

Creature Codex

Unlikely Heroes for 5th Edition Creature Codex Life's Engines Book of Lairs for 5th Edition Expedition to Undermountain Monster Codex The Mosaic System and the Codex Argenteus Monster of the Week The Book of Yokai CoDex 1962 America's Alligator Symbaroum Creatures of the Apocalypse Pathfinder Pawns Creature Codex Lairs for 5th Edition Microplastics in fisheries and aquaculture: Book of Beasts Prepared 2: Tombs & Dooms for 5th Edition Furies of Calderon Codex Seraphinianus Thirty-three Tome of Beasts 2 Cryptozoology for Beginners Good Omens Raised by Animals A Description of Three Hundred Animals, The Shadowhunter's Codex Tales of the Old Margreve Tome of Beasts Pocket Edition Creature Codex Pocket Edition The Himalayan Codex Classic Horrors Revisited Codex Canadensis and the Writings of Louis Nicolas Book of the Righteous 5E The Revenge of the Shadow King The Resurrectionist The Notebooks of Leonardo da Vinci The Masterclass Codex Sorcery for Beginners The Fall Dracopedia The Bestiary

Unlikely Heroes for 5th Edition

The most comprehensive pantheon in roleplaying games is back in a new edition for 5E. This massive tome provides more than 20 pick-up-and-play churches, whose organization and beliefs are described in lavish detail. These churches can be used in any campaign setting to bring a whole new level of detail to the religious characters. Plus, for those who don't have a complete cosmology in their game, The Book of the Righteous provides a comprehensive mythology that unifies all of the gods in the book. The original edition of Book of the Righteous was one of the most critically acclaimed books of the d20 era. Now Dungeons & Dragons Fifth Edition designers Robert J. Schwalb and Rodney Thompson have brought the new edition up to date with the 5E rules.

Creature Codex

Come join the adventure in Symbaroum, the acclaimed Swedish roleplaying game! Explore the vast Forest of Davokar in the hunt for treasure, lost wisdom and eternal fame. Visit the barbarian clans to trade or to plunder their treasures. Establish a base of power among princes, guilds or rebellious refugees in the capital city of Yndaros. Or survive encounters with Arch Trolls, dark-minded Blight Beasts and undead warlords. But whatever you do, never ignore the warnings spoken by the wardens of the forest: tread carefully and do not disturb the ruins of old, for the dark deep of Davokar is about to awaken. Made in Sweden

Life's Engines

Monsters, ghosts, fantastic beings, and supernatural phenomena of all sorts haunt the folklore and popular culture of Japan. Broadly labeled yokai, these creatures come in infinite shapes and sizes, from tengu mountain goblins and kappa water spirits to shape-shifting foxes and long-tongued ceiling-lickers. Currently popular in anime, manga, film, and computer games, many yokai originated in local legends, folktales, and regional ghost stories. Drawing on years of research in Japan, Michael Dylan Foster unpacks the history and cultural context of yokai, tracing their roots, interpreting their meanings, and introducing people who have hunted them through the ages. In this delightful and accessible narrative, readers will explore the roles played by these mysterious beings within Japanese culture and will also learn of their abundance and variety through detailed entries, some with original illustrations, on more than fifty individual creatures. The Book of Yokai provides a lively excursion into Japanese folklore and its ever-expanding influence on global popular culture. It also invites readers to examine how people create, transmit, and collect folklore, and how they make sense of the mysteries in the world around

them. By exploring yokai as a concept, we can better understand broader processes of tradition, innovation, storytelling, and individual and communal creativity.

Book of Lairs for 5th Edition

Tal tries to steal a sunstone, but during his act of thievery is thrown off the Castle of Seven Towers by a powerful Spiritshadow Keeper. He falls down to the iceworld below, where he is captured by Icecarls. To save his life, he must team up with Milla - a Shield-Maiden in training - and offer his aid to the nomads.

