* Death Gate adventure-game, a skilled mage can use a painting to create a pocket dimension.
* Deathgate Cycle due to not only being from different fantasy races but also having completely contradictive personalities.
* Death Gate features Sang-Drax, a dragon who uses shapeshifting as defence. Whenever you try to attack, he simply changes to a form that is invulnerable to it. You can either catch him off-guard or get some world-shaking magic that no one is invulnerable to. The latter happens, taking the form of the force of the Interconnection spell, which throws Sang-Drax deep into The Vortex.
* Death Gate, when the hero has been poisoned and shackled in a dungeon. He knows what color the antidote is, and uses a spell to possess a dog who can go fetch the bottle for him — only problem is, dogs are color-blind, and since the poison will kill you soon, you've only got time to pick ONE bottle. Effectively, the entire trope is reproduced in low-tech. The riddle is solved by observing colored lines behind the bottles, and based on which are visible through which bottles, you can figure out which is the right one...
* Death gets more expensive and requires a higher-level Divine caster to deal with the longer a person has been dead: the basic mid-level Raise Dead spell will only work for characters who died within 1-2 weeks depending on the level of the Cleric casting it, while the more powerful Resurrection can bring back people who have been dead for 70+ years. Other factors are the condition of the body (Raise Dead only works for a body that's mostly intact, Resurrection can restore the body from even the tiniest remnant, and True Resurrection can bring a person back to life even if their body was completely obliterated) and the deceased's creature type (Elementals and Outsiders can only be revived by True Resurrection). And death from old age is permanent, period.
* death gets you a good rap dying. Even better if you announce you were working on a new project before it happened.
* Death Glare... and since he can only use one power at a time, and was halfway through a wall...
* Death Glare as his default expressions. The few times he does smile make him appear far friendlier and more approachable than he usually is.
* Death Glare ensures that Vance will one day pay him back for it (which he does).
* Death Glare for calling her a "very scary robot" in "Dungeons & Dragons", and a momentary tightening of her lips and nervous flicker of her eyes in "Vick's Chip" when John is removing her processor.
* Death Glare it. There are stories of the charms shattering for no reason, which is attributed to the charm absorbing a particularly potent ill will.
* Death Glare locked on the horizon. This cements how much the mini-Cells are not a match against Gohan.
* Death Glare Norah Satie during her paranoid rant against Captain Picard.
* Death glares are naturally quite popular in pro wrestling, as a way to respond with disapproval and/or an implication of impending violence to an opponent or antagonist's actions. Among the best/most famous are
* Death Glare: See me staring daggers at you? That means you better shut your mouth before I shut it for you!
* death glares. Once she has won, she instantly becomes much more relaxed and shows more personality. How she would react if she lost is unclear as of yet.
* Death Glare: Staring angrily at a person to indicate that you're very pissed off at them.
* Death Glare: That look on his face means you have just earned an asskicking par excellence.
* Death Glare. The narration notes that if anyone else called her that she'd "shatter every bone in their bodies without mercy".
* Death Glare to get an entire room full of badass pirates to sit down and shut up.
* Death Grip has Mark describe how he set up a stable cycle of pills, soap, and money at the group home he was at, the chain only ending because one of the people trading pills for soap actually needed those pills and died as a result.
* Death Grip on a tray he's serving from as people take them, and automatically

locks any door he enters.
* Death Grips. "Beware", "Guillotine", "No Love" and "Giving Bad People Good Ideas" in particular are songs notable for the sheer testosterone flowing through them.
* Death Grips has the song 'Punk Weight'. The song starts out nice, preparing you for a drop... and next thing you know, your headphones are vibrating from the intense feeling and sound of pure bass.
* Death Grips hip-hop tropes ((violent lyrics, distrust of police, and namedropping of websites and contemporary subjects) and pairs them with computer-y, glitchy beats, giving the whole thing a bleak, dystopian, cyberpunk kind of feel.
* Death Grips is also an (occasionally auxiliary) member of numerous other experimental groups, namely Wavves, Team Sleep, CHLL PLL, bygones, Scars on Broadway, Nervous Cop, Flössin, Goon Moon, Holy Smokes, and Crime in Choir, as well as drumming for Omar Rodriguez Lopez, Marnie Stern, Robby Moncrieff, and Mick Barr, and releasing solo material.
* Death Grips seems to be this, and at the same time it manages to be a blast to head-bang to.
* Death Grips. Today, Death Grips are a recognizable name in internet culture, while Hella is only known among Math Rock geeks. This is to the point where Death Grips' Wikipedia page is 2,430 words longer than Hella's Wikipedia page.
* Death Grip, where the fight between Torch and Kenny trashes several stalls, breaks off a sink, and results in a large hole in the wall when Torch kicks Kenny into the wall, and then keeps kicking until Kenny falls through. The latter was apparently the result of a happy accident on-set where Jacobus broke through the wall and Bosch decided to just keep kicking since the damage was already done.
* Death Guard have Plague Surgeons, one of the only Chaos Legions to have retained their Apothecaries post-fall. They make the already tough-as-balls Death Guard even harder to drop. Because of their age and diseased hulk, they are even more formidable than their loyalist counterparts.
* Death Guard on any enemy close to the Malignant Plaguecaster whenever he successfully manifests a psychic power.
* Death Gun that many fans want to see more of him before his eventual defeat.
* Death Has a Shadow", Peter announces that, with his new riches, he'll buy the family their most expensive meal ever.
* Death Has a Shadow, says out loud that every line of his is pure gold. Hanks' character says, "I have AIDS." which prompts Peter to laugh uncontrollably while the other moviegoers glare at him.
* Death has been shown as being the only remaining thing at the end of the universe, and then waiting for another one to inevitably form. His job is safe.
* Death has the following line: "So you preach about how I'm supposed to be, yet you don't know your own sexuality". The song is rumored to be about Paul Masvidal, who much later came out as gay.
* death), has the subplot involving the mafia excised, so Light's sister is not abducted.
* Death, having masquerading as the priest, Zead was pulling a subtler example of it by nudging Hector into chasing after Isaac.
* death he seems to become a lot more cheerful, and thereafter openly delights in the chaos and misery he causes.
* Death himself, and decides that loving Sisi means to pursue her wherever she goes and persuade her to die so she could be with him.
* Death himself has a rather romantic relationship with Mrs Flitworth in
* Death himself has a similar job. Should he slack off, someone else is pulled into the Grim Reaper's role. And if he's fired, people who are supposed to die become undead instead (hilarity ensues).
* DEATH himself is fond of people, and on more than one occasion actively defends them. His granddaughter, Susan Sto Helit, is a straighter example since she actually IS human, but inherited some of her grandfather's traits and abilities. She's also his most reliable ally in protecting the people of the Disc from the Auditors of Reality.
* Death himself is visible to all inhabitants of the Discworld, but he is so

frightening in his appearance that most people
* Death himself takes on the role of the Hogfather (Santa Claus) when the Hogfather
* death. His worst actions include screwing underage teenagers, murdering a little girl's parents to stop them from calling the cops, and giving herpes to several people, including Chris and Stewie, for absolutely no reason whatsoever.
* Death House, Agents Boon and Novak, trapped on a floor with violent psychopaths, decide jump down the elevator shaft, hoping to supplies their descent by skidding down the elevator cable.
* "Death House" centers around a penthouse that has been unoccupied for 80+ years. As the investigators puzzle through various booby traps, they find two corpses (one recent, one from back in the day) and rescue an almost drowned woman.
* Deathigner: A Taiwanese animated short about the children of the gods of the dead in world mythology.
* "Death in a Funny Position" has the Governor and his staff staying on board a millionaire's yacht when the millionaire is murdered. Shortly afterward, another guest is also murdered leading to an escalating investigation.
* Death in fact does not need the cloak at all, as Zane himself found out. The cloak is a placebo so to speak. Since he's the master of death, he cannot die unless he wills it so (every incarnation is the ultimate authority regarding its office). However, if, even unconsciously, the holder of the office of death is ready to die (and thus automatically go to heaven), any attack that makes it past the cloak will indeed kill him.
* Death informs six-year-old Sophie Potter of the wizarding world and her family.
* "Death in Heaven": After Osgood shows a new preference for bowties and manages to quickly figure out something the Doctor himself missed, he (not in so many words) offers her a spot in the TARDIS. Unfortunately, he does this within the earshot of Missy / the Master. This might be one of the reasons she chooses to kill Osgood after breaking free.
* "Death in Heaven": Danny Pink does this, and finds to his horror that he's been turned into a Cyberman.
* "Death in Heaven", he says his orders are not the order of a general (aimed at The Doctor) or the whims of a lunatic:
* "Death in Heaven". He snaps, punching the TARDIS console until sparks come out, before breaking down into tears.
* Death in Heaven", in which rainwater contaminated by Cyberpollen brings the dead back to life as Cybermen.
* Death in Heaven", Kate explains to the Doctor that in the event of worldwide invasion, international law dictates that a president be appointed to command all of Earth's forces. There was only one candidate.
* "Death in Heaven"" preview, instead has a Stinger partway through the credits that sets up the Christmas special.
* "Death in Heaven": Seb, an AI working with Missy, has this reaction when the Doctor pulls out a TARDIS key while falling out of a plane and manages to summon the TARDIS in time to save himself. Missy gets annoyed and vaporizes him.
* "Death in Heaven" tells them to destroy Belgium, for no other reason than it appeared to just occur to her.
* "Death in Heaven" that it's his birthday until the Master pointed it out.
* "Death in Heaven" there is a moment where Clara and the Doctor engage in a deep conversation that is kept secret from everyone — including the audience — with the context of the scene implying the potential for Clara to say something of this nature. (Ultimately, though, this remains a mystery.)
* Death in Paradise, as mentioned early on in "A Personal Murder". Specifically, people put the deceased's cell phone in his/her coffin, taking into account the possibility of the deceased sending a message from the grave. After Cedrik's death, Dwayne gets a text message from him declaring "I was murdered" as his dead body was being burned.
* Death in Paradise at both crime scenes. However, the man the killer attempted to frame was illiterate and could not have written the messages.

* Death in Paradise: At the end of "The Complex Murder", Dwayne and Humphrey are grilling prawns. Dwayne asks Humphrey to spray the prawns with water. Humphrey picks up the wrong bottle and sprays the grill with the paraffin they had used to light it, turning the grill into a bonfire.
* Death in Paradise: At the end "Switcharoo", the Commisioner remarks to Inspector Parker that he is not looking well. Parker responds that he is fine, followed by "No sugar please, Doris" and then passes out.
* Death in Paradise, automated door records, witness testimony, video footage, and the coroner's report all indicate that an out of shape scientist climbed alone up the side of a volcano at night to monitor some anomalous seismic readings, had a heart attack and died. Humphrey looks at the scene for a minute and asks why he didn't have a flashlight...
* Death in Paradise, Commissioner Selwyn Patterson does not like his niece Ruby addressing him as 'Uncle Selly' in public. And especially not when the two of them are in uniform.
* Death in Paradise: Done deliberately in "Death in the Clinic". Poole is convinced that the surgeon's eyesight is failing and hands him a piece of paper which he claims contains the name of a personal injury lawyer one his patients had engaged. Poole asks him if he has ever heard the name. The surgeon glances at the list and says he's never heard of him. Poole replies:
* Death in Paradise episode "A Dash of Sunshine", although the first murder is not seen; having already taken place in another country.
* Death in Paradise episode "In the Footsteps of a Killer"; eight years prior, a woman was arrested for murder and died in prison, as she was the only one of the pool of suspects who couldn't provide an alibi. However, the episode opens when a man the victim slept with on the night of the crime returns to the island to give her an alibi; the night he slept with the victim was the last day of his holiday on the island and he had an early morning flight out, with the result that he never realised she was in trouble until he returned. This new information leads to the team re-opening the case and determining that the true culprit had faked their own alibi.
* Death in Paradise episode "The Man with the Golden Gun" is set on a millionaire's private island; there were only a specific group of suspects who could have committed the crime, and as the episode unfolds a storm traps the suspects and the detectives on the island until they have solved the case.
* Death In Paradise example above with "Melodies of Murder". Namely, to give the impression that his victim overdosed in a port-a-potty, Kris Kedder uses one of his guitar strings to rig the lock so he could lock it from the outside.
* Death in Paradise, fittingly for a show set in the Caribbean, uses an instrumental cover of the 1964 ska song "You're Wondering Now" by Andy & Joey.
* Death in Paradise has already been stabbed before the murder actually occurs.
* Death in Paradise: In "An Unhelpful Aid", DI Poole is able to solve a murder while lying delirious in his sickbed, being fed information by Dwayne and Fidel.
* Death in Paradise: In "An Unhelpful Aid", Sergeant Young keeps calling Fidel "Freddie".
* Death in Paradise: In "Flames of Love", Humphrey somehow accidentally changes his email notification sound to a whip crack accompanied by a "Ye-haw!", and cannot work out how to change it back. It goes off at several inopportune times during the episode.
* Death in Paradise: In "Melodies of Murder", the murderer takes advantage of their band mate's post-gig ritual of playing music really loudly to mask the sound of the fatal gunshot.
* Death in Paradise: In "Murder of the Airways", DS Madeleine Dumas is an internal affairs officer sent out from Paris to conduct an investigation into Jack's running of the Honoré police station following Florence's shooting. She is less than impressed by Jack's eccentric style of policing, even though the rest of the force—who are worried that Jack might be sent back to Britain—bend over backwards to convince her that he is great leader and brilliant detective. However, after seeing Jack in action solving a murder, her final report is that while his

administration could stand to be a little more professional and organised, he is effective at his job and Florence's shooting was not his fault. The Commissioner ends seconding her to become Florence's replacement.
* Death in Paradise: In "Murder on the Airwaves", DI Mooney attempts to impress DS Madeleine Dumas by fetching her a coconut fresh from the tree. In doing so, he winds up dropping a coconut on her head: bruising her head and spraining her wrist.
* Death in Paradise: In "Stumped in Murder", the president and star player of Saint Marie's cricket club is found shot dead on the pitch after a night out.
* Death in Paradise: In "Switcharoo", Inspector Parker makes a poor first impression on the Commissioner when he jumps into what he thinks is his taxi and asks the driver to take him to the airport, only to discover that he has jumped into the Commissioner's car and is talking to the Commissioner.
* Death in Paradise: In "Switcharoo", the police find the body of a missing witness hidden in the chest freezer of his house.
* Death in Paradise: In the very first case in the series, a policewoman murders her boss.
* Death in Paradise: In "Written in Murder", D.I. Jack Mooney receives a batch of business cards identifying him as 'D.I. Jack Money'.
* Death in Paradise: In "Written in Murder", DI Mooney stops a suspect from escaping by stuffing a banana up the tailpipe of his motor scooter. He comments that a potato would have been better, but he made do with what he had to hand.
* Death in Paradise is a bride-to-be drowned in her bath on the final night of her week-long hen do.
* Death in Paradise is killed when she attempts to expose a scheme to fix the outcome of a series of beach volleyball matches.
* Death in Paradise is like this due to its setting. Many actors have made appearances merely because it gives them a chance to visit the Caribbean (series 3 guest star Tristan Gemmill described it as "winning the lottery for actors"). Joe Absolom said that he actually ended up going broke while shooting an episode because he brought along his family to enjoy a tropical getaway. He says he doesn't mind because he had a great time. Though averted by Ben Miller who (despite enjoying working on the show) suffered because his character Richard Poole wore wool suits despite the heat and humidity. He departed the show because he wanted to be with his family but his wife couldn't stand the tropical climate.
* Death in Paradise: JP and Rosie do this in "Dishing Up Murder". Dwayne gets sick of it and resolves the situation by taking the phone out of JP's hand and hanging up for him.
* Death in Paradise. Mooney, who is playing the role of the victim, lights up a cigar — as the victim had done — and immediately starts coughing.
* Death in Paradise murder upon further investigation on account of the victim already being dead at the time (lesser crime being a relative matter — attempted murder is a serious crime liable to get you several years in prison, but it's not quite as serious in sentencing as a successful murder).
* Death in Paradise of at least once a season where the killer will impersonate the victim (due to sharing similar builds, being seen from a distance or wearing something to conceal their face and voice).
* Death in Paradise: One episode has a new bride shot with a speargun on a balcony of a high-class hotel. The killer turns out to be the butler for the floor, who mistook her for his intended target, one of the maids.
* Death in Paradise: One of the suspects in "Murder Begins at Home" claims to have been on a sabbatical from work for three months. However, when the police contact his employer, they learn he has actually been suspended for anger control issues. And he hasn't told his wife.
* Death in Paradise: Ralf Little appeared as holidaymaker Will Teague before being cast as DI Neville Parker in series 9 to replace Ardal O'Hanlon's Jack Mooney.
* Death in Paradise, Sara Martins, Joséphine Jobert, and Aude Legastelois all voice themselves in the French dub.
* Death in Paradise to identify the killer. In Season 3, his replacement Detective Goodman is startled at being prodded to do a summation gathering in Poole's style,

but decides to keep the tradition going in later episodes. The third detective, Mooney, just does it without any explanation how he fell into the habit, while the fourth, Parker, is directly told to do it be the Police Commissioner, because by that point it's just how things are done on Saint Marie.
* Death in Paradise. Towards the end of each episode, the investigation will have hit a brick wall until a seemingly innocuous object or statement from one of the others will prompt this in our British protagonist. Usually, this results in confusion from the rest of team, especially in Season 3 as Goodman tends to talk to himself while making the connection and prompting Dwayne to comment that Goodman is crazy.
* Death in Paradise was planning to do this to her boss. She sneaked into her boss's bedroom to swap one of her energy drinks for a powerful laxative, only to discover her boss had been murdered. She panicked and fled, knowing that there was no good way she could explain what she was doing in the room.
* death in reverse until the moment she walked out the door to drive the point home.
* Death In The Caribbean: One screen is a patch of quicksand within a foggy swamp, which you'll sink into and die if you don't have a length of rope to throw around a tree to help pull yourself back to safety. A hat on said screen implies that an explorer who came before you fell victim to it.
* Death in the Clouds, Hercule Poirot mentions to the main suspect that fingerprints were found in a bottle of poison used to kill the daughter of the first victim. The suspect says that is impossible because he was wearing gloves.
* Death In The Dawntime, and probably has the earliest setting ever for a detective story. It's a Sealed Cave mystery.
* Death In The Deeps, Prisoner One is the epitome of this trope, fighting off Lycans, Leviathans, a Basilisk and Wraiths during his single minded rampage through the prison. The only thing that actually hurts him is an explosion that decimates the surrounding ice for a mile in every direction yet does little but burn his hair and sear his skin, which quickly regenerates.
* Death in the marketplace that morning and that she had made a threatening gesture at him. The master acquiesces, then hunts Death down for an explanation as to why she'd threatened his servant. Death replies that she was not threatening, only surprised to see the servant there...because she had an appointment with him that night in Samarra.
* Death in the Slave Pits of Lorrd. Its full title is actually "Death in the Slave Pits of Lorrd, or What I Did on My Inter-Term Break". She actually cites her sources at the bottom.
* Death in Venice. The whole thing is about an aging tenor angsting over a bishounen, while nothing happens, and it ain't over till he lives. Only a great tenor can make it interesting because it's really a one-man show.
* Death in Vesunna. A hot-headed time traveler shoots a Roman book dealer in order to get a book that doesn't exist in his time. The locals, who only heard the gunshot and found the corpse, assume it was "Zeus's thunderbolt", but the two men investigating the case use intelligence and logic to figure out exactly what happened.
* Death is a role that must be filled, and when no one is around to do it, things get... weird.
* Death Is a Sad Thing: Children learn about death for the first time and are saddened by it.
* Death Is a Slap on the Wrist: Having there be a penalty for dying can interrupt the narrative, and certain games are more fun in multiplayer or in alternate modes if you aren't forced to sit out the rest of the game.
* Death Is a Slap on the Wrist penalties as long as it's cast immediately after the character dies.
* Death Is a Slap on the Wrist: The Bees, as they're called, are also immortal; if killed, they appear in the spirit world and can either revive their body or reconstitute it at a nearby anima well. It's so difficult to kill such a being that only a few enemies you ever encounter could even try it, and it takes so long that

they find more creative ways to occupy your time while they work on accomplishing their goals.
* Death Is a Slap on the Wrist the player wrecks are shown with a brief shot of their destroyed car in real time.
* Death Is a Slap on the Wrist: Video games where it's possible to keep dying and respawning indefinitely as long as the player doesn't call it quits.
* Death Is Cheap, normally episodes end with only one or two of the main four characters dying. Both "Sea-Creature" and "Knapsack!" are the only episodes to kill off all four.
* Death Is Cheap originally had such center through the Recovery Box, a crank-powered box-shaped machine that can revive the dead. However, said recovery center ends up getting crashed into by an unconscious Gray and becomes broken. Fortunately, the person in question has recovery powers to revive dead contestants.
* Death Is Cheap Terezi and Vriska have their final confrontation, wherein Terezi kills Vriska and ends the war. Whew.
* Death Is Cheap. This is not always because of this rule, however, and may be played for other reasons.
* Death Is Cheap, this was not entirely without merit. Castiel does indeed show up alive and (mostly) well near the end of the season. Bobby returns as a ghost but is still technically dead.
* Death Is Cheap," to kill every last human on Earth in less than two minutes, without even bothering to leave Kami's Lookout in the process.
* Death Is Cheap: When it's ridiculously easy for dead people to come back to life more than once.
* Death Is Cheap, which is only bringing them back so it has pawns it can use to enact its own plans. There's also the trauma of having to experience death in all of it's pain and terror only to come back repeatedly and realize it's going to keep happening again and again and that you may end up surviving thousands of years past the ends of your friends, loved ones and everything you ever held to be important.
* Death Is Forced To Take A Vacation: Fall Harvest and his fellow Reapers are this; Fall himself is the Reaper for Alicorns, Hollow Grave is Reaper for Ponies in general, Causality for draconequui and Nidhogg for dragons. Helheim, as the Lady of Death in this dimension, also counts.
* Death Is Forced To Take A Vacation: Fall Harvest tells Apple Bloom that he works in an office and his job involves analysis of the lifespans of certain species. This is accurate; he just doesn't tell her he's talking about the lifespans of sapient beings and not plants like it would seem from his previous comments.
* Death Is Forced To Take A Vacation: The Harvest-verse's Lady of Death is Helheim, who has several Reapers who serve as adjuncts working for her, each monitoring and collecting the souls of a different species; Fall Harvest is the Reaper of Alicorns.
* Death Is Forever is going to destabilise the European community by killing all their leaders in a single blow. But before that, he must eliminate a network of agents who could help to locate him.
* Death Is Forever when Dominic, blinded by the flashbang that Bond built into a lightbulb, fires two shots at random with his pistol.
* Death is frequently reported to have this problem as well. Ysabell and Susan both observe that his house and everything in it is "just a copy of one he's seen somewhere." His attempts to play musical instruments produce only a horrible racket, which greatly frustrates him. This is used rather cleverly in
* Death is likewise a terrible musician. He has tried to learn the violin and banjo at various points, but is inherently unable to be creative and always fails. Death at one point came close
* Death) is notable, particularly in the later novels, for his fascination with and (often hilarious) attempts to imitate humans.
* Death Is Not Permanent: A video game gives an in-universe reason for the player character to respawn every time they die.
* Death is one of several personifications of abstract concepts present in the setting. She has even been killed off herself, twice — both times with

disastrous results. Death appears in a classic black robe, but she wields no scythe. Most beings who encounter her see her with a skull-head, but for those who get intimately entangled with her (particularly Thanos), she can wear a pale young woman's face.
* Death is only visible at the edge, due to it cutting tiny pieces of the air in half. Said sword cut through, without any effort on the part of the wielder, in fact by accident, a large portion of the dining table at UU, as well as numerous forks, knives etc. So little effort was needed, in fact, that the wielder was rather surprised to find a large chunk of table falling away.
* "[Death is] responsible for 100 percent of all recorded fatalities worldwide..."
* Death Is Such an Odd Thing: A character expresses their confused feelings on someone they disliked suddenly passing away.
* Death Is the Only Option: A situation where the only way to win is to let yourself get killed.
* Death is this. When he bends the rules, and he does so fairly often, it's because he believes that quality of customer service trumps adhering to the letter of regulations.
* Death is usually a pretty nice guy, or neutrally doing his job, but in
* Death is usually seen as a skeleton (with some accessories, like a scythe). Ironically, a human skull seems to "smile" all the time.
* Death Jester Eldar Aspect Warriors wear skull-masked armour. The twist is, the bones on their armour come from its previous owners.
* Death knells, among other things, chime in during the last track of
* Death Knights are intentionally designed to be damaged in some way so they can be better killing machines for the Lich King.
* Death Knights are similar, the time between your character's death and revival is left unstated, but you're not terribly decomposed unless you choose one of the three skins made specifically with rot in mind.
* Death Knights are subversion in that the one's that joined the Lich King willingly aren't dead at all. All the others are powerful warriors that died at the hands of the Scourge and were immediately resurrected as the Lich King's elite troops. Due to this they haven't had time to adequately decay and usually just have paler skin. Also they retain their memories and personality after being resurrected, though they are still bound to the will of the Lich King.
* Death Knights can call short lived ghouls, while a talent allows them to keep a ghoul as a
* Death Knights, former slaves of the Lich King, use their knowledge of necromancy and Scourge tactics to fight the undead in Northrend. A lot of the more vengeful Forsaken fall into this category as well.
* Death Knights get yet another variation of this in the form of a spell called Hungering Cold.
* Death Knights have the ability to summon a protective Bone Shield, though in this case the bones hover around the player instead of being worn as armor.
* Death Knight starting zone. You are called upon to kill a member of your own race from the Argent Dawn to prove your ruthlessness. When you go inside, you find out that your quarry is a friend from your old life, who recognises you as soon as they stand. At first they remind you who you were before undeath and then try to pull
* Death Knight, tend to act explicitly antisocial (as both non-player characters and death knight roleplayers in-character) and, in a meta example, were considered the overpowered new kid on the block before ultimately being accepted.
* Deathlands consisting entirely of feudal baronies, as no one has the technology to control anything larger.
* Death Lands. In "Crater Lake" Finnigan faces off with a sec man holding a laser pistol that's so unreliable it only fires one time out of every hundred. This makes Finnigan cocky. And rather gruesomely dead.
* Death Lands it's revealed that the illness caused when using the technology is simply caused by not setting specific co-ordinates.
* Deathlands novels has one. He is an exceptional shot with a gun, but in

conversation the characters note that this is rather unusual and indicative of his marksmanship talents.
* Deathleaper is a particularly cunning Lictor that, during the Tyranid invasion of St. Caspalen, realized that
* Death Line, Inspector Calhoun and the police arrive after Alex has already rescued Patricia from the cannibal and the cannibal has crawled off to die.
* Death Line, Inspector Calhoun, Sergeant Morris, Alex and Patricia head off, leaving a darkened tunnel. Then the cannibal's voice shrieks out "MIND THE DOORS!"
* Death Line: The strip club James Manfred visits at the start of the movie has a burnt out letter and reads 'NON S OP STRIPTEASE'.
* Death Line turns up to tell him there is nothing to investigate. Inspector Calhoun is secretly delighted when the cleaners are murdered at Russell Square station, as murders are definitely police business, and that they occurred at the same location as Manfred's disappearance is a happy coincidence.
* Death Line: While searching Manfred's house, Inspector Calhoun and Sergeant Morris find a secret room hidden behind a bookcase in Manfred's library. The room contains a video setup that Manfred used for secretly filming his bedroom.
* Deathloop causes the day to reset at midnight every day, undoing everything that happened during it and bringing everyone who died back to life. The loop seems to only encompass the isle of Blackreef, though there are several notes from people wondering if any time would have passed in the outer world and how exactly a stable time loop for a single island interacts with the rest of the world at large.
* Deathly Hallows, a singing Peeves uses the name "Voldy" to refer to Voldemort. The fandom invented this dismissive name: Rowling said on her official site that she "thought it was very amusing when [she] found a chat room full of people calling him 'Voldy'."
* Deathly Hallows book, Ginny intentionally calls Harry into her room to kiss him as a "happy birthday" / going away present and then Ron busts in. In the movie, she asks him to zip her dress up in the middle of the kitchen, they kiss, and then George walks in.
* Deathly Hallows, but by the time she kicks the bucket, Ron and Hermione have officially become a couple.
* Deathly Hallows by using magic so that she fades away in all her pictures.
* Deathly Hallows definitely qualify: the first night they spent in Grimmauld Place, they fell asleep holding hands. Harry even remarked how seeing them like this "made him feel strangely lonely".
* Deathly Hallows) disguise themselves as Harry using Polyjuice potion. Two of the decoy Harrys are Hermione and Fleur. Amusingly, Fleur isn't too happy about being Harry; after the transformation is complete, she tells Bill not to look at her because she's hideous.
* Deathly Hallows, during the trio's infiltration of the Ministry, a disguised Ron briefly speaks in the voice of Reg Cattermole, the person he's impersonating, until he realizes he is talking to Harry.
* Deathly Hallows. Harry worries about Ginny's safety while she's at a Hogwarts run by Death Eaters, but resists the urge to go find her because finding the last Horcruxes were more important — though not enough to send her the Marauder's Map, preferring to stare at her dot on the map rather than give her a tool to track said Death Eaters' movements so she could better resist them: Always Remotely Stalk The Girl?
* Deathly Hallows, Hermione turns a staircase in a Hogwarts secret passage into a getaway slide to escape from a pair of Death Eaters. Of course, the Death Eaters simply go sliding down after them, so she turns the tapestry covering the entrance at the bottom to stone. CRUNCH.
* Deathly Hallows in that a Muggle neighbor is shown to overhear and glance around nervously.
* Deathly Hallows, it's revealed that Aberforth Dumbledore has been giving free food to the members of Dumbledore's Army, even though they are all wanted by the Death Eaters.
* Deathly Hallows, Mad-Eye Moody claims that Polyjuice Potion "tastes roughly like

goblin piss", and Fred Weasley can't resist making a joke about how Moody knows what goblin piss tastes like.
* Deathly Hallows — but he'd been attempting to ferret that information out for a while.
* Deathly Hallows, members of the Order of the Phoenix start doing this to each other. There is the slight variant that they don't agree on what questions to ask beforehand, instead just asking about random moments in their past, making the system more secure.
* Deathly Hallows nod to the Harmonians (Harry/Hermione shippers), who got very upset when Ron and Hermione hooked up instead. There's also the illusions the Slytherin locket evokes of Harry and Hermione being together, with illusion-Hermione repeating many of the arguments used by Harmonians on why Harry is better than Ron as a potential boyfriend.
* Deathly Hallows Part 1, and even if he (uncharacteristically) extrapolated from that interrupted sentence he couldn't have known it was a boy. This is a particularly frustrating one, as it would have made a hell of a lot more sense if the scriptwriters had allowed Tonks to finish that sentence.
* Deathly Hallows, Part 2 explains why Luna is at Hogwarts when the Trio gets there, despite them having apparently left her at Shell Cottage earlier in the film.
* Deathly Hallows Part 2 it by saying there's no need for a plan: "We make a plan, we go in, all hell breaks loose!"
* Deathly Hallows Part 2, Luna is chasing after him to tell him something important about said treasure. At first, this trope seems to be played straight, with Harry repeatedly brushing Luna off, telling her "not now" and so on, before Luna finally stops dead and yells out, "HARRY POTTER, YOU LISTEN TO ME RIGHT NOW!" which gets Harry to turn around and actually listen to her, in an absolutely beautiful subversion of the trope.
* Deathly Hallows - Part One, his facial injuries were described as giving him "a distinct resemblance to Mad-Eye Moody."
* Deathly Hallows the mirror shard appears out of nowhere with no explanation. (Actually he gives him a wrapped package in the fifth book and says "don't open it here.") Sure, this is mentioned later, when Aberforth explains that Mundungus stole it and sold it, but anyone who hadn't read the books would probably be hard pressed to remember who that was. Also, what sort of peddler decides that a broken mirror will fetch a good price? Did he know it was magical? What's the point of a two-way mirror that can only be used when smashed? Why did Harry pick up a random piece of mirror from the Black house? Why does he obsess over it before he sees Aberforth?
* Deathly Hallows, there's a bit where he tries to convince Draco to do something whilst leaning really close to him, stroking the back of his neck and whispering creepily. Draco has pretty much the same look on his face as when Bella was doing it: "Why oh why must my family keep pseudo-hitting on me?"
* Deathly Hallows to allow Ginny to give Harry his birthday present. Unfortunately, this time Ron got away from her.
* Deathly Hallows, we're treated to Harry's entire train of thought as a broken talking stone gargoyle triggers his memories and he realizes exactly where the last Horcrux is hidden.
* Deathly Hallows, when Harry enters Dumbledore's office after the Final Battle:
* Deathly Hallows when he invokes something like this — Neville points out that while Harry was off chasing Horcruxes, he'd been fairly effectively leading the resistance in his absence and Luna points out that she'd worked out how to find the penultimate Horcrux before Harry (or even Hermione) had.
* Deathly Hallows, when Mad-Eye Moody dies off-screen and the characters spend several minutes debating if he was really dead or not. Ron remains unconvinced even after Hermione pointed out that what would have had him survive, well, pretty much the same things that killed Dumbledore, required stunning leaps of logic. The nail in the coffin for the trio comes when Harry sees his magic eye implanted in Umbridge's door but that itself doesn't fully prove his death. Out-of-universe, some fans point to a briefly glimpsed one-eyed beggar as evidence Moody may not be

as dead as he seems.
* Deathly Hallows, when they go to Godric's Hollow because they think Gryffindor's sword is there, they end up being ambushed by Nagini disguised as Bathilda Bagshot, and as it eventually turns out, the sword was never there after all — Snape had it all along.
* Deathly Hallows, where Neville is basically covered in scars from the school year and Harry can't even recognize Seamus due to his injuries until Seamus speaks. The Death Eater supervisors would use the Cruciatus Curse on the students, pretty harsh considering the punishment for using the unforgivable curse used to be life in prison and its repeated use has been shown to be capable of making the victim lose their mind.
* Deathly Hallows who similarly still hates herself for incidentally causing her younger sibling’s death as a kid. Aberforth also feels incredibly guilty for it and it’s why the brothers aren’t necessarily close as adults. She's been dead for about a hundred years by the time of his death but wanting to see her to apologize to her in the Resurrection Stone is how he gets the curse that kills him. It's also clear on a re-read that Aberforth uses his role as the barkeeper at the Hog's Head to spy on Death Eaters for his brother. In fact, he's the one who kicked Snape out of the bar halfway through the prophecy, setting in motion the event that cause Harry's parents' death and in turn Snape turning spy against Voldemort.
* Death Machine and it's official role would be a "Frontline Morale Destroyer", it's intentional.
* Death Machine. The villain, Jack Dante, is hamming it up, and the annoyed good guy rolls his eyes and remarks "Christ." Dante responses with "Not quite... but close."
* Death magic, while the troll death god Bwonsamdi is associated with a kind of greenish cyan, befitting a deity who is concerned about the balance between life and death.
* Death Magnetic, "The Day That Never Comes", which peaked at #5. The song was also their last top 40 peak on the Hot 100, achieving a #34. Suffice to say, it is not remembered to the extent of the band's most legendary songs.
* Death March: If large numbers of people from a targeted ethnic group are forcibly exiled from their lands in lethal conditions, then it can cross over to genocidal ethnic cleansing.
* Death March: Prisoners are forced by their captors to travel on foot in lethally harsh conditions, leaving few or no survivors.
* Death March: Prisoners are forced to walk in fatal conditions, with death often the intended outcome.
* Death March: Prisoners are transported on foot in fatal conditions, with death often the intended outcome.
* Death March to the Parallel World Rhapsody: Everyone can learn their level and basic stats thanks to a magic stone. The main character, Satou, has the unique ability to have an almost infinite Bag of Holding, and his accidental destruction of a dragon army has given him enough loot and experience to make him the most powerful person in the world, but he hides this to be able to travel the world (relatively) unmolested.
* Death March to the Parallel World Rhapsody follows a 30 something programmer who finds himself trapped in a fantasy world after some particularly bad crunch time / "death marching" to finish a mobile game, and decides to go on a sight-seeing tour vacation.
* Death March to the Parallel World Rhapsody is forced to do a programming "Death March" of 80+ work weeks to meet a deadline to finish a game. When he finishes and falls asleep, the next he knows is that he has been returned to his 15-year-old body and sent to the fantasy world where the entire story takes place.
* Death March to the Parallel World Rhapsody. There is mention of people who actually sell themselves into slavery because they have lost their livelihoods and homes and fear starvation.
* Death March to the Parallel World Rhapsody, vaguely linking back to "march" (both

relate to music).
* Death Mark, a former news anchor whose journalistic knowledge provides useful clues for the protagonist.
* Death Mark completely refuses to believe in anything "unscientific".
* Death Mark, in chapter endings where the spirits are destroyed as opposed to pacified, the protagonist and his companions will return home, safe from the danger of spirits... or so they think. Then it'll be revealed that the lingering grudge of the spirit is still around, and gruesomely murders one of the companions.
* Death Mark is a big occult fan and has always wanted to meet a ghost. She found meeting Hanahiko terrifying.
* Death Mark, is instead a high-school brawler who's practically-minded and unfamiliar with the supernatural. This is shown most clearly with their respective spiritual files; Yashiki's notes are detailed and written like journal entries, whilst Akira's are crude, laconic scrawls.
* Death Mark is set in the '90s, before cell phones and the Internet are widespread enough to really help the protagonists deal with spirits.
* Death Mark, Shuuji Daimon's character sprites always have a very emotionally neutral face.
* Death Masks and its inherently violent impulses, which he is constantly having to fight down.
* Death Masks by Paolo Ortega, who does a very good job of appearing to be an honorable vampire who only does what he must out of loyalty to his Court, wanting duel Harry to settle the war between the Red Court and White Counsel even if he threatens Harry's loved ones to force him to do so. In reality, he is as ruthless, pragmatic and evil as any Red Court vampire and just puts on the act for political advantages, as shown when tries to force Harry to lose the duel by continuing to threaten his loved ones and pulls out a gun when things don't go his way.
* Death Masks Dresden fishes until he establishes that Ortega preys on children and cites it as a difference.
* Death Masks from beyond the borders of reality) towards one another.
* Death Masks, Harry Dresden finds himself having a conversation with his friend Micheal's teenage daughter Molly, after escaping a situation that left him with handcuffs danging from one wrist. During their talk, Molly produces a set of handcuff keys and finds one that matches the cuffs he's wearing. When Harry asks how she got the keys, she tells him to ask himself if he really wants to know the answer to that question. Harry decides he doesn't.
* Death Masks, Harry's officially sanctioned duel with Ortega devolves into a brawl between Harry's allies and Ortega's vampires when Ortega cheats.
* Death Masks, Molly gets Sanya (a huge black Russian guy) in on her prank calling. Bonus points because it is obvious he does not know what Molly roped him in.
* Death Masks offers himself in Harry's place, Nicodemus makes the swap.
* Death Masks on their side, and the RPG states that he has plot device levels of swordsmanship, which says it all really.
* Death Masks said hosts from the influence of the Fallen Angels whenever possible, so when the host gives up his Angel and "repents" the knights can't do anything, even though he's obviously lying and plans to search out another such coin as soon as possible. Harry has no such limitations and beats the crap out of the guy with a baseball bat to get information, Michael chides him for it, but then goes:
* Death Masks This tendency towards self-doubt goes up to 11 after he takes up the mantle of Winter Knight.
* Death Masks, Thomas brushes off Ortega's contemptuous sneers and most of Harry's lip, but objects to being told his outfit looks like something Michael Jackson might wear.
* Death Masks using magic. The plot of the book involves them preparing to do it again.
* Deathmatch - an extremely violent variant of a hardcore match, these are stipulation matches that revolve around barbaric foreign objects which are used to induce heavy bleeding and severe physical punishment. Aside from barbed wire, thumbtacks, and fire, other staple weapons include nails, glass (intact panes or

broken), explosives, and even animals such as scorpions and piranhas.
* Deathmatch is seemingly limited to three maps: Happiness Island, Charge Island and, as of
* Death Merchant series by Joseph Rosenberger, habitually used two handguns. Originally, he used a pair of Smith & Wesson M19 "Highway Patrolman" .357 Magnum double-action revolvers with 4" barrels, which was reasonable. About a dozen books in, he decided that the .357s didn't have enough stopping power, and upgraded to a pair of 8" barreled .44 AutoMags (!). Camellion had no difficulty firing these hand cannons simultaneously and accurately (in real life, they have more free recoil energy than most .30 caliber rifles), and on several occasions fired at and hit two separate adversaries at the same instant, much like Jake in the movie "Silverado", except without needing to "psych himself up" for it first. Camellion referred to this stunt as "mind-firing", indicating that (a) he was highly trained in small arms (in addition to other sorts of mayhem, hence his nom de guerre), and (b) he had practiced this particular trick a lot.
* Death Metal album ''Catch 22" which was almost universally panned by their fans. As an apology of sorts to the fans, the band re-recorded the album with much better vocals, more powerful drumming, and remastered production. The re-recording was much better received by fans.
* Death Metal band Crypticus actually have an album and a song called They Called Me Mad.
* Death Metal band Sarcófago's first record was named "Crush, Kill, Destroy".
* Death Metal band Timeghoul had the CD contained a digipak that had exclusive artwork as a completely wrap-around cover and a booklet containing lyrics and background notes on the band.
* Death Metal band Vader gets this a lot due to the video for "Cold Demons", which heavily features WWII footage of Panzer tanks. This accusation is ridiculous when you learn that the band is Polish. Not that Polish Nazi bands don't exist; Vader just isn't one of them.
* Death Metal can often fall at the extreme Enlightenment end of the spectrum.
* Death Metal" for bands with names such as Necrotic Disgorgement, 7000 Dying Rats, and The Christpunchers.
* Death Metal musicians don’t take this lyrical content entirely seriously, and simply use it for shock and/or escapist value, which allows many fans to be more comfortable with it.
* Death Metal, not to mention the song titles ("The Shredder", "Human Butcher", "Madman of the Woods", etc.). In fact, pretty much any death metal band.
* Death Metal out on a 2010 US tour when their own driver ran off mid-tour, as said passenger vehicles included buses. In fact, it's likely that if Immolation hadn't been on the bill and/or had not been in the vicinity of the rest stop that Nile was stranded at, they may have actually had to drop off the bill.
* Death Metal vocals may seem very scary. However, it's often pointed out that they sound a lot like Cookie Monster's voice. Good luck being scared now...
* death might be cheap accidentally killed a nurse because her soul wasn't reaped in time.
* Death Montage The kicker is that despite her hard work he ultimately survives as his main body is outside of Paris and beyond her reach at the time.
* Death Mountain is shown to be spewing ash and rocks when Link first arrives in
* Death movies, first setting up a chain of events that will surely kill the target. But quite often, when the target manages to make it out of that danger, another danger nearby kills them anyway.
* Death Need Not Apply demeanor combined with his brutal tactics result in several students being outright terrified of him.
* Death Need Not Apply emits one around Musutafu, rendering it impossible to die within the city.
* Death Need Not Apply will have an outright inhuman pain tolerance because The Zone is an area where no one can die and all injuries eventually heal. Izuku gets hit in the face with Ashido's acid and barely grunts on top of commenting that

Bakugou's blown his legs off plenty of times, apparently having a phase where he liked creating nitroglycerin minefields. Later, Izuku cheerfully shows Hagakure how to properly snap someone's neck, using himself as the test dummy, and compliments her first attempt, saying she definitely cracked a vertebra and was close to doing it perfectly.
* Death. No one can live in his domain (literally), and he's batshit insane.
* Death Note 1st L had made provisions for his defeat; he has successors eager to avenge him and show their worth by defeating the one who killed their hero.
* Death Note (2017): Light's second victim with the Death Note is the criminal who ran over his mother and got away with it.
* Death Note (2017) Light Turner mourns his mother, who was killed by a criminal. When Light gets his hands on the titular Death Note and learns he can kill with it, one of the first things he does is kill the criminal responsible for his mother's death.
* Death Note 99% sure. So all that "5%" or "47%" or whatever meant he was almost totally sure every time.
* Death Note about to get L's real name off Misa when L saves himself by having her arrested, and by stealing her phone.
* Death Note about wanting to trade away half his life for shinigami wings.
* Death Note Abridged Parody Charleston VO because he has some kind of learning disorder, but it's never specified exactly what it is.
* Death Note admits Light and L were designed on opposite ends of the scale to better cloud the audience's perception of character morality. Light, who is "very evil", is often acknowledged to be a World Class Beauty, while L, who is "slightly evil", is anywhere between Ugly Cute and Normal Ugly. Alternatively, the Shinigami, who are neither evil nor good, are Clearly Inhuman, and the unseen Shinigami King is Lovecraftian.
* Death Note: After defeating L, Light spends the next several years comfortably dispensing his brand of justice without any intellectual opposition, feeding his god complex to the point he becomes reckless and prideful enough to believe he'll never lose. This likely factored into why Near and Mello were able to bring about his downfall.
* Death Note after L beats up Light, Light tells everyone that he fell.
* Death Note, after L's funeral, Light is given some time alone at his supposed friend's grave. Once he's sure no one's around, Light starts laughing maniacally and gloating about how he won.
* Death Note, Aizawa gets pumped up about going after Kira, and tells everyone to work hard, addressing them all by name… except for Matsuda.
* Death Note allows its user to not only kill remotely but also control victims' behavior shortly before they die. Light Yagami uses this ability to send a taunting message to L.
* Death Note all the main characters survive except for those already dead in canon.
* Death Note, although why they are suddenly investigating international cases instead of the CIA is never explained. (In fairness, American authors don't always get this right either.)
* Death Note, and all the Kiras (and most of the Kira Cult devotees) were gone, and the world was going (more-or-less) back to normal save for a few small remnants of the Kira Cult, it's likely that many countries were facing this issue.
* Death Note, and as an outrageously meta project, it's playing with it.
* Death Note and fifty additional innocent people then they could have the power of Kira.
* Death Note. And he loves mindgames. The Stealth Parody interpretation makes a lot of sense.
* Death Note, and Light's only complaint was that it was way ahead of schedule.
* Death Note, and most of the story is characters monologuing their mind games to themselves or the group.
* Death Note and played the Death Note's urban horror aspects up rather than the user's morality.

* Death Note, and Rem's comment that shinigami have "evolved" beyond the need for food, you get the impression that the Shinigami World was once a far less desolate place.
* Death Note and Shimura was deemed to not have the right personality, Ohba picked Higuchi to be Kira based on Obata's remaining designs for the Yotsuba Eight.
* Death Note, and that's a tiny fraction of the total people he will kill with the notebook over the course of the series.
* Death Note. And that's not even counting the countless other times Light has made morally questionable decisions in order to realize his dream of a perfect new world. The difference between his innocent, idealistic self and the person he becomes with the Note is startling.
* Death Note and the second a straight-up compilation of the second half of the anime.
* Death Note and trying to counter this. During the Yotsuba arc, Light and L also finish each other sentences out loud, showing just how much they think alike.
* Death Note, and watching Light scramble to come up with new plans is very entertaining.
* Death Note anime; Light and Misa both wonder who the other Kira is while drinking in the same coffee house.
* Death Note anime, soon after Near shows up, an American FBI agent identified as Rally Connors is introduced. The English dub changed Rally to Larry, a much more common name.
* Death Note a porn stash for his father (and the detective team) to discover.
* Death Note appears to end with the villain (and his fanboy successor) dying and the world returning to normal. Until that final scene revealing that a happy-go-lucky Shinigami was the sponsor for the fake Kira three years later, he liked the experiment, and he has an arsenal of Death Notes just waiting for new owners. How did he get them? He bought them from the Shinigami King, who has no problem with selling each Death Note for 7 apples, and has not made any laws against this tourist trend. Which now means that Ryuk and hundreds of Shinigami will be sponsoring hundreds of nonviolent sniping killers, each with their own ideals and agendas, all of whom will inevitably duel and war with each other unless something goes horribly wrong. This is considered a fitting end to this dark series.
* Death Note apples! He practically has withdrawal symptoms if he doesn't eat any for a prolonged amount of time.
* Death Note. As a child, Teru did what he could to protect his schoolmates from bullies, and while he enjoyed some initial success, in high school, the bullies retaliated against him, prompting his mother to advise him to give up on his crusade. The narration points out that she did so out of concern for his well-being, but Teru decided that his mother had no sense of justice, and actually rejoiced when she was killed along with a few of the bullies in an auto accident.
* Death Note As long as he thinks he's being useful, he's a pretty good sport about it all.
* Death Note. At one point he put 64 cameras in his suspect's room only to take them out again later.
* Death Note, at the Yotsuba group's "meetings of death," one member, Hattori, gets scared of going to jail and says he wants to quit the meetings. After Higuchi warns him that a statement like that might get him killed and Ooi reminds him that he's too deeply involved to escape blame, he apologizes and retracts his statement, but later gets killed anyway.
* Death Note attitude towards her, even though she's actually more skilled than he is.
* Death Note because he wears a red striped shirt in the anime, and often gets fan-colored with red hair.
* Death Note. Because of his line of work, he is perpetually in danger and so doesn't get out very much. He also lacks charisma. Both of these factors mean that not only does L have no canon romantic relationships, but also no real friendships, either.
* Death Note becomes this in his attempts to stop Kira's rise to power.

* Death Note, being an important example of a sane Kira supporter who is established to be on the same intellectual level as Light (albeit only academically). In her profession as newscaster, rather than helping to secure society against the Kira-cult, she becomes one of its major propagandists.
* Death Note. Both are fiercely loyal to Kira and work together as a team without even meeting each other.
* Death Note, but are still thought to be one of the coolest things in the world by fans of his.
* Death Note But Really Really Slow" has Kira describe the Death Note in this way.
* Death Note can be described as Kira-sexual or Light-sexual. (Although if she had to choose one or the other, she'd choose Light.)
* Death Note changes Light's surname to "Turner" instead of "Yagami" and Misa's full name to "Mia Sutton."
* Death Note chapters). Entire subplots are also cut out, like Mello using the Death Note to threaten the president (which ultimately results in the president's suicide and him being replaced with a somewhat spineless successor who decides to disband the SPK)- the aforementioned episode that jumps over 9 chapters. In another case, Mogi is temporarily held by Near when Demegawa's mob invades SPK headquarters, and is falsely said to have died, which helps lead to Aizawa cooperating with Near. The anime also significantly plays down the debate over the political and social implications of what Kira is doing.
* Death Note chapters. The anime, on the flip side, shoehorns as many as nine manga chapters into a single episode.
* Death Note character designs attracted female fans by the bucketload.
* Death Note claims to have had a mathematical formula for converting between human and Shinigami timekeeping systems, but he's forgotten it.
* Death Note comes off as something of a father figure to the other task force members, or at least Matsuda.
* Death Note confesses that this scene was drawn just for the visual image of L flat on his ass.
* Death Note could probably be seen as deconstruction: when it comes to committing crimes without leaving evidence, it doesn't get much better than giving people fatal heart attacks by writing their names in a magical notebook, right? Well, enter "L", the world's greatest detective, who in one bold maneuver narrows the field of search from the entire world to a small part of Japan and comes up with some pretty good insights into the background and character of Kira based on who died when and how.
* Death Note does this repeatedly with Light when he uses the Death Note.
* Death Note does this to gauge reactions from other people, helping him read them more easily.
* Death Note dramatically. Doubly so for the scientist that injects himself, it takes him like 5 minutes in completely agony to die!
* Death Note: Early in, Light sets up a system that will ensure the Death Note is destroyed in a fire should anyone try to search his room for it. The system never actually gets used, though, because Light judged it more trouble than it was worth and quietly defused it.
* Death Note ends in a black screen, an ominous "Tsuzuku" written in the lower-right.
* Death Note ends many episodes on the note of a disembodied bell — then there are the symbolic bells that appear in Episodes 25 and 30.
* Death Note ends with "And remember, this will be the last time you'll be seeing this."
* Death Note episode 14 (Friend), Misa jumps onto Light, pushing him to the ground. Needless to say, Light is not amused.
* Death Note Equestria is strongly implied to have developed an outright drinking problem because of Kira's actions.
* Death Note Equestria is whispering instructions to Dash to meet up and explain what's happening.
* Death Note Equestria managed to do this prior to her death... with a bag of

potato chips.
* Death Note Equestria — it's hard to say if Kira!Twilight would react the same.
* Death Note Equestria/Second Kira's less-justifiable murders ruin her image. Though according to Discord, she's still universally popular among the griffins.
* Death Note Equestria, there's an old earth pony bunker underneath Ponyville town park that L uses as a base for herself and, later, the Kira investigation team.
* Death Note Equestria: There's quite a bit of friction between the Royal Guard and the Canterlot City Guard (police) over the Kira investigation.
* Death Note establishes early on that the only reason humanity even exists is to act as a food source for death gods. The penultimate chapter goes the extra mile by stating in no uncertain terms that there isn't even an afterlife to look forward to.
* Death Note: Even though Rem was a female Shinigami in the manga and anime, she was made a male in-voice-only. The rest of her feminine-looking design is kept exactly the same.
* Death Note, everybody starts to look like a nail, and the role of a killer comes to define you, and your ethics are perpetually in crisis... most people don't have Light's perfect narcissism, and kill themselves fairly quickly.
* Death Note features a lot of this between L and Light. This is consistent across all adaptations, from the original manga to the drama series.
* Death Note Fem!Raito gets even more interested in L when her attempts to seduce him (so she can win as Kira) don't work, and in fact he's noticed many for what they were. In chapters 1-2, she notes herself as far out of his league, when by the fourth or so she admits she finds him attractive too—but still wants to win.
* Death Note fits this trope. So do most of the Shinigami, especially Ryuk.
* Death Note flustered before declaring his intent to find the culprit. Shortly after that, Light discovers that L has somehow gotten his hands on one of Misa's cell phones and realizes that L must have taken it in the confusion.
* Death Note followed by a short breakdown. Light does his best to convince him there's no such thing as shinigami, while Ryuuk grins in the background.
* Death Note follower Teru Mikami, announces that Kira is going to kill lazy people as well... because Light considers the move premature. Once all the criminals are dead and Kira is regarded as God, Light fully intends to prune out other undesirable elements from "his" world.
* Death Note following a failed operation against the mafia (one that may or may not have been caused by the actual Kira writing in the Death Note).
* Death Note. Furthermore, L even states clearly, in a loud voice, that he thinks Light's answers are absolutely flawless, and that he would not expect less from Kira. He mostly seems to do that just to push Light's irritation to the point he would make some mistake.
* Death Note gains these eyes at one point while going for some dramatic kills. Light tends to do this, as well, to reflect his Kira persona. Mikami and Misa, too.
* Death Note gets a lot of this, helped in no small part by its morally ambiguous characters.
* Death Note grow suspicious of him - well, he was always one of the top suspects to be Kira, but he managed to trick them with so many fake alibis that they had long since written him off as a red herring. At any rate, one of them later goes into the hotel room he was in and uses the writing indentation clue on the notepad he was writing instructions to his agent on — Light grew so overconfident that he stupidly forgot about this little trick entirely. While the actual content of the indentations wasn't particularly damning, the fact that he was trading secret messages instantly tipped them off that he'd been throwing up smokescreen misdirections, a red flag that he actually was Kira.
* Death Note had some noir traits, including the chiaroscuro lighting, moral ambiguity, and dark themes.
* Death Note had the entire left side of his face burned off in an explosion, yet his eye is completely intact and able to blink.
* Death Note has a meeting with the police to tell them about her deductions in the

case of Kira. All of which would point to Light Yagami would the taskforce know about them. However, as this happens in volume 2 of 12 she is killed by Light before she can talk to the police.
* Death Note has an irregular number of episodes, this could be an issue.
* Death Note has a note by the narrator in the final chapter saying that, if he had more time, he would write about two other stories L told him. A pretty blatant set-up for more novels like it.
* Death Note has a really nice Ryuk handpuppet sold in shops. A Death God with a short attention span and worrying lack of morals... in puppet form. How cute.
* Death Note has a strong theme of characters eating a trademark favorite food while very important things are happening.
* Death Note has a thick mustache, and he would go so far as to ride a truck inside a building to prevent more killings from happening.
* Death Note has gained diplomatic immunity by becoming ambassador for the Shinigami Realm.
* Death Note has Misa in one scene hiding like a scared cat, while L and Light punch and kick each other.
* Death Note has Misa taking over the role of Kira and singing a nursery song in the "I'm watching you" vein while occasionally killing those around her.
* Death Note have hilariously summed up the series by putting two such alternating shots together with the altered dialogue.
* Death Note have themselves admitted that they are undecided whether the Death Note that Aizawa was holding at the warehouse was real, or if Light's bluff about it being fake was true. They claim that if the book was a fake, the real one is still out there somewhere, meaning "Ryuk could return somehow..."
* Death Note having sex. Light says the trope, and it takes L a few repetitions to realize he's screaming "Kira".
* Death Note, he claims that his ascent to Godhood and becoming Kira was a purely selfless and altruistic act on his part.
* Death Note. He dies within the minute, while the surrounding police officers are running like headless chooks and trying to stabilise him.
* Death Note He has fans in and out of universe who also agree with him.
* Death Note. He is the third-smartest student from Wammy's House, but would much rather be playing video games than doing just about anything else.
* Death Note) heroic use of this when L takes over the airwaves of Japan's Kanto region (but pretends to be doing a worldwide broadcast) and broadcasts his challenge to Kira. The Japanese national police, however, are responsible for actually taking over the airwaves.
* Death Note he's clearly entertained to watch Light manipulate Naomi Misora on the monitors.
* Death Note he's legitimately horrified by the notion that he could be the infamous serial killer Kira.
* Death Note his deduction. Not unreasonable, given that Kira is using a magic killer notebook to commit his crimes. Without proof, who would believe that?
* Death Note: his foe is the world's greatest detective who has to figure out the notebook's rules and stop him.
* Death Note, his robotic, stone-cold personality... it's hard to tell how good Near really is. However, much of his goal is to avenge his mentor L, and "How to Read" confirmed that he is a sensitive person.
* Death Note if the President fails to comply with Mello's demand to fund the Kira investigation. (It isn't known if Mello really meant it, or if he was just bluffing.) Note that it likely would not have worked even if he had tried it, because one of the rules is that you cannot use a Death Note to kill someone indirectly.
* Death Note II: The Hidden Note, gets killed by multiple bullets in the back and bleeding to death. In front of her daughter.
* Death Note II: The Hidden Note has William Cattlefarmer. He's an actual character and is somewhat important to the overall plot.
* Death Note II: The Hidden Note, the first chapter spoils what happens at the end

of the original story. Which ends up becoming a plot point.
* Death Note II: The Hidden Note, the main character KJ was born with Shinigami eyes. Which means that if he gets a Death Note, he can easily kill anyone he doesn't like with one just by looking at them without the cost of half his lifespan. The good news is that KJ is a lot less trigger happy than his father when it comes to killing people.
* Death Note II: The Hidden Note the reformed SPK get a DVD supposedly from the new Kira that's in two parts. The beginning of the second part mentions how the other members probably had to hold back Near from trying to break the machine after he mentions how he was responsible for his wife's death. Which is exactly what happened.
* Death Note II: The Hidden Note. We often learn a little bit about the start of the plan, but not how it's supposed to play out.
* Death Note in a false bottom in his drawer rigged to incinerate the Death Note if it isn't opened properly. He also pulls the handle of his door upwards after leaving, along with putting a small slip of paper in the door, because he knows that if his mother, father, or sister were to enter the room, they'd trip the paper-defence, but not notice the paper. When he finds the paper still in the door, but the handle moved, he knows that his room has been searched by pros. He's also got the pencil lead on the hinge that breaks when the door is opened (the pros didn't find that).
* Death Note included in the "How To Read" book, the Shinigami King has reversed the "no new Death Notes" rule he put into place in reaction to Ryuk's shenanigans. Now, he'll give them out for two apples from Earth. Even beyond the fact that apples aren't exactly expensive or uncommon, shinigami are invisible and able to become intangible at will; it'd be trivially easy for any of them to just steal any number of apples.
* Death Note inconsistently fall into this, since Ryuk wrote the rules in English specifically so humans could understand them. Presumably he calculated shinigami time spans into human measurements where appropriate as well.
* Death Note, in order to provide himself with a healthy balance of sleep, homework, and death.
* Death Note In the anime, as he's laying on the warehouse ground riddled with bullet holes, he desperately calls out for Misa and Takada, begging to know where they are. Gone from a total egomaniac who thought he had everyone on puppet strings to a terrified young man with just mere minutes to live.
* Death Note in the final episode. He definitely shouldn't have gloated without double-checking that he'd accomplished his victory conditions and within earshot of an armed investigator.
* Death Note: In the Mello/Near arc, Light's college sweetheart and Kira supporter, Takada, threatens to kill him if he doesn't get rid of Misa, his longtime "girlfriend" of the series.
* Death Note, in the video, says, "Now, Matsuda-san, don't be so impatient."
* Death Note into it will die, so long as the writer is thinking of their face while writing.
* Death Note involves this. At first, Light receives the Death Note but thinks it must be a prank. He tests it out on two people and finds out that it really does work. At this point, he decides to kill criminals, but then the police start to get suspicious, so he starts killing people who are connected with the investigation, as well as criminals.
* Death Note in which Light and L deal with the aftermath of a college frat party.
* Death Note in which Light wins and lives to be an old man. He instructs Ryuk to go ahead and kill him, which he does. The rest of the chapter includes all of the deaths Light had written being inflicted on him. In the sense, he is becoming a Shinigami himself and is enduring the deaths of all his victims.
* Death Note is able to manipulate Ryuk into helping with his plans for once by denying him apples, and any time he's had to go without them has been treated the same as some form of withdrawal. This is one of the few times a shinigami has a direct effect on the story.

* Death Note is a book that when you write someone's name in it, they die. If you write in how they are to die, provided it's feasible they will die in that manner and time, otherwise they die of a heart attack by default. Given that the only requirements are that the victim dies within and everything written is physically possible the writer can exert a lot of control over the victim's final days.
* Death Note is basically built around this rule, as much of the entertainment derives from Light and L's clever use of the rules of logic and (in Light's case) the rules of the Death Note.
* Death Note is deliberately arranged to take place in an abandoned warehouse with no windows and a single entrance.
* Death Note is devoted to Mikami's history, explaining why he embraced Kira so easily.
* Death Note is like this. While he'll bang on about how he's going to be a god, and how the world will be far newer under his divine guidance, what really drives him is the challenge from people who can match him. Watch and see.
* Death Note isn't exactly well-liked in-universe (having literally no friends and no social skills), but he is probably the most popular character with the fandom. Even those who don't like him do tend to have respect for his professional abilities.
* Death Note is pretty much universally gay in fanfics, and generally doing a terrible job of hiding it.
* Death Note is shown to be a brunette and probably wears contacts as well.
* Death Note is standing by water, surrounded by doves — except that his reflection is surrounded by crows instead.
* Death Note is such a ham that he'll "take a potato chip.....and EAT IT!"
* Death Note is that the character he most resembles is Light, "because I did well at school". He also says that he chose the kanji "moon" to represent Light's unusual name because he wanted the meaning to be "moonlight". This all falls into focus when you find out that Ohba's given name Tsugumi, usually rendered in phonetic hiragana, translates in kanji as "beautiful moonlight" (美月光)! It's a penname, of course, but still an amusing backstory.
* Death Note. It also doesn't help that he's working with (or, as it turns out in one case, against) people like Light, L, Near, and Mello.
* Death Note, it became canonical that L has some knowledge of that particular martial art.
* Death Note. It does work, but not as successfully as he'd hoped; he counts the small victories until he has to concede defeat.
* Death Note. It isn't a particular murder, but a massive supernatural killing spree...but the killer is still called in to investigate.
* Death Note, it looks like Mello's mafia hideout is set up in one of these. The room where he has the confrontation with Soichiro looks like it was once an operating room, complete with tiles and a surgical lamp.
* Death Note kills without leaving any physical traces, so L had to look for a culprit based on why the killings occurred the way they did. On the other hand, L was able to use forensic evidence against Misa because of the traces she left on the Second Kira tape, even though she had arranged for someone else to get their fingerprints on it.
* Death Note: Kira gets much of the "evidence" for his executions from reading about them online. At the end, there is mention that people will sometimes post things about another person in the hopes that Kira will take notice and kill them.
* Death Note, L brings in prisoners from death row to scout out things he feels is likely to lead to death. For instance, he introduces "himself" as Lind L. Tailor, who is actually one such convict as a decoy to test the mysterious Kira's ability to kill people and to prove Kira's existence to Interpol.
* Death Note, L does this, all without so much as looking away from the evidence received from the tape sent by "Kira".
* Death Note: L does this to Light quite a bit to see if he slips up by saying something only Kira would know. For example, showing him three suicide notes Light

had some criminals write and seeing if he can find the secret message Kira inserted into them to taunt L, who has intentionally given Light the notes in the wrong order. However, Light is also a supergenius, and quickly figures out what L is up to, and hence doesn't expose himself (by putting the notes into the right order or being surprised when L introduces a fake note to the mix). Partially subverted anyway. It takes a bit for Light to realize that the fake note makes sense, and L ends up being slightly more suspicious of Light than he was before the test.
* Death Note, L gives a rousing speech to the task force right at the beginning of the show.
* Death Note. L haunts Light in this fashion right up until Light himself is killed. Though it's up for debate whether the entity Light is seeing is actually L's ghost, or whether he's merely hallucinating.
* Death Note, Light, acting as L, "advises" Near to escape from a situation Light himself created to trap him. While smirking. Near crushes the toy in his hand at Light's brazenness in barely even trying to hide his satisfaction.
* Death Note, Light, after giving up his memories of the Death Note, comes up with a theory that Ryuzaki is Kira and framed him for it.
* Death Note Light believes this. In the manga when he meets Misa who is madly infatuated with him he thinks "I can't develop feelings for her. That's how idiots get caught."
* Death Note: Light gets L's attention, L turns around, Light punches him hard in the face.
* Death Note, Light has an elaborate setup to hide the Death Note. It's in a drawer, under a false bottom, with a circuit underneath the false bottom, around the Death Note. There is a rubber pad that keeps the circuit from being completed when the false bottom is down; the only way to take it out is to slide the ink barrel of a pen through a small hole on the underside of the drawer to block the circuit and push the false bottom up. If the circuit is completed, the Death Note will be ignited. This way, even if they suspect that he's Kira, even if they know about the Death Note, even if they realize that there's a false bottom on the drawer, the Death Note will be reduced to ash and they will have no proof.
* Death Note Light is almost a different person, horrified by the idea that he could have been Kira), but other characters claim it's a natural result of Light's extreme personality being given such a dangerous item.
* Death Note Light is angsty and brooding and Ryuk is gentle with him.
* Death Note. Light mentions that most people would expect the #1 greatest detective in the world to be more detective-y. Instead, he's a barefoot young insomniac with a sweet tooth, non-existent social skills, and extremely poor posture.
* Death Note, Light planned on using the power of the notebook to "cleanse" the world of evil by killing criminals worldwide and scare people to behave under the threat of being killed themselves.
* Death Note Light pursues "the Lovesick Moron Plan" sending L sappy poetry and spending all his money on sending him flowers and candy that he knew would be immediately rerouted to forensics.
* Death Note, Light sounds like he's about to cry, only to break into psychotic laughter.
* Death Note lights up a cigarette in a hospital room he takes that as "proof that the civilised world has laws for the masses and laws for me."
* Death Note: Light Up the New World shows the second logo as usual. But when it gets to the Nippon TV logo, the text underneath suddenly changes into the Shinigami language.
* Death Note: Light Yagami and all other Death Note users definitely qualify. They can kill anyone whose face and name they know, but are no more bullet resistant than anyone else.
* Death Note, Light Yagami claims that if Kira is caught, he's evil. However, if he isn't, he is justice.
* Death Note Light Yagami determines that not even the genii of Wammy's House can withstand the mighty stealth powers of the "magic hoodie" that somehow renders him

unrecognizable whenever he goes out to do nefarious things.
* Death Note: Light Yagami is made more sympathetic in the anime adaptation of the manga by changing his second murder from the killing of man who is sexually harassing a woman to the killing of a man who is attempting to rape a woman.
* Death Note: Light Yagami uses hidden dirty magazines as an excuse for making sure other people haven't entered his room. When L, his father and his sister Sayu see this, they don't see the Death Note, thankfully, but they do accuse Light of being a pervert (L even remarks it's perfectly natural for someone his age).
* Death Note Light Yagami wants to know this. Also L doesn't get the respect that he deserves (i.e. absolute best at his job with a 100% win record / never lost a case) because he's openly gay.
* Death Note L. Interestingly, though, whenever Light is being particularly evil, his face tends to twist into asymmetrical grins and other bizarre expressions that utterly break his boyish handsomeness.
* Death Note: L makes his living this way, though he's such a good sleuth that the world's police forces often officially hire him to help on particularly tough cases.
* Death Note. L only had a few assumptions about Kira: that he can kill people without being present, that he won't tolerate being called out, and that the earliest death possibly related to Kira happened in Kanto, Japan. Thus, L decides to fake a worldwide Interpol announcement, with a criminal posing as L and taunting Kira. The announcement would only be broadcasted in one place at a time, so that when the criminal would be killed (presumably by a pissed off Kira), L would know where he lives in. The plan works as intended, but L did not expect that the seemingly random death in Japan was actually going to be useful.
* Death Note: L's televised challenge to Kira was already specifically targeted at the Kira killer, but what makes it this is that it was touted as being world-wide, but actually only broadcast in the area where L suspected Kira lived. When Light falls for the bait and kills the false L, he narrows down the search considerably.
* Death Note, L uses a polygraph on Light. He does not do so in the anime or manga.
* Death Note. Made even more awkward by the fact that his father is one of the investigators watching the tapes.
* Death Note manga can be particularly guilty of this at times. In the later volumes of the manga, the characters spend a ton of time out-thinking each other in a 3-way cat-and-mouse game, and all of the text used for that can be jarring, even though it's essential. To make it worse, it's complex enough that, if you blink and miss a crucial detail, you're totally lost.
* Death Note manga, some of Mello's dialogue was translated in this manner by some English translators, who felt that this was the best (or at least closest) translation to Mello's extremely informal speech pattern. (Only in some manga translations, not any official translation of the anime.) Interestingly, he seems to adopt a (somewhat) more formal speech pattern (and thus loses this one in the translations) after he gets hurt in an explosion he created.
* Death Note: Matt's apartment is littered with snack food wrappers and a cereal box, in addition to the wires associated with Matt's electronics. Surprisingly, his roommate Mello doesn't seem to mind too much.
* Death Note — Light's hunt for L's name — becomes quite pointless, since Dark can simply write "L" and kill him. Except...
* Death Note, Mello estimates the number of L's aliases to be somewhere in the triple digits.
* Death Note Mello gets caught in an explosion that gives him burns, but they're gone within a week.
* Death Note, Mello is last seen driving a truck with his captive Takada in it, thinking about Matt's death. The next time he's seen is as a dead body, when Takada calls Light to inform him that she was able to kill him with the Death Note.
* Death Note. Misa at least claims to be aware of this from the start, outright stating that she won't mind being used and cast aside if it helps Light's ultimate goal. Emotionally, however, it doesn't seem that she ever accepts that possibility, always trying to get Light to respond to her feelings. There's also the line from

her when they first meet, the wording of which boils down to 'If you even think about betraying me I'll sick my pet grim reaper on you'. Her 'feelings' are really more just precisely focused crazy towards the man she sees as God than any real romantic love. But YMMV on this one.
* Death Note: Misa cries that someone in a group of fans touched her butt. It was actually L, lifting her cell phone. Might have been copping a feel anyway, though.
* Death Note Misa does actually point this out, the main symbolic meaning is something else entirely.
* Death Note, most of the time they weren't even able to tell anyone if they wanted to.
* Death Note. Most of this Japanese series features a handful of Japanese police working with L to find Kira, though justified by the fact that Kira is in Japan, which L quickly deduces. At the same time, the America-specific version of this trope is invoked by several prominent appearances of American FBI and CIA agents, particularly Raye Penber and Near's SPK task force, who work independently of Japan. Light proves to be aware of this trope as well, as he considers it a crowning victory when the American president finally announces that his country will no longer try to oppose Kira.
* Death Note movies fell victim to this. In the film universe, the fan favorite L has a much firmer grip on the plot and greater impact on the ending. Then there's the entire original sequel in which L acts out various scenarios which seem to exist solely to fit the format "wouldn't it be awesome if L saved/met/ate/rode around in a _____?"
* Death Note. Not helping matters is they are all using a supernatural method of murder, which makes them much harder to predict or track down.
* Death Note Not long after that, he and Matt go and kidnap Takada, which results in both of them getting killed.
* Death Note offers to use one of these to keep an eye on a hostage crisis, but it's forgivable as it makes absolutely no impact on the plot.
* Death Note of rules, but the one that's best-known is the first: "1. The human whose name is written in this note shall die."
* Death Note, often acts as The Watson to Light's plans. That is, when he's not just standing behind Light silently chuckling. Or standing on his head.
* Death Note of the manga from Near and Mello's introduction onward (a whopping 59 chapters) into just 11 episodes.
* Death Note of them was willing to go so far. The others were just there because their lives had been threatened by the holder of the eponymous note.
* Death Note of the series, who tries not to let his parents and sister know that he is Kira... though not for emotional reasons so much as practical ones; his father is the chief of police.
* Death Note, Ohba and Obata left the answers to several questions (mainly about the ending) for the reader to decide.
* Death Note one guy kills himself by blowing his own brains out. Instead of showing his head asplode, they show an explosion of dice instead.
* Death Note. One of the most ingenious plot twists in a series full of plot twists.
* Death Note, only to be killed by the very deity that gave him the Death Note by making good on his promise to write Light's name in it.
* Death Note or put on something other than a baggy white shirt and trousers) when he's working on a case.
* Death Note. Otherwise, his family love him dearly (though they don't know he is Kira).
* Death Note, out of nowhere, L is piloting a harrier jet! (Wouldn't he have to sit normally?)
* Death Note picked up the rights, with Keith Stanfield, Paul Nakauchi, and Shea Whigham joining the cast and Jeremy Slater writing the script. Filming officially began in Vancouver on June 30, 2016 for a 2017 release.
* Death Note places a rule for using the Death Note in each of its eyecatches, much the same way the manga uses a page at the end of each chapter. The exceptions are

episodes 25 and 26, in which only "Death Note" is shown.
* Death Note playing a game during gym class, and opening a bag of potato chips at lunch. The effect is magnificently creepy.
* Death Note plays it straight with Light and Soichiro, while detective L's death is relatively peaceful (though still pretty dramatic). Mello's death, meanwhile, is significantly downplayed.
* Death Note plotline he instead has a quest to get himself worshipped as a god via a prolonged spree of mass murder.
* Death Note: Pretty much anything L does, Near's hair-twirling and playing with toys, and Mello's maniacal chocolate-eating.
* Death Note. Pretty much everything about him, from the way his face looks, to the way he sits, to the way he picks things up, is just a little bit off.
* Death Note probably counts, or at least the portion containing instructions on how to use it, as it’s a notebook used by Shinigami intended to kill humans.
* Death Note protagonist Light Yagami initially uses the Death Note to carry out such executions. Writing someone's name in it causes that person to, at minimum, suffer a heart attack within a minute. He starts with known criminals, but quickly escalates to anyone who gets in his way, even if they're law enforcement.
* Death Note raise a few eyebrows. And, well... if the teachers at Light's school had raised a fuss over a student bringing in a Death Note, it would've saved the SPK plenty of trouble finding him.
* Death Note Relight, is seen (pictured above) with goggles when he doesn't even have any eyes!
* Death Note - right after the Second Kira just killed a lot of reporters who disagreed with Kira - deliberately imperils his own life, John Hancock-style.
* Death Note's body was never found, but that was because Light stipulated in the Note that she would kill herself in a way that made her body unlikely to be discovered.
* Death Note seems to fit. He always seemed to want Light and Misa together, when really there was nothing there.
* Death Note - see the famous "I'll take a potato chip... AND EAT IT!" scene.
* Death Note Series because he's sick of those with connections abusing the law and getting off scot-free.
* Death Note series (by the same creators), in which several characters support seinen-type stories running in Shōnen magazines.
* Death Note, she goes back to the pigtails and it seems like any maturity she might have had vanishes into thin air.
* Death Note. She had left her job prior to the series, as the couple had apparently decided she should become a housewife after their marriage... but she was also clearly the better agent of the two and Penber would soon regret not listening to her.
* Death Note". She's fairly savvy and even cunning when she's being serious about things, but most of the time she's just too childish to be competent.
* Death Note: Shinigami can't have sexual relations with each other or with humans. Of course, there is a reason for this: If a shinigami falls for a human and then saves him/her from dying, they themselves die. According to How to Use: XXXVI, it's stated that it's both forbidden and actually impossible for shinigami to have sexual relations with humans. This double-emphasis may have been in an attempt to prevent speculation or curtail human/shinigami shipping, though you can guess how well that turned out… XXXVI also says shinigami cannot have sex with each other, though it is not clear if this is impossible or forbidden.
* Death Note, Shinigami have no need to eat, since their species can't be killed by any of the things that would typically result in the death of a human. Nonetheless, Ryuk enjoys gorging himself on apples whenever he gets the chance; unlike other examples of this trope, it doesn't make him more likable or more human. Since he's stuffing his face without purpose, it displays that Ryuk is self-centered and greedy, not helped by his table manners (he can eat an entire apple, core and all, in just a few bites) or the fact that apples in general have a drug-like effect on him. Other Shinigami also enjoy eating human food, offhand one of the Shinigami who

shows up later enjoys chocolate.
* Death Note sides are somehow conversing in thought, with Mikami mentally asking Light how he could move freely while Light mentally replies back calling him an idiot and what he's done wrong.
* Death Note so far but Watari, his guardian, wasn't) contemplating writing Light's name into the Death Note.
* Death Note, Soichiro was lying in the hospital bed and his death was shown by the long beep.
* Death Note somehow manages to make Kira look like a decent human being.
* Death Note. Somewhat justified in that there's no way Mello could have gone to a regular hospital under the circumstances, as a fugitive from the law.
* Death Note. Souichirou Yagami, the police chief in charge of the Kira investigation (and the killer's unknowing father), pulls exactly this speech to his subordinates, down to the letter of the trope. Most of them take his offer, and he's left with a handful of men, since the lack of apparent restrictions on who Kira can or is willing to kill has demoralized the police.
* Death Note, Souichiro Yagami insists on giving Light the talk while L listens in and gives his ever-helpful input on the matter.
* Death Note Special Chapter, Light Yagami went down in the books as one of the worst terrorists in modern history. There are still fringe groups that worship him as a god like in the old days, however.
* Death Note states that Light's memories of certain events are altered "so that they make sense". For example, he remembers the fact that he met Naomi Misora, but he doesn't remember most of their conversation, because the lies he told her would only make sense if he were Kira.
* Death Note Terrifying for some, but probably quite entertaining for others.
* Death Note: Teru Mikami is an inversion — he sees his mother as almost condoning the actions of evildoers by telling him that some things cannot be changed. When she is killed, he inwardly celebrates the death.
* Death Note that dropped he notebook that Light picked up, enjoys Light's plans and is always saying how close he is to Shinigami by his overall behavior. Three of Light's biggest supports are drawn to him because of what he's done and they personally share the same beliefs that he does, two of them are romantically interested him as a result.
* Death Note that ends with him lying on the floor in a pool of his own blood, screaming and begging for someone to save him as Ryuk makes good on his promise in the first chapter and writes Light's name in his own Death Note. The anime at least lets him get the slip from the investigation team eventually to die more quietly somewhere else.
* Death Note. That is, when pushed to a corner, Light abandons Social Darwinism and shifts to a mentality of "I am always justified no matter what."
* Death Note. That said, Ryuk's withdrawal can't kill him, nor can starvation, as he doesn't really need to eat.
* Death Note: The Abridged Series (kpts4tv) after being the butt of a certain fan joke one too many times:
* Death Note: The Abridged Series (kpts4tv)) and they go on to make many pornos together.
* Death Note: The Abridged Series (kpts4tv) as demonstrated when prank calling Light:
* Death Note: The Abridged Series (kpts4tv) is brought up again Near tells everyone he'll see them all in Heaven-except for Light of course.
* Death Note: The Abridged Series (kpts4tv) Light apparently fantasizes about getting kidnapped by a hot guy in leather. You can blame Raye Penber for the stalking fantasy and Ryuk for the leather fetish.
* Death Note: The Abridged Series (kpts4tv), Matsuda does this when L proves that Light is Kira.
* Death Note: The Abridged Series (kpts4tv) Mr. Yagami begs Mello to kidnap Light as well:
* Death Note: The Abridged Series (Kpts4tv) Rem blames Light for Misa's stupidity

and demands that he save her "or I'll rip your face off."
* Death Note: The Abridged Series (kpts4tv) so he truly doesn't understand that he's doing anything wrong.
* Death Note: The Abridged Series (kpts4tv), Soichiro complains about this.
* Death Note: The Abridged Series (kpts4tv), when the Kira Taskforce discovers how much money they could get for fire insurance they all agree they should burn the old HQ to the ground.
* Death Note: The Abridged Series (kpts4tv) where Matsuda questions how L got a camera in the Yotsuba Group's meeting room.
* Death Note, the animation shifts to a far cutesier shoujo-esque style for the scene where Light is tutoring his younger sister Sayu.
* Death Note, the Anti-Kira Taskforce gradually becomes this as Kira's rule spreads and gains support, especially after the US of A stops opposing him.
* Death Note, the cult of Kira is being broadcast live worshipping him. Since they are presented as basically a scam, Mikami uses his death note to kill all of them. After their gruesome heart attacks, the screen changes to a "cutesy" "be-right-back" message.
* Death Note. The drama, by contrast, draws more attention to the amorality of his actions and he is generally far more smug and arrogant than most portrayals.
* Death Note: The first opening has a blink-and-you'll-miss-it moment where a glass statue of Light falls to the ground and breaks.
* Death Note: The live-action movie gives us the Spaceland bus driver describing Light as "quite a good-looking guy — not that I'm into guys..."
* Death Note, the most visible case being the broadcast of L's taunting of Kira - visible not only on TV, but also on large outdoor screens.
* Death Note: The Musical of the original manga or anime when he was offered the job. He was convinced by his teenage son, who said it'd be "the coolest thing he'd ever done."
* Death Note the President doesn't comply with Mello's request to fund the search for Kira. It's not known whether the threat was real, or whether Mello was just bluffing.
* Death Note there is still speculation that it wasn't Light's hallucination but L actually staring at him supernaturally.
* Death Note there knows who he is... or really cares what he's done... or thinks he might try to escape. He's simply trying bluffing or reason (it's ambiguous) on the wrong people.
* Death Note. The same goes for Teru Mikami, who takes it further with his hair hanging over his face and his eyes turning red.
* Death Note. The Shinigami King is also bribed with two apples per Death Note.
* Death Note, the task force is too busy watching daytime TV to notice a murder occurring across the street.
* Death Note. The trope is played with; L views himself this way, but is actually similar to his opponent.
* Death Note. The unknown person killing criminals throughout Japan is called "Kira" by the media, but Light notes that it's supposed to be "Killer". In the live-action movie, Lind L. Taylor is an American, and actually pronounces it "Killer" as he gives his speech challenging Kira.
* Death Note. They appear once, when Misa plays Ring Around the Rosie with Light and L.
* Death Note they reemerge, praying for Kira's return. Possibly a subversion since we never see them do anything evil themselves, but just worshiping an evil-doer.
* Death Note: They were having one conversation for the benefit of the Task Force listening in, while secretly writing notes to each other containing the real conversation.
* Death Note This is actually a common idea that fanfic writers have him use.
* Death Note. This is how he gets Misa and Takada to serve him. Or rather continue serving him, given that they were Kira loyalists from the outset.
* Death Note. This is likely due to the similarities they happen to have, most notably that they're both feminine-looking blond-haired guys. By extension, their

partners in crime, Matt and Sasori, get shipped too, though very rarely.
* Death Note This loophole is actually canon-it's Rule 34 of the Death Note: "1. The owner of the Death Note cannot be killed by a god of death who is living in the world of the gods of death. 2. Also, a god of death who comes to the human world, in the objective to kill the owner of the Death Note, will not be able to do so. 3. Only a god of death that has passed on their Death Note to a human is able to kill the owner of the Death Note."
* Death Note, this was the basis for all of Beyond Birthday's clues: "Something that should be there, but isn't."
* Death Note. Though Light already figured that to be the case on his own.
* Death Note: Though Light is one of the suspects of the Kira case from the very beginning, his father's status as the Chief of Police is what protects him from being seriously considered as such by the normal police and he knows it.
* Death Note, though most of them fall on his shoulders in the fan's eyes.
* Death Note tie in novel L: Change the World mentions that L's first solved case was that of the Winchester Bombings, the solving of which averted World War III. He solved it at 8 years old and met Watari shortly afterwards. The date is unclear, but is unarguably between 1987 and 1988.
* Death Note to discover who he is). In the manga and anime, he says he didn't know.
* Death Note to him so he can't act as Kira. This backfires on him because it allows Light to come into contact with the Death Note again.
* Death Note true this is, given Light's original plan called for pursuing good PR and silencing critics in ways not immediately identifiable as his work, and the camera focus doesn't really give us objective data on what's going on worldwide, but at the least there are no wars and organized crime has been driven pretty far underground.)
* Death Note used to be an amateur sleuth, but now he is now a very clever serial killer.
* Death Note uses a uniquely designed flip phone that, according to the writers, was meant to look like what a cell phone might look like in the far-flung year of 2009 (the manga ended in 2006). The first generation of smartphones showed up in 2007, and by 2009, it would be pretty hard to imagine a rich guy like Mello sticking with a flip phone unless he had some kind of strong personal preference.
* Death Note uses the notebook to kill off executives of rival companies along with criminals in order to make his own company expand and increase his salary.
* Death Note use toys, no matter the situation. Crucial discovery on the case? Special-order some interchangeable-headed action figures in order to demonstrate that. Angry mob baying at the gates? They're contemptible, and this must be illustrated by knocking down a circle of toy robots.
* Death Note visualizes himself and L doing this as imagery of their struggle against one another, using incredibly thin skyscrapers.
* Death Note wants to be the god of the world, which effectively is the same thing.
* Death Note wasn't gorgeously animated throughout, but episodes 1, 2, 24, 25, 36 and 37 still got a whole lot of attention by comparison. Episode 25 took it to another level of gratuitousness, with details such as Light's face being half-refracted through a glass table for no reason.
* Death Note well in their support of the lawful actions of the police force and the constitutional government of Japan.
* Death Note, when answering the questions L asks her about the Death Note. Lampshaded by L, who notes with minor frustration that Rem is avoiding answering all the really important questions.
* Death Note, when he arranges for a criminal to hijack the bus he's riding on, as part of a scheme to get the name of the FBI agent who's tailing him.
* Death Note, when Light plants porn in his room for the investigation team to find, to make it look as if that's what he's trying to hide. He's not actually embarrassed about it, but his Dad sure finds it awkward.
* Death Note when the central conflict has had a dramatic shift and he's not compromising himself to anyone present. Because, and this cannot be emphasized

enough, the guy is really, really crazy under all that suave manipulation.
* Death Note where L goes around introducing all of his coworkers and his rivals and his enemies to his "good friend" the prime minister.
* Death Note where L is shown to have no physical or emotional attraction to anyone other than Light.
* Death Note, where Mello represents Near's evil side, though this has yet to be confirmed.
* Death Note, where professional thief Weddy wears a classic '60s style catsuit (built-in high heels and all) while infiltrating a building, for no apparent reason. Possibly justified in that the series artist has admitted basing her on stereotypical female spy archetypes, but it still clashes with the feel of the story.
* Death Note where the closest thing to a God in the setting specifically created a new rule just to kill him.
* Death Note, which ironically leads L to think it might be real, as it is way too corny to be a performance.
* Death Note: While originally not even possible given the series' definitive, hard-line stance on death, supplementary material and OVAS has allowed fans a way to ship those who used the Death Note.
* Death Note who despises Kira's twisted, narcissistic brand of "justice", and is genuinely dedicated to finding and arresting Kira alongside L and the task force.
* Death Note who is perfectly able to manipulate practically everyone around him. By contrast, the protagonist of the Netflix version is smart, but nothing out of the ordinary, being manipulated instead by the live action counterpart of Misa, Mia.
* Death Note who, knowing full well what the consequences were, gave out his name and face after denouncing Kira.
* Death Note, who live by cutting the lives of humans short, and their world is a rather hellish place.
* Death Note, with a fairly even split between the two, he really goes out of his way with ugliness.
* Death Note, with an exchange that goes something like this (he wasn't holding anyone hostage)
* Death Note with massive spoilers, obviously. It's probably just as well for them that the final production toned it down a bit.
* Death Note, with reports that the American version will have a sequel.
* Death Notification: Breaking the bad news of a person's death to that person's bereaved ones. Usually done by a cop, hospital worker, or a relative.
* Death Nurse when his caseworker comes by to visit. Luckily for them, he was so sick he couldn't speak, so his silence goes unquestioned.
* Death occasionally shows signs of this as well, since he doesn't really understand life in general. He'll often take things one step at a time, with each step being logical, but the end result being ridiculous. For example, when he made a swing for his grand-daughter. He attached the swing to the strongest branch of the tree. Then he attached it to the second-strongest branch as well, for stability. These branches were on opposite sides of the trunk, so the swing wouldn't swing. So he removed the trunk.
* Death Of A Cheerleader followed suit, with Kelly Martin playing an FBI agent after playing the killer in the original.
* Death of a Child: If the death was homicidal, it very much qualifies as abuse.
* Death of a Child: When works don't shy away from depicting children dying.
* Death of a City uses CPR on one of her teachers after saving him from drowning in the sea.
* Death of a Cyclist's insistence that the Spanish film industry exclusively use pure Castilian Spanish.
* Death Of A Gunfighter actually praised Smithee's directorial work, though Ebert admitted that Allen Smithee was "a name I'm not familiar with". The version of the review on his website features a footnote noting the inaugural use of the Smithee name. Eventually "Alan" replaced "Allen" as the preferred form of Smithee's first

name.
* Death of a Nationalist Carlos Tejada shoots an unresisting suspect out of hand, because he believes she's guilty of murder. When he finds out that she was innocent, he devotes the rest of the book to trying to find the real killer. Throughout the rest of the series he tries to make amends to her family, with mixed results.
* Death of a Nationalist my time chasing after you to see you don't get in trouble."
* Death Of Antagonis contains a truly disturbing inversion where a particularly nasty Chaos Daemon manifests itself in the form of a gigantic worm made out of the bodies of every human being on the title planet.
* Death of a President (2006) — A highly controversial feature-film mockumentary, set in 2010, reflecting on the assassination of US president George W. Bush in 2007 and its aftereffects.
* Death of a representative icon of the genre, such as a visionary writer/director/musician/etc dying, or a major company with a focus on the genre shutting down.
* Death of a Salesman. By his own admission, Miller didn't really make the subversion of tragedy work out, as Loman is kind of a pathetic figure.
* Death of a Salesman does this while talking to his neighbor Charley: he imagines that his dead brother Ben is present and gets confused trying to converse with them both at once.
* Death of a Salesman, follows the series of events that would eventually lead to the death of a salesman.
* Death of a Salesman He's so disillusioned by the fall of his idol that he ends up dropping out and throwing away his very promising future.
* Death of a Salesman is so obsessed with his glory days that he occasionally flashes back to them. Whether or not the glory days actually had that much glory in them, or if Willy and his son are re-imagining the past is an important part of the story.
* Death of a Salesman. "Never fight fair with a stranger, boy. You'll never get out of the jungle that way."
* Death of a Salesman, where Willy Loman is told in so many words that he should give up his misguided dream of being a popular salesman and find a better life. This is further reinforced by the fact that the play makes it obvious he would have been far more happy and successful as a construction tradesman.
* Death of a Salesman: Willy Loman ends up killing himself, thinking that he will give his family a lot of money. At his funeral, at least one character points out that Willy could have chosen another path and have been happier for it. One of his sons, Happy, declares that he will succeed where Willy failed. He's blatantly ignoring the fact that Willy was no good at being a salesman and Happy has no reason to assume that he's any better, and that if any lessons were to be learned from events it was that it's more important to find something you're good at which makes you happy and look for success there, rather than follow someone else's idea of success.
* Death of a Shadow, Nathan is a ghost, more or less, who goes around capturing the shadows of people at the moment of their death. He casts no shadow because his shadow was captured from him at the moment of his own death. When the creepy man who collects shadows lets Nathan return to the land of the living, his shadow is returned to him and he casts one again.
* Death of a Thousand Cuts. In essence, Robb needed an obedient soldier, and Edmure gave him an ambitious warrior.
* Death of a Thousand Cuts with the added ability to recharge building shields and automatic targeting.
* death of Dr. Mc Kennah, where he was attempting to undergo a ritual to purge all emotion from himself.
* death of her father in a drive-by shooting, Ziva sits in a synagogue and asks for a sign that she should not give up hope. Her prayer is answered by the door opening, and her sign is...Tony, offering support for whatever she needs.

