five decades, the iconic roleplaying game is more popular than ever. Famous Hollywood actors and directors, therapists, educators, politicians, kids, parents, and grandparents all count themselves as fans. In Welcome to Dragon Talk, hosts of the official D&D podcast Shelly Mazzanoble and Greg Tito and their surprising guests show how this beloved pastime has amassed a diverse, tight-knit following of players who defy stereotypes. Shelly and Greg recount some of their most inspiring interviews and illuminate how their guests use the core tenets of the game in everyday life. An A-list actor defends D&D by baring his soul (and his muscles) on social media. A teacher in a disadvantaged district in Houston creates a D&D club that motivates students to want to read and think analytically. A writer and live-streamer demonstrates how D&D-inspired communication breaks barriers and empowers people of color. Readers will see why Dungeons & Dragons has remained such a pop culture phenomenon and how it has given this disparate and

growing community the inspiration to flourish and spread some in-game magic into the real world. Actual play is a movement within role-playing gaming in which players livestream their gameplay for others to watch and enjoy. This new medium has allowed the playing of games to become a digestible, consumable text for individuals to watch, enjoy, learn from, and analyze. Bridging the gap between the analog and the digital, actual play is changing and challenging our expectations of tabletop role-playing and providing a space for new scholarship. This edited collection of essays focuses on Dungeons and Dragons actual play and examines this phenomenon from a variety of different disciplinary approaches. Authors explore how to define actual play, how fans interact with and affect the narrative and gameplay of actual play, the diversity of gamers (or lack thereof) within actual play media, and how audiences can use actual play media for more than mere entertainment. Ashley Johnson is a talented American actress and voice actress who has appeared in a variety of television shows and movies. She made her acting debut in 1990 with a guest appearance on the popular sitcom, Growing Pains. Following this, she landed several small roles in films like Lionheart and Dancer, Texas Pop. 81. In 1994, Ashley's career took off when she was cast as Chrissy Seaver in the family sitcom, Growing Pains. Throughout her career, Ashley has worked in a range of genres and mediums, showcasing her versatility as an actress. She has received critical acclaim for her performances in projects such as What Women Want, The Help, and Blindspot. Ashley is also well known for her voice-over work, lending her voice to popular video game characters like Ellie in the award-winning game, The Last of Us and its sequel, The Last of Us Part II. She has also voiced characters in animated TV shows like Teen Titans Go!, The Avengers: Earth's Mightiest Heroes, and Ben 10: Alien Force.

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