Expedition to Undermountain

Prepare to be Afraid The Book of Beasts: Legendary Foes, the latest in the award-winning Book of Beast series, details the deadliest and most frightening monsters ever to grace your gaming table. Bring new life and peril to your mythic adventures with these fierce monsters and high level NPCs. This 68-page, beautiful full-color monster tome features: 34 brand new monsters ranging from CR 15-25 11 high level NPCs and classed monsters, each are difficult builds, saving you considerable work 3 demigods with enough detail and NPCs for you to build an entire campaign around 12 brand new traps ranging from CR 15-24, to keep your players on their toes Easy-to-use references and links, allowing you to look up rules you are sure of with a minimum of effort Make your players afraid of monsters again. Make them tremble with fear.

Monster Codex

An overview of the occurrence and effects of microplastics on aquatic organisms, with recommendations regarding seafood safety and security, environmental risk assessment approaches and targeted monitoring of microplastics in the environment.

The Mosaic System and the Codex Argenteus

An extraordinary biography. A gallery of astonishing work. The legacy of a madman. Philadelphia, the late 1870s. A city of gas lamps, cobblestone streets, and horse-drawn carriages—and home to the controversial surgeon Dr. Spencer Black. The son of a grave robber, young Dr. Black studies at Philadelphia's esteemed Academy of Medicine, where he develops an unconventional hypothesis: What if the world's most celebrated mythological beasts—mermaids, minotaurs, and satyrs—were in fact the evolutionary ancestors of humankind? The Resurrectionist offers two extraordinary books in one. The first is a fictional biography of Dr. Spencer Black, from a childhood spent exhuming corpses through his medical training, his travels with carnivals, and the mysterious disappearance at the end of his life. The second book is Black's magnum opus: The Codex Extinct Animalia, a Gray's Anatomy for mythological beasts—dragons, centaurs, Pegasus, Cerberus—all rendered in meticulously detailed anatomical illustrations. You need only look at these images to realize they are the work of a madman. The Resurrectionist tells his story.

Monster of the Week

Fight the Monster in its Den If You Dare! Book of Lairs brings you 24 great monster lairs for 5th Edition play of the world's greatest roleplaying game! Each of these exciting and unusual battlegrounds comes with a complete short adventure, including a hook, area hazards, tactics, and treasures. Stage your 5th Edition fights in unforgettable locations like: Alchemist's Guildhall Necromancer's Cistern Den of

the Rotten Kings Lost Halls of Everforge Citadel of the Void Dragon Tomb of the Scorpion Prince Imperial Ghoul Outpost Umbral Vampire Lair Sky Stairs of Beldestan And 15 more! Designed by some of the top names in the RPG industry, Book of Lairs is sure to add an aura of wonder and mystery to your game! Book of Lairs uses standard monster as well as surprising new creatures from the Tome of Beasts, and both monster books are required for maximum playability. A DM's version of each lair map is included with numbered locations. An additional digital map pack is available from Kobold Press for use with a projector or for online play

The Book of Yokai

Only six weeks after a handful of teenage sorcerers defeated a team of anti-magic mercenaries called the Euclideans, Trish, Owen, and Perry are called back into action when they discover that the world's cryptids (aka magical creatures) are disappearing. They're partnered with brusque team leader Jacinda Greyeyes and their former nemesis Bryan Ferretti in a mission to travel all over North America, collecting famous cryptids like the jackalope, the chupacabra, and the altamaha-ha. But when another team of teenage sorcerers suddenly vanishes, the spell casters set out for Germany, Egypt, and the Seychelles to uncover why the Euclideans have been abducting and experimenting on magical creatures like the unicorn and the sphinx. The secrets they uncover threaten to divide them, and reveal a truth that will permanently upend the way the world sees sorcery.

CoDex 1962

The humanoid legions of the Pathfinder RPG Monster Codex swarm across your tabletop in this massive collection of more than 300 creature pawns for use with the Pathfinder Roleplaying game or any fantasy RPG! Printed on sturdy cardstock, each pawn contains a beautiful full-color monster image and slides into a size-appropriate plastic base. Featured creatures include goblins, orcs, hobgoblins, bugbears, boggards, kobolds, ghouls, sahuagin, trolls, troglodytes, gnolls, lizardfolk, duergar, ratfolk, fire giants, frost giants, ogres, drow, serpentfolk, and vampires! With multiple pawns for commonly encountered creatures and nearly 250 distinct creature images, the Monster Codex Box has exactly what you need to bring the game's most popular monsters to life!