* Death of Personality: A living person is regarded as dead just because they've lost their self.
* Death of Personality: A person is physically alive, but their mind has been erased.
* death of Scolar Visari in the second game and subsequent insurgency mirror the death of Saddam Hussein and its aftermath, and the Helghast remnant in Shadowfall also draw from Palestinian Nationalists in their conflict with Israel alongside North Korea's conflict with the South.
* Death of Superman arc, a sheriff's deputy hears "that cartoon sound" before Doomsday falls on top of his cop car. Superman also makes the sound when he arrives to tackle Doomsday.
* Death often refers to something in this direction ("THERE IS NO JUSTICE. THERE IS ONLY ME."), although he strictly upholds the "law" of only "taking lives" and not ending them, thus being an aversion. He has also, over the course of his books, become quite compassionate. "WHAT CAN THE HARVEST HOPE FOR IF NOT THE CARE OF THE REAPER MAN?"
* Death of the Author, saying it's fine for fans to create their own interpretations.
* death of the Avatar's mother in a Heroic Sacrifice and stays like this until the end of the chapter, when their best friend Azura manages to get to them at great risk to herself.
* Death of the Doctor" does a single-character version of this by making it clear that Barbara Wright is still alive off-screen, contradicting the common dark fanon that gave her the real-life early death from cancer of her actor Jacqueline Hill, and blamed it on her irradiation on Skaro.
* "Death of the Family", an incredibly divisive arc which features the return of the Joker and loads and loads of death, violence and gore, with the Joker himself hitting
* Death of the Family, Batgirl acts like this to the Teen Titans. Kid Flash even tries to hug her...only to find out that she has devices on her suit to give people a shock!
* Death of the Family, Batman has an internal monologue about how the Joker's eyes never change, never revealing anything about his thoughts or emotions. Except for love for Batman.
* Death of the Family comes back, including the villains: Penguin, Poison Ivy and even Harley aren't exactly overjoyed to see him back.
* Death of the Family, Commissioner Gordon and the Gotham City Police Department is just going about their business...when Joker turns the lights off. By the time they get turned back on, Gordon is alive and surrounded by a lot of dead cops.
* Death of the Family ends up being the one to bring the Teen Titans and by extension the reader up to speed on what's been going on in the storyline so far.
* Death of the Family gets captured by the Joker and tied up. He manages to free himself.
* Death of the Family goes off on a rant in which he repeats the word "clown" several times and then goes on to point out that he doesn't really qualify as one, because he could never make someone laugh without a pharmaceutical push.
* Death of the Family, Harley Quinn shows indications of this. She has tears marking her face, and she cracks jokes as she tries to survive to be around Joker. Joker, once again, implies this about him.
* Death of the Family has not only taken over Arkham Asylum, but he has blackmailed the guards into working with him.
* Death of the Family, in a deliberate homage to the above examples (even ending with "the Joker has spoken", as he did in his first appearance.)
* Death of the Family: Interestingly enough, Batman has taken this attitude towards Joker, and is even turning down the Batfamily's offers to assist him. This may come back to haunt Batman....
* Death of the Family: It's debatable if Joker could be considered ugly most of the time. What's not debatable is that this time around, he is ugly, thanks to wearing his face-skin like a mask!

* Death of the Family, Ogilvy, took advantage of the situation to steal his boss' position as top crime boss of Gotham, coercing the loyalty of Penguin's lieutenants and buying out all his assets. By the time Penguin realizes what's happened, he's been rendered homeless, powerless, and completely broke.
* Death of the Family produce this reaction with the fingers on one hand!
* Death of the Family, to the horror of Gotham. His first act is an assault on the GCPD resulting in the murder of 19 officers.
* Death of the Family, who spends the milliseconds of Joker's swing to decide how to fake the impact in a convincing way.
* Death of the Hypotenuse: A love triangle is resolved when one of the two suitors dies
* Death of the Hypotenuse: A person has two love interests and one of them dies.
* Death of the Hypotenuse dies, leaving the other two free to be together.
* Death of the Hypotenuse is caused by some unrelated reason that frees him to do what he wants.
* Death of the Old Gods: The deities who once ruled the world dying or fading from existence.
* Death of the Old Gods: The idea that the gods of ancient mythology aren't around anymore because they're dead.
* Death of Wolverine arc, "Three Months to Die", Madripoor is given airborne nanites that translate languages, even though all the main characters are worldly people who have enough history in Madripoor to justify speaking whatever common language there. This plot device seems to mainly be included to excuse an alien device that motivates the climax of the arc being capable of communicating in English.
* Death of Wolverine: The Logan Legacy, with this as part of the reason.
* Death only becomes possible in Full Throttle in the endgame, when it's made blatantly clear that you're in a life-or-death chase sequence.
* Death on the Diamond, about a serial killer stalking the St. Louis Cardinals. Really!
* Death on the Nile, but in such a clumsy fashion that Poirot sees through it before it can be a serious red herring, and the other killer is actually afraid that the stupidity of it is going to end up working against them.
* Death on the Nile, Hercule Poirot hints to a businessman that he suspects he has been embezzling by telling him of a Pharaoh's servant who was crushed under a fortune of gold for stealing.
* Death on the Nile) is relaxing and drinking tea while riding a steamship down the titular river Nile. A group of young native boys run alongside the steamship, shouting and waving to get her attention in a seemingly-friendly manner. She smiles at the "charming little urchins" until they suddenly all turn their backs to her and drop their pants...
* Death on the Nile, Poirot causes one of the killers to break down and confess by springing the truth on them.
* Death on the Nile (see Literature) has someone aggravatingly slowly telling that she witnessed a murder. Her last words are "and I saw that it was - " before being shot in the head.
* Death On The Nile was one long Ham-Off between him and Windsor Davies.
* Death on the Nile, which reflects Christie having her husband Archie run off with a younger woman and her feelings about it at the time.
* Death on the Way. The police prove that one of their suspects faked his alibi for the time of the murder, and consider that this is sufficient evidence to arrest him. It turns out he isn't the guilty party—when he realised he couldn't prove his innocence, he panicked and constructed a false alibi.
* Death or Glory and proceeds to wipe the floor with most of the Alliance races with their massive armada, which no one somehow caught them building. Guess who's the only race to successfully resist the new empire? The other races are smart enough to realize this and try to work in tandem with humans.
* Death or Glory: Early in the book, Cain is in an escape shuttle. On two occasions (when he first jumps in, and when it arrives at Perlia) he refers to the large

number of contacts on the auspex ... and the fact that the escape pod's systems aren't set up to identify whether those contacts are Imperial or Orkish.
* Death or Glory, fights his way across most of a mid-sized continent and through the bulk of an Ork WAAAGH!, and kills the Warboss in charge in order to reach friendly lines, with the express goal of finding some tanna.
* Death or Glory, he promotes a lieutenant and a sergeant to manage his ramshackle army, and two artisans are assigned to help their only engineer (they end up becoming lay brothers of the Mechanicus cult later). The book also notes that these promotions would have to be finalized by the actual army since Cain as a Commissar is not inside the chain of command. However, denying promotions handed out by a Commissar would likely bring the attention of the Commissariat, which no one really wants...
* Death or Glory results in three members of a militia team being assigned to double sentry duty by the corporal in charge.
* Death Or Glory when the ship they're on (which was ripped out of the Warp long before reaching planetary orbit) has a hull breach and they can't get out of the area before the emergency bulkheads close. They consider it to be rather spacious and well equipped (because there are two of them in a life pod meant to hold fifty), which allows Cain to spend most of his time training and Jurgen with his collection of "artistic engravings".
* Death or Glory, whose vehicles feature a cartoon of a fox in a tanker's uniform). And of course Dreadnoughts, being Space Marines, tend to be brightly painted in their Chapter colors and heraldry.
* Death or Glory, who single-handedly organizes logistics for Cain's ragtag army with impeccable skill for several months. He's also quite easy to get along with and even has something of a sense of humour.
* Death (or temporary incapacitation, if using the Casual mode from later games) in battle tends to be represented in this in the gameplay, though the dying/injured units will generally get in a quote first.
* Death Parade are dramatic however one character subverts this trope— she simply slipped on soap and hit her head on the floor. Even she found her death embarrassing.
* Death Parade, Castra has dark brown skin and Ginti is noticeably darker than the rest of the cast as well. Neither are human like the others (they deal with the afterlife) and so like them they don't seem to have a particular race.
* Death Parade: Castra wears a skull helmet. It may be related to her job - she's an organization clerk for the afterlife and her alternate title is the Queen Of The Dead.
* Death Parade has episodes 3, 6 and 10, which have more optimistic or bittersweet endings and are more comedic or pleasant and relaxed than the show's usual dark and violent episodes that they follow. In Episode 3 the characters even comment on the relaxed nature.
* Death Parade: In Ep 6, when Mayu and Harada were playing the most insane game of Twister ever, after Harada pressed the green panel, wind started to blow them away. At the beginning, all it did to Mayu was lift her skirt showing her underwear, but then witnesses the full force of the wind, which caused her whole face to flap intensely until she pressed the blue panel which turned the wind off.
* Death Parade, in the afterlife, a man has the corrupt detective who didn't lift a finger to help his sister as she was being raped at his mercy and has the opportunity to torture him. Despite the Black-Haired Woman warning him that if he goes through with it, he'll be banished to the void and never see his sister again, he still does it.
* Death Parade: Mayu Arita died from slipping in the shower and hitting her head.
* Death Parade. Mayu died by slipping on soap and hitting her head, though this is treated more lighthearted than the other deaths.
* Death Parade so nothing can kill them, and the spikes turn into balls. She ends up peeing herself and is more distraught over that than that she died, and switches into a kimono for the remainder of the episode as her clothes are wet.
* Death-Para Machine, which had the power to destroy Earth's ozone layer.

* "death penalty" in 1987 - sanctions so harsh the program has never recovered from them. Neither did the conference; within a decade, the conference disbanded.
* Death, personally, dislikes this trope, feeling that on the long run, it only means less mail.
* Death Plus Ten Years interrogator wearing a white form-fitting mask which he says still gives him nightmares. His interrogator eventually tired of wearing it and had Cooper face the wall instead, warning him that if he saw his face, deliberately or otherwise, he'd push a pen through Cooper's right ear and out the other. Other interrogators never bothered with this, so it's likely the mask was due to paranoia (he was convinced Cooper was a British spy) rather than just to scare him.
* Death Proof (and the middle name is removed in the credits so she is Sydney Poitier).
* Death Proof and trapped her in his car, she reacts angrily at first and threatens to kill him. When she realizes she can't escape, she tearfully begs Mike to let her go and that she won't tell anyone. He mocks her situation before giving the death blow.
* Death Proof. Cue spit take when he sees the girls in their car speeding up in his rearview mirror, intent on revenge.
* Death Proof does this right by killing the 5 women we got to know for the first 30 minutes. It's then subverted in the second half.
* Death Proof Either way, the bulk of the movie is set in the scorching desert, in broad daylight.
* Death Proof ends with the heroines beating the crazed stunt driver to death - but makes no mention of what will happen when they come back from their test drive with major damage to the seller's car. Then there's the girl they left behind as collateral for the test drive, implying that she was a porn star...
* Death Proof features several cool cars, Dodge Challenger, Dodge Charger, Chevy Nova.
* Death Proof had slept with the girl. In the scenes afterwards, Reed says he did, but the girl says he didn't.
* Death Proof". In regards to the safety of the car, Penn said, "Well, you could take any car and give it to a stunt team, and for $10,000 or $15,000, they can death-proof it for you." The "death proof" phrase had stuck to Tarantino after that.
* Death Proof, introduced its characters concurrently with its plot set-up, and is generally considered to be the better-flowing of the two movies.
* Death Proof open about their sex lives ("He likes to watch me pee"), and Kim at one point in the final chase scene yells "I'm the horniest motherfucker on the road!" Not only do they live, but they also kill Stuntman Mike.
* Death Proof shock to the audience. Not to mention that the first group of girls are slightly repressed with their sexuality, whereas the second are more open about it - and survive.
* Deathproof shows clearly that even trained stunt professionals have a hard time hanging on to the hood of a car when there's a maniac slamming his car into yours at high speed.
* DeathProof, Stuntman Mike is perplexed when the girls finally turn the tables on him.
* Death Proof, Stuntman Mike's car is a souped-up monstrosity that tears through other cars while leaving its psychotic driver unharmed. Anyone unlucky enough to ride in its passenger seat also gets pulped by Mike's crazy driving, as the passenger seat has all of its safety features removed.
* Death Proof, Stuntman Mike smiles at the camera before getting in his car.
* Death Proof where they shoot the antagonist and then after he attempts to get away they actively hunt him down.
* Death Queen, organizing an all-out invasion of every corner of the domain, even destroying friendly settlements that provided resources to her armies!
* Death Race 2000: A financial crisis and military coup have devastated the US, turning it into a police state.
* Death Race 2000. Also, Frankie's rival Machine Gun Joe Viterbo and other drivers.

* Death Race 2000 event to pacify the population of a totalitarian United States of the future. As the name suggests, it runs from one side of the country to the other, though the focus is more on running over pedestrians.
* Death Race 2000 for what's clearly a fascist state. They're implied to rule the (former?) Soviet Union and China, because Mr President has residences in both countries capitals, while looking to wage new wars (France is blamed in the film for attacks by domestic rebels).
* Death Race 2000 has "The Swastika Sweetheart" Matilda The Hun from Milwaukee, an American city known for its large German population. She's an open Neo-Nazi, but it may just be for show.
* Death Race 2000 of 2000, this race rewards drivers for hitting as many pedestrians as possible.
* Death Race 2000, the idea of Frankenstein secretly being this trope is kept.
* Death Race 2000, the remake, was a watchable action flick (and featured the presence of Jason Statham) but felt like the soul had been ripped out of the concept.
* Death Race 2000. When the Resistance car chasing Frankenstein rolls over, it immediately explodes into flames for no apparent reason.
* Death Race 3: Inferno: One of the racers tries to get a head start on the others by driving off before the race officially opens. He just ends up demonstrating how effective the prison's guided missile system is to punish anyone who might have ideas of leaving the planned route.
* Death Race, a cool rap song starts playing over the action. Driver Psycho doesn't like the song, and asks his navigator to change the radio station. She does, and the song is replaced with a driving techno track that Psycho likes a lot more.
* Death Race, a "Race" actually consists of three separate races. The first two races are elimination matches where the only point is to survive/kill the other players to make the final round easier. Whoever places first in the final race is designated the winner and that race is added to their countdown to freedom. This means there is no reason to actually try to win as opposed to hanging back and taking out the other drivers or simply hiding until the coast is clear. Of course, this is pretty much Combat Racing Game: The Movie so no one ever figures it out.
* Death Race as his burning wreckage slides over the finish line in 1st place.
* Death Race for Statham's character, a getaway driver so skilled that when he tears around Terminus Island in a junker he inspires the Death Race sport to begin with.
* Death Race, four out of the ten cars present in the film have rotary guns — most M134 miniguns, but one has two M61 Vulcans.
* Death Race it was adapted from) runs on this trope. Given that the cars are driven by convicts, there are kill switches on the weapons so they can only be activated at certain times, so the drivers can't blast their way out of prison. Weapons range from .30 or .50 machine guns to rocket launchers and tank cannons.
* Death Race — Dystopian action series. 2 films and a 4-film remake series since 1975.
* Death Race. So instead of simply running him over when he gets the chance, Jason gets out of his car in the middle of a race, just to snap Pachenko's neck.
* Death Race to take out a pursuing car, and later having worked out that the navigator has sabotaged his vehicle, Jensen Ames forces a confession by driving under a low-roofed warehouse and threatening to eject her if she doesn't talk.
* Death Race, which is a more standard three-lap race around a closed circuit, with all of the vehicles heavily armed and all racers out to kill each other.
* Death Race, you have the heavily armored Dreadnought truck, a mobile hazard equipped with giant drills among its other weaponry. During the race in which it appears, the Dreadnought uses its drill to make a bloody mess of 14K's female navigator, before killing 14K himself.
* Death Rally affect the AI. If you can ram their cars into the pickups, they're actually affected worse than human players.
* Death Rally disables the sabotage option at the Underground Market if the player is going up against the Adversary. Of course, most players beat him by blowing up

his car, rather than trying to out-race him, anyway.
* Death Rally had various vehicles that could pick up weapons such as the Sniper and Striker.
* Death Rally, then you will visit the black market before each race. The market tends to sell items that are double edged swords, like rocket fuel that makes you go fast, but damages the your car when used.
* Death Rattle, a 1990s horror anthology comic series with some recurring characters/storylines (such as the Alcoholic Janitor).
* Death Rattle, where a drugged-up horror movie fan tries to live out his fantasies by attacking a woman with a chainsaw...which gets lodged in a table and immediately sputters out. He laments that this never happens to Leatherface.
* Death Ray and the heroine rates it as about as powerful as one of her "Starlight Kicks" — and the exit of that scene leads directly to the heroine in a cafe saying "Crazy dream, huh?" to her best friend. He's flabbergasted and falls for it, and chides her when she says she was joking, this stuff really happened. This is Hatoful Boyfriend, after all - bizarre is everywhere.
* death related spirits, which makes the maggot origins and synonimity with the dark elves all the more evident.
* Death Ring (1992): Ex-Green Beret Matt Collins is kidnapped along with his fiancée, Lauren Sadler, by crazed hunter extraordinaire Danton Vachs. Every year he holds a contest where people can purchase the right to hunt down and kill a human being. This time, Collins is to be the hunted. Vachs uses Lauren as motivation for Collins to really fight to survive and thus provide the buyers with a truly exceptional hunt. Collins is turned loose on an uncharted island and four killers set out to find and kill him.
* Death Ring. During their fight, he grabs her and hurls her bodily out of the upper storey window.
* Death Ring, Lauren goes down immediately when a chloroform rag is clamped over nose and mouth. Matt takes longer, and the kidnappers habe to physically hold him down and hold the rag on his face until he passes out.
* Death Ring, Matt does this to one of the sentries when he sneaks back into Vachs' mansion to rescue Lauren.
* Death Ring: When Temple learns that he and Iceman are the only hunters left in the contest, he pretends to cooperate with Iceman, and then garottes him: leaving him with a clear run at Matt.
* Death Ring: While fighting Matt, Mr. Chen steps steps in the snare he avoided earlier and gets yanked into the air.
* Death Road to Canada are more powerful than the average pistol, at the expense of firing slower and holding less ammo. They're better as early-game weapons where saving ammo is more crucial and where the Shooting stat is a bit underdeveloped. In the endgame, it's better to switch to pistols with higher reserves, assuming one's shooting stat has improved.
* Death Road to Canada contains multiple references to Barack Obama, who was president at the time of the game's release.
* Death Road to Canada has recruitable dogs that you can find in abandoned cities. They can go scavenging with their human party members and can attack and kill zombies, but they can't be equipped with weapons. They come in a variety of breeds, but they are just cosmetic and don't influence gameplay. If the human members of your party die, the dog(s) will continue their travel to Canada by themself, and that includes driving a car.
* Death Road to Canada in a trench coat. When defeated he will split into three dogs. You can keep the other three if you have room in your party.
* Death Road to Canada, Irritating characters (or characters with a supremely low Wit and Attitude stat) have the ability to annoy bandits, traders, NPCs, etc. This often ends poorly. However, doing this a third time in a row yields tremendous benefits (indicated by glowing exclamation marks).
* Death Road to Canada is a hockey stick (and has a stronger unbreakable variant in the 'Xtreme Hockey Stick'), and, while driving, one of your party members may attribute their usefulness as zombie repellents to why Canada remained unaffected

by the outbreak that gripped the USA.
* Death Road to Canada not!". This personality stat combo gives this character the option to act boorishly in text events (usually to their catchphrase of "COOL IT"). It usually doesn't end well. However, if this is done three times, picking this option a fourth time results in a positive outcome (marked by rainbow text). The safest application of charging the COOL IT counter is usually by using it at traders, as the worst that occurs is the party being booted out of the trading post (compare it with events like bandit raids, which always results in the bandits taking your things and injuring you).
* Death Road to Canada, one store you can encounter during an Always Be Looting event is a store that sells umbrellas. Just umbrellas. There's also the Toilet Emporium.
* Death Road to Canada. The only solution is to hightail it to Canada.
* Deathrolling, described as "skateboarding, except half the time somebody dies", is popular among the lawless pre-teen bandit tribes of Los Angeles. Fry thinks it sounds a little
* Death Room. He clearly doesn't think the world is sunshine and roses, but he always tries to do the right thing.
* Death Row: A prison cell block consisting of inmates who are all scheduled for executions.
* Death Row: A prison cell block consisting of inmates who have been sentenced to death.
* Death Row, instead, however, he calls Mulder's mobile phone. It's never explained how he got to know Mulder's number.
* Deathrow is a sports game which is a mix of frisbee, basketball, and a gladiatorial arena. Two teams of four play, one team wins when they either knock the entire other team out or have more points when time runs out. Most players go for the fighting option.
* Death's attitude toward Rincewind (and fellow death defier Vimes) softens significantly in the later books, to the point where he sees them as a curiosity (or a source of mild exasperation at worst) more than anything else. At one point, while Vimes is in a particularly dangerous situation, Death appears off to the side sitting in a chair and idly flipping through a book. When Vimes notices him, Death says something along the lines of
* Deathsaurus is married in at least one continuity and deeply loves his wife, being motivated to be a Decepticon partly out of a desire to provide for her. His right-hand-man Leozack has a sister that he's highly protective of and vice-versa.
* Deathsaurus, well-known as one of the noblest Decepticon leaders. Not only does he try to avoid unneeded cruelty and have a soft spot for children, but he's very polite towards soldiers under his command, treating them with respect as long as they pull their weight. He's also motivated partly out of a desire to
* Death's boss is Azrael, the Death of Universes, a being so colossal that galaxies appear as twinkles in his eye, and it takes a whole page to contain a single-word reply to a question. Also, he has a clock —
* Death's Bright Day, albeit seen through the eyes of one of Daniel's junior officers rather than Daniel himself.
* Deathscent... possibly. The human characters clearly perceive them this way, but what their real motives were - to help humanity, study them, or just for fun - is left up to the reader.
* Deathscent - the Mechnicals occasionally show greater self-awareness than they should be able to, even those without the 'black ichor' that provides intelligence. However, it's never made clear if this is just a result of the human characters not fully understanding the advanced technology they have access to. It's likely that this would have been developed further had the series progressed beyond one book.
* Deathscent. Though the clockwork is just a vehicle for a much more advanced form of technology, which means that some of them are self-aware.
* Death's country and destroys his statue, they believe the statue has come to life. When Malich goes back, the wizards recommend that the replacement statue be constructed in a very secure dungeon.

* Death Screams, Sheriff Avery runs into a bunch of youths smoking dope, and one of them eats the stuff so they won't get busted.
* Death's Domain: A Discworld to be difficult. It also has a windmill, the symbol of crazy golf everywhere. It grinds the balls very finely. The accompanying illustration shows Death in his normal robes, but Albert, caddying, sports the traditional tartan plus-fours and silly hat.
* Death's domain is located outside of time, so things either don't age or do so only if he allows it. His adopted daughter Ysabella comes off as a
* Death's Door, there is Jefferson, a squid who is using a drowned sailor's corpse to pass off as a human selling soup. No one seems to notice or care. He is well-meaning though, and gives you tips on where to find secrets.
* Death Seeker - A character who actively tries to die but doesn't want to commit suicide.
* Death Seeker by fighting an unwinnable war (he gets mighty pissed off when he's resuscitated by a couple of criminal yuppies who wanted to use him as their personal attack dog). Not that anyone else would know this in-universe, because he never says so (and the only one to figure it out was Bullseye).
* Death Seekers about it doesn't really help her much, and demonstrates that it would just get annoying really fast.
* Death Seekers Uriah Gambit for theirself after the battle), but also certain to take a sizable chunk out of said best of the enemies.
* Death Seeking priest, gave up his eyesight in exchange for his pact with a Faerie.
* Death Sentence, at least in the uncut version, Nick presumably bleeds to death while watching his home videos.
* Death Sentence, but that Nick just did not know how to relate to him like he did with his elder son.
* Death Sentence, Nick escapes from the watchful eye of Detective Wallis by going to visit his son in his hospital room, then climbing out the bathroom window.
* Death Sentence, the protagonist manages to get a good look at the man who killed his son but decides to drop the charges when he discovers that he would only get 3 to 5 years of prison, with the aim of killing him himself. This backfires badly.
* Death Sentence, with Billy (Joe's brother) and his gang of killers going after Nick.
* Death Sentence would probably have gotten a much larger sentence, thus preventing the plot of the movie, if the gas station's camera at the scene of the crime was working.
* Death's first name would be, if he had one. This prevents them getting in the way of the competent officers in the main story.
* Death's glamour relies on a forced augmentation of the normal human
* Death's granddaughter Susan also has some Good Scars, in the form of three thin, white marks on her cheek that only show up when she's flushed or angry. She inherited them from the slap that her father received from Death.
* Death's Hand has a pretty nasty-looking red mask on the front of his helmet.
* Death's Head 2020, Iron Man decapitates Death's Head in battle. Annoyed, Death's Head used his headless body to beat up Iron Man and work off his aggression.
* Death's Head: Death's Head was created with a mixture of technology and magic, originally intended as a replacement body for his creator.
* Death's Head first solo title. A big cake is brought into a mobster's birthday party, so of course he assumes a gunman is inside it. He has his goons 'cut' the cake by blowing it to bits with blaster fire. Only it really is just a cake, which ends up splattered all over him. He then sits down to a slice of birthday cake, which explodes when he sticks his fork in it. Deaths Head set the whole thing up.
* Death's Head, Freelance Peacekeeping Agent, doesn't believe in killing if there's no profit involved. Any seeming good deeds done pro bono are done because "it pays to advertise", and one time he was involved in a mission to save his own future self from death he had to justify it as life insurance.
* Death's Head II has a liquid metal right forearm with (at least) four different configurations: hand, cannon, blade weapon, and "siphon" (which is used to absorb

information, knowledge, and skills from others, organics or machines alike).
* Death's Head II has a very high tech right hand (from the future!) that can transform into, among other things, a BFG.
* Deathshead is rather disfigured-looking. Frau Engel starts off looking rather normal but is disfigured by a hacked robot just as she shows how crazy she is.
* Death's Head. It also freaked out when it was given a poor paint job.
* Death's Head Revisited'', a former concentration camp commander pays a visit to his old camp, only to be confronted by one of his former inmates. It's only at the end that he remembers he killed the prisoner in question.
* Death's Head started out as this before getting shrunk, and has returned to his big size these days.
* Death's Head: The Enlightened make a show of accepting surrenders because a powerful third-party is watching, but when the prisoner transport convoy crosses a storm that conveniently obscures satellite surveillance, all ships but one are "lost at sea".
* Death Ship", the spaceship E-89 lands on the thirteenth planet of Star System 51 to investigate the feasibility of establishing a colony in 1997.
* Death Ship was about a Nazi prison ship that continued to sail the seas for decades after World War II, controlled by the angry spirits of its crew.
* death should be able to deal with fiddly minor issues like decapitation as well (possibly by cloning a new body), so only the head, or sometimes just the brain, is preserved to bring costs down.
* Death's Hourglass: An actual clock that counts down until someone dies.
* Death's Hourglass: A physical or personal manifestation of a person's remaining lifespan.
* Death's house is bigger on the inside than on the outside, being the size of a cottage on the outside, but the size of a small castle on the inside. This is not so much intentional, but is rather the result of a slight blindness to ordinary architecture on Death's part (he forgot that things were not supposed to be bigger on the inside when he made the place and can't quite manage to make them fit now). Many of the rooms have the peculiar effect of being enormous at the same time as being regularly sized. Death's room in particular is stated to be about a mile wide, but most can be crossed in only a few steps. The real killer is that Death himself is weirded out by this last fact. This is because it's ordinary humans (like Albert) who cross the room in a few steps, even though it's clearly a mile wide. Death's theory is that the human mind refuses to accept the true size of the room, and acts as if it were normal-sized. And for humans, it seems like it's Death that acts weird, by either moving through very solid walls (he cannot even see) or suddenly appearing from thin air when they were in a small, empty room just a second ago (when he moves through that mile wide space and not the short, straight path the humans usually take). Death's realm is weird.
* Death shows up, of course, scythe, cloak and all in the video for Raubtiers'
* Deaths in police custody have been commonly attributed to the suspect "falling down the stairs".
* Death's Library is a variation - every person's life story writes itself into a book somewhere on his shelves. As you go back, the histories are written on scrolls, then animal skins, then stone slabs... One character asks Death's daughter (adopted) what came before the slabs, because some people would "quite like to know". She replies that she didn't get that far, as she was running out of candles.
* Deathsmiles each character has two different endings: one where they go through the portal back to the human world to see their family again or stay there with their friends. The sequel makes the latter choice canon for all of them.
* Deathsmiles IIX has a sign that reads "Hello-Land". The "o" doesn't seem to be working, leaving us with the true meaning of the stage.
* Death Smiles maid outfit. Apparently, this is because this was the only outfit available to him when he arrived (and considering he was suffering from hypothermia, he didn't really have the luxury of being picky).
* Death Smiles maid outfit, because it was the only thing available when he arrived and the alternative was hypothermia.

* Death Smiles — The game was left completely untranslated when it was released on Xbox Live Games on Demand.
* Deathsmiles. The amusing part is, most of these complaining players are players who are experienced with the game. The game has since been patched to match the Japanese version in slowdown behavior.
* deaths of the two rappers also increased their sales, with both having albums that went Diamond as a direct result.
* "death" so he never really wanted to do anything evil when he wasn't after Spidey's blood.
* Death Spa, Catherine locks Lt. Fletcher in the club's cold room and then reanimates the eels being stored in there for sushi. One of them rips his throat out.
* Death Spa, Catherine's ghost possesses the computer that controls every function of the Starbody Health Spa.
* Death Spa, Catherine's spirit is able to possess her twin brother David's body and transform it into a physical duplicate of her own.
* Death Spa, Catherine's spirit is attempt to drive her former husband Michael to suicide so her joins her in death.
* Death Spa, Michael jumps through the locked glass doors of the tanning parlor. Shattered glass goes flying everywhere but he is unharmed.
* Death Spa, Michael's attorney Tom is secretly conspiring with the spa manager Priscilla to drive Starbody out of business so its competitors can buy it up at a bargain price.
* Death Spa, Michael's wife committed suicide by dousing herself in gasoline and setting herself alight: an act that repeats itself in Michael's nightmares.
* DeathSpank due to the Thongs of Power's corrupting power, and he must either let himself be killed to fuel her delusions of godhood or cut her down himself, which greatly troubles him as he mourns and buries her. Unlike literally the entire rest of the series, this is all treated as somber and tragic as possible. And the canonical choice? He kills her.
* DeathSpank games, where the intro starts off stating that it's "Based on a True Story." This being a game about a Justice-obsessed moron fighting and questing for a piece of bacon.
* DeathSpank , the Mind Barnacles that he helps spread are clearly examples of this trope but the main character helps them spread due to them offering him a quest. Plus they would bring World Peace by infecting all living things with Mind Barnacles!
* DeathSpank. The word Justice is present in some way or form in almost every conversation he has.
* DeathSpank wears naught but armored boots and a purple thong (called the "Thong of Justice") on his lower body.
* Death Spa opens with this trope. The neon sign on Michael's health club reads 'STARBODY HEALTH SPA'. Lightning strikes and several of the letters burn out, leaving the sign reading 'D EA TH SPA'.
* Death Spa; the showers go berserk; a client is killed by a resistance trainer; Rhonda loses a hand to a blender; etc.
* Death Spa, the two cops obligingly turn their backs while Michael jimmies the lock with a credit card.
* Death Speaker is a ghost who takes form in the shadows of other people, particularly in the main character, Ricker's, shadow. When he does this, the shadow he infiltrates takes on an altered form. Presumably, it is the silhouette he would have cast when alive.
* Deathspell Omega are highly secretive; few photos of the members exist and, more notably, no one (apart from, presumably, the band members themselves) even knows what the complete line-up of the band is (the identity of the drummer is not even an identity of public conjecture).
* Deathspell Omega portrays Earth along these lines: God either has abandoned humanity due to its sinful nature, or is actively destroying it for that exact same reason. Their song "Diabolus absconditus" (Latin for "the devil is hiding" or

"concealed devil") is also named after the concept of "Deus absconditus" (same as the above, but with God in place of the devil), which essentially postulates that God has made Himself inaccessible to humanity.
* Death's Scythe. It requires you to get the Golden Axe first, a very powerful overhead weapon that can only be crafted with a very rarely-dropped soul. Once you have it, though, and once you have Death's soul, you can fuse the two together and get this weapon.
* Death's sword, however, is so thin it can barely be seen, and so sharp it can cut a flame in half. It's primarily another tool for
* Deathstalker and the Warriors from Hell, Deathstalker is able to beat the evil overlord Troxartes with the help of an army of undead warriors. Well, technically he talked Troxartes' undead warriors into switching sides.
* Deathstalker at their edge. This is used a handful of times throughout the series.
* Deathstalker, but are mostly forgotten about thanks to a concerted effort in the setting's past to ban them.
* Deathstalker: Captain John Silence insists he's going down with his ship, and there's nothing Investigator Frost can say to change his mind. She agrees, then knocks him out with one punch.
* Deathstalker Deathstalker, just...Deathstalker. The mantle of Deathstalker is taken up by three different heroes of varying degrees of heroism throughout the franchise.
* Deathstalker has a religious sect called the "Ecstatics," who had their brain modified to be in a continual state of orgasm.
* Deathstalker II: Duel of the Titans: Sultana captures Deathstalker and straps him to a table where a giant pendulum swings closer and closer to his private parts.
* Deathstalker II: Duel of the Titans: the main character plays at being this while confronting a group of guards who are in the middle of harassing the heroine. "Ordinarily I don't mind seeing a woman get a good beating, if she deserves it..."
* Deathstalker is both a parody and an homage to more traditional Space Opera's and exaggerating or taking various tropes to their most extreme conclusion.
* Deathstalker novels, humanity of the distant future uses disruptors that can blast through almost anything, but the power crystals take two minutes to recharge. As a result, many people carry swords, and those who can afford (or are supplied by them by the Empire) carry a sword, disruptor, and a force shield. Full-on duels involve using all three weapons (force shields block swords but reflect disruptor bolts.)
* Deathstalker of these. A few of the main characters are ex-mercenaries, as well (and one of them is only helping overthrow the evil empire for the loot that will be in it for her if they succeed).
* Deathstalker series a woman was forced to approach a man who would decide her fate completely in the nude. She had decided to break clean but she couldn't carry any regular concealed weapon... but a deactivated monofilament blade's handle was relatively easy to hide in the one place the guards wouldn't look.
* Deathstalker series, fits the trope quite nicely. She's even set up a holographic 'playground' of a throne room which has claimed quite a number of courtiers, just for her own amusement.
* Deathstalker series has the Hadenmen, who fought a war against the Empire and were defeated; they were revived to take part in the Rebellion.
* Deathstalker series is a fairly dystopian version of this trope, and unlike many actually does deal with the difficulty of setting up a working system of democracy, although not in any great detail. Given that it was almost a gleeful self-parody of the whole space-opera genre, this is not particularly surprising...
* Deathstalker series the AIs of Shub constructed a world of their own to live on. Unfortunately for humans who might visit, it exists in more dimensions than they can perceive and so is unhealthy to look at for extended periods of time. The Madness Maze, despite a relatively innocuous appearance, had convoluted, nigh-sentient path designs that would either evolve you into a higher being or tear you apart.

* Deathstalker series Valentine Wolfe used this at one point. He produced a highly-addictive drug with chemicals he harvested from the bodies of humans killed when the Empress razed Owen's homeworld. As a final measure of getting the most out of the resources available, he then served his colleagues the meat not used in the process.
* Deathstalker they're inefficient; the monarchy banned and hid knowledge of bullet weapons, since they were cheap enough to be used in uprisings.
* Deathstalker: This movie could be said to have something for everyone, featuring unclad slave girls and oiled-up muscle men in gladiator armor as minor characters/extras.
* Deathstalker". To their surprise, Random is now an old, world-weary retiree who, after one defeat too many, has taken up janitorial duties. They manage to bring him back in and he proves to still have a good bit of fight in him.
* Deathstalker unlocks humanity's potential (if it doesn't kill you first). Most of these don't work out very well.
* Deathstalker vans. The first one we see takes the combined efforts of four main characters to bring it down.
* Deathstalker: Virimonde, the home planet of Owen Deathstalker (the name roughly means "green world" in French) is described as one.
* Death Star, after flying against Vader in practice the top TIE pilot on the station narrates that, if he ever ends up on the wrong end of Vader's guns for real, he'll just self-destruct his ship to save time.
* Death Star become keenly felt. Stated in Atour's narration, almost word for word.
* Death Stare Luigi, who knocks out The King and distracts Lightning from crossing the finish line, allowing Chick to win the race.
* Death Star has Master Chief Petty Officer Tenn Graneet, head gunner on the Death Star, was like this to his men. He wasn't a bad boss at all provided that they did their jobs well.
* Death Star In both cases, the narration is almost identical in the dream as in the event.
* Death Star. Not that he had anything against Twi'lek dancing girls."
* Death Star reveals that virtually all of Daala's appearances have come after she suffered severe brain damage.
* Death Star small area; he'd either go stir-crazy, get hyper-rapture, or survive those long enough to die from lack of supplies. Not to mention that rescue is literally impossible. Very, very bad indeed. As the person who inflicts this punishment on the villain puts it:
* Death Star; the laser was charged the whole time, and he was just trying to distract Tarkin long enough in the hopes that the Rebels somehow manage to stop the Death Star.
* Death Star, the proprietor asks the bouncer to remove the few patrons who were having too much fun, and the remainder are quiet, shell-shocked.
* Death Star: There are multiple skips of several months. They never get announced; it's always through dialogue or the narration.
* Death Star there are some excuses, but even claiming that all those prisoners were vicious scum who'd never be allowed to leave could only go so far; there had been guards, too, who hadn't been evacuated. Later, the gunner states that he can't believe for an instant that all of the people on Alderaan were Rebels.
* Death Star told from newly identified extras' POV's. It takes place during the Rebels' time aboard the Death Star and the battle afterwards, and includes the guy who said 'stand by' long enough for Luke to blow it away.
* Death Star was ever in Vader's sights, he'd just overload his engines and kill himself.
* Death Stop Holocaust: Tim shoots himself in his grief over learning that his daughter has been tortured to death.
* death stopped it, as they just got back up as ghosts and tried to get their mercs to send the other sibling to hell first.
* "Death Story" by Lecrae is the last-minute prayer of a gangster on his deathbed.
* Death Stranding also have a small amount of antimatter at their core, so when

they devour someone it causes a "voidout", a massive explosion caused by the energy released by the matter-antimatter annihilation. It is noted that most are actually benign and just kinda float around harmlessly, but enough of them are aggressive and their attacks do enough damage that they've nearly destroyed human civilization anyways.
* Death Stranding, and a man being saved from drowning... by the aforementioned baby... which appears inside his windpipe... giving a thumbs-up. Okay.
* Death Stranding and will steal packages from legitimate couriers to hoard them for themselves.
* Death Stranding, but is published by Sony. Thus it's a little surprising to see the game appear on Steam and Epic Game Store alongside the PS4 and PS5.
* Death Stranding, but the Sam we meet in-game is very submissive, timid and non-confrontational. He was also a few years younger than her and her client, which makes this trope seem more likely.
* Death Stranding for not letting him do so. Even some who agreed that the game wasn't great felt that Dunkey went too far.
* Death Stranding, he still ends up inadvertently causing various other porters to imitate him. By the end, Sam is primarily responsible for stopping the coming of the apocalypse.
* Death Stranding. Higgs, the antagonist, also has a pod like this. You can meet male NPC porters on your travels, with some of them also having them. Cliff, another antagonist, is connected to his soldiers with umbilical chords that sprout from his belly button. It's worth noting that none of these characters are literally pregnant, and it's only a visual/textual metaphor (the pods can be unplugged at any point with no ill effects to the baby inside or the person it was attached to).
* Death Stranding is set in the aftermath of an event that upended the rules of life and death, resulting in the creation of "Beached Things", otherworldly beings that started cropping up whenever people died.
* Death Stranding — it doesn't make him evil but it does mean he's lonely and curious about the afterlife.
* Death Stranding, multiple characters will throw up small amounts of chiralium, a black tar-like substance from the world of the dead.
* Death Stranding prowling the continent. Main character Sam Bridges carries one throuhout the game, and must rely on it to avoid being caught by the BTs during his deliveries.
* Death Stranding purely because the trailer featured a naked handsome man.
* Death Stranding, so he keeps squirming and bashfully averting his face from Deadman.
* Death Stranding: The character of Heartman goes into cardiac arrest every twenty-one minutes, and, after three minutes have passed, he is revived by a defibrillator strapped to his chest. Putting aside the fact that defibrillators are useless on a flatline, the trope is played to an absurd degree by the effectiveness and reliability of the machine: it revives him perfectly with a single jolt, and he is fully conscious immediately, without the need for resuscitation. Additionally, being clinically dead, without a heartbeat, for three minutes would wreak havoc on one’s body and brain, and being revived after so long a time would be similarly damaging, yet Heartman suffers no obvious health issues; this latter fact may be justified by the game being set in a world where the realm of the dead has intruded upon the living, and the traditional mechanisms of death are in a state of chaos.
* Death Stranding, which adds to her more energetic image, allowing her to zip around and deliver her cargo much faster and with less physical effort than Sam.
* Deathstrike in Weapon X. When Creed is briefing them on Monet and the mission to save her, she instantly notes Monet as his ex-girlfriend which makes Creed defensive.
* Deathstroke, and has a terrible parenting record. Because of his activities as a mercenary, a rival kidnapped his son, Joseph. When trying to rescue Joeseph, the boy's throat got slit, leaving him a mute. His wife was so angry she shot Slade in

the face, causing him to lose his right eye, then divorced him. Slade's other son Grant grew into a mercinary himself, and worked for the HIVE. They augmented his abilities and sent him to fight the Titans, but the augmentations failed and Grant died. Slade then decided to get revenge on the Titans, and manipulated a young girl, Terra, to infiltrate the Titan's rannks'. Terra was a teenager, and the two slept together. Terra would later die after turning agaist the Titans. Slade also killed his son Joseph when the boy became possesed by a demon. Later, Slade would find he had a daughter, Rose, who he at one point brainwashed into serving him.
* Deathstroke arc, where he was implied to have slept with the underage Terra.
* Deathstroke attacks Batman in the Penguin's base and engages him in a three-phase duel using his
* Deathstroke bringing this up a few times, most notably when he compares Batman to a particularly troublesome Vietcong member.
* Deathstroke, but admits afterwards that he was tempted to kill Oliver if that was what it took to reconcile with Joe.
* Deathstroke found himself in battle with a new version of the Ravager. In a final confrontation, Ravager unmasked and noted how Slade didn't recognize him. He's Bill Walsh, who trained with Slade back in the army but always in second place. He'd also had a crush on Adeline Kane who became Slade's wife. At first, Slade can't believe this entire rampage of murder is "over me stealing a girl 20 years ago" but Walsh reveals it's even bigger. Getting a closer look, Slade realizes Walsh was Jackal, the terrorist who had slit the throat of Slade's son, Joe, rendering him mute. To top it all off, an injured Jackal then joined the group HIVE and recruited Slade's other son, Grant to become the first Ravager, which got him killed. In their fight, Walsh gloats on how he's been ruining Slade's life for years without Slade even knowing about it. He pays for it as no one gets the better of Deathstroke with a sword.
* Deathstroke, he also serves as one of the co-commanders of the Militia (see below).
* Deathstroke. He easily defeats the latter two in a one sided, in the case of Deathstroke, comedic fashion. But his victory Parasite turned out to be nothing of the sort as he was just feeding the villain energy, who became too strong and nearly killed him.
* Deathstroke in an effort to take revenge on the Bat Family taking Rose from him, one of the explanations as to why the first Terra had a manic breakdown, and later with Roy Harper after his daughter died via getting Roy unknowingly addicted to Bliss.
* Deathstroke program. After being set up by one of his commanding officers, he became a notorious mercenary for hire.
* "Deathstroke's drugs" are the DC equivalent of Marvels "Skrull imposter".
* Deathstroke series that Slade loves his kids more than anything in the world and is eaten up with guilt for not being the dad that they need but is too fundamentally broken to tell them that.
* Deathstroke, Slade can be shown being very petty, sadistic and vindictive. Indeed, his first story arc has him going after the Titans for very unprofessional reasons.
* Deathstroke, Slade, going after an employer who betrayed him, is targeted by a second assassin, Jannissary. When Slade has Jannissary at his mercy and explains his motives, Jannissary gives him the money he had paid; Slade returns it before killing the employer.
* Deathstroke's missing eye is even more Badass when you consider he lost it when his wife, standing right behind him, tried to shoot him in the back of the head. He heard her cock the gun and dodged. Well mostly. Also keep in mind that his wife was the one who initially trained him as a Special Forces operative, so she knew how to kill someone.
* Deathstroke's Psycho Serum has been shown to drive anyone else using it insane, including his wife, his daughter, and
* Deathstroke's son, the first Ravager, was given treatments by the Hive to turn him into Deathstroke's equal. Unfortunately the treatments ended up killing him,

which was the
* Deathstroke territory. On the other hand, he does keep the socket covered 100% of the time, which could be why no one can seem to agree if he's a villain or a good guy (though no one would stretch to call him a hero).
* Deathstroke. The formula used left him a crippled wreck for months or years, with brief periods of increased strength and intelligence. Later, after the military cut him lose, Slade revealed that he'd started faking the bouts of weakness at some point to get out on his own.
* Deathstroke), there won't be any more contract work for him. Deathstroke promptly defects to Luthor's side, but makes it clear that he expects payment for it. To Luthor's credit, this arrangement is honoured.
* Deathstroke. This all started when the H.I.V.E offered him a contract to kill the Teen Titans. He dismissed the contract out of hand, and the H.I.V.E. passed the contract onto his estranged elder son, Grant. Grant, blaming the Titans for everything that had gone wrong in his life, accepted chemical enhancements that would make him equal or surpass Deathstroke. The effects of the drugs caused Grant to die, even as Deathstroke had been trying to talk him out of the job. Blaming the job, and by extent the Titans, for the loss of his son, Deathstroke swore to take up the contract Grant had died trying to fulfill.
* Deathstroke) volunteered for the experiments that gave him his superhuman abilities, the serum eventually plunged him into a coma. The scientists decided to destroy the serum formula. Months later, Slade Wilson woke up with superhuman powers.
* Deathstroke wears an eyepatch over his missing eye; his mask is split into two colors, with featureless black over his missing eye, because he's so badass that it doesn't matter if his opponents know he has a physical impairment. In addition, his daughter wears an eyepatch after taking out her own eye in order to prove herself to him.
* Deathstroke wears an orange and blue mask with a hole for his one good eye.
* Deathstroke, while looking very ninja-like, really isn't a ninja at all, getting all his training from the US Army, combat in Vietnam, and his powers from a
* Deathstroke, your opponent in what was likely the most intense battle in the series aside from Mr. Freeze.
* Death substitutes for the local Santa equivalent. A little girl asks for a sword (as well as a few other gender-abnormal toys). He gives her one (Death does not have a very good grasp of parenting), although he's eventually convinced to transmute it into a wooden one.
* Death Takes a Holiday. Death then decides to hang out with these people.
* Death Takes a Holiday. She's more than happy to go with him because she's fallen in love with Death.
* Death Takes a Holiday", the ghost of a young boy was frightened of even Tessa's human form, until on Dean's advice, she changed her denim and leather outfit into a cute white dress.
* Death Takes a Holiday: The Grim Reaper stops making people die for whatever reason.
* Death, the anthropomorphic representation of that state of existence, has a daughter by adoption he cares for in his own way, and by his daughter a granddaughter named Susan. However, his duties as Death sometimes conflict with his mortal loved ones.
* Death: The High Cost of Living, Death's incarnation on Earth fills this role towards the viewpoint character, mostly by means of inexhaustible good cheer rather than engaging in wacky antics. There's no hint of a romantic attraction from either side either, and the viewpoint character realistically finds her kind of annoying.
* Death: The High Cost of Living, hoping he'll slip and break his neck, but it ends up being sprung on the wrong person. (Nonlethally.)
* Death: The High Cost of Living, Sexton Furnival states at the beginning of the story that he doesn't believe in love:
* Death, The Horseman drives a classic car, dresses smartly, and has an epicurean's appreciation for human junk food, such as Chicago pizza.

* Death The Kid is this for a while, although now he is out of the Book of Eibon and is ready to start kicking ass again.
* Death, the network executive delivers a brief, defiant statement followed by a mooning.
* Death though as he is clearly dead from blood loss after that and only says arteries shmarteries). Subverted when Death doesn't care about his diagnosis, and Dr. McNinja has to beat the snot out of him to go free. Also, he's a real doctor.
* Death threats Marcus Canty was chosen twice; first over Drew by the judges and then over Rachel by the public vote.
* Death Toll: A Mystery by Jim Kelly, the bodies buried at a cemetery are being moved to higher ground to avoid flooding. When the grave of Nora Tilden, buried in 1982, is opened, gravediggers are shocked to find another body, a skeleton, on top of the casket. The body had to have been thrown into Nora's grave on the day she was buried.
* Death to Smoochy, as Sheldon had managed to play off a phallic cookie (that Randolph had planted) as a rocket ship.
* Death to Smoochy - a veteran children's show host plots to murder an upstart who has become more popular than he is after his own show is cancelled.
* Death to Smoochy dealt with hosts of children shows living less-than-exemplary lives off-screen.
* Death to Smoochy-esque Goofy suit, though (unusually for this trope) his face is always visible.
* Death to Smoochy, Rainbow Randolph decides that it is time to end his vendetta against Smoochy. He talks of "gracefully marching forward" and "admitting that the rhino has won." That is until he picks up a photo of Sheldon with his ex-girlfriend. Angelo's panicked reminder of his resolution falls on deaf ears as Randolf screams and curses that he's going to end Smoochy once and for all.
* Death to Smoochy, Rainbow Randolph's victory dance after framing Smoochy as a Nazi is cut short by a wall.
* Death to Smoochy, the protagonist is a public figure, who is to be shot by a guy in the rafters, at an ice show arena full of children, at the height of the performance.
* Death To Spies meaning just that); the player takes the role of a counterintelligence agent and spy working for them during WWII.
* "Death to the Daleks" that rebelled against its creators and threw them out.
* "Death to the Daleks": The Doctor suggests the Exxilons might have traveled to Earth and taught the Peruvian Incas how to build their pyramids, as they were too "primitive" to do it themselves.
* Death To The Extremist when he thinks One is running against him for mayor.
* Death to the French: Subverted leading to Dodd's separation from his unit and subsequent adventures that result from him trying to rejoin them.
* Death to the French: The Baker Rifle. The Rifle along with the green uniform is a highly visible weapon and symbol that separates a Rifleman from the common soldier armed with muskets.
* Death to the French: The British are withdrawing to the lines of Torres Vedras. This results in Dodd being accidentally left behind to fend for himself.
* Death to the French: The French soldiers whom Dodd is facing mold silver bullets. They believe Dodd is a supernatural entity and can be defeated only with the use of silver bullets. In the book the bullets have better performance then the traditional lead ball ammo.
* Death Train: The chief hijacker, Alex Tierney, has a news crew brought onboard the train to prove to the world that the nuclear bomb they're carrying is real. Of course, this is used by the heroes to get their agents on the train, and Tierney is shot through the head on live television.
* "Death Trap": At the end, Aurra Sing orders Boba Fett to do this to a trio of clone cadets in an escape pod. Boba instead chooses to release the cadets, leaving them alive in their non-functional pod to be found by the Jedi shortly thereafter.
* Death Trap. Basil triggers the trap early, creating a chain reaction that disables the whole thing.

* Death Trap, because the GM wouldn't stick me in an impossible situation") can be hard to avoid, but it's considered bad form to be obvious about it.
* Death Trap mustache-twirling villain also present in such things is almost never used seriously these days.
* Deathtrap, Sidney is pretty pleased by the neatness after noticing that Cliff, whom Sidney just strangled to death, fell on a rug. Sidney and his wife Myra wrap Cliff up in the rug and take him outside to be buried.
* Death Traps notices a spider dangling in front of her face and pretends it was intended. Then Roxanne nonchalantly blows on it and it lands on his face. Cue freak out.
* Death Traps. That ill-advised laugh also means they are just about to knock on the throne room door.
* deathtraps to dealing with police. They also provide services to heroes by matching them with appropriate and licensed villains. They do however set up strict rules for both protagonists and antagonists to follow.
* Deathtrap that Cliff and Sidney perpetrated in the first part of the film.
* Death Trap, they lean on each other for a reunion kiss (all the danger and "They weren't you" compensating the "abandoning her at the altar")... and Mutt comes out of the water putting a random corpse in Indy's arms.
* Death Trap to kill the Ventriloquist. Since Scarface is actually a dummy operated by the Ventriloquist, they hesitate to carry out the order. Scarface then loses it and accuses the whole gang of disloyalty, giving Batman an opening to escape and defeat the villains.
* Death tried to make use of a skeletal mount once, but found it impractical; he had to keep wiring bits back on. He much prefers his living horse, Binky. The gardens of Death's Domain are still home to skeletal birds, and there are skeletal fish in the pond.
* Death Trips takes place at is described as very cheap, and it's the location of Lady Death's most recent murder.
* Death Troopers is similar; some people in-universe speculate that it was derived from Mnggal-Mnggal.
* Death Troopers. The virus is transmitted through bites or exposure to infected blood, and the horde even some kind of hive mind to boot.
* Death Trope. It serves as the moment where Seren finally decides to stop pitying herself and rolls up her metaphorical sleeves.
* Death Tunnel. A group of young women must escape a haunted hospital.
* Death Valley, Carla goes undercover as a Sex-For-Blood vampire prostitute.
* Death Valley episode "Assault on Precinct UTF" after shooting a smoke detector that's been driving her crazy. She does this right after being warned not to waste bullets, as the vampires attacking the precinct had stolen all the spare ammo.
* Death Valley High is a concept album that tells the story of a troubled young girl who slaughters her classmates in the song "Janie's Got a Dissolvo Ray".
* Death Valley. Kirsten joined the UTF (Undead Task Force) to deal with the supernatural problems plaguing the city, there are plenty of cops out there already dealing with kids throwing parties.
* Death Valley The Revenge Of Bloody Bill, the curse placed on the ghost town somehow did this with the entire surrounding geography, no matter which way you leave town, you'll always end up right back at the center. Try doing one of these in the middle of the desert while being chased by zombies.
* Death Vigil and poor pre-order and revenue numbers, so despite the acclaim, it's set to be canceled after the first story arc.
* Death Vigil calls it "The Shard." What that means, and what the Scythe's true purpose is, was not revealed by the end of the first series.
* Death Vigil, completely changing the reading of their interactions earlier in the series.
* Death Vigil example below, where they're treated as standard mook fare).
* Death Vigil is the newest member to the Vigil, and therefore, the older members explain the details of the Vigil to her and for the reader. As a bonus, the readers get to observe the other Vigil members and see their backstories from Clara's

perspective.
* Death Vigil notes that the last copy of a text the Grim Reaper wanted erased from existence was kept in the library of Alexandria.
* Death Vigil the Reaper has no problem with being summoned for engagements her Death Knights can't win on their own. And yes, both are heroic.
* Death Vigil, when necromancers activate their powers, glowing eyes appear inside sigils on their bodies. Many of the monsters they summon have eyes in unusual places as well.
* Death Wail: Having a loved one die causes a character such grief that all they can do is wail.
* "Deathwalker" A notorious Dilgar war criminal has a medication that will give a person immortality. She later sadistically reveals that the essential components
* Deathwalker, where a female evil alien scientist war criminal who did experiments on prisoners walks out of her trial because she has found an immortality serum (extracted from dying sentient beings), and the judges decide that getting it is more important than punishing her. Then a space ship flown by the mysterious and cryptic Vorlons appears out of the jump gate and blows her ship up because the younger races "are not ready for immortality".
* Death Warmed Up about winning over the bad guys in the film's ending, power lines near him suddenly break loose and electrocute him to death. His girlfriend Sandy then runs into the night, and credits roll.
* Death Warmed Up his son (and the film's protagonist) Michael to kill him and his wife. Michael ends up in a mental facility, and Dr. Howell enjoys a productive career.
* Death Warrant have prisoners killed to sell their organs for profit.
* Death Warrant in a surprise attack to string him up and kill him. Then the Sandman suddenly decides to let Burke go so he "won't know when it's coming", despite having just achieved exactly that.
* Death Warrant: In the climax, Burke kicks the Sandman (a serial killer) into a furnace. The fight initially seems to be over, but the Sandman then jumps out in flames, still trying to kill him.
* Death Warrant: The organ harvesting operation in the prison was masterminded by a man high up in the legal system.
* Death Warrant: The Sandman has a fondness for killing cops. This drives Burke to hunt him down in the opening for killing his partner, and the other convicts to admire him.
* Death was incapacitated, they took the opportunity to get violent with each other.
* Death Watch (1980), most diseases have been eradicated, to the point that the public has a morbid fascination of those rare individuals that still suffer from incurable disease. Thus the titular TV show "Deathwatch'', which voyeuristically documents these people's slow deaths, whether they agree or not.
* Deathwatch (2002) has a small number of WWI British (and German) soldiers trapped in a maze-like abandoned trench that is inhabited by a demonic being.
* Deathwatch, an ancient shotgun (a weapon usually used by Space Marine Scouts, but can become highly effective in close-quarters), and their chapter-specific advances include piloting space crafts, stellar navigation and closer relations with the Imperial Navy.
* Deathwatch, Deathwatch Marines who have chosen to completely sever themselves from their original chapter.
* Deathwatch in just about every other respect, this is the one point where he has a blind spot as well.
* Death Watch". Instead Tarrant calls out his opponent's name, then shoots him when he turns to fire. He is smart enough to be lying down though, so any return shots would miss.
* Death Watch. Large hordes of weak enemies - which really represent a mob, platoon, or maybe company, not an army - are treated as a single creature, like the examples above.
* Deathwatch lets the caster see auras around other beings that shows whether

they're healthy, wounded, fragile (5 hit points or lower), dead, undead, or none in the case of constructs.
* Deathwatch lied about his age to enlist, so he's very new meat indeed.
* Death Watch : Veteran Marines from various Chapters recruited for their unusual skills to act as a special task force for the Inquisition, operating in small groups.
* Deathwatch visible badges on his armour. The Sisters of Battle tend to be covered in Fleur-De-Lys symbols, and the Mechanicus has their cogwheel insignia. In fact, the only Imperial institution that avoids Sigil Spam is the Officio Assassinorum, as it'd probably be counter-productive in their case.
* Death, who's responsible for ending the life of every mortal being, or at least taking their souls away to the afterlife once they are fated to do so.
* Death Will Attend, the second book in the Caching Out-series by Morgan C Talbot.
* Deathwing and Sintharia. However, they were only together because she was the only one of his consorts strong enough to
* Deathwing's body is horribly scarred and twisted due to his use of the
* Deathwing the Destroyer, the Aspect of Death. He used to be known as Neltharion, but gave that whole elaborate title to himself after going insane and betraying his fellow dragons. For bonus points, the night elves call him
* DEATHWING, the DESTROYER, the END of all things... unstoppable... indomitable... I! AM! THE CATACLYSM!!!
* Death Wish 1974, Lt. Ochoa figures out that Paul Kersey is the vigilante who has been killing criminals, but the District Attorney does not want the negative press that would come from prosecuting him. Because they are among the only authorities who know, they tell Paul to just get out of town, and they'll bury the evidence.
* Death Wish (2018): Just as in the original film, Paul Kersey begins a one-man war against criminals after a criminal gang murders his wife and seriously wounds his daughter.
* Death Wish 3, and this has given the gang the idea that they have free reign to perform said terrorizing).
* Death Wish 3-like, the second Bronson turns around-punch her out and shift her car into neutral. The car rolls down a slight grade and bonks into another vehicle at about 15 miles per hour. And then, after a beat, both cars explode.
* Death Wish 3 portrays all the street gangs of New York as multiethnic.
* Death Wish 3, where Paul Kersey teaches the retirees how to fight back against the young hoodlums that have moved into their neighborhood.
* Death Wish 4: The Crackdown: This is how Frank Bauggs met his maker in the hands of Paul Kersey, getting knocked out his penthouse window and falling onto a car.
* Death Wish Coffee which bills itself as "the strongest coffee in the world" and claims to be approximately 200% more caffeinated than the average coffee. The store advises consuming only 50 ml a day. Interestingly, this coffee company won a contest to get a free ad played during Super Bowl 50. And now the company has become a sensation across the nation!
* Death Wish II, the gang of scum includes two white, two black, and one Hispanic member, all buddies.
* Death Wish, just before she and his housekeeper are killed, which leads Paul to specifically go after the bastards responsible. The third movie has one of Kersey's friends also suffer this.
* Death Wish — Charles Bronson plays Paul Kersey, who movie after movie loses his loved ones to criminals, which in turn leads to vigilante mayhem. 5 films since 1974.
* Death Wish: Paul is not very comfortable fighting criminals early on in the film. At first, he beats up a mugger with a sock filled with quarters, then goes home, taking a drink of whisky to calm his nerves. Paul also vomits after killing his first criminal. After this, he starts gunning them down without hesitation.
* Death Wish recently lost the title for world's strongest coffee newcomer
* Death Wish series of movies depict the police as having given up on controlling gang crime, yet hounding citizens who actually defend themselves (even across jurisdictions). In the first film the justification is given that 1) the cops need

to show that nobody is above the law, 2) they fear that the vigilantism will escalate and 3) they fear that the crooks will become more brutal in retaliation, but in the following films, the cops are either dirty and looking to eliminate a threat or are taking it personally (either because they think that Kersey is showing them up or in one case are avenging cops that Kersey killed — who were dirty (which they obviosuly didn't know)).
* Death Wish somewhat muddies this, since movie producers often demand that expensive name actors make their face completely visible, since they pay so much for them. However, the makers of the films did not completely ignore that Kersey had a dual identity. In the second film Paul Kersey buys an old pea coat, gloves, longshoreman's cap, and beat up pair of pants while prowling around as a vigilante. He rents a room in a flophouse to do first aid for his injuries. In the fourth film, the LAPD did not know the vigilante's identity. Also in that film, a man blackmails Paul Kersey into a meeting by announcing to him that he knew of his activities as the vigilante and would expose him.
* Death Wish tries to contain him but ends up joining the fray when Kersey is ambushed by gangsters.
* Death Wish V: The Face of Death, but was never asked to do so. According to Winner, his lack of interest in directing the previous film may have led Menahem Golan to count him out.
* Death Wish) went to elaborate lengths to maintain his dual identity as the vigilante. He knew quite well that the police would object to his sudden justice (the same reason that the Shadow and the Spider had dual identities). In the second novel, Benjamin buys goggles, a fake mustache, and a fur cap to disguise himself.
* Death World, and became an authoritarian, militarized state that is hostile to its alien neighbors.
* Death World, but that may be exaggeration). He then had his arm replaced with a bionic one and continued commanding his men. Since then he's survived multiple life-threatening injuries and his body is riddled with bionics, making him as much a machine as a man. He's as tough as a space marine and can destroy tanks with his bare hands (mechanical hands, but still, that's impressive).
* Death World. Conversely, as the Sun's luminosity is increasing as it ages, in around a billion years from now it's expected the Earth will be unhabitable too.
* Death World novels (which, supposedly, take place in the same universe) feature portable psychic locator beacons. Also, every ship is equipped with a psychic transmitter/receiver, making actual psychics obsolete.
* Death World planet. The little critters have big, sharp teeth and are nasty, brain-eating telepaths to boot.
* Death Worlds, but you still have compelling reasons to go there. After all, except Earth (and, possibly, Mars) all other Solar System planets are unquestionably those (though Venus takes the cake, as if it's some sort of planetary Australia), and there is thriving research activity around, with a regular expedition and terraforming proposals popping up.
* Death World sends in teams of highly skilled Dwarven Combat Miners to retrieve the riches. Standing in their way are swarms of alien arachnids, hostile flora, unstable terrain, searing and freezing temperatures, depending on what biome you happen to land in.
* Deathworld starts because the Pyrrans don't have enough money for a weapons shipment, so they make a deal with the protagonist, Jason, who uses his weak telekinetic abilities to cheat in casinos.
* Deathworld tear him apart unless he gets off the ship. The Escape Pod he uses to get away is designed to be idiot proof: initially it declines to do anything but the safest, gentlest maneuvers, making long-term survival against the ship's guns problematical.
* Deathworld: The hero finds himself on a planet whose flora and fauna are in constant full-on attack against the human miners/settlers. Everything is deadly, poisonous, powerful, stabby, etc. It turns out that the planet itself has a mind (is a mind?) and has been psionically directing the attacks.
* Death World they're native to, krogan females are capable of producing thousands

of offspring (it's never mentioned whether they lay eggs or give live birth, but given their generally reptilian appearance it's probably the former).
* death world. This earns them the somewhat unflattering nickname of "Baby Ogryns."
* Deathworld to calculus, giving humans the same legal rights and protections everyone else enjoyed.
* Death World to win, and the long-term side-effects ended up destroying it.
* Death Zone is the sudden formation of a negative space wedgie in five cities of the former USSR (three in Russia and two in Ukraine) that obliterate the cities (including Saint-Petersburg) and create anomalous zones full of bio-mechanical monsters, gravity anomalies, toxic atmosphere, ever-present nanites that infect any exposed body part, and an enormous tornado at the center of each zone that links all five with another dimension. If you survive several days in the Zones, you're already elite. If not, then you're likely walking around as a mechanical zombie.
* Death Zone. It wasn't the wormhole that caused the meltdown but the uncontrollable drain on the power. Decades later, someone finds the abandoned device and attempts another activation. It partly succeeds, but in the worst way imaginable, creating five Zones (3 in Russia, 2 in Ukraine) isolated from the world by powerful gravity bubbles. In the Zones, runaway nanites developed to terraform Mars are infecting everything and turning people and machines into techno-zombies. The "partly succeeds" part involves the fact that the center of each Zone has a perpetually-rotating vortex that allows people to teleport from one Zone to another.
* Death Zone's books, they are fanatics spouting religious nonsense about the Holy Node before sacrificing themselves for the cause. It could be explained that these are different members of the Order interpreting their teachings, if they were not using the same characters.
* De-Ba'athification: Iraq removing influences from the Ba'ath Party after the invasion of Iraq and the overthrow of Saddam Hussein.
* Debatable. Home to the Faeries and some of the weaker demonic types, yes (the
* Debatable Space has the pirates supporting their rebellion/terror activities with piracy, as well as using it as a cover.
* Debatable which category this would fit under, exactly, but in the X-Men comics mutant Marrow can and frequently does grow her bones out of her skin, break them off, and use them as blades.
* Debatably, also the ending of the series. But most fans don't sign to this theory, as the gun-sounds, in the end, belong to the protagonists' guns, which at this point were destroyed.
* Debatably "human" - he's astoundingly tough even ignoring his armor-plating, and he's really strong.
* Debatably, Isaac and Miria also qualify — though they're more in the
* Debateable as the characters aren't mentioned by name and they all appear to be working as mercenaries for higher powers.
* Debate and Switch: An important issue is raised, but not properly addressed.
* Debate and Switch: Creating a moral dilemma but never having to face it.
* Debate rages on whether to retain these samples or to destroy them once and for all.
* debate released shortly after the first film, and Kiara is actually Simba's and Nala's second cub.
* Debbie Grund, Buck Strickland's secretary and mistress, is silent until "Hanky Panky", where she is also killed off.
* Debbie Harry, but was edited out in the final cut. She explained on a live television special that although she was cut, she still got paid.
* Debbie is incinerated... although it remained in the version available on Channel 4's website.
* Debbie Jellinsky. "So I killed. So I maimed. So I destroyed one innocent life after another. Aren't I a human being? Don't I yearn, and ache, and shop? Don't I deserve love...and jewelry?" Extra points because the Addams family (being who they are) are completely sympathetic to her psychotic rant the whole time, even chiming in with understanding comments and agreeing with her about her motive for murdering

her parents as a child.
* Debbie Reynolds' "Aba Daba Honeymoon" featured a romance between a monkey and a chimp.
* Debbie was one of the hero's allies, but was captured by the overlord some time ago. Now she resurfaces with an
* Debby Boone's huge hit "You Light Up My Life" was originally performed by Kasey Cisyk for the film of the same name.
* Debby Boone's only #1 hit on the country charts was not "You Light Up My Life", but rather the far more obscure "Are You on the Road to Lovin' Me Again". However, "Light" was her only #1 on the Hot 100.
* DeBeers developed the slogan "A diamond is forever", specifically to reduce the diamond after-market. If a diamond really is "forever", then obviously you can't pawn it or resell it. And certainly you can't give your love a
* DeBeers diamond ads (shadows) and Mentos ads (no dialog) are done like they are for this reason.
* "De Bende van de Zwarte Kous", a vulture picks up the child Petoetje and carries him off.
* Deb having walked in on Dexter having killed Travis Marshall. The rest of the season deals with Deb's loyalty to Dexter being tested. Especially when her Captain LaGuerta comes across a blood slide on the crime scene and starts trying to look into the Bay Harbor Butcher again, believing Doakes to be innocent.
* De Bijenkorf ("The Beehive"), a Dutch chain of department stores, has a yearly sales period called Drie Dwaze Dagen ("Three Crazy Days"). Whether it's the proprietor or
* Debilitas (The Caretaker) serves as an introduction to the game's premise. He's not as durable or persistent as later stalkers can be, and can be knocked out somewhat more easily. That being said, he shouldn't be underestimated.
* debilitating. Even when he casually blasts apart and overrides her plans three times in two episodes, she still can't take him or his power seriously.
* de Blob has two: the Raydians have a written language resembling Kanji-Japanese, and the Inkies write in barcodes. The spoken language is complete gibberish, with some English words (mostly names) still recognizable.
* de Blob. So it follows that in the areas that the Inkies take over, they dramatically alter the environment in addition to altering / bleaching buildings. This is often seen in the first console game in the form of massive spills / slicks of ink on the surface of formerly clean water and stunted vegetation. In the second game these effects are much more pronounced - Prisma City has suffered both heavy water and air pollution even before the formal Inky takeover, some buildings / landforms are submerged underground to impede Blob's progress, and perhaps most dramatically of all, the canyon leading to the Inktron Collider (formerly Prisma City's hydroelectric plant) is near-completely submerged in frozen ink. Of course, as Blob makes progress, he alters the landscape in a fashion that is detrimental to the Inkies.
* de Blob steals it and uses it for the rest of the game. In the last level, he discovers it has a cannon as well.
* de Blob, the most powerful Transformation Engines can severely alter the nearby terrain to get Blob to the next area or just celebrate the completion of the level.
* Deb of Night's to the letter. The problem is: if that last "theory" actually precisely describes the very setting of the game, then what about the others?
* Deborah, 13, Servant of God- and being not immersed in popular culture like most teenage girls (having no television, being homeschooled etc.) she didn't. In response, however, she asked if most people knew who a certain (fairly obscure) Biblical character was.
* Deborah Allen's highest charted hit was not "Baby I Lied", but rather its followup "I've Been Wrong Before", which got to #2. "Baby" is probably better remembered because it was her only crossover.
* Deborah Ann Woll also had influence on Karen's backstory episode in season 3, wanting something that acknowledged Karen's time as a drug addict in the "Born Again" story but which gave Karen more agency.

* Deborah Cox - "Things Just Ain't The Same", "I Never Knew", and "House Is Not A Home".
* Deborah does act just as bad as Marie though. In one story arc, she becomes insecure that the kids are having fun with a very good babysitter and sacks her purely out of jealousy. A long arc across the series shows she is growing, slowly and steadily, into an even worse version of Marie, as she proves to be just as passive-aggressive and selfish and, unlike Marie, openly abusive.
* Deborah Estelle Phillips was actually approached for a role (likely for the role of either Kelsey, Dana or Angela), but she didn't think herself ready for the job and would later play Katie in
* Deborah has shown interest in both men (she pines for Shellington) and women (
* Deborah Kerr (1985). They were lifelong friends, and Mitchum would later cite her as the favourite leading lady of his career.
* Deborah Kerr a year later. This was the first time she was acknowledged as such, as Kerr went to the papers to give her the credit (though she only said she was supplied with a few top notes).
* Deborah Kerr, Elizabeth's brother suggests braiding her hair in pigtails to protect it from the humidity. She protests that she can't, as she's a grown woman. Apparently cutting off the hair is preferable to looking a little immature.
* Deborah Kerr had hair that was naturally darker than the red she was known for. A friend encouraged her to lighten it when she became an actress. She did and then became one of Hollywood's favourite redheads in the 1950s.
* Deborah Kerr. It's still considered one of her best roles of all time, even though she took the role only to shake up her image.
* Deborah Kerr made five films in her native UK before jumping ship to Hollywood in 1944. She stayed there for twenty years and didn't move back to the UK until she retired from movies.
* Deborah Kerr. She had six nominations and no wins until a special one was awarded to her in the 90s.
* Deborah Kerr. Sure enough she embraced the opportunity to shake up her wholesome image - and it got her a second Oscar nomination.
* Deborah Kerr - where she plays a nun who struggles to hold onto her purity and chastity while being tempted by the exotic scenery around her. Essentially it's a 1940s erotic film.
* Deborah Kerr whether she's just imagining that as a result of her sexual repression.
* Deborah May and George DelHoyo, who played the recurring characters Terri and Ken Valere in Season Four, are married in real life.
* Deborah Watling" as her favourite, as she got to work with her father.
* Deborah Watling to audition for Polly. She would later be cast as Victoria.
* Debra and her sister Jennifer are revealed to mirror Ray and Robert. In this case Jennifer was the favoured sibling, possibly explaining Debra's affinity with Robert.
* Debra drinks once when she reminisces about her father, a legendary cop on the force, Harry Morgan. She was proud of herself to moderate her drinking, but any time she hears some crap that happened with him, she needs to drink.
* Debra has a very intense, aggressive conversation with what sounds like a suspect. The camera then pans to reveal that she's interrogating... a potential nanny.
* , Debra is spiritually impregnated by one of Unhcegila's sons. When her spiritual abortion is discussed:
* Debra Jo's also a pretty bad loser, as seen when she calls her mother to get her out of school when Mrs. Goncha holds a spelling test on words she doesn't know.
* Debra!: Main character and heroine Debra Deleng is presented as very high spirited, often viewing the world through her imagination, and has unusual social skills. Though she is seen as weird by other teenagers at her school and adults, she is never clearly mentioned to have any specific condition, although signs would point to some form of autism or neurodivergence.
* Debra Marshall she was, sometimes just dropping the subtlety altogether and

appearing in a bikini covered with a blazer.
* Debra Messing. All the standard tricks were (ineffectually) implemented to conceal her baby bump. Ultimately, Debra had to skip 5 episodes that year on doctor's orders, resulting in exposition from other characters to explain Grace's conspicuous absence.
* Debra Messing is best known as a redhead because she had to dye her hair for
* Debra Morgan, a detective at Homicide of Miami Metro Police Department, starts sleeping with and falls in love with Agent Lundy, their task force leader in season 2. He's actually an FBI agent and not her usual direct superior. Deb wants to keep their relationship secret at first but Lundy says it always gets out and that it's better to be honest right from the start. She wants to stay with him but they break up when she realizes they won't manage to make their long-distance relationship work.
* Debra, thinking the Skinner (a serial killer who tortured his victims to death) jumped to his death to avoid arrest, says he 'took the chickeny way out'.
* Debra Winger. She chose the role of the FBI agent, because she didn't understand the motivation as to why the Black Widow kills, so the title role went to Theresa Russell.
* De brug bij Breukelen) has everyone and everything going over a bridge safely, until a mosquito lands on it...
* D.E.B.S.. Amy and Janet are driving in an open-top car, so there's a lot of noise making it difficult to talk.
* D.E.B.S., Amy and Lucy's relationship is exposed when the other members of D.E.B.S. burst in on them in bed together.
* D.E.B.S.: Amy and the other DEBS are investigating a bank robbery. While passing by a closed door they hear a "Mmmmm" noise from behind it. When they open it they find the bank's employees tied up and gagged, and they "Mmmmm" again.
* D.E.B.S.. Amy is given a speech to read at End Game which tells a false story of how Lucy Diamond kidnapped her and held her hostage. She starts reading it to the crowd, but halfway through she stops reading it and tells the truth: that the time she spent with Lucy were the happiest days of her life and that she's leaving to be with Lucy.
* D.E.B.S.. Amy tries to talk Lucy into surrendering, and they start discussing Lucy's love life, how Amy is writing a paper on Lucy's crime career and so on.
* D.E.B.S.. (In fact, they do exactly that in one scene. Though ironically enough, they also have a few beers together in an earlier scene.)
* D.E.B.S. is a spy film with a lesbian twist. One of the super-spies ends up falling for a villain.
* D.E.B.S. (lesbian main characters; subject matter includes queer female romance)
* D.E.B.S.. Lucy and Amy end up pointing their guns at each other the first time they meet and have a debate about who's going to put their gun down first.
* D.E.B.S.. Lucy Diamond and Amy Bradshaw are running down two parallel passages separated by a wall of boxes. Where the passages meet, they run into each other and fall down. Their subsequent interaction leads them to become attracted to each other.
* D.E.B.S.: Lucy Diamond is a supervillain criminal who once tried to destroy Australia. After she meets and falls in love with her arch nemesis Amy Bradshaw, she realizes that "being bad doesn't feel good anymore" and gives up her life of crime to be with Amy.
* D.E.B.S.. Lucy Diamond kidnaps Amy and takes her to a bar that's a hangout for criminals like her.
* D.E.B.S., Lucy Diamond sneaks into Amy's room in the D.E.B.S. house twice by climbing up the outside wall using suction cups and coming in through the window.
* D.E.B.S.. Scud is Lucy Diamond's second in command and Janet is a junior member of Amy's D.E.B.S. squad. They meet when Lucy Diamond kidnaps Amy and gradually fall in love with each other. At the end of the movie they apparently plan to start dating.
* D.E.B.S.: the title characters are trying to defuse a bomb. It activates - and turns out to be a love note from Lucy to Amy.

* D.E.B.S.), to the annoyance of Lucy who believes that you should do what you want to do.
* Debt Detester: Character repays debts as soon as possible so as to not owe others.
* Debt of Honor: A hitman makes his target appear to have stumbled into traffic.
* Debt of Honor, and is inspired to take a course of action that will let him go out with a bang rather than a whimper.
* Debt of Honor is Chester "Chet" Nomuri, a fourth-generation Japanese American serving as a CIA field officer in Japan. His narration comments several times on how different his ancestral homeland is from his place of birth.
* Debt of Honor, quite a few parts of the military side of the plan mirror similar events from back in World War II, all the way up to starting the violence by using the same code phrase that started the attack on Pearl Harbor. This does not go unnoticed.
* Debt of Honor, several Japanese characters struggle to decide if their loyalty should be to their nation as she is, even though that means going along with the crazy, or if it should be to Japan as she ought to be, even if working for the good of the nation may involve giving away secrets in a manner that might be deemed treasonous.
* Debt of Honor. Since said killings were all violations of state law, not federal law, the president wouldn't have the power to pardon said crimes. That would have to be done by the Governor of Maryland.
* Debt of Honor that the US is going to impose one on the home islands so they'll redeploy their forces. The tactic works and it leaves the real targets open to US carrier strikes.
* Debtor's Planet he's Federation Secretary of Commerce. In the end, his future appears not to have been so cold after all.
* Debtor's prison of any man unable to pay alimony or child support. He can't make any money while he's locked up, but as his debt only grows he can't be released. Meanwhile, the ex and kids get nothing anyway, and the taxpayer has to foot the bill of keeping him fed and housed in jail.
* debtors, referred to as "persons of blemished character or unsettled mode of life", could be released from punishment upon agreeing to enlist.
* debt slaves who are supposed to be terraforming Venus for their Corpus masters. However, they've managed to avoid being outright mind-controlled like most poor Corpus soldiers, and hire the Tenno as a deniable strike force against the Corpus.
* Debugging Destiny. As a result, nobody likes him, but no one is willing to get rid of him.
* Debugging Destiny has Mercury, whose Storied special ability means he knows a little bit about everything. Naturally, he spends a fair amount of time dispensing useful information.
* Debugging Destiny has Osborne, who begins the story this way. Then the maze gets destroyed.
* Debugging Destiny has Strider, who is totally immune to any ambient magical effect. He uses this to explore and loot dangerous ruins, since their traps cannot affect him.
* Debugging Destiny has this distinguishing between the simulation and the real world. Since both are drawn in PowerPoint, they are still reasonably similar.
* Debugging Destiny has this in Baleyg, who actively tries to satisfy the hamminess requirements. Lampshaded by King upon realizing the braziers ignite and go out when Baleyg appears and disappears.
* Debugging Destiny is lighter than a lot of these examples, at only 18 characters. However, every one of those eighteen is a major character with real consequences on the story, even if they do not personally make an appearance very often. Most episodes only include two to six.
* Debugging Destiny levels when it's implied the shadows are literally Osborne's physical form dissolving to blot out light.
* Debugging Destiny. Redshirt Guy and the Mysterious Voice talk right past each other for half the episode before noticing the lack of communication.

* Debugging Destiny, they ended up a long way from home, and are Walking the Earth as part of their attempts to return.
* debunked, naturally, since the 1930s or so Master Race, on the other hand, was up for spirited debate (for instance most Germans backed the "Nordic" race, "Italians backed the "Alpine" race unsurprisingly, etc.).
* Debut Queue: Before the actual plot begins, a story's first couple chapters or episodes focuses on introducing and establishing characters.
* Debut Queue fully played out), and spent centuries protecting the Earth and learning more about its inhabitants. Even in death, her affect on the story and cast cannot be overstated.
* Debut Queue: The main characters are gradually brought together by introducing each cast member one at a time across the following episodes.
* decade as a sitcom, with a completely new cast (except for the main characters' father). The series was decently well-received by critics, but was canceled after the first season.
* Decade Complete is very gaudy-looking with the cards of the past Riders on his chest and helmet without really adding anything else to complement or enhance the card additions.
* Decade gains an evil alternate form in his Violent Emotion form, which
* Decade had some very thinly veiled dialogue that rather blatantly means "we're going to keep crossing over with things as long as the network can wring money off us".
* decade in the late 80's) used stock footage transformations, simply because of limited CGI technology available at the time.
* Deca-Dence: happens to Natsume in episode 3 when she's strapped to a kite.
* Decadent Court: A court full of scandals, backstabbing and treachery.
* Decadent Court after his father takes over as Hand of the King and he has been denied any kind of reward for all of his hard work:
* Decadent Court: Although calling the acts 'decadent' may be an understatement.
* Decadent Court, and tastes exactly the way you would expect fermented lichen-and-rat to taste. So the typical Dwarven quality of being master brewers is subverted. Oghren cites the quality of beer on the surface as a contributing reason to the large emigration of Dwarves from Orzammar.
* Decadent Court, and therefore do not impress the other races nearly as much. Plus, they've been running around screwing most of the galaxy over for centuries, so most are pretty glad they're declining.
* Decadent Court around, and no other male heirs they know of), they think maybe it's time to marry Baela off. She rejects their first choice of husband, and is locked up. The next morning, it turns out she's escaped, and by the time they find her, she's already married her cousin, Alyn Velaryon. At this point, the regents throw up their hands and decide it's best just to act like that was the plan all along.
* Decadent Court: A royal court that is selfish and abuses their power for their own benefit.
* Decadent Courts Naggaroth is infamous for its ruthless slavers, and the unbridled cruelty of its residents.
* Decadent Court: The entourage of the leaders conduct warfare in an ostensibly polite and civilized social battlefield.
* Decadent Court to within reasonable limits, and he would later admit that he was guilty as charged. Two years later he got reinstated because Salmissra ended up realizing that none of the other eunuchs in her court were capable of doing his job.
* Decades ago, all professional wrestling training was like this. If you wanted to become a professional wrestler, and didn't know someone in the business, you had to find someone who would be willing to train you. Then you'd get the hell beaten out of you for the first several days. It wasn't uncommon for this to include the breaking of bones, especially the leg. All of this was to make sure that you were serious about becoming a wrestler, had the mental and physical toughness required to finish the training, and had the endurance needed to perform as a wrestler

before you were smartened up to the aspects of
* Decades ago, there was a necromancer supervillain who tried to start a genuine
* Decades before Ax, Tag, and Impulse, a Brylcreem commercial said that being a "one-dab man" will guarantee that the user would get a hot woman on his arm — but if you took more than one, the manufacturer cannot take responsibility for the trauma of being pursued by multiple hot women.
* Decades before the series took place a Japanese man named Yoshifusa Yabuchi went to live in Brazil, married a black Brazilian lady and became both friends and associates with Dickson Tanaka, a half-Japanese/half-Brazilian man. When Yoshifusa and his wife died, leaving a young son named Carlos behind, Dickson found out that Yoshifusa's older brother Yoshichika (the patriarch of a
* Decades earlier (1880s-1890s), William Randolph Hearst and Joseph Pulitzer engaged in a battle to see which paper was the most sensationalistic one: While they did publish some fake stories, their papers also exposed the ills of the American society of the late 19th century. And contrary to popular belief, they did not motivate
* decades if necessary without declaring bankruptcy, selling their intellectual properties, or laying off employees.
* decades in his study. But, being rather insane, his collection of information is a tangled mess that only makes sense to his irrational mind. He also seems to assume that Norman already knows what to do and just needs to be pushed into doing it.
* Decades of Darkness are an ever-expanding, slaveholding empire that makes peons of most Mexicans and other Latin Americans, some Hispanics from rich families manage to rise to the top — Alvar O'Brien (Álvaro Obregón) even becomes president as early as 1932.
* Decades of Darkness. As the author writes, his wife knows when to look away.
* Decades of Darkness at the most inopportune moment and manages to stay independent.
* Decades of Darkness has a whole family of them: Ulysses, Jesse, and Diane Grant.
* Decades of Darkness has this with the US which conquered most of the Americas, the Russian Federation which includes most of Eurasia and various member of the Restored Empire like Central Africa.
* Decades of Darkness is most of real-world New England (and New York), which separated via secession just a few decades after the Revolution and later joined with Canada in a pro-British North American bloc.
* Decades of Darkness, there are several ones fighting the expansionist, slaveholding *USA, like the Velvet Underground in Pennsylvania, Mexican generals like Juarez, and Eunuco Mitchell (it's a pseudonym). Unfortunately, none have prevailed.
* Decades of Darkness, they're used to great success in the North American War and the Brazilian Civil War.
* Decades of Darkness timeline, being transferred to the West African colony of Whydah is considered this for members of the American military. The American State Department's equivalent assignment is Liberia.
* decades of open conflict, several banners in the audience proclaimed "PIGS HAVE FLOWN."
* decades to fully explore and document everything. Which is not made easier by the measures the Ancients took to prevent the Wraith from being able to occupy the city, erasing records and such. So the ZPM factory is probably in the city somewhere but it may take years to locate and determine the function.
* decades. To put it another way, the average NFL career is 3.5 years. Of current NFL starting kickers (as of November 2018), their average career is just shy of 8 years.
* decades to recover from. In truth, the forces the Imperium sends against the Tau are relatively insignificant - the Tau survive in large part because the Imperium has other bigger proverbial fish to fry.
* Decade-Themed Filter: Different time periods have their own colors, filters, effects, etc.

