

Critical Role Bingo

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Safety First!

Before you print all your bingo cards, please print a test page to check they come out the right size and color. Your bingo cards start on Page 3 of this PDF.

If your bingo cards have words then please check the spelling carefully.

If you need to make any changes go to mfbc.us/e/b73w82

Play

Once you've checked they are printing correctly, print off your bingo cards and start playing! On the next page you will find the "Bingo Caller's Card" - this is used to call the bingo and keep track of which words have been called. Your bingo cards start on Page 3.

Virtual Bingo

Please do not try to split this PDF into individual bingo cards to send out to players. We have tools on our site to send out links to individual bingo cards. For help go to myfreebingocards.com/virtual-bingo.

Help

If you're having trouble printing your bingo cards or using the bingo card generator then please go to <https://myfreebingocards.com/fag> where you will find solutions to most common problems.

Share

[Pin these bingo cards](#) on Pinterest, [share on Facebook](#), or post this link: mfbc.us/s/b73w82

Edit and Create

To add more words or make changes to this set of bingo cards go to mfbc.us/e/b73w82

Go to myfreebingocards.com/bingo-card-generator to create a new set of bingo cards.

Legal

The terms of use for these printable bingo cards can be found at myfreebingocards.com/terms.

Have Fun!

If you have any feedback or suggestions, drop us an email on hello@myfreebingocards.com.

Bingo Caller's Card

Use your Bingo Caller's Card to call the bingo and keep track of which words you have already called.

Print two copies of the caller's card. Cut one copy up, fold the squares in half, and put them in a hat. To call the bingo, pull a square out of the hat, unfold it and read it out.

When you have called a word/number, tick it off on the second copy of the caller's card. You can use the second copy of the caller's card to check if a player has a winning card during a game.

Spiritual Weapon	Roll For Initiative	Natural 20	Natural 1	How Do You Want To Do This?	Pop Culture Reference	Whispers/Handouts
Jester Sketches/Graffiti	Beau Uses Ki	FREE SPACE	The Traveler	Character Backstory/Lore	Sending/Message	Nott Drinks
Frumpinkin	Awesome NPC	DM Asks For Marching Order	You Can Certainly Try	Group Scream	Flurry Of Blows	Alarm Spell/The Dome
Character Unconscious	Duplicity	Marisha Perches on Chair	Teleportation			

Bingo Card ID 001

Critical Role Bingo

Roll For Initiative	Beau Uses Ki	Jester Sketches/Graffiti	DM Asks For Marching Order	Natural 20
Group Scream	Nott Drinks	Sending/Message	Natural 1	Character Unconscious
Spiritual Weapon	Duplicity	The Traveler	Awesome NPC	Whispers/Handouts
Flurry Of Blows	Alarm Spell/The Dome	How Do You Want To Do This?	You Can Certainly Try	Frumpink
FREE SPACE	Character Backstory/Lore	Pop Culture Reference	Marisha Perches on Chair	Teleportation

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Bingo Card ID 002

Critical Role Bingo

Sending/Message	Marisha Perches on Chair	Nott Drinks	Roll For Initiative	Flurry Of Blows
Group Scream	Duplicity	Pop Culture Reference	Spiritual Weapon	DM Asks For Marching Order
Whispers/Handouts	Frumpink	Character Backstory/Lore	Awesome NPC	How Do You Want To Do This?
Character Unconscious	Beau Uses Ki	The Traveler	Alarm Spell/The Dome	Jester Sketches/Graffiti
Natural 20	FREE SPACE	Teleportation	Natural 1	You Can Certainly Try

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Bingo Card ID 003

Critical Role Bingo

Pop Culture Reference	Natural 1	Sending/Message	Frumpink	How Do You Want To Do This?
Teleportation	DM Asks For Marching Order	You Can Certainly Try	Beau Uses Ki	The Traveler
Duplicity	Marisha Perches on Chair	Roll For Initiative	Awesome NPC	Nott Drinks
FREE SPACE	Spiritual Weapon	Alarm Spell/The Dome	Flurry Of Blows	Whispers/Handouts
Natural 20	Jester Sketches/Graffiti	Group Scream	Character Unconscious	Character Backstory/Lore