America's Alligator

Symbaroum

Max Sumner and his three best friends, Harley, Ernie, and Natalia—who form the secret club The Grey Griffins—seem to be the only people in their very normal Minnesota town to notice that strange things have started to happen. When creatures like goblins and fairies and unicorns, all characters from a card game the Grey Griffins play, begin to make appearances in Max's backyard, Max and his friends know something is terribly wrong. And it's up to them to stop the wicked creatures of the cards from destroying their town—indeed, their world. A thrilling, new legend is born in the first book of the Grey Griffins' magical adventures.

Creatures of the Apocalypse

This compilation of the books A TOUCH OF CLASS and A TOUCH MORE CLASS contains 16 full character classes for your 5E games! These new classes are fully detailed with exciting class-themed abilities! Each of these classes also contains a range of subclasses to further customize them. Play as the

brilliant savant, the black-powder gunfighter, or travel with exotic animal companions as the monster tamer! Harness the power of your environment as the geomancer, or create wondrous inventions as the tinkerer! This book contains: A TOUCH OF CLASS (REVISED): The original book has been revised and updated, and includes the alchemist, cardcaster, diabolist, feywalker, morph, noble, and occultist. A TOUCH MORE CLASS: This new book contains the bloodweaver, fatebender, gemini, geomancer, gunfighter, lodestar, monster tamer, savant, and tinkerer.

Pathfinder Pawns

In the land of Alera, where people bond with the furies--elementals of earth, air, fire, water, and metal--young Tavi struggles to cope with his lack of magical talent, until his homeland erupts into conflict between rebels and loyalists and Tavi discovers that he holds the key to his realm's survival. Reprint.

Creature Codex Lairs for 5th Edition

Microplastics in fisheries and aquaculture:

Unleash the Beasts! For millennia historians, artists and scientists have chronicled their ideas and discoveries of mythological and magical monsters in encyclopedias known as bestiaries. From Asia to America, Japan to the jungles of South Africa, the vast menagerie of exotic and legendary creatures has populated the imaginations of all cultures for centuries. Beautifully illustrated and fantastically detailed, Dracopedia: The Bestiary is a modern, but no less unsettling reimagining of the ancient version. It is an A-to-Z artist's guide to animals of the legendary world. Some, like the griffin and yeti, may be familiar to you. Others--like the enigmatic questing beast and ferocious manticores--may seem new and strange. Some may even haunt your dreams. Inside the bestiary, you will find: Secrets of each animal's evolution--origins, habitat, anatomy, diet and more. Fantastic illustrations created using pencil sketches and digital coloring. Four-stage demonstrations taking you from concept and design to under-painting and finishing details. By drawing on the forms and features of more pedestrian animals, you'll learn how to give shape to the bizarre creatures that roam the depths of your imagination, adding to the bestiary of the ages.

Book of Beasts

Five-hundred years ago, sorcery began to fade from the world. As technology prevailed, combustion engines and computers replaced enchanted plows and spell books. Real magicians were hunted almost to extinction. Science became the primary system of belief, and the secrets of spell-casting were forgotten. That is until now. Sorcery for Beginners is no fantasy or fairy tale. Written by arcane arts preservationist and elite mage Euphemia Whitmore (along with her ordinary civilian aide Matt Harry), this book is a how-to manual for returning magic to an uninspired world. It's also the story of Owen Macready, a seemingly average 13-year-old who finds himself drawn into a centuries-long war when he uses sorcery to take on a school bully. Owen's spell casting attracts the attention of a ruthless millionaire and a secret society of anti-magic mercenaries, all of whom wish to use Sorcery for Beginners to alter the course of world history forever.