* Decalog, a psychometrist gets the stories from the things in the Seventh Doctor's pockets (including a scene where the psychometrist "goes deeper" to explain the first person stream-of-consciousness story).
* De Cambrey manages to occasionally fail tests despite her apparent access to spells beyond what her teachers believe to be technically possible.
* Decameron"). When the two are caught in bed by the girl's parents, the father tells the guy (a family friend) that he wronged him by going behind his back, and he can make things right by marrying the daughter (but he'll kill him if he won't). Luckily, the couple are quite happy to get married, even without the death threat.
* Decameron (written a few years after the plague) is about ten wealthy Florentines who decamp to the countryside with their retinue to escape from the plague, and pass their days in storytelling.
* Decap Attack in its Japanese version. The localization team didn't feel like paying the licensing fees for an obscure and unimported anime series, so the graphics and story were redone from scratch.
* De cape et de crocs (a fox and a wolf), one even comments on how degrading the whole thing is.
* De cape et de crocs, a group of protagonists who get captured, are forced to perform one of these for their captors.
* De cape et de crocs comes up to warn him that his other friends are in danger.
* De cape et de crocs communicating only through gestures) call for help by miming the action of shouting, which successfully attracts the attention of other mimes who were a room away and definitely not in line of sight.
* De cape et de crocs Eusèbe offers to help a poet writing a scathing pamphlet about a politician who has been constantly harassing him. He then proceeds to write that said politician is "not nice".
* De cape et de crocs of referring to every ship as a galley, we get this exchange, as Don Lope and Armand have snuck onto the janissary's ship:
* De cape et de crocs. Subverted in that halfway through the flight, he realizes it's not actually working - just slowing their fall.
* De cape et de crocs: The Flying Dutchman (actually a ship impaled on the rostrum of a monstrous ship) still has a crew of skeletons trapped in combative poses, as seen when Don Lope tries to fight one.
* De cape et de crocs. The heroes go to a dark room they assume to be the ship's magazine. To everyone's horror, Eusebio lights a candle, revealing they're in the ship's larder. A later scene plays it straight via inversion (they thought they were in the larder, it turned out to be the magazine).
* De cape et de crocs, waking up in jail, briefly freaks out and attempts to gnaw his leg, "as any self-respecting fox should do".
* De cape et de crocs, which takes place in the 18th century, a scientist comments that white-skinned savages must be more likely to listen to reason that their ebony-skinned brethren. Amusingly enough, the one dark-skinned member of the tribe proves to be just as enlightened as the heroes.
* Decapitated Army erupted, Alpharius sought out Ultramarines to fight as much as possible, to try and prove the superiority of his doctrine, and allegedly was only defeated when Guilliman abandoned his own protocols to make a risky assault against the Alpha Legion command structure in an unstated admission of defeat. Though the Ultramarines insist that the supposed battle between Guilliman and Alpharius is nothing but Alpha Legion propaganda.
* Decapitated Army: Take out the leader and the army will have no reason to keep fighting.
* Decapitated Army. The second time, when the Winkies sing it after the death of the Wicked Witch of the West, is a straight example.
* Decapitated Army: The underlings will see no reason to continue fighting if you've killed their leader.
* decapitated head bouncing down a country road before finally coming to rest in the hands of a crew picking up trash on the side of the road. The CSIs soon discover the headless body dumped on the side of the road. However, what appears to have been a brutal murder turns out to have been a bizarre accident involving a go-

kart and blown truck tire.
* decapitating himself with a sword, falling off screen dead, and then walking back onscreen.
* Decapitation has been carried out on corpses in cases where judgment has been rendered after death. Oliver Cromwell, who had been dead some years before the restoration of Charles II, was sentenced to a ritual execution after being tried as a regicide. After having his corpse dragged to its place of execution, his head was then struck off and mounted on a spike atop Westminster Hall, where it stood for about two decades until it was blown down in a storm.
* Decapitation is actually the only way to kill a vampire in Bram Stoker's original
* Decapitation is said to be the only way to permanently kill someone that's been resurrected by the Hand, meaning Nobu is dead for good.
* decapitation is the only thing that will cause death. And even organic creatures killed this way can have their upper half brought back as a zombie.
* Decapitation Presentation as he believed his sailors should concentrate on killing enemy soldiers who were still alive instead of collecting the heads of dead ones. However as heads were regarded as proof of a warrior's bravery, he made sure to let his men know that he would note who was brave and mention their names in his despatches to the king.
* Decapitation Presentation: Holding up a dead person's head to prove you've killed them. Common with serial killers, Vikings, executioners, and headhunters.
* Decapitation Presentation, the Galatian noblewoman Chiomara presented her husband with the head of the centurion who raped her, and the Egyptians presented Pompey's head to Caesar (who reportedly turned away in disgust when presented with the gruesome prize).]
* Decapitation Presentation: You prove you killed a person by showing their decapitated head.
* Decapitation Required: Cutting off the enemy's head is the only way to kill it. Commonly seen in zombie fiction.
* Decapitation Required: The only way to kill them permanently is by removing the head.
* Decapitations and other forms of dismemberment are ridiculously common even without the Bloody Mess perk anyways. The body part you land the killing blow on will almost always fall off if the killing blow also results in crippling that limb. If you get a critical hit with the Plasma Rifle, you can see the head fly away even while it and the rest of the body is melting into goo. Not to mention the Railway Rifle, which shoots railway spikes that pins such a flying body part to any nearby wall. Finally you've got the two-headed Brahmin cows, where shooting one head off inexplicably causes the other one to fall off as well.
* Decapitation Strike: A planned attempt to kill or incapacitate multiple leaders at once.
* decapitation This means that an EMT must sometimes declare Death By Ludicrous Gibs.
* Decapitation was a common form of capital punishment in many pre-modern polities, though it was often one of many forms of execution, and could vary in terms of why and how it was applied, as well as to whom and when. In Germanic and Scandinavian countries, decapitation was reserved for capital crimes such as murder; commoners were traditionally beheaded with an axe while noblemen with a sword. In England and France however, decapitation was solely reserved for the nobility who have committed serious crimes, with the latter almost exclusively using the sword and the former going for the axe. Following the
* DECAPITATIOOOOOOOOOOOOOOOOOOOOOOOOOOOOOO- (hold for about 30 seconds) - OOOOOOOOOOON!
* decay heat. This heat must be removed or else it will cause a meltdown. In fact, about half of a nuclear reactor's safety features are just there to allow decay heat to be vented away. Decay heat piling up after a cooling system failure was the main cause of the Three Mile Island accident and the Fukushima disaster.
* decay or corruption. In others, a demon has just as much ability to find the

right path as any other being.
* Deceased and Diseased: Undead creatures portrayed as poisonous or filled with disease.
* deceased boy band named Boy Inferno. This number was later dropped and replaced with "What I Know Now", a song for Miss Argentina and the Netherworld ghosts.
* deceased, but while they did arrest her they made a point to tell her that without a confession there was no way to convict her on such flimsy circumstancial evidence.
* DeceasedCrab, to the point that he was on the special thanks credits of the remake.
* DeceasedCrab!") to your basic "Aww, you're a good kitty". (And, of course, the one time he tried to get his cat to meow on cue, the cat refused to cooperate.)
* Deceased Fall-Guy Gambit). Monk suspects Sherman is lying because he gave the alleged invader one single shot, instead of unloading his gun on him in a fit of rage and fear like someone would do in a situation like that. Further evidence is that the "burglar" owned a .22 caliber (which he left at home), the revolver found on the body was a .38 caliber, and there is no .38 caliber ammunition in his apartment.
* deceased father, which is distressingly spot on once we learn more about her history.
* deceased, his first question is "what did i do wrong". At the time the event occurred, Dave was psychically unconscious on a different planet, and could not have possibly done a thing to help (of course, he is a time traveller who revisited that point of the timeline several times, so he could theoretically have gone to help, but another alternate version of him was already helping and he still failed).
* Deceased Parents Are the Best: The only good parents in the work are deceased ones. Common in Disney films.
* Deceased Parents Are the Best to be played straight, considering how Beatrice is treated by her uncle. But even though she misses her parents, she can still admit that they had flaws.
* Deceased Parents Are the Best will be indifferent or actively hostile to the young protagonist.
* Deceit player getting their hands on a scanner and using it on an Innocent player before declaring them Infected over voice chat, but particularly brazen players have been known to drink blood bags in plain view of an innocent player and scream that said player just drank the blood bags over voice chat while starting to shoot them.
* Deceived Coruscant with orbital bombardment, as there was no way for the Empire to hold it before the Republic took it back. The peace talks were originally just a distraction. However, at some point, the Emperor inexplicably decides to sue for a ceasefire, using Coruscant as a bargaining chip. Naturally, not all Sith are happy with this outcome.
* Deceived origin turns out not to be space, but the depths of Hell itself.
* Deceived trailer for The Old Republic. Given how absolutely unprepared the Republic and Jedi were for the Sith Empire's reemergence and assault on Coruscant, he seems to have a decent point.
* December–December Romance: a couple made up of old characters vs. a couple made of a younger character and an older one vs. a couple made up of young characters
* December 1931 cover, but also enormous, with feet as large as cargo ships and a stride as wide as the Hudson Bay.
* December 1939 cover, there are four people in the foreground with bubble-shaped clear helmets with a tube in the back, like a deep-sea diving suit.
* December 2010 Best Buy campaign. Similiar to Radio Shack above, with most blatant openly stating that Christmas Magic is about more viable payment options.
* December 2019 speedru- err... "speedrace" hosted by SpeedGaming. The result? 33 minutes and 47.11 seconds against 33 minutes and 47.16 seconds. Yep, the gap was merely 50 milliseconds!

* December 2019. The article also notes about 40 bailiffs with the Dallas County Sheriff's Department still use revolvers, along with one confirmed officer in the city of Plano.
* December 25 is not mentioned as the date of the nativity. Most scholars believe it was in September.
* December 7th, 1941 and causing widespread damage. The Americans thought that Hawaii was too distant from Japanese bases to be vulnerable to attack, and assumed that the assault would focus on the Philippines. The Americans would lose over 2,400 men, with 19 ships sunk or damaged in the battle and nearly 200 aircraft destroyed. Military thought at the time believed land based aircraft would almost always defeat carrier aircraft, making such an attack very risky.
* December Boys-type magazine in the middle of the night. The odd devout boy of the group says to them seriously, "You realize you're going to hell", to which one cheekily replies, "Really?", then holds up the centerfold to him. "At least I'll have company."
* December: Christmas, trees, ornaments, Nativity scenes, poinsettias and Santa Claus. Maybe some sparkly blue decor and Stars of David for Chanukah if you're lucky.
* December Stillness Kelly's father is revealed to be a Vietnam Veteran, contrasting with Mr. Weems as he has adapted to life after the war much better than the other.
* Decembersville tells the tale of a young girl who is sucked into a world of freaks, murder, and mystery.
* December To Dismember: Debuted (And was canelled) in 2006. Often regarded as the worst PPV of all time.
* December To Dismember: The original ECW version was held on December 9, 1995.
* "Decemberween Short Shorts", released in 2006, was a series of extra-short cartoons themed around Decemberween, including Strong Bad having a secret love of tube socks, a scene between ornament versions of the main characters, The Homestar Runner's unsanitary old-timey traditions, and Homestar singing a song to inspire Coach Z to be less creepy so people will want him around on Decemberween.
* Decemberween, with a few random scenes from the play. Apparently the holiday's origins involve a sailor named Archibald fighting a squid, the Santa-like Dr. Christmas hitting up the King of Town for a loan of "fifty bag of golds", a love affair between an angel and the Popular Vote, two Kobe Bryants, and a "moon computer".
* Decembrists' wives. The Decembrists were an early 19th century rebellious movement in Russia, they tried to fight tsarism, abolish serfdom, and (some of them) even to make Russia a democracy. They were all arrested and sent to
* Decency, serving five years hard labor for it. Twenty years later, a flotilla of similar vessels enter solar orbit and want the guard to join them as humanity's representative - and as the only person to show them heartfelt decency.
* Decency. The sail is wider than the Moon, and is punctured from impacts with stray atoms of dust in interstellar space. When it impacts with the Earth, the impact itself is harmless due to the sail being so fragile.
* Decepticon Sixshot is one of these. He is portrayed as possibly being the greatest pure warrior among the Transformers (though others may be more gifted at overall strategy, or just more powerful), aided by his (even more) rapid transformation speed and five alternate modes. Though a Decepticon, he speaks well of those he's beaten in combat, as he hopes that should anyone ever defeat him he will be treated as respectfully.
* Decepticon's spark that rendered it immortal (resulting in the creation of Rampage and the atrocities he committed, above), and their treatment of the Predacons is very much like the treatment of the Allies towards post-World War I Germany. All in the name of keeping the peace and not letting the atrocities of the past come back to haunt Cybertron again.
* Decepticons that they technically left by choice, because doing that gave them amnesty for the war-crimes they committed during said war.
* Decepticons, while they started out as being primarily aerial combatants (to

contrast with the ground-pounding Autobots), like to take tank alt-forms when they're on the ground. Megatron himself has taken particularly awesome ones, in "Generation 2" and
* Decepticons who turn into planes are referred to as Seekers. This term was possibly invented by the fandom and got adopted as the official term, but there are still questions over whether an old catalog advertisement citing them as "Decepticon Seekers" influenced the use of the term years later.
* Deception (1946)). He is none too pleased when Christine suddenly decides to marry a cellist (Paul Henreid), and he invokes their mentor relationship when begging her to return to him. When that doesn't work, he puts the couple through a series of vicious mind games.
* Deception (1946): When asked in an early scene what composers he admires, Karel the concert cellist names Strauss, Stravinsky, and Hollenius. The first two are real while the third is the antagonist in the film, the former sugar daddy to the woman that Karel just married.
* Deception (2018) has a mysterious woman providing illusions to crooks for escapes/thefts/other crimes. Superstar magician Cameron Black is able to see these tricks (a few of which he's used) and helps the FBI in figuring them out.
* Deception (2018), the FBI agents are hunting Sasha, a Russian mobster so secretive that few even know what he looks like. They raid a local bar filled with various mob guys but can't find Sasha. After magician aide Cameron helps them bust an underling, the guy reveals who Sasha is: The club's bartender who the team had passed during the raid. While arresting him, agent Kay gives the guy credit, lampshading that no one would give the bartender a second look, let alone think he's the boss.
* Deception: A wide variety of these show up in the series in all manner of colours. When facing one of these, expect them to have heavy armour that reduces or even renders them immune to damage from many of your traps and they may have further abilities as well. The most deadly of these are the Hell Knights from Deception 3, who are nearly indestructible, can teleport and are masters of their devastating scythes.
* [[Deception (for instance, a Zombie is created from a Soldier, a Cleric, and a Pirate). Monsters also level up as they're used.
* Deception mode while he sets out to undermine and destroy Christine's marriage.
* Deception: Murder in Hong Kong, the players are police detectives investigating a murder. However, one of the players is actually the killer, who must try to throw the other players off their trail (with the help of an accomplice in larger games). Meanwhile, one player takes the role of the "forensic scientist" who tries to give the other players hints as to the murder weapon and the clue left behind at the scene of the crime, which only the murderer and their accomplice know.
* Deception Noncompliance: Somebody has to deceive, but they deliberately mess it up.
* Deception Point — Rachel Sexton, Michael Tolland, and Corky Marlinson, a data analyst and two civilian scientists find themselves on the run from military black-ops assassins.
* Deception Point takes place on a marine biologist's rig over a massive swarm of sharks. Some baddies do find their way in, naturally.
* Deception Point, the first clue that the meteorite find is fake is that the hole it's in, supposedly sealed for long ages, turns out to contain glowing (and hence fresh) organisms.
* Deception series by Tecmo tasks you with using death traps as your only line of defense against aggressors.
* Deception series, dealing a high amount of damage but being very easy to avoid.
* Deception series - doesn't do a lot of damage (generally), but enrages the victim, forcing him to charge towards you, even if he would otherwise act cautiously and run away/keep his distance. Useful for luring such cautious foes into the REALLY nasty traps...
* Deception series, it's surprisingly damaging and holds the enemy for a bit of time - setting them up for a differnt trap to hit them.

* Deception series tends to be set in a world that invokes this feel. Though as the main character is usually limited to a small area, it's mostly shown in outside cutscenes and enemy descriptions.
* Deception's Princess is a subversion. Odran leans in too suddenly and their teeth smash into each other, with both of them noticing the pain even while they continue to kiss.
* Deception was the result of a Midway employee taking suggestions from a fan.
* Deception, you can subject enemies from across the entire story to some truly dastardly arrangements.
* Deceptive Cadence. Basically, it's that sequence of notes where you feel like the song should end, but something seems off.
* Deceptive Cadence on a diminished seventh chord which is then repeated fortissimo to begin the allegro finale.
* Deceptive Disciple - Following the teachings of an instructor for some ulterior motive and will inevitably betray both the teacher and the teachings themselves.
* Deceptive Disciple: They're letting you teach them for the wrong reasons.
* Deceptive Legacy: A child learns a well-kept secret about their parentage.
* Deceptively Human Robots: A robot that looks human but doesn't act human.
* Deceptively Human Robots: Robots that look human, but don't act human.
* deceptively massive cult that worships death and seeks the end of all life. The rank-and-file are kind of lousy and some were forced by their parents to become cultists.
* Deceptively Silly Title: The title gives the impression of the work being more lighthearted and kid-friendly than it actually is.
* Deceptively Simple Demonstration to be razor sharp to cut through a pineapple if you're using a forceful swing of the knife.
* deceptively upbeat song about how Katherine Howard was manipulated and mistreated by every single man she was romantically involved with, culminating in her having a meltdown onstage.
* decided, although most of the witches agree that the decidedly mundane things she did to help the people of the Chalk were definitely a large chunk of what being a witch is about.
* Decided by One Vote's Eumenides has the trial of Orestes, in which the jury is tied on whether to convict him. In ancient Athens, a tie went to the defendant, so Orestes gets to go free.
* Decided by One Vote: Someone won an election by a minuscule - but significant - margin.
* decided, growing larger should make her stronger, and force-fed herself until she became as wide as she is long.
* decidedly less wholesome rather than love and never provided either of them with emotional fulfillment. It's strongly implied that Stolas considers their daughter, Octavia, the only good thing that ever came out of their relationship.
* Decidedly masculine-named Ozaki Tokutarō, known in the late-modern Japanese literature scene as Ozaki
* decided they didn't want to be slaves any more when something goes wrong here.
* Decided to ignore any and all precautions regarding the safeguard of their technology, or leave any kind of warning regarding their technology, even when clearly having the power to manipulate the physical environment to do so. This extends to the Ancient Library of Knowledge and the Destiny Chair, both of which are designed so that if the users aren't pure Ancient, it kills them.
* decided to ignore the strict court orders against overt gestures or expressions, and flipped off prosecutor Jeff Ashton. Judge Belvin Perry found him in contempt and sentenced him to six days in county jail and a total fine of just over six hundred dollars.
* decided to make a copy of him for herself she is and gives him a fist bump.
* decided to stay in town instead of running away with Nadia after stealing Elena's body, all because she wanted to woo Stefan.
* decides that her surrogate son Y/n would make the best choice for a husband when she gets sick of Zeus' philandering ways and decides to remarry.

* decides that he wants to be himself and to "stay here," the theatre scene disappears, and all the other characters congratulate him including Gendou and Yui.
* decides to become the Queen of the World, Dorothy makes a curtsy in front of her.
* , decides to crash at her ex-girlfriend's apartment. She wakes up in a completely different building, three stories up, with a strange woman (Weiss) pointing a sword at her. Even after deducing the above, she still doesn't remember exactly what happened.
* decides to give him "extra duties" in the form of "visiting and reviewing the best brothels on every planet and station they land on for the next twenty years so he can eventually tell Harry which is the best in the galaxy". Said crew-mate promptly declares Harry the best boss ever.
* decides to give up a part of his liver for a patient. "If you die, I'm alone."
* decides to run with it by having Kermit react and try to correct her. The result ends up being very funny and adorable at the same time.
* decides to stay in the parallel universe, replacing his counterpart Ricky, instead of going home, because he feels he can help make this world better. (And because his alt!grandmother is still alive.)
* decides to stop focusing on getting the gold himself, and instead sets up a business supplying the other prospectors with equipment, thus securing a tidy profit.
* decides to test the thirteen day rule leave it unambiguous that it wasn't the outcome he considered.
* decide to suicide to deny their opponents a free kill, the "kill" command is disabled during this period. The Soldier's suicide-bomb taunt, however, is not; this was probably intentional.
* deciding that X reeks of evil (and WOULD strike out against evil party members unprovoked).
* Deciding to reference and poke fun at his own lack of knowledge about (association) football, Chris Denker starts off the sixth episode of his FIFA17 series with one of these in response to getting loaned out from Manchester United to Oldham Athletic, a team two leagues down from where he started.
* Deciding Vote On Wetlands Preservation Bill Rests With The Littlest Senator transfers this kind of children's book setup into the world of US Politics.
* Deciding what counts as science vs. nonscience or pseudoscience remains a problem, though.
* Deciding you don't like a film or TV show before you ever see it or based
* Decidueye isn't really ghostly at all — it's a humanoid owl that can channel spirit energy.
* Decima, and Grier in particular, believe that nation states are obsolete and humanity should be united under the rule of a
* Decimation, ended up either being repowered or gaining new superhuman abilities to compensate. The D-listers weren't so lucky.
* Decimation. Even Exodus, hardly the most humble of mutants, praises the power of the child he once tried to abduct and proselytizes about how "the prophecies ring true" when he is forced to fight her.
* decipher an ancient Catholic prophecy about a jewel that will bring world peace the fact that that message only works because she got it wrong the first time, but sure enough it's right.
* Decipher due to the solar flare from Hell. To avert it, the heroes have to reach Atlantis so it can quasi-crystallise the planet to protect against the gravity wave.
* Decision 2 and 3, where the revolver is the starting weapon, and also the weakest one available.
* Decision 3012", Bender is working for Nixon to dig up dirt on Chris Travers, a rival election candidate. While digging through his office for files at night, Travers comes back, forcing him to hide in the men's room disguised as a urinal (the rest of which are out of order). Cue Traverse walking up to Bender and unzipping his fly as we transition to the next scene.

* "Decision 3012" spends the entire episode satirizing the Obama "birthers",
* Decision Darts in one of the old TV commercials for Bartles & Jaymes Premium Wine Cooler. It showed Frank and Ed selecting a new flavor with a spinning dartboard.
* Decision lets you place bear traps on the ground that prevent the trapped zombie from moving. If they have another method of moving (such as the wolfmen's leap attacks), they can still change location... but then remain stuck where they landed.
* "Decision-making position at a produce marketing unit": Finding and removing fruit and vegetables that had gone bad at the supermarket. Career counselors actually encourage this, since it can help people get a job they desperately need.
* Decision-Making Room is the boardroom where the officers of the watch oversee the most mission-critical sides of the military machine. Notably also features the round table.
* Decisions in general only seem to be shown when the hero narrowly loses to set up a return. Points are only brought up to show the hero far behind to build for the sudden knockout.
* decisions, noting that there are some things worth risking your internship for.
* decision to leave his siblings to rot in the Netherworld centuries ago later bites him back in the ass, when he eventually meets the disgruntled family again as an incorporeal and depowered spirit.
* Decision weapons. It's most prominent near defensive towers, where the zombies all head for a single point and the tower can have up to three explosive weapons installed on it.
* Decisive Darkness, after the invasion of Japan, the United States annexes the Ryukyu Islands and southern Kyushu.
* Decius's "stupid fucking popehat" apparently acts this way as well, though mostly by deflating when he's depressed. The rest of the Ecclesiarchy's hats seem to act the same way. And then in Episode 18.5 it reacts to the Emperor's description of his ideal vision of humanity by shooting out to ceiling-busting lengths.
* Deckard's revolver, the prop of which is built around a firing revolver, is a popular custom project for gun smiths.
* Deckbuilding Game. In game terms, it lets you use the otherwise-useless alien icons on your cards to boost your actions.
* Deck Building: The Deck Building Game combines the genre with the theme of building a patio deck.
* decked out the site". These changes are always unannounced and leave just as soon.
* Decker band) as a cover to get into a party where a terrorist group is attending.
* Decker: Decker is always willing to save America from danger even though he hates President Davidson's policies.
* Decker has strong conservative principles and hates weak politicians. He is also the frontman of a very successful rock band. The character also drove a harley motorcycle in the first season which was back when Tim was interested in them.
* Decker. He is however brought back to life in the first episode of Decker Unsealed thanks to an untested treatment which also makes him look younger.
* Decker: In season 2, Decker takes Kington to the USS Arizona Memorial Visitor Center to give him an understanding of why they are fighting terrorists. Decker later dives in the ocean to retrieve his grandfather's dog tags who had, appropriately enough, died during the Pearl Harbor attack.
* Decker Kington and Decker are basically heavily idealized copies of their actors' characters on On Cinema.
* Decker manages to steal a huge sword from a foe who didn't even know he was carrying it, and was upset that he'd been stuck with a wooden shortsword all this time. This is of course poking fun at
* Decker, most of the terrorists Decker fights tend to hide their faces with bandit masks.
* ''Decker'' RPG. In 2083, the world is a place of propaganda, oppression and

profit. Summarily laid off from his programming job of 12 years so the company could save 4% on his position's payroll, John Anderson has had enough. Destitute and alone, he decides he is done working for a system that has chewed him up and spit him out. It's time to start subverting the system. It's time to get his long overdue payday.
* Deckers gain advantages when within computer systems they're authorized to use. Their programs always execute properly, they can gain access anywhere they need to go and they don't have to worry about IC attacking them.
* Decker, the characters Decker and Kington are named for their actors, Tim Heidecker and Gregg Turkington.
* Decker, there are Middle Eastern terrorists, often referred to as Al-Qaeda or ISIS, interchangeably, that serve as the main antagonists in a number of episodes.
* Decker, the Taliban, referred to as the "Talibund", serve as main antagonists in a number of episodes.
* Decker, the titled character has a habit of calling Kington either "Klington" or "Kingston"
* Deck of Many Things can summon a "minor death" to try to kill you, which looks like the grim reaper as depicted on a Tarot card. (In fifth edition, it instead summons a dread wraith, a powerful undead creature which sort of looks like the grim reaper.)
* Deck of Wild Cards: All of the villain's sidekicks want to overthrow them.
* Deck of Wild Cards: All of the villain's underlings want to overthrow him.
* Deck of Wild Cards: Every underling plans to overthrow the main villain.
* deck, prices progressively get higher and higher. There was simply too much in-game money in the system and certain cards became highly demanded, which allowed to leverage prices of other cards, snowballing into current state.
* Decks built around Goblins not only employ cheap creatures whose only purpose is to get a bit of damage in at the opponent before dying any one of numerous ways, but creatures that give you beneficial effects for intentionally sacrificing them. A few examples:
* Decks Fall Everyone Dies is to pull off a plan that's so crazy it might work to bring card games back.
* Decks Fall Everyone Dies, the other duelists hide Joey's deadly tuberculosis from Tristan and Duke.
* Decks Fall Everyone Dies, Tristan is overshadowed by Bakura, Duke, and all three Kaiba brothers, even though he was supposed to be the main character.
* Decks that focus on alternate win conditions look like this. Final Countdown Decks typically feature a crapload of defensive cards and not much else, and Burn or Mill Decks often completely ignore attacking the opponent in favor of stalling while they whittle down their resources. No presence, no offensive power... so they make it as hard as possible to get a hit in while they try to complete their own strategy.
* deck stolen by someone who's usually noob incompetent, but also having to listen to your teammates distorted speak through voice chat, which can sound incredibly annoying.
* Deck the Halls doing a dance and are getting quite excited by them... until they realize that it's their respective daughters on the scene, to their horror. Cut to the both of them in church washing their eyes with holy water.
* Deck the Halls's character wants to decorate his house so that the lights can be seen from space. This creates the major conflict.
* Deck the Halls when he crouches in front of a cabinet to pick up fresh police files, exposing his pink thong. Steve runs out of the building awkwardly.
* Deck the Halls, who, while short like Danny, is very beautiful, and portrayed as such.
* Declan. After getting therapy, Fiona became good friends with Holly J eventually realized she’s a lesbian and was in love with Holly J.
* Declaration of love through Shakespeare's sonnets with much anguish and
* Declaration of Personal Independence: Someone attempts to strike out on their own against their guardians' wishes.

* Declaration of Protection: A person has their entire motivation built around protecting a vulnerable person (usually a girl).
* Declaration of Protection: Making a vow to protect the one you love.
* Declarative Finger: Often used by the authors to imply that the character doing so is just trying to come across as profound, which in turn is used to imply that the character is actually saying something NON-profound.
* Declare answers the question of why most of its events surrounding very real historical people and circumstances are not known to public by saying that the British, American, and Soviet secret services covered all of it up after the fact.
* Declare. Attempts are made to kill djinn using iron from meteorites that according to legend have killed djinn in the past, by casting them into bullets or blasting them as shrapnel. It turns out to be almost, but not quite, what is required.
* declared a heretic and executed a dangerous heretic, but that was learned only after a Blackguard Kill Team executed him on the toilet.
* declared missing in action and presumed dead to dark green with black and white trim, after Corran's X-Wing. It's never stated whether they changed back after he reappears.
* declares that SpongeBob is "loose with other people's money"), and storms off, muttering to himself angrily.
* Declare that can be bargained with or killed, but not controlled. For a djinn, shapes can be thoughts and thoughts can be actions, and an ellipsoid marked with perpendicular grooves means death. King Solomon learned how to trap a djinni in a jar using a string of incised beads; the djinni would not be able to escape without rotating the beads, and therefore assimilating the experience of death into itself.
* Declare versus a scroll detailing the secret of eternal life. The game is interrupted, but Philby insists on completing the game when they meet up again in Moscow.
* declaring how much they love Queen Victoria. This leads to the entire cast singing the Queen's praises.
* declaring war on the entire world, Robin realizes that her friends will never betray her, and that she really wants to live, a fact that she screams from the bottom of her heart.
* declawed, which often leads to physical pain on top of difficulties hunting.
* Declawing cats. To remove their claws, their fingers are cut off at the first knuckle. Some shelters will require any prospective cat owners to sign an agreement not to declaw their cats as a result; if it discovered that the cat was declawed anyway, the shelter will be legally able to reclaim the cat for breach of contract (animal cruelty, in this case, being hard to prove).
* Decline and Fall or Gibbon's own successors, though exceptions have been known to exist.
* Decline of Video Gaming comments on the general superiority of the backup plan in all instances.
* Decline of Video Gaming title with an endless jumble of Roman numerals.
* Declining Promotion in that once these promotion cycles happen, Rogue Squadron tends to break up, with them going to command other squadrons, and only reforming in special instances, or leaving Rogue Squadron proper to the next generation.
* Declining sales and conflicting opinions of the fans about the quality of the writing may have played a part in the decision to axe
* Decoded Feedback's "Another Loss" is a male example. "In my dreams you live forever, 'cause love will never die".
* Decoded Feedback's "Death Control" opens with a child creepily singing "Ring Around the Rosies".
* Decode, Natsumi hears Birdy's voice in the bath, takes a look out of surprise, only to find a naked and embarrassed Tsutomu.
* Decoder Ring Theatre features several series in the style of 1930-50s radio drama broadcasts
* Decoder Ring Theatre is played straight, although there are two detectives, one male (Jack Justice) and one female (Trixie Dixon, Girl Detective), who take turns

providing monologue.
* Decoding Reality, by Vlatko Vedral, uses a story of a card game as a metaphor for the scientific process, which involves players sitting around a table, playing cards that feature random images. The only rule of the game prohibits context from being definitively established — the cards do not explain their own meaning, and the players are not allowed to speak to one another. The player is left to interpret the images on the cards and the facial expressions of the players, with the caveat that every time a new card is played, it could completely invalidate your interpretation. There is not even any indication that it's a game, because there are no defined rules. The players themselves may all be playing completely different games at the same table, and no one would ever know it.
* Decommissioning ceremonies often serve this purpose for vehicles like ships.
* Decommunization: Former Communist/Soviet states removing Communist policies, monuments, names, etc. after the fall of Communism in Eastern Europe.
* Decomposing Angel is a swiveling rig of four Dillon Aero machine-guns. It sees plenty of use.
* Decomposing animals can look weird and be hard to identify. The internet is full of pictures of mysterious animals that have washed up on beaches and have been claimed to be everything from aliens to cryptids.
* Decomposite Character: One person's role may be split into multiple for the sake of narrative and to provide a different spin on things.
* Decomposite Characters, and for being actually scary to animals while Elmer doesn't scare anyone, and the show had a few original characters not based on any of the Looney Tunes.
* Decomposite Character: Splitting the role of one character to two or more.
* Decomposite Character: The adaptation splits a character into two or more characters.
* Decomposite Character: The adaptation splits one character into two or more characters.
* decompressing the plot so much that every minor detail happens over at least 3 days. This also means you have to read several months' worth of strips to get anything meaningful out of it.
* decompression sickness (or the "bends"), which tends to (mostly) happen in divers. You won't explode but, like the airplanes examples above, this can lead to your lungs rupturing. More often than not, the AGE type happens when a diver ascends to the surface too quickly or if the diver had lung conditions prior. To prevent this, some people (particularly those in the Navy) undergo some form of pressure conditioning.
* Deconfirmed Bachelor: Character who previously refused to get married changes their mind upon meeting the love of their life.
* Deconfirmed Bachelor: He vowed to never be in a relationship, but then he met "her".
* Deconfirmed Bachelor meets the right person and changes their mind about being single.
* Decon-Recon Switch. Lady Claudia starts out quite willing to love her stepdaughter Lilli, but years of the girl shunning and rebuffing her slowly destroys that love. Once Claudia suffers a miscarriage, she goes mad with grief and tries to murder Lilli.
* Decon-Recon Switch: The point at which a work shifts from deconstructing a genre to reconstructing it.
* deconstructed a bit because the trauma of the ordeal would likely have killed the victim.
* deconstructed accelerates himself to that point in response to terrorists firing on a party. When he disarms the terrorists, he recognizes that he has to do it as carefully as he can, or he'll kill them by touching them at the speeds he's moving (he still ends up breaking their arms). And when he plucks the bullets out of the air, he makes sure to put them in a safe place because he recognizes that they'll still have their momentum and kinetic energy when time goes back to normal from his perspective.

* Deconstructed. A couple is murdered, and one of the cops on the case tells the couple's troubled son that the mother lived long enough to name him as the perpetrator, after which the son breaks down and confesses. Logan is suspicious, however, and eventually uncovers the truth: the son was high on the night in question and can't remember what he did, so when he was told that his mother implicated him, he believed that if she said that, he must have done it, not realizing that she never said anything and it was all a ploy. Logan then finds evidence that proves the son's innocence.
* Deconstructed a few times where Starscream or some other Deception actually predict a definite error in Megatron's plan. He dismisses it as this trope until the problem inevitably occurs.
* Deconstructed after a bloody civil war leaves the Blood Angels near death because they can't replace their losses fast enough, forcing them to beg or order their successor chapters to give them some recruits.
* deconstructed. After being put through the wringer several times over by their adoring "fans", it would be safe to assume the Mane Six wouldn't mind going back to being widely ignored.
* deconstructed. After having it up to here with Dr. Wily, Mega Man finally spells out just what taking over the world will require. Namely, having to sort out the already noticeable mess of differences between various nations, having to deal with the various uprisings, learning every language known to man just to communicate with them, getting people to accept his rule in the first place and the insane amounts of stress that would be implied. It ends on a nice humorous note as Dr. Wily, having clearly gone too insane to recover, laments that he already had a custom gold world-domination crown made.
* deconstructed, a majority of the bridge crew and cadets are dead, forcing Nog to tell everyone to abandon ship within a minute. Only he, Jake, and one other cadet survive.
* Deconstructed, and at the end of the series it turns out that he might have to permanently retire from Gunpla Battle.
* Deconstructed and depicted much more unsympathetically almost to the point of caricature in
* Deconstructed and has had to learn on his own things the other three took for granted) helps solve those problems.
* Deconstructed and is therefore able to wipe the floor with them despite using otherwise primitive tech.
* Deconstructed and rescue his master Ahriman. He manages to get aboard without incident, since they were expecting “his” return, but because the Thousand Sons wear highly distinctive and personalized armour, and because the sorcerer whose armour he’s wearing is well known for having a twin brother who never leaves his side, the maintenance crews realize that something is wrong the second Astraeos steps out of his shuttle alone and quickly sound the alarm.
* Deconstructed and saw Solid Snake as the ultimate action hero badass and desperately wanted to be him... which resulted in...
* Deconstructed and spoofed comic, where Jerry's actions in the "Lost Episode" of Tom and Jerry do have lasting repercussions.
* Deconstructed and steadily eroded the relationship between himself and his crew.
* Deconstructed), and though they make up later, they don't resume the relationship.
* Deconstructed, a quick line of news mentions that lung cancer is on the rise.
* Deconstructed are built from relatively flimsy materials, making them physically inferior to humans, and their neural nets are only rated for up to 80 years, while humans at the time are expected to live at least 160 years.
* Deconstructed are forced to work together, one just beneath the other. It very nearly ends in mutiny.
* Deconstructed (at least in the 'Declared insane= gets off basically scott-free' aspect) in
* Deconstructed, at least partially, in the case of Kuvira, the Earth Kingdom fell into disorder and anarchy due to a political assassination, and the only way to

restore order was through the use of military force. Several heroic characters support Kuvira's mission, and she succeeds in pacifying the chaotic Earth Kingdom, the problem is that she doesn't stop there ...
* Deconstructed, a trope is deconstructed when it is used in a way that demonstrates the problems with it and why it wouldn't work in real life.
* Deconstructed at the end of the second season, where Kaiki tells Araragi that he
* Deconstructed attitude towards her, stating that she shouldn't be blamed for his reaction.
* Deconstructed because he had been acting as defense attorney to an accused stalker at the time of a previous game. (Annie is playing Finn in this arc.)
* Deconstructed, because she doesn't see her showing any strong emotions after what happened, and her telling this to the police officers investigating Marie's case makes them come to the same conclusion. To the viewer, however, it is made quite clear that Marie's lack of reaction is because she is still in a state of shock and trauma after the rape, and is actually trying her hardest to avoid thinking about what happened. Her other foster mother Colleen points out this to Judith when they talk, noting that people react differently in individual cases.
* deconstructed because she finds herself unable to live up to this standard.
* Deconstructed, because the game has a weird obsession with classifications.
* Deconstructed blog post. The author argues that having a single highly competent black person in the company of many white people of varying competence only shows that black people have to work harder than white people for the same rewards. According to an article, she quotes "...one of the ways in which we will know when black people in the United States are truly liberated and equal to their fellow white citizens will be when there are as many mediocre blacks in academia as there are currently mediocre whites."
* Deconstructed by an employee featured on Not Always Working, when her uncle points out that not only does he not have that much power with the establishment, but
* Deconstructed by a simulated Humongous Mecha battle that takes place between two diplomats in
* Deconstructed by Blake. When Blake finds out that Torchwick is working with the White Fang, she becomes obsessed with finding out they're up to and stopping it. Her determination becomes an obsession that takes a heavy toll on her grades, social life and health. Yang takes her to one side to tell her a story about how Yang's obsession with finding her birth mother almost got herself and Ruby killed at a young age. Yang has since mastered her desire and helps Blake to do the same. Blake eventually plays the trope straight when she saves Yang's life by picking up Yang's unconscious body and running despite having just suffered a vengeful beating and being stabbed in the abdomen. Something that eventually keeps going in future Volumes.
* Deconstructed by Gwenlliant's reaction to Lord Cado's wizard's laboratory. When Gwenlliant — who grew up at court and was taught by the resident alchemist/wizard — first sees Cado's laboratory, she is immediately uneasy, knowing that he must be a bad wizard — "either not very principled, or not very wise". No proper wizard would bother to keep so many showy magical experiments running at once; they would be set up one at a time for research purposes, and would not be shown off to visitors.
* Deconstructed by House Bolton. The Boltons were bitter rivals of the Starks, and were the most powerful and last of the Northern petty kings to be conquered back in the Age of Heroes. Since then they have rebelled multiple times, secretly defied many of the Starks' laws, and
* Deconstructed by one of the "Uncles" of Wo Shing in the climax of the sequel, who's never heard of this lowly foot soldier.
* Deconstructed by Rocket Raccoon. He's a walking, talking raccoon that can stand on two legs, hold and fire heavy weaponry, pilot spacecraft, and so on because he had multiple painful experiments performed on him in the past.
* Deconstructed by the Halosians, a race of bird-like creatures whose entire culture is based around gaining more power by racking up kills. In practice, this

means that they just go around attacking anyone they meet, which usually results in them getting their asses handed to them by more powerful opponents, and leaves them unable to consider
* Deconstructed. Catra always took the brunt of Shadow Weaver's abuse as the
* Deconstructed - Ce'Nedra leads an army into battle wearing a suit of armor made entirely of pure gold but knows exactly how impractical it is in an actual fight. She uses it entirely to serve as an inspirational figure to bolster the troops morale.
* Deconstructed, "Certain Girls." There is a flashback where a young Cannie hears a bit where these two DJs (whose show is suffering low ratings) look at the wedding announcements for the ugliest bride and they stop at this one called "Wide Bride", the dubious winner gets a supply of Alpo delivered to her house. Cannie's mother is disgusted and switches to NPR, whereas Cannie wonders about how the bride, the groom, the bride's mother and friends feel about the business and worries about her or a loved one receiving this sort of abuse.
* Deconstructed Character Archetype: A character who deconstructs the archetype they seem to embody.
* Deconstructed Character Archetype features with Meredith, Castle's first wife and Alexis's mother. While Castle and Alexis are clearly fond of Meredith, they both find her exhausting to be around for a longer period of time, and she's especially shown to not be a very responsible parent to Alexis. Castle describes her as a "deep-fried twinkie" — tastes great, but really bad for you.
* Deconstructed Character Archetype. Possibly intentionally, as he's shown to be remarkably trope-savvy.
* Deconstructed Character Archetype, she has completely changed and now rejects this trope. Cassie is no longer the wild, carefree pill popping girl she one was and has now depressingly matured into a young lonely woman who rarely socialises. She has seemingly outgrown this trope and realised being a 'Manic Pixie Dream Girl' in the real world can never work.
* Deconstructed Character Archetype: while in college Rob goes out with a girl named Charlie who he perceives to be one of these, and when she dumps him he never really gets over it. Meeting her again, years later, he realizes that she is actually a pretentious, vapid, self-important idiot whose "quirkiness" is merely to cover up that she has no personality of her own, and he was just too immature to realize this at the time.
* Deconstructed Character Archetype with Parker Posey's character Liz, whom Louie takes on a date. She's cute, smart, vivacious, eccentric and irreverent, spending their entire date suggesting adventurous things to do and repeatedly trying to push Louie out of his shell. However, there are frequent hints that she's a bi-polar alcoholic and pathological liar.
* Deconstructed compulsive liar. That's the reason why she can stand Manabe; he's one of the few people who actually speak what he thinks.
* Deconstructed Courtney and delinquent punk Duncan. The bitter arguments start up almost as quickly as the sparks fly, with her ultra-preppyness directly contrasting his criminal nature. Their relationship is unstable from the beginning, and they break up and come back together several times. Eventually, the constant arguing becomes too much; Duncan tires of her by season 3 and cheats on her with Goth girl Gwen, leading to his and Courtney's final breakup.
* Deconstructed" Dr. Director puts his face close to the TV to say "hello". But he doesn't see anyone. Of course, this was just a distraction.
* Deconstructed embodiment (Michael's voice-over rightfully calls it one of the most inaccurate guns on the planet). They dive behind cover and wait for the guy's full-auto Dakka to burn through the clip in about five seconds, then capture him when he tries to reload.
* Deconstructed. Fast forward eight years, and it becomes clear that she harbors a small crush on Karasawa, who, unfortunately for her, is traumatized by her bullying to the point where he can barely interact with her normally.
* Deconstructed first instinct would be to send more guards to the thing worth protecting.

* Deconstructed following her survival. Given this, she would aid him in his work with the hopes of following his footsteps after his death.
* Deconstructed for a case she was working, which results in Mac getting thrown off the case (allowing Singer to take the lead on it).
* Deconstructed for how much they take him for granted and ignore him.
* Deconstructed for laughs in one chapter of the manga, where he chases after Ranma to tell him something... but since he's holding a sign, Ranma can't tell that Genma is trying to talk to him until he catches up.
* Deconstructed; for once, he's drastically misjudged his audience and his ability to influence them.
* deconstructed. Founded by military members as a society free from selfish civilian political influences, It soon devolved into a totalitarian martial culture who aren't actually that good at warfare, and spend more time fighting each other than the Inner Sphere.
* Deconstructed has unwittingly (and quite unwillingly) become a "casualty" of this "conflict", same as another Federation ship before it) Kirk blows up the computers to force them to actually face the consequences of war, telling them it's up to them to make peace or suffer the brutality for real.
* Deconstructed. He doesn't care at all for Hinata's feelings and treats her more like a personal trophy than a person.
* Deconstructed, he gave Okada such a powerful headbutt that it caused a subdural hematoma that required surgery. Although the surgery was successful, Shibata suffers paralysis on his left side and perhaps may never compete again.
* deconstructed he leaves his second wife and their child to join the Grey Wardens, because he's not suited to live in society; all he's good at is killing.
* Deconstructed here. The idea being the idyllic past is not so idyllic and we changed for a reason. Everybody "past" and present eventually accepts this.
* deconstructed, he says his name and "card slash", but that's about it. It's implied to be voluntary, as he's been pretty traumatized in these games.
* Deconstructed. He's pure in four different ways that don't interact well and deals with the stress by hanging out playing the Games of Divinity for, oh...about the last two thousand years.
* Deconstructed. His lack of, well, any sense of pride, dignity, or responsibility is responsible for causing half the crew to nearly descend into insanity. At one point, a GHOST becomes disgusted with him, and leaves. Death is mercy compared to living with Tylor. The section he works in is a dumping ground for the screw-ups who haven't quite screwed up enough to be court martialed, further contributing to the poor to nonexistent military discipline.
* deconstructed his new invention, a machine for lowering the gods to the stage in order to solve characters' problems. (He boasts that he's going to make a fortune with it: "Sophocles put a deposit on one. Euripides wants two.") Unfortunately, when turned on, it winds up strangling the actor playing Zeus.
* Deconstructed, however, he had to make quite a few sacrifices to attain his position.
* deconstructed. However, his gentle nature and quiet encouragement of Allison's dreams, coupled with treating her as an actual person leads to their going out on a date by the end of the movie.
* Deconstructed. However, she continues to see them as flushed and unwilling to admit it, and goes incredible lengths to try and get them together. This includes her breaking his heart, and at the same time trying (and failing) to replace Feferi as his moirail, enraging her. She gets called out on it, and accused of trying to manipulate others' quadrants after being explicitly told not to.
* Deconstructed in a 2014 ad for Grande Communications. A salesman offering great deals on cable and internet is forcibly restrained and subjected to unnecessary and dangerous medical intervention in order to "cure" his apparent "illness".
* deconstructed in a Disney Comics story where Gyro Gearloose makes a fortune selling a series of robots, each tailored to a specific household chore (such as a gardening robot, a cleaning robot, a laundry robot, a cooking robot, etc). When he is asked why not a single Robot Maid, he replies that individual household chores

require substantial specialization not possible with a generic robot and this approach has the added bonus of being able to accomplish several tasks at once. Unfortunately, said robots also consume a huge amount of power and the sheer demand causes the price of electricity to spike and all the robots to be returned, restoring the status quo.
* Deconstructed in a later episode when Rollins was framed for a murder. Despite her captain's advice she refused to lawyer up, claiming she did nothing wrong and tried to be as helpful as possible, being completely honest and even bringing new evidence to the
* Deconstructed in a more recent storyline, where Anvil admits she's not excited about an upcoming promotional photo shoot. When Sydney sarcastically ask if it's because she's afraid of appearing "too physically perfect" Anvil points out that her bodytype is actually unattractive to a lot of people and she's bullied for it a lot (
* Deconstructed in another example. While exploring Vault 3, you run into a Ranger sent to kill the fiends there. After killing a few dozen sneaking around, he gets careless and suffers a leg wound from a trap, and while he still gets out fine (albeit with a leg needing treatment), Colonel Hsu will state that sending him alone was a bad idea (and that Rangers succeed often enough to make people forget they're still only human).
* Deconstructed in a very subtle fashion, rarely explicitly stated. The Clan system
* Deconstructed in Berlin's "Sex (I'm A)". The male singing part is repeating "I'm a man", while the female part is "I'm a..." followed by "goddess", "virgin", "blue movie", "bitch", "geisha", "little girl", "boy", "your mother", "one night stand", "bi" (male chuckle), "slave", "virgin", "drug", "dream divine", and so on, emphasizing while the male is only required to be the male in sex, a woman has to adopt a myriad of roles.
* Deconstructed. In chapter 2 Asuka gives one to Shinji after their dog fight. She got a very severe reprimand of Misato, who warned her that behavior was unacceptable and would not be tolerated.
* deconstructed. In Episode 41, Tien retrieves Chiaotzu so they could train more against the Androids. Chiaotzu brings up that a (now former) doctor had warned Tien that his shoulders were getting too big.
* Deconstructed in George Egerton's short story "Wedlock". The stepmother is an alcoholic who loathes her stepchildren, but her husband is an abuser who keeps her separated from her own daughter.
* Deconstructed in "Last Whiff of Summer", the two-part fourth season premiere. Early in the episode, the kids debate among themselves which of them are their parents' favorites, then ask them, and their answers and non-answers (Frankie denies that parents can favor any child above another) set up the episode's plot threads. The parents also find themselves asking the same question, and Brick later reveals he's been keeping score.
* Deconstructed in later seasons when Sam starts getting jealous of his friends who are married and have kids. Eventually Sam admits he's addicted to sex.
* Deconstructed in many of his complaints, and was driven to despair by increasing evidence that while the law was on his side, the legal system wasn't.
* Deconstructed in "Masters of All Time"; In the alternate timeline, Vlad saved Maddie from the malfunctioning portal, earning her affection, eventually marrying. However, Vlad is overly controlling and possessive of Maddie, even having forbidden her from pursuing ghost hunting, and had lied to her, saying that Jack (who had suffered the ecto-acne accident in this timeline), didn't want anything to do with her. Maddie, unwilling to give up her life's work, resorted to ghost-hunting behind his back, clearly resenting him for it. Whether she felt obligated to marry him out of gratitude or simply overestimated his character based on that one seemingly noble act, rescue was clearly not good enough grounds for a lasting romance.
* Deconstructed in "Nothing Can Stop the Juggernaut", where Spider-Man first fights the Juggernaut. After the villain yanks Madame Webb from her life support device, Spidey uses rescue breathing on her until the paramedics come, and she is

clearly much worse for wear once she is stabilized, taking months to recover. (Although she doesn't suffer the brain damage the doctor feared she would.)
* Deconstructed in Richard Wolkomir's autobiographical story "The Best Criticism I Ever Received" published in a 1986
* Deconstructed in Rog Phillips' short story "Rat in the Skull", in which a newborn white rat is placed in control of a Mobile-Suit Human as a psychological experiment, and grows up thinking the robot body
* Deconstructed in season 7, when Rusty demonstrates his rocket belt by jumping through the window and floats, he gets a lot of serious cuts all over himself and passes out from blood loss, he has to go to the hospital for it
* Deconstructed in "Sugar Dirt". The 58th are ordered to land their planes and join in ground combat, which lets their fighters be destroyed on the ground when the Chigs spring their trap.
* Deconstructed in Tal Bachman's "She's So High". It's about how amazing the singer's crush is, and the idea that the singer couldn't really offer her anything. And then she asks him out...and the singer declines, because of his low self-esteem.
* Deconstructed in that he's promptly shown laid up in bed with both of his legs and one of his arms broken from the impact.
* Deconstructed in the 4Kids (and only the 4Kids) dub with Kuina. She was the strongest fighter in her father's dojo, being able to beat anyone, regardless of age. However, after beating an adult, the person she defeated was so angry he got his friends to beat her up so she could never fight again. In the other formats, she just fell down the stairs and died anti-climactically.
* Deconstructed in "The Beast Within", where it's clearly shown during the fight against Adonis that Beast Boy has deep anger issues because of the lack of appreciation from the other Titans, and during the fight all of his repressed anger goes out and he totally
* Deconstructed in the cafeteria. Once he starts murdering people, however, their relationship goes south.
* Deconstructed in the episode "Gar Trains Punching Judy", wherein before the final round of a fighting tournament, Mr. Gar tells Punching Judy that because of Trudy's muscular arms and thin legs, she'll be easier to knock down compared to Judy's thin arms and muscular legs. When Judy fights defensively, Trudy gets tired out quickly because her tiny legs aren't good at running. This trope is lampshaded at the end, with K.O. saying that he and Mr. Gar should start doing squats.
* Deconstructed in the episode "The Scorpion's Tale" where a drug overlubricates the eyes of Grampa Simpson, causing them to pop out. Gruesomely.
* Deconstructed in the first chapter until a random factor breaks the loop, setting up the rest of the story with Sailor Pluto hell bent on preventing the situation that caused it in the first place.
* Deconstructed. In the flashback of how Masaki became a delinquent, it's shown that, when surrounded by delinquents his sempai at the boxing club had called to beat him up, he put himself with the back at the wall to both prevent them from attacking from behind and cut his own retreat... and promptly became unable to move due the sheer psychological pressure from finding himself in this situation, leaving him helpless and forced to take their beating.
* Deconstructed in the later episode "Harbringer". There's some rivalry between
* Deconstructed in the origin of the Cyborg Superman. In a pastiche of the
* Deconstructed in the Pharrell song "Young Girl" where two people have mutual feelings for each other. The problem? She's in college and is not yet 21, while he's older, "so advanced", and others have a problem with this.
* Deconstructed in the second season episode "Rendezvous", when incriminating evidence is presented and the defendant asks defense counsel to object.
* Deconstructed in the song "The Ballad of Barry Allen", where the narrator (Barry Allen) laments about the inability to slow down his perception, at one point noting that the world is boring because when things happen in an instant, they're
* Deconstructed in the Strugatsky Brothers' Noon Universe, where this practice is called Progressorism. The authors explore everything necessary to transform a pre-

modern society into a futuristic one, and
* Deconstructed in-universe by Varys, who determines that it is Ned Stark's concern for this trope that ultimately seals King Robert Baratheon's fate.
* Deconstructed, in which the singer admits she doesn't believe anyone could ever really love her as she is, so she runs away whenever things are actually good. The song is her apologizing to her ex for not realizing how much they loved her and admitting she blew it and ended their relationship for nothing.
* deconstructed is if his friends and family still actually love him or not.
* Deconstructed is to tell HABIT is to go fuck himself. HABIT's subsequent speech makes clear that not only is this a completely worthless act, but that HABIT is the kind of sick bastard that actually enjoys (and thus actively looks forward to) hearing this.
* Deconstructed it becomes more a case of Helen knowing both of her daughter's faults and wanting them to learn from each other's strengths.
* deconstructed. It shows what someone with a healing ability would actually be like when Naruto watches his brother become groggy and practically unable to stay awake every month.
* deconstructed it's just Beast Boy and the leader of the Squad. Beast Boy understandably is frustrated when the leader starts to talk about the team working together.
* deconstructed. Katie is a gorgeous airhead and for most of the film, her lack of intelligence is played for laughs. However, in a candid moment, she admits to her fears about her stupidity to Joe and how she doesn't actually like her life or know how to behave around people she has feelings for, other than via sleeping with them.
* Deconstructed later on in the story arc, in which Urza takes a team of the multiverse's most powerful planeswalkers to Phyrexia to perform a raid on the plane in his efforts to destroy Yawgmoth...including the
* Deconstructed, many of her classmates see her as one of these, complimenting her on her knowledge of Japanese culture and laughing at her foreign mannerisms. However, Kud finds this very isolating, as she learned Japanese from a young age and has been exposed to the culture for most of her life, and since she's lived in places all over the world, Japan is the closest she has to a home country.
* Deconstructed, meaning that the Great Crusade was as much a war of extermination as it was an attempt to protect human worlds. Additionally, his vast power and long lifespan meant that he had great difficulty relating to the people he depended on to run his great empire, which led to a rift developing between himself and the Primarchs that ended in fully half of them betraying him and setting off a civil war that would ultimately burn the Emperor's goals to ash.
* deconstructed meets a boy that she feels is her true love, and she's already planning to marry him... and then he dumps her for another girl, breaking her heart. The song was based on the experience of Taylor's longtime friend Abigail Anderson, who is mentioned by name in the song and appears in the video.
* Deconstructed. Mei may be surrounded by hot guys all interested in her, but the experience of being courted by all of them, along with the lengths they're willing to go to in order to get her, is incredibly taxing for her psyche.
* Deconstructed money, so why is Inque surprised that she is just taking more of it?
* deconstructed. "My heart is in my hand... yeeech!" (hence acknowledging that the heart is a rather sticky and ugly thing, hence isn't the best symbol for romantic love).
* Deconstructed. Not only that, her knowing this fact also slowly drives her insane.
* Deconstructed of Valhalla. In the end, the only ones who benefit from this mindset are Immortan Joe himself and his fellow warlords.
* deconstructed of valuing his own life above those of others. No matter which route, he gets near-fatally injured trying to save Saber the very night he meets her.
* Deconstructed outlining all his faults and how to fix them in order to make him

perfect for her. He votes her off for it, but they get back together in the finale. However, when she proves she hasn't learned come the next season, Duncan ends up hooking up with Gwen, who respects him for who he is and has a lot of common interests with him, leading to the end of their relationship.
* Deconstructed powers that significantly put them above the humans, dwarves and orcs of the setting, they're also responsible for turning the surface into the Hell-hole it is thanks to their screwing around with demonic magic. Through the story, it becomes increasingly obvious that the fae rule through brute force and that they really aren't that much better than the "savage" humans and orcs.
* Deconstructed pretty hard with Granart's parents, and implicitly all previous generations. Granart's father saw his wife as little more than a pretty trophy that came with the kingdom; Granart's mother never touched a sword again after losing that final fight, and after Granart's training was complete
* Deconstructed refuses to date—her first date was arrested half a day into it because of this trope.
* Deconstructed relationship with Wanda, a peppy owl, in Season Two. Bojack finds it too difficult to change, Wanda has a hard time enjoying his negativity, and the relationship falls apart.
* Deconstructed. Rick Sanchez certainly comes across as one, but it's implied to be a defense mechanism fostered over decades — if he ever stopped to empathize with those he's wronged over the years or consider the full consequences of his actions, he just might go completely insane.
* Deconstructed's "A Tangled Web". The victim in question, Francine, has to leave her school because of the constant torment.
* Deconstructed series. The first book ends with Peter deciding to go with Bloxholm since his father seems indifferent to his existence and he believes no one will miss him. In later books, we see how much his father misses him and blames himself for his disappearance. The series ends with Peter choosing to return to Earth with him, while it's Susan and Duncan who go with the aliens.
* Deconstructed, Sherlock claims they have encountered an unusually high number of open doors, and at least one puppy and television that each sounded like someone calling for help. The judge doesn't buy it and recommends Sherlock be fired for that, among other things.
* Deconstructed something she wanted), she is unable to wrap around her head how breaking apart the bond of six random ponies could cause so much death and destruction. In other words, even the villains can forget how important they are, and she nearly ends up paying for that mistake. Granted, she did spent several years living in the desert...
* Deconstructed song "Conventioneers." The first three verses describe a man having a romantic passionate evening with a woman he's had a crush on for a long time, musing about how he wants to marry and grow old with her the whole time. Immediately after they have sex, he decides that it wasn't worth it and leaves while she's sleeping, secretly hoping that they never see each other again (which is really awkward, as it's revealed that they're co-workers).
* Deconstructed, so when Vivian was offered her dream-job in Paris, there wasn't much Wil could do to convince her to stay. At the end of the movie she has an epiphany, outs herself to her mother and rushes off to the airport to stop Vivian. She catches up to her just before she boards the plane and says all the things that she should have said all through the film. And then Vivan drops her ultimatum: That Wil kisses her right here and right now in front off all the strangers around them. And Wil freezes up, unable to do it. So Vivian smiles sadly and boards the plane, leaving Will whimpering "I love you" at her back. Turns out grand romantic gestures don't fix underlying problems.
* deconstructed that all their lives rest on Celestia and Princess Luna, any hint that something might be going wrong for one of the two is an immediate cause for panic. The saying is that every time Celestia sneezes, Protocera's commodities market catches the flu.
* Deconstructed. The background radiation is so high that long-distance communication is all but impossible, and orphans with cancer are prevalent.

* Deconstructed, the creature was made almost entirely of legs, which were made almost entirely of bone..."
* Deconstructed the first time a viking raiding party fights a Saxon force in
* Deconstructed. The heroes from the main setting of Earth 1 always consider Earth 2 just as legitimate as their own world, but the opposite isn't true as Earth 2 super villain Zoom takes to sending other Earth 2 villains to Earth 1 to kill the Flash. Several of them start out by tracking down their own counterpart and killing them, and even one who's explicitly stated to have never killed anyone before has no problem pulling a
* Deconstructed: The song "At the End of the Day" ends with the factory workers and foreman condemning Fantine for being a "whore" by having Cosette out of wedlock. Fantine retaliated earlier by saying that she's not the only worker without a sexually clean history and given that she's been refusing the foreman's advances, more than a little of the accusations are them just trying to get rid of her out of spite.
* deconstructed). The Spanish Inquisition's tortures and killings, conversely, seem to the Aztecs overly brutal and barbaric, and the religious wars and crusades are seen as hypocritical, dumb or overly evil. So the Savage Indians are mirrored in the Europeans, and some of the Middle East.
* deconstructed, the voice of Celestia, about the reputation of her character in the fandom, during a crowded convention panel. Upon mentioning that she's sometimes characterized as a molester, the announcer flinches, interrupts him, and shoos him away; Nicole then sternly declares that "the darker side of the fandom is... not part of what the show's about."
* deconstructed. The Wolrogs are psychotic, vicious, cruel, sadistic, genocidal maniacs who live only for battle and death, and are feared and hated by the other races in the galaxy. They tend to kidnap innocent people to serve as captive soldiers or slaves to fuel the war effort. In the same comic, Wulf may be an example of the more noble variety.
* Deconstructed. They are attracted to each other but both fear rejection, so Shinji doesn't dare believe it's anything more than just a way to pass the time and Asuka pinches his nose (ostensibly because his breathing is bothering her) to get at least some kind of reaction out of him and to ensure some kind of "plausible deniability" of her own emotions in the face of possible rejection. And rejection is what she reads from his passiveness even if he doesn't mean it as such, because he doesn't understand there to be anything to accept or reject... mostly because her words and actions just then and there give him no reason to actually think so! So after seeing Shinji's reaction (that is, gasping for air, not hugging or comforting her) she ran into the bathroom, making gargling noises as a front. Shinji is left feeling even worse.
* Deconstructed. They quickly forget this "little" incident and start poking their noses where it (usually) isn't their business after this.
* Deconstructed. This example is also interesting in that it's the type of team described at the top of the page that's getting smashed.
* deconstructed this trope. The exorcist did a very Hollywood-style exorcism, tying a girl to the bed, and that led to her death. A priest pointed out that there are procedures before doing a real one, most notably to eliminate the possibility of just more mundane causes like the above mentioned psychosis, nor would he have been so reckless about the safety of the girl.
* Deconstructed, thus forcing Barbara Gordon to tell Terry exactly what happened.
* deconstructed tie in — it's not clear whether this is tongue-in-cheek or whether they're just milking all they can out of it.
* Deconstructed to escape a miserable life constantly on the run from the law.
* Deconstructed to make him realize that he was deluding himself, and that he never had a chance with Rarity.
* Deconstructed, to the point that he doesn't care that she rather loves her husband Jack or that actively killing him would only make her despise him more.
* Deconstructed Trope did was render humanity totally extinct, while also senselessly killing completely innocent sentient beings along the way, and as a

direct result the protagonist's sister is going to die anyway along with everyone else.
* Deconstructed Trope in "Wishful Thinking". In this example a guy uses a magic coin he inherited to create a wishing well, so he can make the girl who he's been in love with since high school, but is oblivious to him, love him more than anything else. At first he's happy with the new situation, but eventually gets disheartened from the fact that she literally has no personality other than pleasing and loving him, even killing others for him to maintain their "love".
* Deconstructed Trope. Running away as fast as you can is lampshaded as actually a terrible strategy in an isolated location since doing this actually will allow you to catch up faster than trying to match speeds.
* Deconstructed Trope that gave them the short end of the stick despite not truly being bad people:
* Deconstructed Trope, the results are either great comedy fodder (if the nation the envoy was sent to takes it with good humor) or a minor diplomatic incident.
* Deconstructed Trope: Trope is played straight, but with realistic consequences.
* Deconstructed trying to cause scandals, with at least one snapping pictures of her while she's undressing. While spying he had seen she stuffed her bra, so...
* Deconstructed). Ultimately they wind up married to different people.
* Deconstructed version of the straight trope. It just points out the trope's flaws or how it's even possible.
* Deconstructed: Vincent Poursan jumps out of his bath with a blunderbuss, spurring the comments:
* "Deconstructed" vs. "Reconstructed": A Deconstruction avoids the unrealistic parts of the trope, but the writer
* deconstructed. Weiss' memories up to Volume 7 are time traveled to before the start of the series, but they end up completely overwhelming the then eight-year-old Schnee. This caused her to try and arrest her father for crimes he had yet to commit, and was subsequently thrown into a mental asylum for her troubles. In addition, by the time the story starts she has trouble recalling some of the less important memories and has trouble discerning her memories from reality.
* Deconstructed what Cartman's negativity has turned her into and decides to leave him for the sake of her well being.
* Deconstructed when a girl turns Gordo (5'3.75) down for a school dance because he's short and "I don't want to go out with a short guy." Gordo takes it very hard.
* Deconstructed when Avasarala points out that the reason MegaCorps get away with so much isn't because there are no laws to stop them, but that those laws are hardly ever enforced by bureaucrats who are hoping for cushy private sector jobs. When
* Deconstructed when Caroline Cordovin decides to use a giant mech, designed for fighting giant Grimm,
* deconstructed when FBI agent Sara Bryan goes undercover to get close to Katchoo, showing how the emotional connection can be dependent on the intent and thoughts of the participants. She originally asks to be Katchoo's assistant, but agrees to be an artistic model after Katchoo says that she does not need an assistant. To Katchoo, their interactions and resultant artwork are expressions of femininity and personal beauty (not to mention a general friendship), but behind the cover identity Sara feels ashamed and violated by the semi-erotic portraits and the intimacy of the situations. She particularly dreads the reaction from her parents and the rest of the Bureau after the artwork is disseminated to galleries and collectors across the country. When the truth of Sara's background comes out, Katchoo feels crushed and betrayed.
* Deconstructed when it comes to Hiroto's emotional problems concerning GBN.
* Deconstructed when it comes to the character of Sarge from this series. This is perhaps possibly his greatest fear as fighting the Blues, and to an extent actual bad guys, is what gives his life meaning and purpose. When Grif points out in Recreation that they might just never fight anymore Blue soldiers Sarge ends up deciding to undo his
* Deconstructed when Katara goes after the soldier who killed her mother,

expecting a
* Deconstructed when Oliver Queen saves the life of Carrie Cutter only for her to become obsessed with him, becoming the recurring villainess Cupid.
* Deconstructed when Ray puts his proposal to Debra in his sports column and then spends the rest of the episode fretting that by making it public he's removed Debra's choice in the matter. Played straight with Robert's proposal to Amy, where his cop buddies pretend to arrest her and read cheesily reworded Miranda Rights.
* Deconstructed when Takaaki Watanabe passed through while on his learning excursion. The ROH officials learned to pay special attention to his matches after they had several concussion scares with Watanabe, who continued to use headbutts despite them.
* Deconstructed when the fleet decides to replace their obsolete planetary-based system of government with one based on their spaceships. The politicians are used to negotiation and compromise, but as each captain is used to running their ship their own way, the government quickly devolves into a
* Deconstructed, where a character says she thinks the cliché of a young girl going on a journey in a surreal world where she's acted upon but rarely gets a chance to act on the setting is overplayed, and she refuses the call to adventure and goes home "In the name of Alice, Dorothy, Wendy and all the others".
* deconstructed, where a set of proud Sixth Rangers is snidely narrated as the "B-team", who fight villains that main crew are too busy or can't be bothered to fight.
* Deconstructed, whereby Season 4, although Team Arrow ultimately managed to save Star City from those attacks, they still had consequences: citizens are leaving the city in droves, it's economy is consequently failing, and there's no longer a mayor because the last two were assassinated, and nobody is willing to risk their lives by running for the position.
* Deconstructed where Cho latches on Harry due to serious psychological problems, rather than merely being smitten; also, Harry only knew her on a shallow basis before dating her, and neither could handle the stress.
* Deconstructed where Epsilon decides to leave with Carolina to investigate Freelancer equipment without saying goodbye to Caboose or Tucker. The next two seasons show the results of this, as Caboose spirals into a depression and latches onto a very dangerous Mantis assault droid as a replacement for Epsilon and Tucker becomes very bitter and angry at Epsilon for essentially abandoning them and constantly clashes with the latter when they are reunited. Epsilon later admits it was a jerk move to do to his friends.
* Deconstructed, where Leslie reveals that he runs full-tilt when the victim isn't looking and switches to a power walk when they are. He does a lot of cardio to make the illusion work.
* Deconstructed, where the kid who hears he's prophesied to be the Chosen One decides to give up trying to do anything right in life because he knows he's going to do something great and become famous for it. Forty years later, he saves the world or something by stabbing the demon Mordrax in the back because he's drunk and mistakes him for a teenager who owes him money for meth.
* Deconstructed, where the series regulars briefly talk about what they majored in before working at the diner. Turns out any degree can be worthless if nobody's going to hire you for it.
* Deconstructed, who nails and brutally tortures the wrong man for kidnapping his daughter.
* Deconstructed, who puts up with exactly none of his shenanigans once she realises what is going on.
* Deconstructed wife with every part of her independent spirit, not some mindless substitute who will just fall into his arms.
* Deconstructed with a recurring villain, a defense attorney for sex offenders who may or may not be a rapist himself and teaming up with his clients to drug and rape women with their help. In the end however, it turns out that he's innocent of the rapes after one of his victims identifies a bartender as the accomplice of the guy who raped her and several other women. His final appearance leaves it vague towards

whether or not he was truly innocent though as he threatens to sue the department and Brenda if they don't leave him alone (as Brenda and her fellow detectives had, after their first encounter, made a point to tell anyone who brought his name up, that he was a sexual predator, damaging his reputation as a result).
* Deconstructed with Beatrice in Season 4. As it turns out, Beatrice saw little wrong with
* Deconstructed with Brave Danny Flint, also the subject of a romantic song, who posed as a boy to join the Nights Watch. Apparently the real 'Danny' Flint was raped and murdered, presumably by her
* Deconstructed with Cyborg Superman— the Zor-El version— when he invaded National City. Supergirl stopped him and then tried to help him afterwards. Another super-villain leaked she was protecting a murderer and the public turned against Kara despite her arguing her father was a broken mad man and she couldn't give up on him or anybody for that matter.
* Deconstructed with Cyrano: he is very cruel to others, (Montfleury, The Bore, De Guiche and everyone who Cyrano doesn't like) but it's subverted because De Guiche has a lot more power than Cyrano. Given his enormous nose and living in a shallow society that firmly believes
* Deconstructed with Dr. Casey, who has many tics because they are a result of his OCD.
* Deconstructed with Elmer Albatross, whose perpetually cheery attitude in the face of everything and blithe expectation that everyone else will act the same comes across to other characters as callous and sometimes downright creepy.
* Deconstructed with Felicia. Her supports have her listed as a pretty good soldier — far more capable than as a maid (her base class). However, her bases and growths are more appropriate for a level one character, whereas she starts off as a promoted class. She repeatedly refuses to acknowledge her inherent skill as a soldier, preferring to instead be a maid. This becomes a little more pronounced when one recruits her sister Flora — whose stats are far more appropriate towards a promoted class. In-universe, Flora is stated to be a less naturally gifted fighter than Felicia but worked to hone her skills to be a better fighter unlike her sister, whose skills never blossomed.
* Deconstructed with Misato. She is Nerv’s Sub-commander now, and she hates it. Every day she has to deal with politicians, army officers, civil servants, and mass media, assist pointless meetings, staying late in work, oversee Tokyo-3’s rebuilding… and because she missed what was happening to her wards. She is sick of the feeling of being loaded with all troubles of the world, of being unable to relax in her own home, and of having her children physically and mentally wrecked.
* Deconstructed with Nutt. Until he got to Ankh-Morpork, he knew about the world outside his Ladyship's castle only from reading.
* Deconstructed with Rainman, who's trash talk is said to drown out his wallet's screams for mercy. On the other end, Bandit is either an inversion or aversion, as he DEFINITELY believes in "enuff dakka".
* Deconstructed with Riley. In Season 4 he had his own adventures as an Initiative soldier. By Season 5, he left the Initiative, and his cover as a grad student, and was nothing more than Buffy's love interest. Having nothing in his life except his relationship with Buffy caused him to become insecure and clingy, eventually resulting in the end of their relationship and his return to the military.
* Deconstructed with Ted's pursuit of Robin. At one point, one of his ex-girlfriends suggests that him being constantly hung up on Robin is the reason he has been unable to sustain any long-term relationships since breaking up with her. In the final season, in which Robin is days away from her wedding to Barney, it becomes a crucial part of Ted's arc for him to finally let her go so he can meet and fall in love with the Mother, which takes place immediately after the wedding.
* Deconstructed with the first Ring King. He did have sex with his wives for power, which slowly resulted in him becoming a power-hungry, lust-obsessed maniac who saw his wives as little more than tools for his own power. After he sealed away the Abyssal Lord, his wives killed him before he could turn around and conquer the

world himself. They then buried all knowledge of his treachery and insanity, until finally the last surviving wife (an immortal elf) saw fit to explain this to the new Ring King and his wives a thousand years later.
* Deconstructed with the Guardians. It is their duty to protect and bring happiness to children (which they do), but they all have such busy lifestyles (especially Toothiana and Sandman, who are working every day constantly) that they struggle to relate to children as individuals, as shown when a young girl accidentally ends up in the Easter Bunny's base.
* Deconstructed with the Master of Masters to the Foretellers. He shares a close relationship with his disciples, having inculcated an unquestioning loyalty to him within them, and treats them affectionately, though his eccentricity often baffles them. In spite of this, he manipulates them into starting the Keyblade War, without any apparent qualms, and they all either respect him too much or are too loyal to him to suspect his manipulations.
* Deconstructed with the portrayal of one of the original real-world Proud Warrior Races in
* deconstructing by calling out the other student's flaws, like Shuichi's indecisiveness, Maki's lack of cooperation, and Kaito and Kaede's blind trust in everyone else. It's very telling how his speeches tend to leave the other characters floundering for a retort.
* Deconstructing Harry has author Harry and aspiring writer Fay's romantic relationship; he considered her "a fan, then an admirer, then a pupil...", but in the end he truly fell in love with her as a person. The feeling wasn't mutual.
* Deconstructing Harry thinly veiled versions of his assorted friends, wives, relatives. Every time a new novel hits the market, someone's going to cut all ties with him.
* Deconstruction and other action/adventure cartoons. Jonny actually shows up as a drug-addled, burned-out middle-aged man, raging against his negligent father and running scared from an old foe, Dr. Zin. Although a later appearance has shown that Jonny's recovered enough to converse with Zin like a normal person.
* Deconstruction, and she becomes one of his many victims later on anyway.
* Deconstruction, and when you've got an entire species who has only one character trait among them, there are only so many interesting stories you can tell before you've got to make the characters more complex.
* Deconstruction as a human tragedy rather than a sweeping epic tale of martial valor in the Homeric tradition, by showing the human consequences of war and its aftermath on the conquered people, and the cruelty and violence of the "heroic" invaders.
* Deconstruction, as the men are only put first because they are a mercenary group. No men means no jobs, which means no money. And if the men mutiny, no men, jobs, money, or life.
* deconstruction at all this "mushy stuff" going on. The only bit of that which survived the final revisions is the ending of the song.
* deconstruction at the end of the first chapter, but her hair grows back to its original length in a span of a night.
* Deconstruction: A work looks at the serious reactions and consequences to a work's conventions that are usually glossed over.
* Deconstruction), but being dead set on getting him back into an abusive relationship has kind of soured her chances.
* Deconstruction Crossover from multiple fictional universes in order to deconstruct those fictional universes.
* Deconstruction Crossover: Works which involve crossovers from multiple fictional universes in order to deconstruct those fictional universes.
* Deconstruction Fics paint up the ponies as this, usually as a mixture between the Nazis and conquistadors.
* Deconstruction Game which deconstruct some aspect of the video game medium itself.
* deconstruction group is actually a coincidental accident, an unplanned murder, and a suicide.

* Deconstruction. In short, Deconstructed basically means "Played for Realism". However, it is common for them to overlap, as most tropes would have negative consequences.
* Deconstruction is instead thoroughly mocking them. Often in the form of a musical number.
* deconstruction, most notably with the flamboyant pansexual immortal child killer Captain Jack — about as schizo a character as you can come up with.
* Deconstruction. Not enough of them are sane enough to have any clue what their doing. It is also shown that Joe cribbed bits and pieces from various religions and philosophies to create it.
* Deconstruction of certain Toa-related tropes, but only in the story. Sets could have followed a more conventional approach. Although there is nothing to suggest this wasn't the result of test groups' dissatisfaction with female-looking toys.
* Deconstruction of gene therapy (among other things). The end of the game includes a character noting that having the genes necessary to succeed means nothing if you don't have the mentality. And Snake himself is supposed to be a living example: despite receiving "all the recessive genes" and being an inferior clone of Big Boss, he is perhaps the greatest soldier in the world.
* Deconstruction of life as RPG fodder characters, so it (partially) breaks the rule about comedies.
* deconstruction) of some anime stereotypes, doesn't seem too concerned about going around naked. The chapter (and later book) introducing her is titled "Game Called on Account of Naked Chick."
* Deconstruction of the trope, which depicts the relationship between a simulation AI and its users as unhealthy and detrimental to the former, which is being seen as a tool and nothing else.
* Deconstruction of this trope as he literally has no idea how to be a child. Once when he was on vacation and was supposed to just have fun he tried approaching it the same way he does everything else: by carefully analyzing the situation and coming up with most efficient solution, until Asuna told him he should just relax for once.
* deconstruction of this trope, showing what happens to a lot of jocks once they're no longer on the gravy train.
* deconstruction, or as Sheridan describes him, a Loose Cannon. When Sheridan is offered the career-making opportunity to be Jankowski's XO on a recon mission into Minbari space, Sheridan refuses. Jankowski ends up inadvertently kicking off the most destructive interstellar war in human history when he overreacts during a standoff with a Minbari task force.
* Deconstruction; otherwise she wouldn't have the inner iron to do such a thing.
* Deconstruction. Rabbits have to be timid and dainty, foxes have to be sly and crafty, and don't get us started on sloths. Further deconstructed by the two protagonists: Judy, a bunny who wants to become a cop, and Nick, a fox who wanted to be honorable and kind, but was bullied by other animals.
* deconstruction/reconstruction quirk. The gurney is kept in the back of an armored truck escorted by several police cars and a hero.
* Deconstructions. "Defied" is also easily confused with "Reconstructed", as a Reconstruction often involves the characters Defying the effects of the Deconstruction.
* deconstruction side for the most part and will bend the rules for him/her when he needs to.
* deconstruction since they have literally nothing to unite them except terror and violence.
* Deconstruction that their own schemes have a tendency to turn against them due to lack of supervision.
* Deconstruction. The latter then set the new baseline, which may itself be deconstructed again...
* deconstruction. The next episode, "The Simpsons Spin-Off Showcase", is a light-hearted satire of how TV networks produce spinoffs and successor series that are typically inferior to the original show.

* Deconstruction. The one thing that Mr. Peanutbutter sees in all women is their youth and carefree nature, which unfortunately predisposes him to choose very, very young women who are barely beginning to understand the world. He’s in deep denial over this and prefers to believe he just “ruins” them, but as the series goes on, this becomes a worsening problem for him with failed marriage after failed marriage due to his unaware jackass behavior, immaturity, and lack of intelligence picking them apart and gradually going for younger girls, culminating with Pickles, his girlfriend in season 5, who is less than half his age. When Diane suggests one way to break his divorce cycle is to start dating older women (i.e. women his own age), he actually grimaces.
* Deconstruction. The Republican government controlled all the manpower available after the Revolution, and the Royalists had to recruit from mercenaries (and not the best, from contemporary accounts). Interestingly, the most effective Royalists were partisans like the counter-revolutionaries of the Vendee; these were usually peasants who had their own grudge against the new government, namely their clamping down on the Catholic Church's authority and accompanying secular programs.
* Deconstruction: The whole purpose of this story is to show how your desires coming true would play out in real life.
* deconstruction. They were a mess for most of their existence, and despised each other and were profoundly miserable at times.
* Deconstruction trying to save Echo, his actions come across as obsessive and weird at times, especially as he ignored a (seemingly) healthier romantic partner in Mellie. Eventually, Paul and Echo get together.
* Deconstruction via the Tau Omega Fraternity, which the SVU team has clashed with several times. Tau Omega's hazing rituals are horribly sadistic, the frat's reputation for sexual assault is an open secret, and the authority figures turn a blind eye due to the clout and money the members carry.
* Deconstruction: When subversion isn't just addressing and avoiding the trope, it points out flaws and logical problems with its use.
* deconstruction, where the character is referred to as a "survivor girl." Vernon spends most of the movie setting one character up as the final girl, both to the viewer and the crew filming his exploits. However, it turns out that Vernon's final girl is a decoy, and sexually active at that. It is the female reporter in the film crew who is his real final girl all along, and she fulfills her role exactly according to the trope.
* deconstruction who doesn't understand the female heart at all, and indeed only turns to his life of serial affairs because he was too impatient and thick-headed to win the heart of the girl he had a crush on in the first place.
* deconstruction who hire themselves out as mercenaries, dooming their race to a slow extinction. It is even highlighted in the Codex: Krogan live with the mantra: "kill, pillage, and be selfish, for tomorrow we die". It's a great example of how a purely warrior culture with no room for any other societal roles would have serious trouble surviving.
* deconstruction, with the Rivington men outright telling the Confederates (at least prominent ones like Robert E. Lee and Jefferson Davis) that they're time-travelers, and then the Southerners successfully defeating them despite their technological superiority when they turn against them.
* Deconstructive Parody: A franchise installment handles the tropes and traditions of the series in a more realistic manner than usual.
* Deconstructive Parody: A parody that either uses the tropes and elements in a more realistic light or exaggerates them to a ludicrous degree.
* Deconstructive Parody, but they stopped at two seasons (each with a completely different reality show formula being deconstructed). Even so, one of the stars of Season 2 figured out the hoax and had to be replaced.
* Deconstructive Parody if they have the great disservice of going with the killer.
* Deconstructive Parody is a world where monsters, aliens, mutants and city-leveling events happen on a daily basis, the only thing getting in their way being every kind of superhero imaginable only just barely being able to stop them. The titular hero Saitama is the most badass of them all, having God-mode level physical

power capable of eliminating any threat with a single punch.
* Deconstructive Parody other works (or whole genres) by pointing out how silly and unrealistic they are, and hence deconstructing them.
* Deconstructive Parody: The parody takes the tropes, plot devices, and character traits of the work being spoofed, and either depicts them realistically or exaggerates them to ludicrous levels.
* Deconstructive Parody. The series is a parody of magical princess shows and often uses the juxtaposition of cute characters with brutal violence for humor.
* Deconstructor Fleet: Works which go out of their way to subvert, deconstruct or otherwise play with as many tropes as they can.
* deconstructs by stating his enemies could easily strike him if he kept them close.
* deconstructs this sort of thing by showing it from the perspective of the potential victim. It addresses issues such as funding and why the henchmen would even still work with a lunatic. Turns out they have a "Death Ray clause" in their contract.
* Deconstructs variant is more benign than this trope. As one character puts it, a person made to think they are a frog is as good as dead, because how long would you expect the average adult human to survive subsisting on nothing but flies?
* Decontamination Chamber — A checkpoint room sometimes used for eliminating radioactive contamination.
* Decontamination showers are an essential part of Hazmat Hijinks, and appear in almost every level.
* Decorator crabs sometimes incorporate bits of crustacean shells into their own disguises, alongside living algae and sea anemones. Likewise, hermit crabs are an entire superfamily of crustaceans that armor their vulnerable abdomens with vacant snail "skeletons".
* Decoy: Casey's first assignment requires her to go undercover at a carnival. The only job she can find is dancing in a harem outfit with three other girls outside a tent.
* Decoy Damsel" damsel is actually just trying to lure the hero into a trap.
* Decoy Damsel on him. She interacts only once with King Uther (who would be her major foe) but then dies in the season finale without any sort of confrontation with either Uther or Arthur. In fact, it's unclear whether they even know that she's dead.
* Decoy didn't contain much gun violence, but when characters did get shot, they never had any visible injuries.
* Decoy episode "An Eye for an Eye," a junkie Casey is trying to befriend is knifed in the back.
* Decoy episode "Blind Date." "Think Augie's going to say one word? Or he's going to take his medicine like a man?"
* Decoy episode "Bullet of Hate," a teenage girl cries into Casey's chest when she's arrested for her abusive aunt's murder.
* Decoy episode "Death Watch", Casey infiltrates a ring of department store shoplifters and discovers that they're also working as hitmen.
* Decoy episode "Dream Fix," a young woman collapses on the sidewalk, clutching a small package in her hand. Casey tastes the contents of the package and says, "Heroin!"
* Decoy episode "High Swing" was a trapeze artist until she fell and broke her back. Her husband quit working as an acrobat to take care of her and started mugging people to feed her opioid addiction.
* Decoy episode "Night Light" contains a parental example, where a jewel thief rejects his thirteen-year-old son to prevent him from following his footsteps.
* Decoy episode "Odds Against the Jockey," Casey has a reputation as a racing expert, because "I learned the ropes when we cleaned out those bookies at Belmont."
* Decoy episode "Queen of Diamonds," a woman who was worked over tells the police she was hit by a car.
* Decoy episode "Queen of Diamonds," Casey discovers a negative proving that a suspect for armed robbery was in the right city at the time the robbery took place.

