

2025 CRIT Awards

Finalists/Winners

Table of Contents

Table of Contents

Award Finalists and Descriptions

The Best TTRPGs of the Year

1. Best Solo TTRPG
2. Best GMless TTRPG
3. Best 1 Page TTRPG
4. Best Multiplayer TTRPG
5. Best Indie TTRPG
6. Best Homebrew, Supplemental, or Third Party Content

The Best of Actual Plays of the Year

7. Best One Shot
8. Best Series
9. Best NPC in an Actual Play
10. Best Villain in an Actual Play
11. Best Utilization of Accessibility Features and Safety Tools in an Actual Play

The Best Channels of the Year

12. Best Upcoming YouTube Channel (2 Years or Less)
13. Best Legacy YouTube Channel (Over 2 Years)
14. Best Upcoming Twitch Channel (2 Years or Less)
15. Best Legacy Twitch Channel (Over 2 Years)

The Best of Their Games of the Year

16. Best Game Master | Indie
17. Best Player | Indie
18. Best Game Master | Chaosium
19. Best Player | Chaosium
20. Best Game Master | Darrington Press
21. Best Player | Darrington Press
22. Best Game Master | Kobold Press
23. Best Player | Kobold Press
24. Best Game Master | Paizo
25. Best Player | Paizo
26. Best Game Master | Paradox Interactive (World of Darkness)

27. Best Player | Paradox Interactive (World of Darkness)

28. Best Dungeon Master | Dungeons & Dragons

29. Best Player | Dungeons & Dragons

The Best of Podcasts of the Year

30. Best Upcoming Podcast (2 Years or Less)

31. Best Legacy Podcast (Over 2 Years)

32. Best Podcast Host

33. Best Audio and Sound Design in a Podcast

The Best of Artists of the Year

34. Best Character Artist

35. Best Creature Artist

36. Best Mini Painter

37. Best Map Designer

38. Best Setting Description

39. Best Dice Maker

40. Best Lyrical Song of the Year by a Musician in the TTRPG Space

41. Best Instrumental of the Year by a Musician in the TTRPG Space

42. Best Cover Art

43. Best Fan Art

44. Best Makeup/Costume

The Best of the TTRPG Space

45. Best Tech/Producer in the TTRPG Space

46. Best Overlay on a TTRPG Stream

47. Best Blog or Article Written in the TTRPG Space

48. Innovation in the TTRPG Space

49. Best TTRPG-Related Charity/Community Wellness Organization or Event

50. Outstanding Community Member Award.

Press Release

Voting FAQ

How does voting work?

Criteria our board looks at

How do nominations work?

Who is eligible to be nominated?

What if someone doesn't want to be nominated?

How does the CRIT Awards feel about AI?

Award Finalists and Category Descriptions

The Best TTRPGs of the Year

1. Best Solo TTRPG

This award is to be given to a single-player TTRPG that is judged to have the best experience based on the thematic, narrative, creative, and mechanical components of the game.

Finalists

- ["A Witch, A Gallows Bird"](#) by [Jellyfishlines](#)
- **WINNER: "Deify"** by [Allyson D'Antonio](#)
- ["No-Tell Motel"](#) by [Bannerless Games](#)
- ["For Small Creatures Such As We"](#) by [Blackwell Games](#)
- ["With Breath & Sword"](#) by [Psychhound Games](#)

2. Best GMless TTRPG

This award is to be given to a TTRPG that has no game-master that is judged to have the best experience based on the thematic, narrative, creative, and mechanical components of the game.

Finalists

- **WINNER: "Death of the Author"** by [Blinking Birch Games](#)
- ["Good Soup"](#) by [Goosepoop Games](#)
- ["Last Train to Bremen"](#) by [Caro Asercion](#)
- ["HUNT\(er/ed\)"](#) by [Dillin Apelyan](#) and [Meghan Cross](#)
- ["Mantigeist"](#) by [Starshine Scribbles](#)
- ["Ringmaster"](#) by [Spotless Dice Games](#)

3. Best 1 Page TTRPG

This award is to be given to a single-page TTRPG that is judged to have the best experience based on the thematic, narrative, creative, and mechanical components of the game.

Finalists

- ["Fall in Love Like Ghosts by the Sea"](#) by [RahRah Storytime](#)
- **WINNER: "A Perfect Rock"** by [Deep Dark Games](#)

- ["Honey I Broke The Timeline"](#) by [Wojtek Borowicz](#), Sylvia Caldararu, Maya Falbish, and Bret Zawilski
- ["We're Wolves"](#) by [Robert Hartley](#)
- ["Self Asura-nce"](#) by [Valiant Dorian](#)

4. Best Multiplayer TTRPG

This award is to be given to a multiplayer TTRPG that is judged to have the best experience based on the thematic, narrative, creative, and mechanical components of the game.

Finalists

- ["SINK! Treasures of Deep Grotto"](#) by [Sam Rusk](#), [Rick Esquivias](#), and [Johnny Stanton IV](#)
- ["CAIN"](#) by [Tom Bloom](#)
- **WINNER:** ["The Last Masquerade: Midnight Hour Edition"](#) by [Cybernetic Coven](#)
- ["The Gas Station"](#) by [DNGN Club Games](#)
- ["Sentai & Sensibility"](#) by [9th Level Games](#)

5. Best Indie TTRPG

This award is to be given to an indie TTRPG that is judged to have the best experience based on the thematic, narrative, creative, and mechanical components of the game. For this category, an indie TTRPG is defined as a TTRPG that is not belonging to or affiliated with a major record or company. For example, Candela Obscura is not indie, as they are under the domain of Critical Role.

Finalists

- **WINNER:** ["Triangle Agency"](#) by [Haunted Table](#)
- ["Punk is Dead"](#) by [Critical Kit](#)
- ["Everspark"](#) by [Cezar Capacle](#)
- ["Brambletrek"](#) by [Crossed Paths](#)
- ["Bump in the Dark: Revised Edition"](#) by [Jex Thomas](#)

6. Best Homebrew, Supplemental, or Third Party Content

This award is to be given to a piece of homebrew (spell, item, monster), supplemental, or third-party content that is judged to be the best based on the thematic, narrative, creative, and mechanical features. To qualify for this award, the creator of the content must be unaffiliated with the intellectual property the content is associated with, if the content is not produced for an indie TTRPG. For this category, an indie TTRPG is defined as a TTRPG that is not belonging to or affiliated with a major record or company.

