

D D Monsters By Type

Dare to defy death in this adventure for the world's greatest roleplaying game. The talk of the streets and taverns has all been about the so-called death curse: a wasting disease afflicting everyone who's ever been raised from the dead. Victims grow thinner and weaker each day, slowly but steadily sliding toward the death they once denied. When they finally succumb, they can't be raised—and neither can anyone else, regardless of whether they've ever received that miracle in the past. Temples and scholars of divine magic are at a loss to explain a curse that has affected the entire region, and possibly the entire world. The cause is a necromantic artifact called the Soulmonger, which is located somewhere in Chult, a mysterious peninsula far to the south, ringed with mountains and choked with rain forests.

- An adventure for characters of levels 1 – 11, *Tomb of Annihilation* provides the Dungeon Master with the core adventure needed to create an exciting and memorable play experience.
- Expands on the *Forgotten Realms* setting of Chult, providing extensive detail on the hidden peninsula, and includes a large pull-out map of the region.
- Fans of the *DUNGEONS & DRAGONS®* Roleplaying Game can expand and enhance their experience by participating in the *D&D Adventurers League™* organized play program while playing this adventure.
- Adventure design by Christopher Perkins, Will Doyle, and Steve Winter, with additional design by Adam Lee.
- Story consulting by the award-winning creator of *Adventure Time*, Pendleton Ward. The leader in providing contemporary fantasy entertainment, *Dungeons & Dragons* is the wellspring for the entire modern game industry, digital as well as analog. This newest edition draws from every prior edition to create a universally compelling play experience, and exemplifies the true spirit of a game that holds captive the hearts and minds of millions of players worldwide.

This boxed set is for Dungeon Masters interested in taking their heroes on excursions to the Shadowfell. The kit includes a 128-page book detailing the city of Gloomwrought, a 32-page book of encounters set in Gloomwrought and beyond, two card stock sheets of die-cut monster and villain tokens, a foldout battle map, and a deck of 30 cards.

Revised versions of the phenomenally successful *Dungeons & Dragons* core rulebooks.

Everything you need to start playing the world's greatest roleplaying game. "I recommend [the *D&D Starter Set*] for anyone who's curious and wants to learn *D&D*."—Ed Grabionowski, io9.Gizmodo.com

The *Dungeons & Dragons Starter Set* is your gateway to action-packed stories of the imagination. This box contains the essential rules of the game plus everything you need to play heroic characters on perilous adventures in worlds of fantasy. Explore subterranean labyrinths! Plunder hoards of treasure! Battle legendary monsters!

- FIVE READY-TO-PLAY CHARACTERS
- SIX DICE
- ONE ADVENTURE BOOK: *LOST MINE OF PHANDELVER*
- ONE RULEBOOK
- ONE CHARACTER SHEET

"*D&D* acolytes are everywhere. . . Tech workers from Silicon Valley to Brooklyn have long-running campaigns, and the showrunners and the novelist behind 'Game of Thrones' have all been Dungeon Masters."—Neima Jahromi, *The New Yorker*

Dungeons & Dragons is the world's greatest roleplaying game. Created in 1974, *D&D* transformed gaming culture by blending traditional fantasy with miniatures and wargaming. The main *Dungeons & Dragons* books are the *Player's Handbook*, *Monster Manual*, and *Dungeon Master's Guide*.

This introductory guide to *DUNGEONS & DRAGONS* provides a fun and immersive primer to its beasts and monsters. In this illustrated guide, you're transported to the legendary and magical worlds of *Dungeons & Dragons* and presented with one-of-a-kind entries for some of its most sinister, foul, and memorable monsters. Featuring amazing illustrations and expert insights on some of *D&D*'s most dangerous monsters, the guide shines a spotlight on the beasts that scare, excite, and cause trouble for adventurers, from creatures that live underground, to those that dwell in the wilderness and boneyards or soar in the sky. In these profiles you will find information on the size of each monster, its danger level, and tips for how to survive an encounter. The perfect entry point for young fans of fantasy eager to become *D&D* adventurers, this book also features introductory "Encounter" stories so readers can practice the problem-solving skills they'll need to fight these monsters when they play a *D&D* adventure of their own.

Describes the characteristics and attributes of a variety of monsters, zombies, demons, giants, werewolves, animals, and aliens for use in the *Dungeons and Dragons* game.