Prepared 2: Tombs & Dooms for 5th Edition

Furies of Calderon

Spanning eras, continents, and genres, CoDex 1962—twenty years in the making—is Sjón’s epic three-part masterpiece. Over the course of four dazzling novels translated into dozens of languages, Sjón has earned a global reputation as one of the world’s most interesting writers. But what the world has never been able to read is his great trilogy of novels, known collectively as CoDex 1962—now finally complete. Josef Löwe, the narrator, was born in 1962—the same year, the same moment even, as Sjón. Josef’s story, however, stretches back decades in the form of Leo Löwe—a Jewish fugitive during World War II who has an affair with a maid in a German inn; together, they form a baby from a piece of clay. If the first volume is a love story, the second is a crime story: Löwe arrives in Iceland with the clay-baby inside a hatbox, only to be embroiled in a murder mystery—but by the end of the volume, his clay son has come to life. And in the final volume, set in present-day Reykjavík, Josef’s story becomes science fiction as he crosses paths with the outlandish CEO of a biotech company (based closely on reality) who brings the story of genetics and genesis full circle. But the future, according to Sjón, is not so dark as it seems. In CoDex 1962, Sjón has woven ancient and modern material and folklore and cosmic myths into a singular masterpiece—encompassing genre fiction, theology, expressionist film, comic strips, fortaean studies, genetics, and, of course, the rich tradition of Icelandic storytelling.

Codex Seraphinianus Thirty-three

Part art, part science, part anthropology, this ambitious project presents an early Canadian perspective on natural history that is as much artistic and fantastical as it is encyclopedic. Edited and introduced by François-Marc Gagnon, *The Codex Canadensis and the Writings of Louis Nicolas* showcases an intriguing attempt to document the life of the new world - flora, fauna, and aboriginal. The book brings together for the first time the illustrated *Codex Canadensis* and *The Natural History of the New World*, following Gagnon's argument that both can be attributed to Louis Nicolas, a French Jesuit priest who travelled throughout Canada between 1664 and 1675. *Histoire Naturelle des Indes Occidentales*, originally written in classical French, has been put in modern French by Réal Ouellet and translated into English by Nancy Senior. *The Natural History* presents a pre-Linnaean botany and pre-Darwinian account of living things, including hundreds of species of plants and vivid descriptions of wildlife. It is thoroughly annotated, focusing on the contemporary identification of species, as the result of a pan-Canadian collaboration of experts in fields from linguistics to biology and botany. *The Codex Canadensis*, currently in the collection of the Gilcrease Museum in Tulsa, Oklahoma, is reproduced in full and provides both a fascinating visual account of wildlife as Nicolas saw it and a rare example of early Canadian art. Gagnon's introduction profiles Louis Nicolas and analyses connections between his work and European examples of natural illustration from the period. *The Codex Canadensis and the Writings of Louis Nicolas* shows how the wildlife and native inhabitants of the new world were understood and documented by a seventeenth-century European and makes available fundamental documents in the history and visual culture of early North America.

Tome of Beasts 2

A Dozen 5th Edition One-Shot Adventures for Levels 1 to 15. So, your players went off on a tangent? Never fear--Prepared 2 offers GMs quick solutions to keep the game moving and players entertained, while you figure out your next move. Here are short, one-shot adventures for every environment, including: * A goblin machine of war rampaging through the city * Breaches in the ice opening the door to madness from the stars * A blight of oozes across the land and a mysterious crypt at its center * A long-forgotten boring machine and its crazed automaton pilots * A walker, one of the leviathans of the wasteland, is being steered by the darakhul to intercept a city * A sinister cult comes a calling during a

ship cruise * A play in the feylands goes terribly wrong * A dragon's lair by the sea * and much more, lavishly illustrated with maps by Meshon Cantrill With Prepared 2, designer Jon Sawatsky has created fantastic and highly playable 5th Edition fantasy scenarios ready to use in any fantasy campaign setting, at a variety of PC levels. Never be caught without a plot again! These adventures feature monsters from the core 5th Edition MM and from the Tome of Beasts.