Finalists

- ["Teldramir: The Northern and Southern Stillwolds World Guide"](#) by [Adam Ma](#) for D&D
- **WINNER:** ["Accessibility Aids: for Pathfinder 2e & D&D"](#) by [Aurelia Cetinn](#) and [TrueHippy](#) for Pathfinder 2e and D&D
- ["Assignment #41.2: Carnival of Dreams"](#) by [La Lionne Publishing](#) for Candela Obscura

The Best of Actual Plays of the Year

7. Best One Shot

This award is to be given to an actual play for a one-shot that is judged to be the best based on the creativity, immersiveness, and execution. Large scale and union productions are not eligible for this award.

Finalists

- ["A Haunting, Beloved: A Bluebeard's Bride Story"](#) by [Numinous Productions](#)
- ["The Hickory Hill Forest Mystery"](#) by [Beyond the Tavern Wall](#)
- **WINNER:** ["Goblin Mode: The Vampire Bachelor"](#) by [Gals & Goblins](#)
- ["Murder a la Mode: A Brindlewood Bay Mystery"](#) written by Meadow (@howdylovedarlinggm) and produced by [Imaginif Media](#)

8. Best Series

This award is to be given to an actual play for a series that is judged to be the best based on the creativity, immersiveness, and execution. Large scale and union productions are not eligible for this award.

Finalists

- ["Known Realms: Tolesh"](#) by [Tales Archived](#)
- ["Fallout: The Garden of Atom"](#) by [Dicescape](#)
- ["The Cleanup Crew"](#) by [Fables and Rumors](#)
- ["Fears & Fortunes"](#) by [Forgotten Adventures](#)
- **WINNER:** ["Burning Hearts Forever"](#) by [The QueerXP](#)
- ["Mythos University"](#) by [So You Wanna Be A DM](#)

9. Best NPC in an Actual Play

(There's a joke in here somewhere.)

This award is to be given to an actual play for an NPC that is judged to be the best based on its creativity, detail, and implementation. Narrative significance may also be a factor, but is not required. Large scale and union productions are not eligible for this award.

Finalists

- **WINNER: Katari** as performed by Will Champion ([@willthechamp](#) | He/Him) in "[Dark Age | Book II: Courting the Divine](#)" (3:27:51) by [Bards of New York](#)
- **Alvie Whimbemle** as performed by Jack Fletcher ([@jackfletcheractor](#)) in "[The Players Keep](#)" (1:24:48) by [The Players Keep](#)
- **Alex Mulligan** as performed by Dane Liberatore ([@dane.liberatore](#) | He/Him) in "[The Mummy: A Dig Too Deep](#)" (22:44) by [Dice Times](#)
- **Captain S.M. Timbers Esq.** as performed by James ([@dungeonmasteruk](#)) in "[Roll Britannia](#)" (40:03) by [Roll Britannia](#)
- **Dave a.k.a. Asmodaveus** as performed by David Hearn ([@davehearn2](#)) in "[Hell or High Rollers](#)" (8:10) by [Hell or High Rollers](#)

10. Best Villain in an Actual Play

(Ivy had a personal conflict of interest in this category and was fully excluded from participating in finalist selection. All nominations in this category were decided entirely without Ivy's input or participation.)

This award is to be given to an actual play for a villain that is judged to be the best based on its creativity, detail, narrative significance, and implementation. Large scale and union productions are not eligible for this award.

Finalists

- **Emperor Kesh** as performed by Vahid Qualls ([@dicelegenz](#) | He/Him) in "[Hunted of Kalnour](#)" (35:29) by [Dice Legenz](#)
- **WINNER: Ashmodai** as performed by Cody Heath ([@paperchest](#) | She/They) in "[Godkiller: Oblivion/Balance](#)" (28:57) by [BlackwaterDnD](#)
- **Kayden Bartlett** as performed by Arcane Adam ([@arcaneadamtv](#) | He/Him) in "[Ancestral Blood](#)" by [MagiRPG](#)
- **Zami Gazzari** as performed by Seth Fowler ([@sethdanfowler](#) | He/Him) in "[Venture Forth: A D&D Podcast](#)" (17:13) by [Venture Forth](#)
- **Latavia Ticklepuss** as performed by Jack Packard ([@jackpackard](#) | He/Him) in "[Adventure is Nigh!:The Liar, The Witch, and the Wartorn](#)" (1:05:23) by [Second Wind](#)

11. Best Utilization of Accessibility Features and Safety Tools in an Actual Play

This award is to be given to an actual play that is judged to have the best implementation and utilization of accessibility features and safety tools. Large scale and union productions are not eligible for this award.

Finalists

- ["A Haunting, Beloved: A Bluebeard's Bride Story"](#) by [Numinous Productions](#) - Thorough content notices, warnings, and disclaimers in the video and description
- ["The Ballad of the Silver Spectres"](#) by [EUphoria AP](#) - All casts participate in mandatory session 0, pre-show discussions about safety tools and inclusive language, in-game check-ins, and post-game debriefs. Additionally, all productions use visual descriptions, captions, and thorough content warnings.
- [Role D5](#) - Many widely implemented safety tools across all their games, captions available directly on screen for viewers, and a publicly accessible [safety checklist template](#)
- ["Phobos Signal"](#) by [Thursday Garreau](#) - Publicly released session 0 to establish character creation, safety tools, and content preferences
- ["The Melancholy We Weave"](#) by [Othersider Studios](#) - Disclaimers and content warnings clearly communicated at the start of the episode
- **WINNER: ["Dungeons & Demigods"](#) by [Maddaloon](#) - [GoogleDoc](#) with content warnings listed alongside which episode they appear in**

The Best Channels of the Year

12. Best Upcoming YouTube Channel (2 Years or Less)

(Finalists in category 12 (Best Upcoming YouTube Channel) features a conflict of interest with one of our staff members. For this reason, they had no direct or indirect interaction with the category in the decision making process, or any accessibility to it.)

This award is to be given to a YouTube channel that is judged to be the best based on the creativity and execution of its content. To qualify for this award, the YouTube channel must be 2 or less years old and produce TTRPG-related content. This extends to actual plays, interviews, dice-making, mini-painting, product discussion/reviews, TTRPG advice, etc. Large scale and union productions are not eligible for this award.