HOW DO YOU WANT TO DO THIS? A war brews on a continent that has withstood more than its fair share of conflict. The Dwendalian Empire and the Kryn Dynasty are carving up the lands around them, and only the greatest heroes would dare stand between them. Somewhere in the far corners of this war-torn landscape are secrets that could end this conflict and usher in a new age of peace—or burn the world to a cinder. Create a band of heroes and embark on a journey across the continent of Wildemount, the setting for Campaign 2 of the hit *Dungeons & Dragons* series *Critical Role*. Within this book, you'll find new character options, a heroic chronicle to help you craft your character's backstory, four different starting adventures, and everything a Dungeon Master needs to breathe life into a Wildemount-based *D&D* campaign...

- Delve through the first *Dungeons & Dragons* book to let players experience the game as played within the world of *Critical Role*, the world's most popular livestreaming *D&D* show.
- Uncover a trove of options usable in any *D&D* game, featuring subclasses, spells, magic items, monsters, and more, rooted in the adventures of Exandria—such as *Vestiges of Divergence* and the possibility manipulating magic of *Dunamancy*.
- Start a *Dungeons & Dragons* campaign in any of Wildemount's regions using a variety of introductory adventures, dozens of regional plot seeds, and the heroic chronicle system—a way to create character backstories rooted in Wildemount. Explore every corner of Wildemount and discover mysteries revealed for the first time by *Critical Role* Dungeon Master, Matthew Mercer.

From vampires and demons to ghosts and zombies, interest in monsters in literature, film, and popular culture has never been stronger. This concise Encyclopedia provides scholars and students with a comprehensive and authoritative A-Z of monsters throughout the ages. It is the first major reference book on monsters for the scholarly market. Over 200 entries written by experts in the field are accompanied by an overview introduction by the editor. Generic entries such as 'ghost' and 'vampire' are cross-listed with important specific manifestations of that monster. In addition to monsters appearing in English-language literature and film, the Encyclopedia also includes significant monsters in Spanish, French, Italian, German, Russian, Indian, Chinese, Japanese, African and Middle Eastern traditions. Alphabetically organized, the entries each feature suggestions for further reading. The *Ashgate Encyclopedia of Literary and Cinematic Monsters* is an invaluable resource for all students and scholars and an essential addition to library reference shelves.

The nine martial disciplines presented in this supplement allow a character with the proper knowledge and focus to perform special combat maneuvers and nearly magical effects. Information

is also included on new magic items and spells and new monsters and organizations.

Take a stand against the giants in this adventure for the world's greatest roleplaying game. Giants have emerged from their strongholds to threaten civilization as never before. Hill giants are stealing all the grain and livestock they can while stone giants have been scouring settlements that have been around forever. Fire giants are press-ganging the smallfolk into the desert, while frost giant longships have been pillaging along the Sword Coast. Even the elusive cloud giants have been witnessed, their wondrous floating cities appearing above Waterdeep and Baldur's Gate. Where is the storm giant King Hekaton, who is tasked with keeping order among the giants? The humans, dwarves, elves, and other small folk of the Sword Coast will be crushed underfoot from the onslaught of these giant foes. The only chance at survival is for the small folk to work together to investigate this invasion and harness the power of rune magic, the giants' weapon against their ancient enemy the dragons. The only way the people of Faerun can restore order is to use the giants' own power against them. To defeat giants, you need to be giant! The threatened species categories used in Red Data Books and Red Lists have been in place for almost 30 years. The IUCN Red List Categories and Criteria provide an easily and widely understood system for classifying species at high risk of global extinction, so as to focus attention on conservation measures designed to protect them. This latest version of the classification system was adopted by the IUCN Council in February 2001 and reflects comments from the IUCN and SSC memberships and the final meeting of the Criteria Review Working Group.

Explore the horrors of Ravenloft in this campaign sourcebook for the world's greatest roleplaying game. Terror stalks the nightmare realms of Ravenloft. No one knows this better than monster scholar Rudolph Van Richten. To arm a new generation against the creatures of the night, Van Richten has compiled his correspondence and case files into this tome of eerie tales and chilling truths.