Cryptozoology for Beginners

Faerun's deadliest dungeon beckons! Expedition to Undermountain is a Dungeons & Dragons super-adventure that revisits the greatest dungeon in the Forgotten Realms campaign setting. Located beneath the city of Waterdeep, Undermountain has lured countless heroes to their doom. Like other adventures in the "Expedition" series, this product takes a classic D&D location, updates it for D&D v.3.5, and features many new surprises. Rich with source material for players and a new combat encounter format designed to make the Dungeon Master's job easier, as well as information to help Dungeon Masters adapt the adventure to serve their home campaigns.

Good Omens

This mutant manual showcases 20 nasty freaks to keep your players on their toes. Included in this tome are the first 13 deviant adversaries from the free PDF offerings: Sickle Foot, Red Harvester, Spikeback, Junk Mobster, Bog-Billy, Scraplurker, Back Hatcher, Quasi, Spiker, Wailing Jhonny, Tyrannosapien, Chest Head, and Talontessa. Also included is the disturbing Muto-Harpy which was previously only available to Society of Excavator members by way of joining our forums, and six never before seen nasties including the troublesome little Nubinz, the grotesque Walking Mouter, slithering, highly venomous Snaykin, enormous yet varied race of Rubble Trolls, winged terror called the Apocalypse Moth, and most fearsome, intelligent and terrifying of all, the Spider Lord. All of these creatures come with their own mutation listing, and many, an extensive loot table perfectly suited to the sort of fiend they are, the victims they collect, and dwelling place they inhabit. Also included are encounter tables and the full page, text-free art for each beast to be cut out, photocopied or downloaded from the member's area of our website. Use these full page images as player handouts to show the gamers at your table what their character see. This collection of deviants were illustrated by William McAusland and Camille Robertson, with creature design and writing by Danny Seedhouse, Brandon Goeringer, James Butler, Camille Robertson, and William McAusland. See the 9 page Grayscale PDF demo here: <http://outlandarts.com/Creatures-of-the-Apocalypse-Codex-9page-GRAYSCALE-demo.pdf> This edition has a grayscale interior

Raised by Animals

People have long been fascinated by the American alligator. Ever since humans arrived on the continent more than 15,000 years ago, the American alligator has been both feared and revered, celebrated and scorned, and often hunted for food and hide. Once tourism began to take hold in the South as a real industry, especially in Florida, the alligator took on iconic and even mythical status. "One of the most picturesque features of Florida has always been that uncouth and fierce-looking reptile called the alligator," wrote Nevin O. Winter in 1918. "Everybody who comes down here to the peninsula has an ambition to see one in the wild." Seminole Indians wrestled alligators for show. Alligator souvenirs and mascots often took what people feared—a sharp-toothed predator—and made it into something cute and cuddly. Alligator-themed songs were recorded and released, including "See You Later Alligator" by Bill Haley and His Comets. Hollywood into created alligator-themed movies such as Alligator People. Alligators were also reportedly kept in the White House under two presidencies. And perhaps the most

unusual alligator story was one that helped to nab Ma Barker and her son Fred when they were hiding out along Florida's Lake Weir. America's Alligator examines the colorful and sometimes conflicted relationship our species has had with Alligator mississippiensis. Doug Alderson explores the country's rich alligator mythology and how it inspired various forms of art, stories, photography, tourism and even humor.

A Description of Three Hundred Animals,

Tales of the Old Margreve takes your 5th Edition game deep into the ancient, magical forest, with new spells, monsters, magic items, and wondrous locations by Richard Green and Wolfgang Baur; a monster appendix by Jon Sawatsky and James Introcaso; and twelve challenging adventures for heroes level 1-10.

The Shadowhunter's Codex

The Tome of Beasts 2 from Kobold Press brings nearly 400 new monsters to 5th edition—designed by some of the most talented, and wildly creative, designers working today. You'll find monsters for almost every location your heroes might journey: from farmlands to forests, dungeons to deserts and from bustling cities to fantastical planar realms. Tome of Beasts 2 brings you: Angelic Enforcers and Alligator Turtles. Befouled Weirds and Clockwork Tigers. Hoard drakes and zombiedragons. Death Vultures and Dragonflesh Golems. Imperial dragons and swordbreaker skeletons. Swamp Nagas and Magma Octopuses. Sasquatch and Shriekbats. Walled Horrors and Wraith Bears. Keep your players surprised, entertained, and terrified with all-new opponents they've never seen before—and won't be expected.