Finalists

- [Tabletop Talespinners Network](#)
- **WINNER: [Theatre of the Unaligned](#)**
- [StarCrawlRPG](#)
- [La Mesa](#)
- [Dragon Deeze Dice](#)

- [Tales Guild](#)

13. Best Legacy YouTube Channel (Over 2 Years)

This award is to be given to a YouTube channel that is judged to be the best based on the creativity and execution of its content. To qualify for this award, the YouTube channel must be more than 2 years old and produce TTRPG-related content. This extends to actual plays, interviews, dice-making, mini-painting, product discussion/reviews, TTRPG advice, etc. Large scale and union productions are not eligible for this award.

Finalists

- [Tales Archived](#)
- **WINNER:** [Bards of New York](#)
- [Dice Times](#)
- [UnbeatableCast](#)
- [Bad House RPG](#)

14. Best Upcoming Twitch Channel (2 Years or Less)

This award is to be given to a Twitch channel that is judged to be the best based on the creativity and execution of its content. To qualify for this award, the Twitch channel must be 2 or less years old and produce TTRPG-related content. This extends to actual plays, interviews, dice-making, mini-painting, product discussion/reviews, TTRPG advice, etc. Large scale and union productions are not eligible for this award.

Finalists

- [EUphoria AP](#)
- [Forgotten Adventures](#)
- **WINNER:** [Let's Roll For Dragons](#)
- [Vault Companions](#)

15. Best Legacy Twitch Channel (Over 2 Years)

This award is to be given to a Twitch channel that is judged to be the best based on the creativity and execution of its content. To qualify for this award, the Twitch channel must be more than 2 years old and produce TTRPG-related content. This extends to actual plays, interviews, dice-making, mini-painting, product discussion/reviews, TTRPG advice, etc. Large scale and union productions are not eligible for this award.

Finalists

- [Dice Legenz](#)

- **WINNER:** [Feywild And Out](#)
- [ClassicSamNYGM](#)
- [Wounded Warrior Project](#)

The Best of Their Games of the Year

16. Best Game Master | Indie

This award is to be given to a game master that has run an indie TTRPG actual play series or one-shot that is judged to be the best based on their creativity, inclusivity, narrative and mechanical skill, and overall performance. For this category, an indie TTRPG is defined as a TTRPG that is not published under Chaosium, Darrington Press, Kobold Press, Paizo, Paradox Interactive (World of Darkness), or Wizards of the Coast.

Finalists

- **Brynn** ([@brynniursa](#) | She/Her) in "[Echoes of Achter](#)" by [Brynniursa](#)
- **Juli** ([@juliciel](#) | Any/All) in "[Gubat Banwa: Ashen Glory](#)" by [Role D5](#)
- **Sam Richardson** ([@laggardson](#) | He/Him) in "[Pest Control](#)" by [Pest Control Pod](#)
- **Ryan Andrew Dillon** ([@hearthfiretalespod](#)) in "[Whispering Ashes: The Memory](#)" by [Hearthfire Tales](#)
- **WINNER: Anya** ([@lalionnecosplay](#) | She/Her) in "[Into the Black](#)" by [Girls Run These Worlds](#)

17. Best Player | Indie

This award is to be given to a player that has played in any indie TTRPG actual play series or one-shot that is judged to be the best based on their creativity, role play, and overall performance. For this category, an indie TTRPG is defined as a TTRPG that is not published under Chaosium, Darrington Press, Kobold Press, Paizo, Paradox Interactive (World of Darkness), or Wizards of the Coast.

Finalists

- **WINNER: Cai Kagawa** ([@estelofimladris](#) | He/They/She) in "[Outrunners: A Starscape Actual Play](#)" by [Happy Jacks RPG Network](#)
- **Jenn de la Vega** ([@randwiches](#) | She/They) in "[DIECHOTOMY](#)" by [Twice Rolled Tales](#)
- **Roman Davis** ([@romanxwinter](#) | They/Them) in "[Ruin's Gate](#)" by [The Unexplored Places](#)
- **Shannon Strucci** ([@plentyofalcoves](#) | She/They) in "[Oddity Roadshow](#)" by [Do You Validate](#)
- **WINNER: Kash** ([@alias_kasaliya](#) | She/Her) in "[Vaesen: The Dance of Dreams](#)" by [Hoard of Tales](#)

- **Kelly** ([@thekellhop](#) | [She/They](#)) in "[Pleasure and West River](#)" by [The Heart Is A Dungeon](#)

18. Best Game Master | Chaosium

This award is to be given to a game master that has run any Chaosium TTRPG actual play series or one-shot that is judged to be the best based on their creativity, inclusivity, narrative and mechanical skill, and overall performance. For this category, any titles by Chaosium, such as Call of Cthulhu, 7th Sea, Runequest, etc. qualify.

Finalists

- **GM Justin** ([@4evergmjustin](#) | [He/Him](#)) in "[Call of Cthulhu](#)" by [2 Legit 2 Crit](#)
- **Amaan** ([@amaanhk](#) | [He/Him](#)) in "[The Mirth of Things Below](#)" by [Pantsless Tables](#)
- **Izzy** ([@ladylike.itch.io](#) | [She/Her](#)) in "[Burnt Creek](#)" by [Game Master Monday](#)
- **WINNER: Bridgett Jeffries** ([@symphonyhorror](#) | [She/Her](#)) in "[No Time to Scream](#)" by [Symphony Entertainment](#)

19. Best Player | Chaosium

This award is to be given to a player that has played in any Chaosium TTRPG actual play series or one-shot that is judged to be the best based on their creativity, role play, and overall performance. For this category, any titles by Chaosium, such as Call of Cthulhu, 7th Sea, Runequest, etc. qualify.

Finalists

- **WINNER: Hailie Rose** ([@hailierosie](#) | [They/She](#)) in "[The Mummy 2: The Staff of Ra](#)" by [Dice Times](#)
- **Tilly Steele** ([@tillysteele](#) | [She/Her](#)) in "[Magnum Tenebrosum](#)" by [The Apocalypse Players](#)
- **Julia Labusch** ([@queenjuila11](#) | [He/She/They](#)) in "[SS Sophia](#)" by [Streaming Rainbow](#)
- **Agent P** ([@agentp](#) | [They/Them](#)) in "[The Mirth of Things Below](#)" by [Pantsless Tables](#)

20. Best Game Master | Darrington Press

This award is to be given to a game master that has run any Darrington Press TTRPG actual play series or one-shot that is judged to be the best based on their creativity, inclusivity, narrative and mechanical skill, and overall performance. For this category, any titles by Darrington Press, such as Candela Obscura, Daggerheart, etc. qualify.