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Bingo Card ID 004

Critical Role Bingo

The Traveler	Jester Sketches/Graffiti	Spiritual Weapon	Character Unconscious	Marisha Perches on Chair
Awesome NPC	Natural 1	Natural 20	Whispers/Handouts	Sending/Message
Roll For Initiative	Pop Culture Reference	You Can Certainly Try	Duplicity	Character Backstory/Lore
Frumpink	Flurry Of Blows	DM Asks For Marching Order	Teleportation	Group Scream
Nott Drinks	Beau Uses Ki	How Do You Want To Do This?	Alarm Spell/The Dome	FREE SPACE

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Bingo Card ID 005

Critical Role Bingo

Jester Sketches/Graffiti	Character Unconscious	The Traveler	Duplicity	Alarm Spell/The Dome
Flurry Of Blows	Sending/Message	Nott Drinks	Awesome NPC	Teleportation
You Can Certainly Try	Beau Uses Ki	Whispers/Handouts	Group Scream	How Do You Want To Do This?
DM Asks For Marching Order	Character Backstory/Lore	Natural 1	Frumpinkin	Roll For Initiative
FREE SPACE	Spiritual Weapon	Pop Culture Reference	Marisha Perches on Chair	Natural 20

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Bingo Card ID 006

Critical Role Bingo

Jester Sketches/Graffiti	Beau Uses Ki	Roll For Initiative	DM Asks For Marching Order	You Can Certainly Try
Character Backstory/Lore	Nott Drinks	Duplicity	Marisha Perches on Chair	Sending/Message
Natural 1	Alarm Spell/The Dome	Pop Culture Reference	Natural 20	How Do You Want To Do This?
Flurry Of Blows	Spiritual Weapon	The Traveler	Whispers/Handouts	Group Scream
Frumpinkin	Teleportation	Character Unconscious	Awesome NPC	FREE SPACE

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Bingo Card ID 007

Critical Role Bingo

Whispers/Handouts	Character Backstory/Lore	Natural 20	Spiritual Weapon	You Can Certainly Try
FREE SPACE	Sending/Message	Nott Drinks	DM Asks For Marching Order	How Do You Want To Do This?
Duplicity	Pop Culture Reference	Group Scream	Awesome NPC	Natural 1
Jester Sketches/Graffiti	Marisha Perches on Chair	Frumpink	Alarm Spell/The Dome	The Traveler
Roll For Initiative	Flurry Of Blows	Character Unconscious	Teleportation	Beau Uses Ki

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Bingo Card ID 008

Critical Role Bingo

Whispers/Handouts	Roll For Initiative	Flurry Of Blows	Group Scream	Alarm Spell/The Dome
Character Backstory/Lore	The Traveler	Awesome NPC	Jester Sketches/Graffiti	Character Unconscious
Sending/Message	Pop Culture Reference	Natural 1	Duplicity	DM Asks For Marching Order
Teleportation	Beau Uses Ki	You Can Certainly Try	How Do You Want To Do This?	Natural 20
Frumpink	FREE SPACE	Nott Drinks	Marisha Perches on Chair	Spiritual Weapon

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Bingo Card ID 009

Critical Role Bingo

Flurry Of Blows	Frumpink	Marisha Perches on Chair	Spiritual Weapon	Awesome NPC
Jester Sketches/Graffiti	Character Unconscious	DM Asks For Marching Order	How Do You Want To Do This?	Roll For Initiative
Pop Culture Reference	Natural 1	Whispers/Handouts	Duplicity	Nott Drinks
Teleportation	FREE SPACE	Natural 20	Character Backstory/Lore	Group Scream
Alarm Spell/The Dome	Sending/Message	Beau Uses Ki	You Can Certainly Try	The Traveler

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Bingo Card ID 010

Critical Role Bingo

The Traveler	Spiritual Weapon	Natural 20	Beau Uses Ki	Character Backstory/Lore
Nott Drinks	FREE SPACE	Duplicity	Awesome NPC	Alarm Spell/The Dome
Marisha Perches on Chair	You Can Certainly Try	Roll For Initiative	Frumpink	Sending/Message
How Do You Want To Do This?	Whispers/Handouts	Jester Sketches/Graffiti	Teleportation	Character Unconscious
Group Scream	Pop Culture Reference	Flurry Of Blows	DM Asks For Marching Order	Natural 1