Tales of the Old Margreve

Most people don't believe in monsters, but you know the truth. They're real, and it's your task to bring them down. This revised edition of Monster of the Week brings that adventure to life. Monster of the Week is a standalone action-horror RPG for 3-5 people. Hunt high school beasties à la Buffy the Vampire Slayer, travel the country to bring down unnatural creatures like the Winchester brothers of Supernatural, or head up the government investigation like Mulder and Scully. This book contains everything you need to tackle Bigfoot, collar a chupacabra, and drive away demons. In this revised edition, you'll find:

Tome of Beasts Pocket Edition

Presents a surreal art book, redesigned by the author with new illustrations, offering a visual encyclopedia of an unknown world written in an unknown language.

Creature Codex Pocket Edition

Delve into the details of all things Shadowhunter with this illustrated guide to the knowledge and lore of the Shadowhunter world. Since the thirteenth century, the Shadowhunter's Codex has been the one and only manual for Shadowhunters looking to brush up on their demon languages, learn proper stele use, and discover just what exactly a pyxis is. Featured in both *The Mortal Instruments* and *The Infernal Devices*, this guide is a necessity for any young Nephilim on their journey to becoming a Shadowhunter. Beautifully illustrated, the Codex contains images of the famous Shadowhunter homeland of Idris, as well as depictions of demons and other Downworlders. But this isn't just any copy of The

Shadowhunter's Codex. It's Clary's copy, and as an artist herself, she's sketched pictures of her friends and family in the book, and scrawled helpful advice in the margins. Of course, she couldn't exactly stop Jace or Simon from adding their thoughts either. Part encyclopedia, part history, part training manual—complete with commentary from Shadowhunters who have seen it all—this beautiful guide is a perfect supplement to the #1 New York Times bestselling series.

The Himalayan Codex

"Looks like Schutt and Finch are filling the void left by the passing of Michael Crichton."--James Cameron, director/writer/explorer In the wake of World War II, zoologist and adventurer Captain R. J. MacCready is sent to the frozen mountain valleys of Tibet to find a creature of legend that may hold the secret to humankind's evolutionary future—or the key to its extinction—in this explosive follow-up to Hell's Gate. It is 1946, and the world is beginning to rebuild from the ashes of the devastating war. Marked by the perilous discoveries he encountered in the wilds of Brazil, Captain R. J. MacCready has a new assignment on the other side of the globe—a mission that may help him put the jungle's horrors behind him. He is headed for the Himalayas, to examine some recently discovered mammoth bones. Arriving in Asia, Mac learns the bones are only a cover story. He's really there to investigate an ancient codex allegedly written by Pliny the Elder, a fascinating text filled with explosive secrets. The Roman naturalist claimed to have discovered a new race of humans, a divergent species that inspired the myth of the Yeti and is rumored to have the ability to accelerate the process of evolution. If Pliny's assertions are true, this seemingly supernatural ability holds unlimited potential benefits—and unlimited potential for destruction. Charged with uncovering more about this miracle species, Mac sets off into the remote mountain valleys of Tibet, using the codex as his guide. But the freezing climate and treacherous terrain are only the beginning of the dangers facing him. He must also contend with the brutal Chinese army and a species of native creature even the Yeti seem to fear. The deeper he plunges into the unknown, the more certain it appears that Mac and the associates who join his odyssey may not make it out alive. Combining plausible science, history, and action-packed thrills, The Himalayan Codex is a page-turning adventure sure to enthrall fans of James Rollins, Michael Crichton, Dan Brown, and Douglas Preston and Lincoln Child.