Finalists

- **Dan Pyxel** ([@danpyxel](#) | [They/Them](#)) in "[The Circle of Seekers and Sinners](#)" by [Bad House RPG](#)

- **WINNER: Rachel Lathrop** ([@thefaintdivinities](#) | She/Her) in "[Daggerheart](#)" by [The Faint Divinities](#)
- **Alison Kendrick** ([@enterthepocketdimension](#) | She/Her) in "[Guardians of the Moon's Grace](#)" by [The Pocket Dimension](#)
- **Dan Tyrie** ([@dmdmt](#) | He/Him) in "[Tales From Elsewhere](#)" by [Explorers of Elsewhere](#)

21. Best Player | Darrington Press

This award is to be given to a player that has played in any Darrington Press TTRPG actual play series or one-shot that is judged to be the best based on their creativity, role play, and overall performance. For this category, any titles by Darrington Press, such as Candela Obscura, Daggerheart, etc. qualify.

Finalists

- **Michelle Kelly** ([@michellicopter](#) | She/Her) in "[Circle of Glass and Vapour](#)" by [Hoard of Tales](#)
- **WINNER: Anna Fitzgerald** ([@enterthepocketdimension](#) | She/They) in "[Guardians of the Moon's Grace](#)" by [The Pocket Dimension](#)
- **SkyMcSparkle** ([@skymcsparkles](#) | She/Her) in "[Blood & Thyme](#)" by [Quest Junkies](#)

22. Best Game Master | Kobold Press

This award is to be given to a game master that has run any Kobold Press TTRPG actual play series or one-shot that is judged to be the best based on their creativity, inclusivity, narrative and mechanical skill, and overall performance. For this category, any titles by Kobold Press, such as Tales of the Valiant, etc. qualify.

Finalists

- **WINNER: April Raygun** ([@aprilraygun](#) | She/They) in "[Shadows Over Duskmere](#)" by [Summoned Stories](#)
- **Livi** ([@livirosegames](#) | She/Her) in "[D&D 5e/ToV Campaign](#)" by [Bards on Break](#)
- **Kujo** ([@kujoplaysgames](#) | He/Him) in "[Tales of the Valiant](#)" by [Crit Hit Chronicles](#)
- **Chris Colón** ([@vo_colon](#) | He/Him) in "[The Steward's War](#)" by [Taíno Tales](#)
- **Dain Miller** ([@daniac](#) | He/Him) in "[The Loom of Severed Strands](#)" by [No Quest for the Wicked](#)

23. Best Player | Kobold Press

This award is to be given to a player that has played in any Kobold Press TTRPG actual play series or one-shot that is judged to be the best based on their creativity, role play, and overall performance. For this category, any titles by Kobold Press, such as Tales of the Valiant, etc. qualify.

Finalists

- **Cai Kagawa** ([@estelofimladris](#) | He/They/She) in "[Sun In Chains](#)" by [Bad House RPG](#)
- **Noir** ([@thenoirenigma](#) | He/They) in "[Tales of the Valiant](#)" by [Crit Hit Chronicles](#)
- **WINNER: Sam Seum** ([@seum](#) | She/Her) in "[The Worst Heroes You Know](#)" by [Hamasamakun](#)
- **Kappa** ([@thekappachris](#) | Any/all) in "[The Worst Heroes You Know](#)" by [Hamasamakun](#)
- **Lemar** ([@lemartheconguay](#) | He/Him) in "[The Worst Heroes You Know](#)" by [Hamasamakun](#)

24. Best Game Master | Paizo

This award is to be given to a game master that has run any Paizo TTRPG actual play series or one-shot that is judged to be the best based on their creativity, inclusivity, narrative and mechanical skill, and overall performance. For this category, any titles by Paizo, such as Pathfinder, Starfinder, etc. qualify.

Finalists

- **WINNER: Drea Silvertooth** ([@dreasilvertooth](#) | They/Them) in "[Bad Heroes](#)" by [Bad Heroes](#)
- **Aubrey Knotts** ([@madqueencosplays](#) | She/Her) in "[Tyrant of the Dark Star](#)" by [Goblets and Gays](#)
- **Joe Treff** ([@alberonrpg](#) | He/Him) in "[Mosaic Team Five](#)" by [Alberon RPG](#)
- **Michael** ([@mousenmidnight](#) | He/Him) in "[Epic Tales and Critical Fails](#)" by [Epic Tales and Critical Fails](#)
- **David** ([@stealthyelf](#) | He/Him) in "[Unearthed Inheritance](#)" by [Stealthy Elf Productions](#)

25. Best Player | Paizo

This award is to be given to a player that has played in any Paizo TTRPG actual play series or one-shot that is judged to be the best based on their creativity, role play, and overall performance. For this category, any titles by Paizo, such as Pathfinder, Starfinder, etc. qualify.

Finalists

- **Jessie "Aki" Lo** ([@akinomiiart](#) | She/Her) in "[Tyrant of the Dark Star](#)" by [Goblets and Gays](#)
- **Lian Xia Rose** ([@lianxiarose](#) | She/Her) in "[Bad Heroes](#)" by [Bad Heroes](#)
- **Steph** ([@littlegoblingirl](#) | She/They) in "[Campaign 1: Orion's Hope](#)" by [Dragonborn Industries](#)
- **Robin Ekberg** ([@captainkrail](#) | They) in "[The Aurora Protocol](#)" by [Unprepared Casters](#)
- **WINNER: Button** ([@bluebluebutton](#) | They/Them) in "[Unearthed Inheritance](#)" by [Stealthy Elf Productions](#)

26. Best Game Master | Paradox Interactive (World of Darkness)

This award is to be given to a game master that has run any Paradox Interactive TTRPG actual play series or one-shot that is judged to be the best based on their creativity, inclusivity, narrative and mechanical skill, and overall performance. For this category, any titles by Paradox Interactive, such as any titles in the World of Darkness series (Vampire the Masquerade, Werewolf the Apocalypse, etc.) qualify.