- Travel (perhaps even by choice) to Ravenloft's expanded Domains of Dread—each domain with its own unique flavor of horror, thrilling story hooks, and grisly cast of characters
- Craft your own D&D horror settings, add tension with optional rules, and get advice for running a game that's ghastly in all the right ways
- Create characters with lineages tied to vampires, undead, and hags, horror-themed subclasses, the Investigator background, and "Dark Gifts" that may be a double-edged sword
- Unleash nightmarish monsters from an expanded bestiary, and browse a collection of mysterious trinkets
- Explore Ravenloft in the included Dungeons & Dragons adventure—play as a stand-alone adventure or drop it into your current game for a bit of sinister fun

This core rulebook introduces an innovative monster stat block format, that makes running monsters easier for the Dungeon Master, and presents a horde of iconic monsters that fit into any campaign.

Game rules for fantasy role-playing game for high level characters.

Hunted by Death, one man will face the forces of Hell to get back home. Former Baltimore cop Eustace "Ace" Grant is on a quest to find lost sorcery. An apprentice shaman, Ace walks the spirit realm in search of a cure for his terminal illness. When asked to recover a Civil War sword, Ace finds traces of a magic more potent than he's ever experienced. Forged in England by a smith in possession of the Primal Flame, the blade had been intended for a different battle entirely - the one at the end of time. That battle upon us, it's up to Ace to recover the sword. Without it, the world as we know it will be plunged into a nightmare. He'll find the sword or die trying. That is if his ghostly mentor, Atofo, will only let go of his soul...

Whether you need to get dinner on the table for your family tonight or are planning your next get-together with friends, Half Baked Harvest Cookbook has your new favorite recipe. Tieghan Gerard grew up in the Colorado mountains as one of seven children. When her dad took too long to make dinner every night, she started doing the cooking--at age 15. Ever-determined to reign in the chaos of her big family, Tieghan found her place in the kitchen. She had a knack for creating unique dishes, which led her to launch her blog, Half Baked Harvest. Since then, millions of people have fallen in love with her fresh take on comfort food, stunning photography, and charming life in the mountains. While it might be a trek to get to Tieghan's barn-turned-test kitchen, her creativity shines here: dress up that cheese board with a real honey comb; decorate a standard salad with spicy, crispy sweet potato fries; serve stir fry over forbidden black rice; give French Onion Soup an Irish kick with Guinness and soda bread; bake a secret ingredient into your apple pie (hint: it's molasses). And a striking photograph accompanies every recipe, making Half Baked Harvest Cookbook a feast your eyes, too.

Play 4th Edition D&D in style with this deluxe rulebook. The Monster Manual presents more than 300 official monsters for all levels of play, including illustrations and complete game statistics. This is a premium, foil cover version of the 4th Edition Monster Manual that every Dungeons & Dragons player and Dungeon Master can appreciate.

Whether they're beasts, spirits, demons, or even aliens, most fantasy worlds are filled with monsters. Some are harmless—many more are deadly. Luckily for the discerning adventurer, this book is here to help distinguish between the two. As a popular series sold at conventions and on Etsy, animators Blanca Martinez de Riuero and Joe Sparrow have compiled three volumes into one deluxe edition. Each creature comes with a full-color illustration, a set of simplified statistics, a description, and a history section indicating its folkloric history and the scientific phenomena that may have influenced its creation. With creatures like the Archdevil, Dryad, Fire Bat, Gold Dragon, Smoke Devil, Bomb Plant, Ettin, and Spirit Fox, any tabletop player will find the perfect creature for their next campaign.

Fill your Dungeons & Dragons games with deadly monsters from the Monster Manual. The Monster Manual teaches you how to how to fill your Dungeons & Dragons games with monsters—how to populate the game with pesky goblins and mighty dragons for players to battle or beguile, outwit or outrun. Inside the Monster Manual you'll find more than 150 classic D&D creatures, with vivid illustrations and rich descriptions to help breathe life into your zombies and liches. "...What if I told you about the best book of monsters ever? The 5E Monster Manual just might be the one..."—Ed Grabianowski, io9.Gizmodo.com "D&D acolytes are everywhere...Tech workers from Silicon Valley to Brooklyn have long-running campaigns, and the showrunners and the novelist behind 'Game of Thrones' have all been Dungeon Masters."—Neima Jahromi, The New Yorker