Classic Horrors Revisited

When it comes to family matters, do humans know best? Leading animal behaviorist Dr. Jennifer Verdolin argues otherwise in this eye-opening book. Welcome to the wild world of raising a family in the animal kingdom . . . sometimes shocking, often ingenious! Every species can surprise us: Chimps have a knack for minimizing temper tantrums, and owl chicks have a remarkable gift for sharing. A prairie vole knows exactly when his stressed-out partner needs a massage. And anyone who considers reptiles "cold-blooded" should consider the caecilian, a snakelike animal from Kenya: After laying eggs, the mother grows a fatty layer of skin, which her babies eat after hatching (not one of the book's many lessons from the wild to be tried at home!). Along the way Verdolin challenges our often counterproductive beliefs about what families ought to be like and how we should feel. By finding common ground with our furry, feathered, and even slimy cousins, we can gain new insight on what "natural" parenting really means—and perhaps do a better job of forgiving ourselves for those days when we're "only human"!

Codex Canadensis and the Writings of Louis Nicolas

"With Pathfinder RPG Monster Codex, fleshed-out hordes are at your fingertips! This volume presents a trove of entries for 20 classic monster races, giving you new ways to use your favorite monsters in a

variety of encounters and challenge levels. Pathfinder RPG Monster Codex is an indispensable companion to the Pathfinder RPG Core Rulebook and Pathfinder RPG Bestiary."--Back cover.

Book of the Righteous 5E

Volume 1 of 2-volume set. Total of 1,566 extracts includes writings on painting, sculpture, architecture, anatomy, mining, inventions, and music. Dual Italian-English texts, with 186 plates plus over 500 additional drawings.

The Revenge of the Shadow King

A Rampage of New 5th Edition Monsters! DM: "A mysterious figure in a cloak approaches you in the tavern" PALADIN: "Aha! This must be a wizard with a map to a dungeon!" DM: "and he's ticking." ROGUE: "RUN!" Whether you need scuttling dungeon denizens, alien horrors, or sentient avatars of the World Tree, the Creature Codex has you covered! Nearly 400 new foes for your 5e game--everything from acid ants and grave behemoths to void giants and zombie lords. Creature Codex includes: * A dozen new demons, and five new angels * Wasteland dragons and dinosaurs * All-new golems, including the altar flame golem, doom golem, and keg golem * Monsters inspired by Mesoamerican, Hindustani, and Asian legends and folklore * Chieftains and other leaders for ratfolk, centaurs, goblins, trollkin, and more * New undead, including a heirophant lich suitable for lower-level characters (but plenty tough!) and much more! Use them in your favorite published setting, or populate the dungeons in a world of your own creation. Pick up Creature Codex and surprise your players with monsters they won't be expecting!

The Resurrectionist

Monstrous heroes arise! Sometimes, heroes emerge from strange and forbidden places: the trackless deserts, deep oceans, magic-warped wastelands--even the crypts of the undead. A dhampir swordswoman bares her fangs and impales a terrified foe on her blade! Her dust goblin companion drops from the shadows overhead and attacks with his spear while howling the names of alien gods! Lightning begins to crackle around the jinnborn cleric's mace, just as the sahuagin fighter, riding a gigantic shark, explodes from the underground lake Unlikely Heroes gives you everything you need to play a monstrous adventurer in 5th edition. Its pages are packed with PC racial traits, history, ecology, names, and more for: Derro Dhampir Dust Goblins Jinnborn Kijani Lamia Ramag Sahuagin Plus new backgrounds: Cannibal Headhunter, Prophet, Scavenger, Seer, and Tinker

The Notebooks of Leonardo da Vinci

The stewards of Earth, these organisms transformed the chemistry of our planet to make it habitable for plants, animals, and us.

The Masterclass Codex

This richly-illustrated, 400+ page supplement for any 5e game includes monsters from the entire history of Kobold Press, with longtime favorites such as clockwork creatures, drakes and dragons, devils and arch-devils, and dangerous flavors of the fey--illustrated by some of the finest artists working in fantasy today. The Tome of Beasts brings more than 400 new monsters to 5th Edition. Whether you need dungeon vermin or a world-shaking personification of evil, the Tome of Beasts has it! These monsters have been designed so that GMs can use them in their favorite settings for fantasy adventure, whether it's

Kobold Press's world of Midgard, one of the classic realms of d20-rolling gaming, or their own homebrew worlds.