Finalists

- **Huddy Vonschland** ([@huddyvonschland](#) | She/Her) in "[Of Bane and Blood](#)" by [Huddyvonschland](#)
- **WINNER: Lex Lopez** ([@pathofnight](#) | He/Him) in "[Path of Night](#)" by [Path of Night Podcast](#)
- **Fabian Lelay** ([@rocketsandpens](#) | Any/All) in "[Midnight Rush](#)" by [Bad House RPG](#)
- **Storyteller Steve** ([@vancitybynight](#) | He/Him) in "[New Blood](#)" by [Vancouver by Night](#)

27. Best Player | Paradox Interactive (World of Darkness)

This award is to be given to a player that has played in any Paradox Interactive TTRPG actual play series or one-shot that is judged to be the best based on their creativity, role play, and overall performance. For this category, any titles by Paradox Interactive, such as any titles in the World of Darkness series (Vampire the Masquerade, Werewolf the Apocalypse, etc.) qualify.

Finalists

- **WINNER: Candace** ([@thecandacemarie](#) | They/She/He) in "[Of Kindred & Kin - Tempting Fête](#)" by [The Play Matt](#)
- **Rob Muirhead** ([@pathofnight](#) | He/Him) in "[Path of Night](#)" by [Path of Night Podcast](#)
- **Kozmic Dazai** ([@kozmic_dazai](#) | She/Her) in "[New Blood](#)" by [Vancouver by Night](#)
- **Shelly von Miller** ([@shellyvonmiller](#) | She/Her) in "[Endless Elegy: Second City Blues](#)" by [Mr. Mephisto](#)

28. Best Dungeon Master | Dungeons & Dragons

This award is to be given to a dungeon master that has run a Dungeons & Dragons actual play series or one-shot that is judged to be the best based on their creativity, inclusivity, narrative and mechanical skill, and overall performance.

Finalists

- **Poorna** ([@pocketfulofstory](#) | She/Her) in "[Fables of the Folk](#)" by [The Infinite Tavern](#)
- **WINNER: AJ Winters** ([@ajwintersvo](#) | She/Her) in "[Castleton](#)" by [Winters Tales](#)
- **Maddy** ([@maddaloon](#) | She/Her) in "[Dungeons and Demigods](#)" by [Maddaloon](#)
- **Jack Fletcher** ([@jackfletcheractor](#) | He/Him) in "[The Players Keep](#)" by [The Players Keep](#)

- **WINNER: Whitney Arter** ([@smokingglueguns](#) | [She/Her](#)) in "[The Veil of Athium](#)" by [Smoking Glue Guns](#)

29. Best Player | Dungeons & Dragons

This award is to be given to a player that has played in a Dungeons & Dragons actual play series or one-shot that is judged to be the best based on their creativity, role play, and overall performance.

Finalists

- **Kenny Chilton** ([@chilport](#) | [He/Him](#)) in "[This Could Get Dicey](#)" by [This Could Get Dicey](#)
- **Morgan Moessinger** ([@attackonmorgan](#) | [She/They](#)) in "[Welcome to Elsie](#)" by [Pantsless Tables](#)
- **WINNER: Meadow** ([@howdylovedarlinggm](#) | [She/They](#)) in "[Fears & Fortunes](#)" by [Forgotten Adventures](#)
- **Sparrow** ([@ablacksparrow](#) | [He/Him](#)) in "[Mass Effect: Mirage](#)" by [Feywild and Out](#)

The Best of Podcasts of the Year

30. Best Upcoming Podcast (2 Years or Less)

This award is to be given to a podcast that is judged to be the best based on the creativity and execution of its content. To qualify for this award, the podcast must be 2 or less years old and produce TTRPG-related content. This extends to actual plays, interviews, etc. Large scale and union productions are not eligible for this award.

Finalists

- ["BnD Podcast: The Misadventures of the Bard & the Druid"](#)
- ["What Happened in the Malachite Wastes"](#)
- ["Tumble Through"](#)
- **WINNER: ["Help Action Needed"](#)**
- ["Folio"](#)
- ["Mystic Muses DND"](#)

31. Best Legacy Podcast (Over 2 Years)

This award is to be given to a podcast that is judged to be the best based on the creativity and execution of its content. To qualify for this award, the podcast must be more than 2 years old and produce TTRPG-related content. This extends to actual plays, interviews, etc. Large scale and union productions are not eligible for this award.

Finalists

- ["Game Master Monday"](#)
- ["Venture Forth"](#)
- ["The Thorne Files"](#)
- ["No Latency"](#)
- ["Characters Without Stories"](#)
- **WINNER: ["Spare the Crying"](#)**

32. Best Podcast Host

This award is to be given to a podcast host(s) that is judged to be the best based on their creativity, inclusivity, and overall performance. To qualify for this award, the hosted podcast must produce TTRPG-related content. This extends to actual plays, interviews, product discussion/reviews, TTRPG advice, etc. Large scale and union productions are not eligible for this award.

Finalists

- **Kimi Hughes** ([goldenlassogirl](#) | [She/Her](#)) for ["Happy Jacks RPG Podcast"](#)
- **WINNER: Jack and Mags** ([@eldritchpodblast](#) | [Mags is She/Her, Jack is He/Him](#)) for ["Eldritch Podblast"](#)
- **Josh and Dev** ([@criticalrolemodelspodcast](#) | [Josh is He, Dev is She](#)) for ["Critical Role Models"](#)
- **Shardae and Lyssa** ([@slovenlytrulls](#) | [Both hosts use She/Her](#)) for ["The Slovenly Trulls"](#)

33. Best Audio and Sound Design in a Podcast

This award is to be given to a podcast that is judged to have the best sound design based on creativity, mix quality, technical execution, and audience experience. To qualify for this award, the podcast must produce TTRPG-related content. This extends to actual plays, interviews, product discussion/reviews, TTRPG advice, etc. Large scale and union productions are not eligible for this award.

Finalists

- ["Bloom & Blight: A Girl by Moonlight Actual Play"](#)
- ["The Everbright Archive"](#)
- ["The Bardic Hearth"](#)
- **WINNER: ["Fables of the Folk"](#)** by [The Infinite Tavern](#)
- ["The Heart Is A Dungeon"](#)
- ["Tales Yet Told"](#)

The Best of Artists of the Year

34. Best Character Artist

This award is to be given to an artist that is judged to be the best character artist based on creativity, detail, style, and overall technical skill.