But before she can turn it in, the man sets the negative on fire.
* Decoy episode "Savage Payoff," a star-wipe is used to transition from a character driving to a newspaper article about his death in a car crash.
* Decoy episode "The Lieutenant Had a Son", a struggling nineteen-year-old single mother marries a man two decades her senior because she needs money and a father for her son, and he's lonely and can't find a wife. It actually works out pretty well - the two of them eventually grow to genuinely love each other, and the boy forms a close bond with his new father.
* Decoy episode "The Lost Ones," a teenage girl accused of shooting her abusive father runs away. After a long and fruitless day spent looking for her, Casey comes home and finds the girl asleep on the sofa, ready to turn herself in.
* Decoy episode "The Lost Ones," a teenage girl is accused of shooting her abusive father. It turns out the murder was actually committed by her older brother, and the girl decided to take the heat because for her it would only mean a few more years in the reformatory, while for him it would mean the end of his dreams of being a surgeon.
* Decoy episode "The Lost Ones," a young man shoots his abusive father. His younger sister confesses to the murder since for her it would only mean a few more years in the reformatory, while for him it would mean the end of his dreams of being a surgeon.
* Decoy Getaway they launched a half dozen Cry Babies with copies of their own transponder on rockets.
* Decoy has "The Challenger," in which a mobster tries to buy a boxer's contract.
* Decoy Hiding Place: An obvious hiding place is made visible to the pursuer, while the pursued actually escapes via some other means.
* Decoy: In "Cry Revenge," a teenage girl falls in love with the man who's been making threatening phone calls to her mother because he's a violent, alcoholic criminal, just like her beloved father.
* Decoy Leader: Someone who is posing as a leader to protect the real leader.
* Decoy: Mrs. Morgan from "The Sound of Tears" raised her son Ken alone and claimed to know his every thought and action. She controlled every aspect of his life, even driving his fiancee away so she could have him to herself.
* Decoy Octopus is quite possibly the most detail-obsessed Master of Disguise ever, being able to flawlessly mimic a person's speech and mannerisms, and either ingesting or injecting himself with the
* Decoy Octopus, who took on the identity of the DARPA Chief Donald Anderson after the real Anderson was murdered by Revolver Ocelot.
* Decoy on the line for five minutes while two cops in the basement trace the call. They trace him to a phone booth, but he runs off before he can be arrested.
* Decoy Protagonist: A character initially appears to be the protagonist, but is quickly phased out in favor of the real star of the show.
* Decoy Protagonist: A character is set up as the main character when it's really someone else who is the star.
* Decoy Protagonist after his "death" and Rogue Titan's appearance right after were thought to be linked events and it was predicted that Eren was Rogue Titan.
* Decoy Protagonist), even though it's obvious those are 2 different persons switching places between shots. Also, in 2 other (very brief) scenes, Seagal's face is superimposed on a minor character who is wearing a bike helmet, even though there is no apparent connection between this character and the one who gets beaten up in the fight scene.
* Decoy Protagonist from the diary of the true protagonist who accidentally ends up in the 20th century when experimenting with the above-mentioned temporal drive. In the diary, the protagonist also reveals the secret of "space magnetism", only to realize it could change the past and tear up the page.
* Decoy that he paints a near-exact replica of The Starry Night, grows a beard so he can look more like Van Gogh, and even signs one of his paintings "Vincent." Another character tells a story of Jack showing up to a party with a bandage wrapped around his head, holding a very realistic papier-mâché ear.
* Decoy Trial: A trial falsely accusing someone in hopes that the true guilty party

will come out.
* Decoy: When asked if she sings, Casey answers, "Sure, but only in the bathtub."
* Decoy: When Michele from "Night of Fire" found out her boyfriend was married, she set all the dresses he gave her on fire, resulting in her being institutionalized. As a result, when the warehouse next to her workplace burns down a few years later, she's the prime suspect.
* decrease, he becomes the class with the lowest amount of Force abilities and Force Points.
* decrease his Scrappy-ness since he instantly realized that they thought he was a Jedi and ran with it, instead of doing everything completely by accident like in the films. He was clearly trying to channel Obi-Wan with his acting.
* decreases series, in which Amuro's father, delusional from oxygen deprivation, gave Amuro a useless piece of junk that he claimed would drastically increase the Gundam's power.
* Decree of Annihilation, which wipes out everything currently in play no matter what the card's type is and no matter what abilities it has.
* Decrepit Birth, the label sat on it for months before giving them a release date. While it wasn't quite up to Necrophagist levels, people had given up hope that there actually would be a fourth album for a while.
* Decrypting Rita uses this to good effect in telling its story. It helps there are buttons for quick scrolling between the pages of a chapter.
* Dedede is shown to be perverse, and a bit of a womanizer... But he's also
* De Defectibus, a document which includes contingency plans for all sorts of things that could go wrong during mass. Among them are what to do if a rat runs off with the consecrated host, if a spider falls into the chalice, if either becomes poisoned, if the priest becomes ill, faints, or dies in the middle of mass, if enemy soldiers storm the church, and if a flood or other natural disaster occurs.
* Dede's pregnancy is a plot point but she doesn't give birth until the climax, and this trope is fulfilled for her brother Bill. Dede plans to leave the two of them but the film cuts off before we see if she actually does.
* Dedicated anti-armour hand grenades working on the shaped-charge principle (
* Dedicated Hero + Acolyte/field medic. The acolyte can wield divine spells, including healing, the Field Medic can revive a dead party member in the round following his/her death.
* dedicated threads on the subject (with only full-clothed pictures generally allowed) and one dedicated blog.
* Dedication left on the sheets by a talented author by a black magic spell intended to replace her rotten husband as the father of her unborn child.
* dedocracia "finger") often is used in this sense. You're the volunteer because everybody pointed at you!
* dedovschina Mutiny, the attempted defection of a Soviet frigate to Sweden in 1975. Lowering the mandatory service period from two years to one year has eased the problem somewhat, but it still remains endemic to the Russian military even in the post-Soviet era.
* "deduced" it (e.g. you "deduct" charitable contributions from your taxes).
* deduces that both the layout of Amestris and the locations of recent large-scale military conflicts form the same kind of transmutation circle needed to create a Philospher's Stone, a process that requires the sacrifice of human lives. Particularly notable in that Hughes himself isn't an alchemist, yet he picked up on these facts long before any other character. Unfortunately, he gets killed by one of the conspirators before he can share this information.
* Dee believes herself to be a high-class lady but is really a vulgar, self-serving, immature, aggressive jerk who often responds to minor slights with physical violence and is completely callous to the suffering of others, even dismissing the fact she set her roommate on fire. She is also irrationally hostile towards other women and will turn almost anything with them into a competition (if she doesn't straight-up attack them), despite her ostensible feminist leanings. Likewise, whilst somewhat more sensible than the others, she'll do anything for praise regardless of how dangerous or stupid. She tells blatantly untrue stories

about herself (such as claiming she was the first choice as the lead actress in
* Dee Bliss was presumed dead after Toadie accidentally drove their car into the sea on their wedding day. Nearly fourteen years later,
* Dee Bradley Baker) has made him the definitive actor for the clone troopers.
* Dee can move completely into this trope at warp-speed if he feels motivated enough. Ryo can also suffer from
* Dee Cryption derisively asks the same question in Thomas Edison's lab when the player has to change one in order to complete a circuit.
* Dee Dee also has hints of this. She lacks a lot of social intuition, can't take a hint, seems to be very temperamental, and even her own
* Dee Dee Sharp had "Mashed Potato Time" and "Do the Bird", as well as a duet with Chubby Checker on "Slow Twistin'"
* Dee Dee. When he showed up when they and the other Jokerz were in the middle of a robbery, they held each other and pretended to be terrified; when he turned his back to concentrate on the tougher-looking male members of the gang, they pounced.
* Dee is mistaken for a prostitute in the "Mac Is A Serial Killer" episode. The writers may have been trying to
* Deejay Mark Driscoll announced the first few weeks of the 1989 revival of
* Dee Jay's Air Slasher and Guile and Charlie's Sonic Boom: Both are more accurately
* Deeks had to sleep on the couch in the NCIS Los Angeles headquarters due to his own house undergoing what is implied to be a strong pest infestation, which also resulted in him failing to pick up Kensi from the airport when she returned from Hawaii. He later has to keep company with Kensi until midnight after the infestation clearing at his house was delayed, to which she agrees, if he meets certain conditions, such as him driving and him paying, and having him do her laundry for a month (later specifying that it's outerwear when realizing that he might go for the underwear as well.)
* Deeming a match unfair when they themselves often resorts in cheating.
* Deemo".The cutscene it functions as the soundtrack for shows Deemo alone in his tower, playing song after song. Not surprisingly, the cutscene's title is "Lonely Deemo".
* Deep 7 Games, a small RPG company specializing in quick, "beer and pretzels" role playing (you can roll up characters, learn the setting, and play a story in a single afternoon) gives impossible to beat characters with all stats reading
* Deep and Border Ethereal it is the only way to visit bodily a dreamscape of whatever world's border is beyond this part of curtain. Not that it's easy, of course.
* Deep Background: "The information can be used but without attribution. The source does not want to be identified in any way, even on condition of anonymity."
* Deep Blue, IBM's successor to Deep Thought, which was famed for beating Garry Kasparov in a six-game match (2-1, with three draws). The match has drawn some controversy as accusations were made that it was programmed specifically to defeat Kasparov rather than to generally play a good game of chess. Critics point out that it was tuned and tested using historical grandmaster games and had a trio of grandmasters program it with opening strategies to prevent it from being fooled by early game gambits. However many others point out that human chess players also study historical games and memorize opening strategies. In spite of all of this Deep Blue only barely defeated Kasparov.
* Deep Blue Sea 2: Seems to follow the trend set by its predecessor, featuring mutated bull sharks instead of makos.
* Deep Blue Sea 3, plays this straight with the genetically-engineered offspring of the previous film's shark. Interestingly, the film portrays this trio as unnaturally aggressive, while the ordinary sharks living in the area are accurately portrayed as animals with little interest in human divers. Then there is "Sally", a large female Great White the protagonist has spent years studying — while she makes a threatening dominance display at the beginning of the film, Sally later ends up saving Emma from an attacker.
* Deep Blue Sea about how they are going to escape their entrapment from a

murderous great white shark that is killing the rest of their co-workers. He is, however, interrupted during his speech by said great white, who jumps out of the tank, swallows him whole, then jumps back in.
* Deep Blue Sea: A character mentions early in the film that "living underwater is like living in space, you don't get many mistakes." The bulk of the film involves genetically-engineered super-intelligent sharks systematically flooding the mostly-submerged research lab with the intent to damage the fences enough to escape, while chowing down on any of the humans they come across.
* Deep Blue Sea admit that the only reason Jackson agreed to be in the movie was that he got to golf between his takes.
* Deep Blue Sea: After losing the research she's devoted her life to and having to strip down to her underwear to survive a shark attack, Susan slides down into a sitting position and clutches her knees.
* Deep Blue Sea, a group of scientists are trapped inside an underwater research laboratory with three genetically enhanced sharks. It also happens over the weekend, meaning that most of the facility's personnel is on leave, leaving only a skeleton crew of about 10 people to deal with the sharks.
* Deep Blue Sea, among its favorite phrases include "Eat me asshole!" and "Hey, hey you dickhead!".
* Deep Blue Sea. At the end Preacher asks Carter if he was sure that there were only three sharks, and Carter says yes. Then he takes his feet out of the water just to be sure.
* Deep Blue Sea, every part of the research was bad in the first place. Screw those Alzheimer's patients! Bonus points for the two non-science people being the only survivors.
* Deep Blue Sea filmed an ending where Susan survives along with Carter and Preacher, but she is less lucky in the final cut, and the alternate ending has yet to be released.
* Deep Blue Sea had to be re-dubbed because of an outbreak of crickets on the underwater base set.
* Deep Blue Sea: In the climax, Carter inadvertently ends up performing a rodeo on the back of the biggest shark by grabbing its dorsal fin, since it can't get to him that way.
* Deep Blue Sea into keeping quiet, but at least he tried to warn her of the danger.
* Deep Blue Sea makes exploding sharks cool again (this time, it blows up by impaling it with an explosive powder-covered harpoon and then igniting it).
* Deep Blue Sea Notably, the sharks were explicitly mentioned to be mutated makos and not great whites.
* Deep Blue Sea: One of the more ridiculous examples of this trope. A regular rescue helicopter is pulled down to the research rig (in the middle of the ocean), by a shark that is holding onto the helicopter's rescue cord. Upon making contact with the research rig, it inexplicably explodes with an enormous fireball with a radius of at least fifty meters.
* Deep Blue Sea plays with this trope. It's subverted in the beginning as it seems everyone in the water is going to die, but they are saved by the protagonist. However later it's played straight and often, as most of the movie takes place during night.
* Deep Blue Sea Russel Franklin, Tom Scoggins, and Susan McAlester are bitten in half by the sharks before they eat them.
* Deep Blue Sea, that the final ending was changed so that the Black Dude lives while the scientist lady gets munched on by a shark at the very end.
* Deep Blue Sea: There are three genetically enhanced sharks in the film: two first-generation 20 foot ones, and a second-generation 45 foot one. Guess which one bosses the other two around, and is the last of the sharks to go down?
* Deep Blue Sea: the shark tank in question was built by the protagonists and most of the movie consists of the sharks breaking into the non-tank parts of an aquatic research base, which itself is a converted submarine pen.
* Deep Blue Sea They even (possibly) learned how to turn an oven on while one of

the humans was in it.
* Deep Blue Sea used an interesting subversion of the trope urged on by test audiences. After dwindling the cast down to three people the manly hero predictably survives, but the female scientist and ostensible deuteragonist dies while the black comic relief makes it to the end credits along with the hero instead.
* Deep Blue Sea, when the deeply religious and normally teetotalling cook finds a miraculously intact bottle of liquor in the wrecked and half-flooded kitchen.
* "Deep Blue Something" was the exact response one of the founding members gave when put on the spot to come up with a band name.
* "Deep Breath" accidentally brought to London by the Doctor is a "special effect" created by the government, and his wife's reaction suggests he's been thinking like this for a long time. Then he gets murdered and his eyes stolen by the Faceless Man.
* "Deep Breath" appeared to have the Doctor firing the torpedo after a season of his previous persona having an undisguised crush on Clara Oswald by having the Doctor distance himself from her in any romantic sense. However, later episodes showed this torpedo wasn't primed to actually sink the ship, resulting in an
* "Deep Breath", constantly mixes up or forgets the names of the people he knows. He calls Strax "Grumpy" (after the dwarf), Clara "Handles", "the not-me one" and "the asking-questions one", and Vastra and Jenny "the green one" and "the not-green one" respectively. He also calls Strax "Clara" at one point, and when Clara angrily corrects him, he gets confused and asks them to start wearing nametags.
* "Deep Breath" has the Doctor lampshade robots' tendency to avoid contractions.
* Deep Breath he's just stolen. He blames his confusion on having brand-new hands, which is making it harder to tell his left from his right.
* Deep Breath", Jenny tells Clara that Vastra is having the Camberwell Child Poisoner over for dinner. "Best stay out of the larder."
* "Deep Breath", leaving him with a face that is half robotic and half human.
* Deep Breath Reveals Tension: Exhaling after narrowly escaping something serious.
* Deep Breath Reveals Tension: *inhale, hold, exhale* I'm calm. *inhale, hold, exhale* I am calm.
* "Deep Breath"'s) and had unfinished effects. The BBC later claimed that the breach (which also included uncontextualized scenes from workprint episodes for the first half of the season) was caused by someone mistakenly leaving the materials on a publicly-accessible part of the Miami server.
* Deep Breath", the Twelfth Doctor announces that he needs a new outfit with a really long scarf, then quickly changes his mind about the scarf because it'd look stupid — although not because the scarf itself looks stupid, but because the look is too young for him to pull off (the Fourth Doctor was about 750, and the Twelfth is over 2000).
* "Deep Breath", when a nasty bout of regeneration sickness lands him on his hands and knees, having covered the entire room with disordered mathematical equations.
* Deep Breath, when the Sontaran Strax says to the human Clara Oswald that she looks terrible, even if she is a good-looking girl.
* "Deep Breath" while mentioning that he's "nothing without an audience".
* Deep Cover Agent: Someone who lives a perfectly normal life for a long time, all the while being a mole or spy for another government or organization.
* Deep Cover Agent: The "sleeper" agents that brainwash ordinary Americans to serve the Communist ideology.
* Deep Cover: Gallegos makes it clear to Russell that he considers him beneath him by ripping off his earring.
* Deep Cover: Russell is a cop working undercover as a drug dealer. When it becomes necessary to take out a competing drug dealer, he actually goes ahead and kills him.
* Deep Cover: Taft is an LAPD narcotics detective who believes that Russell (an undercover cop working for the DEA) is just some ordinary drug dealer recently moved into town who's spreading that crap to get rich off it. He continues to pursue Russell and his associates and endangers Russell's own investigation into the Gallegos Cartel at several points.

* Deepdata 1 was "The ancient humans needed a place to hide their porn, too."
* Deep Down has been conspicuously absent from trade shows and electronics expos that Capcom has been present at, and as of 2018 it still doesn't have a release date.
* Deep Down", having kept her as a slave in his closet for a few months after season 3. He also does this later in the season to get information about Angelus.
* Deep dragons are natural shapeshifters, and gain a number of alternate forms as they age. The first is that of a winged snake, and they later gain access to a humanoid shape.
* Deep dragons feed primarily on subterranean aquatic creatures, and while their diet consists chiefly of albino fish and the occasional kuo-toa they also prey on
* Deep End (1970): A cult thriller about a 15-year-old boy who falls for an older coworker at a London bath and then becomes dangerously obsessed with her.
* "Deeper" by Valerie Broussard incorporates some religious imagery, including saying she wants to lead her lover through the darkness (an allusion to
* Deeper Up the Tower’’ is a queer fantasy serial about a mysterious knight named Florian who enters the titular Tower and finds a world of strange magic and disco dreams. Each floor of the Tower is a new adventure for Florian where they may make a new friend or meet their end.
* Deeper Up the Tower is a queer fantasy zine about the mysterious knight Florian and their climb through the strange, mind-bending Tower. A trippy and surreal tale told installments with illustrations. Florian encounters mythical creatures, colorful adventurers, and magical queer weirdos as they seek an uncertain goal.
* Deeper Up the Tower uses this episodic, chaotic, somewhat whimsical style to tell a story of Florian, a knight wandering through the trippy, magical Tower, having dream-like adventures on the way.
* Deep Fear) into a dull, monotonous, boring experience. A lot of it had to do with the endless backtracking, slow action, and being near bereft of challenge. It's really, really boring. It certainly doesn't inspire any kind of fear, especially not of the deep variety.
* Deep Fear takes place in an underwater facility overrun with monsters. The date has no real bearing on the plot.
* Deep Fear whenever the sub designer, Dubois Amalric, opens his mouth to deliver his ridiculously accented lines at a volume as loud as his purple turtleneck sweater.
* Deep Freeze) (2003): Scientists on an Antarctic ice shelf base with questionable activities are killed off one by one by a tentacled monster.
* Deep Freeze it, causing Freeze to regard him as mad.) As Freeze himself tells him:
* Deep Freeze, Natalia dislocated her shoulder after doing some shooting practice with a shotgun.
* Deep Fried, mainly known in his home-comic for being absent since the early days of the run, as a replacement for one of the main characters.
* deep-fried Mars bar began life as a novelty item available at a vanishingly-small number of fast-food eateries in Scotland. A number of media reports sought to make it emblematic of the population’s notoriously poor dietary habits, but the coverage increased interest in the dish and it is now available in most chip shops.
* Deep-Fried Whatever — Deep fried food is so much better than food that isn't deep fried.
* Deepgate Codex series has a multitude of scars, which constrict and even start bleeding when she's in a state of mental trauma.
* Deepgate Codex was triggered when he was killed protecting his mother during his parents' war.
* Deep Gravity escapes and launches it without the others. It doesn't do any good, though, since it just burns up in the planet's atmosphere.
* Deep Gravity isn't designed for atmospheric entry, so either its descent has to be halted or the survivors have to get off it. They eventually make it aboard Werner's shuttle, but the shuttle is knocked off its intended angle of descent to the planet, and are therefore at risk of burning up in the atmosphere. They make it

through, but control of the shuttle is sufficiently impaired that they crash-land anyway.
* Deep Gravity, it's specifically averted. Paxon was sufficiently determined that his relationship with Michelle ought to have worked that he signed on to a deep-space expedition to a remote, dangerous planet just to follow her, believing that she could be made to see reason. Michelle certainly doesn't see it as romantic — but neither does he because, by the time the reunion he set in motion actually occurs, he's fully aware that it was the wrong thing to do.
* Deep Gravity, the planet Poseidon is technically habitable by humans, but only for short periods (due to toxicity and radiation) and with great care (due to large, dangerous, hostile lifeforms).
* Deep Impact (1998) had an asteroid impact into the Atlantic and cause giant tsunami waves and flooding over the East Coast, Western Europe, and West Africa, though New York is the only city shown.
* Deep Impact against the rocks on the way down the cliff, the car explodes in spectacular fashion.
* Deep Impact, an astronomer gets run off the road by a semi-truck, and his Jeep explodes in mid-air.
* Deep Impact and a seemingly intact yellow taxi being slowly moved by the current. This is after we've seen the statue, Brooklyn Bridge and Washington Square Arch destroyed with the detail that the best computer effects allowed in 1998.
* Deep Impact assign themselves one last mission, well aware of the fact that when the remaining nuclear bombs are detonated inside the larger comet fragment they will destroyed as well.
* Deep Impact, designed to ensure continuity of the species in the face of an impending extinction-force impact, is called the Ark. When Leo's family arrives they see people wheeling cages full of animals inside so they'll be preserved.
* Deep Impact Did we mention that his wife is also riding on the bike with him?
* Deep Impact has been documented to have three Hindi dubs. One from 1998 by Sound & Vision India for cinema release and carried over to some home video releases, another in 2009 by VR Films for home video releases and there was a third made in 2017, also by VR Films, but for television airing and it also had different staff and voice cast involved.
* Deep Impact has the World Trade Center be among the buildings destroyed by the titular impact of the comet.
* Deep Impact in Manassas, 150 miles away. The terrain is the giveaway; Virginia Beach is on the Atlantic Plain and almost perfectly flat, while Manassas (like most of the DC area north and west of town) is on the not-so-flat Appalachian Piedmont.
* Deep Impact: Jenny Lerner downs an entire martini in one go while meeting with her father and stepmother. They assume it's because she's uncomfortable with their relationship. It's actually because she just learned that the government is covering up the fact that a comet is headed to Earth which, if it hits, will wipe out all life on the planet.
* Deep Impact, justifiable as the comet is set to impact Earth and bring another Extinction-Level Event.
* Deep Impact: Shortly before the comet hits the MSNBC crew are seen drawing straws to decide which of them will get a seat on the news helicopter to try and escape the impact. Beth fails to win a seat so Jenny Lerner gives up her own place so Beth and her daughter can survive.
* Deep Impact, the camera follows it almost all the way through... then we cut to the exterior of the comet as it explodes into harmless chunks.
* Deep Impact: The main conflict is an asteroid about to hit the Earth and there are no antagonists to this end.
* Deep Impact, the president gives a speech to restore hope to the world after the impact of a comet with Earth:
* Deep Impact this is one of the reasons the reporter, Jenny Lerner, resents her father: In her own mother's words: "You now have a stepmother who is two years older than you". In the end, his father's wife abandons him when the comet is about to hit Earth, something she feels well deserved for him.

* Deep Impact was "Oceans rise. Cities fall. Hope survives." It fits that movie well, by the way.
* Deep Impact. We are treated to a nice light show. In reality, this would be the equivalent of detonating a massive bomb in Earth's upper atmosphere.
* Deep Impact, which causes a huge tsunami that floods the U.S. eastern seaboard as far as the Appalachian Mountains.
* Deep in the dungeons below the Academy of Esmer there is a room filled with various shiny metal items, which appears deliberately designed to vastly empower the unique el of metal. This is lampshaded by a rebel group entering the room
* Deep in the Northern Wyld, the mingled influences of chaos and elemental air can lead to large clusters of land to rise into the sky. These grow larger and more numerous the further one heads from Creation, sometimes bearing rivers that either cascade off their sides or flow off into the air to connect distant islands. Some areas go as far as being a full-on
* Deep in the Valley. It plays with a lot of stereotypical porn roles, and even features a love interest who's tired of constant casual sex and who wants a meaningful relationship.
* Deep In The Valley type reality where Porn Tropes are real. The characters from this reality, such as Daphne, are very familiar with sex but haven't heard of love.
* Deeplight and into Dr. Vyne's employ. His skill at reading people and understanding what they want to hear also proves useful when caring for the elderly priests on Sanctuary. The more experienced staff quickly start turning to Hark for help.
* Deeplight has a cluster of extra eyes on his back. The narration is vague about their exact location, but they certainly aren't on whatever passes for his face at this point.
* Deeplight secondary mouth is conical, lined with many rows of teeth, and lunges out to grab prey.
* Deeplight. The water is breathable and the crushing pressure that ought to exist in the depths is absent. You can swim around with no equipment, but the environment messes with your mind and may leave you with "Marks" (small mutations, a tentacle here, a patch of shell there)...
* Deep Listening Band referred to an abandoned underground cistern (water tank) they recorded in as "the
* Deep Love Granny and her husband married during WW2. Their marriage lasted one night.
* Deep Love had a large cult following in Japan and while there was a series of popular manga (with multiple spin-offs) the live-action drama was by far more popular.
* deep love in particular), but really to everyone - to the point where he becomes ruthlessly vengeful against those who threaten the innocent.
* Deep Love knows exactly where the train station is even though he's never been there and fetches Ayu. At the end he delivers two Christmas presents.
* Deep Love was shown at "25:30" due to the fact the main character is a prostitute and the audience gets to see her at work.
* deeply devout, highly trained knight while Eskil has made his name as a financial and political power-player in their homeland, Arn has been a castellan in the Knights Templar, and the big man in one of their most important trading posts in Outremer, meaning that he has played politics at the top level in the Kingdom of Jerusalem, and while not on Eskil's level, he still has a decent grasp of the realities of commerce and logistics.
* deeply pessimistic personality though in that due to a quirk in Japanese, the way his name is spelled in a western way (left to right rather than up to down) leads it to being misread as Zetsubou, meaning "Despair" or "Hopeless".
* deeply regrets his failure to protect Raven's Roost from Governor Kalen.
* deeply tragic when a nascent supervillain noticed all the bells and whistles the kid had, charmed his way into Washu's lab, stuffed the mother in a cryotube and turned the kid into a superweapon.
* deeply, truly, sincerely hate. Seeing how both Mongkut and Chulalongkorn are

revered national heroes, that is quite understandable. Every film adaptation has been banned outright in the country.
* deeply unpleasant side effects. They probably won't kill you, but they might make you wish they had.
* Deep Madness elements, set in a monster-infested deep sea mining facility.
* deep madra reserves due to his advanced cycling technique (which he teaches to Lindon), so he basically always has more power to use. As he says, there are other cycling techniques that improve recovery time and so on, but why worry about all that when you have so much power that you'll never run out? Underlords such as Eithan can also turn madra into soulfire (though there are more efficient methods of creating soulfire), so he also has deep soulfire reserves. Most underlords are miserly with their soulfire, but Eithan burns it casually because he is confident he can always make more.
* Deep Mind neural network with the rules for playing chess and were able to tune it so that it learned the game by playing against itself. Given the resources of a supercomputer it only needed about 4 hours to reach the skill level of Stockfish, one of the top ranked, chess programs in the world. Interestingly sample games taken over the course of the training period show the development and then abandonment of various strategies similar to the ones created by human chess players. Its opening games eventually settled on the same ones currently used by grandmaster players.
* deep muttering noises. Frenzy, for some reason, has a much higher and more frenetic series of noises, though it certainly fit him.
* Deep Ones. It was stated that The Dark Ocean is a separate dimension from the other two established dimensions.
* Deep Ones, sees a violet aura when he uses his powers, even if he is not seen in his awakened form in the anime.
* Deep Purple album is more or less ignored, with "Soldier of Fortune" being the main exception.
* Deep Purple but end up nowhere. Interestingly, one of their greatest hits, "Strange Kind of Woman", was recorded during the same sessions but not included on the UK album (on the US or Japanese versions of the album, SKOW is included, making it somewhat stronger).
* Deep Purple could easily be mistaken for having this kind of ending, as many radio stations only play it up to the second verse, which leaves the story hanging. The full song finishes the story and depicts whether or not they actually win the "race" that night.
* Deep Purple drummer Ian Paice is famous for sporting shades and tinted lenses. Keyboard player Jon Lord also wore them for a while.
* Deep Purple. Each of the spinoff bands continued to do well on their own, and in the late 80s, when a reformed Purple was up against Whitesnake in the charts, the spinoff outsold the mother band by a wide margin.
* Deep Purple had a tendency of sounding like this back in the old days. Especially during songs like "Black Night", "Hush" or "Smoke On The Water", where they could easily keep the same riff going for over 10 minutes and just jamming to that...
* Deep Purple had two #4 hits in the U.S., one of which was "Smoke on the Water". The other? Their debut single "Hush", which isn't as well known as songs like "Highway Star" and "Soldier of Fortune" (neither of which charted), but is still a fondly remembered piece of psychedelia. Their third Top 40 hit? The long-forgotten "Kentucky Woman".
* Deep Purple has had multiple singers, but the best known is Ian Gillan. The drummer is Ian Paice.
* Deep Purple" in 1968 and "Smoke on the Water" in 1973, both of them peaked at #4. Of course, on rock radio, they get tons of airplay for their body of work. They also had a #38 hit in 1968 with their cover of Neil Diamond's "Kentucky Woman", which was forgotten almost instantly.
* Deep Purple) onward. This may have something to do with their then-new lineup and different sound.
* Deep Purple painting "The Last Judgment", a tryptich where only a fragment has

survived.
* Deep Purple's career is characterised by many line-up changes, but avoided any Suspiciously Similar Substitutions. Instead, they recruited new members with their own distinctive sound, resulting in significant changes in the style of the band's music from one line-up to the next.
* Deep Purple song "Fireball" features the air conditioner in the studio being turned on in the beginning.
* Deep Purple's "Smoke on the Water" tells the story of the band recording the song.
* Deep Purple that before production was over, it had reached the point where none of the members were willing to be in the studio with each other, necessitating careful scheduling by the producer and engineers to get the album finished. They were able to make up afterwards, although the experience contributed to Ian Gillan's departure after the ensuing tour.
* Deep Red has a creepy lullaby that serves as a background music for some of the creepiest moments.
* Deep Rise: Deep Nobles are a walking combination of meat grinders, eldritch tentacles, and genius bioengineers. Any surgery they perform is almost guaranteed to maximize invasive pain and grotesque assimilation. On the plus side, they've developed cures to world hunger and aging.
* Deep Rise Every bit of technology more advanced than an abacus or a lighter is alive and skin-colored.
* Deep Rise makes heavy use of colors, both for conversation, and going so far as to color pronouns to clarify to whom these refer.
* Deep Rise: Nobles can reproduce normally, but have the ability to infest a host with their blood, which slowly mutates the host into one of them. If the neurosurgery doesn't go well, then the resulting spawn will be more of a daughter than a rebirth, retaining the memories of the host but not growing a similar personality to match. This is what happens to Baron and his subsequent "daughter", B'r'n.
* Deep Rise Over 25 named non-humans identified by color, hard-to-remember names and eye-configuration.
* Deep Rise: The only sentient life form that cannot be found on earth is called the Signaler, a race of quadrupedal lizards whose gender can be controlled; the more heat you force-feed the egg, the higher the probability the signaler hatches as a male. Since males look like comatose dumbasses and rare because it takes multiple eggs on the sides to ensure the central eggs get enough heat, they're treated as breeding stock and trophy sons. When their technology gets advanced enough to invent incubation chambers, an entire world war erupts over the treatment of males in a matriarchal society, with the nazi expies outright raping and murdering any males born into their fold. And after the apocalypse, one of the last survivors tries to impregnate herself with frozen sperm because all the males are dead, and dies from medical complications.
* Deep Rise, they're living technology. We get to see a washing machine made out of a person.
* Deep Rising agile; at one point Trillian notices it slithering through a pipe barely two feet wide.
* Deep Rising. As the remaining group of survivors discuss what to do next, one of the monsters drips slime/drool onto the comic relief's shoulder. The comic relief proceeds to spaz out and opens fire on the monster, causing it to split and spill out the partially digested (but still alive) remains of another character.
* Deep Rising: At first the monsters attacking the ship seem to be a patch of giant, carnivorous tube-worms. It's later revealed that they're just the tentacles of a colossal octopus monster.
* Deep Rising: Business mogul Simon Canton wanted to sink the cruise liner he built to cater exclusively to the mega-rich because despite all the money he poured into the project, he was still operating at a net loss and only the insurance money could save him from going bankrupt. His plan involved faking a take-over by pirates, then escorting the passengers to the lifeboats and having the pirates blow

up the ship with a torpedo. Then of all things a giant octopus monster shows up and spoils his plan by eating everyone.
* Deep Rising centers around a gigantic octopoid monster infesting a cruise liner. It first consumes every single passenger onboard and then uses its hundreds of tentacles to pursue a bunch of pirates who show up later. The tentacles are evolved to function semi-autonomously, with their own set of sensory organs and a completely developed digestive system.
* Deep Rising had a creature interested only in human bodily fluids. It left its victims as a pile of bone and digested guts.
* Deep Rising happens after the glamorous cruise ship is shaken and people panic and run. A very scared woman locks herself in a bathroom and sits on the toilet, when something comes up from the toilet (though remains unseen) and attacks her, resulting in a large gush of blood splattering on the bathroom's mirror.
* Deep Rising looking for any passengers or crew members, but none can be found. Then the elevator activates, and they can see it moving to their floor. They keep their weapons aimed at the door, but it's empty. Except for the blood-covered walls inside the elevator, that is.
* Deep Rising protagonists destroy the monster and wash up on an island, which turns out to be host to another monster.
* Deep Rising since they were actually operating at a loss. This revelation infuriates the Captain, since it's entirely Canton's fault that they couldn't get out a distress signal.
* Deep Rising sports such attire throughout the first half of the film. He loses it halfway through, as it's easier to travel through the bottom of a water-filled cruise ship without it.
* Deep Rising's sonar operator counts down the distance between the cruise ship and the rapidly-oncoming whatever-it-is that's rushing towards it from below.
* Deep Rising takes place on a stalled cruise ship. Although the protagonists do have a boat of their own, its engines are damaged in a collision early on, so it won't be able to take them to safety unless they can retrieve replacement parts from the tentacle-infested cruise ship's machine shop.
* Deep Rising: The ending features the heroes now stranded on an island that seems to have more monstrous creatures they have to deal with. We cut to credits right before they come face to face with something that sounds like Godzilla.
* Deep Rising: The gigantic octopoid monster has tentacles that function like this, being closed until they detect prey and split open like a blooming flower to reveal an additional two-jawed inner mouth.
* Deep Rising, the heroes at one point come across the creature's feeding grounds in the bowels of the ship. There are hundreds of gory, skeletal remains strewn across the giant storage room. The haunting final screams of the people can be heard as the camera pans over them. Earlier in the film, some of the passengers' excreted corpses are found in a corridor at the bottom of the elevator.
* Deep Rising: The monster, a giant mutant cephalopod, has a main mouth that is just a giant opening littered with numerous backwards-facing teeth.
* Deep Rising, towards the end where Finnegan and Trillian escape on the jet ski out of the ski bay shortly after Finnegan's rigged boat dooms the cruise ship.
* Deep Rising under his breath while the group is sneaking along a corridor. Everyone stops and points flashlights and/or guns at him, so he sheepishly explains that it's stuck in his head. Amusingly, even the hardened mercenaries don't push the issue and simply resume walking.
* Deep Rock Galactic, are tasked by the eponymous mining company to extract valuable materials from the planet's cave systems, while the Glyphids simply want to eat and/or drive off anything invading their territory.
* Deep Rock Galactic; especially if you have a bead on their unarmored spots.
* Deep Rock Galactic. Especially prominent with the default Driller, since his armor's cut below the chin and his headgear ends at nose level.
* Deep Rock Galactic for any kind of permanent planetbound installation), drill-equipped drop pods designed to tunnel deep into the earth where minerals have been detected then rocket back into the orbital station are a fundamental part of mining

operations.
* Deep Rock Galactic for valuable ores, including hostile alien planets no one else wants. So even in outer space and carrying miniguns, a dwarf is the same everywhere.
* Deep Rock Galactic gives your character hover boots. Their primary purpose is to prevent fall damage, but the exhaust also does damage to enemies underneath you.
* Deep Rock Galactic is ambiguous on whether or not he's a dwarf too, as while he's got the build, there's no indication as to who else works at DRG, and he's got a smooth British voice. There's also no indication if DRG has other mining teams of different species or if dwarves are the only miners they hire. Humorously, if you turn off all hair and helmet options on the dwarves, you'll find they all look exactly the same - they have the same face and head model underneath! They even all have the same voice actor, just pitch shifted to fit the different classes.
* Deep Rock Galactic; it's a good thing your heavy armor manages to stave off a lot of that harm.
* Deep Rock Galactic "Leaf Lover's Special" one of the most popular drinks for its instantly-sobering effect despite the characters' outspoken distaste for it.
* Deep Rock Galactic Never referred to by anything else other than Mission Control, he gives you important information both right before and during your missions, directs you around important details, and gets utterly frustrated whenever you start misbehaving at the base between missions, never able to act on any threats to cut your paycheck even if you mess with the gravity controls and stuff the boarding pod full of barrels before heading to work drunk. The profile picture makes it uncertain if he's human or dwarf, however.
* Deep Rock Galactic: One of the enemies, the Cave Leech does this to anyone unfortunate enough to stand under them. However if the player listens carefully, when idle they let out a faint "giggling" sound, and when they are attempting to grab a player, they make a distinct hissing noise, giving themselves away to a player with sensitive hearing.
* Deep Rock Galactic Only natural when destructible terrain and mining pickaxes are a part of the game, but one class in one situation invokes it the most: When the Drop Pod comes down, and everyone must quickly get to it before it leaves, you could either backtrack and follow the M.U.L.E. and its flares, fighting off what ambushes you in the meantime... or just have the Driller carve a straight tunnel to it with his twin drills, and guard his back while he does. If you're lost, it's usually the easier way.
* Deep Rock Galactic pull out at every stop to make sure everyone comes home — and the game enforces this at all turns.
* Deep Rock Galactic than the chitinous, fiery juggernauts themselves.
* Deep Rock Galactic the Driller's Satchel Charge naturally have more problems, due to explosion radius and the usual panic in which they're tossed out. At least there's perks to mitigate friendly fire damage, though the dwarves themselves will still get pissed.
* Deep Rock Galactic the ones that will bomb the hell out of their own teammates with a Satchel Charge if they don't get out of the damn way while he's doing his thing, or just because. The developers have joked before that Driller is the game's PvP mode because of that last one.
* Deep Rock Galactic: The reason why loot bugs erupt into showers of Gold and Nitra upon dying is that they eat them. If you leave your resources unguarded near a lootbug, it will waddle over and eventually eat the raw ore on the floor. Unfortunately for you, you don't get the ore they eat back if you kill them.
* Deep Rock Galactic, while making mulch of anything more organic that gets in the way. Mind you, this includes dwarves, so watch where you point that thing. Either way, upgrades make it better at both digging and killing, culminating with one that makes it so blood spilled by enemies cools the drill to stop it from overheating.
* deep sea creatures, which evolves in one of the most extreme environments on Earth, with very little sunlight, nearly no photosynthesis and extremes in pressure and cold. This radical difference from any other environment on Earth creates very alien forms of life that simply cannot exist elsewhere.

* deep-sea gigantism. While many of these creatures are more or less larger versions of animals found elsewhere, it only adds to the strangeness of the abyssal ocean.
* deep-seated self-hatred and insecurity makes her doubt her own abilities constantly.
* Deep-sea tubeworms, which live off nutrients generated chemosynthetically by bacteria in their gills, lost their mouths because they no longer needed to ingest food.
* Deep Secret distressed when he realizes the hotel where he's gathering his magical candidates is built at a node between ley lines. It has a bit too much magical power behind it for him to be comfortable working with it. He's entirely right, of course.
* Deep Secret has the heroine and her brother going on a quest to find a wish-granting entity that can heal her of a magical injury inflicted on her by the villain.
* Deep Secret, it's noted that a female centaur can have a child with a human, but that a human mother's body would not be able to handle a centaur fetus. The main centaur character in the novel has a human father and a centaur mother.
* Deep Secret psyche is so messed up that she can't see through it when she tries to read other people.
* Deep Secret, Ted Mallory is a generally competent individual and a best-selling author, but he absolutely does not understand his teenaged son Nick.
* Deep Secret there's a scene at a party at an SF convention where several people are drawing on a handsome, almost naked guy who's drunkenly fallen asleep on the stairs. One of the artists is a magic user whose doodles constitute a spell designed to lead the guy to her bed later.
* Deep Secret uses this up to the pommel. The "Magids" (magicians who keep the worlds running) are supervised by the Upper Table (who are rarely seen) who are in turn supervised by Them Up There. There is also known to be more above Them Up There but they are so secretive no one even knows what they're called (or something like that, I'm not entirely certain).
* Deepsix orbiting an apparently uncivilized planet. They eventually work out it's a 'skyhook' an alien race built for a planetary evacuation of the world's less advanced inhabitants.
* Deep Sleep: Someone is sleeping very heavily and hard to wake. May not involve illness.
* Deep Sleep: Someone's in a very heavy sleep. Doesn't need to be injury-related but often is.
* Deep Sleep Trilogy are pitch-black except for their large glowing eyes, and generally only appear in the darkness.
* Deep Sleep Trilogy is closing in on you. To get out, you have to quickly unscrew a metal plate so you can reach the button for opening the elevator. But when you start, you drop the screwdriver and quickly have to pick it up again.
* Deep Sleep Trilogy than just dreams and the protagonist is actively stuck inside it.
* Deep Sleep Trilogy, the monsters typically come at you fairly slowly while menacing music plays on the background.
* Deep Sleep, with the bonus points that Lalli is not fond of Reynir at all when awake.
* Deep Snow, the main character is in snow that goes up to her waist, and she sings a song about her bum being numb.
* Deep South, all taking place in a more negative version of this setting.
* Deep South can no longer find her jewelry case. She calls the police, telling them she suspects the new gardener, who is black. Two hours after the police arrest him, she finds the case and calls the police back, only to learn that it's no problem, they've already got a confession.
* Deep South in the first several decades of film got a lot of rose-tinting.
* Deep South or similarly "redneck" places find Sugar hilarious. Several of them can attest to having known someone like her growing up.

* Deep South. The radio version changed the lyric to "too damned old," ironically swapping a substitute swear word for a real one. "Damn" is acceptable in country music.
* Deep South town. A local aristocratic woman writes a letter to the captain, requesting to send her a dozen well-behaved men for a ball she's throwing for the young ladies in her boarding house. But no Jews. At the appointed hour, she opens the door and sees a dozen black guys in uniform. The shocked woman says, "There must be some mistake!" One of the sailors replies, "Madam, Captain Rabinowitz is never mistaken."
* Deep Space 1 so they can't be used as launch engines, but once in space, their ability to fire for a very, very long time means that they eventually hit velocities far greater than what a rocket with the same amount of propellant could manage.
* Deep Space 69 seems to be that several scenes where girls were wearing lingerie... well, they aren't anymore.
* Deep Space 69 thump under the table when the purple alien suggests Jay could have a threesome with both of the girls he's thinking about in episode 13.
* Deep Space 9 also has the Jem'Hadar, who age incredibly fast because of special genetic modifications.
* Deep Space 9 episode also showed a proud Klingon lawyer, who treats every case as if it were a genuine battle. He uses every trick in the book (but still goes by said book) to win, as he believes a warrior must, but the cause itself is meaningless to him. As he's working to convict Worf of the accidental murder of a shipful of civilians, he explains that he would then happily defend him on Qo'noS.
* Deep Space 9 to be hunted by another species, with a body and mind highly optimized for that purpose. The hunting party chasing him shows up in act three.
* Deep Space 9 who can transform into any animal he can think of, while the TV version of Beast Boy could only morph into a tiger for the entirety of the first season. He later gained the ability to also turn into a snake in the Season 2 premier, but still mostly just uses his tiger form for budgetary reasons.
* Deep Space Homer alcohol, he reverts to his previous state, leaving Homer the winner by default.
* Deep Space Homer" includes this, when a NASA guy starts a press conference with: "Ladies and gentlemen and members of the press..."
* Deep Space Homer", Kent misinterprets an ant flying across the camera lens in space as an invasion by giant alien ants. As he announces this, he shows his true colors:
* Deep Space Homer man that he is, he winds up breaking down into tears at a NASA press conference, reenacting the exact same scene from the film, making the NASA officials look like complete idiots.
* "Deep Space Homer" upset when the award instead goes to an inanimate carbon rod.
* Deep Space Industries which is out to mine asteroids. They also are planning on deep space manufacturing and refueling using these asteroids if things go well enough.
* Deep Space Nine. Against a Dominion-Cardassian Fleet, the station manages to destroy 50 ships before the Starfleet crew is forced to abandon it. Before leaving, Sisko reveals that while they had focused much of the Dominion's ships, a Starfleet-Klingon task force destroyed a major Cardassian shipyard.
* Deep Space Nine also had the Changelings, a race of shapeshifters whose default form is gelatinous liquid and who live in a collective living ocean called the Great Link.
* Deep Space Nine also introduced Sloan and the agents of Section 31 (though many fans disagree whether they can be considered "heroes").
* Deep Space Nine, and because Cardassians can memorize better than humans, Garak accidentally gets himself stuck being the translator for everyone. It explores Kardasi vs Arabic, tonal Ferengi, that there is no one "Bajoran" any more than there is one "Earth", and what happens when Molly's dad speaks Irish Gaelic and her mom speaks Japanese and she speaks Molly Gibberish.
* Deep Space Nine" and "No good deed goes unpunished" are codified in the Rules of

Acquisition. (#98 and #285, respectively).
* Deep Space Nine are a race of intelligent slimes who can assume the form of other creatures or objects. Since they have no organs, they are immune to bullets, being stabbed, or blunt trauma. Even if parts of the body are cut off, they revert to ooze and remerge with the rest of the body. Energy weapons, fire, and electricity are the only thing that can harm them. Even then, a shapeshifted Klingon is shown needing an absolutely obscene amount of fire poured into it to kill it.
* Deep Space Nine are the Breen. Before the war, pretty much all that was known about them was that a Klingon armada that invaded their space was lost with no word; once allied with the Dominion, their forces were at the front of every battle by their own insistence.
* Deep Space Nine as a sort of flying cavalry unit that can smash through holes in the enemy lines.
* Deep Space Nine. At one point Chief O'Brien tries this trope using a PADD, only to find the sentence he's typing is gibberish as well.
* Deep Space Nine At the end of the day, an elite cadet is still just a cadet.
* Deep Space Nine Bajor's sun, even a slight navigational error would be disastrous. Dax is aghast, but Kira, what with most of her species' lives on the line, is less restrained.
* Deep Space Nine because some of his forms were too heavy for it to support.
* Deep Space Nine because the colour saturation properties were different.
* Deep Space Nine burn the carpet after unmaking their unfortunate target. "Oh? Now look what you did to the rug." They covered the stains with a chair, which was not enough to fool Odo.
* Deep Space Nine, but don't want to disgrace the ideals of Starfleet (and/or don't want to be tracked), so they pull off their combadges to indicate that they are no longer acting as Starfleet officers.
* Deep Space Nine, but the weapon never appeared again afterwards. The heroes were once on the receiving end of a Klingon mortar in DS9, but the rounds were so laughably weak (and seemingly completely lacked shrapnel) that they had to land directly on someone to do more than annoy them.
* Deep Space Nine by Michael Eddington: "You know in some ways you're even worse than the Borg. At least they tell you about their plans for assimilation. You're more insidious. You assimilate people and they don't even know it."
* Deep Space Nine can be) when Sisko actually takes him up on the offer.
* Deep Space Nine, despite being introduced — in an episode named after him, no less — as the former Resistance leader who goes on to become the Prime Minister of Bajor, the recurring character of Shakaar Edon turned into this trope in his very next episode, when he was paired up with Kira (eliciting Odo's secret jealousy, which the episode was all about). The fact that the relationship was unsurprising in the sense that the two characters had a lot in common and a history, combined with a lack of chemistry between the actors, helped to make him a typical false lead.
* Deep Space Nine developed a real son-father type relationship away from the set.
* Deep Space Nine did slightly avert this trope by also making the station follow the Bajoran calendar, operating on a 26-hour day. (What time zone on Bajor its day corresponds to is never addressed — probably whichever one is the Bajoran equivalent to UTC on Earth.)
* Deep Space Nine episode has a Breen being exempted from blood tests to see if they're a changeling, because they have no blood to test. The Changelings, who are mostly very uncomfortable around solids, appear remarkably at ease around the Breen...
* Deep Space Nine episode "Soldiers of the Empire" reveals that Klingons use a stardate system of their own (day in the year of Kahless). Kahless was the founding figure of their civilization, so it makes perfect sense to them.
* Deep Space Nine episode "Statistical Probabilities", in which a group of genetically engineered supergeniuses (by which we mean "can deduce correctly that a political leader is a 'pretender to the throne' who killed his predecessor's daughter and took power just by watching said man give an unrelated speech") state

that they have studied the state of the Federation's war with the Dominion and have found that the Federation has absolutely no chance of victory. Their prediction indicated that even if they got lucky with Romulan aid or an anti-Dominion coup on Cardassia (both of which ended up happening), the war was hopeless. The only hope was to surrender and endure decades (if not centuries) of oppression until an Earth-centered revolution would bring about the rebirth of even better Federation.
* Deep Space Nine episode "The Magnificent Ferengi", the Ferengi are attempting to rescue Quark and Rom's mother, and fail so miserably that one of her rescuers shoots her. Then it's revealed to be a holosuite simulation, in preparation for the real thing. And it's still on easy mode; they just suck.
* Deep Space Nine episode "The Visitor", the alternate future version of Jake Sisko marries a black Bajoran woman, the only black Bajoran to be seen on the show outside of blink-and-you'll-miss-it actors in the background.
* Deep Space Nine example comes in the episode "Children of Time", when an alternate-future Dax host suggests he could do this to prove that he really is Dax, and proceeds to recount one of Curzon's memories of Sisko...one that Sisko clearly doesn't care to remember.
* Deep Space Nine famously featured the two-year war between the Federation and the Dominion, but it also had the Klingon-Cardassian war and the second Klingon-Federation war (before both sides discovered they'd been played like cheap fiddles).
* Deep Space Nine fanfic, "Nothing Like The Sun". Notable for being one of the few DS9 fics to center around the marriage of Miles and Keiko O'Brien.
* Deep Space Nine, Garak, Odo and Quark all play this role. Garak's comes from the intelligence world and he has connections everywhere and in every facet of society. Odo's tend to be police, security and politically based and Quark's tend to be economic and black market.
* Deep Space Nine goes in depth into the rivalry between the Cardassian Central Command (military) and the Obsidian Order (very powerful civilian secret police.) Given that the Obsidian Order is an extremely powerful entity in Cardassia, which is basically fascist, it's inevitable that they and the military will come into serious conflict on a regular basis. Really, any time a secret police force exists in Star Trek, you can expect it to come into conflict with the military at some point, probably quite a lot.
* Deep Space Nine had the Breen. They're speech sounded like digital nonsense and static but was easily understood by their Collective allies. They are a mysterious species who wear refrigeration suits despite living on a planet with a mild temperature.
* Deep Space Nine has Kira and Dukat turning their freighter into a Q-ship, in an attempt to ambush a Klingon Bird-of-Prey that had been raiding Cardassian outposts.
* Deep Space Nine has personal shields that appears to be thin strips on their arms. They moves their arms into the way of phaser shots in order to block it.
* Deep Space Nine head of the alliance and most powerful man in the quadrant, his direct superiors accept his "recommendations" so often you'd think their positions were reversed, the Klingon Chancellor is a personal friend of his, and the Romulans tend to go along with him too.
* Deep Space Nine in all the wrong places" had three characters coming into sickbay for sex-related injuries (Quark didn't inflict sufficient damage upon the Klingon chick for her to need repairs). Worf and Dax literally start out with a bat'leth duel, which is implied to be Klingon tradition.
* Deep Space Nine itself, in that he is a competent (somewhat) admiral who actually does something useful, so Sisko doesn't have to do all alone. Also we have Martok, who flies attack runs against the Dominion.
* Deep Space Nine—Cardassian agent) be on hand fitting Sisko for a suit as he and the crew discuss the invasion. Sure enough, Garak is instantly on the wire to Gul Dukat, claiming his "sources" have warned him of the invasion. As Garak is known to have plenty of shady contacts, Starfleet can assume he just found out on its own as it's not like Sisko would just openly discuss this in front of a Cardassian tailor...right?

* Deep Space Nine of religion as a political tool or an excuse to discriminate against others, the show as a whole doesn't condemn the practice of religion itself. Part of what makes it confusing is that the Prophets can back up everything their believers say about them; the first season finale had a dispute on whether they were technically gods or not fizzle out when everybody realized they were arguing over semantics and all agreed on the key points.
* Deep Space Nine, other species risk serious bodily harm if they mate with Klingons.
* Deep Space Nine present themselves as gods and have truly impressive abilities in the area of genetic engineering, tailoring minion races to serve their needs. The rest of their technology is pretty typical, though, and non-minions don't buy their pretensions for a second.
* Deep Space Nine relaunch, original characters. Most of the revolt against the publishers was focused against one man in particular - Richard Arnold, who vetted all novel proposals for the studio and demanded a strict lack of inter-novel continuity. Once he was let go, the restrictions went with him.
* Deep Space Nine shows a Bug-Eyed Monster crawling over an apartment ledge towards a buxom woman sunbathing in a towel. One of the writers, Herbert Rossoff (actually Quark without his makeup), instantly derides the picture as garbage...then quickly says he'll write the story for it.
* Deep Space Nine shows that 21st century Earth had a communication network called the Interface that required users to create an account, let them access the Net and watch news channels.
* Deep Space Nine's initial regulars was Jake having to be visibly the same race as his father.
* Deep Space Nine's "Inter Arma Enim Silent Leges," Dr. Bashir and Admiral Ross have such an off-the-record discussion after removing their combadges.
* Deep Space Nine. Sisko is rather more polite and refined about his orders. Kira is not refined, nor does she pretend to be. Her preferred manner of dealing with problems is to yell at them until they go away and/or resolve themselves. If this doesn't work, she resorts to fists.
* Deep Space Nine. (Sisko makes Quark kiss the Sceptre too, just to troll him).
* Deep Space Nine, Sisko once gave Gul'Dukat back a bottle of poisoned wine. Weyoun took a swig and declared it "quite toxic". He then explained that Vorta are immune to most poisons.
* Deep Space Nine some seemingly-friendly aliens claim that Chief O'Brien was killed in a nuclear accident (but they really have him imprisoned). O'Brien's wife insists on seeing the footage of his death and immediately identifies it as faked, because it shows O'Brien ordering a coffee from the replicator and he "never" drinks coffee in the afternoon. After an episode full of plot where the Niners rescue O'Brien, she discovers that he drinks coffee in the afternoon all the time.
* Deep Space Nine, so not only did they rarely endanger anyone, Quark was able to use them to save the crew's lives at least once.
* Deep Space Nine's "Profit and Lace", where Quark becomes a woman for an episode to drive home the gender unfairness of Ferengi society. It's his brother Rom who gives him the body language lessons, much to everyone else's amusement.
* Deep Space Nine still is with the exception that Terrans are being used as laborers instead of Bajorans.
* Deep Space Nine, the Jem'Hadar are an interesting hybrid of the two, with a shift in perspective depending on which Alpha/Beta Quadrant nation they're being contrasted with:
* Deep Space Nine themselves appear to be considerably bigger than a shuttle even so.
* Deep Space Nine - they knew they had time to win audience sympathy for Sisko.)
* Deep Space Nine) to a Cardassian who's taking revenge on members of her former resistance/terrorist cell, who maimed him in a bombing:
* Deep Space Nine to come up there with grievances and such (especially Quark, who is head of the station's business union).
* Deep Space Nine tried to do this in a more sensitive manner than TNG had in the

"The Host". In "Rejoined", Jadzia Dax meets Lenara Kahn, whom one of the Dax symbiont's previous male hosts had been married to. The trope is applied in that it is really Dax and Kahn, the symbionts, who have romantic feelings for each other, rather than Jadzia and Lenara. Also, the Trill have a taboo against symbionts resuming romantic relationships carried over from past hosts (a retcon from their introduction in TNG) and thus this was a single-episode story that is never pursued further. Jadzia would go on to marry Worf.
* Deep Space Nine types, complete with a labor movement martyr in his ancestry (granted, one can call Captain Sisko upwardly-mobile, as the son of a restaurateur, but this is revealed much later and never emphasized). Though the Federation is supposed to be truly egalitarian, classless meritocracy, so the whole issue is a little murky.
* Deep Space Nine universe uses energy weapons, the Bekkir developed armor (even spacecraft-grade armor) designed to reflect energy weapon beams. The only ways to affect them: captured rifles, explosives (phasers overloaded into bombs), extreme heat, or an EMP.
* Deep Space Nine uses the "calling the moon 'Luna'" variant. Jake thinks his grandfather (who lives on Earth) is old-fashioned for calling it "the moon, like it's the only one or something," but apparently nobody who lives there calls the moon "Luna" either.
* Deep Space Nine, use tractor beams as a weapon in combat, using their beam weapons to hammer a ship's shields into submission before locking them in place with the tractor beam so they can be easily boarded or blown apart at leisure.
* Deep Space Nine usually communicate with people within their minds, appearing as people the person knows well in a place familiar to them. (Which also saves a lot of money for special effects.)
* Deep Space Nine were gonna slash anyway, so they continued to emphasize that friendship.
* Deep Space Nine "What You Leave Behind", where the treaty that ends the Dominion War is on a piece of paper signed with an actual pen. Through this we also learn the the Female Changeling is a Southpaw.
* Deep Space Nine When Bashir pulls the same trick, Quark has to shoo away Rom who's peering into his ear to see if there's any more latinum there.
* Deep Space Nine. When the Federation first encounter the Jem'Hadar, one of their fighters does a suicide run into the warp nacelle of a Galaxy-class starship, destroying both vessels. There's no military necessity for this; it's done purely to demonstrate to the Federation that the Jem'Hadar are not to be taken lightly.
* Deep Space Nine when the O'Briens' second child was transplanted into Kira after an accident.
* Deep Space Nine where Bashir and O'Brien are chanting, "Kill Worf!". The context is that they were mad at Worf for having them participate in a painful ritual and were speaking hyperbolically.
* Deep Space Nine", where one of the popsicles would have survived, had part of the station not collapsed through his pod.
* Deep Space Nine - who are willing to do things as extreme as genocide to protect the Federation.
* Deep Space Nine Worf himself becomes "Strategic Operations Officer," a.k.a. "Reason To Have Worf On This Show."
* DeepStar Six. Foreshadowed By the fact he was over worked and suffering from some form of cabin fever. But for whatever reason his superior wouldn't give him a break.
* Deepstar Six is a pretty hefty example: it takes almost an hour for the monster to appear, in a film 99 minutes long. As you could expect, it's a relentless barrage of disasters and monster attacks between that point and the time the credits roll.
* DeepStar Six makes itself known by appearing in the cast's radars, ramming something (usually with disastrous results) and then disappearing into depths of the ocean.
* Deep Thought could qualify, although it's more of an example of computer

programming humor: Deep Thought gives the correct answer, it's just that the questioners asked the question wrong.
* Deep Thought is a computer programmed to answer the Ultimate Question of Life, the Universe, and Everything. It reveals that the answer is "
* "Deep Thoughts", when Nale pretends that the Linear Guild has been sent to retrieve the Talisman of Dorukan by their "wise and benevolent king," he has to elbow Sabine when she starts saying "King? What ki—OWW!"
* Deep Throat; based on the timing, this is much more likely to be a refernece to the porn movie and not to the informant on the Watergate scandal.
* Deep Throat has the grocery delivery boy (yes there were such things in 1972 — and there still are in some places) giving oral sex to a woman seated on the kitchen table, and looking slightly bored. At one point she is going to light a cigarette and asks, "Do you mind if I smoke while you eat?"
* Deep Throats", Brian and Stewie are in disguise (Stewie, of course, in drag), and end up kissing to avoid being spotted. Afterwards, Stewie reacts with "Hey, freaking shot in the dark, but you wanna do something sometime?"
* Deep Throat was really a Skrull spy living as a government official, who had come to love the United States.
* Deep Time first and galaxies later, mentioning from time to time how space weathering is degrading the probe, until proton decay finally wipes out what remains of the spacecraft.
* Deep Town: Mining Factory are initially encountered as one of their appendages as a boss battle for the first 11 sections of an area. On the 12th section, you finally get to fight the full Elder itself.
* Deep Town: Mining Factory sealed them in an asteroid then sent it towards a planet with an iron core, which would imprison the Elders and their chaotic frequencies.
* Deep Trouble, set on a British nuclear submarine. They inadvertently torpedo the USS Nimitz in the opener of the first episode.
* Deep Trouble when the episode "Sophomore Slump" reveals that Marco is still friends with them and hangs around them. Though they did get annoyed at Marco when he keeps talking about Mewni, they accept Marco's apology for his behavior and they present him with their lucky dice as he leaves for Mewni.
* Deep Trouble, which in its second series had an Alison and an Alice. But since the show is set on a submarine, everyone is usually referred to by rank and surname anyway (and Alice Barry in fact insists on being called Barry).
* Deep Trouble while his colleague and the children who trusted him are murdered.
* Deep under the Russian city of Norilsk is a mine called Mayak. The duty of supervising the fuel, and fueling the machines, falls to Irina Martinets, the "
* deep-voiced seeming genuinely scared, though this was expressed through acting rather than dialogue for the most part. Just a handful of the more obvious examples:
* Deep Water Black trilogy turns out to contain the genetic structure of pretty much every animal on Earth, at which point the characters point out themselves they're on an ark. Then it turns out there were actually two arks — the other one contains all of humanity's genes.
* Deepwater Black was to repopulate the Earth with clones developed from her on-board gene bank. There are multiple Deepwaters.
* Deepwater Horizon: Director Peter Berg plays Mr. Skip, the person Jimmy speaks to just after getting off the helicopter.
* Deepwater Horizon: Don uses this draw a diagram illustrating his idea for why the negative flow test had such a high reading, but no mud came shooting back up.
* Deepwater Horizon is 43 days behind schedule on the well they've been drilling. BP is riding them to get it finished and ordering measures taken to try and make up lost time, measures that have the Transocean people scratching their heads. When Mike asks a few roughnecks if it's stupid what they're doing, they say they're not sure it's stupid, but it "ain't smart". Eventually all this leads up to an uncontrolled pressure buildup that causes a blowout and eventual explosion.
* Deepwater in the pilot episode and shows up in various other episodes. It is a

radially symmetrical, green and black object that looks more like an abstract metal sculpture than a spaceship. Its occupants, if there are any, never show up, and their motivations are just as mysterious.
* Deepwater looked like a vaguely humanoid figure cloaked in a radiant energy field, and was impervious to laser weapons fire. It's not clear if this was what the aliens actually looked like, if this was some specialized probe or containment suit used in alien environments. This "probe" was notable for apparently changing its shape as it rotated.
* Deep Wizardry sealed, forcing them to come clean about being wizards to her parents. At first, the adults think that it's a combination of trickery and hypnosis, so Nita and Kit up the ante by taking them on a trip to the Moon (Nita's younger sister Dairine is not happy about having been left out of the trip). Nita's parents (and eventually Kit's parents) seem to be unusually undisturbed about their children risking their lives to fight evil, but given that the only way to stop them would be to keep them permanently unconscious, that might just be the adults dealing with the hand they've been dealt.
* Deep Wizardry, Tom and Carl tell Kit and Nita not to panic just because they're going to be performing a major magic ritual eighteen thousand feet underwater. This might be more reassuring if their prophetic macaw didn't promptly start screaming "Go ahead! Panic! ... Fear death by water!"
* Deer Avenger and its sequels revolve around a bipedal, talking deer which hunts humans, especially hunters, in order to avenge his fellow deer which have been hunted.
* Deer Hunter 2005 kill the deer instantly, but you won't get the special slow-motion insta-kill bullet cam you get with a lung/heart shot.
* Deer Hunter), where only the final animal you kill gets the special slow-motion insta-kill bullet cam.
* deer — as a veal steak. An insolent cackling steak. He spends most of the short trying to shoot him.
* Deer Me, but returns to her old look. Viana later confides to Woola that she doesn't like the idea of Thomas finding her appealing just when she dolls up.
* Deerskin, has the heroine's father becoming sexually attracted to her after her mother passes away from an illness.
* Deerskin It's not a happy story. It is, however, a beautiful story, in its way.
* deerstalker cap or smoking a calabash pipe., more reason to associate this outfit with the great detective.
* Dee. Shortly after 3Dee's introduction, she would usually only say anything whenever Cupid was involved or during introductions and would tend to sleep the rest of the time. And then
* Dee show the children fitness exercises, and take off his shirt to demonstrate how they worked on himself. Ego stroked, Dennis is convinced to do just that, and Dee goes directly to the fathers to point out the half-naked sex offender hanging around their children.
* DEEsidia Named "BlazBlue: Another Memory". Also has a side series called "BlazBlue: Slice of Life" using the chibi sprites from "Teach Me! Miss Litchi" and "Help Me! Professor Kokonoe!"
* Dee sleeps with over a dozen guys in a short amount of time to try and empower herself by giving them all a low rating on a dating website. She also has a lot of potential baby daddies when the Gang try to find out who got her pregnant in Season 6. Both times, Mac and Charlie are begrudgingly impressed by her prowess.
* Dee Vasquez's blackmail of Jack Hammer, the person who accidentally pushed Manuel during a fight scene onto the fence. Hammer would then attempt to murder Vasquez, who pushed him off onto the exact same fence five years later.
* Deewaar – if he were to change his palm lines, would that alter his fate?
* Deewaar, a corrupt businessman kidnaps union leader Anand's wife and his two sons, and forces him to sign a document with conditions highly unfavourable to the striking workers in exchange for their safe release.
* Deewaar: Anita admits that Vijay's assessment that she's the kind of woman who changes names like others change clothes is correct, but reveals that the one her

parents gave her is "Anita".
* Deewaar begins with Ravi dedicating a prize he got for his services to the police force to his mother Sumitra, and then flashes back to show everything that happened up to that point.
* Deewaar has calm, humble Ravi and emotional, prideful Vijay. This is reflected in the different ways they help others: Ravi turns down a job so a man who needs it more can get it, whereas Vijay beats up the racketeers extorting his fellow dockworkers.
* Deewaar. Most noticeably, he refuses to take money that is thrown at him, demanding instead that it be put directly in his hand.
* Deewaar of a job interview that the position had already been filled by the General Manager's brother-in-law. Afterwards, he tells one of the others who have come for an interview that unless they have a relative who has a high position in the company, they're wasting their time.
* Deewaar, Ravi jumps on top of Vijay's car while chasing him near the end.
* Deewaar: Ravi shoots an escaping young thief in the leg but takes this view of him after finding out all he stole was some bread and goes to the boy's family with groceries out of guilt. The boy's father, however, does not share this view:
* Deewaar skips ahead from the main characters' childhoods to their early adulthoods.
* Deewaar, Sumitra admits to her son Ravi that she always loved his brother Vijay more.
* Deewaar to being able to buy an apartment building as a gift to his mother out of spite (she had worked on its construction, but was fired for breaking a couple of bricks).
* Deewaar: Vijay, although not strictly speaking evil, is a hardened criminal who nevertheless loves his mother very much and wants to give her a nice home and all the other things she deserves.
* Deewaar, Vijay points this out as a reason not to kill Ravi. Of course, it's very possible that the real reason he doesn't want Ravi to be killed is that he cares for his brother.
* Deewaar, Vijay refuses to go into the temple with his mother and brother. When his mother gets ill, he goes there and chews Shiva out for punishing Sumitra for his crimes, before begging the deity to spare her.
* Deewaar, Vijay shows up late, and when he tries to reach out to his mother Sumitra she rebuffs him. Afterwards, he remarks to Anita that his father had been dead for 20 years already and that this was merely when he was finally cremated.
* Deewaar: When Ravi becomes a police officer and Vijay a high-ranking criminal, they end up opposing each other even though they'd both rather not.
* Defacement Insult: To insult you, I'll spray some mean words about you on the wall so you can see them!
* Deface of the Moon: The villain's plan involves vandalizing the moon.
* Deface of the Moon: Vandalizing the moon by carving words or images into it.
* defacing the oldest known formation in the universe, knowing he'd show up there sooner or later or the time she carved words into a Home Box (Like a Black box but one that flies home when the ship crashes) in Old High Gallifreyan, knowing that the Doctor would see it when he visits the museum it ended up in.
* de facto a retrial, since a hung jury generally results in a mistrial, and thus does not fall under the constitutional restrictions against double jeopardy.
* de facto around chapter 50 of the sequel - though she remains this after she balances out a bit.
* de facto but then relinquished political power to the democratically elected leaders of the CTA in 2011.
* de facto command of his own crime family for five years before being imprisoned and subsequently deported. During that time, he more or less created a national syndicate for organized crime and turned the Mafia from what was yet another ethnic crime gang in a city full of them into the organized pervasive group it is known as today.
* de facto command of the city's defense. He relinquishes command to Aragorn at the

first opportunity.
* de facto exceptions to feudalism's ubiquity, being operated more as a small, semi-republican confederation. However it only barely rates a mention, and it only retains its independence on the basis that the Lyrans don't think it's worth the bother to mount an invasion.
* de facto has Podkayne see only her sex as an issue with becoming a captain. The fact she's black doesn't rate a concern.
* de facto, he appears to completely fail to understand Stibbons' multiverse theory ("The Trousers of Time"), before later concisely explaining it to Granny Weatherwax (although he's still a bit hung up on the fact the other Ridcullys never invited him to their weddings). It's unclear if his brother works the same way, since he's never a protagonist.
* de facto impossible to sell official Japanese versions of the game. However, unless it would be legally considered obscene (which only explicit depictions of genitalia would be), the Japanese can get most of these games online (albeit in English for console games, while Steam isn't covered by CERO due to how CERO doesn't regulate PC games, even on Japan's own DL Site).
* de facto independent (or breakaway) country apart from China, legally it refers to itself as the Republic of China, the legal continuation of the pre-Civil War nation and the legitimate government for all Chinese territories. Likewise, the People's Republic claims to be the legitimate government for all Chinese territories, including the island of Taiwan. Strangely, this has kept the peace, as both sides see the other as unruly family members under the same roof. If Taiwan were to declare independence (or more accurately, to renounce their claims to mainland territories), it would mean an end to the "One China" legal fiction both sides have held to, and the PRC would most likely be obliged to invade and take the province now in open rebellion.
* de facto Leader. He's actually appointed The Leader by Mr. Verres once or twice because he has all the necessary characteristics of a levelheaded leader.
* de facto mercenaries, accepting payment to perform some dangerous task or fight an enemy.
* de facto mothers as well. While lost in an Australian wildlife sanctuary, Johnny is temporarily adopted by a female kangaroo (who he names "Kanga-Momma"). This leads to one of his few bouts of competence when a poacher named Boomerang Jack threatens her, leading to Johnny beating the crap out of him.
* de facto nations in the Dusk Court and Dawn Court, and that's not mentioning the powers available to the Blood Queens and what appears to be numerous independent city states, all with their own politics going on.
* de facto. Not helping matters is the fact that as a teacher he seems to be defined by contempt for his students.
* de facto occupation is protecting Mondstadt from the shadows, and for this reason the Church tolerates her behavior. That said, this was never an official part of her job description. She threatened to arrest Paimon and the Traveler for eavesdropping, and even kept a close eye on their activities with Albedo for any signs of a threat to the safety of Mondstadt. Fischl also inadvertently overhears Rosaria in the middle of her enforcement.
* de facto prime minister, the (Jewish) court doctor Hasdai ibn Shapirut. In a subversion, ibn Shapirut put Sancho on a diet — with the king ending up reasonably svelte—and, after two years, took back his throne with the aid of the Moors and Navarre. Double subversion: upon reclaiming his throne, he promptly became fat again.
* de facto. Sometimes there may be explicit pirate bases you can wipe out to curtail their activities.
* de facto Soviet government (although not communist), and using the associated iconography (hammer and sickle, Lenin, etc.) on official monuments and state symbols.
* de facto, wears a conspicuous yellow raincoat (which even gets featured prominently on the promo poster).
* Defamation is a tricky animal because again, it's different in America than

elsewhere. The United States is famous for its "
* De Familie Doorzon: A Dutch comic strip satirizing Dutch society and families mercilessly, especially regarding political correctness.
* Defanged Horrors: We're children! So all those things scares us more than the adults!
* Default Dan DOES have plants that eat Dan. However, rather than damage him, the plants are warp pads that Dan can use.
* Default Dan kill you is lethal: coins, platforms, and cupcake powerups to name a few cause you to instantly explode. On the other hand spines bounce you high, pits drop you from the top of the screen unharmed, and vicious-looking flying enemies serve as harmless (and helpful) platforms.
* Default Dan, you have to save your turtle monster friend from the princess.
* default hawk form to spy on girls changing. Tobias sputters indignantly for a moment, then recovers with a quip that he never uses his powers for evil.
* default plan was "Uhhhh...", which, as his master points out, is not consistently workable in the long run.
* Default Setting Syndrome: A game may have a wide variety of stages, characters, etc., but players stick to the default settings.
* DEFCON 2: Conventional warfare is imminent. Armed Forces ready to deploy and engage in less than 6 hours — this is the highest level ever reached in history.
* DEFCON 3: Increase in force readiness above that required for normal readiness. Air Force ready to mobilize in 15 minutes — this is the first truly "shit is about to get real" phase of the levels. Code Name: ROUND HOUSE
* Defcon 4 incorrectly gave Defcon 4 as the highest state of alert. The fact that they couldn't even be wrong in the usual manner was not the worst thing about this movie.
* DEFCON 4: Increased intelligence watch and strengthened security measures. Code Name:
* DEFCON 5: Lowest state of readiness — this is the normal state of readiness in peacetime. Code name: FADE OUT
* DEFCON board mentioned above, completed with mentions of the megadeath body count each bomb causes and, for those who didn't turn the sound off and can hear it, increasingly depressing music and sick and sobbing people huddled in the bunker in the background, it being a tribute to the movie.
* DEFCON does this with the world divided up into six equal powers. It works for game balance, but makes for frankly odd geopolitics: South America and Africa are united nuclear powers able to field bomber fleets, navies and ICBMs equal to North America or Russia. Then there's the rest-of-the-world Asian bloc, a unified empire of Japan, China, India, Pakistan, both Koreas, the entire Middle East and everything in between.
* DEFCON, even Africa and South America! The only land that sits out the war is Australia and New Zealand.
* Defcon Five: Used to refer to the highest state of alert (it's actually the lowest stage).
* DEFCON is basically a World War III simulator. Typical games last about two or three hours in real time.
* DEFCON: The only hint of what might be really happening is the occasional sound of a woman crying.
* defeatable. Ironically, Kirby's best friend technically is one as well.
* defeat Arianrhod, but attempt to use Valimar's power to keep her alive and recruit her. Like with the Nameless One, Arianrhod is fated to die according to the Black Records, and sure enough, defeating her makes her vulnerable to being ambushed and killed by Rufus.
* Defeat as Backstory: A character suffered a defeat sometime before the main events of the story.
* Defeat as Backstory: I can never forget how you defeated me, and I demand a rematch!
* Defeat by Modesty: An opponent is forced to forfeit the fight after losing their

clothes.
* Defeat by Modesty: An opponent is forced to forfeit the fight once they lose their clothes.
* Defeat by Modesty: An opponent is forced to forfeit the fight or competition because they lost their clothes.
* Defeat Catchphrase: A catchphrase the villain says whenever he or she is defeated.
* defeated and made peace with? You're still gonna have to fight past all her Mooks on the way out.
* Defeated and Trophified: You lose against them, your opponent keeps you as a living trophy of their victory.
* Defeated Spanish Republicans wound up fighting for the armies of various Allied countries after the Spanish Civil War. Some, like Enrique Lister, wound up fighting alongside
* Defeater's debut album, "Travels", tells the story of an unwanted child trying to make his way in the world.
* defeating high-ranked enemy officers is bound to win them more honor among their peers.
* defeating Indra. Indrajit used to spread darkness, make himself invisible and fight people. Lakshmana promptly kills him.
* Defeating the Black Rabite gives the "Obsidian Power" skill, which reduces the MP costs of all spells to zero in battle. But the Black Rabite is Level 83, has the game's strongest skills by far, and is the game's hardest
* Defeating the final boss without having completed a specific earlier quest in
* defeating the Lizardman Chief Olberic's Travel Banter with Ophelia has her give a prayer for the creatures they just killed. As she explains it, "Yes. To the townspeople, they are fearsome monsters that threaten their lives… But they are living creatures for all that, and I would that they rest in peace.”
* Defeating the single most powerful subordinate one of the Emperors has, one so idolized not even his colleagues and brothers thought he could ever be defeated and thought of him as pretty much perfection incarnate, definitely qualifies as this. And yet Luffy tangled with Big Mom, and took down Katakuri, a billion-plus-Belli-bounty nightmare, and none.
* Defeat Means Friendship: A character beats another character at something, leading to them becoming friends.
* Defeat Means Friendship: An opponent becomes friends with the person who defeated them.
* Defeat Means Friendship: Defeating an enemy causes them to become your friend.
* Defeat Means Friendship: Defeating your enemy will turn them into your friend.
* Defeat Means Friendship. Everyone else feels more confident knowing he's in the fight.
* Defeat Means Friendship-moment with him (not an uncommon thing in this series). However, when overhearing Tsukasa talking with Rindou the following week, it turns out that Tsukasa barely remembers the challenge, and has no memory whatsoever of who his poopnent was.
* Defeat Means Friendship: One character defeats the other, and thus, they become friends.
* Defeat Means Menial Labor: A defeated villain is punished with menial labor, often in their (no longer) own place.
* Defeat Means Menial Labor: Where a villain, having been defeated, is reduced to menial labor.
* Defeat Means Menial Labor: Where the villain, upon defeat, is reduced to performing menial labor.
* Defeat Means Playable: Once you defeat a character, you can then play as them.
* Defeat Means Respect: A character gains respect for another after they beat them at something, which can lead to friendship.
* Defeat Means Respect (A villain gains respect for the hero after they defeat them)
* Defeat Means Respect: The hero defeats the villain and earns the latter's

respect.
* defeats Blueblood, a Captain of the Gotei 13, not through brute force but by carefully observing his movements and the workings of his Shikai in order to eventually neutralize him before he can activate his Bankai.
* defeats Voldemort (or more accurately, provokes Voldemort into defeating himself).
* defeat the Chimera that was attacking Mistgun, there were no witnesses and they are at risk of being disbanded if they don't win the tournament.
* defeat the demon from the lullaby, but destroy the Guild Master meeting hall in the process.
* defeat the Italians had been forced to the coast. They eventually managed to "pacify" the colony, but only in the early '30s and after a long, bloody and expensive war of reconquest.
* defeat. These came in handy when the war with the Dominion broke out.
* defected, in the Empire of the Hand after Thrawn had him kidnapped and brought there.
* Defecting for Love: A character switches sides due to falling in love with someone of the other camp.
* Defecting for Love: A character working with the villains defects after falling in love with one of the heroes.
* Defection is the story about Alecia, and Jessica. One knows too much, the other is caught in middle of a web of lies. Everything is progressing towards a collision of tectonic proportions and there is going to be collateral.
* Defection Mission, due to the aforementioned atrocities. As a result, they have declined invites to join Steel Meridian, instead looking to take their own path where they won't need to fight.
* Defection: One of the protagonists once foiled an alien invasion by tricking their scout into falling in love with her, and then simply avoiding the subject of marriage. Then he returns, with an army equipped with planet busters, and a marriage proposal.
* Defection teenagers with intelligence boosting powers attends special classes in a special school for gifted or connected people.
* Defection: The greater effect your superpower has on your mind, the greater the chance is that you are bug-out nuts. The villain Prysim remarks several times that no, she isn't evil - just insane, whether that is just a bad excuse or not is left up to the reader.
* Defection The villain, Prysim, has never been known to show herself in anything less than something capable of keeping up with the A-listers.
* Defection To Paradise had the daughter of a top Russian Official being chased down by Russian assassins, and Frank and Joe trying to help her escape.
* defection to the Autobots and Black Knights, and later death, sees Sky-Byte become the Decepticons' resident soldier with a code of honor.
* Defection: Two heroes have great power, but the prerequisite knowledge of how to actually use magic and control the gaseous part of the periodic table does not come as secondary powers.
* Defective Detective: An investigator with serious personality flaws.
* Defective Detective: Insanity is a possible character flaw of an otherwise fine investigator.
* Defector from Commie Land: A character is in need of escape from a land where a dictatorial regime is ruling.
* Defector from Decadence, a cat that can’t stand the evil ways of his people and choose not to hunt mice again, helping the protagonists against other cats.
* Defector from Decadence: A character leaves their faction due to an inability to tolerate the actions of their former comrades.
* Defector from Decadence - A character switches sides not because they support the views of the new side but because they have become opposed to those of the old side.
* Defector from Decadence: Leaving behind a group out of disgust at their bad ways.
* Defector from Decadence: Someone leaves behind a group they're a part of out of

disgust at their bad ways.
* Defector from Decadence: Someone who switches sides because they can't stomach the behavior of their former allies.
* Defector from Paradise: A character leaves a utopia that may be actual Heaven.
* Defector from Paradise: A character who chooses to defect from a Utopian-like society.
* defect to Edelgard's side, the sight of the person meant to be the reincarnation of her beloved mother siding with the woman she sees as the second coming of Nemesis, the man who slaughtered all of her loved ones over a millennium ago, drives Rhea insane. She becomes obsessed with ripping your heart out of your chest, and by the end of the game has degenerated into a sociopath willing to burn down hundreds of innocent civilians just to make it easier to kill you.
* defect to the Rebel Alliance. Some had to stay behind to ensure that they escaped. They would have been killed by Vader for it had he not been forced to return to the Death Star to stop the Rebel forces from attacking the thermal exhaust port.
* defence. In a fight, Tai Chi targets the weak spots of an opponent, or manipulating their strength against them. It even supposedly has health benefits, calming the mind and body, whilst sharpening precision.
* defence in depth. Instead of trying to stop the enemy at the frontline, one holds back or retreats to force the enemy to stretch their forces thin, then counterattack the now more-vulnerable enemy.
* Defence Of The Realm. Vernon's editor tells Vernon he should tell MP Dennis Markham about the story that's going to appear about him in the newspaper the next day, so Markham doesn't have to read about it first. Vernon is not happy about this but goes along.
* defend a village against a rampaging horde of kythons. This was not the worst thing in the campaign.
* Defend CommandA command that lets you take less damage, but you don't get to do anything else in the meantime.
* defended himself against a first-degree murder charge and managed to get an acquittal. He previously refused a proposition from his former defense attorney to plead guilty for second-degree murder.
* defended the Skokie Nazis. Bonus Points: The head of the ACLU at the time was not only Jewish, but a Holocaust Survivor and fully supported their case.
* Defender, Kris and Jack plan and execute their wedding in about four hours while the king is revising orders that would place them in the same chain of command. Kris is willing to call it off in deference to regs right up until "speak now or forever hold your peace".
* Defender namesake. Some players find the unusual silence rather disturbing.
* Defender of the Crown: Most early versions of the game came on two disks.
* Defender of the Crown with his country. Cooler heads prevail in all three cases.
* Defender, once all the humanoids have been abducted and converted into mutants. If the player can survive until the next wave that's a multiple of five, the planet is restored.
* Defender, or not attacking. Rise of the Eldrazi gave a lot of creatures with defender that count creatures with defender.
* Defenders (2021): Doctor Strange casts the Cantrips of the Onyx King, which disables all magic and any other power not held within the user's body for 30 seconds.
* Defenders' Advantage—it's commonly accepted that to take a walled city or castle (which Redwall Abbey pretty much is) using medieval weaponry, the attackers need to outnumber the defenders by at least ten to one.
* Defenders and Corruptors have mostly the same powers with the main difference being that Defenders have stronger enemy debuffing and team buffing/healing powers while Corruptors have stronger damage output that scales up as enemy health gets lower.
* Defenders. However, once every character with testosterone had got the hots for her, she discovered that she could just as easily coalesce from cloud form into a

male body: and did, to general consternation.
* Defenders of Dynatron City Cola had turned every citizen into a superhero.
* Defenders of Dynatron City was a tie-in to an NES game and a comic book series in an effort to make a new superhero franchise. Despite the ambition, the show went nowhere beyond the pilot, the comic only lasted six issues, and the NES game tanked commercially and critically.
* Defenders of Peace to survive. While village leader Tee Watt Kaa admits they owe the Jedi their thanks he can't help but wonder "at what cost?" as Republic ships appear in the sky.
* Defenders of Stan brother, Ted, and the other is his brother's evil robot clone. Stan says, "I love you, Ted." The robot clone says that he loves him too while his brother laughs and calls him gay.
* Defenders of the Earth and lashed out because he was afraid of being abandoned. In the end, Mandrake (disguised as Starboy's creator) helps Starboy to understand that, if he wants to gain the friendship of others, he must stop using his powers destructively and start using them to help people.
* Defenders of the Earth and teenage son Lothar Jr. have the looks, but they're very much on the side of good otherwise.
* Defenders of the Earth and using them to create fake news footage in order to convince the Ilyrians, a race of staunch pacifists, that the Defenders are a terrorist organisation. As a result, the Defenders are put on trial, but Rick, LJ and Jedda (along with Kisa) manage to escape and head for Ice Station Earth, where they find Ming's androids. Having obtained proof that Ming faked the evidence he presented to the Ilyrians, they return to the trial, arriving just in time to prevent their elders from being banished to a distant galaxy. (Though Mandrake appears to have been banished already, he's actually casting one of his illusions.)
* Defenders of the Earth applies to the Defenders, he survives. Of the five Defenders who set out to rescue Jedda, only Rick and LJ succeed in reaching the chamber where she's being held.
* Defenders of the Earth, but, whenever Kshin needs help with something, the Book's pages change to provide him with the information he needs. In the end, it turns out that the Book is really a being from another dimension who has been exiled to Earth.
* Defenders of the Earth comic strips, who were as white as the newspaper they were printed on.)
* Defenders of the Earth episode "A Demon in His Pocket" (in which Kshin disobeys an order not to touch Mandrake's sorcery books, then has to confess when the demon he summons in a misguided attempt to "show" the school bullies runs amok in Central City) ends with the following exchange:
* Defenders of the Earth episode "A Demon in His Pocket", Kshin turns to Mandrake's collection of sorcery books (which he is forbidden to touch) in the hope of finding a spell he can use on the school bullies. Later, Mandrake comes into the library to check on Kshin, but Zuffy delays him long enough for Kshin to put the sorcery book he was reading back on its shelf, find the scroll containing the spell for summoning the titular demon and grab another book at random. The book in question is about "Wallpapering your Kitchen".
* Defenders of the Earth episode "Terror in Time" is another example. It takes the form of an amorphous purple ooze which the Phantom describes as "a parasite that feeds on living flesh", seconds after Mandrake has been attacked by the mutant. Mandrake spends most of the episode with part of the mutant attached to his arm and, while his life is never in any immediate danger - his magical powers also seem unaffected - it is clear that the mutant is weakening him; he struggles to climb the cliff to Warlock's castle even with Lothar's help.
* Defenders of the Earth episode "The Carnival of Doctor Kalihari", where the rightful owners of the titular carnival are an honest, law-abiding couple. However, the carnival has been hijacked by conman Doctor Kalihari and his stooges, who have turned it into a scam, complete with dodgy sideshows. The Defenders (four of whom are exposed to a shrinking potion, meaning a large portion of the episode is spent trying to obtain the antidote before they shrink away to nothing) eventually drive

the crooks out and are rewarded with lifetime passes.
* Defenders of the Earth episode "The Lost Jewels of Tibet", Mandrake meets up with a female explorer named Atascadero, who is clearly an old flame of his; the interactions between the two characters suggest that they still have feelings for each other. However, when (at the end of the episode) Atascadero asks Mandrake if he would like to go on "another mad adventure" with her, he tells her that, while he would like to join her, his sense of duty orders him to stay with the Defenders. After this, Atascadero is neither seen nor mentioned again.
* Defenders of the Earth episode "The Mind Warriors", Ming hacks into the Defenders' Battle Simulation computer and hijacks the haunted house simulation which Kshin has created. Having lost control of the simulation, Kshin goes to warn Flash, Mandrake, the Phantom and Lothar (the Defenders inside the simulation) only to become trapped himself. Eventually, finding that the computer won't shut off, Rick, LJ and Jedda are forced to wreck it in order to save their fellow Defenders. For once, this actually works.
* Defenders of the Earth features several guest antagonists, the first to appear being Shogoth from "A Demon in His Pocket". A common plot device throughout the series involves Ming trying to use the Monster/Villain of the Week to conquer the Earth and/or eliminate the Defenders.
* Defenders of the Earth, Flash has Garax at his mercy, but declines to shoot him, saying:
* Defenders of the Earth has several episodes where one or more of the regular characters are absent. Only Rick appears in all sixty-five episodes, though he is relegated to a cameo role on a couple of occasions.
* Defenders of the Earth has three five-part story arcs among its sixty-five episodes:
* Defenders of the Earth has two episodes ("The Evil of Doctor Dark" and "The Return of Doctor Dark") whose plots revolve around the search for the three pieces of the Orb of Konos which, when fully assembled, has the power to grant immortality.
* Defenders of the Earth. He does occasionally help to save the day, though.
* Defenders of the Earth. However, Mandrake at least seems to share Ming's sentiments about the noise:
* Defenders of the Earth includes two Team Pets. Kisa is a black panther which Jedda has raised from a cub. Zuffy is a zuffoid, a small bipedal creature native to the planet Mongo; he becomes Kshin's constant companion.
* Defenders of the Earth. In his action figure from the toyline, it says he's a ninja from the Caribbean and since Lothar has a son that trains under him, it's likely Lothar Jr.'s a ninja as well.
* Defenders of the Earth. In most cases, it's Kshin (the youngest of the Defenders) and his alien companion, Zuffy, who stow away. However, in "The Would-be Defender", Earl Sump, a young wannabe superhero spending the day with the Defenders, smuggles himself onto Flash's ship and ends up endangering both himself and Flash.
* Defenders of the Earth involve the Defenders travelling to planets outside Earth's solar system and back in a matter of hours. However, no other human characters in the series seem to be able to do this, suggesting that the Defenders may be using borrowed alien tech.
* Defenders of the Earth is another example of a series which often combines elements of fantasy and science fiction. The extent to which this happens varies from episode to episode. Some are very much rooted in science fiction, though most of these still contain some fantasy elements. With others, such as "The Carnival of Doctor Kalihari" or "Dracula's Potion", the fantasy element dominates.
* Defenders of the Earth, Mandrake (age unknown but probably in his mid to late thirties or thereabouts) and Kshin (a pre-teen) have this type of relationship. "The Adoption of Kshin", an episode from towards the end of the series, explores how the two of them met and ends with Mandrake formally adopting his young protege.
* Defenders of the Earth, Mandrake owns a large collection of sorcery books, which are off-limits to Kshin and, by implication, the rest of the Defenders apart from Mandrake himself. The plot of the third episode in the series involves Kshin

disobeying this rule in a misguided attempt to teach a gang of bullies a lesson.
* Defenders of the Earth, Mandrake shows the boy a vision of what could happen to him if he continues to drink; in the vision, Kshin (aged up to the same age as Rick, LJ, and Jedda) is killed in a drunk driving accident. Afterwards, Mandrake tells Kshin that:
* Defenders of the Earth, the Phantom frequently calls on "The Power of 10 Tigers" before performing a feat of great strength.
* Defenders of the Earth turns all the Defenders except Mandrake and Kshin into statues.
* Defenders of the Earth when active, at which point Flash would just start flying into anything and everything in sight.
* Defenders of the Universe, crossing galactic distances isn't much of a chore. The Lions can fly to the edge of the solar system in seconds, while Gems like Lapis can do so in days. The Castle of Lions's teladuv systems can transport the Paladins to anywhere in the universe almost instantaneously.
* Defenders of the Universe, many of the story-lines are either combined or shortened. For example, the quests for the Green and Yellow Lion are combined with the Olkari and Balmera stories respectively, as the lions are located on those planets instead.
* Defenders of the Universe state of Limbo, the Komar blast completely drains them of Quintessence (i.e. their life-force), rendering their gems as lifeless chunks of rock. When they're fully drained, they're gone forever.
* Defenders of the Universe, the Galra Empire is at odds with the Diamond Authority. Both sides are genocidal conquerors who could care less about the lives of others and the civilizations they've ruined, and they frequently kill each other when they encounter, with Gem soldiers invading Galra occupied worlds and Galra wiping out Homeworld colonies.
* Defender's Quest) dies before he does. Either way, when he dies, so does the magic. (There are hints of other magic in the world, such as where dragons come from, but those are far from where the game takes place.)
* Defenders surrounding a planet with orbital battlestations defy the trope since they know people could just "go around" if said stations are merely arranged in a ring. Instead, they're arranged in a sphere around the whole planet.
* Defenders. They spent a few days "renewing acquaintances" before he had to tell her what he'd done.
* Defender. The resource was humans, the abduction of which allowed the enemy to create dangerous mutant ships.
* Defender was an early video game example. The player controls a fighter craft in an effort to protect the humanoids of the planet from an All-Out Attack. There may be a small part of Infiltration if the lander and mutant enemies are any indication.
* defending himself. His claim is that he was insane when he committed the crimes, but now is normal thanks to medication, so it's not as ludicrous as it first seems. He is a paranoid schizophrenic, leading to him becoming homeless and murdering people due to his delusions. Before, however, he earned a law degree, and is practicing (while defending himself) for the first time.
* defending his village from an evil dragon called the Red Death. Not only does his prosthetic leg match the prosthetic tail fin he built for Toothless (making them even), but it can be seen as a badge of honor for defending his people and wears it proudly.
* Defending Jacob: Leonard Patz is coerced into confessing he murdered Ben to clear Jacob.
* Defending Jacob: Leonard Patz is strangled, then made to look like he hung himself.
* defending the civil liberties of Christians in regards to the free exercise of their beliefs). The Thomas Moore Law Center is the Catholic alternative to ACLU and ACLJ in turn.
* defending the gates of Reality itself, to prevent the cessation of all Existence.
* Defending The Guilty, Danielle and Liam's disastrous attempts to backstab Pia via

a Twitter account leaking "secrets" appear to be a one-episode joke, as they only know one other secret, that Will has kissed a juror. It comes back dramatically close to the end of Series 1 when Will's long-suffering and suspicious girlfriend happens across the Twitter account and learns the truth.
* Defending Your Life. If they fail, they get reincarnated to try life again. Apparently, the only way to succeed is to live completely without fear.
* Defending Your Life is the fact Daniel is told he's not on trial, but he's being tried.
* Defending Your Life romantic lead Julia mentions dying by tripping over a lounge chair and drowning in the pool. After not only having been a very accomplished swimmer, but also lived adventurously and risked her life heroically more than once (she's shown rescuing her kids from a burning building, only to run back inside to get the dog). She finds the irony frustrating.
* defend — the first you see of Furio Tigre is in the chapter intro where "Phoenix" loses the case... and he's rendered as completely indistinguishable from the real Phoenix. The skin colour can be explained away as being a fake spray tan that Furio just didn't put on that day, but it's pretty much stated that he made no attempt whatsoever to hide the accent.
* Defendor plays Kat Debrofkowitz, but her real name is Katherine Litwack while the character's full name is Katerina.
* defend the US against the Soviet Union became Soviet leader in 1985 tensions between the USA and USSR started to diminish.
* Defenestrate and Berate: After breaking up with someone, a character throws all that person's belongings out a second-floor or higher window.
* Defenestrate and Berate: A spouse throws their significant other's stuff from their home and tells them off for good measure. Usually because they're garbage of a human being and a cheating bastard/bitch. They're a sign of the stuffs "weighing" the person, and thus the act lifts the weights off them.
* Defenestrate and Berate: The rare times when the heroine comes out on top against her evil husband, this is sure to happen.
* Defenestrate and Berate: Throwing out or destroying your ex-lover's belongings.
* Defenestrations in Prague in the past 600 years, Though there wasn't such a thing as a Czech 'nation' at the time, people of the present day nation-state of the Czech Republic often consider Defenestration their nation's National Sport. Apparently, Czechs just don't feel it's a proper revolution until somebody gets thrown out a window. Political protests have been known to feature their targets being defenestrated in effigy.
* "Defenestration: The Movie" of compiled Defenestrations and Window Jumps.
* Defense Attorneys are a non-violent and non-criminal variation of this trope. Lawyers can collect evidence to prove a person's innocence without the defendant having to do it themselves while on the run from the law. Many examples of this trope would be considered an
* Defense contractors and other firms handling sensitive or classified data don't beat around the bush at all. They will put up conspicuous workplace posters that say, in effect, "If she's a 10 and you're a 2, be careful."
* Defense Devil. The protagonist's client, a high school girl named Nami, has just came out of a small pond she fell into and is berating herself for her inability to remember the circumstances of her death. He gives a rousing speech that unintentionally ends with the line "The next time you make that face, I'll spank that cute wet butt of yours".
* Defense Grid: The Awakening, but he can't seem to get raspberries off his mind.
* Defense Grid: The Awakening missed them! On a similar note, while usually not as disliked as flyers, stealth units aren't very popular either, for much the same reasons- they require the use of specific detector towers, upgrades or abilities to deal with which you would otherwise have no real reason to use and can feel like a waste of resources, unless they also have a secondary function.
* Defense Grid: The Awakening the green laser would be the strongest and the red would be the weakest.
* defense in court, and trying to end the song. This prompts the narrator to make

Cash's life better (including "his first child will become President").
* Defenseless non-combat ships include science ships to survey systems and research anomalies, construction ships to build mining stations and outposts to claim systems, colony ships to bring settlers to new worlds, and transports to shuttle armies to their next conquest.
* Defensemen in Hockey are not the fastest guys on the rink, but they are strong and massive enough to violently check opposing forwards. The majority of them also have very strong slap-shots, as demonstrated by Zdeno Chara and Brent Burns.
* Defense of the Ancients: All-Stars has Roshan, extremely hard to defeat single-handedly, but defeating it will yield a good boon to the team that defeated it.
* Defense of the Ancients: All-Stars makes the Fountain fully invulnerable to prevent these shenanigans.
* Defense of the Ancients: All-Stars merely have a Suicide Attack to fall back on if they don't get the time to lay down traps, but it deals massive damage to compensate. To make this skill less painful to use on the long term, it also halves their respawn time and gives them the kill experience reward if their attack kills. It was replaced with a skill that launches them in the air and land with a huge explosion and makes them halfway dead, but can still be lethal.
* Defense of the Ancients: All-Stars was released, finally giving the game its own ground to stand on, not to mention it caught the interest of people completely unfamiliar with the genre simply because it was developed by Valve.
* Defense of the Ancients: All-Stars. With as much as 14 Phantom Lancers on the map, things can get hectic when you're facing an army of him. Properly decked out, Phantom Lancer players will be surprised that they killed someone without knowing simply because they left a stray illusion on the map.
* Defense of the Ancients are tree-themed, Rooftrellen and The Prophet. Rooftrellen has abilities that make teammates invisible when they are near trees, plant trees that give sight, wrap allies in protective regenerative plants, and summon vines to disable all enemies in an area, while The Prophet can teleport to any tree on the map, summon treants, and snare an enemy in a ring of trees.
* Defense of the Ancients. For what is supposedly a large-scale final battle between the Sentinel and the Scourge, each side only fields a maximum of five Heroes and an oddly small number of Mooks.
* Defense of the Ancients game, right down to copying the map out of it (and frequently, including many heroes which are extremely similar to the heroes present in the original game), but the genre has since expanded to include games such as Awesomenauts, which are certainly in the same genre and yet decidedly not clones.
* Defense of the Ancients has this as one of his powers—he uses a short-range super speed move to end up right behind his target and stab said enemy in the back. The Blink Dagger item gives this ability to anyone who buys it.
* Defense of the Ancients is a rather ninja-ish hero who specializes in tracking the enemy heroes and assassinating them. Treating his targets as his bounties, his Ultimate lets him net an even bigger amount of gold in case he killed a tracked hero, which he shares with his nearby teammates if able.
* Defense of the Ancients It's safe to say they'll never agree with anything.
* Defense of the Ancients, Mogul Khan is better known as Axe, and Axe uses his axe to counter-attack blows with a quick whirl of his axe or execute a low-health enemy, even through effects that can normally negate death.
* Defense of the Ancients most every heal doubles as a damaging or damage increasing ability.
* Defense of the Ancients players in clans have with "pub" players (those that wander into spontaneous Battle.Net sessions) is that, while each player may have a certain theoretical knowledge of the strategies meant for each Hero, in practice these players rarely will coordinate to choose a lineup of Heroes that synergise well, lowering the effectiveness of the team. In addition, a certain amount of psychology and "mindgaming" is a tool that enables some players to outfight their enemies even when the odds are against them.
* Defense of the Ancients, Rhasta the Shadow Shaman has an ability which turns his target into a chicken. He can get pretty excited over it.

