Runtime and Combat Time of Critical Role - Campaign 2: The Mighty Nein Episodes

Legend:
- Full time
- Gameplay Time
- Mid Break
- Total Combat Length

Annotations on chart:
- "Found and Lost"
- "The Favor"
- Bad Luck Bandits
- Lorenzo and the Iron Shepherds
- Invisible Stalker and The Laughing Hand
- Gelidon the Ancient White Dragon and The Tomb Takers
- Lucien, Cognouza Incarnate
- "Fond Farewells"

Y-axis: Time (hours)
X-axis: Episode
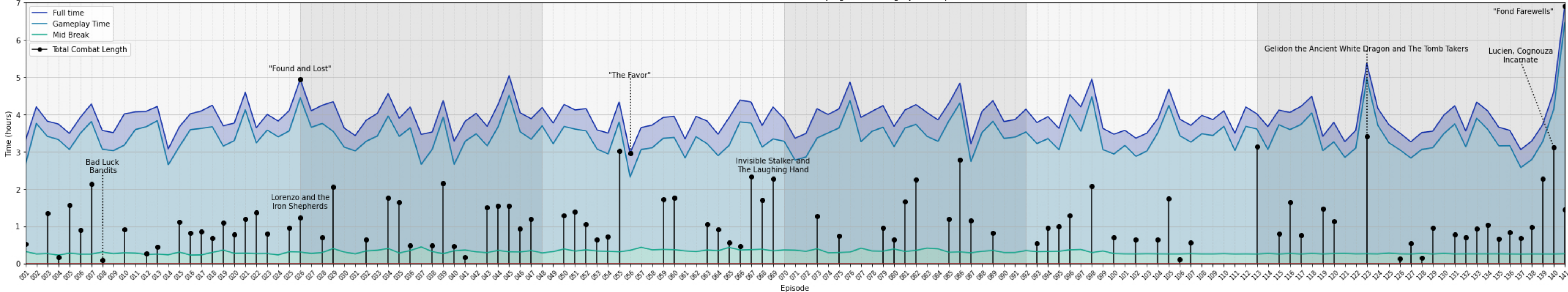
Background

Critical Role is an actual play Dungeons and Dragons (DND) show where a bunch of nerdy voice actors sit around and play Dungeons and Dragons. Over the years they have been online, a website called [CritRoleStats](#) has collected data and stats on their actual play DND shows. Actual play DND shows such as Critical Role tend to run longer than regular TV shows both in season length and episode length. For this visualization, I captured the runtimes of *Critical Role Campain 2: The Mighty Nein* (M9) episodes and the total combat times in each episode.

Legend
- The x-axis represents the episode number (C2 = campaign 2, E = episode), and the y-axis represents time (hours).
- There are six main arcs in the show, divided by the gray backgrounds.
- The different colored lines represent the tracked times of each episode. Blue is the total runtime, Green blue is the total gameplay time, and green is the time they took in the middle of each episode for a break.
- The black lollipop chart represents the *total* combat time in each episode. This means that if an episode had multiple combats it shows the total time of all the combats in that episode. Some episodes have no combat.

Findings

The average total runtime is 3:56:50. The longest episode was the finale, "Fond Farewells", at 06:54:44, and it is the longest episode (currently) across all Critical Role campaigns. The shortest episode was "The Favor" at 2:57:50.

The episode with the longest singular combat was episode 140, "Long May He Reign", at 3:07:18. The episode with the shortest singular combat was episode 69, "The King's Cage". The longest total combat in an episode was in episode 123, "Fair-weather Faith", at 3:24:56, when the M9 fought an Ancient White Dragon and the Tomb Takers. The shortest total combat was in episode 8, "The Gates of Zadash", at 0:05:49.

Data and Method

The data I used was from the site CritRoleStats.com. The first data frame used for this figure had the runtime of each episode and the second data frame had the combat times. From the runtime data frame, I used the Episode, Full time, Gameplay Time, and mid-break columns. The columns I used in the combat data frame were the Episode and Total Length. I modified the combat data frame in Python to sum the Total Length column by episode.

Importance

CritRoleStats was an archive of data and statistics across all Critical Role campaigns used not only by fans but also by the Critical Role cast and crew. A visual like this could be interesting for viewers and fans of Critical Role to look at to see a timeline for the episodes that they watch. This could be a helpful visual for Matthew Mercer, the Dungeon Master (DM) of Critical Role, as he is the one who plans out the sessions and combat encounters. Although this is an improvised show and there are unpredictable factors that might make the episode run longer or shorter than usual, it can be a good reference point for the DM when planning combat or for the crew when planning shoot days.