Finalists

- **KlurArts** ([@klur_arts](#) | [She/Her](#)) | [Portfolio Link](#)
- **WINNER: Angel** ([@sabattons](#) | [He/They](#)) | [Portfolio Link](#)
- **Aaron Radney** ([@aaronradney.bsky.social](#) | [He/Him](#)) | [Portfolio Link](#)
- **Ally R** ([@cosmicamazon.bsky.social](#) | [Any pronouns](#)) | [Portfolio Link](#)
- **Noah Dao** ([@noahdeaart](#) | [He/Him](#)) | [Portfolio Link](#) & [Work in "Soul Operator"](#)

35. Best Creature Artist

This award is to be given to an artist that is judged to be the best creature artist based on creativity, detail, style, and overall technical skill.

Finalists

- **Sarah Dahlinger** ([@astrafaunaart](#) | [She/Her](#)) | [Portfolio Link](#)
- **WINNER: Veronica O'Neill** ([@zookie_art](#) | [She/Her](#)) | [Portfolio Link](#)
- **Lizzi** ([@spiritcrowart](#) | [She/Her](#)) | [Portfolio Link](#)
- **Feral Moonbeam** ([@feralmoonbeam](#) | [She/They](#)) | [Portfolio Link](#)

36. Best Mini Painter

This award is to be given to an artist that is judged to be the best mini painter based on creativity, detail, style, and overall technical skill.

Finalists

- **Aleks David Royt** ([@aleksdavidroyt](#) | [He/Him](#)) | [Portfolio Link](#)
- **WINNER: Courtney** ([@figuratively_speakingminis](#) | [She/Her](#)) | [Portfolio Link](#)
- **Kaz Meza** ([@theminiarcnist](#) | [They/He](#)) | [Portfolio Link](#)
- **Nemo** ([@mimicingnemo](#) | [They/Them](#)) | [Portfolio Link](#)

37. Best Map Designer

This award is to be given to an artist that is judged to be the best map designer based on creativity, detail, style, and overall technical skill.

Finalists

- **MarcoMaps Bernardini** ([@marcomaps](#)) | [Portfolio Link](#)
- **WINNER: Czepeku** ([@czepeku](#)) | [Portfolio Link](#)
- **Fernando Salvaterra** ([@salvaterra](#)) | [Portfolio Link](#)
- **Jog Brogzin** ([@jogbrogzin](#)) | [Portfolio Link](#)

38. Best Setting Description

This award is to be given to an auditory or written material for a setting description that is judged to be the best based on its creativity, detail, and imagery. To qualify for this award, the description must come from publicly available TTRPG-related content. This extends to actual plays, supplemental books, etc. Large scale and union productions are not eligible for this award.

Finalists

- **CalazCon Setting Lore** from "[CalazCon: The Beam Saber Mega Game](#)"
- "[The Black Ballad](#)" by [Storytellers Forge Studios](#)
- **Cerberon's Gate** from "[Amber Ascension](#)" by Jenel ([@bossjellybean](#))
- **WINNER: Boston** from "[The Storyteller Squad: Expanded Universe](#)" by [The Storyteller Squad](#)

39. Best Dice Maker

This award is to be given to an artist that is judged to be the best dice maker based on creativity, detail, style, and overall technical skill. We emphasize that nominations in the "Dice Maker" category must exclusively feature handmade creations crafted by individual community members. We encourage the recognition of the passion, skill, and personal touch that come with artisanal dice making, excluding large-scale manufacturers.

Finalists

- [Ribbon and Knot](#)
- [The Griffon's Nest](#)
- **WINNER: Dice Seeds**
- [Color Spray Creations](#)
- [Epiphany Dice](#)
- [Oak And Acorn](#)

40. Best Lyrical Song of the Year by a Musician in the TTRPG Space

This award is to be given to a lyrical song that is judged to be the best based on creativity, mix quality, technical execution, and audience experience. Pieces from large scale and union

productions are not eligible for this award. Pieces about or inspired by large scale and union productions are eligible for this award, with discretion from the board.

[Spotify Playlist HERE](#)

Finalists

- **"Fears & Fortunes" Intro** by [George Lampard](#), [Bijan Mousavi](#), and [Emily McNally](#)
- **"Forged in Fiction"** by [Arcane Anthems](#) (He/Him)
- **"The Girl With No Name"** by [Zefi Papadaki](#) (She/Her) and [BnD Music](#) (She/Her)
- **WINNER: "Three Kobolds in a Trenchcoat"** by [Chase Noseworthy](#) (He/Him)
- **"The Hearthsong"** by [GhostlightG](#) (She/They)

41. Best Instrumental of the Year by a Musician in the TTRPG Space

This award is to be given to an instrumental song that is judged to be the best based on creativity, mix quality, technical execution, and audience experience. Pieces from large scale and union productions are not eligible for this award. Pieces about or inspired by large scale and union productions are eligible for this award, with discretion from the board.

[YouTube Playlist HERE](#)

Finalists

- **WINNER: "Castleton Title Sequence"** by [Brittany Fenwick](#) (She/Her)
- **"Whispers of Witness"** by [Amelia Giarusso](#) (She/Her/Hers)
- **"Seconds Rising Star"** by [Harper's Things](#) (She/Her)
- **"Wayward Autumnal"** by [Si Rutherford](#) (He/Him)
- **"The Crackling Heart"** by [BE/HOLD](#) (He/Him/His)

42. Best Cover Art

This award is to be given to a piece of cover art that is designed by an individual artist or team of artists that is judged to be the best based on creativity, detail, style, and thematic relevance to the item it is from. Large scale and union productions are not eligible for this award.

Finalists

- **WINNER: "Deify"** Cover by [Maia Trewartha](#) (Any) | [Cover Art Link](#)
- **"Cryptid Creeks"** Cover by [WillowsQuest](#) (She/Her) | [Cover Art Link](#)
- **"Operation Winter Scar"** Cover by [Peyton Gee](#) (He/Him) | [Cover Art Link](#)
- **"Fables of the Folk"** Cover by [ShowBoom](#) (He/Him) | [Cover Art Link](#)
- **"SINK! Treasures of Deep Grotto"** Cover by [Sam Rusk](#) (She/They) | [Cover Art Link](#)

43. Best Fan Art

This award is to be given to a piece of publicly available fanart that is judged to be the best based on creativity, detail, style, and overall execution. To qualify for this award, the fanart must be inspired by an actual play stream or actual play podcast. Pieces inspired by large scale and union productions are eligible for this award.