* Defense of the Ancients shows this: Early-/mid-game gankers and mages have strong spells that can kill enemies easily at first, but the damage is fixed and therefore as the enemy builds health, the spells become less powerful, plus they usually lack passives that scale well with items. Lategame carries are weak at first both in health and damage, but become very powerful with farming and usually have passives that scale with their growth. You do have some semicarries who can both gank and carry, but they can't do either as well as a hero dedicated to either archetype. Even within spells there are tradeoffs; for example ranged fire-and-forget (almost) sure-hit stuns like Storm Bolt have a low stun time compared to, say, Shackles that needs the user to stand still and channel, leaving himself open, or Elune's Arrow where the target needs to be led a certain distance in order to achieve a long stun and the projectile is rather easily dodged.
* Defense of the Ancients, some of the heroes should be nearly invincible, and most of them should all already have tons (in some cases, literally eons) of battle experience. Yet they all start at level 1 with almost no spells available.
* Defense of the Ancients), which will increase the size and damage of the snowball when it is sent rolling towards the enemies.
* Defense of the Ancients. While he's a very potent healer, his primary means of helping the team is using the same knowledge to conjure stunning projectiles and drastically amplify the damage dealt to enemies.
* Defense of the Ancients with its three lanes of five melee mooks and one ranged mook each, which could increase to two ranged mooks and one siege unit.
* Defense of the Great Wall in 1933. One of several battles in history at or around the Great Wall of China (hardly a surprise, given its purpose), but the only one with the Wall itself in the battle's name.
* Defense Professors have had such a terrible record over the last decades that
* defenses are penetrated, it is not uncommon to have them hammered into burning hulks within seconds, given the amounts of firepower that get thrown around in space combat.
* Defense Scheme No. 1 formed in 1930) was largely academic in nature, though War Plan Red's declassification in 1974 caused a stir in US-Canadian relations.
* Defensive abilities, strategies, builds, classes, or playstyles, especially in competitive games and in
* defensive barrier that is capable of deflecting attacks from any angle, but using it well requires a keen mind that can quickly calculate where to set up the barrier around the frame. As a result, the Shinkiro is only truly effective with Lelouch, a prodigal genius, at the helm.
* Defensive Feint Trap — that the station was incomplete and vulnerable. Instead, not only was the station fully operational, but the arriving Rebels were ambushed by the Imperial fleet behind Endor.
* defensive feint traps, the Get pursued their prey anyway, until the tribe fell to the Wyrm.
* Defensive Feint Trap that suckered Foreman into using up all his energy, while Ali stayed relatively undamaged by using the slack of the ropes to dissipate the punches' power.
* defensive gunners. After three of the planes strafe the train in classic Hollywood fashion to little productive effect, the fourth pilot comes at the train low and head-on, focusing all of his fire into the locomotive, trashing the train.
* defensive gunners, radio operators, flight engineers, and other technician specialties, but generally only on bombers. Single- or two-seat fighters won't have those crew positions. Meanwhile, the ground crews will be made up almost entirely of enlisted airmen.
* defensive one. As Franky put it, if there was a chance the World Government or some other rogue group could remake one of the superweapons, the Pluton plans would be their countermeasure. However, with Spandam having learned of their existence and going after Frank and Robin, he proceeds to burn the plans since there was no point in having them around if people knew. Instead, he bets it all on the Straw Hats rescuing Robin and thus leaving Spandam and the World Government without them.
* defensive side because France and Britain promised a better deal in case of

victory. After said victory a certain Benito Mussolini exploited the sense of some Italians of a "mutilated victory" consisting in the Allies not delivering on their supposed promises of 1915. So Italy ultimately joined forces with Nazi Germany, only to change sides again when Mussolini was removed from power. It ended giving Italy no major loss of pre-war territory and they even held onto some of their colonies after 1945. Of course Piedmont-Sardinia, the state that would gobble up the rest of the Italian peninsula in the 19th century did similar things, allying as the need arose with France to beat the Austrians, with revolutionary movements to unify Italy, with reactionaries to crush "too left wing" movements (like Democracy and Republicanism) and ultimately (de facto at least) with Prussia against France. If there was one thing constant about Piedmont-Sardinia's / Italy's foreign politics between 1848 and 1948, it was that whoever tried to ally with them usually got screwed, one way or another.
* deffkopta's inventor, Kog da Flymek, "Wot's faster than a warbuggy, more killy than a warbike, and flies through da air like a bird? I got no bleedin' idea, but I'm gonna find out."
* Deff Skwadron being a smartboy actually manages to sound high(er)-class than any other ork.
* Deff Skwadron comic, centers around two Ork Waaaaghs! fighting each other pretty much forever, and that's just how they like it — they make it a point of holding back when they're about to defeat their foes to ensure they won't find themselves without someone to fight.
* Deff Skwadron: Having shot the loading chains off a bus-sized artillery shell, causing it to plummet explosively back into the magazine, our heroes have this exchange:
* Deff Skwadron) it makes him immune to death by squig: he simply doesn't have enough fleshy parts left for the vicious little bastards to bite.
* Deff Skwadron: Killboy has one built into his bionik arm, which he uses to hijack a plane (while it's still flying).
* Deff Skwadron: Quoth Killboy: "Beg pardon, sir, but you couldn't 'elp me with the take-off? Lost one of me arms in the crash again, an' I'm 'avin trouble usin' all the controls..."
* Deff Skwadron side on the way back. Both sides are already at open war, just... fuck those guys!
* Deff Skwadron, when the squad commander of deff skwadron chastises one of his gunners when he baulks at firing into a pitched dogfight where telling who is on which side is impossible. Essentially it boils down to "shoot at everything, and if you hit anything it must obviously belong to the enemy."
* Defiance a Jew." Cue the soldier getting an immediate dope slap and an exasperated glare from his CO.
* Defiance and its TV series tie-in has quite an open area for stories set in the world. Including the history detailing between the events of the Votanis Collective arriving at Earth to the end of the show, as well as covering the past events leading up to the Pale Wars, as well as those involved in it and those involved in it. This also opens up for players who continue to play the game to tell stories with their Arkhunter characters and their adventures in the New Frontier. And with the cancellation of the show, it leaves open room for future stories set in the town of Defiance after Nolan and Doc Yewll's departure with the Omec.
* Defiance and the end of the Pale Wars, the Votanis Collective personifies this dream, while remaining the enemy of the Earth Republic.
* Defiance: Angel never got to properly experience this stage, since Darla killed all the gypsies who re-ensouled him. He instead took it out on himself during his self-imposed 100 year exile from humanity and vampirekind. Angelus, however, did get to kill Jenny Calendar and an older male relative, both descendants of the gypsies who re-ensouled him.
* Defiance, a race the others deliberately left behind to die because of their cannibalistic tendencies. One of their ships survives and manages to track the Ark fleet to Earth.
* Defiance are in general heavily armored, but the different versions all have some

weak spot. The smallest skitterlings die pretty easily, but the Warrior, the next size up has only the inside of its mouth and it only opens that when it's about to attack. Matriarchs have three; the mouth, their chest when they rear up to do a smash attack, and once they've done a roll-charge attack and are recovering, vanes open and temporarily expose a weak spot at the rear. The sound your gun makes when you're hitting one of these changes from the usual pings of ricocheting bullets to a sawtoothed grinding noise to let you know you've got the right place.
* Defiance as this trope: The Syrian Civil War is far from the first war to displace a large number of war refugees, and nor will it be the last.
* Defiance: Before settling in Defiance, Nolan and Irisa were trying to make their way to Antarctica, which has apparently been terraformed into a tropical paradise. Everyone tells Nolan it's a pipe dream, and given the current state of the world that we see, it's likely that very few people have been there to confirm it. In general, however, ark hunters are trying to make enough money to get to Antarctica, if the tie-in game is to be believed.
* Defiance brings us a variety of old records mixed in with some Votan music. The pilot episode also shows us how the Votan races dance (very slowly, even to fast-paced music). They actually make fun of humans for dancing to the beat, although Alak Tarr (basically, the show's version of a second-generation immigrant) happens to be a huge fan of both old Earth tunes and dancing, being completely ecstatic when a bus brings a box of records to Defiance.
* Defiance Castithans are born into one of several "liros". The system is apparently highly complex but barely explained. And it was somewhat fragmented by the arrival on earth, with many of the younger generation (at least in Defiance) showing little regard for it. Crime boss Datak Tarr was born into a low-ranking liro while his wife Stahma was a bit higher up. It is mentioned that a Castithan can change their liro, usually by marriage (the lower-ranked partner is boosted to the same liro as the higher-ranked).
* Defiance, Christie and Alec bump their foreheads when Alec proposes.
* Defiance, climbs up from behind the tank, guns down the German tank commander, and drops a grenade into the hatch.
* Defiance, confronting Moebius after self-resurrecting sans his vampiric heart. Moebius tries to paralyze Kain, only to have his hand forcibly placed on Kain's chest. Kain follows with "I always was considered heartless."
* Defiance: Despite the show being set in the (former) St. Louis (majority Black city), only a few characters are actually Black or otherwise people of color, though the Native American McCauley family are prominent (they also avert common stereotypes by being the rich owners of a mine). On the Votan side, the Sensoth race only have one character in the show, with a minor role.
* Defiance equipment that spawns hybrid monstrosities such as Hellbugs.
* Defiance had a somewhat unintentional example, when the Votan Ark ships were destroyed the terraforming equipment they were carrying fell to Earth and malfunctioned, creating deadly hybrid creatures such as Hellbugs and those bear-spider-armadillo things.
* Defiance has an unusual example where the prank is deadly for the prankster- a young man is persuaded to fire a paintball gun at the incumbent mayor during a mayoral debate, not knowing that an anonymous tip has been made of a plan to assassinate the mayor.
* Defiance, has become a Buried City due to malfunctioning alien terraforming technology being accidentally released, causing massive cataclysm across the planet Earth. The locals fled and it is uninhabited, though almost perfectly preserved. The town of Defiance was built on top of the city as a mining outpost to dig for the resources—and the alien technology—it held.
* Defiance has sex with Tommy while recording the whole thing on a camera (the same camera she uses for her propaganda videos). Tommy is a bit worried, but Berlin points out that there's no risk, since the Internet hasn't been around in decades. When Tommy claims that Berlin's boss (the town mayor) could see it, she brushes him off, explaining that Pottinger only cares out his own looks, not Berlin's naked ass (she is glad that Tommy cares about the latter, though).

* Defiance has "shtako", an Irathient word used in the same contexts as "shit", although other races, including humans, adopt it. Occasionally, though, it's used in contexts where the f-word would be more appropriate, such as "you shtako coward!"
* Defiance has the Infector weapon class. They shoot needles into your enemies, and when enough of them hit the poor sod, a bug bursts out of them. The exact mechanics of it do vary from one type of infector to another - some of them (e.g. the Canker variant) spawn bugs only upon the target's death, and some don't spawn bugs at all. There's also the various Hellbug event weapons, many of which also spawn bugs.
* Defiance Indogenes, a species of cyborgs, have a faint hexagon pattern on their skin.
* Defiance introduces Cai, an Irathient (alien race from another planet) Jew. He was orphaned as a baby and raised by a human Jewish couple. He is a practicing Jew and works as a lawyer.
* Defiance: Irisa is both shown and stated to have a fondness "for edged weapons".
* Defiance is a cold hearted bastard. When his younger brother was sobbing helplessly over the recent deaths of their parents, Zus shook him roughly and shouted at him to stop crying. The one heartwrenching moment when his armor cracks comes after he learns that the wife and son he'd left in a then-safe city had been killed by the Germans.
* Defiance is the integration of human and Votan cultures into a single whole. As a consequence there are several examples of individuals on one side developing an affinity for some aspect of the art or culture of the other. The most prominent example is Alak Tarr, the Castithan DJ, who spins Earth oldies every afternoon.
* Defiance. It went... badly. The Votan arrived as desperate refugees, and relations between them and us were always strained, and then one of their ambassadors was assassinated on live TV. The resulting wars reduced the planet to mostly 19th century infrastructure levels (give or take some alien gizmos).
* Defiance, Liberata, and Sensoths are all from Irath, and since the former two were conquered by the Castis they presumably had significant populations on other planets in the system.
* Defiance made a lot of pie-in-the-sky promises that unfortunately they were not able to implement because they were under a deadline to launch the game at the same exact moment the show began broadcasting. The developers had been open about this happening, and tried to add the promised features and content to the game as quickly as they could through updates and downloadable content.
* Defiance, Nolan manages to shut down the Bioman by punching his lower back (where this model's off switch is located). Datak, however, claims that Nolan cheated and demands his winnings back. Being nice, though, he leaves Nolan a small percentage of it.
* Defiance online game feature a giant monster with a lamprey mouth on the top of its body.
* Defiance partially-terraformed Earth with humans and the Votan races attempting to coexist. The protagonist, Nolan, arrives to a town called Defiance built atop the ruins of St. Louis (the Arch is still there). The ending of the pilot reveals that Nolan was the boy, and he was born and raised in St. Louis.
* Defiance pilot shows the Votan Ark fleet descending from orbit. The shots focus on a teenage boy in a park looking up as a huge ship breaks through the cloud cover. The story then cuts to 33 years later. The ending of the pilot flashes back to the arrival scene to reveal that it took place in St. Louis (the titular town stands on the ruins of that city), and that the boy was the protagonist Nolan, who finally returns home.
* Defiance plays with this in a single episode of Season 1 and pretty much all of Season 2. Anyone resurrected by Votan nanotechnology tends to become a dangerous religious fanatic under the control of insane AI.
* Defiance Rafe McCawley avoids telling people that his family used to own a pet food company because those who recognize the brand almost always insist on singing the company's catchy jingle.
* Defiance species, being massive hulking humanoids with blue skin, no hair,

numbers etched on their chests, and an "off-switch" that knocks them out until someone electrocutes them.
* Defiance: Sukar. It's mostly nanomachines, but he's convinced that his gods won't let him die while he and the other chosen ones have a duty to fulfill.
* Defiance's Votan population as they're trying to integrate into a mostly human society. They do often speak their own languages as well.
* Defiance territory. The number of coincidences required for this sequence of events to play out normally are so staggeringly high that when Amanda accuses Pottinger of having them set up to die in order to send a message, he doesn't even try to defend himself. He then agrees to pardon the surviving brother without so much as an argument, realizing that he may have gone a bit too far.
* Defiance: The Bielski and Soviet Partisans have an uneasy alliance, with the latter not holding up their end very well.
* Defiance: The Bielski Partisans form such a group against German occupation of Belarus, as do the Soviet Partisans also featured in the movie.
* Defiance (the Daniel Craig Holocaust movie) is mostly shot in Eastern Europe relatively close to the area of Belarus where its set. However parts of the movie are also set in rural Manitoba, Canada and local plant life like red willow and Manitoba hardy roses are visible in many shots. Interestingly one of the reason the region was initially settled by a lot of Eastern European immigrants is that it apparently looked a lot like home to them as well.
* Defiance: the Earth Republic presents itself as this, viewing itself as the rightful successor to all pre-Pale Wars human governments. However, there's plenty of the planet that's independent of E-Rep control, not least of all being the Votanis Collective-controlled territory in South and Central America.
* Defiance the Omec found Earth by following broadcasts of Elvis that they picked up when they were around Gliese 581.
* Defiance the seven Votan species originated in the Votanis system, but as far as specific homeworlds go only the Irathients and Gulanee play this one straight (unless one counts the terraformed Castithan colony of Casti). In fact Irath was home to the Liberata and Sensoths too as well as the Irathients. Castithans and Indogenes originated on Daribo and the Volge first showed up on Omec but are supposedly from somewhere else. Additionally, other sources claim that Casti is not a terraformed planet but Irath, after it was conquered by the Castithans, who then renamed it after themselves. Played straight with the Omec, whose original homeworld is called Omec.
* Defiance the Votan terraformed at least one planet in their home system and brought the technology with them to Earth. They decided not to use it when they found that earth was already inhabitable and inhabited but when the Arks were destroyed the equipment they were carrying malfunctioned and created a variety of bizarre hybrid creatures when it crashed.
* Defiance. They also breathe nitrogen and their hair and beards (found on both sexes) are stark white.
* Defiance this apparently happened to Datak's romantic rival. "Accidentally" of course.
* Defiance. Though at least one of the Votan species, the highly patriarchal Castithans, take a dim view of either lesbianism or women cheating on their husbands (it's not entirely clear).
* Defiance; Tommy goes to arrest Irisa, but Nolan talks him out of using handcuffs, saying that Irisa had some really bad experiences with being chained up, and if Tommy tries to put cuffs on her, she will flip out and probably kill him. Since Irisa happens to be a ferocious-looking catgirl, Tommy wisely decides to follow Nolan's advice.
* Defiance vanilla, then they would not appear so colorful in contrast to him.
* Defiance. We do meet a lot of decent Votan characters, but they all seem to be those who've assimilated into Earth culture. The ones who keep their own traditions and customs include ruthless crime lords, fundamentalist cultists, and insane terrorists. That's not to say all humans in the show are saints, mind...
* Defiance, which has five alien races and humans all living in the titular town.

* Defiance, which is about a group of Jewish refugees. As they have gathered more people, they begin training able-bodied people (including women) to fight for survival with weapons taken from the hands of dead Nazis.
* Defiance: While it's never specified if the Votan system had two stars before the stellar collision, one of the songs on the soundtrack mentions "twin suns".
* Defiance with a couple armored cars for support. However, his pogroms and obvious degrading sanity have led the VC to declare him rogue.
* Defiance: Your EGO implant projects a blue flickering light lady into you field of vision to make the interface feel more natural.
* Defiant, as Dragon's partner, gets to wear some of her creations too.
* Defiant as it's being blasted to scrap. He's the last one on the bridge after calling for the crew to abandon ship, and probably the last one off before the Dominion finish the job.
* Defiant), but rather concept art for the Maquis raider (flown by guerrillas revolting against the Federation and using any ship they could get).
* Defiant Captive, despite the fact that his GM powers mean Asuna is incapble of harming him.
* Defiant from the primary universe. From their perspective it's advanced futuristic technology, but to the viewer it's about seeing an original TOS-era Constitution-class starship powering up in all its glory.
* Defiant in "A Call to Arms," when she was constructing the all-important mine field in front of the Wormhole, and thus would have been unable to fight back. Martok played the cavalry a good number of times, actually.
* Defiant in terms of performance, possessing numerous flaws which O'Brien had long since corrected).
* Defiant is hit by a Dominion torpedo, it ends up getting stuck in the hull instead of exploding. When the Karemma trader points out that his people make and sell these weapons to the Dominion, Quark notes that they lack proper quality control. The trader jokes that he should offer a refund on the defective weapon.
* Defiant is the one in command, and his skill and experience (and some backup from the Mirror Bashir and Dax) allow him to pull off what Red Squad would later fail at.
* Defiantly - Rebellious. ("The rival king defiantly overthrew Jeremiah's empire.") This mistake is probably most common because of spellcheckers correcting the misspelling "definately" to "defiantly."
* Defiant on learning that the Founders were ordering the extermination of Cardassian civilians.
* Defiant." Presumably, he walks O'Brien through the rest of the steps.
* Defiant replacing just about everything to make the blasted machine work as it was expected to.
* Defiant requires only a few minutes of sleep a day, and requires very little food. This is stated to be due to his cyborg enhancements, however, not his superpowers.
* Defiant's computer core having been mostly wiped by a computer virus the ship has to be flown with a larger crew than is normally visible, with orders relayed from the bridge all over the ship and characters giving detailed instructions and echoing commands. The resulting cacophony of overlapping voices rather accurately captures what the CIC of a modern warship sounds like.
* Defiant's malfunctions, the bridge will need to stay in contact with Engineering. O'Brien's solution is to put Nog on the bridge with a portable communicator and have him relay any necessary information to and from Engineering, which results in a number of instances of Nog audibly repeating Sisko's orders.
* Defiant Stone Throw: A comparatively weaker character publicly defies a more powerful character, often inspiring others to fight back too.
* Defiant Stone Throw (when done to distract a villain from harming the hero)
* Defiant Strip: Removing your clothes as an act of defiance or protest.
* Defiant's warp core and the wormhole results in Sisko getting caught in subspace, experiencing minutes where the outside experiences decades. The episode revolves around Jake's efforts to figure out what happened and get him back.

* Defiant to rescue Kira from Cardassia Prime. When they're intercepted by a Cardassian ship and about to get busted, Garak hails the Gul captaining it, rattles off a complex military code, orders the Gul to turn back, erase his records and not mention this to anyone...and he does. When Sisko mentions he's impressed, what does Garak say?
* Defiant to the End: A character about to be killed has the gall to insult the person about to kill them.
* Defiant to the End, are treated with suspicion and kept at arm's length.
* Defiant to the End: Even when facing eminent defeat and death, a character remains defiant.
* Defiant to the End: Prisoner fearlessly shows contempt and ridicule toward their captors even when they're about to be killed.
* Defiant to the End: Showing defiance towards your opponent even when it's clear that you can't win.
* Defiant to the End: Võ Thị Sáu pinned a flower to her hair and sang revolutionary songs in prison, on the way, and on the execution grounds itself, right in the face of the firing squad. As she became a mythical local and national figure, records vary on what she actually said.
* Defiant without even thinking about it. Unlike many instances of this trope, however, Kira's knowledge of this would create a rift between them that would take months to heal.
* Defiant Wrestling, but eliminations can also be done via pinfall or submission.
* Defiant Wrestling for his match against Nathan Cruz. It follows the same rules as any regular Iron Man match, but it adds being sent to ringside via throw over the top rope as another scoring method.
* defibrillator). If the muscles of the heart are no longer responding to the electrical system (for example, Pulseless Electrical Activity), or if the electrical system is down (asystole), there's nothing to be gained by shocking the patient.
* deficiencies-style characters who can back that up with solid cross-class combat ability.
* Defictionalisation: A fictional item becomes real vs. a real item is included in a fictional work.
* Defictionalization, detailing some of the various Acme items from the Looney Tunes cartoons.
* Defictionalization. Highlights include Creepy Black, Sonic.exe, Herobrine…
* Defictionalization, in which a warlock takes his heart out of his chest to preserve his youth and life (very Horcrux-like), as well as to prevent himself from the embarrassment of acting lovesick (which is his original intention for his action). He keeps the heart in a little box under his house, and, because the shrivelled, still-alive thing is so cold, it starts growing hair. It has a particularly gory ending.
* Defictionalization is a landmark of early English-language travel writing.
* Defictionalization like this filled with philosophers. The upshot is that they can do things like use their belief in Cartesian duality to do two moves in one round.
* defictionalization of this trope. The inventor read the story "Tom Swift and his Electric Rifle" as a kid and thought that it would make a great stun weapon. The end result was less flashy, but affordable with current technology.
* Defictionalization: The European Space Agency is now testing its Mars lander in, yes, quarries in southern England...
* defictionalized after he strangles Bedelia that shows his skull is full of worms.
* defictionalized although the rules are modified in a few ways, even beyond the obvious limitations of not having flying broomsticks. Bludgers are replaced with dodgeballs, players who are hit must tag their own teams goal posts before returning to play, and the game runs for a set time with the snitch being worth far fewer points. Plus a bunch of specifics about fouls, penalties and such are added.
* defictionalized. It appeared at the 2014 BronyCAN convention, where it was auctioned off for 200 dollars.

* Defictionalized; it ends in "naut". As in "nautical". "Astronaut" quite literally means "star sailor!"
* De Fictionalized)'s mother is clearly based on Castle's in-show mother Martha.
* Defictionalized tells the story of the McCliverts and the MacBoons, two Wizarding clans who shared an island off Scotland. Legend has it that after a MacBoon killed a McClivert in a drunken duel, the McCliverts transformed all of the MacBoons into ravenous, five-legged hairy beasts, then immediately realized their error when the monstrous MacBoons killed them all. Whether this is true, or the Quintaped is just a natural beast, is unknown, and the island has been quarantined.
* defictionalized) that otherwise stuck closer to the novel, and in 2013 it was the basis for licensed casino slot machines. The 2005 film was the basis for several tie-in video games.
* Defictionalized that significantly modify the Snitch in particular. The Snitch (here a guy in a yellow costume who runs around like a maniac) is only worth 30 points and is released 18 minutes into the game, with the game still ending on capture.
* Defictionalized use of Kate Upton. Its chat system features a real-time translator that supports over 30 languages. Whatever tongue your phone is set to, that's what you'll see everyone's messages in; it's done automatically, and in fact you have to mess with the game's Settings page to turn it off.
* Defictionalized when the bar "Who's On First" opened in New York City — on First Avenue, of course.
* Defied abilities for his own purposes, and recruits him as a spy for Las Nevadas.
* Defied. A character is told to make a bird call if she needs help. Her reply:
* Defied. After Billy's disastrous first encounter with the Gypsies, Richie surveys his emaciated friend and immediately concludes that he's been cursed. The mobster says that while he may be an atheist, he's also willing to face facts:
* Defied, a.k.a. SCIFs, where top-secret intelligence information is handled in the United States have a list of regulations on construction of air vents, including grates to prevent entry and deliberate metal disconnects to avoid sound transfer.
* Defied, Ami starts thinking about a strategy while she's fighting Yumi...only for Yumi to tell her to get on with it.
* Defied and gender-inverted in "This Woman" by K.T. Oslin in which the protagonist is
* Defied, and itself relies on SI units (rad/s, Newton meters, watts, degrees Celsius, even teslas for magnetization).
* Defied and takes steps to avert it or otherwise avoid playing it straight.
* Defied) and that, ultimately, this criminal's mindset is as alien to her as it is to Luther or, indeed, as any human's mindset would be to her.
* Defied... and then says "to hell with all that" and says that he feels that he needs to be fully honest with Haley if he ever expects a happy ending, even if it gets in the way of some good narrative conflict.
* Defied. A necromancer rejects a perfectly reasonable plan to conquer one of the newly-emerging nations of Axeoth and rule it along with his own kingdom because he doesn't want to become the enemy that the rest of the world unites against.
* Defied. As a member of the Klingon High Council, Ba'wov has full diplomatic immunity, and tries to invoke it to get out of their interrogation by the Department of Temporal Investigations. However, Agent Lucsly had already gotten the Klingon embassy to waive her immunity. Brokosh stops the interrogation by demanding a lawyer.
* Defied, as Fu, the last Guardian of the Miraculous, left Paris to avoid risking being involved with the war or, worse, the Miraculous falling into Nazi hands.
* Defied, as one of the reasons why Yukari and Daikichi don't end up together is to avoid this trope. Daikichi's adopted daughter and Yukari's son have romantic feelings for each other post-
* Defied because they need eyes on the ground to see Ghargatuloth's defeat.
* Defied before it happened. Syuri vowed to defeat her to ensure the belt went down with the rest of the promotion.
* Defied, both in and out of universe. Molly considers taking a shot at the oneshot

Catholic priest character, but decides it would be too easy.
* Defied. Bugs Bunny takes one look at the transformed Elmer and declares: "My eyes can't be playing tricks on me; not with all the carrots I eat."
* Defied by Aimee Mullins; at a TED talk she gave, she describes how she was once going to talk to a class of children and she just knew the grownups were going to hush up the kids and insist they not stare at her
* Defied by Albus Dumbledore, who successfully employed Peter's Parry (overtly turning down a position one knows oneself to be ill-suited for) when offered the post of Minister of Magic. He knew his own character defects, particularly his susceptibility to the temptations of power, and knew that (with apologies to
* Defied by Chico Alvarez. He tried a barefoot gimmick but broke a foot as soon as he stepped in the ring. He came to like shoes a lot and encourage anyone else not wearing them to change their ways.
* Defied by Dionysus in Greek mythology, who was known for killing rulers who made worship of him illegal.
* Defied by dracula himself. The largest reason Dracula invites Johnathan Harker to stay with him in Wallachia is to get rid of his accent and learn about the day-to-day matters of life in England, specifically so he
* Defied by Earl himself. He went to jail to save his ex-wife, who had two prior offenses and would get a harsher sentence. At the beginning of the episode, in lieu of the usual
* Defied by fluff character Adam Smasher. Smasher was a soulless psychopath way before he was cybered up to the gills by Arasaka. Having few human emotions to begin with, and no attachment to the ones he did have, made cybering up to the point of cyberpsychosis and beyond an easy choice.
* Defied by former NFL quarterback Archie Manning. Despite knowing the ins and outs of making it to the NFL (having played himself) and having three sons (Cooper, Peyton, and Eli) with huge potential, he had almost no involvement in his sons' football careers; in fact, as he revealed in a 2005 interview, there was a point in time when Archie thought Eli might not be interested in football, and his immediate reaction was to worry that Eli might be feeling pressured towards football because of his family's association with the game, because that was the exact opposite of what Archie wanted, which was for his sons to choose their own paths (he described his thought process as, "If [Eli] wants to play piano, let's get him a piano"). When the boys reached high school age, Archie and his wife sent them to a prep school in New Orleans with rigorous academic standards and a poor football program because he felt school was more important. Even after the kids became hot college recruits, Archie didn't force them to attend his alma mater Ole Miss and let them choose their schools (though Cooper and Eli picked Ole Miss anyway). Though the college coaches invited him to sit in on games and meetings and discuss offensive strategies, Archie declined and sat in the stands on game day as a regular fan. In the end, Peyton and Eli became NFL quarterbacks with Hall of Fame-worthy careers that surpass their father's, while Cooper may have made it as a wide receiver had it not been for a severe spinal condition that forced him to retire in college (he had to settle for being an extremely successful investment banker and TV sports broadcaster instead).
* Defied by Frank Perconte when Private O'Keefe says his friends call him 'Paddy'. He's pointedly only addressed by his last name (
* Defied by Ginnifer Goodwin, to an extent as she prefers having short hair. So she has it written into her contract that - if a role requires long hair - she'll wear a wig rather than growing it out.
* Defied by Huqin and his thief gang. When they burgle a palace, they don't go anywhere near the treasury; instead, they collect things like fancy clothes, which are usually unguarded and still valuable enough to be more than worthwhile.
* Defied by Juan Flynn, a witness for the prosecution at the Manson trials. He was an actor, and defense attorney Irving Kanarek (infamous for his
* Defied by one of the combatants, Dou Koukyouku from the Nanken team, whose shirt is torn to shreds by Rachel, leaving her absolutely topless. Her response is to shout at her, "Hmph! I gave up my identity as a woman long ago!" and holds her

stance.
* Defied by Rommel and the Normandy landings on D-day. Rommel correctly guessed the general area and type of beaches the allies would try to land on and insisted on having them fortified. It's quite possible that without Rommel the D-day landings would have been opposed by a tiny group of German troops playing football or sleeping in lawn chairs, without any obstacles or bunkers.
* Defied by Roy when the team is discussing the extent of Girard Draketooth's duplicity in
* Defied by Solo, who deliberately makes contact with Illya several times while undercover, mostly to troll him.
* Defied by Tatiana, who tells her boyfriend Zeke that she'd rather use her
* Defied by the mercenary Bronn, who is expected to wear the fancier uniform of the Gold Cloaks. He refuses by noting how impractical it is: the cloak gets in the way of a fight and the uniform and how it stands out either making one a target or impossible for stealth. He sticks with his lighter, everyday armor as his uniform.
* Defied by the Sixth Amendment of the United States Constitution, which states that all Americans have a right "to be informed of the nature and cause of the accusation" when facing criminal charges.
* Defied by the Skaven. Lorewise the Skaven general on the field will almost never be the
* Defied by the warlock Patrick in "The Curious Case of Dean Winchester". He plays with people
* Defied by Tommen when he balks at hacking his way through the Faith Militant just to talk to the High Sparrow.
* Defied civic, Fanatic Purifiers, can only be picked by Fanatic Xenophobes with either the Militarist or Spiritualist ethoses — totally incompatible ethics. You cannot even be an Authoritarian regime with Shared Burdens, as Fanatic Egalitarian forces you to have a democratic government type.
* Defied come up with a plan offscreen. It goes pear-shaped before it can be executed.
* Defied earlier, in the "fight" between Euron and Aegon is explicitly described as
* defied episode "Butt Out". Kyle wants to tell the grown-ups the truth to avoid a torches-and-pitchforks confrontation, which ends up happening anyway.
* defied episode "The Vault." Ray and Fraser are trapped in a vault with armed robbers outside. The robbers capture Ray's sister Francesca, and call a phone located inside the vault. They inform the heroes that they have Francesca, and Fraser immediately responds by disabling the phone before the robbers have a chance make any demands. Fraser correctly reasons that if the robbers cannot communicate with them, they have no way to threaten them and no reason to harm Francesca.
* Defied: even after Kazuma acknowledges that Megumin and Darkness are clearly love interests, he decides to stop hiding his true (perverted) nature, and continues to sexually harass them as he did before.
* Defied for at least one night by a group of American and German soldiers meeting in the Ardennes forest on Christmas, both seeking shelter from a snowstorm, the elderly German woman who lives there doesn't allow them to fight in any way, and it ends with them singing Christmas carols together, even though they don't understand each other's language. It was made into a movie, titled
* defied for shooting his father and for indirectly causing the death of his mother because he believes that if he kills a human, he will be going against his wish for humans and animals to coexist in peace. However, Kimba has no problems fighting Viper Snakely if it means protecting his subjects from him.
* Defied. Granted, Kevin is only nine and does not even know how to pack his bags at the very beginning. However he adapts very quickly and avoids all disasters while alone.
* Defied hardcore enough to survive being driven full-bore for three or more hours straight with only sub-ten-second stops for refuelling and tyre changes, so in reality would have trouble keeping up outside of a straight-line quarter-mile drag race.

* Defied has written a very thinly-disguised story about her being this trope and is understandably Squicked out at being put on a pedestal and dehumanized like that as she readily admits her own issues and how pathetic he is.
* Defied" he asks the brothers to destroy the flask that's keeping him tethered to the mortal world, which they do.
* Defied Hidenori not to rely on the strong to always help him. Note this example of defiance made Rubber Shooter Hidenori's role model.
* Defied himself steps as soon as "Our turn!" is spoken, putting an end to the violence in his palace.
* Defied him to uphold a grieving widow's honour, or dive on a grenade to save people who were nothing but jerks to him.
* Defied in 0096 Unicorn: The reason why spacenoids had such a fervent worship of Christianity, which transitioned to a blind obedience to Zeon philosophy, was because they had nothing else to live for or hope with in the cold, resource-scare void of space. As Marida explains, the Universal Century was anything but atheist for the poverty-stricken colonists.
* Defied in an episode of Community. During a party at a wealthy law firm the head of the law firm makes an impromptu ‘thanks for coming’ speech and continues to say...
* Defied in an episode where a star high school football player is given a pass on all his classes just so he can play; it's taken as a given that he couldn't pass the classes on his own merits. He doesn't realize that this is happening though, and once he finds out, he's upset and offended that nobody aside from Peggy had any faith in his learning abilities — including
* Defied in an example of a law practice whose claim was, "All our lawyers are juris doctors." A juris doctorate is a law degree — one of the two basic things required to practice law (the other being a law license). The advertisement was found to be in violation of the ethics rules because it misled potential clients into believing that the juris doctorate was something not all attorneys have, implying that the offending firm was unique in that regard.
* Defied in another Don Rosa story, "The Money Pit". After a harrowing incident in which Donald was briefly
* Defied in book eight and later: With Cinnabar and the Alliance having signed a peace treaty of mutual exhaustion and trying very hard to avoid a resumption of hostilities, Daniel's job is turned on its head, with him trying to prevent a Cinnabar client state from invading a pro-Alliance planet, and removing a Cinnabar citizen leading a rebellion on an Alliance planet to prove the Republic wasn't involved.
* Defied in Carly Rae Jepsen's "I Really Like You", in contrast to her
* Defied in chapter 11 when Shinji is hospitalized. Asuka wanted to stay by his side, but Misato convinced her to go home instead, pointing out that she was the only pilot available in the event of an Angel attack and would best be able to protect Shinji if she was well-rested.
* Defied in chapter five of the original fic. Referencing the destruction of the USS
* Defied in Episode 11 with regards to Sayaka. Kyoko makes sure to take her body out of the witch's barrier and place it in a hotel for it to be found by a muggle
* Defied in "iWant My Website Back". Mandy comes up with a plan to get iCarly.com back from Nevel. As soon as she mentions it involving three zebras, Sam shuts her up.
* Defied in Kirsty MacColl's "There's a Guy Works Down the Chip Shop Swears He's Elvis":
* Defied in many school rules against PDA (Public Display of Affection).
* Defied in one episode; after Launchpad is accidentally stowed away on a space probe that lands on Mars, the tyrannical ruler of the planet, Emperor Ping the Pitiless (an obvious parody of
* Defied in one episode: Mr. Burns makes a check out to a hospital, then leans back in his chair and waits for the praise to roll in. Time lapse, cue crickets. Burns responds by pressing a button on his desk labeled "Cricket Poison", and the chirps

go silent.
* Defied in particular). They and their Romulan allies go in wearing light gray fatigues.
* Defied in some way, be it by Discord during the war of the gods (prime Rota), to intentionally create the Blank Wolf (her EG self), or countless other ways.
* Defied. Instead of turning down a job he was just offered and saying that the other man who applied for it needs it more, he asks how much he would be paid and says it's not enough before walking out. He needn't have bothered; the other man sees through it immediately (though the employer doesn't, so he was spared some embarrassment anyway) and is grateful.
* Defied in the case of sword reviewer and HEMA (Historical European Martial Arts) practitioner
* Defied. In the finale, Django shoots miss Candie & her entourage with his revolver, and Stephen then points out that he fired all 6 shots. Django promptly pulls out a second revolver.
* Defied is about to happen, and takes steps to avoid it. It is not to be confused with an averted trope, which is never acknowledged and avoided by the characters.
* Defied is on a survey mission and is studying a star when they detect a coronal mass ejection. They power up the engines and get out of the way well ahead of time.
* Defied kill them by aiming for the neck, but it's much easier to strafe behind them and land a few shots in the small of their backs (the weak points are helpfully colored bright orange).
* Defied later in the game, upon seeing a Halo ring Commander Keyes wants information and (rightly) makes it clear she will not tolerate this as an answer.
* Defied leave certain marks, and his sheer presence is something a droid wouldn't be able to fake.
* Defied limit wishes to 20 words or less to prevent players from pulling this.
* Defied manage to infiltrate elements of the Russian military and attempt to start a nuclear war between Russia and the United States. The SGC spends most of the episode scrambling to head it off, finally convincing the Russian president of the infiltration and restoring normal relations.
* Defied. Max killed Jack's daughter and he's plenty mad about it. Leo talks him out of it.
* Defied (most of the time) by Sam Vimes, because he knows where breaking the rules it would sometimes be convenient to break would lead. He's seen people go there. He's not going.
* Defied objects, claiming that a thief stealing from thieves is still a thief. Annoyed, Vi and Leif agree to leave Kabbu in the inn next time they would raid the Bandit Hideout.
* Defied on creating porn that would be both filmed and viewed through Google Glass, perfectly simulating the POV of a man having sex, but Google shot them down and preemptively banned all porn apps from the App Store.
* Defied. One of the more charitable interpretations of the actions of the Jewish High Priesthood is that they crucified Jesus to prevent Him from either inadvertently or intentionally causing trouble with Israel's Roman suzerains: Rome was not known for dealing mercifully with perceived rebels and only tolerated Judaism as it was.
* Defied over this, she admits that killing or drafting him just for his knowledge isn't just, and settles for following him to make sure he doesn't let anything slip, instead.
* Defied repeatedly to its own ultimate detriment by Joseon Korea, which had seen what "opening markets" had done to China and wanted little part of it. The American armed schooner General Sherman was sent to Pyongyang in 1866, ostensibly to open trade relations, only to be destroyed by fireships when the crew refused to accept "no" for an answer. Later the same year, an estimated 800 French soldiers aboard six warships attempted to seize the mouth of the Han River and coastal access to the capital, only to be forced back by winter and overwhelming opposition. Talk of a joint French-American punitive expedition went nowhere, but in 1871, the Americans tried again with over 600 marines and five warships, taking five

fortifications along the Han River and managing to only strengthen the regent's opposition to modernization, including new proclamations against "appeasing foreigners." It wasn't until their rapidly-modernizing Japanese neighbours threatened to fire on the capital Hanseong (today Seoul) itself that the Hermit Kingdom was finally forced to open its markets to foreign trade, with Japan, America, and Russia at the forefront.
* Defied resented her modeling background after this but for the most part, she was held up as the MVP of STARDOM by the end of her rookie year.
* Defied, she decides to keep that to herself in case they get weird ideas.
* Defied. She may have inherited Willow's looks, but she's actively trying very hard not to become like her alcoholically depressed mother, even though Pandora's insanity seems hell-bent on making her take up the bottle to cope with it all.
* Defied soft drink in the country because it's an easier title to keep. (It didn't go over well.)
* Defied's reactor as posthumous Heroes of the Soviet Union. He bitterly goes on that this was rejected because they died due to a peacetime reactor accident rather than in war.
* Defied takes before Antonucci decided the delivery was finally good enough to use.
* Defied, that specifically keeps them isolated from other prisoners and the outside and limits their benefits, including and receiving money over a (small) set amount.
* defied. The books antagonists are a gang of crooks stealing expensive pedigree bulls to order, using a tranquilliser gun to render the animals docile enough to lead out of their paddock and aboard a small cargo plane without waking their owner. Naturally, if one of the darts hits a human being, the effect is considerably faster and very likely to be fatal, as Ginger has the misfortune to find out; he only survives because the dart ricochets before hitting him, and fails to deliver its full payload.
* Defied. The class feature for 2nd level grants immunity to blindness or dazing due to light effects, in addition to a few other powers.
* Defied: the furniture in The Broken Arms is so sturdy that in a fight against a charging bull, the bull would come out second. This is to avoid having to replace furniture after brawls.
* Defied. Their First Oath is that their art must always be used to inspire and uplift, never to cause despair or stifle hope.
* Defied. The male lead, Gilbert, fights a henchman for a bit with female lead Iris watching meekly from the sidelines. Finally Gilbert shouts "don't just stand there like a referee, cooperate!" Working together they easily subdue the man.
* Defied: the protagonist Emily first refuses to call the flesh eaters "zombies", making up all sorts of semantic excuses to claim that they're technically something else. Her military instructor Daisy calls bullshit on all of that and tells her straight up that yes, they're zombies and she should deal with it.
* Defied there were any deaths, the lingering shots of destroyed buildings, injured people sobbing in the streets, and the protagonists staring on in abject horror make it pretty clear what the stakes are.
* Defied think that "Prometheus" is a nuclear fusion research project. The president personally kills the story in exchange for a promise that when the program eventually goes public, the station gets an exclusive.
* Defied thorough demonic contract to ensure he'll always have the upper hand while dealing with her.
* Defied to cover the front of the ship, so you're leaving yourself open when you attempt to use it, and B) it would still probably be drastically outranged by missile spam.
* Defied Trope. After the fake Selby assassinates the real one and begins impersonating him, the conspirators cremate Selby's corpse to prevent this trope, and we later see the impostor canceling a dental appointment.
* Defied Trope, and so they need to improvise a way to get the combination from the silo's personnel/hostages so they can launch the missiles...

* Defied Trope but he's also an expert in hand-to-hand and swiftly takes down the unsuspecting Mal. Near the end of the film, the Operative returns the favor by shooting Mal without warning, causing Mal to yell, "You shot me in the back!"
* Defied Trope in response. (We guess that'll teach him not to ride other heels' coattails, especially since he's retired from wrestling now.)
* Defied Trope. Simon knew he'd try and do this so he pulled a "Screw the Rules, I have tranqs!" gambit by injecting Jayne with an anaesthetic while patching him up from an injury. Jayne's bid for power occurred just as the anaesthetic started to kick in, resulting in him falling asleep before he could complete his take-over. The crew was extremely relieved by Simon's foresight.
* Defied Trope: "You thought we were going to use this trope? Hell no!"
* Defied version (especially the part where "Fortress Ovum is besieged by countless little warriors") before she bluntly tells him that his explanation is irrelevant.
* Defied, when Aizawa states heroes don't look down on people we protect.
* Defied. When Bond is told one man's terrorist is another man's freedom fighter, he states 'Zao (the man he's hunting) has no interest in other people's freedom.'
* Defied when Greg and Rowley are trick-or-treating and Greg decides to let Rowley use the bathroom or else things were "gonna get messy".
* Defied when Hiei goes 'stop the tunnel to Demon World? Screw that, I want to go home,' and ditches the rest of the team. He comes back and saves Yusuke's life less than a week later, though. And then he and Hiei beat the snot out of each other for a while, and then they're friends again. Even after the team splits up.
* Defied when Lincoln wants to scream Lynn's name in frustration but decides not to lest he get in trouble.
* Defied when Syndrome stops Mr. Incredible's attack during his bragging.
* Defied, where the main goal of the game is to prove that good can still exist even in the absence of evil.
* Defied, with Ray recording a few new sponsor messages in retirement.
* Defied with the bulls killed in bullfights, which are by nature peaceful herbivores, and have to be goaded into anger with multiple stabs of the dagger moments before they are sent to their deaths at the blades of the Matador in the arena.
* Defied with the song "Get Out, Stay Out, Don't You Go Back In." It mentions that going back into a burning house to save a toy is a stupid idea.
* Defied with Trevor Philips, a Canadian-born immigrant who takes issue with anyone who finds his accent funny. Make fun of him and there
* Defied with Weiss, who has practically shut her cold and domineering father out of her life.
* defied (with whom he had a major feud in 2020, ending with Jericho dropping the AEW title to Mox).
* Defied work in such a situation, but it's much easier to use leverage and relative hardnesses of the restraints and whatever they're hooked onto to break loose instead, and then you don't have to deal with broken bones.
* Defied Worth noting, the author is a troper and has read the above fanfic.
* defies the destiny that Elphias sets aside for him to destroy the Barian world, leading to an awesome moment for Yuma as he duels the godlike being for Astral's life and freedom.
* defies the trope. Lily tells her she should be more girlfriend-like and she attempts to share her sundae, but she likes it too much, so it doesn't really work out well.
* Defiled Forever: Doesn't matter if the "sullying" was from actual rape, if you're a woman and you've had sex, you're damaged goods.
* Defiled Forever have been trying to make a statement about how sometimes people, especially younger ones, jump into sex before being truly ready and properly prepared to deal with the potential consequences, but it doesn't come across that way and instead came across as this trope. Justified, however, as she was quoting what her best friend actually said about it at the time.
* Defiled Forever in the novels either, but he does recognize the foolishness of keeping all his eggs in one basket and therefore leaves his wife at Riverrun with

the Blackfish rather than bringing her with him.
* Defiled Forever: The belief that losing one's virginity prior to marriage (often by rape) means that the person is tainted now and that no one would ever want them.
* Defiled Forever: The idea that losing one's virginity before marriage means that they're irrevocably tainted and no one would want them. This includes rape, but can also include consensual sex outside of marriage.
* Defiled Forever: Your hymen has been breached before getting married? Then off to the whorehouse you go, you disgraceful skank! It's this or the convent, but we won't tolerate you blemishing the family's honor.
* Defiler but these use a weaker poison that lacks both the potency and persistence of Defiler Poison.
* Define Normal for their mock marriage, Skylar proposes to Emily with the amethyst ring that Emily wears all the time.
* Defining Moments as a shopkeeper. That film was released 2 years after he died.
* defining part. She gets past the loss, but it takes her a lot longer to get over her fear of failing those she cares about again, and she's only more badass for it.
* definite advantage at home. It's the reason (along with the beautiful weather) why many Olympic swimmers have been known to spend their summers training in sleepy little Flagstaff, Arizona, some seven to eight thousand feet above sea level depending on where in town you are.
* Definite Article gives us a queue of murderers all trying to shop at a late-night petrol station.
* Definite lampshading in the former. The Prophecy's method of revealing information (concealing it in cryptic words until the right moment) is a necessary ploy to keep Belgarath (who hates the implications this trope) from doing things he's not supposed to.
* Definitely) and insulting each other. They first met when they were kids, and Lamont sneaked into Worth's back yard to get a ball he had thrown too far, and Worth beat him up just for the hell of it. They just started hanging out after that, and they've been best friends ever since.
* definitely be familiar with it. Averting this trope, the Transformers thus treated with water are completely fine.
* Definitely Beltane, who's notorious on campus for playing pranks on deserving
* Definitely Boromir's, in both book (complete with a commemorative poem) and film.
* definitely cartoons that don’t use this trope – especially if a certain coyote is using them – than those that do.
* definitely embraces the 'kill him' option until the very end of the manga, when he tells Matsumoto he's changed his mind.
* definitely. Even more boring but even more practical? Foregoing Feats at all and just taking the Ability Score Increase. Two permanent, non-situational +1's to the core stats isn't as flashy as a new toy to play with, but increasing the number of successful ability checks over dozens (if not hundreds) of die rolls? Nothing beats it mathematically.
* Definitely exemplified in the song "Handlebars" by the Flobots (by extension, this song makes an example out of
* Definitely fitting the description on later difficulties is the Tank from
* definitely get him killed, while the other way at least stood a chance of survival.
* definitely hasn't always been the case- there's a large room full of functional "robots" with no moving or electrical parts, yet which rely on socketed microchips.
* Definitely inverted in the earliest writings of Greek mythology, where the
* Definitely inverted with Vegeta who is the Prince of Saiyans... and he is 5'4". Frieza is shorter than most his subordinates (except for Guildo) in the first form you see him in, and his final, most powerful form is his second-smallest. Cell is tall and muscular (and he did have henchmen in form of his Cell Jrs. who are MUCH smaller than him), but then you get to Buu... Kid Buu is very much like his name, a small bundle of destruction.
* Definitely Just a Cold: A sick character pretends they're not sick or only have a

minor illness vs. a healthy character pretends to be sick.
* Definitely Just a Cold" — even if you truly believe this and are not in denial, you probably are sick and it will come back to bite you.
* Definitely Just a Cold: Someone acts as if their serious symptoms are trivial.
* Definitely justified, because that's what the Battleschool program was specifically looking for.
* Definitely, Maybe after not talking to each other for many years and even sharing a kiss, though given their past relationship, it may not be a sure thing that they will get together.
* Definitely Maybe documentary, though archive footage of him was used instead.
* Definitely, Maybe, Isla Fischer gets Ryan Reynolds to practice his engagement speech on her. His original speech? "Will you, um, marry me?"
* Definitely, Maybe is the sexually adventurous "bitch" that destroyed her boyfriend's career to advance her own.
* Definitely, Maybe, partially (made in 2008, but the movie is told during the events that transpired in 1992, 1994, and 1998)
* Definitely, Maybe shows shots of Will falling in love with Summer to "I've Got a Crush on You".
* Definitely, Maybe Subverted in that the two of them are divorced in the present.
* Definitely, Maybe: When Will Hayes' daughter, Maya, learns about sex education, she asks her father how he met her mother. He tells her under the condition that he changes the names of the people in the story. The whole story is told through flashbacks.
* Definitely meaningless. In a later duel, Kaito used Number 9 against Tron, and Tron defeated it with a Monster that was not even his strongest card. Clearly, there are far stronger Numbers than Number 9, and V's claim was complete BS.
* Definitely means nothing, and that the only things to be confirmed as canon are in the VN itself; and just for the record, Lily was not a virgin and indeed says this to Hisao.
* definitely", not helped by him using clips to try and illustrate his point.
* Definitely not played for laughs is Wesley treating Illyria in the
* Definitely Not the Opera 1994-97; hosted by Sook-Yin Lee since 2002)
* definitely (Obviously, this one applies primarily to long-running series more so than single installments.)
* Definitely played straight with Maribel and Renko. When first introduced, seem to be unaware that the place where they were was once nuked or that their life has changed. If they are aware that their life has changed, then they don't seem to be fazed by it. Also, they have no clue where babies come from and it prompts them to ask.
* definitely qualify. They spent decades slowly torturing the people of Earth with running them over with cars, shooting them while they're running, and promising to spare them only to kill them anyway. That's not even getting started on how they treated beating Gohan and Trunks to near-death like it is a game.
* Definitely related to above, this is very strongly invoked by Mirai Kamiki from
* Definitely - Something is of no doubt. ("That's definitely my cat!")
* Definitely speaking for the audience there... and naturally, it's right before a holiday break.
* "definitely" spelled "definately" or "definatly", seems to occur often on the Internet. Now shove this through an autocorrector and it comes out as "defiantly". Like "I will defiantly be coming to the party tonight!" So amusing...
* Definitely subverted, however, in the Galuna Island arc, where Leon's attempt to revive Deliora
* definitely supernatural, such as shamans and psychics, not to mention one game that was set in the 60s long before nanotechnology even existed that featured a man made out of killer bees.
* definitely... you're never quite sure when he's donning any particular behaviour pattern (including this one) as a mask, even as a reader: heaven help the characters he interacts with.
* Definition, as the teams were originally celebrity-civilian and switched to

civilians-only on December 16, 1985.
* definition years in the future, nanotechnology allows people to do such improbable things as throw lightning and fire, create huge, floating eyeballs that can throw lightning and fire, and survive death. How does nanotechnology allow people to survive death? No one knows: it doesn't work on any other planet.
* Definitive Edition Godzilla Introduction contains a 2-panel comic verifying Dr. Yamane's theory regarding the original Godzilla's origins; showing a small colony of Godzillas living at the bottom of the ocean until the Castle Bravo nuke wiped all but one — or two, given the existence of the subsequent Showa Godzilla — out.
* Definitive Edition, the Flaming Camels are camels with burning hays wrapped on top of them that explode on enemy troops, which deals bonus damage against cavalry and elephants. Their appearance in the Tamerlane's campaign is based on how Tamerlane deals with the war elephants. It was originally a scenario-only unit but was added in March 2020 patch for the Tatars civilization once they researched the Timurid Siegecraft unique technique.
* Def Jam: Fight for New York has a stage set on a subway platform. Every few minutes, a train comes by. It is possible to win by knocking your opponent onto the tracks at the right time.
* Def Jam Fight for New York He's immune to defeat by environmental damage, submission hold, and through weapons.
* Def Jam: Fight For New York House, (who is probably the biggest guy in their gang) before they let you in. However, it's mostly there just as an excuse to give you a tutorial.
* Def Jam: Fight For New York, there are a couple stages with ring out potential. But you have to smash the ring barriers with the opponent's face a few times in order to get them through. Then there's the Subway stage, where a Ring Out is only an instant win if a train is coming.
* Def Jam: Icon also varies depending on the stage and how intense the fighting is.
* Def Jam Series, where the women can engage in no holds barred brawls just as brutal as any of the male characters, and yet, not a speck of blood or a bloodied nose results from it.
* Def Jam Vendetta has four generic protagonists with the exact same story and cutscenes, and not one speaks a single word except for the occasional "Yeah!" or grunt.
* de-Flanderized, he's probably the most normal of the Fox family now.
* Deflector Shields and can shoot lasers. Normally Master Chief vs. an old man wouldn't be much of a fight, so it's a good thing the Cool Chair fixes that.
* Deflector shields are a standard equipment on all small ships. The difference between taking shield damage and hull damage, apart from a loud "CLANNNNNNGGGGG!", is that taking hull damage also hurts your weapons and equipment, eventually destroying them.
* Deflector shields, both ship-mounted and man (animal?) portable versions, occur frequently throughout the
* Deflector Shields, knife and sword fighting styles have evolved to include slow strikes that can penetrate shields.
* Deflector Shields of the Earth model (the blueprints of the weapon were given to Earth during the Earth-Minbari War as an apology for their inability to intervene and fight the Minbari).
* Deflector Shields projectors on rotating sections. This greatly increases the craft's durability as if a shield is brought down, a new shield rotates to take its place
* Deflector Shields "realistic," what they came up with was a barrier that absorbs all energy. Hence, no traces and total stealth. However, it also means the ship is surrounded in a field of darkness, so while you couldn't see the ship, the mysterious black sphere would occlude the stars behind it, so it could be detected by sight, if you knew what to look for. It also means that the ship cannot maneuver, has no sensor capability, and cannot communicate with other ships. So, all it can do is coast along until it thinks it's where it should be, and then drop

the black globe. The black globe has a limited amount of energy that it can store, and exceeding that amount destroys the ship.
* Deflector Shields. Sometimes they don't effectively deflect the shot, but hey, a destroyed drone is better than a dead Tau.
* Def Leppard: - “Fractured Love” from Retro Active their album of B-sides, covers and songs discarded from previous albums.
* Def Leppard drummer Rick Allen. Despite losing his left arm in a car accident, the band developed a one-armed drumkit for Allen.
* Def Leppard: "Gods of War" is a pretty bleak song about "fighting for the Gods of War" but not knowing "what the hell we fightin' for".
* Def Leppard, "Gunter glieben glauchen globen", which the band members found amusing and made the song stand out even further.
* Def Leppard has to be the poster-child for the barefoot drummer — just as he already is for the one-armed drummer.
* Def Leppard has Tron-like circuit lines surrounding the center image.
* Def Leppard have two "Rick"'s, Rick Allen, the drummer, and Rick Savage, the bassist. Rick Savage is differentiated by the nickname "Sav". (Interestingly enough, they also had a "Steve", rhythm guitarist Steve Clark, who died in 1991.)
* Def Leppard, he had to start wearing a shirt onstage to keep the sweat off the electronics. Bandmate Phil Collen also regularly performs shirtless.
* Def Leppard. In fact, "Love Bites" probably doesn't even hold the distinction of being the second best known song (that honor likely goes to "Photograph", which peaked at #12).
* Def Leppard returning to Britain and having trouble in civilian life because their instincts are still geared for combat.
* Def Leppard - "Rock! Rock! (Till You Drop)", "Let's Get Rocked", "Rock of Ages", "Rock Brigade", "Rocket", and they covered "Rock On" and "The Golden Age of Rock 'N' Roll".
* Def Leppard's "Let's Get Rocked"... Replace all instances of the word "Rock" with "fuck" and the song makes sense...
* deflowers him for stress relief, decides that she likes him, but soon backs off for ethical reasons.
* Defoe, zombies are referred to as 'reeks', though Defoe himself has the title 'zombie-hunter general'.
* DeForest Kelley (He doesn't actually have a gravestone; when he died, he was cremated and his ashes were scattered over the Pacific Ocean).
* defrost after falling in love with Shirogane, Shirogane became outstanding after aiming to be worthy of Kaguya, Ishigami has become more confident and ambitious, and Iino starts to loosen up and mature.
* Defrosting Ice Queen: A cold, unapproachable character develops into a warm-hearted and friendly character.
* Defrosting Ice Queen: Given time and affection, her uncaring facade will melt to reveal her softer side.
* Defrosting Ice Queen, she chose to train in handling her temper. Annie certainly shows more emotion in her face than she used to, though still seems to be quite stoic and quiet around people she isn't close to.
* Defrosting Ice Queen: The love interest initially rejects them, but begins to warm up to him eventually.
* Defrosting Ice Queen: They initially don't return someone's love, but come around after a while.
* Defrosting Ice Queen: When an aloof introverted character warms up overtime.
* Deft Duelist is more realistic, following the classic "rapier and dagger" mold and strikes first instead of hitting twice.
* Deftones bassist Chi Cheng was seriously injured in a car accident and died five years later while in a coma.
* Deftones. However, they never appeared on the Hot 100. The closest they got was their signature song "Change (In the House of Flies)", which fell five spaces short.
* Deftones' title track. In fact, the same could be said for "Diamond Eyes", their

second best known song.
* Deftones, vocalist Chino Moreno is part-Chinese, while late bassist Chi Cheng was Chinese-American
* defunct had Samantha Carter get promoted to general and given command of the SGC.
* Defunctland in the show's first two seasons, with most of her whereabouts being unknown.
* Defunctland. This moment plays with the trope because the silhouette is unmistakably Mickey's, while the revealed Charles uses a completely different image.
* Defunctland to form Gameworks at the time, and believes Eisner only greenlit Disneyquest to try and one-up his rival in the arcade industry.
* Defunctland videos, most notably the video on the failed "Disney's America" park, which features everyone from Lindsey Ellis, Quinton Reviews, and fellow amusement park-based content creators such as Disney Dan and Mark of Yesterworld fame reading relevant quotes like the video were a PBS documentary.
* Defunct personal music review site Disclaimer Music Review Archive was set up so that reviews for artists whose names start with the same letter were all placed on one long, scrollable page in alphabetical order. At the end of an artist's reviews, there'd often be a "SEE ALSO" list, which links to the author's reviews of related artists. The section for Joey Ramone only has one album review, and of course
* "Defusing Radical Islam": Seamus is frantically trying to defuse a home-made suicide vest after punching out a Muslim jihadist, but the
* Defusing The Tykebomb anticipated that it might happen, so installed a tiny bomb in his weapon's skull.
* Defy, another might script an interface that lets them use a game controller to enter commands. Done properly, it allows the artist to work with the animation intuitively in real time, and creates much more fluid and natural-looking results.
* Defy by putting disclaimers in the profile or video descriptions pointing out the difficulties of owning such a pet.
* defy decides whether it's going to stay in the United Kingdom or not.
* Defying Gravity, an otherwise good show — disappointing, really.
* Defying Gravity, astronaut Nadia Schilling is in a "friends with benefits" relationship with a fellow astronaut. She even uses the term on several occasions.
* Defying Gravity is near future and mostly hard scifi, but the ship has instant communication with earth on multiple channels in at least the megabit range (HD video transmissions, internet use, etc), handwaved as being brand new tech that made the mission possible in the first place.
* Defying Gravity, what with half of each pairing being in space for six years.
* Defying the Censors: Sometimes you have to stand up to those who want to silence you, but when that doesn't work, there's always these...
* Defying the Odds shows this in a flashback, as Tweety tells Sylvester the harsh promise Tyler made to her when she turned dwon his marriage proposal.
* Defying the Odds, whenever Sylvester comes close to telling Tweety how he feels about her, he is interrupted. Luckily, he is finally able to tell her when they are in Paris.
* Defying this is the above-mentioned mantra of "Work smarter, not harder." When taken as more than just an excuse not to work your hardest, it means that knowing when and where to focus your efforts and resources will be more effective than just plowing through a situation on brute force.
* Defying this trope with rations is now a big part of military strategy - modern military forces are very cognizant that troop morale is a big part of combat effectiveness and are mindful that poor food is guaranteed to hurt morale, so they strive to make even combat rations as tasty and palatable as possible within the limitations they have to meet. It's not for nothing that the phrase "An army marches on its stomach" has been a military maxim since the Napoleonic era.
* defy Office Romance. It's later revealed that Mark indeed does find Rachel attractive and they have a date, but Mark already started to work elsewhere.
* defy this trope leader of the team, and even after Barry returned largely retained the role.

* defy When the boys reached high school age, Archie and his wife sent them to a prep school in New Orleans with rigorous academic standards and a poor football program because he felt school was more important. Even after the kids became hot college recruits, Archie didn't force them to attend his alma mater Ole Miss and let them choose their schools (though Cooper and Eli picked Ole Miss anyway). Though the college coaches invited him to sit in on games and meetings and discuss offensive strategies, Archie declined and sat in the stands on game day as a regular fan. In the end, Peyton and Eli became NFL quarterbacks with Hall of Fame-worthy careers that surpass their father's. As for Cooper, a severe spinal condition forced him to retire from wide receiver in college (he had to "settle" for being an extremely successful investment banker and TV sports broadcaster instead), but he has a son who's also a hot QB prospect, and attends the same prep school he and his brothers did.
* De Generaal, both by Peter de Smet, are filled to the brim with this trope. The main character, The General, assisted by a zany professor and a soldier, and armed with a rather ancient tank, repeatedly tries to take power from The Marshall (seated in a fort; the general's HQ is a preciously guarded tree). Their lack of success in whatever way they try is only surpassed by a motorcycle policeman's failures to book The General for breaking just about any law or rule the policeman thinks applicable.
* DeGeneration X: "I'm...THE BOOGEYMAN! And I'm comin' to - (briefly sans Boogeyman gimmick) - see if I can join DX."
* De Gouden Dolk (The Golden Dagger), an adventure novel by Thea Beckman. After spending years of fighting in the second crusade, protagonist Jiri Rambor finds life in his old village boring and uneventful after his return.
* Degrassi; Adam's shown binding (with an Ace bandage) onscreen. Later it's mentioned in-series that Adam gets a chest compression vest.
* Degrassi after season 3 and didn't even come to her brother's wedding.
* Degrassi. After she is the victim of a robbery while home alone, Fiona becomes increasingly paranoid about it happening again. She foolishly tries to illegally buy a gun from a back alley dealer, but nearly gets killed in the process.
* Degrassi are like this. Clare is a sweet, mostly innocent Christian girl, and Eli drives a hearse.
* Degrassi as she's worrying about him too much when they were an official couple. Sunnyshine and happiness Becky played the platonic version with Eli and the romantic version with Adam. Although there it was more about energy than about ditzy or airheaded.
* Degrassi. Bianca finds him in a sobbing heap in the girls' bathroom, which he didn't realize he had gone into until she calls him a stalker and he notices the tampon dispenser.
* Degrassi bringing light to the series again and several free streaming networks obtaining the rights to air the entire series meant there were even more avenues to watch the series and draw in new viewers.
* Degrassi brings us Mrs. Torres, mother to Drew and Adam Torres. She is the representative of the school board, but those duties come after running Drew's life and lamenting Adam's choices. Well, that's on a nice day, on a mean day she uses the school board's power to help control Drew's life and lament Adam's choices.
* Degrassi but to him being in the closet about his sexuality but later opens up and becomes a lot more vulnerable and friendly.
* Degrassi, causing him to be paralyzed from the waist down for the remainder of his time on the program. This is also where JT is fatally stabbed.
* Degrassi Claire invited Eli over for dinner with her parents just as a way of shocking them with his black clothes, hearse, and chain necklaces to get back at them for getting a divorce. Eli was completely humiliated that she used him like that.
* Degrassi, Clare dates her mother's fiancé's son Jake. Later on, when they are thinking about having sex, Jake says they should just end the relationship because if they break up painfully it would get awkward, seeing as they are now related.

* Degrassi: Community School introduces uniforms in Season 10 of the eponymous show, color-coded by year (Grade 12-blue, 11-red, 10-purple, 9-yellow). This holds the next year, apparently for the viewers' convenience — in a real school, it would make more sense for the rising students to keep their present colors with blue rotated to the incoming freshmen.
* Degrassi decided the best way to do this was to have J.T. Yorke (his character) stabbed in the back and killed. Driving several characters to different forms of depression over it. This wasn't out of animosity; the death of a friend was not a trauma the series had properly covered yet.
* Degrassi demanded it (Emma and Peter literally live in the basement, complete with all the basement clutter, while Alex's mother is an alcoholic, abused wreck).
* Degrassi did this a lot, especially in the earlier seasons. The English teacher would have them read a story in which the plot was strikingly similarly to the episode's events.
* Degrassi, Emma and Manny both have a crush on Craig in season two. But when he shows signs of liking Manny more, Emma stops being interested in him because she doesn't want to compete with her friend.
* Degrassi episode "Moonlight Desires" Marco catches his boyfriend Dylan in bed making out with another guy. Dylan tells Marco that he wants to be free to have an open relationship and see other people as well as Marco. Marco says no so they break up because Dylan would rather have multiple partners than have Marco.
* Degrassi), everyone still thinks that it's a fabulous school and nobody moves away to find a safer one.
* Degrassi fanfic based on a fictional vampire book series called Fortnight.
* Degrassi fashion model Mia, who tags along on the journey to L.A., later ends up helping fix the broken down bus with her expensive leggings, saying it was an old trick her mom taught her.
* Degrassi fashion that being interested in sexual gratification isn't a bad thing, and it's a good thing to seek it from yourself. Eventually Clare gets 'the talk' she wanted from her mother over these subjects. She called it awkward.
* Degrassi: Fiona Coyne is a talented artist and is also very interested in fashion, as shown through her unique sense of style.
* Degrassi football player Riley and his feelings for the artistic, and very much out of the closet, Zane.
* Degrassi had J.T. go to Rick's funeral. But only after Manny reminded him that he could never be the bigger man.
* Degrassi has an episode where Connor, who's black, helps get KC and Clare, who are white, together. In gratitude, the writers give him a black girl as admirer. It's like when Liberty (black) is rejected by Sean, but in the end she finds out that his black friend likes her.
* Degrassi has an episode where Connor, who's black, helps get KC and Clare, who are white, together. In gratitude, the writers give him a black girl as an admirer. It's like when Liberty (non-token black) is rejected by Sean but in the end, she finds out that his black friend likes her.
* Degrassi has a subplot about Noah, a geeky college freshman, getting involved with the teacher of his film-studies class, and about her husband, who turns out to be the teacher of his business class, eventually finding out.
* Degrassi has been on TV so long (over a decade) the the show routinely recycles stores and only slightly updates them depending on the character. For example, the show has dealt with teen pregnancy at least five times (Manny, Emma, Liberty, Anya, and Jenna). An episode in which Emma almost becomes the victim of a pedophile she meets online is recycled twice, first with Darcy and then later with Connor.
* Degrassi has done this a lot. Craig's band is the actor's real life band, and Ashley (who also once was in a couple of bands) in real life has said she loves singing.
* Degrassi has done this for just about every pairing and friendship it can. It'd be faster to list the exceptions.
* Degrassi has Miles and Esme in season 15. Pre-relationship, he already had a lot of trust issues and mental health problems that stemmed from his abusive father.

Then he met Esme and they became friends-with-benefits and he got even worse. She seems to be just as messed up and in an attempt to help him got him hooked on pills. Together they isolated themselves from everyone else and encouraged each other in their destructive behaviour. When he decided to get clean and become friends with his former boyfriend/best friend again, she faked a suicide attempt to get his attention, scared of being alone.
* Degrassi. He goes crazy after Clare starts talking to Fitz, and acts this way towards Imogen when they date. He finds out that it isn't related to his mental illness, he's just possessive.
* Degrassi High and Caitlin was a stern, moralistic social activist. They broke up and got together again too many times to count.
* Degrassi High: Has a baroque (and rather creepy) example. In the first season, Caitlin dumps Joey because he's rather immature and because the new kid Claude seems so much more her type. But Claude turns out to be an ass and she dumps him too. In the second season, Claude is thinking of suicide (due to unrelated problems that Caitlin doesn't know about). Desperate for any hope, he asks Caitlin out again, and she tells him to get lost. When she gets home, she finds Claude has sent her flowers and his suicide note. As she's screaming with rage and guilt, her science teacher orders her to tutor her old ex-boyfriend Joey. He's had a lot of Character Development over the course of this season and comforts her during the tutoring. Soon, they're back together again.
* Degrassi High The cool kids invite nerdy, insecure Arthur to their poker party so they can take him for all he's worth. He's out of his depth — at one point, he asks, "does three of a kind beat a full house?" But he suddenly starts winning — including beating three of a kind with a full house. By the last hand, it's down to Arthur and the host — and Arthur wins almost all the money by bluffing when his hand is complete junk. The cool kids are amazed. Then comes the subversion: Arthur grins and says, "'Does three of a kind beat a full house?' You guys are so gullible."
* Degrassi High, the most obvious being Arthur's younger cousin Dorothy, who's now in the same grade as him.
* Degrassi High, this is how Claude commits suicide. Snake, who found the body, mentioned later that only half his face was left.
* Degrassi imagines herself as Cinderella with Craig as her Prince. Her dream begins to take reality when they go on their first date in that episode.
* Degrassi, in its third and fourth seasons, contrasted Jay (a sociopathic criminal mastermind) with Rick (an unstable maniac who beat his girlfriend). When their schemes collided, Jay turned out to be Eviler than Thou — but Rick got more dangerous as Jay backed him into a corner. The sixth season has contrasted Drake (a violent gang leader) with Peter (a sleazy operator who was born to blackmail and frame people). So far, their schemes have not collided.
* Degrassi. In seasons 10 and 12 in the U.S., it came on Fridays at 10 PM and did reasonably well.
* Degrassi in that the school had only implemented uniforms earlier that school year, and one of the teachers stated flat-out that they don't like enforcing it any more than the students like wearing it.
* Degrassi in the school bathroom, Ellie says she "hit her arm, on the... thing." Given how weak her excuse is, it doesn't work.
* Degrassi is a typical example of a transgender person changing their birth name.
* Degrassi is mostly made on a backlot and the older-style houses are back.
* Degrassi: Jane Vaughan is a skilled football player and the Valedictorian of her class. Her plan is to become a lawyer. This is also the same case for Katie, who is not only on the soccer team, but is in karate, the school newspaper, and is student council president.
* Degrassi, Jenna gets baptized in order to hook up with Luke, who is a conservative Christian.
* Degrassi Junior High after he was rebuffed by the Canadian show's producers.
* Degrassi Junior High. A girl has to leave her date early, so she has her twin sister take her place half-way through. It's all for nothing, because the boyfriend

is too busy hitting on another girl to notice.
* Degrassi Junior High as good as she hoped to be back then but was able to make a successful career in broadcast journalism as an adult.
* Degrassi Junior High, Caitlin worries that she's a lesbian because she has a crush on a female teacher.
* Degrassi Junior High for Joey, who learns not to be such a lazy ass. In Degrassi High, all that talk about getting off his butt and working hard is rendered meaningless when it turns out he has dysgraphia. (It still fits his character arc, since he still has to cope with feelings of inadequacy, but it's a huge shift.)
* Degrassi Junior High get molested. Isn't that right, Stephanie and Wheels?
* Degrassi Junior High) needs to come down to earth a bit, it always happens by way of Kathleen doing something better than her — which is the most humiliating thing possible.
* Degrassi Junior High of the soccer team clearly has a look on their faces that this is a very, very foolish idea.
* Degrassi Junior High) orders her nerdy little brother to pretend that they're not related. When she gets her comeuppance in the first season finale, she apologizes to him in private, and promises to spend more time with him. But when he asks for a few favors, she grins and says, "Don't push your luck."
* Degrassi Junior High subverts this: Joey's injured (from his bike) and keeps talking about child abuse (because he catches Rick being abused), so naturally the Children's Aid people assume his parents beat him.
* Degrassi Junior High that he's going to beat him up after school. Most of the students show up to watch the fight and even sell ice cream.
* Degrassi Junior High The boys secretly know the girls' team is better, but they think they can win — because the girls' star swimmer is morbidly afraid of letting boys see her in a bathing suit and because they allow champion swimmer Snake to join the team, even though he's awful at soccer.
* Degrassi Junior High - was a one-hit wonder not only in the fact that "Everybody Wants Something" was their only hit, but it was their only song. It's a fact that still gets them mercilessly teased even as adults.
* Degrassi Junior High When Joey Snake and Wheels try to use a fake ID to buy beer they try putting a trench coat on Snake the tallest of the three in an attempt to make him look older. It fails partially due to the ID being especially fake but mostly due to the fact that they were only fourteen and while they were closer to the legal drinking age of 18 at the time it was still quite a stretch.
* Degrassi Junior High while trying to buy condoms for a night with Stephanie. After various humiliations, he manages to buy some from a pharmacist who turns out to be Stephanie's mother, which gives the game away when he arrives at her door.
* Degrassi Junior High who only appears to follow her around. They even end up married in the movie.
* Degrassi just wants to play football despite the harassment from her team mates. She's good, too.
* Degrassi, known for flirting with other girls, falls hard for Holly J, who initially rejects his advances.
* Degrassi Liberty have a crush him for a long time. When they do finally get together, they end up breaking up and he died before they could get back together (shortly after revealing to his best friend he was still in love with her, and this happened on her birthday).
* Degrassi, male and female. Both of the Van Zandt siblings pulled this, just compare Liberty and Danny's intro looks to their last appearances, and Clare got this as a plotline.
* Degrassi man already living as a male when introduced, detransitions once before reverting to his male persona within the episode and burning his last remaining girl clothes.
* Degrassi Manny loves her cotton candy; but after she stops acting like a little kid, you never hear of it again.
* Degrassi: Next Class", Winston offers Goldi a high five during a game of charades, but she turns it down, saying it's against her religion to touch boys.