Sorcery for Beginners

The classic collaboration from the internationally bestselling authors Neil Gaiman and Terry Pratchett, soon to be an original series starring Michael Sheen and David Tennant. "Good Omens . . . is something like what would have happened if Thomas Pynchon, Tom Robbins and Don DeLillo had collaborated. Lots of literary inventiveness in the plotting and chunks of very good writing and characterization. It's a wow. It would make one hell of a movie. Or a heavenly one. Take your pick." Washington Post According to The Nice and Accurate Prophecies of Agnes Nutter, Witch (the world's only completely accurate book of prophecies, written in 1655, before she exploded), the world will end on a Saturday. Next Saturday, in fact. Just before dinner. So the armies of Good and Evil are amassing, Atlantis is rising, frogs are falling, tempers are flaring. Everything appears to be going according to Divine Plan. Except a somewhat fussy angel and a fast-living demon—both of whom have lived amongst Earth's mortals since The Beginning and have grown rather fond of the lifestyle—are not actually looking forward to the coming Rapture. And someone seems to have misplaced the Antichrist . . .

The Fall

The most frightening terrors of fantasy gaming have deep roots in history, mythology, and popular culture. From the seductive allure of the vampire to the fierce fury of the werewolf, Classic Horrors Revisited spotlights 10 of the spookiest, scariest monsters of the game, providing context, rules, and a host of ideas that breathe new life (and sometimes unlife) into commonly used creatures that all-too often can be uncommonly boring. Written by the macabre Managing Editor of the Pathfinder Adventure Paths, F. Wesley Schneider, Classic Horrors Revisited features exciting takes on the derro, flesh golem, gargoyle, ghost, ghoul, hag, mummy, vampire, werewolf, and zombie.

Dracopedia The Bestiary

Take the Fight to Foul Creatures in Forests, Fields & Dungeons! Creature Codex Lairs for 5th Edition brings you 9 great monster lairs for the world's first roleplaying game! Each of these exciting and unusual battlegrounds comes with a complete short adventure, including a hook, terrain map, area hazards, tactics, and treasures. Stage your 5th Edition fights in unforgettable one-shot adventures including: Lair of the Fire Cult, Level 1 A Rat Among Us, Part 1, Level 3 A Rat Among Us, Part 2, Level 3 Caverns of the Howling Moon, Level 4 Paying the Shadow Toll, Level 4 Swept Away, Level 6 Ice Maiden's Kiss, Level 7 King of Ill Fortune, Level 8 Trollkin Hunt, Level 10 Designed by RPG veteran Shawn Merwin, the Creature Codex Lairs add an aura of danger and wild adventure to your game! Creature Codex Lairs uses standard monsters as well as surprising new creatures from the Creature Codex and the Tome of Beasts. Both monster books are required for maximum playability. Also Available: To expand your battlefield further, pick up high-resolution battle maps with two PDF files for each lair, available now at KoboldPress.com/kpstore (a printed DM's Version of each map is already included here). Each digital battle map comes with and without a grid, so you can use it with a projector or a virtual tabletop (VTT) such as Roll20 or Fantasy Grounds!

[Read More About Creature Codex](#)

[Arts & Photography](#)

[Biographies & Memoirs](#)

[Business & Money](#)

[Children's Books](#)

[Christian Books & Bibles](#)

[Comics & Graphic Novels](#)

[Computers & Technology](#)

[Cookbooks, Food & Wine](#)

[Crafts, Hobbies & Home](#)

[Education & Teaching](#)

[Engineering & Transportation](#)

[Health, Fitness & Dieting](#)

[History](#)

[Humor & Entertainment](#)

[Law](#)

[LGBTQ+ Books](#)

[Literature & Fiction](#)

[Medical Books](#)

[Mystery, Thriller & Suspense](#)

[Parenting & Relationships](#)

[Politics & Social Sciences](#)

[Reference](#)

[Religion & Spirituality](#)

[Romance](#)

[Science & Math](#)

[Science Fiction & Fantasy](#)

[Self-Help](#)

[Sports & Outdoors](#)

[Teen & Young Adult](#)

[Test Preparation](#)

[Travel](#)