- The Monster Manual is one of the three main Dungeons & Dragons books, along with the Player's Handbook and the Dungeon Master's Guide. It's an essential resource for Dungeon Masters to use in populating any type of challenge they might contrive for their players.
- From an angel's wingspan to the vacant eyes of a zombie beholder, the Monster Manual includes more than 150 creatures illustrated in vivid color, with more than 400 quick reference tables to help you bring them to life with ease.
- Rich descriptions of each monster help trigger your imagination. From the familiar ("vampires hate sunlight") to the arcane ("what

color is the vapor from a gorgon's nose?"), the Monster Manual helps inspire your decisions and keep the game flowing smoothly. • In Dungeons & Dragons, you and your friends coauthor your own legend. Guided by a Dungeon Master, you create characters and play their roles in a story, rolling dice and navigating maps as you unfold a tale as limitless as your imagination. • Dungeons & Dragons is the world's greatest roleplaying game. Created in 1974, D&D transformed gaming culture by blending traditional fantasy with miniatures and wargaming.

Clash with the gods of Theros in this campaign sourcebook for the world's great roleplaying game. Play DUNGEONS & DRAGONS in the MAGIC: THE GATHERING world of Theros—a realm shaped by the wrath of gods and the deeds of heroes, where champions vie for immortal favor and a place among legends. • Rise above the common throng with SUPERNATURAL GIFTS, abilities that give you remarkable powers that set you on the path to legend. • Explore Theros as a SATYR or LEONIN—mythic cat-like heroes from Magic: The Gathering. Mythic Odysseys of Theros introduces these races to fifth edition D&D for the first time. • Master new powers with Magic: The Gathering-inspired SUBCLASSES like the Bard's College of Eloquence and the Paladin's Oath of Heroism. • Encounter MYTHIC MONSTERS, creatures whose power and renown are such that their names are truly living myths. • Wield the weapons of the gods—five signature artifacts used by Theros's deities. • Created in 1974, D&D transformed gaming culture by blending traditional fantasy with miniatures and wargaming. Fifth edition D&D draws from every prior edition to create a universally compelling play experience.

Suitable for any Dungeons & Dragons(game, this indispensable resource contains information about new monsters, each one illustrated and accompanied by a new stat block.

This indispensable supplement contains information on nearly 200 new monsters for any D&D game. It provides descriptions for a vast array of new creatures, with an emphasis on higher-level creatures to provide experienced gamers with tougher foes to overcome. (Gamebooks)

Discover everything there is to know about dragons—the most iconic of D&D monsters—in this quintessential reference guide. Meet Fizban the Fabulous: doddering archmage, unlikely war hero, divine avatar of a dragon-god—and your guide to the mysteries of dragonkind. What is the difference between a red dragon and a gold dragon? What is dragonsight? How does a dragon's magic impact the world around them? This comprehensive guide provides Dungeon Masters with a rich hoard of tools and information for designing dragon-themed encounters, adventures, and campaigns. Dragonslayers and dragon scholars alike will also appreciate its insight into harnessing the power of dragon magic and options for players to create unique, memorable draconic characters. • Introduces gem dragons to fifth edition! • Provides Dungeon Masters with tools to craft adventures inspired by dragons, including dragon lair maps and detailed information about 20 different types of dragons • Adds player character options, including dragon-themed subclasses for monks and rangers, unique draconic ancestries for dragonborn, additional spell options, and a feat • Presents a complete dragon bestiary and introduces a variety of dragons and dragon-related creatures—including aspects of the dragon gods, dragon minions, and more • Reveals the story of the First World and the role the dragon gods Bahamut and Tiamat played in its creation and destruction

A wickedly whimsical adventure for the world's greatest roleplaying game. Once every eight years, the fantastic Witchlight Carnival touches down on your world, bringing joy to one settlement after the next. Its owners, Mister Witch and Mister Light, know how to put on a good show. But there's more to this magical extravaganza than meets the eye! The carnival is a gateway to a fantastic Feywild domain unlike anything found on the Material Plane. Time has not been kind to this realm, however, and dark days lie ahead unless someone can thwart the dastardly schemes of the Hourglass Coven. The Wild Beyond the Witchlight takes adventurers from the Witchlight Carnival to Prismeer, a Feywild domain of delight, and is designed for characters of levels 1–8. This book comes with a poster map that shows the carnival on one side and Prismeer on the other. • Explore the Plane of Faerie in the first official D&D adventure set primarily in the Feywild • Easily drop The Witchlight Carnival into any campaign—for passage into the Feywild or just a night of carnival games and wild entertainment • Introduces two races—play as a fairy or as a harengon, a race of humanoid rabbits • Adds two backgrounds—the Feylost who grew up in the Feywild, and a Witchlight Hand who works at the carnival • All encounters can be resolved without resorting to combat, rewarding clever ideas and creative roleplay • Classic 1980s Dungeons & Dragons characters return, including Warduke, Strongheart, and Kelek