Finalists

- **"Nagiisa"** by [Iron Rations](#) (He/Him) | Fanart of Nagiisa (Dice Legenz)
- **WINNER: "Springtime"** by [Eren Angolini](#) (They/Them) | Fanart of Caduceus (Critical Role)
- **"The Dawntakers"** by [Crocheting Endeavors](#) (She/Her) | Crocheted figurines of The Dawntakers (The Players Keep)
- **Keyleth** by [IceKoldSoup](#) (She/They) | Fanart of Vox Machina (Critical Role)
- **"Gotta look pretty for Elysium"** by [Hannah Marie Artwork](#) (She/They) | Fanart of The All Night Society (Queen's Court Games)

44. Best Makeup/Costume

This award is to be given to a makeup or costume design that is judged to be the best based on creativity, detail, style, and overall execution. Pieces about large scale and union productions are not eligible for this award. To qualify for this award, the look must either be inspired by an actual play or worn during a publicly available actual play. Looks inspired by large scale and union productions are eligible for this award. Looks worn on large scale and union productions are not eligible for this award.

[Google Drive Folder With All Finalist Looks HERE](#)

Finalists

- **Cai Kagawa** ([@estelofimladris](#) | He/They/She) as [Marrok/Patroclus](#) from ["The Doomsayers"](#) by [Taíno Tales](#)
- **Nala J. Wu** ([@naladraws](#) | They/Them) as [Hasanī](#) from ["Beach Episodes"](#) by [Gnome Anne](#) and [Eirlin Xu](#) from ["Last of Eden's Vices"](#) by [Goblets and Gays](#)
- **WINNER: Jem** ([@jemaginative](#) | She/Her) as [Whisper](#) from ["Forging Fates"](#) by [New Age Geeks](#)
- **Taylor** ([@punkytaylor](#) | She/Her) as [Imani](#) from ["Camp Meadowview"](#) by [Game Master Monday](#)
- **Syriinx** ([@syriinx](#) | She/Her) as [Azariah Durand](#) in ["Cradle of Liberty"](#) by [Huddyvonschland](#)
- **Momo** ([@themomobee](#) | She/They) as [Blue](#) from ["Ignite Recall"](#) by [MagiRPG](#)

The Best of the TTRPG Space

45. Best Tech/Producer in the TTRPG Space

This award is to be given to an individual who produces for any YouTube, Twitch, podcast, etc. production that is judged to be the best producer based on their creativity, implementation of accessibility features, editing, and technical execution. To qualify for this award, the hosted podcast must produce TTRPG-related content. This extends to actual plays, interviews, dice-making, mini-painting, etc. Large scale and union productions are not eligible for this award.

Finalists

- **Jien Birb** ([@jienbirb](#) | [They/She](#))
- **Emma Kocar** ([@tabletoptalespinners](#) | [She/Her](#))
- **WINNER: Satrah** ([@posatahchips](#) | [They/They](#))
- **AJ** ([@hoosha_kid](#) | [He/They](#))

46. Best Overlay on a TTRPG Stream

This award is to be given to a TTRPG stream that is judged to have the best overlay based on use of accessibility features, creativity, and thematic relevance to the stream it is for. To qualify for this award, the stream must produce TTRPG-related content. This extends to actual plays, interviews, dice-making, mini-painting, etc. Large scale and union productions are not eligible for this award.

Finalists

- **"Known Realms: Tolesh"** by [Tales Archived](#)
- **"Fallout: The Garden of Atom"** by [Dicescape](#)
- **WINNER: "Blood & Thyme"** by [Quest Junkies](#)
- **"The Mirth of Things Below"** by [Pantsless Tables](#)
- **"Assignment 571: Blackout | Circle of the Ouroboros"** by Jenel ([@bossjellybean](#)) for [Talking XP](#)

47. Best Blog or Article Written in the TTRPG Space

This award is to be given to a publicly available blog or article that is judged to be the best based on accessibility, creativity, subject matter, and technical execution. To qualify for this award, the blog or article must be about TTRPG-related content. Pieces about or inspired by large scale and union productions are eligible for this award, with discretion from the board.

Finalists

- ["Let's Talk About "Ghibli-inspired" TTRPGs"](#) by [Thought Punks](#) (He/They)
- ["The Complicated Labor Behind Voicing Diverse D&D Characters"](#) by [Mars Strocks](#) (He/They)
- **WINNER:** ["TTRPGs Are Part Of The War Machine—But They Don't Have To Be"](#) by [Hamnah Shahid](#) (Any/All)
- ["Faggot Games: An Urgent Warning"](#) by [Darling Demon Eclipse](#) (She/They)

48. Innovation in the TTRPG Space

This award is to be given to an individual or team for an innovation in the TTRPG space that is judged to be the best based on its creativity, accessibility, and impact. For this category, an innovation is anything inventive that furthers the development of ideas, media, creativity, and accessibility in the TTRPG space.

Finalists

- ["CalazCon: The Beam Saber Mega Game"](#) by [Austin Ramsay](#) - A sci-fi mega actual play with 31 players split over 5 squads, telling stories that stand alone and interact with each other to build an overarching plot
- ["Castleton"](#) by [Winters Tales](#) - A grand scale production with over 120+ people from around the world, telling an incredible story
- ["Soul Operator"](#) - A podcast focused on telling stories through only solo TTRPGs
- **WINNER:** ["Alternatives for Generative AI Art"](#) by [Nala J. Wu](#) - A document that educates why Generative AI is so harmful and provides alternative and accessible resources to use instead

49. Best TTRPG-Related Charity/Community Wellness Organization or Event

This award is to be given to a charity/community wellness organization or event that is judged to be the best based on accessibility and community involvement. To qualify for this award, the organization or event must be centered around TTRPG-related content. This extends to actual plays, interviews, dice-making, mini-painting, etc. Donations and fundraising does not need to be allocated to a TTRPG-related organization to qualify. Large scale and union productions are not eligible for this award.