* Degrassi of all shows, can do this when the writers actually work really hard on a story. The biggest example of this would be Rick's storyline leading up to the shooting.
* Degrassi of the crap he has had to deal with for his entire career at the school, and has this to say to the students: "By the time you all get back from break...you won't recognize this school at all." And he's not kidding — the next episodes see him instituting a school-wide discipline crackdown aimed at curbing the worst of the school's major problems.
* Degrassi one who was attempting to rape Bianca, leading to the gang pursuing him.
* Degrassi. People walk away from the story feeling like they've come across the seedy underbelly of the world. All of this without warning or explanation. The main character of the story is also rescued by Peter, but it's a mystery why the so-called "author" couldn't just make up an OC who's evil instead of having to defile Riley's character.
* Degrassi points out she must have low self-esteem to take back a cheater.
* Degrassi qualifies, it has a large living room - kitchen area downstairs, and up a small staircase is a bedroom area. Earlier seasons if we saw more than just a kid's bedroom the house/apartment would fit.
* Degrassi: Ray Ablack briefly dated Melinda Shankar, who plays his younger sister.
* Degrassi, Russian-Canadian teen Zig Novak and his heavily-accented immigrant mother are played by Ricardo Hoyos and Shauna MacDonald respectively.
* Degrassi seasons when Jimmy was the star athlete and his relationship with Ashley was center stage, Spinner's job was to be everything Jimmy wasn't.
* Degrassi series did this would be a Wiki in itself. Some of the more notable cases:
* Degrassi series. which were shot in real schools, often on weekends, when no one was present. The setting of Degrassi High is now a community college (Centennial) in Toronto, Ontario, Canada.
* Degrassi: The Next Generation after winning at a game show contest. He goes home and starts looking at a gun in a box...
* Degrassi: The Next Generation), and is caught staring at it like it's some sort of monster. It doesn't go unnoticed by Craig.
* Degrassi: The Next Generation, and one night of sex. The really crazy thing? Both of them were too drunk to actually remember said sex.
* Degrassi: The Next Generation: Anya MacPherson was an Extreme Doormat to her best friend Holly J before she gained a bit of a backbone.
* Degrassi: The Next Generation) are fighting for control of the cheerleading squad. Paige steals credit for Manny's work, kicks her off the squad, and makes her be the mascot. In retaliation, Manny's allies on the squad deliberately drop Paige during a game, breaking her leg — and we cut to the panther mascot doing a very triumphant dance.
* Degrassi: The Next Generation are queen bee Paige and top dog Ashley.
* Degrassi: The Next Generation boy she started with (for a while, anyway).
* Degrassi: The Next Generation, but Adam and his brother Drew fought over Fiona before Drew bowed out.
* Degrassi: The Next Generation counts as a Parental Bonus. Teenaged and younger viewers have no idea why this character is supposed to be interesting or important; only the viewers who were around in 1990 remember.
* Degrassi: The Next Generation). Emma is initially perturbed but gets over it. Later, Snake and Spike wed, and Emma and Snake become a very devoted stepfather/stepdaughter combo.
* Degrassi: The Next Generation ends with Mo sparking a spontaneous dance party to "(I've Had) The Time Of My Life" and the entirety of his fellow 2012 graduates just having a hell of a sendoff. He dedicates it to his girlfriend, Marisol.
* Degrassi: The Next Generation, even though Paige has plenty of enemies. Matt gets fired, and the two of them think this is a good thing since now they can be together in public. Then he suddenly moves away, in a scene that ends with Paige's classic line: "You're dumping me and giving me drugs?!"
* Degrassi: The Next Generation fashion. In the early part of the series, Moral

Guardians were convinced that Marco, a gay teen, was the main character of the series. Later they thought this role belonged to yet another gay character, Riley Stavros. While in reality (so to speak), they were both relatively minor characters.
* Degrassi: The Next Generation. Finding someone in that demographic who actually saw the show is a lot harder.
* Degrassi: The Next Generation: For the students, there's Liberty, and then later, Clare, before she got her laser eye surgery, another bane of glasses fetishists, and Maya after her. For the teachers there's Mrs. Oh.
* Degrassi: The Next Generation get pregnant or infected from even one instance of unprotected sex, but the moral ought to be "use a condom", not "don't have sex ever"). The most popular girl in the school swallows one pill of ecstasy, and in the resulting high she manages to lose all her friends (plus, she has to go into rehab, you know, to cure her rampant addiction). But the kids almost always get away with petty crime, like stealing school property or cheating a restaurant.
* Degrassi: The Next Generation gives us Emma Nelson. It's not enough to boycott genetically modified foods or even petition to have them removed. She's convinced the lunch lady's trying to poison them.
* Degrassi: The Next Generation gives us Towerz, a tall black guy who never says anything.
* Degrassi: The Next Generation has Manny Santos, long thought to be Latina, but who is actually Filipina—both character and actress.
* Degrassi: The Next Generation has Peter and Manny doing this to get to a school bus.
* Degrassi: The Next Generation have seen some episodes airing in the US before they air in Canada.
* Degrassi: The Next Generation have this, but Toby especially. He is consistently picked on, ignored by his unrequited crushes, and has two of his only friends killed by school violence, but seems no worse for wear by the next episode he's in.
* Degrassi: The Next Generation, incompetent, evil or all three. Those who were there before are in the zone despite what the current generation think. ("My mom's cool but she's not that cool.") All university students (except the main cast, once they go to university) are competent and evil.
* Degrassi: The Next Generation in which genetically-modified food turns people into zombies, leaving the few surviving students to fight for their lives to escape.
* Degrassi: The Next Generation is more gritty than most teen dramas, but it can still be pretty shiny at times.
* Degrassi: The Next Generation is notorious for characters going through partners as if they were tissues. Some characters went through so many partners that they ran out of people to pair with, and had to date someone they'd been with in previous seasons. In one notable case, two characters changed sexual orientation to be together—and as soon as they broke up, one of them changed orientation right back.
* Degrassi: The Next Generation, Joey Jeremiah is shown in a series of commercials for his car lot. The commercials largely follow this model.
* Degrassi: The Next Generation Johnny DiMarco dumps Alli because he doesn't want to admit to Holly J that he's dating a ninth-grader. She takes him back after this and continues to pine after him.
* Degrassi: The Next Generation, K.C. and Bianca try to set up K.C.'s mother with their quiz team coach/English teacher both because she won't be constantly around K.C. and because he feels she deserves to have some personal happiness outside of her parental duties. They do hit it off, but it ends up going nowhere as K.C.'s father reenters their lives and forces K.C. and his mom to move across the country for their safety.
* Degrassi: The Next Generation, Manny is terrified of telling her parents about her pregnancy because her cousin (back in the Philippines) was shipped to a convent for getting pregnant.
* Degrassi: The Next Generation: Marco thinks bees are "like flying death monkeys".

* Degrassi: The Next Generation nightmares happening around her; the other characters know they've gone too far when something they do affects Angela.
* Degrassi: The Next Generation paired with Jay.) Similarly, practically all Spinner/Manny shipping is to stop anything from happening between Craig and Manny. Craig/Manny shippers are conversely fond of Jimmy/Ashley and Sean/Ashley, while Emma/Sean shippers are fond of Craig/Ellie.
* Degrassi: The Next Generation pairing, at least for a season or two.
* Degrassi: The Next Generation Sean swaps the Ecstasy JT and Toby bought for aspirin. The two 7th graders act like lunatics for an hour or two while Sean laughs his ass off.
* Degrassi: The Next Generation's show before he became a famous rapper. Not a lot of people outside the core demographic will be able to tell you about the show.
* Degrassi: The Next Generation. They insist that they're in love, but all we see is them arguing. At one point, J.T. brags about their sex life in public, and Liberty pours cold soda down his pants.
* Degrassi: The Next Generation who acted about half her real age. In a single episode, she finally realized that people didn't take her seriously — and instantly transformed into a manipulative, sex-crazed attention hogger. She got worse.
* Degrassi: The Next Generation will occasionally hold a few students back.
* Degrassi, the show had gotten so melodramatic and earnest that the actors (and the writers) needed to relax and let off steam. They did it with a truly epic amount of Adam Westing, both on their show and others. To take maybe 1 percent of what they did:
* Degrassi "Thunderstruck", Tristan is moodily standing outside in the middle of a thunderstorm and Miles goes out to call him back inside. After a suitably emotional talk, helped by Tristan's penchant for dramatic dialogue, they are forced to duck to avoid a piece of flying debris. Tristan comments that if they were in a romantic comedy, that would be the moment when they kissed. They share a kiss later in the episode once they are back inside.
* Degrassi, using accurate descriptions from the major arcana. As with most fortune telling aspects in serials, they're generally true until the end - specifically until they lie about the meaning of one of the readings.
* Degrassi when Craig and Manny started hooking up. Lampshaded in a season two episode when Craig and Manny have their first date and Craig later says Manny reminds him of his little sister.
* Degrassi when eating hospital food. His brother thinks he's exaggerating but then tries the food and immediately agrees.
* Degrassi, when JT was killed before he could tell Liberty that he still loved her.
* Degrassi: When Maya's already fragile mental state falls apart after the bus crash, she's rendered unable to write anything at all for the school musical. Her friends end up replacing her.
* Degrassi where Adam, after briefly and uncomfortably de-transitioning, burns his last remaining girls' clothing with family and friends present.
* Degrassi, which is about the gossip and news of the school. Earlier seasons had the Grapevine as the school's newspaper, with Ellie as an aspiring journalist. However, Ellie never played this trope until she was at a college paper where that sort of dedication makes sense. Emma used the paper to push her liberal agenda.
* Degrassi who films Drunk!Manny stripping and makes it into a meme, but still dates her best friend Emma. In the next season, Emma's ex-boyfriend Sean, who is the school's hero after saving them all from a shooting, comes back, and Peter plants drugs in his locker. Then Peter and Sean start racing, and Peter goes to jail. His mother was the principal.
* Degrassi with Liberty, who reveals her pregnancy when she's three months along and doesn't really start showing until she's about six months along. Even then, she was a realistic size, she didn't suddenly get as big as a house.
* Degrassi without the original students except Snake, Spike, Caitlin, Joey, and Mr. Raditch (who was the principal in the first four seasons). The name was

officially shortened around season 10, after Emma, Manny, Spinner, Liberty, and Jay left, though its still the same show.
* De Griezelbus did this with the final fight, only showing the shadows and people's reactions (actually, the evil monster involved in this is never shown at any point in the film).
* De Griezelbus, Onnoval asks Ferluci to allow him to become a mortal human again, so he can spend time with his love Liselore. Ferluci does so, but reincarnates Onnoval into the body of a child and one of Liselore's pupils, essentially making it a strange version of this trope.
* De Guiche plays it straight at Act II Scene VII when he reveals to the multitude that celebrates Cyrano combat against a one hundred men that he was the man who hired them against a poet for a satiric poem:
* De Guiche tries to set up one for Roxane, as she says in Act II Scene VI:
* Degwin's eldest son, Sasro, assassinated early on and not shown in the original series, is a bit of flip-flop. In the Tomino's novels he is said to look like an
* De HA! Van Humo, which is one of the most prestigious awards that a show can get in Belgium. Of the 35 times that they handed out the award 10 went to comedies. By comparison only 3 drama's and 1 dramedy on Belgian television ever won the award. If one wonders where the rest of the awards go to one should keep in mind that they review everything on Belgian television. That also includes music programs, TV-hosts, documentaries, travel programs, satire news shows etc.
* Dehumanization: Hatred towards someone is expressed by regarding them as if they were not human.
* Dehumanization: Our opponents have no humanity, so kill them en masse!
* Dehumanization: Stripping someone of their humanity status to justify killing them.
* Dehumanizing Insult: Tropers aren't human, they're nothing but vermin!
* Deicide decided to keep making them long after the well of enthusiasm and originality had dried up.
* Deicide, one of the most vocally anti-Christian bands in death metal.
* Deidara as a bomb. Too bad for him, Sasuke had just made in advance an ultimate escape plan for such an occasion.
* Deidara finishes his fight with Sasuke with a gigantic self-destruction technique. Sasuke survived the resulting city-sized explosion by summoning and mind-controlling a massive snake to shield him, when he was explicitly described as being nearly out of chakra just a few moments before. Sasuke also managed to do all of this after the explosion started, when he wouldn't have had enough time.
* Deidara hides a scope on his left eye used for long-range observation,
* Deidara is not acceptable behavior for a nation at peace, he went rogue and worked for various anti-government factions even before Akatsuki recruited him. When Pain summarizes the Akatsuki members' motives for fighting, he states that Deidara's reason is "a whim."
* Deidara, on the other hand, took on contracts from antinationalist terrorists prior to joining Akatsuki, stating his reason for doing such was just to blow things up with his art. Even his time with Akatsuki was less about fulfilling their plans than getting even with Itachi.
* Deidara takes to an extreme, even knowing that he could probably get his limbs replaced by Kakuzu or use it as part of his
* De Ideale wereld. Critics have given it lots of awards, but it had very low rating numbers (around 200.000). The fact that the television network that airs it airs it late at night may have something to do with that, aside from the fact that it is not the traditional fare of that network. Over the years it however got increasing viewership and peaked at 400.000.
* Dei. He is also a bit crude in his methods as well, but he has his entertaining moments generously sprinkled in the series.
* Deiland is a survival/crafting game in which a major threat is revealed near the end. Magic attacks are powered by farmable crystals, but crafting your late-game kit uses up a lot of crystals, so the boss has to beatable without using magic.
* Deiland This survival/crafting game takes place on a planet which has a diameter

of about 60 feet/20 metres. It has an Earth-like gravity and atmosphere and a temperate climate. Population: one.
* Deiland version. He talks a lot about being a space pirate, but outside of a few easy fights he mostly trades with you. On one occasion he says that he stole a sheep from a man on another planet, but you make him give it back. One mission requires you to sell him a lot of wood so that he can build a boat to try out ocean piracy.
* Deimos-Class Colony Ships are approximately 3×3×3 km, as the hypergates they traveled through had to be reconfigured to form wormholes with a diameter of 5 km.
* Deimos, the ancient Martian catacombs contain Ice Warriors in suspended animation.
* Deinar is largely divided between three broad racial groups; the tall and fair Barraid of the western highlands, the tall, dark-skinned Tadan of the central river valleys and the short, wiry and far-scattered Login. These were further divided between multiple nation-states, which warred extensively with each other and remain distinct cultural entities into the modern day.
* deindividuation. There's a chance that villains who know this purposefully use Faceless Goons — it's easier for your soldiers to commit atrocities/be bad when deindividuation is in effect.
* Deinonychus to be described, whose features plainly fell within that group of carnivorous dinosaurs, yet also shattered older preconceptions about dinosaurs' agility and metabolic rates.
* Deionarra's memory of a conversation with a past incarnation of the Nameless One. This recalls the Nameless One's own past memopries, and he ends up experiencing both sides of the conversation at the same time.
* deionized fruit juice. This is essentially bland-tasting juice — apple, white grape, or pear — filtered to strip out all remaining flavour, colour, and nutritional content; leaving only the sugar and water content. That's right, it's nothing but sugar water under a different name. It's the exact same form of sugar as the supposedly "unnatural" refined version, just pre-diluted, and costing several times as much. The only reason that deionized fruit juice exists is to legally allow the product to advertise itself as "all natural". This is also often listed as apple/grape/pear juice extract.
* Deirdre, his daughter and lover It's also the reason Karrin doesn't believe she's fit to be a Knight of the Cross, as the Knights must always allow their targets to seek redemption if they are willing, and Murphy believes that truly evil people deserve to be punished.
* Deirdre of the Sorrows., during their self-imposed exile. They don't exactly have a happy ending, but for several years they are happy with their little family.
* Deism is the belief that God exists, created the universe, and then left it to its own devices. This was quite a common belief between the Enlightenment (and the decline in religious sentiment in Western societies) and Darwin's theory of evolution (which provided a naturalistic explanation of the origin of life). Most deists as a result didn't actively "worship" in the sense of praying or performing rituals. However, this
* Deities: Abhoth ("appendages": grab and absorb), Azathoth ("pseudopods": 1-100
* Deities also should make a difference. Marvel has mounds of evidence for the existence of Greek and Norse deities, which
* Deities & Demigods Cyclopedia monsters: Cthulhu (x30 mouth), Azathoth (20 pseudopods), Cthugha (x2), Great Race (x2), Primordial One (x3), Shub-Niggurath (x1), Yog-Sothoth (x12)
* Deities & Demigods. They were required to provide a credit to the game company Chaosium. Later they removed Cthulhu and several other gods so as to not contain such an overt reference to one of their competitors. For this reason, the first and second printings have generally been in greater demand by D&D fans and collectors.
* Deities and Demigods contained almost exclusively stats and info on most gods in the game, including the Faerûnian pantheon and the Greek, Norse and Egyptian

pantheons. A majority of them are grossly underpowered and badly built, ripe for having player parties kill them and steal their divine powers.
* Deities and Demigods Cyclopedia or go mad. Anyone who reads the Necronomicon itself may suffer a worse fate, such as being torn apart by demons.
* Deities and Demigods Cyclopedia. The Celtic pantheon section mentioned a deity named Dunatis who could instantaneously raise a mountain peak from a flat plain or flatten a giant mountain into a prairie.
* Deities are always more powerful while on their home plane(s) than they are on other planes. For example, in older versions of the rules deities had control over who could cast Wishes on their plane(s).
* Deities has an arc set in Ancient Egypt where Chaos and Law/Order discuss the building of the pyramids.
* Deities has had two Arc Villains. In the Evil Rising arc there is Lucifer and in the Flood arc there is Mother Nature.
* Deity Identity Confusion: Different gods or goddesses combined with each other.
* Deity of Human Origin Mara, who punished him by taking away his physical body and demanding that he make things right.
* Deity of Human Origin: The kings of Ancient Egypt were considered fully divine after death. A few non-royals, like Imhotep and Amunhotep son of Hapu, were also deified. In the late dynastic periods, anyone who drowned in the Nile was deified.
* DeJap was also responsible for English-speaking audiences being able to play the original
* Deja Thoris theorizes that the reason for Earthling and Martian physiology appearing similar is that Carter's body is
* Deja Vu, although the games involve getting yourself out of trouble, and not solving any cases for profit.
* de jure obligatory, to the point of inspiring tongue-in-cheek oxymoronic terms like "voluntary obligation".
* DEKA "Luke Arm" leverages 3D printing technology to custom-build a prosthetic at low cost. The latter do not look exactly beautiful, but they are a revolution when it comes to children as few families are able to stem several thousand dollars every few years when their child outgrows their previous prosthetic.
* Dekaranger carried over the first two as the Cat Ranger and Nova Ranger, respectively.
* Dekarangers the judgment system is activated, Furukawa explains how it works, even in the finale and special movies.
* Dekar proclaims himself as the world's strongest man, and he just might be right about that, being a
* Dekar's concept art depicts him wearing a cape. He doesn't get one in-game in
* Dekh Bhai Dekh he gave Suhasini, but she enters the room after he mentions that part.
* Dekh Bhai Dekh makes a phone call, the person being called cannot be heard speaking. For example, in episode 1, Sanju calls Sunita, but Sunita's voice cannot be heard.
* Dekh Bhai Dekh often used a laugh track whenever a joke was made by any of the characters.
* Dekh Bhai Dekh uploads only go up to episode 8. There are 65 episodes in total.
* De Kiekeboes album "De Pili-Pili Pillen" Balthazar's neck stretches to enormous heights due to a strange medicine.
* De Kiekeboes albums (except for the one they are currently appearing in). They enjoyed the books so much that they built their entire civilization according to the universe in Kiekeboe's stories. Naturally they do get a lot of things about our century wrong, because the albums are the only artefacts they can base their knowledge on.
* De Kiekeboes: A lot of younger people may not associate the name "Konstantinopel" with the original name of Istanbul, but with Kiekeboe's son.
* De Kiekeboes And indeed, soon enough a light starts burning, making them able to see what is happening around them.
* De Kiekeboes, because the albums are the only artefacts they can base their

knowledge on.
* De Kiekeboes: Comic book characters are put in jars in the album Kiekebanus.
* De Kiekeboes: Fanny and Inspecteur Sapperdeboere sat in this restaurant in the album "Blond en Blauw" ("Blonde and Blue").
* De Kiekeboes) Fanny saves a chimpanzee from a medical laboratory and keeps at her house. The animal then escapes from her room and goes to the neighbours where he climbs inside the bathroom and helps the unknowing woman of the house with scrubbing her back.
* De Kiekeboes: Fernand Goegebuer, Kiekeboe's neighbour from past the street, also has the tendency to drop by without knocking or walks in during awkward situations.
* De Kiekeboes: Firmin Van De Kasseien, Kiekeboe's corrupt boss, has a brawny chin, symbolizing his arrogance.
* De Kiekeboes: in a comic where Marcel Kiekeboe is drafted in the army, when the Sergeant asks him to present his toothbrush, Marcel knows what's coming and, instead of his actual toothbrush, he presents the Sergeant a duster. Unfortunately for him, the Sergeant has a spare tooth brush for soldiers who try to get out it.
* De Kiekeboes: In "De Getattoeërde Mossel" Kiekeboe realizes an important plot point about someone who has his arm in a cast when he has a nightmare about it.
* De Kiekeboes: In the album "Vrouwen komen van Mars" the Kiekeboe family gets sucked into Marcel Kiekeboe's favorite childhood comic strip, which is a stylistic pastiche of many 1940s and 1950s Flemish comic strip series.
* De Kiekeboes (it predated both) than because of anything else. Speaking of which...
* De Kiekeboes: Konstantinopel, a nifty ten year old boy sometimes has the brains to come up with the solution nobody else could.
* De Kiekeboes many young readers will rather think of Kiekeboe's son than the former name of Istanbul.
* De Kiekeboes: Marcel Kiekeboe is bald, but at the same time clever when the situation calls for it.
* De Kiekeboes this joke is also used when Kiekeboe visits a restaurant.
* De Kiekeboes), while not always blockbusters, are still very recognizable names in the Dutch community.
* Dekiru: The Fusion Hero! again. Some even note that his fusion with Izuku is a good starting point for a redemption arc for him, if the author choose to pursue that route.
* Dekiru: The Fusion Hero! notably averts this. Izuku can merge with any material, but he needs enough of it to merge it with his entire body. Interestingly, this goes both ways; if the source is too substantial, Izuku can only absorb so much of it because there's only so much of his body he can merge it with.
* Dekiru: The Fusion Hero! Ochako. The resulting fusion not only has the One for All, but Ochako's Zero Gravity Quirk is enhanced so it can also control the movement of anything under its effects.
* Dekiru: The Fusion Hero!: Several canon characters suffer this to show how powerful Izuku's fusions are. For example:
* Dekiru: The Fusion Hero! the author can make up using Izuku and the rest of Class 1-A.
* dekoboko, Female Gintoki is just striking a pose with her wooden katana.
* De Kuip crumble under the pressure of playing there, making it a disadvantage. Moreover, the Royal Dutch Football Association admitted that when young referees are being groomed to become full members of the referee squad, the atmosphere in De Kuip is taken into consideration. First, referees are only allowed to lead matches on lower levels in small stadiums. Then they progress to bigger stadiums for higher ranked teams. Leading a match in Rotterdam is considered the final step.
* Deku? I think he's some pro..., appropriately titled "Comfort", focuses on Izuku and Uraraka comforting each other whilst on their way to the training camp.
* Deku? I think he's some pro... attempt to escape from them, with the reader finding out after Tsukauchi tells Aizawa about the results of an autopsy on his corpse.

* Deku? I think he's some pro... by several underground Heroes. Their shock at them finding out he's a Quirkless teenager ends up growing when they learn he was using only the evidence they had sent him for analysis (meaning, among other things, he had provided a sufficiently in-depth analysis to catch a serial killer with only 15 seconds of video to work with)
* Delain trope with Charlotte Wessels until 2015 when they added guitarist Merel Bechtold.
* Delain ("We all live in unforgiving precarious ways / If it bleeds it leads is all we seem to hear today")
* De La Jet Set Radio. It included extra songs, two levels, and, most importantly, bug fixes from the American and European versions.
* De La Jet Set Radio. Released via Sega Direct, it was easier to pick up, had the music from the NTSC and PAL releases, as well as the lengthened story and Grind City levels, as well as allowing the game to be played in English with the original Japanese dub voices. However, thanks to its very limited release, it's become one of the Dreamcast's rarest games.
* Del amor y otros demonios His superior finds him half-dressed, exhausted, and almost delusional after all the self-torture.
* Del Arco reiterates last (same day) at that point it was about [Hugh's] love for Elnor and letting go."
* De La Soul popularizing 'skits', which break up the flow of an album and are rarely all that interesting.
* Dela The Hooda, as well as in the more erotic comics made by Style Wager and Greg Older. In human/furry relationships, the human is usually a man, and the furry is a woman.
* Dela The Hooda), the male lead tend to be a tall, lanky guy in his late twenties with a blond mullet.
* Delaware's Route 1, like Interstate 19, was laid out during the anticipated switch, and while the road has since gone back to using miles for distance markers and signs, the exit numbers are counted off by kilometers.
* Delayed Diagnosis: A character shows signs of an illness or disability, but isn't diagnosed until later.
* Delayed Diagnosis: Someone showing symptoms is initially not given a proper diagnosis, but the illness they have is eventually revealed.
* Delayed Digital Distribution, but usually not as severe. Presumably, the creator hopes that impatient fans will buy the physical release, but still wants people who wouldn't have done that anyway to have the option to buy it digitally. Delayed Digital Distribution can also happen if the creator was initially opposed to digital distribution, but later changed their mind and made their work(s) available.
* Delayed Entendre Recognition", Faye is justifying her claim that she's descended from Civil War pirates by saying her grandmother said their ancestors were "boarded by Yankee seamen all the time". As she says it, she realises that that's not what she meant.
* Delayed example: Jackie Wilson, who collapsed during a concert from a heart attack. He suffered a severe blow to the head and fell into a coma. Despite some bouts of regaining consciousness, he never fully recovered and died eight years later. He was singing his big hit, "Lonely Teardrops," when he suffered the heart attack. Specifically, the line "My heart is crying, crying..."
* Delayed Family Acceptance: It's difficult for a character's family member(s) to come to terms with a revelation about that character.
* Delayed Narrator IntroductionThe narrator is only introduced partway through their own story
* Delayed Narrator Introduction: The narrator is presented as just that at first, only to later be revealed as an actual character in the story.
* Delayed "Oh, Crap!": It takes a while for someone to freak out as they should.
* Delayed "Oh, Crap!" Wait! Someone told me something scary! That means I'm doomed!
* Delayed Reaction: A character takes a while to realise the implications of something.

* Delayed Reaction: It takes a while for information to sink in for someone.
* Delayed Reaction: It takes someone longer to realize something than they should.
* Delayed Reaction: They take a long time to realize something everyone else has long since gotten, and therefore a long time to react appropriately.
* Delayed Reaction when he finds Perry the Platypus in his lair, and spits out his drink in shock.
* Delayed Release Tie-In: Merchandise for a delayed work is still released on schedule.
* Delayed Release Tie-InMerchandise for a work whose release has been delayed still gets released on schedule.
* Delayed Ripple Effect: Negative effects of changing the past take a while to come true.
* Delayed Safety Feature: A safety feature fails to activate until after it would have been useful.
* Delayed Seasons: An episode is set on the date it is aired rather than filmed.
* Delayed Streaming A particularly mild version of this is Spotify's option to let artists keep their music off the free tier for the first two weeks.
* Delaying Action while a joint Starfleet-Klingon fleet launched a Pearl Harbor style raid on several important Dominion shipyards and bases.
* Delaying Action: you have to hold your fort against repeated Zerg attacks until dropships arrive to evacuate your troops.
* Delaying the Rescue: The hero chooses to take their time with saving the damsel, because they've got other priorities too.
* Delaying your touchdown to tackle or foul opposing players can be a good way of improving your team's long-term position, but also risks your own player being knocked down or sent off, either of which ends your turn and lets your opponent regain the initiative.
* Delay of game infractions are charged on the offense when they allow the play clock to run out without snapping the ball as a way to prevent a team in the lead to just sit on the ball for huge chunks of time and make the game boring. The penalty is five yards. There are some occasions, though, when a team will intentionally get flagged for delay of game because they want to back up five yards to give their punter more space to punt the ball deep in the "coffin corner" (as close to the opponent's goal line as possible without crossing it - a punted ball that touches the end zone is called as a touchback and the opponent will get the ball at their own 20-yard-line). Usually this is when the offense stalls on their opponent's side of the field but not close enough to try a field goal and the line to gain is too far. It's becoming less common, though, as the opposing teams are beginning to decline the distance penalty. (There was also a brief trend of using the infraction to run out the clock, but the rules were quickly changed after that.)
* delay the coming of Kali Yuga - by killing. Every time he kills, Ravan says "Another thousand years, Kali..."
* Delbert McClinton he got to #4 on the country charts in 1993 as a duet partner on Tanya Tucker's "Tell Me About It". He remained a fairly popular artist regardless, having written Emmylou Harris's 1978 hit "Two More Bottles of Wine" in addition to winning a handful of Grammys.
* De-LEAR-ium (with Lear as Frank N. Furter, and Gloucester and Cordelia as Brad and Janet).
* De Leeuw Van Vlaanderen. The quality of this adaptation is outstanding!
* Delena cancerides, are not aggressive towards humans, although meeting one can be slightly surprising. They tend to happily eat roaches, flies, mosquitoes, and other pests in a house.
* Delenda Est, Harry makes a habit of using Fiendfyre, to the point that Voldemort considers it his trademark.
* Delenda Est, Harry might know what the dark lord is doing, but he can’t tell Orion and Cygnus about it until he’s got proof.
* Delenda Est, "Ollivander" wands are (rightfully) seen as far superior to "Wanda & Wandel's" and thus the latter goes out of business.

* Delenda Est that they sell their wands on the basis that people change over time and are no longer compatible with their old wand. They also claim that most of their customers buy new wands every couple years with some replacing theirs every few months. This is because their wands are mass-produced crap that is liable to stop working within months. Compare Ollivander's wands which are expected to (and usually do) last a lifetime.
* Delenda Est, when they threaten revenge, Deirdre pleads not the children, they had nothing to do with it.
* Delenn also had this trouble early on, although she got better once she fell in love with John Sheridan.
* Delenn and Lennier are prominent members of the Minbari Religious caste, though Minbari religion makes little outright reference to gods and seems more focused on personal enlightenment. That said, they do revere a sort of messianic figure in their history named Valen, and often swear in Valen's name,
* Delenn gave one in the first season to the other members of the Grey Council.
* Delenn in "Shadow Dancing" discusses what happens if a male Minbari continues to express interest in a female if she's not interested: "She can leave when he's asleep, file a complaint with the elders, even cut off his...access to her family."
* Delenn's first day as a full member of the Minbari Grey Council was the day the Minbari encountered the Earth ship
* Delerium's "Silence", the latter mix being used in the video, are both much better known than the original.
* Delerium, which Delerium is a side project of, featuring Kristy Thirsk, a regular featured vocalist with the latter project.
* De l'esprit des institutions militaires was considered a reference among French officers. And so on...
* Delete Censorship's intro shows what can come from quote mining the First Amendment.
* Delete: Daniel uploads his mind into the AI (it wanted to merge with him) as a means of passing his conscience along and stopping its attacks on humans.
* deleted final scene repaired, and Captain Picard ordering that it be taken out once more to a system "where no one has been before."
* deleted intro like he chopped off his fingers and he's actually fine. To fake the injury and not reveal his superpowers, Bob squirts some ketchup on his fingers and screams in pain.
* deleted of "Be Prepared". We see a close-up of his face during the last line, and in the next shot, we see his eyes in the sky, leering over the landscape where the next scene will take place.
* Deleted Role: An actor was involved with the work, but had all of their scenes cut from the final product.
* Deleted Role: The work credits an actor whose scenes were deleted from the final work.
* Deleted Scene (1954) has Esther doing a TV singing commercial for Trinidad Coconut Oil Shampoo.
* Deleted Scene (1997), Humbert gets sexually excited while tussling with Dolores on the sofa. She asks if he's ill because he's bending over while going up to his room. Humbert claims a toothache and quickly returns to the sofa.
* Deleted Scene after checking to find them all gone, with Homer gnawing on a link in the next scene.
* Deleted Scene, all start growling when Bart (who had recently been turned into a vampire) floats into the kitchen.
* Deleted Scene and says he can provide more vigorous assistance in future. So Tywin tells Pycelle to take his fish to the kitchen. (Tywin does however let Pycelle back on the Small Council, so it's just a matter of putting him in his place.)
* Deleted Scene: A scene filmed for a work that does not appear in the final version for specific reasons.
* Deleted Scene but the villain said he wasn't going to fall for that again.
* deleted scene, Charles projects an image of Erik wearing make-up, with a ginger

wig, dressed in a sparkly blue miniskirt, fishnet stockings, and go-go boots. When Erik wonders why Angel is giggling, Charles' response is a cheeky, "You've never looked more beautiful, darling."
* Deleted Scene episode "Cassandra", when Rimmer wants Kryten to be killed in his place, Kryten appeals to all the adventures they've had together. Whether this would have worked on hologram Rimmer is debatable, but the resurrected version just points out "I've only known you a week. I don't give a stuff."
* Deleted Scene flirts with Humbert, but when he talks about her going back to school they start arguing with the Bickersons doing likewise. When Humbert says bluntly that their holiday is over, causing Dolores to fall into a sullen silence, the announcer can be heard saying they'll be back after a few commercials for the Bickerson's in "The Honeymoon Is Over".
* deleted scene from late in season four shows Chris Keller moving back into Tobias Beecher's cell, thereby explaining why he is suddenly there again in a later episode.
* Deleted Scene from Season 3 also shows Tywin catching fish (the sigil of House Tully).
* Deleted Scene gets some extra character development that foreshadows this quite nicely.
* Deleted Scene had been publishing pictures of naked women for two years.)
* DeletedScene had it going even further, with them stripping and jumping into a hot tub.
* Deleted Scene has Echo programmed to secretly counsel a woman whose mother is dying of cancer, appearing as a sympathetic stranger who befriends her at a nightclub. By the end of the engagement, she's lying with her head in Echo's lap, as Echo strokes her hair. "You're my best friend and I love you."
* Deleted Scene (in cases where plot holes and such are caused by the relevant information being in a scene that was cut for time or other reasons)
* deleted scene invokes this directly with Bruce Banner explaining Dumbo and the Magic Feather to Thor in a dinner scene after they escape on the Grandmaster's ship.
* Deleted Scene involve the pair stopping at a "No Tell Motel", with the attendant first saying they're full before a ding comes from behind him. "Oh, looks like we have an early departure!" He also expresses admiration at the pair wanting the room for a full night.
* Deleted Scene is why Miranda doesn't like to share the elevator with anyone.
* Deleted Scene, it's not long before people are gleefully mocking it.
* Deleted Scene, it stares forlornly out of the window when Chris leaves on a date with Kristen. Thereafter, it resorts to looking up porn on Chris's laptop.
* deleted scene, Loki is displeased with a male servant who chuckles when Thor belittles spell casters ("Some do battle while others just do tricks"), so he metamorphoses the wine into three snakes, which causes the servant to yelp in fear. Loki thinks this is damn funny.
* Deleted Scene movie has Number Two vomiting upon witnessing Mr. Roboto getting eaten by the sharks, followed by everybody else in the room.
* Deleted Scene originally has Eddie Valiant gain an animated pig's head over his own head when he enters Toontown.
* Deleted Scene: Scenes that were cut from the final work, usually for timing purposes or because of an inconsistency, and are usually available on the home media release as bonus content.
* Deleted Scene shows what happens next: BOB lies down on the floor to fake an accident.
* Deleted Scene's third season has Tex mock O'Malley's use of a weather control machine in space by asking if he'd fight with space hurricanes, space tornadoes, space rain and space hail.
* deleted scene tendencies - the character is in his late 30s or early 40s, but often acts like someone who would expect to be Twerp Sweated.
* Deleted Scene that they do something rude then and there — it turns out she's wearing his repulsor glove and Stark wants her to fire it at an ice

sculpture.
* Deleted Scene this when Rocket Raccoon asks the original six Avengers why they didn't just blow up the mothership immediately and laughs when he learns they didn't know that this was the army's weakness at the time, as this is a well-known fact in his galaxy.
* Deleted Scene was actually trained as a dancer, so Fred was pretty good. Wesley... not so much.
* Deleted Scene was to have Wallace about to eat a wheel of cheese, but tells Gromit to make the slice smaller than usual. He, of course, eats the bigger part instead.
* Deleted Scene where he was ordered to shoot down a ship that may or may not have had civillians on board. Apollo swears he can see people moving in the ship's windows but Starbuck can't see anything.
* Deleted Scene, which would have massive implications for some of the more out-there moments in the series, but again, Moore just shrugs.
* Delete: General Overson is coerced into helping the AI by its threat to kill his daughter, who has a heart implant which it can hack. After he gets it removed, Overson immediately stops helping the AI, which then kills him.
* Delete: Lucifer made a second AI tasked to destroy the first based on this theory. The first easily destroys it.
* deletes Caroline's personality, the creators have waffled on the matter in various interviews, going from claiming that she was telling the truth to that she only might have been.
* deletes your character entirely if taken, for a very meta example of this trope. After suffering extreme enough injuries the ex-dead often end up retiring to the Tomb Colonies to avoid the awkward stares.
* Delete: The AI accuses humans of being unworthy to live as a result of our various misdeeds.
* Delete: The US plan risks this, since China says it will regard any nuclear blasts above them as an act of war.
* Delete: What would happen if the AI wins or the US destroys technology to stop it.
* Delfino Plaza, Rainbow Road and Skyloft are "touring stages", meaning the fighters are transported across different locations from the eponymous areas, each with different platform layouts that the player must adapt to.
* Delhi Safari follow Sultan and his family of leopards. But he's killed off very quickly by hunters, which triggers the real protagonists into heading to Delhi.
* Delhi Safari, well below the standards that American audiences are used to from studios like Pixar and Dreamworks.
* , Delia and Professor Oak have been in a committed relationship for a decade now. They keep it a secret from everyone, even their son Ash because Delia became pregnant when he was still Professor Oak's student.
* Delia Ketchum, Ash's Mother, also likes giving Pokemon nicknames. There's Mimey, of course, but she also calls Ash's Rowlet, Rockruff, and Litten by nicknames: Rowlie, Rocky, and Litty respectively.
* Delia Smith (best known as a celebrity chef, but also majority owner of English football club Norwich City alongside her husband)
* Deliberate acts of terror or reprisal killings against civilians led to a
* Deliberate: Another person/entity deliberately rips, cuts or otherwise separates the limb from the owner. It may happen in battle, but it's not a Type 3 unless the amputation was deliberate.
* Deliberate Destruction: A third party intentionally spoils the moment for reasons of their own; often a jealous rival or
* Deliberate example in the rich tradition of "badly chosen wedding songs" in
* Deliberate Flaw Retcon: The creator tries to deflect criticism by claiming that the work's flaws were on purpose.
* Deliberate Flaw Retcon: When the creator of a work states that a criticized flaw was intended.
* Deliberate Injury Gambit: Someone lets themselves get injured on purpose as part

of a plan.
* Deliberate Integration cases of deliberate integration done well, even in innovative ways, but greater awareness and diversity in games and game genres has led to integration being forced to inflate perceptions of a game's "depth." Games within the Deliberate Integration category could just as easily be placed on their own continuum, but this scale simply sorts games by integration of gameplay and story without delving into questions of art and quality.
* deliberately aiming for Tatsuki's armor. On the other hand, a single blow by Tatsuki takes out all of Yoruichi's health and leaves her unconscious.
* deliberately as a clever way to ask her out without risking rejection. They discover later that he uses this trick constantly (even to covertly try to and hit on women who are dating somebody else).
* deliberately attempting to confound people who were trying to understand what he was saying. And this is despite the fact that he liked it when somebody could retell his ideas in a more accessible manner.
* Deliberately averted, avoided, hell, run away from in Darren Aronofsky's
* Deliberately averted by Microsoft with their design philosophy called "Metro"
* Deliberately avoided driving instructors, who will often use the word "right" to indicate direction only, using "yes" or "correct" to indicate an affirmative, in order to avoid such confusion. (Saying "turn right" or "to the right" in lieu of just plain "right" for the direction also helps.) Savvy direction-givers or those who have learned from mistakes with this in the past will likewise avoid using "right" to mean "correct".
* deliberately awful in real life, complete with low resolution and .jpeg artefacts.
* deliberately bad singers to emphasise that they have "no talent" and are relying on their themes and gimmicks to impress the in-universe audience.
* deliberately bad writing admits to having abused the spell checker, retyping words until it corrected them inappropriately.
* deliberately, but any long, thin piece of steel is effectively a knife.
* Deliberately Cute Child: A child uses their cuteness to manipulate people.
* Deliberately Cute Child: A child uses their endearing nature as a manipulation tactic.
* Deliberately Cute Child: A manipulative child uses their endearing nature to get their way.
* Deliberately Cute Child by repeating, "Please stop. I'm bored. Please stop. I'm bored. Please stop. I'm bored..."
* Deliberately Cute Child: Using a cute façade to get what one wants.
* deliberately cutting her own arm off so she could summon her robot).
* deliberately designed by their original Forerunner creators to focus their impressive intelligence primarily on maintenance, repair, and making relatively incremental (but still impressive) improvements to preexisting pieces of tech. The Brutes do eventually seem to get a pass to tinker a bit with Covenant tech (as seen with the faster-firing Brute plasma rifles), possibly due to the Prophet of Truth's influence.
* deliberately designed to look like a mid-70s D&D-knockoff made by a pair of sci-fi fans.
* Deliberately Distressed Damsel gets herself captured or into trouble.
* Deliberately Distressed Damsel in hopes of enjoying Ranma being her strong protector for once.
* Deliberately employed by pre-schism ComStar (and their spiritual successor organization, the Word of Blake) in
* deliberately equipped him with cybernetics bad enough to keep Anakin under control. While Anakin/Vader is able to make some limited improvements to his artificial limbs over the years, much of his cybernetics are integrated into his life support and thus he would die if he tried to do a more proper upgrade.
* Deliberately evoked by Tolkien when he designed Orcish and the Black Speech: he wanted everything (including names) to seem furious, discordant, and threatening.
* deliberately exploited this (since very few knew about her secret identity in the

first place), but several accidentally used it when they handcuffed Diana to a support beam or something similar.
* deliberately interrupts Justin and Susan during the party using his illusion powers. Afterward, they're both grateful the "light bulb burned out".
* deliberately introduces Commercial Break Cliffhangers to make the show more palatable to overseas commercial channels (or UK cable channels, as there are some that screen BBC shows with commercials). Which just looks completely jarring and ridiculous when screened for domestic consumption on the BBC.
* deliberately inverted. Fittingly, the card's topic is about how the person giving the card can "occasionally" be annoying, much like the card itself.
* Deliberately invoked (and subverted) by the Denver-based evangelical organization
* Deliberately invoked by criminals; Angua is a werewolf, and as such is a vicious fighter with superhuman strength, invulnerability to most forms of attack, and a supernaturally good sense of smell. This would seemingly make her nigh-unbeatable as a Watchman. Well, word soon travels around Ankh-Morpork that the Watch has hired a werewolf, so all the criminals in the city make
* Deliberately invoked by Ellen, who casually mentions that she's cold after a long nighttime talk with Vlad outdoors, and he immediately wraps his jacket around her.
* Deliberately invoked by Klinger in "It Happened One Night". Klinger is accidentally shot by a nervous private who isn't used to night sentry duty. The resulting superficial graze wound prompts Hawkeye to say, "Could you at least bleed?" while examining him. Since Klinger is constantly trying to get discharged from the Army, he acts like he's just received a mortal wound and starts swooning all over the place and describing visions of his deceased relatives. Naturally, nobody buys it.
* Deliberately invoked by Napoleon on several occasions to troll Illya.
* Deliberately invoked during Chapter 9. The group only has two rooms to stay at a hotel, so she quickly takes Brock to share one, leaving Ash and Misty with the other, which only has a single bed. Ash decides to let Misty sleep in it while he takes his sleeping bag to sleep on the floor, but she wakes up later and noticing he's rather cold and uncomfortable, she willingly lets him share the bed with her.
* Deliberately invoked have detected the device before energizing, but somehow didn't.
* Deliberately invoked in-story by Richard III in the BBC/Starz series
* Deliberately invoked in The Fifth Frontier War, a tabletop board game based on the Traveller universe. Players were required to plot moves multiple turns in advance. The presence of Admirals, intelligence gathering, or other factors could reduce the preplanning by one or two turns.
* Deliberately invoked of how people die stupid, pointless deaths in war.
* Deliberately invoked with Miss Martian. Although she's genuinely female, as a White Martian, her true form is a
* Deliberately invoked with US West Coast sandwich chain Ike's Love & Sandwiches. The titular Ike received a cease-and-desist letter from KFC after using the phrase "finger-licking good" on his restaurants' mission statement on their walls. In response,
* deliberately invokes this trope—by messing up simple tasks, he gets out of doing work. Granted, that's just as frustrating...
* deliberately isn't entirely wrong. While the game insists the Coalition is evil (probably), extended play tends to convert many players to something like the Coalition mindset: possessing superhuman powers that allow you to kill people on a whim makes you extremely dangerous and you should probably be closely watched if not actively kept away from other people.
* Deliberately Jumping the Gun: To get a better chance at winning, a character starts before the beginning of the competition proper.
* deliberately led others to false conclusions without technically lying.
* deliberately loses, despite palming a card, and has to take off her bra.
* deliberately lying this, but there are plenty of other examples as well.
* deliberately made it after a few fans started bickering about V's gender early

on. The author confirmed this in the first compilation book.
* deliberately mistaking their genuine intentions towards her as pity.
* Deliberately Monochrome: A modern work is intentionally colored in black-and-white.
* Deliberately Monochrome created by the Dean, and one episode is styled after an 8-bit video game.
* Deliberately Monochrome in the event of heavy blood loss on its TV program, sometimes. It has its own "extreme" title dedicated to garbage wrestling and haven't been afraid to show wrestlers bleeding in matches for it, so the odd instances of squeamishness seem to be a circumstantial thing. A lot of the wrestlers such as Monster Pain and Legio do wear black though, as it makes the staining less visible.
* Deliberately Monochrome looks and feels like an old film processed through a New Wave psychedelic filter.
* Deliberately Monochrome Sega logo (Sega CD) or on the title screen (PC).
* Deliberately Monochrome: There's a reason why everything is black-and-white.
* deliberately planting prophecies in various societies so that a member of their order can exploit these in a bind. "We shouldn't kill her, she's the Chosen One of the prophecy!"
* deliberately plays up the romantic aspects as soon as she realizes she can use the black eye.
* deliberately produced in a cheap-looking way to go with the theme of their product, although the opposing team fell into the usual trap and produced a slick but meaningless advert.
* deliberately punishing him for trying to redeem himself in Episode 22.
* deliberately puts her in the same pose as the MLP "fashion" pony toys.
* deliberately putting up lights on cliffs to lure ships into reefs is an old one, there doesn't seem to be any evidence that it ever happened.
* deliberately set up this trope to prevent interviewees from walking out on him:
* deliberately, she manages to be completely right and way off the mark at the same time.
* deliberately silly way, and he and Wyldstyle eventually break up on good terms.
* Deliberately subverted in a number of conflicts in the 1990's and early twenty-first century due to night-vision goggles, giving attackers using them an advantage when attacking well before dawn rather than immediately after.
* deliberately's "Y2k" arc, for Braniac 13. In the first issue, some of the transformed buildings were also 3D models, though this was dropped in later issues. Each issue was drawn by a different art team, making B 13's unchanging appearance even creepier.
* deliberately trained until he went bald because it wrecked his look. Apparently, in the One Punch Man universe, losing your hair is a sign your superhuman-level training is a success.
* Deliberately used by Justin Pierce for the last published chapter of
* Deliberately used challenge cases where one of the suspects is uncooperative and demands a lawyer. If you accuse her of the crime, her careful explanation of innocence assumes that you did so primarily because of that reason.
* Deliberately used in the lead-up to the 1953 coup in Iran, where the communist Tedah party threw support toward the Prime Minister (also the target of MI6/CIA propaganda) in order to discredit him further, since he actively and vocally
* deliberately uses low-fidelity production techniques, arguably the gods of lo-fi, started using lo-fi techniques because they didn't have enough money to use a proper studio.
* deliberately Zeerusty thing remaining other than the odd incidental bit of "bronze patina and gears" decor is the Astro Orbiter, and the Carousel of Progress/ Innoventions building has most recently done duty shilling for Disney's Marvel Cinematic Universe and Star Wars movies, being used mainly to display props and memorabilia.
* deliberate misdirection for comic relief purposes, so it's entirely possible that scene isn't how it really happened.

* deliberate shift in corporate attitudes at Best Buy a few years ago that accounts for this. It worked.
* Deliberate Under-Performance: A character wants to be average-or-lower in something.
* Deliberate Under-Performance: A student deliberately gets average or below-average grades.
* Deliberate Under-Performance: Would rather fly under-the-radar than be successful.
* Deliberate Values Dissonance) and his Klingon-raised brother Kurn, who has no problem partying on neutral ground with those who were trying to kill them a short time before.
* Deliberate Values Dissonance, and Revan gave them a fight that would be remembered for centuries.
* Deliberate Values Dissonance, and the Invisible Man is very clearly meant to be a bad guy.
* Deliberate Values Dissonance: A story set in the past features an unsanitized depiction of all the problematic cultural differences in its setting, for the sake of historical accuracy and raising awareness about it.
* Deliberate Values Dissonance: A work set in the past deliberately shows the unpleasant beliefs and aspects of the past and doesn't whitewash any of it.
* Deliberate Values Dissonance. Being a Proud Warrior Race also entails a very flippant attitude to war itself, as wars are started over land, wounded pride, and broken marriage contracts, with few of the instigators ever pondering on the human costs involved.
* Deliberate Values Dissonance" briefly touches on the Hibernophobia and anti-Catholicism of 19th-Century America, though it doesn't put particular focus on them.
* Deliberate Values Dissonance: Deliberately depicting regressive or offensive views for the sake of historical accuracy vs. deliberately downplaying/omitting regressive or offensive views even if it doesn't make sense for the time period
* Deliberate Values Dissonance. Dragons lack a concept of emotional maturity or parent/child bonds, and those that express an understanding of it (like Tohru's father or Ilulu's dead parents) are merely imitating humans.
* Deliberate Values Dissonance has Bennet Drake, who is somewhat homophobic (he gets better). And of course lots of other, minor police characters who are varying levels of racist or sexist. This serves to emphasise how much ahead of his time Inspector Reid (and Jackson) is on most social issues.
* Deliberate Values Dissonance: Historical fiction should accurately depict such past attitudes, no matter how despicable they are today.
* Deliberate Values Dissonance in action. The "ancient sin committed by half their brethren" was to betray the Emperor and almost destroy the Legion (not yet separated into Chapters) in their own civil war while the Imperium as a whole was being torn apart by the Horus Heresy. Considering the other Legions that did so were declared heretics with orders to kill on sight, the Dark Angels justifiably fear that if the knowledge of so many of the Legion being traitors was to become widely known, they would suffer the same fate, and so their efforts to eliminate the remnants of those traitors results in erratic, unexplained behavior that makes them appear suspicious; other Space Marines Chapters follow their own agendas, but at least they're relatively open about what they're doing.
* Deliberate Values Dissonance: Outdated morals and values are part of the story because they match the setting.
* Deliberate Values Dissonance when she talks with surface-dwellers about their "fathers," a concept with significantly diminished importance in her society.
* Deliberate VHS Quality: No one before the 2010's would have romanticized the grainy, tracking line-ridden quality of an overused VHS tape, but due to the 80's nostalgia wave of this decade many in visual media used analog filming techniques such as this for stylistic reasons; standing in direct opposition to ever higher quality flat screen smart televisions on the market. This trope especially appeared in (but was certainly not limited to) music videos, and was a fixture in Synthwave

music.
* Deliberate VHS Quality: The film looks like it was filmed on VHS to make it seem more retro.
* Delibird is essentially a cross between a northern penguin (an auk) and
* delicacies. Vat-grown fruits and vegetables are common, but it's still cheaper to buy a mix.
* Delicatessen, a butcher and his mistress have sex. The squeaks coming from the bedsprings provide a rhythm for the activities of the other tenants in the apartment building — painting, knitting, cello-playing, and so on. This scene was used as the original American trailer.
* Delicatessen has a woman who removes her glasses in order to look better for a man she's about to see. She is almost completely blind without them and many times knocks something over or overpours tea. We are given a view of her vision a few times and she's pretty blind.
* Delicatessen in which inhabitants of a bizarre multi-floor house have almost everything they need except food, so they become cannibals hiring and eating their janitors.
* Delicatessen is about a butcher shop that starts serving human meat because of meat shortages. People flock to it, eager for some of the good stuff. The people who live above the shop know what happens if you get behind with the rent ...
* Delicatessen, one of the characters repeatedly attempts suicide using large Kafkaesque machines; however these attempts always fail.
* Delicatessen, recruits handymen who are eventually killed, butchered and sold to his tenants as cheap meat.
* Delicious 7: Emily's True Love the title character does one when her best friend Francois mentions that her sister's husband-to-be "volunteered" her cooking skills and restaurant for the wedding reception.
* Delicious 9: Emily's Honeymoon Cruise the title character has a fight with her husband while on a Greek beach and after she storms off he steps on a rake and gets knocked out.
* delicious. After conveniently eating the Insecticons' army, the Autobots load them all onto a spaceship and send them to "a planet of robotic insects." Sure, okay.
* Delicious Distraction, though the boss will only fall for it once per fight.
* Delicious five-year-old Emily states that she'd rather be stung by bees than play with the boy next door.
* Delicious in Dungeon: A band of fantasy heroes learn about cooking and surviving in a dungeon from a veteran adventurer.
* Delicious in Dungeon adds that she felt if she was going to tell them, then she'd have to give her whole life story along with it and she didn't have the time for that.
* Delicious in Dungeon adventurers get in, looking for treasure and killing as they go. Then, with their natural checks dead, those strong monsters start proliferating upwards, and when they reach the surface... well, it’s bad news for anyone living nearby.
* Delicious in Dungeon and death. Because they're so small, fast, and attack in large groups, it's extremely hard to deal with them.
* Delicious in Dungeon, and puts delicious piscine-type mermaid eggs into his friends' lunch without their knowledge. Chilchuck was horrified and later confronted Laios about this but they both agreed to keep Marcille, who is also strictly against eating anything demi-human, in the dark.
* Delicious in Dungeon and wonder how long it will be stuck in the painting. The extra ends with the warning "amateurs should never mess around with magic".
* Delicious in Dungeon are all really into eating food made from monsters, something that seems to be taboo in their world. Laios even debates Chilchuck about which humanoid monsters they can eat before it becomes too close to cannibalism.
* Delicious in Dungeon, as a lot of his decisions about monster cuisine seem to boil down to "let's find out if this is edible".
* Delicious in Dungeon. Both are blonde as well as being friendly, kind, well-

intentioned and selfless.
* Delicious in Dungeon both suffer major freak outs when they find out Laios added fish men eggs to their porridge. Apparently they made it nice and crunchy.
* Delicious in Dungeon certainly looks the part. Later chapters confirm he hails from the East.
* Delicious in Dungeon, despite being a series about dungeon crawling and the occasional mention of monster levels, nobody ever talks about stats or refers to the world as anything other than completely real. Things like mana, dungeon loot, and experienced adventurers are real factors in the world, but they aren’t gamified — nobody ever quantifies mana in “points” and “experience” is just the usual knowledge and skill one gains while learning how to survive a dangerous place.
* Delicious in Dungeon, dwarves value blacksmithing and mining above all other professions. Senshi's seen as an oddball at best for eschewing those in favor of hunting, cooking and farming.
* Delicious in Dungeon, elves and dwarves fought over the ownership of the island. The elves won, but handed it over to humans because it was too big to take care of.
* Delicious in Dungeon. Everyone who has tried it so far has raved about how delicious it is. Part of this is because he’s been doing all his own cooking for over a decade, and knows not just how to cook things but the best way to cook them; the other part is that ingredients gathered from inside the dungeon just taste better the deeper the level you get them from.
* Delicious in Dungeon except for a Japanese party (or at least their world's equivalent) consisting of a samurai and his retainers. Makes sense that the creator, Ryoko Kui, would want to use some of her own historical tropes in her work as well as foreign ones.
* Delicious in Dungeon features many races as befitting fantasy story:
* Delicious in Dungeon for quite a while before the events of the series finally gave him a chance to try. Still, he fully understands how dangerous they can be, and his repertoire of monster facts has helped the party out more than once. Also cheerfully admits to an attraction to orc women.
* Delicious in Dungeon has Chilchuck. As a thief, his expertise lies in disarming traps and picking locks, not fighting, although he can hold his own when needed.
* Delicious in Dungeon has Falin and Marcille. They met at magic school.
* Delicious in Dungeon has gone into one after Falin's loss, neglecting food and sleep in his single-minded efforts to save her.
* Delicious in Dungeon has hair that hangs below her waist. Apparently maintaining it well is key to being a good mage.
* Delicious in Dungeon has harpies, merpeople and dryads, all dungeon monsters with human faces but non-human bodies.
* Delicious in Dungeon has Kabru, Kiki and Kaka. All the people in Kabru's village had the same dark skintone, but we're never actually told where the village was. The series hasn't revealed anything about Kiki and Kaka's past before they were adopted.
* Delicious in Dungeon has Laios dumping info on monsters, Senshi on cooking and proper nutrition, and Marcille on magic.
* Delicious in Dungeon has piscine-type merfolk who attach water plants to their heads to store their eggs.
* Delicious in Dungeon has Senshi, Marcille, Chilchuck, Namari, Kabru... really there are more characters known by only one name than there are those with full names.
* Delicious in Dungeon have axes as their weapon of choice. Even Senshi, who's much more interested in cooking than combat, uses one. He doesn't maintain it very well, however.
* Delicious in Dungeon have their own bonus page or two giving some extra facts about the monsters the party have encountered, or just life in the dungeon in general.
* Delicious in Dungeon He mentions that he hadn't stuck with the party the rest might have given up early rather than risking their lives.

* Delicious in Dungeon. He says that his only reason for following Laios and Marcille back into the dungeon is because he agreed to complete the job and was paid in advance; since they didn't slay the Red Dragon, his job isn't complete, and he's bound to Laios via his own terms. That said, it's apparent he actually cares about the rest of the party.
* Delicious in Dungeon. He sees people who claim to work for free as the least deserving of trust as there is nothing in place to ensure it, and the way things are set up for adventurers jumping from one job to the next based solely on pay and not completion is the fastest way to end up with no jobs other than potentially criminal ones. Things just do not work out well for anyone but those who approach the matter as anything other than employment.
* Delicious in Dungeon However it's obvious, Chilchuck is simply worried about losing his friends.
* Delicious in Dungeon, human knight Laios is the leader of the party, and while not unnaturally large by any means, is indeed very tall, towering over every other adventurer introduced so far and even most humanoid monsters.
* Delicious in Dungeon, if a corpse is not resurrected quickly enough and the spirit separates from the body, the spirit will become a ghost and the body will rise as a zombie.
* Delicious in Dungeon, in the original Japanese, humans are written with the kanji for "human", but the pronounciation guide says "tall-man" in English. The official English translation uses the latter. They're also nicknamed "long legs", particularly by shorter races like the dwarves.
* Delicious in Dungeon into delicious, wholesome meals. This leads to whole lot of bizarre recipes that range from Giant Scorpion and Walking Mushroom Hotpot to Mandrake and Basalisk Omelette.
* Delicious in Dungeon is a better idea than trying to survive on nutritionally limited rations from the surface.
* Delicious in Dungeon is appropriately excited to eat them and Marcille equally appropriately freaked out.
* Delicious in Dungeon is basically a house sized squid. It's even prepared and eaten like one.
* Delicious in Dungeon is not much of a physical fighter, but let her get to a safe distance to work her magic and watch her mow down monster after monster with her spells.
* Delicious in Dungeon is that monsters' urge to kill always overpowers normal self-preservation instincts. Monsters will never stop attacking until they're killed, will attack even if clearly outnumbered and outgunned by their target(s), and unlike regular animals, don't retreat if injured by their quarry or their initial attack fails.
* Delicious in Dungeon is this. As a child, she was capable of taking on a spirit with no training whatsoever while resisting possession and communicating with it - a rare trait that set her towards the path of being a cleric when combined with her endless compassion.
* Delicious in Dungeon it's possible to mix souls of humans and animals to create chimeras. Said chimeras will have physical features of both creatures used to make them.
* Delicious in Dungeon it's suggested that the main reason Team Touden succeeds where other parties fail is the simple fact that they eat well and get regular sleep, where said other adventurers survive off rations and delve 24/7.
* Delicious in Dungeon: Kabru touches his chin or face whenever he gets excited.
* Delicious in Dungeon, Laios jumps into a living painting to try and eat the food depicted there. He manages it, but when he jumps back out the food disappears and he's left hungry again.
* Delicious in Dungeon, Laios's hair and eyes are the same muted blonde/gold.
* Delicious in Dungeon, like a tiny set of nipple bumps buried beneath her fur.
* Delicious in Dungeon, like chunks of the surrounding room, making onlookers think he's petrifying them before they notice where the victims end up. He can also more directly harm enemies by replacing slices of their flesh with thin objects like

planks of wood.
* Delicious in Dungeon lists of ingredients will usually start out ordinary (oil, salt, vegetables, etc.) only to throw in some monster parts (giant bat flesh, sliced kraken parasite, dryad fruits) as the main ingredient.
* Delicious in Dungeon — the only desire he has left is the desire to get revenge for what it did to him.
* Delicious in Dungeon never lets up her perky persona even if it's in the middle of a battle.
* Delicious in Dungeon. Nonetheless, he still has a few traditional dwarven elements in him, such as a distrust of magic and favoring an axe.
* Delicious in Dungeon, one of the bonus pages shows Laios standing in front of a cabinet that's full of odd specimens, some of the humanoid, preserved in jars.
* Delicious in Dungeon, one of the first monsters Team Touden encounters and subsequently eats is a giant scorpion. They make it into hotpot.
* Delicious in Dungeon, one of the Marcille's states that has mostly gotten over her issue with eating monsters, after having eaten all sorts of things like merfolk eggs. Laios realizese she is the doppelganger Marcille not due to that but due to her casually pouring out boiling water, an action that earlier in the story nearly got her killed by an angry Undine. Marcille assumes that the merfolk eggs are what tipped Laios off, but is horrified to learn that that part was true, Chilchuck just made Laios keep quiet about that.
* Delicious in Dungeon or when all of them, bar Senshi, where possessed by spirits.
* Delicious in Dungeon, Senshi sees little value in anything that isn't directly related to cooking. He tells Marcille and Chilchuck to throw out a bunch of "inedible treasure bugs," only mentioning offhand that they are actual pieces of treasure. Not long after that, Laius notes that treasure bugs in good condition can sell for a lot of money to insect collectors, which gets Marcille and Chilchuck very annoyed that he didn't tell them this before they ate them.
* Delicious in Dungeon (she’s getting better, though). She actually joins the Thorden party hoping they know a way to separate the cat soul from hers.
* Delicious in Dungeon, Shuro's party consists of a group of badass female retainers, each an elite warrior in her own right.
* Delicious in Dungeon, Team Touden encounter a patch of these and, after beating a few, make a tart of them.
* Delicious in Dungeon, the first living painting the party encounter is a portrait of a woman whose eyes follow them from panel to panel.
* Delicious in Dungeon. The manga centers on a particular party crawling a specific dungeon, and in doing so examines all the questions people don’t bother to ask about them. What separates a dungeon from a regular old ruin? What does a sudden influx of valuable dungeon loot do for nearby towns? Where do the monsters come from, and how do they survive down there? How can dungeons be in such good repair after decades or centuries without human maintenance?
* Delicious in Dungeon, the orcs call humans, elves, dwarves, and halflings, long-legs, long-ears, depth-dwellers, and little men respectively.
* Delicious in Dungeon the party finally slays the Red Dragon, gets Laios's sister back (with complications), and is preparing to return to the surface with the mission a success. All's well that ends well, right? But then a dark elf who is apparently the Lunatic Magician who rules the dungeon appears, drops most of the party through a hole in the ground to what is almost certain death, and takes Falin away, having plans for her as she is now half-dragon (due to being revived by Marcille using the red dragon's corpse as components. Now, Laios begrudgingly accepts that they have to return to the surface to restock on supplies so they can tackle the dungeon again and save his sister. Again.
* Delicious in Dungeon. There's absolutely no denying the skill and strength of the entire party, which is doubly impressive because they're lacking one of the most critical things for a party - a cleric. Their original party would've killed the Red Dragon had it not been for severe hunger, and ex-member Namari outright admits to having killed dragons before.
* Delicious in Dungeon the suits Team Touden made out of the giant frog skins ended

up like this. They didn't have enough time to tan them properly so the blood ended up sticking to their clothing. They ended up removing them between chapters. Marcille mourns that the outfit she was wearing underneath the frog skin was unsalvageable.
* Delicious in Dungeon, the times Senshi has supported the use of magic over more mundane methods of achieving a goal are incredibly rare, putting him at odds with Marcille regularly.
* Delicious in Dungeon the titular dungeon is full of hostile fauna and flora, plus numerous traps. Only the more experienced adventurers make it past the first few floors, even with their significantly weaker monsters.
* Delicious in Dungeon. They're both highly capable and Mr. Tansu also works a second job as advisor to the Island's lord.
* Delicious in Dungeon, this is considered one of the Forbidden Magic. It is explained that there is a separate universe filled with limitless energy, and the magic brings that energy to the world. The dungeon is also said to be created with similar magic.
* Delicious in Dungeon, this is the go-to way to kill undines. Which is kind of odd, considering they're water spirits.
* Delicious in Dungeon. This trope, framed as the food chain, is actually the lesson of the chapter.
* Delicious in Dungeon views himself as one. When the party runs low on food, he blames himself for "not being able to provide food for the youngsters".
* Delicious in Dungeon, walking skeletons are a type of monster that can be found in the titular dungeon. They occur when a dead body is possessed by a wandering spirit and, because the ghost inhabiting it isn't the right one, the flesh rots off.
* Delicious in Dungeon, when Marcille needs to cast a high-level spell complete with a runic circle, she undoes her hair first.
* Delicious in Dungeon who's spent most of his life inside the dungeon honing his cooking skills and learning to identify the best ingredients, anyone who actually tries a bite invariably finds it delicious. This also gets discussed a little: some of the ingredients he uses, such as dried slime and treasure bugs, are considered perfectly normal delicacies in other parts of the world, and one character tentatively trying bicorn brain doria warms up to it after comparing its taste to milt, weirding out another character that she'd happily eat fish testicles but hesitate about brains.
* Delicious in Dungeon will always stop to help other adventurers in distress despite the fact they're on a severe time limit of getting back to the Red Dragon in time to save Falin before she is digested.
* deliciously-trained peons when the player uses the elevator and player doesn't notice til they actually left it.
* De Lift is centered around a killer elevator ("For God's sake, take the stairs").
* Delightful Children briefly became student council president in one episode.
* Delightful Children From Down the Lane worked far better and the effects were rendered permanent, but because it was an accident the effect could never be replicated.
* Delightful Children's birthday cake/space station while dealing with her feels for Numbuh 19th Century, an operative from 1800s who is nearly as sexist as she is.
* Delightful Children usually gloat and make jokes about how their enemies are going to meet their demise or be humiliated by them.
* Delightful Dragon: Not all dragons are bad, we can be good guys too.
* Delightful Girl Choon Hyang: A modern retelling of a South Korean Tale of a rich man's son and a courtesan's daughter.
* Delightful Girl Chun-hyang. The main characters' friends determine that as Chun-hyang and Mong-ryong are getting married, they might as well learn to tolerate each other. (This being the second or third episode, it of course doesn't work).
* delightfully ironic T-shirt that had a picture of a football with the caption "Soccer" underneath.
* Delightful Wallpaper is a version of this, with the PC (apparently invisible to

the NPCs) placing various "intentions" around a mansion which drive the guests to kill each other.
* Delilah And The Space Rigger has the consternation caused by the first woman working in a space station, but one of the main characters explains it's necessary for women to be part of space exploration. When the narrator says the woman should listen to what the engineer tells her because he is good at his job, she replies "I know. I trained him."
* Delilah Copperspoon is conducting a ritual to hijack the body of Empress Emily Kaldwin using a painting of her.
* Delilah Dirk and the Turkish Lieutenant set in the Ottoman Empire in 1805.
* De Lillo doesn't introduce the plot device "Airborne Toxic Event" until about a hundred pages in. The first segment of the book introduces characters and sets up key themes, and it's both funny and insightful, but there isn't a ton of plot there.
* Delinquency of the Red Dragon, you can almost guarantee that somebody's going to try and beat the hell out of him (with an almost non-existent rate of success).
* delinquent, and once his future coach heard about him he decided to fist fight Sendoh to try recruiting him for his gym. It worked.
* Delinquent Hair: The trend of young men's hairstyles combining spikes and dye. "Frosted tips", or spiked hair with the ends bleached-blond, became as much of a style icon of the late '90s as big hair was in the '80s.
* Delinquent is obsessively fixated on Sayuri Amamiya, though more than willing to help protagonist Riku find his true love with her.
* Delinquent schoolgirl with the student wondering where they are and another saying the two of them are on a date.
* delinquents. Mamoru Banba also got several facial scars after his mysterious summer training.
* Delinquents: There's often some overlap between schoolyard bullies and juvenile criminals.
* Deliora, the demon responsible for Gray's childhood trauma, inhabiting the corpse of his father. In actuality, Silver was brought back to life as his own self by the necromancer Keyes, and was a good person who wanted Gray to put him out of his misery.
* Delirious. A booker for Ring of Honor and wrestled for CHIKARA from 2010-2014 and for other promotions. He still occasionally wrestles.
* Delirious and his so called Pantheon of gods and became the aforementioned Jimmy Jacob's enforcer in Age Of The Fall.
* Delirious angry, using more heelish tactics and weaponry, and even spitting poison mist in people's faces.
* Delirious, as he will talk very fast with a mixture of words and utter gibberish, though, like most wrestling promos, his usually boil down to him saying he is going to defeat whoever his opponent is that night.
* Delirious bit Adam Pearce's ear in retaliation for Hang Men 3 stapling his mask to his skin and hanging him with a chain.
* Delirious (even more later when Nintendo actually did "upgrade" to such with the Wii U).
* Delirious has also worn some disguises in her efforts to aid Delirious...with mixed results.
* Delirious initially just screamed a lot before he met Delirious and also became known for unintelligible babbling.
* Delirious. It was assumed by a repentant UltraMantis that simply removing Delirious of this control would solve all problems but instead Delirious wanted revenge, first against Black, and then against society in general, leading him to join what seemed to be an end of the world cult.
* Delirious just so he can crash through it on horseback into the bad guys' lair to save the girl.
* Delirious matches where he is allowed to idle or otherwise given breathing room, he tends to talk to himself and laugh.
* Delirious might have been their most famous song in America. It was mellower than

their other hits and was also more of an old-timey praise chorus song than a contemporary worship (a genre they helped popularize). Martin Smith didn't think it was one of his best songs, either. They later released a rocked-up version of it.
* Delirious Misidentification: Someone is "not all there" (high, seriously injured, etc) and mistakes someone else for a different, specific person.
* Delirious powers to remove Robert Wagner from his immediate vicinity (rather than killing him)... by sending him to Cleveland. He later returns:
* Delirious, prompting this exchange: "You watch this crap?" "No, I write this crap."
* Delirious's first and last opponent in Gateway Championship Wrestling was The Irish Luchador Billy McNeil.
* Delirious sometimes wrestles without boots or socks, though it doesn't seem to be a consistent thing and with him, not much is consistent anyway. It is probably less disliking shoes and more liking working up a sweat and using his smelly feet for an advantage.
* Delirious, this despite the fact that he already wears a mask with tassels hanging off it.
* Delirium (2018) has been hidden in a secret chamber under the pool for nearly twenty years, and has been quite driven mad by the experience.
* Delirium (2018) is about a former psych patient who's trying to determine if his house is haunted, or he is.
* Delirium At age 18 everyone is required to get a surgery that removes the capability to love from their brain. As a result, most adults show and understand very little emotion, and in some cases get so emotionally detached that they will kill their children.
* Delirium. At the age of 18, all citizens are required to have a surgery that removes from them the capability to love.
* Delirium or hallucinations may be considered a sort of brain fever. Dehydration, lack of sleep, and overexertion can cause such effects. It could be a case of getting cause and effect the wrong way round—high temperatures caused by an infection not directly related to the brain can cause delirium or mental disturbance, especially in children.
* Delirium Series. Love itself (the novel's focus is romantic love, but it's made clear that it applies to all love) is a mental illness, and objecting to the "cure" is considered criminal.
* Delirium Series, most people who have left civilization to live in the wilds go by nicknames, such as Raven, Tack, Roach, Blue, and Squirrel. On the other hand, Hunter goes by his real name, although he's no good at hunting.
* Delirium Series, this trope is why love is said to be the reason for all of humanity's past ills. As a result, it is classified as a disease, amor deliria nervosa, and at 18 every person is required to get a surgery to cause them to be unable to love.
* Delirium wandered into one of these at the beginning of the "Brief Lives" arc of
* Delirium when Lena touches the hand of the handsome security guard, she describes the feeling as: " a tiny electrical shock buzzes through me, and I pull away quickly."
* Delissio (the Canadian name for DiGiorno pizza) did an ad on the same theme. The punchline was that the woman and the "pizza delivery guy" were a husband and wife role playing, and their kid walks in and corrects them about it being delivery (saying the tagline "It's not delivery, it's Delissio/Digiorno") along with "And you're not a real pizza delivery guy, DAD. No wonder I don't have any friends."
* Deliverance as the scientist who built the rocket was killed off, and the survivors would know that only aliens capable of interstellar travel would have the knowledge to repair it.
* Deliverance, Bobby is the first to agree to bury the dead rapist mainly for this reason.
* Deliverance, four yuppies go on a canoeing trip in the backwoods of Georgia and run afoul of the local hillbillies. One of them gets raped, another dies when going over a waterfall, and the three left alive have to defend themselves from a sniper

up on a cliff.
* Deliverance from Damnation: A person can be rescued from Hell and brought to Heaven.
* Deliverance from Damnation: It is possible to rescue a person from Hell and bring them to Heaven
* Deliverance from Damnation: That character was damned, but others' prayers and/or their own virtues brought them from Hell to Heaven.
* Deliverance has been dubbed three time in Czech. The first dub was producd by Barrandov Studio for Warner Home Video in 1991. The second dub was made in 2001 for TV Nova. The third dub was produced by Czech Television in 2011.
* Deliverance Lost sneaks out of the Isstvan system by shutting down almost every system, leaving the crew cold and dark for days. It's not explicitly stated how it helps escape detection, but a reasonable assumption is that the ship is minimizing its electromagnetic signature.
* Deliverance— after the famous "Dueling Banjos" scene, Drew goes to shake the boy's hand; he is snubbed.
* Deliverance. The Appalachian camping industry was nearly bankrupted following the film's release.
* Deliverance the guys stop at a creepy gas station with a creepy gas station attendant... and a kid who plays the banjo. The gas station attendant dances along, creepily.
* Deliverance: The only thing worse than the savage mountain men is the brutal and unforgiving nature of the wilderness itself.
* Deliverance was based on the author's real-life experiences rafting in Appalachia. Massively inverted in that the locals were incredibly helpful, and were excited to hear he was writing a book about the area!
* Deliverance. While the wilderness itself is portrayed as a far greater threat, the film's human villains, a pair of hillbillies who hunt the protagonists and rape one of them, quickly became one of the most iconic elements of the film. Banjo music has never been the same.
* delivered a speech immigrants instead of illegal immigrants from Latin America. Watching the descendents of those immigrants call for their own deportation is incredibly hilarious.
* Delivered by Nick Fury to rouse the Avengers into continuing the fight.
* Delivered by the character Culverton Smith in BBC Radio 4's production of the Sherlock Holmes story, 'The Dying Detective', when he realizes
* delivers a letter to Rory's father. Rory acknowledges how weird it must be for Brian to have a grandson older than he is.
* Deliver Us from Evil features a scary jack-in-the-box (and the accompanying tune, "Pop Goes the Weasel") multiple times.
* Deliver Us from Evil Series seems to be a lot kinder after the events, and glad to have a friend like Watson.
* Deliver Us from Evil Series - the two men are shown to be equally clever.
* Deliver Us From Evil to have kiddie porn on his laptop and several storage devices. In 2012 he was sentenced to just three years in prison for it.
* delivery altered, to turn it into a song about the KGB watching someone.
* delivery bot is upgraded in one of Shaw's commercials, the shot shows the shadow of the transformation process cast upon Bit and Bud's reactions.
* delivery bots is upgraded in one of Shaw Communications' ads. Bud covers Bit's eyes with his clipboard to prevent him from seeing the supposedly unpleasant upgrade process (which includes lots of mechanical whirring noises) and Bit moves up and down to peek around Bud's clipboard.
* Delivery cartoons, saying that his character will die if one falls on them.
* Delivery Doug's egg salad restaurant commercial, seen in "Teach a Man to Ice Fish", looks about as cheap as you'd expect from someone who downgraded from a back-alley restaurant to two locations in a desolate area, with people in egg and egg sandwich costumes, terrible special effects, and a jingle taken straight from Doug and Debbie's combined egg salad pizza business in "Mystic Egg Pizza" and repurposed with new lyrics.

* Delivery Guy: A man with no medical experience takes up the role of midwife.
* Delivery Guy Infiltration: If you want to get into the enemy base, just pose as a delivery guy.
* Delivery Guy Infiltration: Someone is disguised as a courier, deliveryman, or mailman in order to infiltrate some restricted area.
* Delivery of the Dead features zombie girls after a zombie apocalypse being used as prostitutes for the erst of the paying public. The girls are effectively dead, given they don't have true cognition and they're just going through motions, but their services are so appreciated that an entire subset of humanity is willing to marry them and restore human rights to the undead.
* Delivery Stork and Cabbage Patch Babies, while Lelouch looks on in stunned disbelief.
* Delivery Stork: A stork delivers babies - may deal with the myth or depict a stork actually delivering babies.
* Delivery Stork to his mother helps celebrate the occasion by singing to him, which also gives Mrs. Jumbo the opportunity to name him.
* Della Duck is seen to have grown very long hair, as the female equivalent of a
* Della Duck is something of this due to the fact that she wasn't around for the triplets' first ten years of growing up. When she returns from the Moon, she initially starts off as
* Della finally getting to meet her children after spending a decade trapped on the moon aired on May 13, 2019, the day after Mother's Day.
* Della is a closeted lesbian who meets clandestinely with her girlfriend due to the homophobia of the time.
* Della's, and when Della stands up to her, Lorna starts exclaiming how she gave her own acting career up for her and gets nothing in return from her daughter.
* Della, the triplets' mother, was good friends with Selene, the goddess of the moon in Greek mythology (Selene's
* Dell Comics and kept it going for 20 years after the series ended and more than 10 years after Karloff himself died.
* Dell Comics. In spite of the change, Felix still offers "It" a banana and Baron von Frankenstein still calls "It" an overgrown chimpanzee.
* Dell Comics published two issues in 1962, after which Gold Key picked up the ball and continued publishing a
* Dell Comics sees a man released from jail after 25 years. He returns to where he used to hang out, only to witness everyone doing the Twist. He promptly runs back to jail.
* Dell Comics. The captain and first mate of the ship the monsters and Felix take to Baron von Frankenstein's island are also left out because of the scenes of the monsters boarding and traveling on the ship are omitted.
* Dell/Gold Key, the 1940s-1980s producer of licensed comic books featuring the
* Delmarva Peninsula and naturally comprised of the real-world states (Delware, Maryland, part of Virginia) that reside there.
* Delocated about a man who is in the witness protection program. He wears a ski mask and voice harmonizer at all times to hide his identity, despite having his entire life filmed for television. The Russian mob is also still targeting him the entire time.
* Delocated is constantly trying to create new lingo. None of it ever catches on, and he just looks like an idiot instead.
* De'londa Brice, claiming that it lets even white police officers easily identify him.
* Delone Catholic High School in McSherrystown, Pennsylvania, played the
* DeLorean. Finally, there's the Goldenceptor that can never overheat.
* DeLorean Motor Company wanted to release a 4-door counterpart of the DMC-12, but the vehicle never made it into production, due to a lack of funds for engineering it.
* Delorean. The film also parodies Mc Donalds' corporate trademarking by having scantily-clad women eat pixel-blurred hamburgers with lusty gusto.
* Delovoy Tsentr is a very recent example. Two new island platforms were built

next to each other to serve trains branching there from lines 8A and 11 from different directions, creating an incomplete (since tracks of different directions don't connect near this station, just come close enough and then go parallel into it) triangle. These lines opened as a short 2-station single track, with the southern part of the station operational, then extensions to Petrovskiy Park (11) and Ramenki (8A) opened. After some time, northern platform was finished, and it was decided to run southbound trains from line 11 there instead of northbound from 8A by using the new part of the station - meaning the line 8A-side platforms were closed after mere months of service, somewhat similar to the Charing Cross example. The southern half of the station is now temporarily fenced off with corrugated metal sheets. Or maybe not so temporarily - see below.
* Delphic Expanse spheres were moon-sized devices that could create spatial anomalies when networked together.
* Delphinus is a possible example, but it's not entirely clear whether the weaker mass-produced equivalent (the Spectre-class battleships) are scaled-back mass production versions or the immediate predecessors of the Delphinus.
* Delphinus Parasite, which erases civilized impulses and reduces victims to snarling violence.
* delphi.org features a regular podcast about Delphi programming. Its name? "The podcast @ delphi.org"
* Delroy Lindo (British expatriate since 16, married American citizen)
* "Delta and The Bannermen", Billy became attracted to Delta when she arrived at the camp. Later, he dedicated a song to her and turned up to her dorm with flowers.
* Delta and the Bannermen who habitually carries spanners, Allen keys and whatever else she needs to conduct running repairs.
* Delta blues (a rural style with prominent fingerpicking and slide-guitars)
* Delta Clipper was an attempt to make a reusable rocket SSTO. A prototype was built, but the program was cancelled before any actual single-stage-to-orbit vehicles were produced.
* Del Taco aired a series of radio advertisements timed to coincide with Thanksgiving 2006, featuring two turkeys being interviewed for a faux radio show explaining why Del Taco's "cooked golden brown" line of chicken-products would be better for consumption than their own kind.
* Delta Flight DL431/DL302 out of San Juan, Puerto Rico to New York City, On September 5, 2017. It landed in San Juan at 11:58 am and took off less than an hour later at 12:43 pm. This sounds routine, but at the time, Hurricane Irma was lashing the Island. The plane was flying in the relatively narrow gap of calm air between the outer band and the core of the second most powerful hurricane in the history of the Atlantic Basin. It maintained itself in the narrow band of calm air for over 400 miles.
* Delta Flyer, compete in the Antarian Trans-stellar Rally, a spaceship race over a course of two billion kilometers.
* Delta Force 2: The Colombian Connection, five people (including a cameraman and one of the actors) were killed in a helicopter accident and two others were injured when the engine failed.
* Delta Force 2: The Colombian Connection, Ramon Cota, and become his second in command. However, he gives himself up when he sets up Cota's arrest during his flight on a private jet, because he was the only person Cota told about it.
* Delta Force commander Pete Blaber authored a book titled: The Mission, Men, and Me. The title comes from his junior officer days where his commanding officer taught him that a good Army Officer always cares about the Mission, his Men, and finally himself, in that order.
* Delta Force Land Warrior, a taciturn and eternally scowling Navajo counter-sniper. While all of the playable characters had voiceover responses in the game, Longbow's were uniformly brief to the point of bluntness.
* Delta Force of their skull, since at that range it won't explode, but will do enough damage to kill the recipient.
* Delta Force still uses the M1911A1 today alongside Glock handguns in 9x19mm Parabellum.

* Delta Force. White House Down offers a particularly glaring example, as the entire White House is taken over be a mere handful of terrorists who suffer no casualties in the process
* Delta Goodrem almost entirely, if the verses didn't save it so much…The chorus for your reading pleasure:
* Delta Goodrem- Believe Again is this, 40 seconds introduction definitely makes it harder for casual listeners to enjoy.
* Delta Goodrem can barely sit still during her interviews and appears to be endlessly bright and cheery.
* Delta Goodrem, features a video showing Brian going to meet Delta at an airport. The two of them have difficulty finding each other, until Delta leaves in a taxi. In the "sad" ending, shown on music TV shows, she is driven away alone. The CD single has the video on it as CD-ROM content, and this version has the "happy" ending where he catches up with the taxi and they're reunited.
* Delta Goodrem - "I Can't Break It to My Heart" ("If I still believe you love me / Maybe I'll survive / So I tell myself you're coming home...") also ''Lost Without You".
* Delta Goodrem. Once she had the all clear, she grew it back as quickly as she could.
* Delta Green). Actions against Nazi occultism in World War II played a significant role in the eventual state of Delta Green.
* Delta Green. Although it mostly stays in the background and leaves the affairs of the cults to its subordinates.
* Delta Green among others, PCs and NPCs tend to have a rivalry because most will have a government background.
* Delta Green and MJ-12 used to have this in the short period where both officially worked for the US government. The rivalry continued after Delta Green was disbanded, although more hostile and lethal.
* Delta Green, and recommendations of themes, history, modus operandi and ways to not create something too cliché, generic or unrealistic that could look it was one of the "official" Delta Green groups.
* Delta Green (an organization of escaped Nazis), composed by Nazi fugitives in South American and Middle Eastern militaries, criminal cartels, white supremacists, neo-fascists, neo-nazis and anti-zionist jihadis.
* Delta Green becomes after they are disbanded. Later a faction refuses to become official so they can keep their vigilante status.
* Delta Green. Delta Green and Majestic-12 in the United States, PISCES in the UK, GRU SV-8 in Russia and... M-EPIC in Canada. Even more interesting, the heads of governments from the US and UK aren't aware of the groups, which means the Prime-Minister of Canada is one of the few world leaders aware of the monsters that lurk in the shadows and threatens mankind.
* Delta Green facilities are located inside Area 51, although it's not Area 51 itself.
* Delta Green (First a campaign setting, later became its own standalone game)
* Delta Green has less tendency of this happening in-universe, as it's stated the unnatural is rare (albeit extremely dangerous), but this trope comes from time to time.
* Delta Green if the players are unable to escape the masquerade the King In Yellow will be unmasked revealing the truth of the universe. The party's attendants will then rush the Agents, strip them naked and dress them in stage clothing and make-up, they will be taken to a stage. As the curtain opens it will reveal every PC and NPC encountered during the campaign and they will clap, the Agents will then realise they are wearing the same clothes they had in 1995 when they first met investigating disappearance of Abigail Wright, the back curtain will open to reveal the set: Abigail's room in the MacCalister building, where the Agents first started the investigation 20 years ago and where they started the campaign. A man will start mouth the lines from the King in Yellow play, the same the agents said long ago. The Agents are now forever part of the play, which they created. The Game Master finishes by reciting a poem, and then the curtain closes.