The Monsters Know What They're Doing Combat Tactics for Dungeon Masters Simon and Schuster

This collection explores monetary institutions linking Europe and the Americas in the seventeenth to nineteenth centuries.

Immerse yourself in monster lore in this supplement for the world's greatest roleplaying game This is NOT just another Monster Manual! Volo's Guide to Monsters provides something exciting for players and Dungeon Masters everywhere. • A deep dive into the lore behind some of D&D's most popular and iconic monsters • Dozens of monsters new to the fifth edition to include in your epic adventures • New playable races to allow you to build characters to fit nearly any type of story in your D&D game. The esteemed loremaster Volothamp Geddarm is back and he's written a fantastical dissertation, covering some of the most iconic monsters in the Forgotten Realms. Unfortunately, the Sage of Shadowdale himself, Elminster, doesn't believe Volo gets some of the important details quite right. Don't miss out as Volo and Elminster square off (academically speaking of course) to illuminate the uninitiated on creatures both common and obscure. Uncover the machinations of the mysterious Kraken Society, what is the origin of the bizarre frogemoth, or how to avoid participating in the ghastly reproductive cycle of the grotesque vargouille. Dungeon Masters and players will get some much-needed guidance as you plan your next venture, traipsing about some dusty old ruin in search of treasure, lore, and let's not forget ... dangerous creatures whose horns, claws, fangs, heads, or even hides might comfortably adorn the walls of your trophy room. If you survive. Research has never been so dangerous!

Create heroic characters for the world's greatest roleplaying game. The Player's Handbook is the essential reference for every Dungeons & Dragons roleplayer. It contains rules for character creation and advancement, backgrounds and skills, exploration and combat, equipment, spells, and much more. Use this book to create characters from among the most iconic D&D races and classes. Publisher's Weekly #1 Best Seller in Hardcover Nonfiction Wall Street Journal #1 Best Seller in Hardcover Nonfiction • In Dungeons & Dragons, you and your friends coauthor your own legend. Guided by a Dungeon Master, you create characters and play their roles in a story, rolling dice and navigating maps as you unfold a tale as limitless as your imagination. • The Player's Handbook is the first of three D&D core rulebooks, along with the Monster Manual and the Dungeon Master's

Guide. The Player's Handbook is the cornerstone. It's the foundational text of D&D's fifth edition—for beginners and for veterans alike. • The Player's Handbook walks you through how to create a Dungeons & Dragons character—the role you'll play in the D&D world. • Dungeons & Dragons is the world's greatest roleplaying game. Created in 1974, D&D transformed gaming culture by blending traditional fantasy with miniatures and wargaming.

A magical mixture of rules options for the world's greatest roleplaying game. The wizard Tasha, whose great works include the spell Tasha's hideous laughter, has gathered bits and bobs of precious lore during her illustrious career as an adventurer. Her enemies wouldn't want these treasured secrets scattered across the multiverse, so in defiance, she has collected and codified these tidbits for the enrichment of all. EXPANDED SUBCLASSES. Try out subclass options for every Dungeons & Dragons class, including the artificer, which appears in the book. MORE CHARACTER OPTIONS. Tasha's Cauldron of Everything introduces a host of class features and feats, plus straightforward rules for modifying a character's racial traits and customizing their origin. INTRODUCING GROUP PATRONS. Whether you're part of the same criminal syndicate or working for an ancient dragon, each group patron option comes with its own perks and types of assignments. SPELLS, ARTIFACTS & MAGIC TATTOOS. Discover more spells, as well as magic tattoos, artifacts, and other magic items for your campaign. EXPANDED RULES OPTIONS. Try out rules for sidekicks, supernatural environments, natural hazards, and parleying with monsters, and gain guidance on running a session zero. A PLETHORA OF PUZZLES. Ready to be dropped into any D&D adventure, puzzles of varied difficulty await your adventurers, complete with traps and guidance on using the puzzles in a campaign. Full of expanded content for players and Dungeon Masters alike, this book is a great addition to the Player's Handbook. Baked in you'll find more rule options for all the character classes in the Player's Handbook, including more subclass options. Thrown in for good measure is the artificer class, a master of magical invention. And this witch's brew wouldn't be complete without a dash of added artifacts, spellbook options, spells for both player characters and monsters, magical tattoos, group patrons, and other tasty goodies.