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Bingo Card ID 011

Critical Role Bingo

Beau Uses Ki	Teleportation	Roll For Initiative	Awesome NPC	DM Asks For Marching Order
Natural 1	Flurry Of Blows	Jester Sketches/Graffiti	Marisha Perches on Chair	Sending/Message
FREE SPACE	Whispers/Handouts	Natural 20	You Can Certainly Try	How Do You Want To Do This?
Nott Drinks	Pop Culture Reference	Spiritual Weapon	Character Backstory/Lore	The Traveler
Alarm Spell/The Dome	Duplicity	Character Unconscious	Group Scream	Frumpink

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Bingo Card ID 012

Critical Role Bingo

Nott Drinks	FREE SPACE	Natural 1	Beau Uses Ki	Duplicity
Frumpink	Marisha Perches on Chair	Group Scream	Teleportation	DM Asks For Marching Order
How Do You Want To Do This?	Sending/Message	Awesome NPC	You Can Certainly Try	Whispers/Handouts
Jester Sketches/Graffiti	The Traveler	Roll For Initiative	Flurry Of Blows	Character Backstory/Lore
Alarm Spell/The Dome	Pop Culture Reference	Natural 20	Spiritual Weapon	Character Unconscious

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Bingo Card ID 013

Critical Role Bingo

Sending/Message	You Can Certainly Try	Character Unconscious	Flurry Of Blows	Frumpink
Marisha Perches on Chair	Character Backstory/Lore	DM Asks For Marching Order	Whispers/Handouts	Natural 1
Nott Drinks	Spiritual Weapon	Roll For Initiative	Duplicity	FREE SPACE
Alarm Spell/The Dome	Natural 20	Awesome NPC	Group Scream	The Traveler
Beau Uses Ki	How Do You Want To Do This?	Jester Sketches/Graffiti	Teleportation	Pop Culture Reference

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Bingo Card ID 014

Critical Role Bingo

Frumpink	You Can Certainly Try	Character Unconscious	How Do You Want To Do This?	Marisha Perches on Chair
Character Backstory/Lore	Sending/Message	Pop Culture Reference	Group Scream	Natural 1
Duplicity	Teleportation	Nott Drinks	Alarm Spell/The Dome	Jester Sketches/Graffiti
Natural 20	Awesome NPC	The Traveler	DM Asks For Marching Order	Spiritual Weapon
Roll For Initiative	Whispers/Handouts	Flurry Of Blows	FREE SPACE	Beau Uses Ki

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Bingo Card ID 015

Critical Role Bingo

FREE SPACE	Flurry Of Blows	Jester Sketches/Graffiti	Nott Drinks	Beau Uses Ki
Pop Culture Reference	The Traveler	Marisha Perches on Chair	DM Asks For Marching Order	Awesome NPC
Natural 1	Character Unconscious	Spiritual Weapon	Sending/Message	Roll For Initiative
You Can Certainly Try	Group Scream	Duplicity	Whispers/Handouts	Alarm Spell/The Dome
Teleportation	Character Backstory/Lore	Natural 20	How Do You Want To Do This?	Frumpinkin

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Bingo Card ID 016

Critical Role Bingo

Awesome NPC	Natural 1	How Do You Want To Do This?	Whispers/Handouts	Duplicity
The Traveler	Teleportation	Sending/Message	You Can Certainly Try	Marisha Perches on Chair
Pop Culture Reference	Natural 20	Alarm Spell/The Dome	Jester Sketches/Graffiti	Frumpinkin
Nott Drinks	Roll For Initiative	Group Scream	Flurry Of Blows	Spiritual Weapon
Character Unconscious	FREE SPACE	Beau Uses Ki	DM Asks For Marching Order	Character Backstory/Lore

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Bingo Card ID 017

Critical Role Bingo

Jester Sketches/Graffiti	Natural 1	DM Asks For Marching Order	Whispers/Handouts	You Can Certainly Try
Character Unconscious	FREE SPACE	Beau Uses Ki	Spiritual Weapon	Flurry Of Blows
Frumpink	Marisha Perches on Chair	Alarm Spell/The Dome	Group Scream	Nott Drinks
How Do You Want To Do This?	Character Backstory/Lore	Teleportation	Natural 20	Pop Culture Reference
Roll For Initiative	The Traveler	Awesome NPC	Duplicity	Sending/Message