* Delta Green in a nutshell. Is humanity screwed six non-Euclidean ways from Sunday? Absolutely. But that doesn't mean you just lie down and let it happen.
* Delta Green is described as keeping his lab exceptionally clean. Lampshaded, in that the book points out this is usually the sign of a proportionally unclean mind.
* Delta Green is receiving an overhauled edition, with specialized rules. Additionally, the game will update the setting from where it began in the 1990s to modern times; as the players are federal agents and federal law enforcement has changed dramatically since then.
* Delta Green - its front organisations got taken apart on a regular basis, various wars ended up gutting it, and its unaging leaders tended to get out of touch and fixated on old grudges, most notably when they dedicated quite a lot of effort to finishing off the House of Habsburg long after they stopped being politically relevant. Following the First World War, they gave up on taking over the world and retooled themselves into a free-sprawling cult of Nyarlathotep, backing a whole bunch of groups in a bid to mess things up.
* Delta Green rulebook has a quick guide on the rules for different methods of getting rid out of of bodies, from dissolving in a polypropylene barrel to dumping the body into the water.
* Delta Green's rival, Majestic-12, has a lot of those, dedicated to researching Grey technology. They are usually within larger U.S Military, CIA, NSA, NRO and March Industries facilities. One of their facilities is located in Area 51 (Although is not Area 51 itself).
* Delta Green. The new standalone game states that part of the job is already done, even in the world of the internet and smartphones: Most manifestations are very rare by itself, occurs in private or isolated places, society is naturally skeptic about anything supernatural and Delta Green itself supress the rest.
* Delta Green. They're staked out on a plantation in the depths of the Amazon, usually work through modern neo-Nazis, and most of them have one foot in the grave - though, in an aversion of the "fading threat" bit, one of them's stayed young and immortal due to cannibalistic practices and may end up being the future of the group.
* Delta Green threats. Its British counterpart is PISCES (Paranormal Intelligence Section for Counter-intelligence, Espionage and Sabotage).
* Delta Green used by Delta Green are this they can range from self-storage, warehouses, rental lockers to safe houses.
* Delta Green who are US Marines. Professions range from FORECON (Force Recon) operator, Maritime Special Purpose Force operator, Security Force Regiment security and even a Division of Public Affairs Combat Camera personnel. USSOCOM operators can also be Marine Raiders.
* Delta Green with sinister guys in sunglasses, all trying to intimidate each other.
* Delta Green, you are a part of the Conspiracy. Your job is keeping the Cthulhu Mythos in check as much as possible and keeping the population from knowing about it while working at some other US Government agency. The Conspiracy Theorist is an insanely common thorn in your side; typical MO is to feed them something stupid besides the truth to keep them busy.
* Delta Green; your big guns might win some battles against some small fry, but everyone is powerless to stop all the influence from the Great Old Ones, and in the end, they can't and won't be beaten.
* Delta has done many more safety videos like this one since then, including an
* Delta House, went beyond canned laughter to canned wolf whistles, canned villain-booing, etc. in a vain attempt to capture the feel of the movie.
* Delta of Venus concerns a young man named Pierre who finds the body of a lovely young woman who has just drowned. Overwhelmed by the beauty and sensuality of the (fresh, still-warm) corpse, he makes passionate love to it then and there.
* Delta Rae, a mob breaks into a woman's house and seems like they're going to lynch her, presumably for witchcraft. While she's dragged off in chains, she does not seem to despair for long; her bindings eventually disappear, and while we do not see what happens to her captors, when the camera returns to them they've been

either struck down or have disappeared completely, leaving only their masks.
* Delta Rising between the players and Borg Cooperative, the Borg Collective, the Undine, and the Voth.
* Delta Rising is the BEST Expansion ever and the players LOVE it!" (the statement was even taken out of context). At least one dev has spoken up about it and the players at r/sto will most likely downvote you to oblivion if you post anything like that.
* Delta Rising. VSW most likely stands for Vaadwaur Supremacy Warship.
* Deltarune. After Ralsei asks to see it, Kaard mutters "No" and runs away.
* Deltarune, also by Toby Fox, are full of meme potential. Lancer and Jevil are massively quotable, particularly the latter as he is fully voiced with rather distinctive voice clips.
* Deltarune and convincing Ralsei to heal him he immediately attacks the party, resulting in either Susie or Lancer intervening.
* Deltarune, and Officer Undyne expresses a whimsical desire to see a bank robbery "so [she] can suplex" the perpetrators. Thinking it through, she realizes she's not sure that Hometown even has a bank and changes the idea to building a bank, first...
* Deltarune, as freeware, and similarly requested that players refrain from talking about it online for the first day of its release.
* Deltarune, but judging by the fact that she's still allowed to attend school it's presumable that she has yet to put any such threats into action.
* deltarune features the Spades King, a boss with a mouth belly full of sharp teeth and a spades tongue - which he utilizes in his attacks.
* Deltarune has Lancer. He's energetic, happy, and loves fooling around.
* Deltarune has one of its own called "Darkness Falls", serving as the game over music if the player says no to the continue screen. The game closes after it's over.
* Deltarune. He's even called "Azzy" by several characters, a name commonly given to him in fan works.
* Deltarune is an even straighter example, with checkerboard decor, classic waitress uniforms, and the Southern accented rabbit shopkeeper at the counter who calls Kris "Hun".
* Delta Rune, is. Bratty and Catty, two best friends, are also now hateful next-door neighbors.
* Deltarune. Seeing as there is only one chapter released, this is the character's last appearance so far.
* Deltarune. The game portrays the idea of fate and destiny in a scary and pressuring way. You don't get to choose your character and you don't get to choose how you play the game. Nowhere in the game do you actually have free will or make any impactful choices. In the ending, Kris tears out the SOUL from their chest, seemingly so they can have free will and a choice of their own, even if it's sinister or psychopathic, since Kris may not have wanted to be good or be a hero in the first place.
* Deltarune, then it goes back to normal with the last choice being cold.
* Deltarune They hold it up almost triumphantly, before flinging it into a birdcage in the corner of their room.
* Deltarune will be put to sleep by Ralsei, using his Pacify spell. But right before he falls asleep, the King utters his final words to Ralsei:
* Deltarune works as a mascot selling "pezza". In his own words, he has been told:
* Deltarune" your mom last night. Including the quotation marks. Turns out he's talking about when she came to the grocery store to buy chocolate kisses.
* Delta Squad are often split up into pairs, but when the four of them get together, they're practically unstoppable.
* Delta Squad probably takes the cake for the most Badass Crew from the Galaxy far, far away.
* Delta Squad series Flesh Tearer and Flame Genesis both use miniguns as their primary weapons. While Tearer's weapon is a minigun, Genesis can convert his into a flamethrower and other chemical weapons.

* Delta State The episode "First Contract: Part 1" Has Luna leaving the apartment and giving up on the mission, however she returns for her sweater and after talking to Brodie and seeing her friends in danger, she helps them and stays.
* Delta State, though assures her that they don't know about her or her friends.
* Delta State victims within 48 hours (which is mentioned a few times afterward, but is now the time it takes for a rifter to take over someone), and the leads becoming disoriented and hyper-focused if they spend too much time in the Delta State.
* delta the fuck out Probably comes from mathematics, where the Greek letter delta is used to indicate change.
* Delta Thrives — a fairly effective use of a (horizontal only) scrollable screen.
* "Delta": To leave or go somewhere else. If someone says its time to "
* Del Tha Funkee Homosapien's song "Dark-Skinned Girls" expresses his preference for black women lyrically and at great length.
* Del Tha Funkee Homosapien: The word "Tha" instead of "the" in his name and the word "funkee" instead of "funky".
* Del The Funky Homosapian's "If You Must" is LOADED with some rather interesting comparisons to what things smell like to him (the song is about him being around those that didn't practice good hygiene, after all). The interesting thing, though, is that he inverts this in the second verse by saying this line ABOUT someone's feet:
* Deltora Quest: 7 tribes, each with a gem, city, guardian and dragon. Not to mention so many of the other traits that are common among tribe members as a result of being exposed to the powers of the gemstone of their region (i.e. all the Plains siblings have a special bond because of the opal and they are also stated to have good vision, except for Ava, 'cause she's blind. But she's also psychic, which is another opal power).
* Deltora Quest: A city boy, a retired palace guard, and a wild girl quest to reunite the magical gems that will give the lost heir to the throne the power to expel the evil Shadow Lord.
* Deltora Quest, a huckster advertises a kind of "wheel of fortune" game called Beat the Bird. The wheel has a 50-50 shot of giving the player no money back, with an effectively worthless wooden figurine of a bird as consolation, and a few options that do give the player money only let them break even (and on top of that, the game is fixed). To cover this up, he proudly declares that "every player wins a prize!", even though a comparatively small percentage will get a prize that isn't a ripoff.
* Deltora Quest, all three of them could hold their own against a Vraal (a creature created for combat) as well killing even bigger monsters.
* Deltora Quest anime has Dain first stomp on Leif's fingers while he's hanging over the edge, then help him back up, only so he can taunt him and fight him some more.
* Deltora Quest. A variation is that she only appeared to Lief and Barda to steal their stuff, but eventually came back and saved them before they could be eaten by the Wen. She also appears in the anime adaptation. Frequently paired with Lief in fanfiction, and the anime has a few hints of it as well, though you have to look for it to see them.
* Deltora Quest children's books feature the Granous, large furry humanoids who prefer fingers and toes, eaten one by one as they play sadistic riddle games with their victims.
* Deltora Quest Dain does give Jasmine an admiring glance to Lief's jealously, but Jasmine shows no romantic interest in Dain.
* Deltora Quest given the fantasy setting and Emily Rodda's characters being re-imagined by Japan, this trope was bound to happen.
* Deltora Quest has flesh-eating plants known as Grippers. From above, they appear to be small ferns, or clumps of grass. However, buried underground, they have a huge, funnel-like mouth, with rows of sharp teeth. When unsuspecting prey walk over the top of them, the ground parts as they open their mouths, and the prey falls in

to be eaten.
* Deltora Quest has monsters called the Granous who, when they capture a prisoner, force them to answer twenty riddles/logic puzzles. Every time the victim answers incorrectly or fails to answer within the allotted time, they bite off a finger. When they run out of fingers, they start on the toes.
* Deltora Quest has the seven tribes of Deltora and the seven gems of the belt of Deltora. The third cycle adds the seven dragons.
* Deltora Quest: He's the handsome, brave, heroic, and renowned king of a massive country. She was raised by trees.
* Deltora Quest, in which the heroes must find and awaken the last dragons to defeat the latest threat.
* Deltora Quest is tiny, and has this as her fighting style throughout the series, even winning a fighting tournament with it in the fourth book. Lief also uses it to an extent, he's at least average in size and strength, but most opponents are still bigger and stronger.
* Deltora Quest is what are tiny wafers that expand into fully baked loaves of bread when adding water.
* Deltora Quest Jasmine acts this likes around Lief, including slitting a giant snake’s throat when it tried to eat him.
* Deltora Quest: Jasmine wears red tights, while Lief wears a blue tunic and has a blue cloak.
* Deltora Quest, Lief states that "when the time comes, [he] will follow Adin's example and marry for love."
* Deltora Quest: Ols can be identified by the mark of the Shadow Lord somewhere on their bodies, and by their form wavering once every three days. Inverted for Grade 3 Ols, whose shapeshifting is perfect enough that they even die like humans.
* Deltora Quest Perhaps a little communication might have helped, but then again if the misunderstanding hadn't revealed the green-eyed monster, they might have never gotten around to spitting it out.
* Deltora Quest series has a grizzled face, complete with a scar across his eye. He's a good guy.
* Deltora Quest's first series, which mostly follow the story with several changes and featured Delta Goodrem's "In This Life" as its third opening theme.
* Deltora Quest's Polypans are described as being able to 'steal the shirt off your back without you noticing.'
* Deltora Quest started out as a series of Australian children's fantasy books. If one sees any mention of it now, they're probably talking about the 2007 anime (especially in the US, where it premiered nearly 3 years later).
* Deltora Quest The exiles, in comparison, adapted to the ocean's "strange, wild beauty" and thrived.
* Deltora Quest, the Glus, the eponymous beast of the Maze of the Beast, traps anyone unlucky enough to get lost in the maze in a calcified shell of "silk" that it secretes. If you stop to rest and lean against the walls, they will solidify around you, leaving you trapped until the Glus comes and eats you. The walls are full of the skeletons of people who couldn't get free.
* Deltora Quest the main trio of characters come ridiculously close to dying over and over again, but always manage to survive. Barda probably gets the worst of this, getting to "almost dead" at least twice before miraculously surviving.
* Deltora Quest, the protagonists meet the Masked Ones, a group of travelling entertainers who all wear masks. The majority of them wear normal masks, but the inner circle wear masks that make them look half-animal, and it's later revealed that their masks are joined to their skin, making them unable to be removed.
* Deltora Quest. They scattered the jewels of Deltora across the land and terrorized the heroes on more than one occasion.
* Deltora Quest which preys on farmers; essentially it looks like a normal plant, until you get too close... and watch the ground open up to reveal jagged teeth and an open maw which essentially drags you in and lets you slide down inside to be eaten... getting torn at the whole time of course.
* Deltora Quest, which started as a standard fantasy series; but gained an anime

adaptation with a card game and series of collectible figurines.
* Del Toro wrote the novelization and is writing a stage musical based on
* Deltron 3030 is a hip-hop concept album about a sci-fi dystopian future where hip-hop has become a means of underground resistance.
* Deltron 3030's (Del the Funky Homosapien, Kid Koala and Dan the Automator, all contributors to the
* De Luise and Martin Wood had a habit of appearing briefly in their own (and each other's) episodes.
* Delusional Misidentification Syndrome is a series of mental delusions where the identity of a person, place or thing is different or has been altered. One such delusion is called "Delusional Companions Syndrome", a condition that mostly affects Alzheimer's patients who believe inanimate objects are actually sentient.
* Delusion Conclusion: Audience members believe that the supernatural elements of a story are due to delusions on the part of the viewpoint characters.
* Delusion Conclusion: Audience members believe that the supernatural elements of a story are due to it taking place in a dream.
* Delusion Conclusion: Audience members believe that the supernatural elements of a story are due to it taking place in a dream or hallucination.
* Delusions. Celestia and Luna can't reproduce not because they're alicorns, but because they're just infertile—they were born mules and kept their infertility even upon ascension. Cadance and Twilight don't have this issue.
* Delusions of Eloquence, when someone tries to speak like an educated person but ends up doing it all wrong.
* Delusions of Grandeur: After falling in disgrace, Don Salluste has to go through a humiliating ceremony before the King and Queen of Spain, where his titles of nobility are stripped from him. This includes the pendant of the "Order of the Golden Fleece", by way of first (painfully) pulling his collar atop his face. Before that, the king orders him to retire in a monastery, where he'll take vows of chastity... and poverty.
* Delusions of Grandeur, after his disgrace, Don Salluste is trying to stop the servants removing all his ill-gotten riches from his chambers by intercepting the gold coins and other precious dishware and stuffing them in his pants. As he tries to gets away with his pants overstuffed, his ex-valet Blaze catches him and starts shaking vigorously the greedy old man, making the many precious items fall off.
* Delusions of Grandeur and yells that the cushion contains a bomb, Salluste throws it to the King by reflex, who throws it away back to Salluste, then into the arms of the Grandees of Spain who keep throwing the smoking cushion to each other, until it falls at the feet of the Queen, who screams and faints. Then Blaze rushes in to kick it out the window, where it lands in the arms of the man who made the bomb.
* Delusions of Grandeur) at bay this way while the latter tries to slap him as he's firing his valet.
* Delusions of Grandeur: Blaze, as Don César, opens the fight against the nobles trying to kill him by sending the poisoned birthday cake in the faces of two of them, after cutting it in two with his sword.
* Delusions of Grandeur, Blaze's comment that the Queen of Spain is Bavarian is directed straight at the audience, as there's nobody else in the room when he says it.
* Delusions of Grandeur, Don Salluste vehemently denies when the Queen accuses him of having fathered a child with one of her handmaidens. When said Bavarian servant confirms it is true, Salluste explodes:
* Delusions of Grandeur However, considering he's utterly crooked and has been stealing tax money that belonged to the kingdom for years now, it's obvious the Queen has seized this pretext to finally put him into disgrace, rather than bother proving his actual crimes.
* Delusions of Grandeur: Salluste, riding a donkey, makes it move with a carrot dangling from a stick. Without it, the mount instead just does whatever it wants, including dragging Salluste under a waterfall.
* Delusions of Grandeur was a deathcore act from the Pittsburgh area who gradually became a minor name, but never went particularly far. Nowadays, they are known for

their guitarist, Gabe Mangold, who went on to join
* Delusions transforming into an alicorn is painful. Celestia and Luna's ascensions hurt even more than Twilight's (which involved wings growing and a height change) did because they were originally mules. Celestia can't even describe the pain.
* Deluxe 10th Anniversary came with a set of postcards of the band. These postcards were also available at participating record stores, given out to customers once they purchased the album.
* Deluxe GBC port of the original game lets you backtrack to a certain extent, because the game is pixel-for-pixel and the Game Boy screen is smaller than the NES output screen.
* Deluxe, the battle course Urchin Underpass is obviously one to the Inklings.
* Delve, as seen in the page image above. Bree then gives up and just ask for some water, to be informed that they only have "bottled sky juice".
* Delve Deeper. It's played mostly for laughs, but they're about as generic as it gets.
* Delve: Teal gains the power to use her aura of positivity as a weapon against unholy foes. Mainly by transforming demons into butterflies.
* Delve who looks almost entirely like a human but with green skin and hair. While scant she does wear clothes to keep herself covered, but any outfit she chooses for herself never seems to include shoes.
* Del Wilkes as "The Trooper" Del Wilkes. He was a face wrestling state trooper because, you know... people just love being pulled over on state roadways!
* Del Wilkes known as the Wrestling Machines in USWA as Wrestling Machine #2.
* DEMACIAAAAAAA! If you don't hear this every couple seconds it's not Garen, it's an imposter.
* Demacian silverwings are giant birds. One unit is shown riding one.
* "Demagogue" originally just meant "a leader of the people", which is still its literal meaning. Nowadays it has a very strong negative connotation, usually implying the person is a
* Demand for a movie-accurate Gabby Gabby doll led to some enthusiasts either making outfits for existing
* Demand for guinea pigs went up significantly for about a year after
* Demand for Portuguese Water Dogs went up 50% after the Obama family adopted one so that the allergic daughters could have a puppy.
* Demanding rematches for a championship they fail to win but denying challenges from others including the former champion.
* demanding to know Hinata's secret, moments after Yugito informs him of the incident.
* Demand Lucha Glamour X Menace from her. One of the commentators said, "When you're too weird for Ophidian, you know your weird game is up to smack."
* Demandred has essentially the same motivation, but much, much stronger- he was born (birth name Barid Bel Medar)
* Demandred is an evil version- he's universally regarded as the best general on the side of
* demands his friend stop. When he wins by virtue of Goku hitting a car seconds before he hit the ground, he tries to request a rematch because the victory wasn't rightly earned, and even offers to split the prize money with Goku and co because he felt Goku deserved to win that match at least as much as he did.
* demands that George apologise to her for covering her in oil. He does apologise...to his roller, for making it dirty.
* demands that the girl's shirt be removed. Touma hesitates, but Aisa chastises him, saying that they need to bandage her up and that his concerns about modesty are not only unwarranted but even disrespectful in this circumstance.
* demand- you did not strike them across the face with the glove, but slapped them twice lightly across the chest before throwing the gauntlet down, allowing them to challenge you for the insult by picking it up.
* Demanufacture bonus track "0~0" also counts as it was originally made by another obscure band known as "Wiseblood".
* De Martino of his eyes does this, complete with bulging blood vessels.

* Dem Bones: In some modern depictions, they are hunchbacked skeletons with deer skulls for heads.
* Dem Bones — The trope is about animate skeletons. The Bible story of Ezekiel and the Valley of the Dry Bones, that inspired the Trope Namer "Dry Bones"/"Dem Bones" song, has the bones immediately given flesh and souls during their resurrections.
* Dem Bones was the closest they got to looking like people(looking like more advanced/powerful version of Ghost Rider, before the above retcon strangely enough). They've mostly appeared as winged humanoids since the 2000s.
* demeaning things to her. Laurel at one point laments to Felicity how bad her relationship with him has become
* Demegawa, a corrupt TV executive, focuses his attention on how much money he can make.
* Demelza (after identifying Ginny's own kink) reveals that she has a certain submissive streak that she enjoys exploring with Harry, to the extent that she calls him "Captain" and later "Master" during their sessions.
* Demelza is fully aware that Harry has sex with Ginny, and chapters 23-24 feature her
* Demelza Robbins has a certain ‘kink’ for this kind of relationship that Harry uses while giving her flying lessons at the start of their relationship, as well as subsequent post-training 'conversations', to the point that Demelza refers to Harry as 'Captain' and gets particularly turned on when he calls her a 'good girl' before they become sexually active.
* Demented Verse), although Sam and Dean still take precautions when going around Hogwarts. Malfoy also observes that it is impossible for wizard ghosts to be death echoes, which affirms that something unconventional is going on when the death echo of Charity Burbage appears in Malfoy Manor.
* Dementium: The Ward had numerous improvements, like an omnipresent minimap, the ability to crouch and jump, the ability to save up health-restoring items, more fluid controls, and more balanced and varied levels.
* Dementium: The Ward has the protagonist wake up in a hospital where everyone else has run away or have been killed, the lights are all out, and the halls are crawling with monsters.
* Dementium: The Ward was released 31.10.07, or Halloween. This date comes up a few times in-game, such as the combination to a keypad.
* De Mesmaeker once did it to a phone in a burst of rage after unsuccessfully trying to call the Dupuis office for hours, due to
* Demeter, mother of Persephone with her brother Zeus, also slept with Zeus' son Iasion and bore Ploutos and Philomelus. Zeus wasn't amused and
* Demeter's brief relationship with Poseidon was somewhat similar. It wasn't clear whether it was truly rape or seduction, but she fled from him in the shape of a mare, but he caught her by turning into a stallion. The result was, Demeter gave birth to a foal that grew into a horse
* Demeter, the goddess of the harvest, was strongly associated with lizards and snakes.
* Demeter while no Aphrodite, is still depicted as being very beautiful in Greek art. In the game however she’s a wrinkled austere looking old woman. Her appearance also fits her behaviour in the game
* Demetri Martin parodies this trope perhaps better than anyone else has ever managed to:
* Demetri Martin quipped in a special that it is quite difficult to be manly or punctuate a conversation if when you're struggling to open or close particularly heavy doors.
* Demetrious Johnson had been the only champion the UFC's Men's Flyweight division had ever known since winning the belt in 2012, reeling off a record eleven consecutive title defenses, including a knockout of Olympic gold medal wrestler Henry Cejudo. But when the two rematched at UFC 227, "Mighty Mouse" was finally toppled from his throne via a hard-fought split decision. The man who did so?
* Dem Femte Årstiden makes him feel sick. Malin has learnt to look the other

way as he gets results; sometimes the merest threat of Ekenberg being given his head can crack a suspect, when her gentler by-the-book questioning meets a brick wall.
* Demian are sold in their company's official shop along with official merch, implying that those are required reading for a full experience of the story.
* Demian Bichir not only is a well-known actor both in Mexico and in the U.S. but also well-known for doing voice acting in his native Mexico: He dubbed
* Demidevimon fills this role for Myotismon. While he keeps the Chosen Children/Digidestined separated while Tai is away, as soon as he comes back, Demidevimon begins comically failing and getting punished by Myotismon for his failings.
* Demighosts, which are ghosts controlled by other ghosts, and who can actually touch things.
* Demigod, one of the first standalone, retail examples of the genre. It retained the basic premise of two teams of player-controlled heroes managing lanes of AI-controlled armies in order to destroy their enemy's headquarters, but played around a lot with the details.
* Demigods & Magicians to turn their power against them, by virtue of the fact that Percy's mindset is so utterly opposed to Setne, he cannot find anything to relate to. Especially Setne's desire for godhood, as opposed to Percy's complete disinterest in any such ambitions.
* demigods are not only stronger than humans, but also faster. However, the extent of their powers differs from which god or goddess is their parent. So Hazel was impressed by how quickly Percy and Jason could move in battle.
* demigods are teenagers. With the exception of Frank Zhang, none of them are particularly muscular. Still, they fight monsters and are much stronger, faster, and more resilient than humans. Even Leo Valdez, who is rather weak compared to the other demigods, is still much stronger than a normal person.
* demigods definitely qualify for this. They travel the world on a flying ship, regularly fighting against giants, monsters and undead.
* Demigods, for the most minor of truly divine entities whose faith has not caught on with too many people (or has fallen on hard times)
* Demigods, on the other hand, can easily come together with humans because they have approximately the same life expectancy as theirs.
* Demigod The Atlantean gods got killed/imprisoned/something and the mortal Atlanteans attempted genocide on the rest of humanity, upon which all the other gods in the world descended on Atlantis, so very angry that they not only sank it and killed every single Atlantean but ended up shifting it to the South Pole, more or less by accident. An object lesson in avoiding making enemies of dozens of pantheons' worth of petty, vengeful deities.
* demihuman at least a little less frightened of them than the creatures they hunt). In practice, their behaviors range from refusing to raise a hand against any human to avoiding deathblows and making sure nobody bleeds out to slaughtering any witnesses to prevent accusations from being made.
* Demi Kids—wouldn't fly, they instead depicted it as a lavicious-looking demon whose pointy tail is folded between its legs and sticking up in front of it.
* Demi Lovato: Path to Fame, players are given a choice near the beginning as to whether they would like to date men, women, or have no preference. The dating options don't change in personality or role, but simply are of the gender you picked (or random if you chose no preference).
* Demi Lovato, singer and actor, describes themself as sexually fluid and pansexual. They came out as non-binary in 2021.
* Demi Lovato's mother, has admitted in an interview that she too was secretly suffering from bipolar disorder and an eating disorder at the same time as Demi, with both keeping their struggles secret from each other, hence she couldn't have helped her child at the time. In fact, Demi temporarily separated from their mother and had her sent to rehab, partly as Dianna's habits were threatening to set a poor example for Demi in their recovery. Demi's estranged biological father, Patrick Lovato, was also discovered to have had bipolar disorder; he and Demi were only

beginning to mend their relationship again the year before he died. (Demi then set up the Lovato Treatment Scholarship Program in his honor.)
* Demi Lovato specifically to humiliate her and is sabotaged by said Alpha Bitch, but she quite rightly points out that the only person who can feel humiliation is yourself, proceeds to give the Alpha Bitch a speech and walk out with her head high.
* Demi Lovato's song "For The Love Of a Daughter" is about their biological father's drinking & abusiveness, directed at him. It includes lines like "Lied to your flesh & your blood, put your hands on the ones that you swore you loved," and says "You're hopeless" as part of the chorus.
* Demi Lovato: Stay Strong (documentary about the pansexual non-binary singer Demi Lovato)
* Demi Lovato the raw, emotional vocal take used was Demi singing from the heart as a kind of cry for help. A more technically polished take was apparently attempted post-rehab, but they preferred the more raw and emotional performance from the year before.
* Demi Lovato they tripped and started laughing. During one of the instrumental breaks, they said "I planned that, the whole falling thing? That was already planned."
* Demi Lovato. They were really affectionate with each other, then broke it up for a while, and later they rekindled their friendship.
* Demiprinces. Demiprinces tend to have short attention spans and get bored very easily. Fa-Nuit-Hen, for example, can barely stay focused on questions during his interviews and outright interrupts people so he can answer them before he loses track of what they're saying.
* Demise. After drawing the Black Queen, Demise was treated with the experimental Trump cure. It seemed to work, as he survived, retaining his human shape, sanity, memory and personality, thus not fitting any of the 5 subtropes above. Demise also gained absolute regeneration, thus becoming an Ace. The only problem was apparently being conscious during death and aware of the entire process, requiring massive therapy afterwards. Now Demise can, upon locking eyes, telepathically project memories of death, which can shock, stun or kill the recipient depending on the dose.
* Demise, a projecting telepath. Projects the memory of his own death to kill. Demise had drawn the Black Queen (in the setting's
* Demise has this as its Wild/Dark Blast, growing a spear-like spinning weapon from its throat that can used to mangle and tear apart other Zoids.
* Demisexuality is a sexual orientation where people only experience sexual attraction to folks with whom they have close emotional connections. These emotional bonds can be romantic or platonic; crushes (including attraction to fictional characters), established relationships and close friendships. While they may have instances of aesthetic attraction to a stranger, any full-blown sexual attraction only happens with a pre-established emotional attachment. The amount of time it takes and intensity of emotion varies between people of course, and many are also at least somewhat demiromantic (unable to feel romantic attraction to strangers; only ever getting crushes on good friends or fictional characters.)
* Demiurge of cosmic scale — which granted her perfect knowledge of its workings but scoured away her mind and body.
* Demiurge show off, her city-sized palace complex flies from world to world by the power of her will alone.
* Demiurg however, these mercenary ships will attempt to disengage from combat should they suffer too much damage.
* Demobilized and released German troops kept wearing their service uniforms for a time. As the FRG considered itself the legal successor to the German Reich (though technically, the
* Democracy, all the Spartans wear red capes and they are the most fearsome warriors in the Ancient world.
* Democracy, apart from retelling how this government was formed, is also about the young protagonist reaching adulthood.

* Democracy: In the scene where Leonidas converse with his older brother, Kleomenes, and suggests him to leave Athens, Kleomenes reacts by pulling out his sword and threating to kill him. Weirdly enough, Leonidas remains calm throughout the conversation.
* Democracy is a spear, which is used by both the Athenians and the Spartans.
* Democracy Is Bad: Democratic governments are depicted as being terribly corrupt and incompetent, to the point that autocracy or anarchy is preferable.
* Democracy Is Bad: Letting the people vote won't get you anywhere. Authoritarianism is the only thing that works.
* Democracy Is Bad: Voting doesn't get anything done. And democracy is always chaotic!
* Democracy Is Flawed: While democratic governments are overly bureaucratic and inefficient, they're still better than any other alternatives.
* Democracy Now!: Amy, Juan, and their guests are usually critical of U.S. policy on a multitude of issues.
* Democracy Now! to another station. After five months of negotiations, Pacifica management caved and allowed Amy and her staff to return in January 2002.
* Democracy stated that the novel was concluded this way was not only to create suspense, but to show that the "battle for Democracy" never ends.
* Democracy takes place in a room full of gorgeous courtesans and crazy jugglers.
* Democracy: The 1,000 Plataeans who came and helped the Athenian army in the Battle of Marathon are not mentioned.
* Democracy: When the Athenians rebel against the Spartans, the Spartans, at first, try to hold them down, only for Leonidas to order them to retreat and seek security in Acropolis.
* Democratic Republic of the Congo is notoriously convoluted. Between all the invasions, rebellions, coups, civil wars, intrigue and general chaos and instability, trying to make sense of it all is like trying to straighten out a tumbleweed.
* Democritus, allegedly decided to starve to death once he had reached the age of 100, stating that he had lived enough and wanted to die with dignity.
* Demographically Inappropriate Humour: A joke that is inappropriate for a children's audience.
* Demographically Inappropriate Humour: Dirty or drug-related jokes in a kids' work.
* Demographically Inappropriate Humour: When a children's joke makes a joke about drugs or something else inappropriate.
* Demographic-Dissonant Crossover: A crossover between franchises that are meant for different age demographics.
* Demographic-Dissonant Crossover: A crossover between two or more franchises meant for different audiences.
* Demographics: The kinds of people the work is supposed to appeal to.
* Demographic success: it manages to succeed in pleasing the target demographic.
* Demolitia, leader of the Unholy Alliance, once escaped from prison by building a jackhammer out of a toilet.
* Demolition D's only to get Yuri Undertones instead, all to exaggerated comedic effect.
* Demolition Man: Actor Dan Cortese appears both as a pianist in Taco Bell and a cryo-prison guard.
* Demolition Man: After plunging the ball, shoot it up the side ramp with the upper left flipper to score points and to increase the combo value.
* Demolition Man and several scènes have developed the animosity between him and Phoenix.
* Demolition Man antagonist Simon Phoenix, are all Team Romanticism, opposing Cocteau's totalitarian technocracy as a fight for freedom (Friendly), on Classical Liberal principle (Spartan), or out of sheer disgust (Phoenix).
* Demolition Man: Anything that is not good for you is bad, and therefore illegal. This includes meat, spicy food, swearing, kissing etc.
* Demolition Man are given useful skills and the desire to use them as part of

their "rehabilitation." Spartan got knitting, while Phoenix got a few more practical skills.
* Demolition Man. As part of Doctor Cocteau's master plan, almost everyone in San Angeles had an organic microchip implanted in them. Sensors around the city can determine the exact location of any of them at any time. The Scraps clearly don't have chips implanted, or Cocteau's forces would have hunted them down before the movie started. Simon Phoenix is also noted as not having a chip.
* Demolition Man as they say "abortion is illegal but so is pregnancy without a permit."
* Demolition Man. At the end John Spartan runs away from the cryoprison as it blows up in flames.
* Demolition Man became President of the USA... and when the main character asks how it happened, they say that he became Governor of California first. It's still unconstitutional for an immigrant to be president, though.
* Demolition Man but has become more paranoid, inexperienced, and clueless as a trade-off.
* Demolition Man by a cop watching his colleagues (on a screen) getting killed by Simon Phoenix.
* Demolition Man by there being a future native who deliberately provides Phoenix with assistance and deprives Spartan of the same.
* Demolition Man, conventional clothing is also common, and architecture hasn't yet fallen prey to this aesthetic.
* Demolition Man doesn't make any bones about this being the whole point of the movie; resembling the poster from a prize fight or pro wrestling match.
* Demolition Man enters into a rant in the style he uses in his comedy routines.
* Demolition Man: Features a resistance which is all about, amongst other things, the "choice to run naked down the street covered in lime jello."
* Demolition Man features a scene where John Spartan discusses with his two partners and the police chief what Simon Phoenix's next move would be. Spartan insists that it will be to get a gun, which the police chief insists is ridiculous — the only guns in San Angeles are in a museum...
* Demolition Man from the 1980's playing the part of a "Neutron Accelerator".
* Demolition Man had omnipresent computerized speech monitors that fined citizens for uttering profanity.
* Demolition Man has Leanna Huxley managing to knock down a criminal in hand-to-hand combat. Since she was raised in a pacifistic society where even eating red meat is a crime, Spartan asked where she learned to fight like that. She replied, "Jackie Chan movies."
* Demolition Man has one of these when the cryo prison explodes at the end of the film when machinery starts to spark.
* Demolition Man his backglass artwork proposals were repeatedly rejected by Wesley Snipes, who wanted to ensure his career wasn't jeopardised by having him look like a crazed character. Linda Deal did the final backglass design.
* Demolition Man HIV was presumably done away with). John Spartan seems to find it too intense, or just unsettling for someone who has never done it. Kissing or even touching is frowned upon, though, if not downright illegal. Their computer sex may be the only intimacy allowed.
* Demolition Man, in an archived story about one of John Spartan's defused hostage situations:
* Demolition Man is a mixed bag, depending on how much leeway you want to give for hyperbole. However, a blink-and-you-miss-it moment near the beginning of the movie shows Scott Peterson as the name of an inmate incarcerated in the same cryogenic prison as antagonist Simon Phoenix. The movie was released in 1993. Scott Peterson was convicted of murdering his wife in a highly-publicized trial in 2005. The judge in the case sentenced him to death, so putting him on ice is metaphorical in this instance.
* Demolition Man is recruited in 2032 to catch the psychopath Simon Phoenix after Phoenix's escape from the cryogenic prison in which he had been incarcerated since 1996. Spartan is actually the cop who caught Phoenix in 1996 but is legally

considered a criminal, having been put in the "fridge" at the same time after being wrongly convicted of sacrificing innocent lives in his apprehension of Phoenix, and to the timid bureaucrats of 2032, he is as much an animal as Phoenix.
* Demolition Man It bears mentioning that unlike most examples on this page, meat-eating isn't rare due to global disaster, it's a sign of how overly coddled and pacified human civilization has been rendered.
* Demolition Man of a cop from an era where the police actually dealt with dangerous criminals.
* Demolition Man: Phoenix was thawed out of cryo-prison to take out people who don't like Cocteau. But he has his own agenda and plans to release every other criminal in the prison to create his own army.
* Demolition Man" Probably helped that he's been in cryogenic suspension for decades and hadn't had a decent meal since he was unfrozen.
* Demolition Man psyches him out by throwing his hands open as if to get him to stop.
* Demolition Man, she notes to John Spartan, "Most of these guys don't like you." He answers that most of them don't even like their own mothers.
* Demolition Man: Simon Phoenix is a total psycho, but even he is correct in pointing out that Raymond Cocteau's society is horrific. He'd rather have hellish chaos than sissy fascism.
* Demolition Man, Simon Phoenix overrides a security program on a computer using a string of '7's, causing a cop to become electrocuted.
* Demolition Man: Spartan zaps Huxley with a glow rod to keep her from coming after him when he goes into the Cryo-prison after Simon Phoenix.
* Demolition Man Still doesn't stop John Spartan reckoning it's the best he's had in years.
* Demolition Man, Taco Bell is now the only restaurant left in the entire country (and possibly the world). Oddly, when shown outside the U.S., it’s Pizza Hut instead.
* Demolition Man takes places over about two days. Most of the plot happens on the very first day.
* Demolition Man. The doors are made of (presumably reinforced) glass. Do the math. Note that this kind of thing is the reason why weapons and ammunition in real life museums are rendered non-functional before they're put on display.
* Demolition Man. Their leather jackets, jodhpur breeches and jackboots look appropriately authoritarian, but they're just as ineffectual and wimpy as the regime they maintain, having no further strategy for an uncooperative suspect beyond adding "Or else!" to their verbal commands.
* Demolition Man, the main villain Simon Phoenix tries to unfreeze all the criminals held in the cry-prison at once to kickstart his new dystopia. He thanks the prison's cryo-stasis technicians for their help, before gunning them all down because he no longer has any use for them.
* Demolition Man. The only things that are still printed on paper are fines for swearing, which John initially uses in lieu of toilet paper.
* Demolition Man, the other is a present-day cop also in cryogenic sleep for a crime he was framed for by said psychotic criminal, unfrozen to deal with someone simply too evil and dangerous for the wimpified future cops to handle.
* Demolition Man. The part of the Los Angeles population that doesn't accept Doctor Cocteau's rule lives in an underground city below the city's streets. They survive by eating stolen food and rats.
* Demolition Man, the plasma gun used by Simon Phoenix is a subversion. At first it takes minutes to recharge; Simon uses it anyway, because he likes to see things blow up. However, this was because it had been in storage in a museum and had to reachieve fusion first. Once it had recharged itself it was firing plasma bolts as fast as a pump-action shotgun would be firing slugs.
* Demolition Man: The San Angeles police arrive at the CryoPrison after John Spartan has killed Simon Phoenix. Then again, it's not like they could have done much even if they got there on time. The cops of that time are completely unprepared for someone like Simon Phoenix, which is why John Spartan was brought

back in the first place.
* Demolition Man, the society is so pacifist that police officers watching Simon Phoenix acting violent feel sick and shaken.
* Demolition Man. They've just taken out a bunch of mooks and Spartan thinks they're safe, but then Huxley suddenly picks up a gun and points it at Spartan. Spartan gets a millisecond of shock before she shoots the mook that was sneaking up to Spartan with a knife
* Demolition Man, though she deals with it okay after Spartan points out it was self-defense.
* Demolition Man to the anger-neutered future so it can defend itself from a de-frosted sociopath.
* Demolition Man, when his first attempt to capture Simon Phoenix results in a building in flames (blown up by Phoenix) and a heap of charred hostages (killed by Phoenix before Spartan dropped in, specifically to hide them from infrared scan until their unrecognizable remains could be found in the wreckage).
* Demolition Man, where in the future the only songs that are wholesome enough to even be played on the radio are 1960's commercial jingles.
* Demolition Man, where the following line is said by an actual person:
* Demolition Man, where the most popular radio station plays "microtunes" - aka advertising jingles from the 20th century.
* Demolition Man where you'd expect an LAPD SWAT officer to be shooting semi-automatic. In the same scene in the film itself, he does carry a pair of Berettas, but only uses them one at a time with the second pistol being a backup when he loses the first one. However, he does briefly use a pair of pistols during the film's climax.
* Demolition Man years after the film's release, making it even more ridiculous than most of them). This is mostly to crank up the contrast with the 2032 world, where crime is so low that the police have basically forgotten what it is.
* Demolition Man, Zachary Lamb was originally shot by Simon Phoenix as the latter stole a car and would die in Spartan's arms.
* Demolition Racer bonus, which gives you substantially more points than any other attack. It's also the hardest move to perform and only a handful of tracks give you the opportunity to perform a high enough jump to crash on top of your opponents.
* Demolitions Expert. He's certainly one of the best suited classes for dislodging a well dug-in Engie.
* Demolitions Expert. It's stated that despite being dishonorably discharged, his talents as a demoman are such that he's worth recruiting into Havok Squad.
* Demolitions Expert: Someone who is skilled at producing improvised explosive devices (IEDs).
* Demolition Squad does this from time to time, pointing out that she has completed the SAME year in school three or four times over, that she is an unrelated teenager below the age of majority freeloading at the principal characters' apartment for no clearly explained reason, that he would do well not to mention this is a job interview, that she has been wearing the same outfit for several years, and so on.
* Demo Man territory when he's shown firing a shotgun one handed, knocking Agent Carolina to the ground with a single punch, and catching a grenade fired by Agent Maine's Brute Shot.
* Demona also tries to use this on Goliath at the end of the series premiere, stating, "Together, you and I can make a new world for our kind."
* Demona believes this trope and attempts to recruit Brooklyn after a bad incident with a biker gang by giving him a tour of unpleasant incidents around New York. However, after Brooklyn realizes Demona is a backstabbing megalomaniac, he realizes he had been manipulated. It turns out that Demona is also a genocidal murderer
* Demonade and she actually utters the trope over three panels to emphasize how much she doesn't like her hired help.
* Demona. Demona responds to human racism and genocide against her species by gradually turning into a raging, murderous, genocidal maniac who wants to kill all humans.
* Demon. Advertised as including an unneeded Lobo poster. The Demon and Lobo were

beating the tar out of each other with every single weapon imaginable, including said sink.
* Demona goes back in time from 1995 to 994 to warn her past self about the slaughter of her clan by the humans. This causes her past self to distrust the humans living in the castle, so she betrays them to the Vikings... who slaughter her clan after taking over the castle.
* Demona has lived for centuries and there's not a trace of weariness or boredom to be found.
* Demona has this reaction to Lily, the chibi-Pettanko-Succubus. Lily, at present, is begging for death.
* Demona how the Hell this cartoon still kept the name "Disney" on it.)
* Demon Aid, Esta gives her pay for a job she just finished to an elderly demon on the street with a sign reading "Will magic for food." He bursts into tears.
* Demona is eventually given the ability to become human by day instead of stone. The change is agonizing
* Demon: A Memoir, demons can change shape. The titular character takes on the form of a different human every time he meets the narrator.
* demon Anya, after she loses her power and is trapped in human form, falls in love with Xander. And apparently granting wishes to scorned women for thousands of years didn't do much to teach her about love. Although oddly enough it's later revealed that she was originally a normal human - a married one who was in love with her husband before he cheated on her - before becoming a demon. Presumably this was a retcon, since otherwise there seems no explanation for why the series previously treated her as having no idea how humans worked at all.
* demon as looking "demonic". Even though she'd knocked off his hat to expose his distinctive demon features, making him literally hatless.
* Demona's Ripper tendencies go all the way back to when she helped some Vikings sack Castle Wyvern (her clan's home) and was then surprised when they betrayed her by killing the gargoyles along with the humans. Canmore's "What have I... What have
* Demona's stone-by-night curse in "City of Stone" and plague in "Hunter's Moon" also used a combination of science and sorcery: The curse was broadcast throughout Manhattan using Xanatos' technology, while Xanatos' chemical disinfectant and Sevarius' carrier virus were integral scientific components to the plague. (The Fulfillment Spell and the Praying Gargoyle were the magical components.)
* Demona to lament that she has learned nothing. Demona's still a villain the next time we see her.
* Demonbane, and even Elder God Demonbane has never been able to put it down for good, even after literally billions of battles across the multiverse.
* Demonbane and gets involved in a war with sorcerors and Great Old Ones.
* Demonbane, but "Kitab al-Azif" is too tricky for him to pronounce. Al herself protests at first but accepts it without very much complaint.
* Demonbane. Fortunately, there are omnipotent Elder Gods who will make sure its plan won't succeed.
* Demonbane gets rid of the Gunshin Kyoshuu by altering the timeline of the multiverse, removing it from existence. It keeps losing to the Elder God form in their eternal fighting.
* Demonbane. Needless to say, these only appear in hidden routes of the visual novel.
* Demonbane, one possible ending has Kurou, Al Azif, and Demonbane all ascend together and become Elder Gods. In the sequel, which follows a timeline in which this did not happen, the Elder God versions still show up at the end to help their alternate selves tear Nyarlathotep a new one. Traveling to alternate worlds is child's play to an Elder God, after all.
* Demonbane. This serves as a chilling reminder to everyone of exactly what they're up against and how tough a battle this will be.
* Demonbane to slam into the Earth at extreme speed... in the area that would eventually become known as the Yucatan Peninsula.
* Demon Beasts and spin thread. Benares control the much more formidable Fu Yao Zhizhu (Monster-Binding Spider), a giant, more realistic-looking spider that pins

its victims down, extract their energy, and then imprisons them into a cocoon. Benares states that this monster can subdue even an immortal Wu like Yakumo.
* Demon Born of War. The site's admins refer to this as the "Able Rule" - if your creation is more powerful than Able, it's toast.
* Demon Bunny Tharka, or let his friends die (since his magic is connected to them, he can't commit suicide). They order him to make it look like he's just another crazy mage on a roll.
* demon (called a Balrog in earlier editions before the Tolkien estate sued) uses a whip as a weapon.
* Demon Candy: Parallel can be considered this. Jonathan may not be one of these, but only time will tell.
* Demon Candy: Parallel explicitly states that the wings of incubi are for "decoration" rather than use.
* Demon City Shinjuku. In the 1988 OVA Chibi (AKA the Young Man) pulls a pin from a grenade with his teeth before throwing the grenade at a demon.
* Demon City Shinjuku resides in an aquatic abyss, and uses the city's puddles as portal pools to pull in and drown unwary travelers. When the hero kills the demon in its own realm, all the puddles suddenly erupt as geysers, throwing him back into the real world.
* Demon City Shinjuku wears a long red coat which billows out dramatically in convenient winds.
* "Demon core" and was responsible for an end to all hands-on criticality experiments. The core itself was to be installed into a bomb and destroyed in a test five weeks after the second accident, but the criticality accidents left it so radioactive that the tests kept being delayed until it was finally just melted down and reincorporated into other cores.
* Demon Days describes the eruption of The Mountain Called Monkey as "a catastrophany". Presumably, this is a portmanteau of "Cacophony" and "Catastrophe".
* Demon Diary by two "hostages" that it was an official record that no has guessed Raenef correctly.
* Demond Wilson also missed an occasional episode here and there... and
* Demon Eater and absorbing their personality as well. It's also worth noting that demons cannot do this to humans and the only one that tried ended up having his body saturated with rotting flesh that he couldn't consume.
* Demon Eater has the titular character join the Human Club, those creatures of his world who for one reason or another wish to emulate humans, but none does it well. The one named Venus has extra eyes and mouths so that she has faces on her left and right profiles.
* Demon Eater plays with it. Demons don't reproduce with sexual organs, but there is a group that wants to be like humans. They don't quite get the appearance right, with one of them being an anatomically correct male but without skin, while another is an anatomically correct albino female... without a head.
* Demon Eater, the main character Saturno is going through this at the hands of the members of the Human Club.
* Demon Eater, the world of demons is actually the largest demon in existence.
* Demon Eater, this is the main way of growing in the demon world. Demons must eat demons, or be eaten themselves.
* Demon Eater, we see a white giant. Later on, she's revealed to be a member of one of the strongest Demon Societies in the story.
* Demon Eyes have a very low chance to drop a dark lens, which can be used to craft these. If you wear them, the sun gets a pair, too!
* Demon Fist, but it's unclear since the only observed wielder had been obsessed with it for years.
* Demon Fist in the gas hose of his flamethrower, extinguishing his pilot light at the same time. When he tries to use his lighter to restart it...
* Demon Fist shoots out on a chain, as a combination grappling hook and harpoon.
* Demon Fist: The "Holy Relics" turn out to be high-powered technology. Examples include a semiautomatic pistol, a sniper rifle, and a nanomachine-encoded Pandora's Spear. No word on whether or not magic is just Pandoran technology as well.

* demon form after Tessaiga is destroyed by the demon known as Goshinki.
* Demongo the Soul Collector, one of Aku's henchmen also counts. He's a skinny demonic humanoid with black skin, glowing blue eyes, blue fire burning on his head, and a red cape. He has the ability to steal the souls of fallen warriors and monsters, which he can summon as
* demon-half is still gorgeous as human, Xander loved her deeply despite his bad experiences with female demons prior.
* Demonheart, and Brash is a foulmouthed corrupt knight and rumored rapist.
* Demonhosts books are depicted to be able to catch bolts (essentially mini-missiles shot from a machine gun) in mid-air.
* Demon Hunter (2005). Despite demon sex killing the vast majority of humans, Asmodeus keeps at it, even relishing in the thought of forcing himself on an innocent.
* Demon Hunter (2005): These come in many levels, from fallen angels at the top to pathetic wretches made of the darkness on the bottom. They are humanoid, but can sometimes be red and have tails, horns and wings. They can possess people, which is only sometimes curable, and breed with humans.
* Demon Hunter (2016) and arm-blades, and can shapeshift to blend in with humanity. They can only be killed by decapitation and burial on holy ground, but will come back the second their head is removed from the grave.
* Demon Hunter Kain: Kain's abilities include conjuring a Tanto out of thin air, and upgrading it into a katana.
* Demon Hunter Kain: Liana's cape, which appears to have been ripped up in combat.
* Demon Hunters has an advantage with this name. It allows a character to draw an extra weapon or item that they didn't previously have from somewhere about their person.
* Demon Hunters often have ravens as companions. While they are not evil, they are grim and forbidding, and frequently use demonic power against their demonic foes. They're also considered a bad omen by superstitious villagers and townsfolk.
* Demon hunters study and use fel magic in order to more effectively hunt demons. Since the magic is innately corrupting, many of them become partially demonic themselves and may or may not retain their original noble intentions.
* Demon Hunter's trailer: After witnessing the Hunter at work and being offered a chance to join her, the nameless survivor of a demon attack resolves to stop running from the monsters and start hunting them.
* Demoniak but allowed players to take control of almost any character in the game, which allowed even more creative chaos. For example, one of the normal playable characters is Flame, a superheroine who can transform herself into fire with the command BURN. Rather dourly, giving the command BURN as any other character causes them to spontaneously combust, actually being set on fire and burning to death. As a result, BECOME ing any character who is in your way and having them BURN becomes an excellent way to get past things.
* demonic apostles can change their shape at will, and switch between human and demonic form.
* Demonic Color), about a corrosive green gas plaguing a town. The cover shows two boys being skeletonized by the gas' effects.
* Demonic Conqueror Mihra, who styles himself a God, and possesses a shadowy, devouring force that might be cosmic entropy.
* Demonic Dummy: A ventriloquist's dummy that is most certainly not friendly.
* Demonic Dummy book, but in the sequels was brought back as the primary villain, as well as becoming the mascot of the series.
* Demonic Dummy is bad enough. What's worse is that he seems to move around when Dave turns his back.
* demonic familiar volunteers to protect his wizard by siphoning the excess power, he doesn't explicitly clarify that he will funnel said power to his base in hell where it will be consumed to fuel his ascension into a greater demon, and that the conditions of their contract states that the lesser power obeys the greater one, meaning the wizard now has to obey the demon since he grew more powerful.
* Demonic Head Shake - A person's head moves in an unusual or very fast speed

* Demonic hounds are among the many monsters that Guts has to face because of his Brand of Sacrifice, appearing in force during Volume 17 to menace him and Farnese.
* demonic machine-monsters, invade the world of Dominaria seeking to kill all life to secure the planet for its resources, whereupon it's revealed that Gaea, Dominaria's living spirit and the only true god in the plane, had been preparing for this by "growing" the monstrous kavu — gigantic reptilians resistant to the Phyrexians — beneath her surface for thousands of years in advance. (Unfortunately for the humans, elves, and others holding back the Phyrexians, the kavu find machine-demons and mortals equally tasty...)
* demonic news reporter composed of translucent data cubes, and he attacks Dante with rectangular blasts of electricity.
* Demonic Possession: A person, animal, or inanimate object may end up being controlled by an evil spirit... and causing great havoc.
* Demonic Possession: A spirit or energy being who puts the host's mind in a straitjacket.
* Demonic Possession for exorcisms. Mars' ability is not innate but can be learned, as demonstrated by Venus when Mars got possessed and she felt appropriate to use her own technique to break the possession..
* Demonic Possession is more or less what Take-Over magic amounts to in
* Demonic Possession movies play with this fear as well. The way that a possessed person moves is often very insect-like, as are the chirping/growling noises they make.
* Demonic Possession? Or was he driven insane by a religious group alleged to use brainwashing techniques?
* Demonic Possession: Some ghosts can take over the body of a living person and operate it like a puppet. For some ghosts, this is the next best thing to being alive again. For others, it's simply an expedient because they can't experience what their host is experiencing.
* Demonic Possession: Someone gets their body taken over by an evil spirit.
* Demonic Possession takes it a step further: as part of their initiation, every Marine is intentionally possessed by a daemon for a short time before being exorcised. While incredibly risky, this has the advantage of rendering them far more resilient to the taint of Chaos and even affords them a measure of protection when fighting Warp-spawned entities.
* Demonic Possession: When an evil spirit seizes control over someone's mind and body.
* Demonic Possession: When someone or something is possessed by a demon or ghost.
* Demonic Possession When something else with a different allegiance hijacks the subject's body.
* Demonic Possession - When the "guest" is a demonic or other supernatural entity.
* Demonic Possession, where Michael Taylor, a British man, is subjected to three priests armed with crucifixes, who manage to remove all but three demons from him. This comes back to bite all of the parties involved later on...
* Demonic Possession will reply "You're mad! There's nothing glorious about what you've become, Uldred!"
* Demonic Spider is that, while normal guards will stop chasing you after a while and run away if their health gets too low, Hammer Haunts do neither. If they spot you, they will chase you to the ends of the earth and only death (or climbing up somewhere they can't reach) will stop them.
* Demonic Symphony the demons are the embodiments of emotional energy projected on the world
* "demonic" (though goblins by the name of goblins also exist and are entirely unrelated to the Falmer), and the "Orsimer" are essentially orcs, and the Dwemer and Orsimer are more commonly called "dwarves" and "orcs," too.
* demonic to take over Jade's dormant body. Later for most of Season 2, he accidentally possesses Valmont (he intended to take over Jackie, which he later succeeds at).
* Demonic: When Carly sits down with Martin on the cafe patio, the ice in her cola suddenly disappears. It then reappears in different quantities and disappears again

throughout the scene. It was obviously melting throughout the time they spent shooting the scene.
* Demon in a Bottle storyline but was changed at Downey’s behest. He didn’t want to get in the headspace to put his own recovery from alcoholism at risk.
* Demon in My View, Aubrey turns Jessica, and there had been a growing attraction between them for much of the novel. After she turns, it's implied that they get together.
* Demon is an acceptable vernacular, though the preferred word is Daemon. Lord help you if you get the A and the E confused.
* Demonization: Accusing what you're against of being evil, or in some cases, literally having demons.
* Demonization: Attempting to ruin the reputation of someone you hate using unflattering and slanderous portrayals of them.
* demonization that occurred slaves in comparison with Greece. One of Xerxes' predecessors, Cyrus the Great, has been revered by the Jews for freeing them from the Babylonian captivity and allowing them to go home, along with other exiled peoples. This was in fact general policy for them.
* demonized of the comic.) Also, Batman hates rock music after witnessing a rocker kill his girlfriend.
* Demon King Daimao Akuto, Keena, and Korone wake up centuries after the Earth was devastated by a meteor impact. The rest of the cast died as a result, along with humanity.
* Demon King Daimao instead. For her part, Eiko also reveals she kept a hidden blade in her hair while trying to seduce Akuto in the bath.
* Demon King Daimao is rated TV-MA on DVD, but TV-14 on Anime Network.
* Demon King Daimao Keena Soga has the ability to disappear not only visually, but from any magical tracking means. However, any clothes she has remains visible so she is always stripping naked (with the hair ornament she never takes off as the floating around as the only clue that she's even in the room). In episode two, she is running away from a dog when she runs straight into Akuto Sai and ends up becoming visible again completely naked and riding on top of him. There is also Junko Hattori who got her clothes blown off from fighting Akuto in a class full of their classmates.
* Demon King Daimao. She's in for a bit of a surprise when he returns as a cyborg.
* Demon King Daimao: The anime made sure to show the girls for the same amounts of times, in the same situations in the opening and ending credits.
* Demon King Daimao which will cause him to be loyal to her. Kena then took the medicine and cooked it into rice which she later served to a big gang that was attacking Sai.
* demon king. The shoulder pads are also weighted. Still, they seem rather superfluous after a certain point.
* Demon Knight, boy!" When it retreats back into its pants (and fly zips back itself), he sheepishly apologizes. Jeryline is not amused.
* Demon Knight has a man being tracked by a demon making his way to a small inn a nowhere town. Hell is literally coming with him.
* Demon Knight he can have her heart—and extends a finger with a large scalpel on it.
* Demon Knights #16, Exoristos, the Horsewoman and Sir Ystin are thrown in a dungeon. Exoristos and Sir Ystin are chained together on either side of a wall to prevent them trying to escape. A guard comes and fetches Exoristos and the Horsewoman, leaving Sir Ystin on the other side of the wall wondering where everyone has gone.
* Demon Knights a vampire army besieging the protagonists can only be defeated by removing the head or destroying the heart.
* Demon Knights, but because it's set in 11th century Western Europe, none of the characters know the word "vampire".
* Demon Knight. She eventually defeats him and lives happily ever after, according to the Crypt Keeper.

* Demon Knights, Horsewoman shoots Exoristos non-fatally with an arrow after the latter encourages a young civilian to try and sneak through enemy lines during the siege of Little Spring, which resulted in the young girl being captured and beheaded.
* Demon Knights, Shining Knight is periodically offered the chance to abandon their quest for the Holy Grail. They have consistently turned such offers down, despite knowing full well that continuing on will lead to more pain and suffering.
* Demon Knights - the Moorish genius Al Jabr is the only one on the team who doesn't rely on some type of magic.
* Demon Knight. The Collector opens them up again when he finds Brayker's corpse, as if any more proof of his evil was needed.
* Demon Knight, the Collector shrieks in pain and jumps out of the hotel through a closed window.
* Demon Knight, The Collector's minions lay siege to the hotel in their efforts to retrieve the Key.
* Demon Knight the right kind of person for the job, since she had the strength of character to refuse the deal.
* Demon Knight this tactic is used a few times, the cat in question belongs to the heroine Jeryline.
* Demon Knight tries to propose to Jeryline. His attempts are hampered by his complete inability to say the word "love".
* Demon Knight. When The Collector is stabbed in the eyes (which kills demons), he screams in horror, then chuckles sadly at his broken sunglasses, "Damn, and I liked those, too."
* Demon Knight: While the Collector's car catching fire when Brayker shoots the engine is just about plausible, Brayker's car explodes in a fireball the second the Collector's car crashes into it.
* Demon Knight with a machete. However, because Willy is possessed, and demons can only be destroyed by the Key or by having their eyes destroyed, Willy's body continues tp strangle him while the head controls it from the floor.
* Demon Legacy: An incident causes a young man to take part in an event that decides to change the fate of mankind.
* Demon Lord Dante: The eponymous giant demon has Ryo embedded in its forehead, with only his eyes and nose visible (or in remakes, his upper body).
* Demon Lord has one of its girls become a Hero, a being destined to fight Demon Lords that threaten to destroy the world.
* Demon Lord Kazaream, for example, spent centuries as a formless spirit unable to reform, and had to resort to summoning a compatible Otherworlder body
* Demon Lord More horrifically, those depraved enough to worship Zuggtmoy and who attain the greatest favor astrally project to her in their sleep, in which they are erotically absorbed into her womb, consumed by her and then recreated in her womb; when they wake, their body has been transformed into a creature of animate fungi, rendering them Plant-type creatures.
* Demon Lord, Retry!: Luna is the most powerful character in the entire Kingdom of Holy Light (aside from Kunai and his aides, of course). Even amongst the Holy Maidens, she has the most destructive magical power and is noted to have seemingly endless potential for growth. However, being the hot-tempered idiot she is, she usually fails to utilize her magic and abilities properly, leading her to be defeated by enemies even her ostensibly "weaker" sisters could manage.
* Demon Lords and Archdevils and other powerful demons who rule over Hell.
* Demon Lords and Archdevils demonic beings at the top of a hellish hierarchy.
* Demon Lords and Archdevils. Mephistopheles is one to Asmodeus, while Levistus and Baalzebul are former cases still undergoing the terrible punishments Asmodeus subjected them to. Indeed, this seems the typical way to climb up the ladder in infernal nobility.
* Demon Lords And Arch Devils) or actual Great Old Ones like Cthulhu. They're rampant cannibals, prefer to eat their own young because they believe that children parasitically weaken their parents, and even their children who aren't eaten are left dead or brain-damaged by the mothers' habits of rampantly drugging themselves

on toxic fungi for euphoric highs, which poisons their milk.
* Demon Lords And Arch Devils who approach this trope from different angles. Kostchtchie, Demon Prince of Frost Giants, is a raging misogynist and proud of it, deriding women as worthless weaklings just barely tolerable for spawning violent new sons to wage war in his honor and demanding their lives in sacrifice when there aren't battles being fought. Even female Frost Giants are relegated to sub-class breeding stock. Malcanthet, Demon Queen of Succubi, is subtler but no less bigoted in being a misandrist; only women can be her elite Thralls, men are delegated to menial roles in her cult and considered expendable, to the point that in many Malcanthet cults, it's mandatory for male cultists to be blinded. Guess which gender is also preferred for sacrificial offerings, too. Baphomet, Demon Prince of Beasts, was portrayed as being highly misogynistic in 2nd Edition, but starting with 3rd Edition this part of his character was dropped in favor of making him brutally meritocratic and willing to accept any worshiper who proved themselves to be bloodthirsty and savage enough.
* Demon Lords rule layers of the Abyss this way. Demons are way too chaotic to have any proper government, so the strongest demons are the rulers, plain and simple. Guys like Demogorgon and Orcus are constantly fighting bloody wars in efforts to gain more territory and followers.
* Demon manipulates Ken into becoming the Digimon Emperor by preaching a "statement" about order and chaos and gave a Dark Spore to Ken in hopes that the corruption factor will return Demon back to his former strength and amplify his own dark powers.
* Demon of Human Origin who introduces himself as a certain Thorkel the Thin, a warrior of the pagan times who died in the famous Battle of Bravellir.
* Demon of the Lute: True to it's title, the eponymous lute houses a dangerous demon that can destroy the world. Whomever wields the lute can gain access to the demon's powers. Most of the film revolves around the heroes' efdorts to destroy it before the demon can be unleashed.
* Demon of the week, only to then swiftly return behind bars just in time to have their names cleared once the magical crisis was over.
* Demon of Undoing features a race of cat-like aliens, the Imkairans. When one of them meets a human, it is he who is presented as the alien - the Imkairans are baffled by his lack of interest in rank, and cannot understand why he does things his hair colour suggests he can't (the Imkairans have a caste system based on the colour of their head-crests).
* Demonology101 consists of Raven and her friends following this trope.
* Demonology 101 pages that the undead can be killed permanently by having their brains destroyed.
* Demonology 101, those who control Hell are referred to as "The Powers That Be" or as simply "The Powers."
* Demonology 101 Two Witnesses attend the wedding and one comments on the Power Of Love.
* demon ones as well. Of course, they generally use their skill in deciphering texts, not actually speaking it.
* Demon Overlord Rozalin, known in her previous life as "the God of All Overlords" game...
* Demon Penguins have a weakness to silver, are created through a cloning machine, and have their heads explode when they die. They can also be resurrected through cheese and have retractable horns. They are usually red, and carry pitchforks which allow them to teleport.
* Demon Planet has one of the last strips before the reboot oriented diagonally so that you can't just use one scrollbar.
* Demon Princes series the protagonist, Kirth Gersen, is a somewhat belated Tyke Bomb after Mount Pleasant colony — his home — is destroyed and its people, including his family, massacred or led into slavery. His grandfather, the only other survivor, sank the rest of his life and his remaining resources into forging his grandson into a weapon of revenge.
* Demon Road and the main character's parents attempting to use her blood in order

to fulfill a blood pact.
* Demon Road, Dacre Shanks is a serial killer who shrinks humans that look alike and places them in a dollhouse to look like a happy family.
* Demon Road, Milo uses a 1970 Charger which drops hints of being sentient throughout the course of the book, one clue being way too obvious - when the undead serial killer stuffed in the boot is stated to be bound for digestion by the car, the reader could take him literally when we've already seen demons. Milo is, in fact, the urban legend known as the Highway Ghost. When someone tries to take the car, it is said to have him, not vice versa. Rather more subtle than many other examples, apart from Car Fu from which the car quickly recovers, but he does deliberately put the serial killer in the boot to get rid of him permanently.
* Demon Road that humps anything he can. They threaten to let him ride the faces of people they interrogate and he even does it to a decapitated head at one point.
* Demon Road trilogy will be invincible but will die if a certain object they have is destroyed.
* demons (among other things) isn't desirable to others. Nurgle is, quite literally, likened to a jovial grandfather. He's easily the nicest of the Chaos gods.
* Demons And Angels" had Lister warning his crew that he was being controlled to attack them, and actively helping them defeat him. Gives the quote "Look out, I'm trying to kill you!"
* Demons and certainly not worthy of servitude. The Integrators are exceptions, and even they believe that the God-Machine needs some... maintenance... before they can go back to its arms. Additionally, whilst most Demons are contemptuous of mortal beliefs, there is a small sect that spun out of the Integrator agenda that actively looks for a "real" god to offer their services to, rather than seeking a return to the God-Machine.
* Demons' and devils are vulnerabile to certain metals such as cold iron and silver.
* Demons and devils can take the form of humans, but there is always something subtly wrong about them.
* Demons and devils terrify mortals and immortals alike, and rightly so. The demons are a seemingly infinite tide of horrors that rebounds from every setback and pours from the rifts of the Abyss to invade even the slopes of Heaven, while the devils are sadistic, cunning, brilliantly evil tyrants scheming to rule all of existence and whose convoluted plans seem to assure their eventual victory no matter what their enemies do. And then there are the daemons, nihilistic,
* Demons are called "dumb animals" because they orginated as mindless monsters.
* Demons are interdimensional travellers, Devils (or rather, Deveels) are Cutthroat Merchants.
* Demons are the only type of evil at first the brothers face who pull this one. Occasionally some other malevolent beastie will indulge but
* Demons are treated as mooks, and Sam and Dean often kill the host body while killing the demon. This is discussed onscreen a few times, but they never stop completely. There are also key moments over the series when a good character is revealed to be possessed by a demon such as
* Demons as spiritual lifeforms cannot be permanently killed unless their souls are somehow permanently damaged, as they will regenerate within the underworld, which applies even if they obtain a physical vessel. However, repeated deaths over a short enough period of time without recovery will start to weaken the demon with each resurrection, and it's possible for a demon to devolve in the worst case scenario. It's implied that something similar applies to other spiritual lifeforms like angels and spirits.
* Demons can also be considered ghosts since they are former human souls transformed by their stay in hell. Bobby said once they're nothing but ghosts with a an ego.
* Demons cannot cross a line of salt. They can also be trapped inside a pentagram, which can be used the other way around too: after Bobby covered the panic room in anti-demonic sigils, Ruby was unable to enter it.

* Demons can reduce themselves to their mask, which can be worn by someone else to merge into a powerful "devilskin warrior". They rarely do this, because unless the person has been hollowed out into an
* Demons can't normally survive in the material world, so Chaos also aim to terraform worlds. In this case that tends to mean sucking them into hell and covering them with demons rather than simply altering the environment.
* Demon's Crest is a giant blue snail named Holothurion. A holothurian is a sea cucumber.
* Demon's Crest series, is one of the bleakest games on the Super Nintendo, taking place in a realm of demons and with a main character who wants to gain ultimate power to rule the world.
* Demons, devils, and yugoloths only die permanently if they are killed on their home planes of existence (the Abyss, the Nine Hells, and Gehenna, respectively). Kill them anywhere else, and they reform instantly on their home plane.
* Demons drawn from Abrahamic cosmology represent the main villains in the
* Demons Due: An illustration based web series where an evil sorceress unleashes all kinds of evils upon a local lordship. Magic is fairly neutral here, too, but dang is it can't be misused for all kinds of horrors in this one.
* Demons eat spirits, meaning that attacking them only makes then stronger.
* Demon Seed has a metal thing that resembles nothing so much as a Rubik's Snake toy.
* Demons, especially Alastair and Lilith. The only thing they love more than lying to mess with someone's head is telling the truth to mess with someone's head.
* Demons. "Fedka the convict" bugs Nikolai Stavrogin for some money, and Stavrogin eventually complies. Afterwards, Stavrogin realizes why Fedka was asking for the money—in a very indirect way, Fedka was offering to kill Stavrogin's wife and brother-in-law in exchange for cash. Realizing this Stavrogin leaps into action and... does nothing, until his wife and brother-in-law die at Fedka's hand. He outright says, the morning after, that even if he isn't legally guilty of the murders, he considers himself morally guilty.
* demons) from getting too out of control. It fits this trope since the biggest baddest destroyer, Apep, was evil and its primary opponent, Ra, was good.
* Demons generally tend to be this, taking a lot of pleasure in inflicting suffering on others.
* Demons have shorter lives than elves but slow birth rates. Their population has begun to decline in recent years as the birth rates had dropped even further due to near-famine conditions
* Demon Sheep Commercial, where she compares moderate Republican California Senate Primary rival Tom Campbell to a "Wolf In Sheep's Clothing" for his moderate fiscal policy. Fair enough, but the guy in a sheep costume with the glowing red Terminator eyes was probably a step too far. Fiorina would win the primary, but lose the main election.
* Demons, however, when summoned and bound with the proper rituals, are not — they're magically made
* Demons in general became more and more human-looking as the series went on, to save on costuming and make-up.
* Demons in the show come from two separate bloodlines. Lilith was the first demon, being a human soul that
* Demons is the last descendant of legendary vampire hunter Abraham Van Helsing, and thus has to fight vampires and other unholy beings.
* Demons just out of Hell appear to rely on this regularly—for example, the seven deadly sins in the start of season three pull things like "
* Demon Slayer: Kimetsu no Yaiba, “Breaths” are the center of all techniques performed by human demon slayers in the series. While learning how to breathe effectively is a real thing among athletes and martial artists, in here it is taken to a whole new level, proper breathing can make the characters have unprecedent control over their bodies, it can freely control their blood flow to make their muscles have super strength, it can push their bodies to move faster than bullets, it can outright stop hemorrhages by focusing hard enough; even so the

series pushes Breaths as something that is not supernatural at all compared to actual demons who can cast magical demonic arts.
* Demon Slayer: Kimetsu no Yaiba after defeating Kaigaku, in his near-death vision of the afterlife, Zenitsu talks with his master one last time, blaming himself for his master’s seppuku in atonement for Kaigaku’s betrayal and for the latter’s betraying them in first place; Zenitsu reasons that if he wasn’t such a coward and an incompetent disciple he wouldn’t have brought shame to his master, that if he was as good as Kaigaku their master wouldn’t have felt the need to try to atone for one of his best disciples turning over to the demons; the master however doesn’t agree with Zenitsu, honestly believing Zenitsu has always been his pride and joy, as previous flashbacks shows the master supporting Zenitsu at every turn, even if he tried to run or cry, the master saw through Zenitsu’s layers in that beneath all the apparent fear the boy never actually stopped trying to make through the master’s training regime, all paying off with Zenitsu defeating Kaigaku who was seem as the much stronger disciple by others.
* Demon Slayer: Kimetsu no Yaiba, among other things. The series explicitly notes that the superhuman feats of speed, endurance and power that Demon Slayers who use Total Concentration Breathing and Breath Styles display are non-supernatural in nature, as opposed to the unambiguously supernatural powers of demons and their diverse array of spells, the Blood Demon Arts.
* Demon Slayer: Kimetsu no Yaiba and conclude that they never loved him. Despite that, Rui understood what they were trying to do on some level, and the only way he could live with what he had done was to lie to himself that his parents had never loved him.
* Demon Slayer: Kimetsu no Yaiba animated shows to mildly, or severely, tone down violent and other suggestive content over the years; this decision proved to be one of the many reasons the Demon Slayer anime became a gigantic success.
* Demon Slayer: Kimetsu no Yaiba arms, with a blade in each hand, to even begin to emulate his techniques.
* Demon Slayer: Kimetsu no Yaiba, as the series progresses Zenitsu steadily becomes one of the fastest beings in the story, but the drawbacks of his Thunder Breathing techniques never fade away, Zenitsu only works around making the extreme muscle fatigue on his legs take longer to kick in after continuous usage of his abilities; that limitation is put into place so Zenitsu doesn't become an untouchable speedster without limits, otherwise he would be an unparalleled demon slayer, with very few equals.
* Demon Slayer: Kimetsu no Yaiba: A young boy comes home from running errands in a nearby village to find his family slaughtered and his sister transformed into a demon. He sets out to find a way to turn her back into a human, joining an order of swordsmen who use special powers to slay demons, leading him into conflict with increasingly powerful demons to find a cure.
* Demon Slayer: Kimetsu no Yaiba before Shinobu shows up and orders her to get dressed.
* Demon Slayer: Kimetsu no Yaiba by kicking a demon's head right off, but it kept on fighting.
* Demon Slayer: Kimetsu no Yaiba, by the time the story starts Tanjuro had already been dead for a year, felled by an unspecified illness, he however is the protagonist’s father and seemed to have imparted some important life lessons and some techniques that prove to be pivotal in many events later in the story; with that his son Tanjiro recalls key moments in the past where his father Tanjuro taught him something, using that knowledge to slay the demons Tanjiro encounters throughout the series.
* Demon Slayer: Kimetsu no Yaiba characters being all over a school building, Zenitsu and Krone were paired together alone, creating the same effect of Zenitsu being scared of Krone as she looms behind him.
* Demon Slayer: Kimetsu no Yaiba, demons inherently eat people. Nezuko, Tanjiro's kid sister who was turned into a demon, has managed to retain most of her humanity... but she's struck by overwhelming sensations of hunger whenever she sees

dead bodies, which reduce her to paralyzed crying. (It doesn't help that said corpses also remind her of when her entire family was slaughtered in the incident that led to her demonic state.)
* Demon Slayer: Kimetsu no Yaiba, despite being a shinobi themed demon slayer, Tengen is a self-proclaimed god of festivities who’s all about flamboyancy, his forehead protector is adorned with jewels, his arms are adorned with four massive golden bracelets, two in each arm.
* Demon Slayer: Kimetsu no Yaiba. Despite being groomed to be a cult leader since he was born, Doma believes that there is nothing after death, and when one dies, they simply 'return to the ground,' believing religion to be a waste of time. Given he's an immortal, centuries-old demon, this is quite noticeable.
* Demon Slayer: Kimetsu no Yaiba, despite its somber tone with all the demon slaying the series does not shy away from many comedic moments, the characters pull the most extreme face reactions imaginable, one of the male leads, Zenitsu, is the undisputed king of it as he is the resident overreacting wreck of the bunch.
* Demon Slayer: Kimetsu no Yaiba does this a lot when it comes to the demon girl Nezuko, from innocently presenting her with a flower to going full tomato red face in his dreams where Nezuko can actually speak normally again and reciprocate his advances.
* Demon Slayer: Kimetsu no Yaiba, each of whom is the undisputed champion in their chosen breathing style:
* Demon Slayer: Kimetsu no Yaiba. Even if he has to wear a shirt for whatever reason, he'll usually keep it unbuttoned.
* Demon Slayer: Kimetsu no Yaiba got nicknamed by his colleagues as “mommy” afterwards, due his warm and gentle nature.
* Demon Slayer: Kimetsu no Yaiba had secured almost all licenses to publish anime based video games but here Aniplex do it by themselves.
* Demon Slayer: Kimetsu no Yaiba has "Breathing Styles", martial art techniques that use controlled breathing patterns to increase physical prowess via oxygen saturation in the bloodstream, allowing practitioners to fight against demons on equal footing. There are different kinds of Breathing Styles, each of which provide their users with varying benefits and signature attacks known as "Forms", including (but not limited to):
* Demon Slayer: Kimetsu no Yaiba has Zenitsu immediately forgeting about the previous woman he desperately asked to marry him upon finding a new target; the only one he hasn’t let go is Nezuko, partially because he might liker her more than his usual crushes on first sight and that Nezuko is a nice demon girl in a state of mind where she really can’t decide or understand complex things yet, she is just nice enough not to repudiate Zenitsu on sight.
* Demon Slayer: Kimetsu no Yaiba have been fighting and killing demons basically for as long as anyone can remember in order to protect humanity. Strictly speaking, they're supposed to exterminate any and all demons that they become aware of, but during the events of the series they've softened a little bit, though not without controversy within their own ranks. Namely, Tanjiro is a member of the Corps mainly because his family was killed by a demon and his sister Nezuko was turned into a demon during the attack but she's been conditioned to defend humans instead of attack them; the leader of the Corps was aware of this and okay'd it, but not everyone else was and were perfectly willing to kill Nezuko and Tanjiro for their perceived betrayal.
* Demon Slayer: Kimetsu no Yaiba have explicitly magical abilities in their Demon Blood Arts.
* Demon Slayer: Kimetsu no Yaiba, Inosuke Hashibira doesn't seem to be very good at remembering names since he frequently gets Tanjiro's, the protagonist, name wrong whenever he addresses him. Tanjiro's Taisho Secrets claims that at first he can only get someone's name right once every seven tries; however, much later in the series, Inosuke starts calling the names of his closest friends consistently right, showing off his development in this regard.
* Demon Slayer: Kimetsu no Yaiba, in spite of his relatively equal level to Tanjiro, Zenitsu gets no recognition for his merits (especially from girls) because

he's lazy, complacent, wimpy and cowardly. He's a good guy and an excellent warrior, but he's incredibly obnoxious.
* Demon Slayer: Kimetsu no Yaiba: In the later moments of Muzan’s fight, in the Dimensional Infinity Fortress arc, after many slayers have been battered up to near-death, and Tanjiro had just been hit by a powerful shockwave emitted by Muzan, everything looks dire; Zenitsu steps up to save Inosuke from an attack and pushes himself to lift Tanjiro’s morale up, as the latter laid down in almost a convulsion state, telling him that he cannot die, Tanjiro has to live through that incredibly deadly fight and go home with Nezuko, who had just turned human, Zenitsu being alive and boosting his morale moves Tanjiro to tears. Zenitsu who was once a cowardly slayer, who had to be pushed over the edge and motivated to fight, now steps up on behalf of others, motivating them as well.
* Demon Slayer: Kimetsu no Yaiba introduces Tanjiro, the main character, as well as his mother and other siblings. A demon attacks them while Tanjiro is away, resulting in Tanjiro's sister Nezuko being turned into a demon and the rest of their family being massacred.
* Demon Slayer: Kimetsu no Yaiba is literally the incarnation of this trope as he never stops screaming his lungs out and almost can never utter a single sentence without shouting.
* Demon Slayer: Kimetsu no Yaiba is notorious for this. Nezuko, Daki, Mitsuri, and Kanae have very long hair past their waists.
* Demon Slayer: Kimetsu no Yaiba, it is the conclusion of Zenitsu’s character arc; he finally forces himself to grow out of his self-depreciating mental abyss, forsaking his sleep trance mode entirely, when the tragedy of his master’s death strikes, going on to face the cause of said tragedy in the form of his former fellow disciple, Kaigaku, who now turned into a demon, traitor of the demon slayers; Zenitsu faces Kaigaku head on, and kills him, the older disciple whom Zenitsu was completely submissive to before due seeing himself as inferior and partially out of respect, despite their differences Zenitsu still wanted to see him as a brother before everything went south.
* Demon Slayer: Kimetsu no Yaiba, Kagaya Ubuyashiki is a man of deep wisdom, far more than befits his age of only twenty three. He's seen as far wiser and more mature than men many years his senior. The most notable thing is the fact Kagaya managed to make Himejima, who’s 4 years older, consider him, the younger person, to be his father figure.
* Demon Slayer: Kimetsu no Yaiba, Kanao’s skirt gets visibly shorter as the series goes, it started with being below her knees, it ended a little above her knees, Gotouge of course tried to make a humorous explanation on why that happened, simply stating the resident perverted Corps tailor, Masao, has been secretly making changes to Kanao’s uniform since he can’t fool any other female slayer into wearing what Mitsuri got anymore.
* Demon Slayer: Kimetsu no Yaiba, Kanao Tsuyuri came from an extremely poor and abusive family, her parents literally threw her out and sold Kanao as a slave; however she got rescued by Kanae Kocho and Shinobu Kocho before Kanao’s life as a slave could actually begin, the Kocho sisters came from a well off family and even after being orphaned they became Demon Slayers under the very wealthy Ubuyashiki estate, with that the Kocho Mansion was kept well maintained by the fee earned through demon-slaying; Kanao is registered as the youngest sister of both Kocho girls, enjoying a resourceful life as a member of the Kocho family.
* Demon Slayer: Kimetsu no Yaiba, Kyogai can attack others with invisible clawing attacks within his domain by pounding on the drums embedded in his chest and shoulders. By pounding the drum on his back, he can forcibly transport someone to another room in his building.
* Demon Slayer: Kimetsu no Yaiba lived most of his life alone in the mountains, with only a little human interaction when he was an infant, with that he had little to no experience and knowledge of social interactions; that makes him seem quite insensitive in his early appearances, but it is progressively shown that most of it isn’t done out of real malice, he really had no idea on how to be sensible towards people, from there on Tanjiro, the protagonist, becomes quite the mentor on

how Inosuke develops in his empathy towards others.
* Demon Slayer: Kimetsu no Yaiba, mentions in one episode that while countless Lower Ranks have been killed by Demon Slayers over the years, the Upper Ranks have gone largely unchanged for centuries. This is because no one, not even the most elite Demon Slayers, has been able to kill them.
* Demon Slayer: Kimetsu no Yaiba Mitsuri aims for this to an extent, after being rejected by all of her previous normal male suitors who thought her being inhumanly strong was a turn-off Mitsuri then hoped she could meet a man who’s either equally strong as her or more so she can finally marry; as a Hashira this comment of hers ambiguously made it seem she either doesn’t consider the other male Hashira strong enough or she just isn’t attracted to any of them.
* Demon Slayer: Kimetsu no Yaiba movie has Aleks Le making his voice sound much deeper as if trying to hammer the point harder that Zenitsu in his trance is a tough demon slayer.
* Demon Slayer: Kimetsu no Yaiba, Muichiro Tokito suffered his own tragedy at the hands of a demon when he was 11 years old, got personally scouted after the immense potential he showed by killing that demon on a fit of rage; blazed through the Demon Slayer Corps’ ranks in just 2 months. To compare and contrast, Muichiro was a Hashira by the age of 11, while series' protagonist Tanjiro had to wait 1 year before his tragedy even began, and 2 more years before he even officially became a Slayer.
* Demon Slayer: Kimetsu no Yaiba: Muzan Kibutsuji, he's the original demon, created the other demons(in fact the only capable of creating other demons), though he states that he actually hated doing it, but had to in order to find either a demon that could withstand the sun or the main component in the elixir that made him a demon in the first place.
* Demon Slayer: Kimetsu no Yaiba often uses thick lines in some shots and comedic takes.
* Demon Slayer: Kimetsu no Yaiba on several events from the manga but there some really minor things the anime cut for unspecified reasons:
* Demon Slayer: Kimetsu no Yaiba, or if it’s really necessary it will have an actual character state that important piece of information. However, there are a few gags in the manga that relied upon the narrator to work, such as the fact explaining how honest the protagonist Tanjiro is to fairly introduce himself to a demon before attacking them, despite how going for a sneak attack would be far more preferable since a demon isn’t really worth being polite to. The anime skipped over explaining why Tanjiro does that.
* Demon Slayer: Kimetsu no Yaiba, physical prowess is taken very seriously among the demon slayers in the setting, individuals with bigger musculature and body mass are seen as the strongest, save one special female with an extremely rare body condition that allows her to be strong with a slender body; the male protagonists: Tanjiro, Zenitsu, and Inosuke get visibly more well defined and bigger muscles as the series progresses, seen through the several training regimes they go under.
* Demon Slayer: Kimetsu no Yaiba, Ruka Rengoku’s death heavily impacted the Rengoku household, her husband Shinjuro lost all his will to continue being the Flame Hashira coupled with him losing faith in his swordsmanship abilities after reading on the Sun Breathing capabilities, with the eldest son Kyojuro trying to shoulder the weight of his family all by himself on succeeding his father as the Flame Hashira.
* Demon Slayer: Kimetsu no Yaiba: Sasamaru, one of the first named demons Tanjiro faces, is acually a girl, despite the fact that her name ends with the masculine -maru suffix.
* Demon Slayer: Kimetsu no Yaiba spin-off is a daunting task in its original published format, since its contents are produced in a very spread-out capacity, different magazines, different publications between manga, light novel and even databooks. The anime makes it easier to consume, by being post-episode extras, until the Valentine arc that was originally a stream-only event.
* Demon Slayer: Kimetsu no Yaiba subordinates track Tanjiro and Nezuko to the house where Yushiro and Tamayo are hiding. During the battle, Yushiro proposes that he

and Tamayo sneak out while they're distracted fighting Tanjiro. Tamayo is horrified by this suggestion, prompting Yushiro to insist that he was joking.
* Demon Slayer: Kimetsu no Yaiba sword skills to keep the demon population under control. An unidentified demon massacres main character Tanjiro's family and converts his sister Nezuko, but she retains some of her humanity, so he sets out to become a demon-slayer both for revenge and to find a way to cure her.
* Demon Slayer: Kimetsu no Yaiba takes place in the Reiwa era, when nearly all of the main cast have passed on, and the few that did survive are either over a century old (Ubiyashiki) or functionally immortal (Yushiro). The epilogue shows the cast's descendants and reincarnations.
* Demon Slayer: Kimetsu no Yaiba,Tanjiro is a well meaning guy and definitely not stupid, but he is quite terrible at explaining technical aspects of his sword and martial arts abilities, he earnestly tries to explain to his friends his experiences with “it was pow wow, the I was like boom, boom”, said events occur when Tanjiro tried to explain his Full Focus Breathing training to Zenitsu and Inosuke, and later when he tries to explain how his body achieved the Demon Slayer Mark. Later it is also shown the freakishly strong swordswoman Kanroji Mitsuri is just as bad as Tanjiro in explaining the technical aspects of her abilties, using the same "boom, boom" terms.
* Demon Slayer: Kimetsu no Yaiba, Tanjiro is undisputable in this regard for the entire series, the guy is such a lovable protagonist that he builds an extensive record of characters that changed for the better by coming in contact with him, and while Tanjiro always kills the demons in his path, if they seek for some sort of sympathy in their final breath Tanjiro will give them one last moment of empathy before they die, the demons who haven’t completely pissed Tanjiro off that is, which are the completely unredeemable ones who really excelled in being evil bastards.
* Demon Slayer: Kimetsu no Yaiba (Tanjiro, Zenitsu, Kanao), his more prevalent quirk is the nicknames he comes up for the not-so-close friends, like the Hashira, for example Himejima is the “Juzou Ossan” (prayer beads old man).
* Demon Slayer: Kimetsu no Yaiba, Tengen Uzui’s three wives are curiously similar to the main male lead characters: Tanjiro, Zenitsu and Inosuke regarding their basic personality traits; Hinatsuru is the peace maker and heart of the trio, like Tanjiro is, Suma is the overly emotional roller-coaster, cries and screams in fear a bit too much, like Zenitsu does, then comes Makio as brash and gutsy who’s always bickering with Suma, just like Inosuke acts with Zenitsu. The similarities are so obvious that several fan works do not let these similarities pass by unnoticed.
* Demon Slayer: Kimetsu no Yaiba, Tengen Uzui the powerful elite ninja and one of the Hashira, is married to three beautiful kunoichi - Hinatsuru, Makio and Suma - later on a databook reveals Makio is actually a relative of Tengen’s, his cousin.
* Demon Slayer: Kimetsu no Yaiba, thankfully for Zenitsu this is just a small part of his backstory and he isn’t exploited again in current events; due his ongoing gag of wanting a girl to marry him Zenitsu has actually found some women in the past that pretended to entertain him instead of just rejecting his desperate advances like the comedic side of his attempts usually go, those past women all tricked Zenitsu and never sticked with him, he knew those women were bad but he really wanted to have someone by his side, fearing he will die alone as an orphan since childhood.
* Demon Slayer: Kimetsu no Yaiba, that is Sanemi Shinazugawa's biggest tragedy and the source for his hatred of all demons, he was leading a relatively happy humble life after his deadbeat father died, Sanemi became the man of the house, caring for his mother and all his siblings; however, one day his mother Shizu was taking too long to come down the mountain, the worst happened and so Shizu became a demon, Sanemi in pure instinctive fear ended up killing the demon that was once his mother, in self-defense, the pain from killing his own mother was coupled with the fact his little brother Genya mistaking the event as Sanemi killing their mother on purpose, calling his big bro a monster, as he didn’t realize at the moment

their mother was a mindless demon.
* Demon Slayer: Kimetsu no Yaiba, that's a crucial point of Zenitsu's backstory, he had no true friends before meeting Tanjiro, the guy really had a need to belong since Zenitsu had no family, which prompted himself to try being part of any group of people when he was younger, however, Zenitsu’s cowardly and crybaby moods either quickly made others want to stay away from him, or fake tolerance to later scam him. Nobody before his master, and later Tanjiro, bothered to notice Zenitsu’s good qualities beyond his apparent faults.
* Demon Slayer: Kimetsu no Yaiba, the anime adaptation added more fanfare to Zenitsu’s absolute body stress to initiate the steps to augment the power of his Thunderclap Flash attack, in the manga it showed white eyes, the anime made it go white and then added glowing effects of light and thunder.
* Demon Slayer: Kimetsu no Yaiba, the Demon Slayer Corps wear black gakuran with black hakama tucked into their sandals as standard uniforms. Many members add their own flourishes to their uniforms:
* Demon Slayer: Kimetsu no Yaiba, the "Elder Brother" of the spider demon family is essentially a giant spider with a human head. He can use his poison to turn his victims into smaller spiders with human heads that become his mindless minions.
* Demon Slayer: Kimetsu no Yaiba, the existence of the titular demons and slayers are completely unknown to the general population of Japan, the setting being the Taishō Era, early 20th century, has made Japan a little less inclined to take their folklore too literally, and with non-government officials being outlawed from freely carrying swords centuries ago, the slayers have to carefully patrol more urban locations where officials would question and likely apprehend them for carrying weapons around.
* Demon Slayer: Kimetsu no Yaiba, the lower ranked Slayers are easily disposable and they die frequently, the setting doesn’t even bother stating an exact count of how many active Demon Slayers exists within the Corps, only the elite, the Hashira, are accounted for to be nine members at most when the roster is complete, because even the elite aren’t immune to dying, they just don’t die frequently.
* Demon Slayer: Kimetsu no Yaiba, the most capable Demon Slayers must have super human speed by default, that’s how they can keep up with the naturally more powerful demons, Breath of Thunder adepts are on a tier of their own, at the peak of their abilities even demons cannot keep up with their speed; Zenitsu’s peak, so far, are his Thunder Clap Flash: Godspeed and Flaming Thunder God, both techniques are so incredibly fast that even two Upper Ranks were not able to follow him at all.
* Demon Slayer: Kimetsu no Yaiba The Movie: Mugen Train was briefly made available on the PlayStation Store before its intended digital release in June of that year. The film was delisted from the store three hours later and Sony offered refunds to anyone who purchased it during that time.
* Demon Slayer: Kimetsu no Yaiba, the Mugen Train Arc has Lower-1 demon Enmu using his powers to send every passenger on the train into their own sweet dreams so he can devour them.
* Demon Slayer: Kimetsu no Yaiba, there is a couple where their age gap is explicitly stated in order to portray its depth, Kagaya Ubuyashiki, the lord of the Demon Slayer Corps married his wife Amane when he was 14 years old and she 17 years old, while Amane is three years his senior Kagaya’s maturity has always been of a man far older, it was stated Amane wasn’t apprehensive of her husband being younger at all.
* Demon Slayer: Kimetsu no Yaiba, there's a figure of legend who got this close to kill the originator of all demons, a demon slayer samurai who kept his humanity but had skills that practically made him inhumanly strong, almost divine in nature; it turns out he managed to live for 80 years and in his final moments still wanted to dispatch his older twin brother who became a demon, his brother notes than even as an 80 years old man his skills still seemed absurd, something that made a demon who kept his youth feel envious.
* Demon Slayer: Kimetsu no Yaiba, the series has at least two key events for these

rites.
* Demon Slayer: Kimetsu no Yaiba, the series has warrior and military ranks on both heroes and the villains side:
* Demon Slayer: Kimetsu no Yaiba, the setting has the Kasugaigarasu, the messenger crows, which serves as the main line of communication among the demon slayers; the crows have been taught how to talk through unspecified methods, at first some crows are shown to only be able to speak to a certain level, as in they seem slightly speech impaired, but later more experienced crows are shown talking fully coherent like a human being.
* Demon Slayer: Kimetsu no Yaiba, the setting takes place in Japan’s Taisho Period, which is set in 1912 onwards, most human and demon characters aren’t overly polite but a really powerful demon, Kokushibo, was a human from, at the very least, 300 years prior the current setting and with that he speaks in extremely antiquated Japanese, how much of that is translated into English varies within fan translation efforts, the official Viz Media translation puts a little more effort in adapting Kokushibo’s manner of speaking from time to time.
* Demon Slayer: Kimetsu no Yaiba: The sleep demon Enmu's power is to step inside your inner world through dreams. If your spiritual core in the subconscious part of that world is destroyed, it leaves you mentally crippled and a shell of your former self. The mental world is a reflection of your personality (i.e.: Rengoku's is a wide burning plain of tiled stone floors, Inosuke's is a maze of winding underground tunnels...)
* Demon Slayer: Kimetsu no Yaiba, the swordsmanship master Jigoro Kwajima has a peg-leg, a wood construction, which is likely one of the reasons for his retirement, a Breath of Thunder adept has their legs as the basis of their strength, which is pure speed, without them Jigoro is effectively crippled.
* Demon Slayer: Kimetsu no Yaiba: The titular demon slayers are trained under varied swordsmanship styles, classified under natural elements such as Fire, Water and its derivatives, however, the setting really goes an extra mile to make its sword attacks look much cooler than they seem, that is by adding visual elements embedded to its strikes, all for the sake of it because the setting slightly alludes (which the author had to further confirm due some people still not getting it) to the fact none of the elemental visuals are real, as in there’s no Water materializing from thin air and so forth; the elements are there just because the author thought the attacks look cooler that way.
* Demon Slayer: Kimetsu no Yaiba, the Upper-6 fight in the Red Light District arc, by far the longest antagonist fight in the series, until the very final fight dethroned it (by just one chapter), is much more enjoyable in collected volume form; some people who had to follow it weekly weren’t having a good time after a certain point, where cries of dragging on could be heard.
* Demon Slayer: Kimetsu no Yaiba this is a theme with several other characters in the series, but Zenitsu is the one that sticks out the most, his whole yellow thunder theme is all over his design, blond hair, gold eyes, yellow coat, and yellow tint on his nichirin blade.
* Demon Slayer: Kimetsu no Yaiba, this is the main application of the Thunder Breathing style. While all demon slayers must be fast to move and quick to draw their blades, a Thunder Breathing user will go beyond that and be ridiculously fast to the point even demons will be surprised by their speed. Zenitsu is so adept at the only real Thunder Breathing technique he mastered that it makes him lightning fast to incapacitate and kill demons, making up for the lack of skill in the other Thunder Breathing forms.
* Demon Slayer: Kimetsu no Yaiba, throughout the series humorous moments during breather intermissions between arcs becomes more prevalent, with that Gotouge starts drawing the characters in borderline doodle style, with dots for eyes and shortened body proportions, in some of these comedic moments.
* Demon Slayer: Kimetsu no Yaiba, two of the more brutally honest Hashira: Sanemi and Obanai, outright state the Corps are full of useless slayers, they are only rebutted by the Hashira who vouch for the main characters, who just happened to show promising results after mere months in the force; the official supporting

positions, however, like Kakushi the clean-up and transport brigade, and the physicians are useful at helping the main combatants.
* Demon Slayer: Kimetsu no Yaiba unless their heads are cut off. However, all demons are vulnerable to sunlight and will crumble into dust if caught outside at the crack of dawn.
* Demon Slayer: Kimetsu no Yaiba was published in a shounen magazine, most of its merchandise is aimed at boys. As a result, any merchandise aimed at females will only have Shinobu and Nezuko on it, with no sign of any male characters anywhere. This is averted overseas, where female-oriented merchandise does contain male characters.
* Demon Slayer: Kimetsu no Yaiba were cited as being some of Gotouge’s favorite series and clear inspirations for this work.
* Demon Slayer: Kimetsu no Yaiba when he is brought back to normal, alive but injured.
* Demon Slayer: Kimetsu no Yaiba: When in the form of a woman, Muzan wears heavy mascara and a small amount of lipstick. He also happens to be the first and most evil of the demons.
* Demon Slayer: Kimetsu no Yaiba, when Tanjiro is training under Urokodaki for the Final Selection, he meets a mysterious boy and girl named Sabito and Makomo who help him with his training. It's later revealed that Sabito and Makomo are actually the ghosts of two of Urokodaki's former students, having been killed during the Final Selection themselves several years ago. When Tanjiro casually mentions them to Urokodaki, he's quite surprised that Tanjiro would know the names of his dead students.
* Demon Slayer: Kimetsu no Yaiba with plenty of battles to keep guys hooked, then plenty of women in Japan jumped onto the series for all the handsome men it has, but that's a very limited reach still; everything changed when the anime became an absolute phenomenon in Japan, the series grew to spark interest in all sorts of varied demographics, to the point of japanese mainstream media trying to understand why and how men young and old, women young and old, from people who have never really cared much about anime and manga to begin with to seasoned otaku giving the series their attention. Many tried to explain, with diverging opinions, but the most intersecting factors boil down to how simple and yet effective it carries its themes of family bond, hard work, folklore through a very familiar japanese background carried in an easy to digest manner, the story can be understood even by a little child.
* Demon Slayer: Kimetsu no Yaiba Zenitsu can’t muster the inner courage he has to surpass all of his cowardice on the surface, a good way to make him focus and be brave, or at least try to, is find himself in a situation where there’s a woman in peril, Zenitsu will stop his complaining right away and go for the rescue.
* Demon Slayer: Kimetsu no Yaiba, Zenitsu comically asked Nezuko to marry him on the prospect of feeding her Sushi and Eel every day, that resulted in a failed attempt due Nezuko’s mind as a demon still not being able to understand what Zenitsu was proposing on that event.
* Demon Slayer: Kimetsu no Yaiba, Zenitsu in his desperate attempt to get married as quickly as possible often literally throws himself on women begging for them marry him, usually in a comedic manner, and at one other time he has proclaimed really well his love for a woman’s curves; with Nezuko however he is quite tame, his crush on her is quite the puppy love, innocently presenting her with flowers included.
* Demon Slayer: Kimetsu no Yaiba: Zenitsu in his never-ending quest in trying to get himself a lover, self-declares himself to be Nezuko's protector as soon as he finds out she is a harmless demon and sister of his newfound good friend Tanjiro, as he thinks she should be protected at all costs; this is mostly used as a comic motivator for Zenitsu to get up and do his job as a demon slayer and to train harder, in a fight against the Lower Rank One however this is applied seriously, with Zenitsu actually speaking to Nezuko in his trance mode that he will protect her, shielding her from the Lower Rank's attacks as she was fighting alone till then.