The sexy, action-packed first book in the #1 New York Times bestselling Court of Thorns and Roses series from Sarah J. Maas. When nineteen-year-old huntress Feyre kills a wolf in the woods, a terrifying creature arrives to demand retribution. Dragged to a treacherous magical land she knows about only from legends, Feyre discovers that her captor is not truly a beast, but one of the lethal, immortal faeries who once ruled her world. At least, he's not a beast all the time. As she adapts to her new home, her feelings for the faerie, Tamlin, transform from icy hostility into a fiery passion that burns through every lie she's been told about the beautiful, dangerous world of the Fae. But something is not right in the faerie lands. An ancient, wicked shadow is growing, and Feyre must find a way to stop it, or doom Tamlin—and his world—forever. From bestselling author Sarah J. Maas comes a seductive, breathtaking book that blends romance, adventure, and faerie lore into an unforgettable read.

"Draconomicon I" describes several varieties of dragons, including red, blue, green, black, and white dragons, as well as three completely new chromatic dragons. This sourcebook gives details of each dragon's powers, tactics, myths, lairs, servitors, and more.

Now for 5th Edition! Frog God Games unleashes the next iteration of its iconic Tome of Horrors series for 5th Edition. Hordes of sinister adversaries, restless dead, and other horrific monstrosities to gleefully challenge your players' expectations. Bursting with hundreds of creatures, new additions as well as converted classics, in a library-bound and stitched full color volume, the next Tome of Horrors will be a must have for your 5th edition campaign. Everybody needs more monsters. The Tome of Horrors for Fifth Edition includes a selection of creatures from earlier volumes as a kick off for an entire series of fifth edition books.

Mighty heroes deserve wicked foes Demons and half-demons, dragons and dragonkin, animated corpses and restless spirits, wielders of magic and eaters of spells: These are the creatures of Faerûn, the monsters of the Forgotten Realms campaign setting. Monster Compendium: Monsters of Faerûn contains scores of new monsters for use in Dungeons & Dragons adventures. From the aarakocra to the Tyrantfog zombie, these monsters present a whole new range of challenges. Although usable in any campaign, these monsters are especially suited for the Forgotten Realms setting -- a world of great magic, terrible villains, and high adventure.

Information on the characters of the 4th ed. of Dungeons and dragons.

From the creator of the popular blog The Monsters Know What They're Doing comes a compilation of villainous battle plans for Dungeon Masters. In the course of a Dungeons & Dragons game, a Dungeon Master has to make one decision after another in response to player behavior—and the better the players, the more unpredictable their behavior! It's easy for even an experienced DM to get bogged down in on-the-spot decision-making or to let combat devolve into a boring slugfest, with enemies running directly at the player characters and biting, bashing, and slashing away. In The Monsters Know What They're Doing, Keith Ammann lightens the DM's burden by helping you understand your monsters' abilities and develop battle plans before your fifth edition D&D game session begins. Just as soldiers don't whip out their field manuals for the first time when they're already under fire, a DM shouldn't wait until the PCs have just encountered a dozen bullywugs to figure out how they advance, fight, and retreat. Easy to read and apply, The Monsters Know What They're Doing is essential reading for every DM.

A deluxe, leather-bound version of the essential tool every D&D Dungeon Master needs. The follow-up to the special edition Player's Handbook™ released in 2004 for the 30th anniversary of D&D, this special release of the Dungeon Master's Guide™ features an embossed, leather-bound cover and premium, gilt-edged paper.

Alphabetical listing, with descriptions and illustrations, of monsters designed for use with the Advanced dungeons and dragons game system.

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