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Bingo Card ID 018

Critical Role Bingo

How Do You Want To Do This?	Beau Uses Ki	Alarm Spell/The Dome	Character Unconscious	Sending/Message
Marisha Perches on Chair	Roll For Initiative	Natural 1	Natural 20	Pop Culture Reference
The Traveler	Jester Sketches/Graffiti	Group Scream	Frumpink	Flurry Of Blows
Spiritual Weapon	Duplicity	FREE SPACE	DM Asks For Marching Order	Character Backstory/Lore
Awesome NPC	Nott Drinks	Teleportation	Whispers/Handouts	You Can Certainly Try

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Bingo Card ID 019

Critical Role Bingo

Duplicity	Group Scream	You Can Certainly Try	How Do You Want To Do This?	Frumpink
Character Backstory/Lore	Flurry Of Blows	Character Unconscious	Marisha Perches on Chair	Natural 20
Pop Culture Reference	Whispers/Handouts	Roll For Initiative	DM Asks For Marching Order	Spiritual Weapon
Nott Drinks	FREE SPACE	Sending/Message	Awesome NPC	Alarm Spell/The Dome
Jester Sketches/Graffiti	Teleportation	Natural 1	The Traveler	Beau Uses Ki

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Bingo Card ID 020

Critical Role Bingo

Marisha Perches on Chair	Spiritual Weapon	Duplicity	Natural 1	Alarm Spell/The Dome
Nott Drinks	Natural 20	FREE SPACE	Jester Sketches/Graffiti	Beau Uses Ki
You Can Certainly Try	Teleportation	Group Scream	How Do You Want To Do This?	Flurry Of Blows
Sending/Message	Character Backstory/Lore	The Traveler	Whispers/Handouts	Pop Culture Reference
Awesome NPC	DM Asks For Marching Order	Character Unconscious	Frumpink	Roll For Initiative

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Bingo Card ID 021

Critical Role Bingo

Spiritual Weapon	Natural 20	Natural 1	FREE SPACE	Roll For Initiative
Pop Culture Reference	Jester Sketches/Graffiti	The Traveler	Character Unconscious	Awesome NPC
Character Backstory/Lore	DM Asks For Marching Order	Whispers/Handouts	You Can Certainly Try	Frumpink
Nott Drinks	Sending/Message	Alarm Spell/The Dome	Marisha Perches on Chair	How Do You Want To Do This?
Duplicity	Beau Uses Ki	Group Scream	Teleportation	Flurry Of Blows

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Bingo Card ID 022

Critical Role Bingo

How Do You Want To Do This?	Alarm Spell/The Dome	Character Unconscious	Frumpink	Natural 20
Jester Sketches/Graffiti	Nott Drinks	Beau Uses Ki	Flurry Of Blows	Awesome NPC
Whispers/Handouts	Sending/Message	Teleportation	Group Scream	Roll For Initiative
Character Backstory/Lore	Marisha Perches on Chair	Spiritual Weapon	DM Asks For Marching Order	FREE SPACE
The Traveler	You Can Certainly Try	Pop Culture Reference	Natural 1	Duplicity

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Bingo Card ID 023

Critical Role Bingo

Group Scream	Frumpink	Alarm Spell/The Dome	Nott Drinks	Character Backstory/Lore
Spiritual Weapon	Whispers/Handouts	Pop Culture Reference	The Traveler	Flurry Of Blows
Sending/Message	How Do You Want To Do This?	Duplicity	FREE SPACE	You Can Certainly Try
Marisha Perches on Chair	Teleportation	Natural 20	Natural 1	Character Unconscious
DM Asks For Marching Order	Roll For Initiative	Awesome NPC	Beau Uses Ki	Jester Sketches/Graffiti