Finalists

- ["Apochromatic Unlimited Celebrates BHM 2025"](#) (VODs of games are available [here](#)) by [Apochromatic Unlimited](#) supporting [Black Girls Rock!](#)
- **WINNER:** ["Heroes Without Borders"](#) by [Roleplay Relay](#) supporting [Doctors Without Borders](#)
- ["BIPOC VampDay 2024"](#) by [BIPOC Vampire Day](#) supporting the [Sickle Cell Disease Association of America](#)

- ["Pantsless PRIDE: A 52-hour Charity Stream"](#) by [Pantsless Tables](#) supporting [Trans Lifeline](#)
- ["D&D Holiday Spectacular 2024 Charity Event"](#) by [Split the Party](#) supporting [Game On Cancer](#)

50. Outstanding Community Member Award.

This award is to be given to a community member that is judged to be outstanding based on their community and project involvement, both in front of and behind the camera/microphone. They are to be a member of the TTRPG community that has worked to inspire positive change both in and out of the TTRPG space.

Finalists

- **Vee Locke | She/They** ([@veeisforvampire](#))
Vee Locke is an incredibly talented TTRPG performer, as well as the Creative Director and Co-Founder of [Queens Court Games](#) (A multi-award winning AP content team)! They additionally hold a board position with [Tabletop Art Funds!](#) Tabletop Art Fund celebrates outstanding independent TTRPG and AP creators through professional development, networking opportunities, and charitable grants.
- **WINNER: Jes The Human | They/Them** ([@jesthehuman](#))
Jes is the bringer of "Good mornings" and is a tabletop charity content creator who specializes in producing TTRPG charity streams and creating TTRPG charity bundles. Since 2021, their charity efforts have raised over \$330,000! Additionally, they also curate the ChariTTRPGs Newsletter!
- **Rahrah Storytime | They/He** ([@rahrahstorytime](#))
Rahrah is an outstanding storyteller, and a multi-award winning sound designer, award winning GM, and creator of The Heart is a Dungeon. The team at The Heart is a Dungeon puts on the LoneHart Awards to help TTRPG podcasts under 2 years old continue their passions and projects by offering a \$200 award to a podcast.
- **Taylor Navarro | She/Her** ([@taylorannnx](#))
Taylor is a TTRPG game designer, editor and project manager! They have previously won a Diana Jones award for Emerging Designer (2024)! She has been involved in organizing and participating in events that support inclusivity and diversity in gaming, and participated in various charity events!
- **Kimi Hughes | She/Her** ([@goldenlassogirl](#))
Kimi Hughes is an ENNIE award winning TTRPG designer, and currently serves as co-chair of the GAMA Pathways Committee, which facilitates financial support of game

designers of diverse backgrounds, and is a member of the GAMA Diversity, Equity, and Inclusion Committee! She hosts on Happy Jacks RPG Network, spotlighting indie TTRPG creators each month in an effort to increase awareness for their work!

Press Release

Voting FAQ

How does voting work?

Voting will occur in 2 stages.

Primary voting went live on April 1st and closed April 30th. This is where the community nominates peers for the awards categories that have been announced. **For this award season, community members and projects being nominated must be active or have taken place from March 1, 2024 - Feb 28, 2025.**

Secondary voting will go live on June 1st and will close on June 30th. The community will be allowed to vote for nominees that have accepted their nominations.

All voting will be closed by June 30th, and the awards will be unveiled at the awards show. A version of the awards show will be livestreamed.

Criteria our board looks at:

Excellence, Originality, and Creativity:

Artistic skill, technical skill, originality, and innovation.

Diversity and Inclusivity:

Diversity of backgrounds, cultures, races, genders, and abilities. As well as accessibility.

Impact, Genre Representation, and Cultural Relevance:

Impact on industry, audiences, or society, contribution to cultural dialogue.

Emerging Talent and Fresh Voices:

Emphasis on up and coming, rising, new, and diverse voices creating a positive impact within the TTRPG community.

Ethical and Social Responsibility:

How the nominee handles storytelling, representation, and production practices. Social awareness, inclusivity, and positive values.

How do nominations work?

Primary nominations went live on April 1st and closed April 30th. This is the stage where the community can nominate peers for awards. After primary voting closes, the board will validate the nominations, disqualifying any ineligible nominations.

For nominations, Discord handles are **not** a valid social media.

Who is eligible to be nominated?

The CRIT Awards strives to center the community when considering those eligible for the awards. As such, nominations are open to the whole of the TTRPG community, with some restrictions. Each award category has a thorough description detailing the criteria for qualification and ineligibilities.

Our board members and projects run primarily by our board members are ineligible for nomination. This also applies to members of our vote verification team.

Members of our staff are eligible for group awards with stipulations:

A production with a majority of CRIT Award staff is **NOT** eligible for Actual Play categories.

Our sponsors **CAN** be eligible for nomination, even if they are donating to or sponsoring the event (Example: Dice Makers, Artists, etc)! As we are a community-based event with the overarching goal to highlight community and uplift our community members, small creators and independent businesses who are providing awards to the show may still do so for categories they themselves are not nominated in.

Also, while we love our large scale and union productions like Dimension 20 or Critical Role, we ask that you prioritize your peers and community members in your nominations. Such productions are not eligible for a selection of the awards and are noted as such in the descriptions of each award category.

Nominations utilizing generative AI or Large Language Models (LLMs) in any capacity are not eligible for consideration.

For this award season, community members and projects being nominated must be active or have taken place from March 1, 2024 - Feb 28, 2025.

What if someone doesn't want to be nominated?

Validated nominees will be informed via email **BEFORE** secondary voting goes live on June 1st. If a nominee does **NOT** confirm their intention to accept their nomination, we will assume it has been declined.

If a nominee decides to pull their nomination **AFTER** they have accepted, they may do so up to June 29th, the DAY BEFORE the closing date of the secondary voting round.

After the last round of voting closes, we will be unable to accommodate any updates to the nominations before announcing winners.

If a nominee has declined in a previous year, they are still eligible for nominations in future years.

How does the CRIT Awards feel about AI?

The CRIT Awards **does not support the use of generative AI or Large Language Models (LLMs) in any capacity**. Nominations utilizing generative AI or Large Language Models (LLMs) in are not eligible for consideration.