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Bingo Card ID 024

Critical Role Bingo

Teleportation	Pop Culture Reference	Duplicity	Beau Uses Ki	Group Scream
Natural 20	Natural 1	You Can Certainly Try	The Traveler	Jester Sketches/Graffiti
Marisha Perches on Chair	FREE SPACE	Character Unconscious	How Do You Want To Do This?	Flurry Of Blows
Nott Drinks	Alarm Spell/The Dome	Character Backstory/Lore	Frumpink	DM Asks For Marching Order
Roll For Initiative	Spiritual Weapon	Awesome NPC	Sending/Message	Whispers/Handouts

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Bingo Card ID 025

Critical Role Bingo

Pop Culture Reference	Marisha Perches on Chair	The Traveler	Character Unconscious	Character Backstory/Lore
Flurry Of Blows	How Do You Want To Do This?	Alarm Spell/The Dome	Frumpinkin	Whispers/Handouts
Group Scream	Natural 1	Beau Uses Ki	Spiritual Weapon	Teleportation
Sending/Message	You Can Certainly Try	DM Asks For Marching Order	Roll For Initiative	Natural 20
FREE SPACE	Jester Sketches/Graffiti	Nott Drinks	Awesome NPC	Duplicity

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Bingo Card ID 026

Critical Role Bingo

Alarm Spell/The Dome	FREE SPACE	Frumpinkin	Sending/Message	Duplicity
Awesome NPC	Whispers/Handouts	How Do You Want To Do This?	Spiritual Weapon	Group Scream
Character Unconscious	Nott Drinks	Jester Sketches/Graffiti	Character Backstory/Lore	Natural 20
Pop Culture Reference	Teleportation	Marisha Perches on Chair	You Can Certainly Try	Natural 1
Roll For Initiative	Flurry Of Blows	Beau Uses Ki	DM Asks For Marching Order	The Traveler

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Bingo Card ID 027

Critical Role Bingo

Jester Sketches/Graffiti	FREE SPACE	Whispers/Handouts	The Traveler	Marisha Perches on Chair
Spiritual Weapon	Awesome NPC	Alarm Spell/The Dome	You Can Certainly Try	Teleportation
Character Unconscious	Pop Culture Reference	How Do You Want To Do This?	Character Backstory/Lore	Roll For Initiative
Flurry Of Blows	Natural 20	Natural 1	Frumpinkin	Group Scream
Beau Uses Ki	Nott Drinks	Sending/Message	DM Asks For Marching Order	Duplicity

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Bingo Card ID 028

Critical Role Bingo

Group Scream	Roll For Initiative	Whispers/Handouts	Nott Drinks	Duplicity
Spiritual Weapon	Teleportation	The Traveler	Alarm Spell/The Dome	Natural 1
Character Backstory/Lore	Pop Culture Reference	Sending/Message	Frumpinkin	Flurry Of Blows
Character Unconscious	Beau Uses Ki	FREE SPACE	DM Asks For Marching Order	Marisha Perches on Chair
You Can Certainly Try	Natural 20	Awesome NPC	How Do You Want To Do This?	Jester Sketches/Graffiti

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Bingo Card ID 029

Critical Role Bingo

Group Scream	Beau Uses Ki	Teleportation	Alarm Spell/The Dome	Character Unconscious
FREE SPACE	Awesome NPC	Character Backstory/Lore	How Do You Want To Do This?	Flurry Of Blows
Marisha Perches on Chair	Natural 1	You Can Certainly Try	The Traveler	Duplicity
Pop Culture Reference	Sending/Message	Spiritual Weapon	DM Asks For Marching Order	Whispers/Handouts
Natural 20	Nott Drinks	Roll For Initiative	Frumpinkin	Jester Sketches/Graffiti

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Bingo Card ID 030

Critical Role Bingo

Natural 20	FREE SPACE	Awesome NPC	Duplicity	The Traveler
DM Asks For Marching Order	Natural 1	Spiritual Weapon	Group Scream	Whispers/Handouts
Roll For Initiative	Marisha Perches on Chair	Jester Sketches/Graffiti	Character Unconscious	Beau Uses Ki
How Do You Want To Do This?	Sending/Message	Pop Culture Reference	Frumpinkin	Character Backstory/Lore
Alarm Spell/The Dome	Teleportation	Nott Drinks	Flurry Of Blows	You Can Certainly Try

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