* Demon Slayer: Kimetsu no Yaiba, Zenitsu is considered to be a loser by almost all of his past acquaintances before meeting the main cast, and even if he has friends now there’s still new people Zenitsu meets who don’t like him, yet he is very popular among the fandom, once scoring 2nd place in an official poll only behind the loved-by-all protagonist Tanjiro himself; his popularity proved to be long lasting, the 2nd official manga poll in Japan crowned Zenitsu with the 1st place in 2020. This is made even more curious by the fact Zenitsu is disliked by many of the girls he tries to impress but is loved by a fandom that has a gigantic female presence in it.
* Demon Slayer: Kimetsu no Yaiba, Zenitsu's colorful rant about women and their curves gave him a bad first impression with the Butterfly Estate girls, but Zenitsu is actually seriously committed to the idea of marrying someone fully intent on loving them, even when it made him suffer, as in the past there were women who entertained him, with bad intentions, like the unknown woman whom Zenitsu had eloped with and piled him with debts, where he had to be rescued by his future swordsman master, prior the beginning of the series.
* Demons, leaving only your identity which he converts into a new human form for himself.
* Demons like to steal the identity of whatever body they're currently wearing. In the episode The Magnificent Seven, one of the Sins possesses the body of a hunter they just killed in order to taunt his wife. The fact that everyone knew it was an act appeared irrelevant.
* Demons — Horror series. 2 films and an unofficial sequel since 1985.
* Demons, meanwhile, reproduce through Spawning Pits... which manage to be even
* Demons more closely resembling actual bats, but the size of oxen and capable of running on all fours with their wings folded, are among the monsters that attack the Belmont manor in Season 2.
* Demons most of the time inhabit innocent people who were in the wrong place at the wrong time. The Winchesters always kill the person when fighting the demon (especially in the later seasons) even though using exorcism is a way (granted, a slower way) to extract the demon without hurting the person. This issue is brought up a few times in the show but with the demons being the show's disposable
* Demons of Air and Darkness, who like most Hirogen relates to other sapient beings only as prey. At one point, he reflects on how one of his victims cried that she had a husband and children, "as if the family structure of prey was of any relevance".
* Demons of Dundurn. In the Feathered Serpent Inn, the staircase between the first and second floors can be flattened into a ramp by turning the knob on the post at the bottom of the stairway.
* Demons of the Burning Night all of the aging immediately takes effect.
* Demons of the Burning Night can run into this deadly threat in the Elder Swamp near the city of Tarek Nev.
* Demons of the Deep by Steve Jackson (US), set in an unusual underwater setting.
* Demons of the Deep, if you spar with Cyrano the swordfish. If you win, he acknowledges you as a master swordsman but he is as well and he's also a teacher of his fellow masters so you gain +1 to your maximum Skill level. If you lose, you gain a better +2 to your maximum Skill level instead.
* "Demons of the Punjab" is set at the time of the Partition of India, and features a young couple, Muslim Umbreen and Hindu Prem, about to get married. The new border is drawn so Umbreen's house is in Pakistan and Prem's house is in India, and they get married across the border.
* "Demons of the Punjab" of the events, calling Yaz her "favourite granddaughter", and noting the faded henna on Yaz's hands which she got in 1947 would suggest that she does, but nothing is confirmed.
* "Demons of the Punjab": The Thijarians show the Doctor a recording of the destruction of their homeworld in this fashion.
* "Demons of the Punjab": The Thijarians travel through time and space to serve as witnesses to the deaths of those who would otherwise die alone.
* "Demons of the Punjab": Umbreen and Manish's families had been neighbours in the

same valley for generations, and during the war, Manish would often go hungry so both families could eat. All that changed when Manish became radicalized against Muslims.
* Demons, once they possess people, become completely aware of all the host's memories and emotions, making fitting in that much easier.
* Demons only vampires can kill other vampires. Anyone else first has to shoot them with a high-tech bullet containing their DNA reanimated by electricity, which turns them back into humans.
* Demon Soul and association with the Old Gods, with metal plates fastened all over it to stop his body tearing itself apart.
* Demon Spawn a group of random bystanders has this reaction after seeing villain Nightflame blowing a street up and striding towards them.
* Demon Spawn because it is a world of sorcery (one of her weaknesses).
* Demon Spawn. However she fights off villain Nightflame magic as hard as she can.
* Demon Spawn is kidnapped and brought to an alternate dimension called the Innerverse, in which the sky is a dark-violet void.
* Demon Spawn, Linda gets stripped from her powers temporarily when she is brought to the Innerverse. She feels even weaker than an ordinary human.
* Demon Spawn Linda's lightning speed allows her put out a fire by spinning quickly until she forms a whirlwind, and dodge Nightflame's strikes.
* Demon Spawn — is so fed up of putting up with her co-worker 'Nasty''s bullying that she punches a wall, which makes people wondering if a plane just crashed into the building. When her boss Geoff inquires what happened and what was that loud boom coming from her office, Linda replies "Oh, nothing!". He doesn't believe her.
* Demon Spawn Nightflame's attacks hurt her because that villain is a sorcerer.
* Demon Spawn: Once her plan fails, villain Nightflame's world starts dying. And she is dying together with it. So Nightflame attempts to destroy Supergirl to kill them both.
* Demon Spawn shuts herself in her office and she is so angry that she punches -and cracks- a wall.
* Demon Spawn's mind, created by her repressed inner darkness and populated by weird demons and misshapen goblins. Because her lighter side is growing stronger, though, the Innerverse is decaying and dying.
* Demon Spawns Series. However, they lose all of their demon powers for the day if they come in contact with holy water. They're also the children of Satan.
* Demon Spawn: Supergirl bursts through the walls of a burning building to find people, move them to a safe place, and put the fire out.
* Demon Spawn, Supergirl spins around at Super Speed to create a whirlwind and put out a fire burning a building down.
* Demon Spawn super-villain Nightflame attacks Supergirl from back, striking the heroine's temple with the flat of her magical blade.
* Demon Spawn, sword-wielding sorceress Nightflame steals Supergirl's soul in order to drain her life-force and take over her body.
* Demon Spawn, villain Nightflame gestures her left arm skywards while she demands to know Supergirl's location.
* Demon Spawn, villainous sorceress Nightflame opens a dimensional rift to travel from her universe to the physical world.
* Demon Spiders are the size of a large timber wolf and can cast webs that inflict fire damage and
* Demons possess humans in order to walk the earth, and the two most prominent female demons Meg and Ruby possess attractive, female vessels during most, but not all, of their appearances. Lilith amps up the creepy by often choosing little girl vessels and behaving like a little girl, even in an attractive adult female vessel. However, as Dean gets closer to going to Hell, he can see their real faces and comments on how ugly demons are. Castiel can also see their true faces, but this doesn't stop him
* Demons sometimes sport these. The Source of All Evil adds licks of hellfire in them for effect.

* Demon's Souls, an earlier series of first-person RPGs released for the original PlayStation.
* Demon's Souls are rather notorious for this. The games will only go so far as to explain the basic controls, but in terms of telling you where to go or how to fight the bosses, well, you'll have to figure that out yourself. Over and over and over...
* Demon's Souls (assuming the player is just starting out; more experienced players will be able to handle most enemies without much trouble).
* Demon's Souls, a surprisingly large number of bosses and mini bosses are just as susceptible to the Poison Cloud spell as any normal enemy would be, but immune to the far worse Death Cloud.
* Demon's Souls Blige, who takes what he can from the dead to sell to passing Demon slayers. In fact, almost every merchant but the Once Royal Mistress gets their ways by taking advantage of the demon invasion this way.
* Demon's Souls by this, which is partly why magic is considered a dark thing at best. Demons and most of the whole conflict revolve around demons taking this from humans.
* Demon's Souls counts, but it's stretched a bit as he needs rescuing two of the three times you meet him in the Boletarian Palace.
* Demon's Souls dies at the very beginning of their quest, only to be brought back to life thanks to the gatekeeper of the Nexus. From that point on, death is a regularly scheduled occurrence.
* Demon's Souls) dragon delivers a single instant death punch right to your face in a cutscene, resulting in your death.
* Demon's Souls features the Storm King as the boss at the Isle of the Shadowmen. A huge leathery-winged thing the size of Texas. It also comes accompanied by a fleet of Storm Beasts, smaller versions of itself that are more than twice as big as the player-character.
* Demon's Souls has a similar effect, Occasionally with black world tendency, you can encounter "Black Phantom" NPC enemies. Despite the name, they appear a glowing red with black cracks running through them and tend to be much stronger and harder to kill.
* Demon's Souls have an interesting relationship with this trope. While a skilled enough player can make the efficiency difference between melee and magic play-styles negligible, that same argument can be used to explain why magic builds usually outclass melee builds. The main difference between the games is how wide the gulf is between melee and magic.
* Demon's Souls, in that this is anything other than safe for the soul inside; it's just stored in it.
* Demon's Souls in the shape of gigantic insects, freaky mutants with disease literally pouring from their flesh, gigantic trolls that deal massive damage per hit and aborted fetuses. Did we mention that staying too long in the swamp poisons you? And that you are reduced to a crawl when you are in it? And that enemies, especially the aforementioned powerful ones, are not hindered by such a thing? Have fun.
* Demon's Souls issues, Poison Cloud and Death Cloud can kill bosses without you needing to do anything but wait, Recovery and Regeneration will always heal you to full as long as you have MP (Which is easy to restore), and Second Chance revives a player who dies with half their health restored.
* Demon's Souls Mode without leveling up ever. Or beating the game using only your fists. There is at least one video series of a "Soul Level 1, New Game +++++++" challenge. It's described as less an RPG, and more of a puzzle game, because if anything so much as touches you, you will die.
* Demon's Souls required you to attack their weakpoints in order to defeat them. The Tower Knight forced you to run around his titanic greatshield to hit his heels until stumbled and fell over, exposing his vulnerable head to your attacks, while the Adjudicator's blubbery body was almost impervious to your attacks except for a gaping wound in its belly with a snapped blade protruding from it (apparently one of its own cleavers), which when struck would cause the boss to slump forward,

letting you reach the golden bird sitting on its head that controlled it.
* Demon's Souls requires you to do this a few times. In addition to literal balls of fire that you have to dodge, one of the spider's attacks is to fill the entire area with a huge, spreading wall of fire; the only way to avoid it is to run back up the corridor and wait for it to stop. In the remake, this was visually changed to spraying flammable liquid on the floor and lighting it.
* Demon's Souls that shoots web from afar and claw at you at close range. It also breathes fire.
* Demon's Souls that the occasional metal coins you can find (presumably currency of the surrounding countries) are utterly useless in Lordran.
* Demon's Souls: The awakening of the Old One marks the return of the long-forgotten Soul Arts, allowing magic to be cast and miracles of God to be invoked again.
* Demon's Souls the Dragon God boss has a second row of teeth on a set of jaws separate from its normal jaws.
* Demon's Souls, the Dregling is a human that has gone mad after having their soul devoured by the demons in the fog. Some Dreglings have some humanity left in them and can talk and trade with the player, others are completely hostile such as the slaves and former soldiers of the Boletarian palace.
* Demon's Souls, the Game Breaking Injury is death. When you get revived in the Nexus, it brings you back as a ghost that has only half the maximum health your physical self has. This is unavoidable in the tutorial since this is how you get bound to the Nexus in the first place.
* Demon's Souls: The player always has a magical gem called the "Augite of souls" which glows in the presence of souls.
* Demon's Souls. The player can see the bloodstains of fallen heroes (other players online at the same time), including watching their final moments, and read the messages and warnings left behind by them.
* Demon's Souls, the player character becomes a demon slayer out of necessity since demon souls are the only currency accepted in the Nexus.
* Demon's Souls. They are the resurrected bodies of aborted fetuses from Boletaria who now squirm in a swamp chock-full of the plague.
* Demon's Souls) to collect all the weapons and spells that exist in order to get some PlayStation 3 Trophies. Subsequent New Game Plus runthroughs, after the first, also increase the difficulty, but not as much as the first time. By your third playthrough, you'll notice enemies are not as tough, and by the fourth playthrough, you're likely to be breezing through the game.
* Demon's Souls, unlike you. In the second game, the enemies that live on it can still charge at you at maximum speed, but an equippable ring exists so that movement penalties are removed entirely when walking on swamps. Oh, and fast rolling (<25% equip burden, or Dark Wood Grain Ring ninja flip) is not disabled in the swamp.
* Demon's Souls. You are just another individual coming to a now-deserted Boletaria to help stop the fog or for your own hunger for power while also meeting other visitors/survivors with their own agendas.
* Demons, spirits, and Abyssal entities can manifest physically, but their bodies are more symbolic than indicative of their power. Nobody should ever believe that the gawky, emaciated Prince in Tatters
* Demons, the creatures are more like monsters than zombies, but they work with zombie rules and may have been an inspiration for straight zombie films to follow.
* demons. The destruction of either or removal of the latter are the only ways to kill a demon.
* Demons. The term came into common usage in Russia during the Stalinist era, for obvious reasons.
* demons. They know their former boss has agents in all facets of the world, and that said agents are looking for defectors so that they can be reintegrated (forcefully, if necessary) back into the God-Machine. Also, they and all their kind have such perfect control over their emotions, they can tell lies that no supernatural power can discern as falsehoods. There's a reason most of their local

institutions are modeled after spy rings.
* Demons. They often have offspring with humanoids, leading to half-demons who still wield some of their parents' infernal magic.
* Demonstrated especially well in the episode "Out of Gas," when he handles each of his people differently during a crisis.
* Demonstrated in an annual story written by Kurt Busiek, in which the Avengers and the Squadron Supreme are forced into a "
* Demonstrated in an episode, where they specifically compared blowing up a car with a Hollywood style explosion, and blowing it up properly. The Hollywood one caused an impressive fireball, and scorched the car while leaving it mostly intact. The proper one blew the car into pieces scattered over a wide radius. Of course the proper one
* demonstrated one in the early days, but none of the components of the machine worked.
* Demonstrated than Mori (the tall dark-haired one). Lampshaded when Kasanoda makes it apparent that without Hunny, Mori is just as intimidating as he is.
* demonstrate "long" versus "short". The routine ends with Grover fleeing, with Kermit on his tail tickling him.
* Demonstrating how wildly Eoran paladins can deviate from the typical "
* demonstrating the Zanmaken ni no Tachi. Bystanders just say, "Are they shooting a movie?" Even magic citizens find some of the stuff going on unbelievable.
* demonstration video here combines with relatively light transport needs.
* demonstratives by throngs of Chinese loanwords (see above) that a speaker has to live with.
* Demon summoning in general works this way. When you manage to summon and bind a demon, you have the choice between assigning it a task with a potentially unlimited duration, or making the demon your devoted slave for one year and one day. The first option especially has endless potential for abuse, problems and loopholes. If you command a demon to "prevent anyone from entering my house when I'm not inside, forever", congratulations, you have just locked yourself (as much as anyone else) out of your own house until you (or someone else) manages to kill the demon.
* Demon summoning is a fairly widespread form of magic in the setting, consisting of the summoner carving a "gate" into a wall (
* Demons use sapient beings such as humans, elves, witches, or even other demons for their familiars. This is considered to be a
* Demons view bride-napping as an acceptable way to test enemy Lords' mettle by seeing how well a Lord and their spouse can protect themselves. It is viewed as a less bloody alternative to outright warfare.
* demons, when our main character tries to figure out the human race this is one of the main hurdles for them as our methods of speaking to each other are very different from theirs.
* demons, which while not technically robots blow up just as nicely and painlessly.
* demons whispering secrets of future technology into the ears of promising inventors, which is as good a reason as any to go insane.
* Demons. Winged beings who originate from the Demon Realm and who have recently begun settling into the Land of the Living. They can shapeshift into many forms and are rather chaotic, seeing other races than themselves as lesser beings.
* Demon Sword Maiden and refuses to take "no" for an answer, even literally sweeping her off her feet, helpless as a small child, and Lily is no pushover, thank you very much.
* Demon Sword Maiden starts the story with a very, very effeminate boy getting confessed to by his older, taller, and very busty crush. He reciprocates, and then the plane they're flying in crashes, killing them both. The next moment, he wakes up in her body, while her soul is stuck in a magic mirror. The prevailing conflict in the story is him trying to find a way to get her out and give her her body back, becoming a powerful demon-slaying samurai in the process...
* Demon: The Descent acting out its programming ever since. To those few capable of seeing it, the Imperative, known as Wendigo Psychosis, appears as a horribly emaciated and frostbitten humanoid of indeterminate gender.

* Demon: The Descent, but they couldn't resist writing a figure named "Mother Damnable" into a game about demons.
* Demon: The Descent Demons will occasionally even try to get a new free Cover by "angel-jacking" - stepping in when the God-Machine weaves a new Cover for an angel sent down to do a mission and punting it out of the way.
* Demon: The Descent encompassing the entire setting, the sum of all its parts composed of Infrastructures, Occult Matrices, and Outputs. Although, to call it a 'villain' might not give it enough credit, as the rulebook states that at times it works to protect the earth itself.
* Demon: The Descent Exploit, however, plays it straight (though a Demon can't keep it up for too long without shredding their actual Cover).
* Demon: The Descent Gaslight, which allows her to edit people's memories.
* Demon: The Descent has Stigmatics, humans who came into contact with the raw Infrastructure of the God-Machine and have been changed by it, gaining slight supernatural powers, "glitches" in their system (ranging from eternally smelling like strawberries to needing to drink motor oil to survive), and a sensitivity to the workings of the God-Machine. There are also cryptids, which happen when animals (or, in rare cases, plants and bacteria) get exposed to the raw juice of the God-Machine; when created intentionally, they're often used as cutouts by angels and demons.
* Demon: The Descent is of particular note, being based around the number 4.
* Demon: The Descent, not their home. Hell is a symbol to them, signifying freedom from their former master, the God-Machine, however they choose to go about it.
* Demon: The Descent set of "occult physics" that produce means-tested results but still involve gathering weird shit into a strange configuration in order to produce weirder shit.
* Demon: The Descent, wherein the fallen angels created by a world-spanning occult supercomputer find themselves cut off from it for a variety of reasons.
* Demon: The Descent, where the player characters can lie so well even magical truth detector would be ineffective, the conspiracy theorists are the ones properly paranoid, revealing your true identity will result in the enemy's agents zeroing on you immediately, and the opposition is literally godlike mechanical intelligence existing across the universe and different planes of existence.
* Demon: The Fallen and/or Grace. Due to the nature of the setting, it's much easier to gain Torment than to absolve oneself from it. And the more Torment you have, the more likely you are (it's in the gameplay mechanics!) to screw up some benevolent deed and turn it into a crime, earning more Torment in turn...
* Demon: The Fallen, a true name can be this as one of the novels shows. One demon's true name is the sound of a hundred crows cawing "Don't Fear the Reaper" by Blue Oyster Cult.
* Demon: The Fallen (Azimuth, Nadir, etc.); and the phylactery-womb and gangbang have been most definitively dropped.
* Demon: The Fallen, but the latter seem to have disappeared from the world while the Fallen were locked up in the Abyss.
* Demon: The Fallen can enhance their powers by drawing energy from hitpoints... except that said hitpoints belong to their followers, not them.
* Demon: The Fallen carve out a significant chunk of the demon's power and lash it with Torment, but the demon itself survives—though they go back to Hell if they can't find a new body or host quickly. However, if they die too often, they dissipate into nothingness... and while they're out of their host, any other demon can devour them, destroying them for good and taking a portion of the devoured demon's power.
* Demon: The Fallen centuries before the Fallen broke free from the Abyss.
* Demon: The Fallen: Demons might possess human bodies, but they lack the spark of life to create true progeny.
* Demon: The Fallen forced the issue by giving mankind sapience, and so God "brushed" the world with his presence, which was the equivalent of hitting a car with a wrecking ball. Sure, the universe survived, but in a broken, imperfect and continually decaying state that can't ever self-repair to its former state.

* Demon: The Fallen go bad they still usually retain their sense of honor and duty. That duty just tends not to be to help humanity anymore.
* Demon: The Fallen has Lore of the Wild, which is quite useful. Examples include plants, including ivy, tearing down a wall, as well as the usefulness of being able to sense things that are near to plants.
* Demon: The Fallen has Lores for all of the western elemental forces, but also adds plants, animals, and flesh.
* Demon: The Fallen has the Defilers, who originally made the seas and gave humanity the gifts of passion and desire. This went badly at the Fall, as God then cursed mankind to be lost in the pleasures granted by the Defilers to the point where they could not learn what the angels wished to teach them. They have access to the Lore of Longing, which grants them the ability to instill inspiration, desire, and obsession in humans.
* Demon: The Fallen have wings in their apocalyptic forms, usually either eagle, owl, or raven wings. Notably, most can only glide, but some of them can even fly. To quote the Player's Guide, "At the cost of one extra form point, the demon can take off from standing position and actually gain altitude by flapping her wings."
* Demon: The Fallen hollowed out of all free will so that they can ride the meat puppets as they wish.
* Demon: The Fallen is that the two versions were so different it's hard to even compare them - nothing, not the theme, the scope, or the overall feel, was the same.
* Demon: The Fallen. It's not playing god, if you actually know what you're doing!
* Demon: The Fallen... let's just say that by the time the demons got cast into the Abyss, there were few heroes on either side.
* Demon: The Fallen. Let's just say that She didn't really take care of Her own Creation.
* Demon: The Fallen of the void of the Abyss and of their own utter impotence until the end of time. No wonder they hold a grudge against the Big One Upstairs.
* Demon: The Fallen power their abilities through the harvesting of faith from humans. This can be done quickly, through "reaping" (kind or cruel as the demon wishes), or on a long-term basis by making a pact with a human.
* Demon: The Fallen the bad guys?" They work to either undo their sins and return to Heaven, or, if that's impossible, to at least fix the damage they did to the world all those years ago.
* Demon: The Fallen). The book's prologue and epilogue are both told from the point of view of Lucifer Morningstar, the instigator of the events of The Fall. In the epilogue he talks about someone suggesting that God reacted to Lucifer's rebellion not out of wrath, but out of compassion: an intervention instead of a punishment... and then Lucifer drops the following bomb, upsetting everything we thought to know about the rebellion, Lucifer himself and even God:
* Demon: The Fallen (the Malefactors) are far less depressed about the current state of things.
* Demon: The Fallen: the titular Fallen know that they were better off before...erm, the Fall. To the best of their less-then-perfect memory, everyone else around was better off, too.
* Demon: The Fallen with enough power to get everything she wants, and part of that included mentally enslaving her already loving husband to never stop loving her. Like Galadriel, she realizes the vision is ultimately hurtful and refuses.
* Demon Thesis. Each major arc is labelled after part of the school or college experience, so we have arcs labelled as Intramurals, Field Trip, Midterms, Spring Break, etc.
* Demon Thesis from another dimension begins altering reality. Only afterward do the main characters learn that their school was originally founded by an occultist who knew that the location was a place where our dimension was unusually close to and could interact with other dimensions. Said occultist intended the university to inform about the dangers of this and form a line of defense against threats, but over time the school transformed into a fairly normal university and most occult/supernatural elements have been discarded.

* Demon Thesis, this is the backstory of how Alain and Clady wound up together. Clady's friend Val sums up the flashback detailing how the lovers first met with this line:
* Demon variant, where both vampires and demons look down on humans, even though vampires themselves are the lowest of the low to many demon races (though some individual vampires are strong enough few demons would dare say it to their faces), and demon races are all likely tainted with humanity anyway. Both types are stronger, faster and have various supernatural abilities.
* Demonwar Saga) were the first amongst slaves; magic users, lovers and diplomats of the Valheru. They eventually left to the stars conquering an empire of planets. Not nice.
* DemonWars: Reformation with its own custom system and released in 2014.
* Demon Wars Saga, it is revealed that the long line of miraculous prodigies leading the theocracy of Behren have secretly all been one despicable old man's soul doing this over and over again.
* Demonwars series, Chezru Chieftan Yakim Douan takes advantage of a prophecy of rebirth to literally be reborn for centuries by taking over the bodies of unborn children.
* Demon Wars (they demonstrate loyalty to each other and extend respect towards non-powries who they consider sufficiently badass, at least) most humans hate and fear them — a reputation the powries themselves are happy to encourage.
* Demon Wars, they typically don't help humans unless they have something to gain from it.
* Demon. When the body he's inhabiting dies, he automatically possesses the body of the nearest living human.
* Demonworld that is set some forty years after the setting of main game.
* Demoreans include any scars or "deformations" (such as a missing fingertip) that the original may have had.
* Demo Reel actress Rachel Tietz is more than aware of how her last name is pronounced, thank you.
* Demo Reel all the same. Plus can beat the crap out of anything that hurts Tacoma or Donnie.
* Demo Reel) and be excited about the future. "The Review Must Go On" takes everybody away from him one by one, and it only gets worse from there.
* Demo Reel and even incorporated its existence as part of the Critic’s lore.
* Demo Reel, and something similar happens, followed by Uncle Yo discovering them and acting basically like a jilted lover.
* Demo Reel, and therefore leaving Rebecca and Tacoma to talk about their issues and realize that they love the show.
* Demo Reel, as a scared, dying, abandoned Donnie tells the camera Rebecca and Tacoma must have been the only ones worried about him when he was missing. Cut to the two of them drinking, flirting and having the best time.
* Demo Reel. As is common with characters from the show, his pain only comes out when he's sick or alone.
* Demo Reel assumes that kidnapping someone at gunpoint and leaving them to starve to death slowly in an abandoned patch of woods is justifiable punishment for his territory getting threatened.
* Demo Reel, a SWAG leader wanting to destroy the production team and general learning-from-your-mistakes.
* Demo Reel because he knew full well that he wasn't experienced enough to survive in woods (after being kidnapped no less) without having a breakdown.
* Demo Reel Carl (Rob) tears down the forest looking after him and makes sure he's okay when he returns.
* Demo Reel dies alone, scared, humiliated and tearful, but calls out everything wrong with his ending by making sure his author knows how what an awful writer he is for this.
* Demo Reel episode about TMZ to work through his issues with them, and Rachel got involved by admitting her bad experiences with modeling and acting were what drove the sexism rants Rebecca kept having.

* Demo Reel family and Tom Collins) are either weightier or just made to look awkward.
* Demo Reel force-feed Donnie muscle relaxants to keep him trapped in their house.
* Demo Reel gets very excited when Donnie and Tacoma make up, and when Donnie and Carl finally become friends.
* Demo Reel had "A Blair Witch Hangover". The happiness of the episode could be described in one line:
* Demo Reel has a girlfriend and treats his film company like his family. When they all leave him for acting like an obsessive ex with Donnie, he takes it out on Rebecca and Tacoma, destroying the movie they made for their friend.
* Demo Reel has a great bush of hair on his face, making him even more manly than the clean-shaven (but still badass) Carl.
* Demo Reel immediately asks for some Guinness on tab when a drunken depressed Donnie hits on him with the Pocky tagline.
* Demo Reel is disgusted at Rebecca for potentially killing her cat, but slaughters a pig right in front of Tacoma (who upchucks) and Donnie (who is disturbingly okay with it).
* Demo Reel Italian bosses call her a "stunad", which she happily thinks is their language word for "bright". In context, it really means "bimbo who'll take the fall when they get found out".
* Demo Reel lends her voice to play Donnie's wife when he calls her in one episode.
* Demo Reel makes Tacoma think something awful is or will happen to Rebecca, who appears to be alone in a big studio at night and who Tacoma thinks needs protecting after hearing about her past. Turns out she's fine and it was a trap so he could be kidnapped and delivered to her as a warning.
* Demo Reel, making his family hate him, and the latter leaving was partly the catalyst for Donnie's mom to commit suicide.
* Demo Reel may or may not have been members of the East German secret police and the IRA respectively. Ask and they'll deny it.
* Demo Reel popular among said fans, possibly even the most popular of the series' lead actors.
* Demo Reel Rebecca breaks down crying in Tacoma's arms after ruining a fair few takes screaming about her abusive family.
* Demo Reel. Rebecca has gone through 42 jobs in a very small space of time, and Donnie's age is 42. It can't be stressed enough about how much he doesn't look it.
* Demo Reel: Rob Walker played a stereotypical German speaking with a heavy accent and walking around in a marine officer uniform.
* Demo Reel security guard who won't hesitate to beat the shit out of anyone who hurts her best friends.
* Demo Reel. Sweet and pretty, but will slam your head into something hard if you're sexist to her or just outright beat you to death if you hurt her friends.
* Demo Reel, the bad guys drop off Donnie in the deepest part of some very creepy woods and leave him to die. With what happens to him later, he probably ended up wishing he did.
* Demo Reel. The Fanatic Fan Family who abduct Donnie in "Blue Patches" keep him helpless and lying down by feeding him muscle relaxants. He manages to escape because the father forgets that they have to be administered regularly.
* Demo Reel, the same issues with the industry and she keeps getting roles in his movies where the original dies, but the remake makes them survive or come back to life in ways that don't make sense.
* Demo Reel to be actually effective as a boss, but he thinks the others (including the terrorists) are his best friends within five minutes of meeting them, and tries his best to keep everyone's hopes up.
* Demo Reel was cemented as a dysfunctional family by the second episode, as their own families are so dreadful and Tacoma admits it feels like they're in a safe place removed from the rest of the world.
* Demo Reel, was full of casual gay with no jokes whatsoever and most people are just confused by the backslide.
* Demo Reel, which admitting while stoned is what drives Tacoma to try and look

after her. Grossly, her parents sent her on camping trips with the guy.
* Demo Reel who likes the fact that he looks good in a dress and finds it better to talk things over. She and Donnie also fit the dynamic.
* Demoscene had to go to great lengths to learn about the community in the first place, all those new youngsters know everything by just reading a magazine.
* Demoscene productions. Just skim through them and there's a lot which make you say "wow".
* demoted after graduating, assuming he gets that far.) The reason he's attending OCS is to become an officer "properly" - as a battlefield commissioned officer (with no higher education), his chances of rising higher than Lieutenant are very small. With Academy education and field command experience, his prospects are suddenly very good indeed.
* Demoted Memories: A person remembers that they used to be something great, but chooses not to believe that it's real.
* Demoted to Comic Relief villain who actually becomes more prominent to the story in Season 2.
* Demoted to Dragon and the status stuck, but they weren't laughable until Season 3, when they repeatedly lost battles immediately upon engaging the Winx and began some minor infighting.
* Demoted to Dragon is revealed to be, or is reduced to being, the Dragon to another villain.
* Demoted to Extra after his accident in "The Flying Kipper". He ultimately rewrote the story to have Henry undergo a major rebuild instead, at least partially to ensure that Dalby kept Henry's design consistent from then on.
* Demoted to Extra. After this, they are shipped to Darnassus where they've pretty much been practically interchangeable with the Night Elves ever since. Battle For Azeroth, finally spotlighted the Worgen leader Genn Greymane as mentor to Alliance leader King Anduin: and with Anduin being kidnapped at the beginning of Shadowlands it is Greymane who is organizing the Alliance rescue effort.
* Demoted to Extra: A major character is reduced to only having a minor role. One possible reason could be that the studio is trying to save money by avoiding paying the character's actor as frequently as they used to. Another is the writers want to downplay a character that turned out to be unpopular with fans.
* Demoted to Extra. An extended version of the scene had Harry meeting Justin in the club and chatting about him being Muggle-born.
* Demoted to Extra for a period in the comics in favour of her recently returned father, King Max.
* Demoted to Extra, her role is to care about Roxas and want to help him / reunite with him.
* Demoted to Extra or cut out altogether. After all, a novel can have as many characters as the writer desires, but a stage show needs to factor in the realities of casting.
* Demoted to Extra: The adaptation reduces a prominent character to having a less important role.
* Demoted to Extra, though; in Japan, Buu is a more popular villain than Cell (who is seen as a step down from Frieza) and Japan's audience wanted Goku back (he was ranked #1 on a fan poll) so they didn't mind him taking over the last leg of the arc along with Vegeta (who ranked #2 on the same poll).
* demoted to Staten Island after punching out a bigoted councilman, Curtis took a desk job to be with his ailing wife, Green eventually left the force after being caught up in illegal gambling, Fontana retired as a Detective, Cassidy was most likely fired or reassigned, and Lupo and Bernard weren't around long enough to be promoted.
* demoted working for SeeD, near the end of Disc 1. Even more confusing, after time starts compressing at the end of the game and you are thrown out of time into the future and can no longer interact with towns and most NPCs, you still are paid at regular intervals. That's a pretty impressive banking system. Unfortunately, the party is funded only by Squall's salary. Despite Quistis, Zell and Selphie also being SeeDs, the player does not have access to their finances.

* Demo: The main character automatically shapeshifts into whatever the person who looks at her wants to see. The events involves her happening upon the one and only person who doesn't cause her to do this.
* Demotivational Poster had a picture of a stick figure saying "Demotivators that say exactly what the picture says aren't funny". The poster said "DEMOTIVATORS THAT SAY EXACTLY WHAT THE PICTURE SAYS: They aren't funny".
* Demotivator posters promising to litigate all those who infringed upon it, even in private emails.
* Demo versions of songs are often regarded as better than a final version, especially if the later version sounds overproduced. This can also apply to albums that had better mastering, featured more /longer versions of tracks and represented a group's concept before
* Dempagumi.inc, a Japanese idol group, is said to be made up of ex-otaku, with each member having their own otaku "specialisation". Whether this is true or just a marketing ploy is unclear, but it is worth noting that all the members were employed at the well known "Dear Stage", an otaku hangout, in Akihabara, Tokyo's well-known otaku district.
* Dempsey and Makepeace, as DS Harry Makepeace is more properly Lady Harriet Makepeace.
* Dempsey and Makepeace has SI10, which fulfils a similar role to CI5, though it has a more rigid hierarchy and appears to be an actual police unit.
* Dempsey and Makepeace: He's an easy-going blue-collar American detective. She's a by-the-book English noblewoman detective. They fight crime!
* Dempsey and Makepeace: In "Hors de Combat", gang leader Frank Price is sprung out of jail, only to be killed by his accomplices.
* Dempsey and Makepeace: In "The Prizefighter," Dempsey and Makepeace find the broken body of a bare-knuckle prizefighter on the street carrying counterfeit money. Posing as an American couple named Dwayne and Lu, they manage to get into the illegal underground fight.
* Dempsey and Makepeace: In "The Squeeze", a heavy-duty transit van carrying half a million pounds in used notes is high jacked, drivers and all and S.I. 10 is tasked to find it.
* Demythification that "inspired the legend". Inverse of Magical Realism.
* Demyx from the same Organization in the same series likes to pass himself off as one of these, running away from enemies, claiming he really doesn't know how to fight very well, and using a
* Demyx Time: After Axel discovers that Larxene slept with Xigbar (along with most of the rest of the Organization):
* Demyx Time enjoys mocking Marluxia for this. Inverted when Demyx firmly believes that Larxene is a man.
* Demyx Time, with Demyx proposing that the entire Organization sneaks up on Sora and ambushes him, screaming "ATTACK!". He's laughed at, until Marluxia proposes that they all take it in turns to monologue in front of him before attacking. Xemnas commends this approach. Demyx tries to get some credibility back by suggesting that they all sidle up, before suddenly screaming "We are NOT going to attack you!" Needless to say, not a lot of progress is made.
* Den Ace parody, had one of the finishing moves of the titular character involve detaching his head and throwing it at his enemy, after which it returns to him in a boomerang like fashion.
* Den Ace series. In order to fight a giant monster, the titular giant hero pulls Tokyo Tower out of the ground... and uses it as a club.
* Den. A disenchanted office worker builds a machine that opens a portal to another world where a "deposed queen" beckons him to enter another world. Turning into a muscleman on the new world, he fights several monsters.
* Denahi also takes on shades of this, immediately after Sitka's death; he tries (albeit unsuccessfully) to make Kenai realize that the incident wasn't the bear's fault and that killing the animal out of vengeance would (A) only serve to anger the spirits, and (B) would not make Kenai the man that he so desperately wants to be.

* Denarian-form of Rosanna takes on the traditional look of a succubus: beautiful, batwinged, and clearly demonic. While she doesn't draw energy or anything from tempting mortals, she is still a master at using her coercive abilities to tempt other mortals, often to open them up to the Denarians' temptations or keep existing Denarians under control.
* Denarian Rosanna, who are honor-bound to help a Denarian redeem him- or herself if possible). Harry, for once not completely clueless about women, calls her out on this.
* Denarians also exhibit glowing eyes — specifically, the Fallen themselves will manifest eyes (usually green) when they are startled, angry, or in combat. They're not required to be in the same places as their hosts' eyes (which, due to
* Denarian Tessa's alternate warrior-form body can rebuild itself if badly damaged by transforming into thousands of tiny mantis-like insects that reform together into the original body.
* Denazification: Germany after World War II removing influences from the Nazi party.
* Denazra, and deploy vast space fleets and land armies to targeted planets in an effort to resist. They have yet to win a single battle despite hundreds of years of trying.
* Den Bruna Maten (The Brown Food) explores food from the late sixties — early seventies, when exotic ingredients like pineapple started appearing in Swedish supermarkets, but no-one really knew how to use them. The main things that can be taken away is that combinations of pork products and cheese are hard to mess up.
* Den Brysomme Mannen). A man steps off a bus in a desert and is taken to a city where everything seems nice on the surface. He gets a nice house, a pretty girlfriend and almost anything he desires, but there is one catch. Turns out that the place is a dystopia where emotions are nonexistent, food and drink is flavorless and there are no children anywhere.
* Den comics, nearly all the female characters, especially the women who were brought from Earth, make up this trope.
* D-END: 2 ends with Akane escaping the facility alone and leaving Diana and Sigma stuck inside.
* Dende leaves with the rest of the Namekians to look for a new world at the end of the Frieza Saga. He comes back near the beginning of the Cell Games.
* Dendritic Cell's ability to activate Naive T Cells is depicted as him showing old photos of the rest of the squadron, which in turn reassures the Naive T he's talking to and allows him to join the fight as a musclebound Effector T Cell. We soon get a shot of the other T cells getting "agitated" (depicted as sudden chills) from sensing this taking place.
* Dendromancy: Druid divination with branches of oak or mistletoe set on fire. The prediction then made from seeing the direction and shapes of the ensuing smoke.
* Dendy, despite existing many other versions with names and likenesses based on whatever desktop console.
* Dendygar destroy the world, Goddess Moronia still asks if you have any popcorn as the meteor approaches. "I want to enjoy this at least!" (The two of you are watching from the moon.)
* Denebans in the eighth book. Originally, Gray and his crew believe they are extremophiles since their ship has an internal temperature of 900 degrees Celsius, but it turns out they are an AI race with no need for physical environments at all.
* Denebian Slime Devils. Though since they're neither humanoid nor sapient, it's not like they have some other word for themselves.
* Den, especially in the early comics, the title character is typically nude at all times and he is typically the toughest character in Neverwhere.
* Den franska biljetten, a French girl gives the singer a note, and every time he asks people to translate the note for him they get angry with him. (He is thrown out of his hotel, fired from his job, etc.) Finally, he buys a dictionary and translates the note himself. This makes him laugh hysterically, and the audience never finds out what the note says.

* Dengar was forcibly turned into a cyborg by the Empire. In the process, they removed all the emotional centers of his brain they didn't feel would be useful for their purposes — no love, kindness, etc. He is intellectually aware of what an emotional cripple he is now, and
* Dengeki Bunko: Fighting Climax, etc.), the crossover video game does not.
* Dengeki Bunko: Fighting Climax has this as her fighting style: Like Mio above, she can change outfits in quick succession and give some style to her attacks.
* Dengeki Daisy and tearfully tell him what happened, after which she starts staying at his apartment while her home is searched by the police and subsequently moved out of.
* Dengeki Daisy, Teru has strong feelings for Daisy, her faceless protector she only has contact through email, and falls in love with Kurosaki, who she secretly wishes were Daisy. Luckily, he is.
* Dengeki Sentai Changeman blasts her room, putting fire inside it. Again, she flips around, burnt the ropes using the fire created.
* Dengeki Sentai Changeman plan their invasion from earth from their Mothership Gozmard.
* Dengeki Sentai Changeman played for laughs because she still spoke in her deep masculine voice. On later episodes she improves on her disguises and even the audience is fooled.
* Dengeki Sentai Changeman: Thunder (Red and Blue), Earth (Black), Water (White), and Fire (Pink).
* Dengeki Stryker, Hilko has a route where she can romance Yuuki, ignoring that he is Stryker.
* Dengel enslaved a community to his final lair in Ceiha using magic that bound their souls to their flesh. He forced them to serve him while he researched greater and stronger magic in order to take revenge on his enemies.
* Dengel, Eric's other mentor, advises Eric to become one of these because he doesn't have the sheer power to overcome his enemies.
* Dengel is a classical example in that he is both older than dirt and regarded as a sage. He teaches Eric high-level and esoteric forms of magic.
* Dengel is a famous researcher and codifier of magic in 21st century Tariatla, but in his own time he was closer to a court jester performing parlor tricks for his clients. That is, when he wasn't helping lay siege to fortresses.
* Deng Xiaoping did him one better. This is the man Mao couldn't get rid of despite all attempts to purge him since he was the only one in the party competent at economic policy. When Mao tried to do his job or get somebody else to do it, China's economy went to the toilet. He was so effective that even though Mao went to great lengths to ensure that Deng would never come to power after his death, Deng still became leader of China anyway.
* Deng Yuting as Sweet S. for most of the series, Doctor H. for most of the series, Kalo, Lightbulb Jr., and Lele.
* Denholm not only knows enough to be prepared for his son to show up, but enough to know that he'll cause a fuss and start flirting, and
* "deniable encryption" porn at the second layer, and military state secrets at the third. The trick is that it's mathematically impossible for the interrogator to know how many layers are in use (and it is also possible to have more than one volume at the same layer, for example having two second- or third-layer volumes), since anything they haven't decrypted yet is indistinguishable from random garbage - so at any point the subject can plausibly claim that they've handed over all the keys they have, and the interrogator has no way to be sure whether they're dealing with an actual spy or just a very paranoid pervert.
* Denial, although the movie does not feature the aforementioned lowlights.
* Denial and his attempt to silence real historian Deborah Lipstadt from calling him a Holocaust denier via a frivolous libel lawsuit against her and her publishers, Penguin Books.
* Denial: His attempts to continue his life as a vampire despite his re-ensoulment.
* Denial: Irving claims he's not racist even as his own diaries and recorded

speeches show him saying blatantly racist things.
* Denial: Not Just a River in Royal Woods, Lynn playing with her soccer ball interrupts Ronnie Anne and Lincoln kissing.
* Denial of Digital Distribution: A work is not released digitally, or the digital releases that do exist are restricted in some way.
* Denial of Digital Distribution: Can apply if the digital release is region-specific.
* Denial of Streaming: You can purchase the work digitally, but it's not on services like Spotify or Netflix. The usual justification is that the streaming services pay creators too little — if this argument is used, expect debates on whether the creator's stance is justified, or they're just being greedy. In some cases, the creator will allow the work to be on certain streaming services, but not others.
* Denial When Holocaust denier David Irving is questioned about the gas chamber in Auschwitz he first claims it was for delousing corpses. When questioned why the door would be hermetically sealed with a caged window he says the room was likely used as an air raid shelter. When it is pointed out the shelter is two and a half miles away from the closest barracks he doesn't know what to say. He is then asked why corpses about to be incinerated need to be deloused at all.
* Deniece Williams' hit song "Let's Hear It For the Boy" is about a girl who couldn't care less that boyfriend isn't a smooth-talker, or rich, and doesn't dress super nicely, because his loving nature makes her so happy that she wouldn't have him any other way.
* Denied by Mr. 450, who said he wasn't taking revenge on Joe Bravo for stealing the World Wrestling League's America's title belt, but enacting punishment.
* Denied, even during the Summer, but as much as she'd like to sell on getting them laid she's not into false advertising.
* Denied Food as Punishment: A child is punished by forcing them to go hungry.
* Denied Food as Punishment: Punishing someone by disallowing them food.
* Denied Food as Punishment Tantalos killed his son and tried to trick the gods into eating him. Punished after death in Tartaros, he stands forever in a pool of water, surrounded by fruit trees, but whenever he reaches for it the water drains away and the branches blow out of reach.
* Denied Parody: A work seems like a parody, but according to the creators, it was not.
* Denied Parody: It seems like a parody, but the creators insist it is not.
* denies, saying he'd "rather lick the bathroom floor" than kiss her. Somewhat amusingly, he rescinds this statement when taken up on the "offer".
* denies she's an alien. Despite the tail, antennae, large black eyes, lack of nose and ears...
* Denis Akiyama, the English voice of Nobunaga Oda and the narrator in
* Denis Compton was a fixture of the England cricket team throughout the 1940s and 1950s, excelling as both a batsman and a bowler. However, he also played football for Arsenal FC, scoring 15 goals in 54 matches between 1936 and 1950. Conversely, his brother Leslie Compton is more well-remembered as a footballer, having played 253 matches for Arsenal from 1930-52 and being capped twice by England, but he also played cricket at the county level for Middlesex.
* Denise and Spade books when she's told that "the vampire" is in a bedroom with another woman. She furiously pounds on the door only to find she's got the wrong vampire.
* Denise Crosby, who played Tasha Yar in the first season of TNG, felt she was underused and asked to be let go abruptly. They managed to squeeze her death into "
* Denise Richards and real-life daughter Sam appeared on a season 2 episode.
* Denise Wagoner, who was blinded and severely disfigured in a DUI accident. The EMT on the scene remarked that her face looked like "bloody hamburger" after the crash, and that's pretty much exactly what it was (search it at your own risk). In hindsight, it sounds eerily similar to the case of the "hamburger lady" described in the
* Denis Leary, but, as seen in the quote, after only a second or two he dismisses

the thought and refuses to change.
* Denis Leary," but says that everyone who heard the joke will be accompanying him.
* Denis Leary didn't die, but was frozen until a cure for his cancer could be found.
* Denis Leary for this reason. According to Leary, the three of them had pictures of real estate they wanted to buy to get them through the shoot.
* Denis Leary have the right to complain about something after witnessing that.
* Denis Leary look like that. Clothing like that goes on sale (with big discounts) for a reason.
* Denis Leary made a joke about finding the youngest Hanson brother in a motel all the way up a hooker's vagina with an 8-ball of cocaine next to them, and how the audience will remember the bit when it comes to pass. "You're gonna laugh about that later. People will say, 'What's so funny?' and you'll say, 'Can't tell you! You had to be there!'"
* Denis Leary made some terrible movies? Well, we will remind you of that. Several times.
* Denis Leary positive, he adds a denouement, the implication that taking them with him will soften the sting a bit:
* Denis Leary's song, "I'm an Asshole" features a spoken rant that's all about this:
* Denis Leary that involves him and a handful of friends stealing office supplies from the Atlantic Monthly offices while working there as night janitors. The group (minus Denis, who was fired earlier for unrelated reasons) eventually gets fired when they get caught trying to steal a desk.
* Denis Leary, to the point that many people call him a blatant rip-off. It doesn't help that Hicks himself claimed that Leary stole from him and their friendship ended after Hicks thought this.
* Denis Leary, while someone, presumably one of Johnny's friends, named Cliffy DeCoursey watched. Denis ran several flights of stairs with the arrow still firmly embedded in his forehead to his uncle, who pulled the arrow out and told him, "It's out, goddamn it, you're fine, so SHUT UP!" Meanwhile, Denis and Cliffy's fathers went on the hunt for their wayward sons and beat the shit out of them for doing such a stupid thing.
* Denis Villeneuve often has his name botched to "Villenueve" or "Villanueve" in English-speaking countries, leading some to think he's Latino or Spanish. The man is a Canadian from French-speaking Québec, his name appears to be this hard to grasp for anglophones.
* Denis Villeneuve seemingly lacks of pedipalps compared to the Lynch film, but its massive scale is perhaps the best rendered out of all examples on this page, thanks to flawless CGI.
* Denis Villeneuve, the personal shields are invisible and get visibly distorted upon being hit.
* Denji Sentai Megaranger: A fighting game was used to find candidates to turn into the Megarangers. The appearance of the Megarangers is the same as the characters in said game.
* Denji Sentai Megaranger, and in lieu of the standard giganification has a bunch of Kunekune cover it to form King Kunekune.
* Denji Sentai Megaranger for his deceased daughter, while it is implied Yugande is like a son to him. When Yugande was being used as a living shield by Gurail, Hinelar went as far as to poison Gurail, causing him to lose his mind.
* Denji Sentai Megaranger has the same underhanded personality, but goes a step further by actually gloating about his underhandedness.
* Denji Sentai Megaranger has this happen in episode 29. The Megarangers rush into action, only for MegaPink to run backwards and jog in place as soon as they run past a restaurant, making the heroic theme slow down and stop.
* Denji Sentai Megaranger proves you can combine the two: none of the Megarangers were part of the organization before being the only ones around to suit up and stop the attack in the series premiere. The Megarangers themselves are high school students.

* Denji Sentai Megaranger, since this season was about video games, particularly ones made in the mid-90s.
* Denji Sentai Megaranger: The Drill Saber / Spiral Saber is styled in this fashion.
* Denji Sentai Megaranger was close or far from this. Beauty check, Busty Check, Panty Check.
* Denji Sentai Megaranger, where the prototype Megaranger suit would automatically shut down after two minutes and thirty seconds.
* Denki-gai no Honya-san, but say that to her face and she'll vehemently deny it.
* Denki-gai no Honya-san is enamored with anything to do with zombies, to the point that she gathers supplies for a theoretical outbreak.
* Denki Kaminari can unleash a devastating wave of electricity, but the power is so great that it temporarily fries his brain, leaving him a babbling idiot.
* Denkou Choujin Gridman. Notable that it's the only non-Toei toku show to have undergone this procedure.
* Denmark has three (A dubbed version of Open Sesame in 1992, a dubbed Elmo's World in the late '90s/early aughts, and a packaged block in 2009)
* Denmark is drawn with an axe in the trading cards. Since he hasn't officially showed up, we don't know if it's just decoration or if it
* Denmark lets young males (and females, if they get the call), postpone the call. At least if they have something excusable such as college/education.
* Denmark sees himself as the leader and "older brother" (re: this) of the Nordics. The others don't seem to agree.
* Denmark similarly employs women in nearly all military positions and is one of only four countries in the world with legislation allowing for the conscription of female soldiers.
* Denma The Quanx, as mentioned in the description, is a Korean webtoon. Every chapter is a single "comic" with infinite scrolling.
* Denma The Quanx. It takes place in a distant space-faring society, and most of the humans in the cast are various shades of brown with various hair colors. The main character has medium-brown skin and peach-colored hair. No one ever comments on this, so it seems that race isn't an issue in their society.
* Dennis (albeit with a large radio headset), as he can't remember them well enough on his own. Unfortunately, he ends up repeating everything that his headset plays back, including FM stations, police radios, and the prompter berating him for doing so.
* Dennis & Gnasher animated series. It's not made clear whether she's half black or heavily tanned. All we know about her ethnicity is her father is white.
* Dennis and Dee take a trip to the Jersey Shore because they have fond memories of visiting there during their childhood years. When they arrive, they are subjected to a series of painful and terrifying experiences that completely shatter their previous conceptions of the Jersey Shore.
* Dennis and Gnasher: In "Yard Sale", Walter picks up Dennis's squirt gun and attempts to shoot Dennis with it, only for it to spray him in the face as Dennis says it backfires. He then turns the gun around and attempts to shoot Dennis again, only to soaked again as the water comes out the barrel and Dennis adds "Sometimes".
* Dennis and Joey grew so tired of working on Margareth's float for a Fourth of July parade (and of her bossiness) they declared independence from her and made their own float.
* Dennis and the Kangaroo Cavalry", Tony Robinson uses one on Mr. Wilson when he shakes hands with him. Mr. Wilson is not amused, but Tony certainly is.
* Dennis, Cordelia's phantom roommate, is a recurring character. He's a surprisingly nice guy, considering
* Dennis Cranmer, who was captain of the guard for a Temerian Duke, but isn't in the Northern Realms deck.
* Dennis "Cutty" Wise is a complete inversion. Leaving prison after fourteen years, he wavers on whether he should rejoin his old gang or go straight. Going straight is predictably difficult, so he gets back into the game as a hitman. It seems easy, as he's experienced and still has a towering reputation among the older

generation. When it comes time to kill, however, he finds out that he
* Dennis, Dee and Frank try to start an intelligent internet talk radio show, but quickly descend into zoo crew idiocy.
* Dennis DeYoung: "Call Me" is about the singer asking a girl to call him on what's bothering her, which was implied to be about a
* Dennis Dugan, where he played the infamous "guy Maddie met on a train and immediately married for no apparent reason in order to provide a love triangle". This failed utterly and his character was written out and never seen again. However, Dugan himself stuck around to direct five unrelated episodes (and now Dugan is probably better known as a director than as an actor).
* Dennis Eckersley was a washed-up drunk by end of the 1986 MLB season, and apart from an appearance in the 1982 All-Star Game, he was mediocre from 1980 to 1986. But after successfully getting treatment for his alcoholism, "Eck" joined the Oakland Athletics in 1987, and was switched from starting pitcher to reliever. All he did was become one of the top closers in the majors all the way to the late '90s, winning both the American League Cy Young and MVP awards in 1992 and making the Hall of Fame in 2004 in his first year of eligibility.
* Dennis effing Silva from The Destroyermen series...where do we start? Asides from fighting the imperial Japanese navy, he fought Chinese gangsters with a jade statue, disobeyed orders NOT to be in a location only to show up guns blazing, sneaking aboard a carrier by jumping into an ocean from an airplane that would normally kill you in minutes if not seconds...all in the name of the greater good. His lack of discipline has been commented to be why he is arguably the alliance's deadliest warrior.
* Dennis Farina usually played cops and mobsters, which maybe wasn't surprising considering he was a Chicago police officer for almost 20 years before taking up acting. His
* Dennis finishes Mac's sentences for him when the latter can't think of the right word, to emphasize their
* Dennis Hale, the lone survivor of the second-to-last shipwreck on the Great Lakes, the Daniel J. Morrell, went through a harrowing ordeal. He and three others made it aboard a life raft and while they died within the next day, Hale clung to life for the next 34 hours. When he was found, he had lost 25lbs. He still has the life jacket.
* Dennis Haysbert, but instead of referring to him by name, saying "That's safe drivers save 40%!"
* Dennis Haysbert, on the same show). The fact that the two actors are good friends apparently never occurred to anyone.
* Dennis Hopper, but he insisted on playing Lyle from Dallas. Hopper eventually convinced the producers who were thrilled with the end result.
* Dennis Hopper, Frank Booth, provides one of the scarier example of this trope.
* Dennis Hopper serving a jail sentence after assaulting an extra who tried to take a picture of him on-set.
* Dennis Hopper that it prevented Hopper from directing again for nearly a decade.
* Dennis Kucinich is only 160 cm (practically a midget for a politician), while his wife is 183 cm. She's also
* Dennis Lehane as the result of the lead character, Patrick, refusing to talk to him for that amount of time.
* Dennis Lehane features a trio of serial killers who model themselves on the Holy Trinity and crucify all of their victims before killing them.
* Dennis Lyxzen of Refused wasn't happy when he heard rap-rock band Crazytown cover "New Noise". He said of it "History [will not] be kind on Crazytown and that feels good."
* Dennis Macfield., he forgoes his normally upbeat and higher voice, and goes a deeper, more serious tone. The implication is that the original voice was a facade he used for his job.
* Dennis Miller commentator, but does do the occasional stand-up special.
* Dennis Miller constantly uses obscure pop culture references in his stand-up routine. He occasionally mentions that he's doing so and that many of the people

watching won't get them.
* Dennis Miller has spoken of liking to say things like "the Middle East situation is less stable than
* Dennis Miller, in which he ends each opening stand-up segment with a rant that begins, "Now, I don't wanna get off on a rant here, but..."
* Dennis Miller once noted that if he said, "Whoever made this movie should be put in a gas chamber", the ads would read, "... a gas! — Dennis Miller".
* Dennis Morgan was an excellent singer who got his start in musicals, so naturally
* Dennis Nedry. Notably, Claire chews him out for having a cluttered workspace, just like Ray Arnold did to Dennis in the original.
* Dennis Nilsen lived in an upstairs flat, he had no basement, but still got away with dismembering and cooking young men. He committed most of his murders while living in a ground floor flat with its own garden. He did, however, keep corpses hidden under the floorboards there for months at a time, and disposed of them in large bonfires without the neighbors paying much attention. He wasn't caught until, trying to dispose of more than a dozen corpses, he clogged the drains with human flesh and fat.
* Dennis Nordman for a limited run to meet the demand of die-hard collectors.
* Dennis Potter plays a beautiful but vacuous fashion model, a blank slate with no emotions or ideas of her own, except under the influence of predatory males — when she temporarily becomes their sex fantasy, Zelig-like. Possibly justified in that she is a story within a story by second-rate writers...who are themselves products of another writer, written by a fictionalised version of Potter himself.
* Dennis presents himself as the voice of reason in the group. Whilst it's true he is socially better than the others and somewhat more sensible, he is a vain, lustful manipulative creep who like his sister Dee displays almost sociopathic levels of
* Dennis Quaid. Quaid lost so much weight that he lacked the energy to stand and had to take frequent rests between takes.
* Dennis Rivera and Savio Vega in IWA Puerto Rico and the World Wrestling League, both generally being baby
* Dennis Rodman's creepy hairdo gets first place and some of them compose the image to the right. It even ported to his appearance in the video game
* Dennis Rodman seems to be trying to invoke this with his visit with North Korea's leader Kim Jong Un, telling him that he has a "friend for life." It is Rodman's hope that his visit may help, if even in some little way, to cool the hostility of the North Korean government towards the United States.
* Dennis Savage discovered his new girlfriend Blessing was transgender, leading to internal conflict about whether he was "gay", which caused him to be pretty insensitive and ignorant toward her. He eventually accepted her for who she was, and they remained happy together until an off-screen breakup when Dennis returned to the show by himself.
* , Dennis's response to Greyghost describing that his archnemesis was finally dead:
* Dennis Sterling, a retired Imperial Navy intelligence officer, recommends the use of an old Yoko Ono recording as an aid to interrogation. "I must confess," Dennis continued, "that I've found a roll of duct tape, a high quality audio headset, and one of her early recordings to be quite useful when questioning a prisoner."
* Dennis the Menace: After vacuuming paint and saw chips from his garage floor, Dennis reverses the fan and blows the contents into Mr. Wilson's barbecue. Later, when eating his steak, Wilson says "it tastes like paint... and wood".
* Dennis the Menace and Gnasher animated series, Greytowers Prep takes on Beanotown School in a triathlon. The Greytowers team is so much fitter than the Beanotown team (consisting of Dennis, Walter and Angel Face) that they could easily have won. Instead they cheat and, even though they initially win, they are exposed and disqualified.
* Dennis the Menace and Gnasher: Dennis does this to temporarily confuse the

Greytowers Prep triathlete (who is already cheating). It delays him long enough for Gnasher to disable his bike.
* Dennis the Menace and Gnasher: In "You and Whose Army," Curly hands Dennis a telescope. Dennis asks Curly if he has put boot polish round the eyepiece. Curly says no and raises the telescope to his own eye to demonstrate, only to find that Dennis has put boot polish on the eyepiece.
* Dennis the Menace and his cousin, Chauncey have one in the episode, "My Fair Dennis". When Chauncey's butler, Parker, comes in to check on them, some of the feathers from the pillows fly onto him, and since he is allergic to feathers, he goes into a sneezing fit.
* Dennis the Menace, and Mr. Wilson admits that even though he tried to throw the mockingbirds' nest out as carefully as possible, Dennis and Tommy found an injured bird which they nursed to health, and they recall the good example Mr. Wilson set, with Mr. Timberlake admitting that mockingbirds are pesky, while Mrs. Elkins only wanted the position to increase her social status, and she doesn't even care much for birds, running for club president with a superficial motive to spite Mr. Wilson, because she doesn't care that much for birds as Mr. Wilson does.
* Dennis the Menace animated series had an episode where Dennis scared some people by pretending to be a headless horseman.
* Dennis the Menace animated series portrayed Dennis and Margareth as business partners in a lemonade stand. Unsatisfied with her share of the profits, she started her own lemonade stand to compete against her now former business partner.
* Dennis the Menace, anthropomorphic flames appear as enemies in the boiler stage. These enemies cannot be destroyed, not even by the water gun (it only temporarily stuns them).
* Dennis the Menace backyard, but Mr. Wilson made them put back all the dirt.
* Dennis the Menace by drawing a line on it, leading the two to drive onto a set of railroad tracks. A train approaches them, but fortunately, they get out of the way before it can hit them.
* Dennis the Menace cartoon, Dennis' granny jokes that before TV was invented, they all sat around waiting for TV to be invented. Her actual youth activities however (reading, hunting dodos and listening to the wireless) are little better, as far as the main character is concerned.
* Dennis the Menace cartoon had a framing device of Dennis trying to help recover Mr. Wilson's memory by telling him about some of their past adventures.
* Dennis the Menace cartoon showed Dennis doing this. He may have done it a time or two in the live-action TV series as well.
* Dennis the Menace cartoon (UK) episode "Mauled" used this (and was the typical mad scientist with robot shopping centre, parasol hat and funny gadgets).
* Dennis the Menace: Concerned over Mr. Wilson's health, his wife forces him to enter a gym. When Dennis' antics get him expelled from there, Mr. Wilson is grateful enough to give the kid a sundae. Mr. Wilson has one as well but, wanting to lose weight, gives Dennis his sundae's cherry.
* Dennis the Menace, Dennis competes in a bike race against a bully. The bully pulls over to raise a drawbridge despite this only affecting Dennis who is in dead last. Averted when the bully wins anyway.
* Dennis the Menace, Dennis finds the false teeth of his neighbor Mr. Wilson and plays with them, accidentally knocking out the two front teeth and losing them in the sink drain. He tries to fill the gap in the false teeth with white gum, which results in Mr. Wilson being given a huge buck-toothed smile when he poses for a photo being put in a newspaper advertising a garden party he is hosting at his house.
* Dennis the Menace - Dennis loses his bubble gum in Mr. Wilson's bagpipes. Mr. Wilson then plays the bagpipes, blowing a huge bubble out of one of the pipes - the bubble bursts all over one side of his face.
* Dennis the Menace, Dennis mistakenly believes the street sign at the corner is reversed, so he turns it, whereupon a swimming pool company goes to the wrong house and basically destroys Mr. Wilson's backyard.
* Dennis the Menace: Dennis Mitchell has walked in on his mother in the bath

several times. While this is awkward for his mother, Dennis is solely concerned with whatever matter he barged into the bathroom to discuss and this is more to do with him having no sense of privacy.
* Dennis the Menace episode, "3D and Me", Dennis is onboard a naval submarine that's under attack by a giant squid. When he comes across a button in the control panel, he gives us this line:
* Dennis the Menace episode, "Big Baby", Alice has Dennis look after Sylvester, the infant son of Mrs. Atkins. Around the same time, PeeBee goes to Dennis' house to show Dennis his new super growth formula, which he keeps in a baby bottle since just one drop makes things bigger. Sylvester gets ahold of the bottle and drinks most of the formula, causing him to grow to an enormous size. As PeeBee works on the antidote, Sylvester crawls off to a water treatment plant. To lead Sylvester back to his house, Dennis uses what's left of the super growth formula on some jelly beans and leaves a trail of them for Sylvester to follow.
* Dennis the Menace episode, "Big Baby", Dennis looks after a baby named Sylvester, who grows to an enormous size after accidentally drinking PeeBee's super growth formula, due to PeeBee keeping said formula in a baby bottle. When Dennis scolds Sylvester for playing with a real car like a toy, Sylvester cries, and Dennis gets an umbrella to avoid being rained on by Sylvester's tears.
* Dennis the Menace episode, "Bowling For Dennis", Dennis goes to the bowling alley with his dad and Mr. Wilson, who get into a competition with a rival bowling team. The rival team tries to sabotage Henry and Mr. Wilson's chances of winning by putting bubble gum on the bottom of their bowling pins, giving them a remote-control bowling ball, and later a magnetic bowling ball, but Dennis inadvertently foils their plan.
* Dennis the Menace episode, "Cheer Up", Mr. Wilson becomes hospitalized after tripping on Dennis' skateboard. When Dennis comes to visit Mr. Wilson, he tries to cheer him up by turning on the television, but the remote he grabs is for Mr. Wilson's hospital bed, and the buttons he presses cause it to attack him. All the while, Dennis is completely oblivious to this happening as he wonders why the television isn't turning on. This gag is repeated at the end of the episode when Dennis is revealed to have Chicken Pox and has to stay in the hospital as Mr. Wilson's roommate.
* Dennis the Menace episode, "Dennis Predicts", a soccer ball to the head causes Dennis to predict what will happen to his family and friends. One of his predictions is that his father, Henry, will land in a pile of garbage. Henry doubts this is going to happen, but it does when he trips on Dennis' skateboard in an attempt to take out the garbage.
* Dennis the Menace episode, "Meatball Mess", Dennis, Gina, and Joey form one to reach the cabinet on a high shelf and get the ingredients to make a new lunch of spaghetti and meatballs after Ruff ate the one they were going to have. Dennis is on the bottom, Gina is in the middle, and Joey is on top. They fall over when Dennis gets tired from all the weight he's holding, but fortunately, Joey gets the two boxes of spaghetti that he, Dennis, and Gina need.
* Dennis the Menace episode, "No Bones About it", Ruff sneaks into the museum to get a bone from a dinosaur skeleton, with the museum's guards trying unsuccessfully to get him out. At the end of the episode, Ruff stops a pair of jewel thieves and is rewarded with the skeleton.
* Dennis the Menace episode, "So Sorry!", Mr. Wilson gets roped into a Sumo wrestling match after he is stripped down to his underwear, due to Dennis getting his clothes wet chasing after a kite that snagged his wallet. Mr. Wilson loses, but when Mrs. Wilson finds out from Dennis, she single-handedly defeats the Sumo Wrestler and wins the championship Sumo wrestling belt.
* Dennis the Menace episode, "Strike up the Band", Henry and Mr. Wilson pursue a Purse Snatcher at a department store. They use a vacuum cleaner to catch the Purse Snatcher, and while they succeed in doing so, the vacuum works too well; after it sucks up the Purse Snatcher, it also sucks them up, along with many items on the shelves. Eventually, the vacuum cleaner becomes overstuffed and explodes, allowing the Purse Snatcher to escape.

* Dennis the Menace episode, "Trembly Assembly", Dennis plays inside a car that a salesman is trying to sell to his father, Henry. When the salesman tells Dennis to give him the wheel, Dennis pulls it out and gives it to him, much to his horror.
* Dennis the Menace episode, "Up Up and Oh Boy!", Dennis, Jay, and Margaret fly away in Henry's company's dirigi-blimp, and Henry and Mr. Wilson chase after them on Mr. Wilson's tandem bicycle. At one point, Henry and Mr. Wilson ride down a hill, and this exchange occurs:
* Dennis the Menace features an alien race of shapeshifters who thought that televisions rule the world and thus come to Earth in the form of televisions. Upon realising their mistake, they try to take on human form but find it too difficult so remained as televisions. At the end, they reveal their true forms (each one different from the rest) and conclude they are just like humans in that regard.
* Dennis the Menace for ruining his garden party while trying to tell him that he's been robbed. When Dennis sets up the campfire, one of the cinders accidentally falls down Sam's pants, lighting them on fire. Later in the film, when Sam becomes tired after Dennis feeds him an entire can of beans, Dennis puts a blanket over him, which catches fire due to being too close to the campfire. Both times, Sam puts out the fire by jumping in the river.
* Dennis the Menace for the title, just days after arriving in the WWF).
* Dennis the Menace: George Wilson, following his portrayer Joseph Kearns' death in 1962, midway through the third season. Immediately after his death and a brief hiatus to mourn Kearns' passing, two scripts where Wilson was non-essential were hastily re-written, with substitute characters added and no mention of Mr. Wilson made. Later in the season, it was explained that George had business out east, and his brother, John (Gale Gordon) was brought in to "house sit". Early in the fourth season, the Wilsons (offscreen) moved to the East Coast, leaving John the new homeowner … and it was still presumed that George was alive when the series ended in 1963.
* Dennis the Menace Gina usually wears jeans and sneakers and plays sports with the boys. Margaret wears a flouncy skirt and pushes a doll in a baby carriage. Dennis, who makes a big deal about his own butchness, is more comfortable with the former.
* Dennis the Menace, Gnasher does this to the postman. One story revealed he had a collection of ripped seats from blue uniform trousers.
* Dennis the Menace had a 65 episode season airing in syndication in 1986. It later got a 13-episode season for CBS Saturday Morning in 1988, bringing the total to 78 episodes.
* Dennis the Menace has Dennis and Gnasher's pictures appear on the news and they have their faces swapped over (the newsreader also notes that anyone who recognised them from those pictures would need their eyes testing).
* Dennis the Menace" has Dennis' cousin Marky take Dennis' skateboard for a joyride, and Dennis, Alice, and Aunt Matilda chase after him. During the chase, they pass through the drive-thru of a fast-food restaurant. Dennis places an order, Alice pays for it, and Matilda picks it up.
* Dennis the Menace", Henry is left to take care of the house while Alice leaves for the day. When Dennis tries to help Henry with his housework, he first puts too much soap in the washing machine, resulting in the house being flooded with soap bubbles. Then, when Henry tasks Dennis with watching his roast, Dennis turns up the heat, resulting in the roast catching fire. There were even problems unrelated to household appliances, such as Dennis getting stuck in a tree trying to hang up the wet laundry. All three times, Henry has to call the emergency services.
* Dennis the Menace: In "Circus Berserkus", Joey mistakes an escaped bear for a teddy bear. Mr. Wilson doesn't think it's real until he pulls its nose.
* Dennis the Menace: In the opening titles sequence, Mrs. Mitchell finds herself in this situation after Dennis, riding on Ruff, sends her armload of clean dishes flying.
* Dennis the Menace: In "The Time Bomb", Dennis and Joey have a rather harrowing adventure with a clock mistaken for a time bomb. At the end of the episode, hearing the sentence "don't you boys ever look at a clock?" distresses them so much that they flee, much to the speaker's confusion.

* Dennis the Menace: In "Wheeling and Double-Dealing" Dennis and PeeBee get into a perpetual motion car race against Winston and his lackeys. Winston's lackeys sabotage Dennis and PeeBee's road map by drawing a line on it to lead Dennis and PeeBee in the wrong direction. When the two drive their car into a lake, the line washes off, and the two realize they've been tricked.
* Dennis the Menace", Mrs. Wilson puts Mr. Wilson on a diet when he gets too big for his clothes, despite his objections. After having nothing to eat for several hours, Mr. Wilson hallucinates a truck as a hoagie, a flying bird as a roast chicken, and Henry's boss, Simon Gordo, whom Henry calls "The Big Cheese", as a sentient wedge of cheese.
* Dennis the Menace: Mr. Wilson has been growing a plant for the past four decades that only blooms for a few seconds. He invites a number of people to the event, there are 'Oohs and 'Aahs' as the flower begins to unfold... which, of course, is the moment Dennis comes out yelling "MR. WILSON!" to tell him that his house had been robbed. Everyone (including Mr. Wilson) turns to look, during which the flower blooms and dies just before they turn back.
* Dennis the Menace. One of the clothes they wash is Mr. Wilson's favorite sweater. After all the clothes are washed improperly thanks to Dennis' antics, Mr. Wilson is horrified when Joey shows him the sweater, which is now small enough to fit Joey himself.
* Dennis the Menace, Switchblade Sam is initially okay with taking Dennis hostage, but Dennis being his usual mischievous self, he doesn't make things easy for Sam.
* Dennis the Menace: The 1986 version had a short called "Lights, Camera, Auction!" where Dennis and Mr. Wilson go to an auction. Wilson winds up winning several very expensive items, and is warned to pay or else!
* Dennis the Menace, the titular menace, while not normally seeming this way, does occasionally seem like this. In a 2004 comic, he did a menace race barefoot, unlike his running mates, and also in 2004, there was a comic where he, Walter, and Sergeant Slipper stuck their bare feet (or attempted to, at least) in front of a new restaurant. At the beginning of the strip, Dennis boasts how even his socks are menacing and he hadn't changed them for 4 years.
* Dennis the Menace: This was pretty much a regular trope for this strip, especially when Hank Ketchum was alive doing it, and Dennis was much more 'menacing'.
* Dennis the Menace titled "Dennis and the Fishing Rod" had Dennis trying to buy a fishing rod for his father. He tries to pay for it with a bill of Confederate money, but the merchant won't take the bill since he thinks it's worthless. Later on, the merchant learns from Mr. Wilson that the Confederate bill was worth a lot of money.
* Dennis the Menace to get a loose tooth pulled, so Dennis has PeeBee invent a tooth-extracting robot. When they test it out on a sleeping Mr. Wilson, the robot takes his dentures. Mr. Wilson doesn't realize this until he tries to eat an apple, and when he sees the robot with his dentures, he chases after it, only for the robot to hoist him by the seat of his pants with his own dentures.
* Dennis the Menace towards Dennis' house when he tastes his food and makes the connection.
* Dennis the Menace (UK) (1919-1987) and Dudley Watkins (1907-1969) died decades ago. The respective series are still ongoing. Applies to other characters from those comics as well.
* Dennis the Menace (UK) accidentally gets paint on the other side of the paper he sends off.
* Dennis the Menace (UK) animated series, Dennis visits a fair where all the rides and attractions have been nerfed because of the havoc Dennis and his cronies wreaked the previous year.
* Dennis the Menace (UK) cartoon featured a villain who was a rather odd inventor (inventing things like the toothless comb for bald men), one of his inventions was the Foldable Friend, which was essentially a cardboard cut-out of a person that could be folded down.
* Dennis the Menace (UK) day at school. This was considered one of the former Beano

editor's all-time favourite strips and was reprinted in The History of the Beano.
* Dennis the Menace (UK): Dennis and his gang attempt to drive a line-marking machine which goes haywire and leaves white lines everywhere on the road. Cars naturally attempt to follow the line and end up driving on the footpath, through the park, etc.
* Dennis the Menace (UK) had a female cousin who looked exactly like him but wore a bow in her hair and a skirt. Also her name was Denise The Menace.
* Dennis the Menace (UK). He'd run in tears to his mother for shelter whenever he encountered one of these.
* Dennis the Menace (UK). He uses this to his advantage: have the double talk to Sergeant Slipper whilst he is catapulting everyone with tomatoes (thus getting him out of trouble because Slipper claims "Dennis" was talking to him), making others around Beanotown think they've gone potty, and at the end the double ends up doing Dennis's washing up after he sneaks out after tea (he had told his double to wait outside whilst he went to check the coast was clear).
* Dennis the Menace (UK): In "Just Desserts" Angel Face is the only kid to finish her plate of boiled figs without complaint.
* Dennis the Menace (UK): "Mmm... Pizza would be great, Mum. *dog impression* Gnasher... you know Dad doesn't like you eating out of his hat..." [Grabs at nothing, claps, makes silly faces while waving hand in front of face, pats grass] And later — [groans] "I'm not well, Mum..."
* Dennis the Menace (UK) once wielded canes against their rebellious students.
* Dennis the Menace (UK) segment in which they showed viewers how voice-acting works.
* Dennis the Menace (UK), the Colonel orders seven exploding alarm clocks a week.
* Dennis the Menace (UK) who challenged Dennis' town not to watch the telly for a whole month and promised to give the town one million if they win. At the last day, Dennis and his friends convinced him to watch TV (which he claimed he never did before during his whole life). The millionaire decided to give the money anyway.
* Dennis the Menace (UK), William, who unlike the rest of the family is a real menace.
* Dennis the Menace (UK), with protective armour and water cannons, and yet is shown to be completely (and cheerfully) lost at school.
* Dennis the Menace (US), and a 1993 movie with two direct-to-video sequels.
* Dennis the Menace (US) anyway. It's still known as just "Dennis the Menace" in the UK though.
* Dennis the Menace (US), both stories about a mischievous boy in a red-and-black striped shirt, debuted the same day. There's no evidence that they influenced each other.
* Dennis the Menace (US) comic book story "Dennis vs. Television", which was also translated into Spanish, Dennis collected cereal box tops without actually buying the cereal, hoping to win a big prize.
* Dennis the Menace (US) creator Hank Ketcham died in 2001, and his former assistants have carried on the strip ever since.
* Dennis the Menace (US), Dennis does this to his babysitter and her boyfriend. The latter two hilariously bonk their heads.
* Dennis the Menace (US): Dennis has proven to be such a terror to every babysitter watching him that no babysitter has volunteered to look after him a second time. It has gotten to the point that Alice and Henry are up to "Z" in the phone book.
* Dennis the Menace (US), Dennis once protests to his mother about always being sent to time-out every time he misbehaves. She reminds him that she could spank him instead and he quickly decides to go with the time-out.
* Dennis the Menace (US): Dennis would frequently visit unannounced (and unwelcomed) with crotchety neighbor Mr. Wilson.
* Dennis the Menace (US): Gina and Margaret are the two girls in Dennis' circle of friends.
* Dennis the Menace (US), Gina will get offended by Dennis calling her a tomboy. She typically responds by slugging him.
* Dennis the Menace (US) had Dennis interacting with much more positive examples of

minorities.
* Dennis the Menace (US) has Dennis scrupulously avoid Margaret's tea parties, unless there's plenty of cookies available. No amount of cookies, however, can compel Dennis to attend one of Margaret's piano / violin recitals.
* Dennis the Menace (US), he was depicted as being much bigger than Dennis. Ruff eagerly follows Dennis around whether Dennis is running or riding his bicycle or skateboard. One of the strip's running gags is that even though Ruff chases cats, he is actually afraid of them.
* Dennis the Menace (US): In one of the comic books, Dennis added ketchup to his milk while at school. In the newspaper panels, he'd mix up other strange concoctions to eat like peanut butter with horseradish in a sandwich.
* Dennis the Menace (US) invade the dining room, rudely eat cereal, and abruptly leave.
* Dennis the Menace (US). Mr. Wilson parachutes from a plane, but a bird pecks at his parachute - leading to a long drop.
* Dennis the Menace (US) strip, Dennis comes outside, with bubbles coming out of his mouth, and he tells his friend that he was "right about that word."
* Dennis the Menace (US) strip has Dennis make a Christmas tree out of boxes instead of playing with the toys that came inside them. Dennis' parents decide that next Christmas, they'll just give him the boxes.
* Dennis the Menace (US) tends to be on his elderly neighbor Mr. Wilson's good side whenever the latter is friendly.
* Dennis the Menace (US). The "new" series gave Peter red hair (compared to Melvin's blond hair) and softer, less "menacing" expressions.
* Dennis the Menace wasn't causing chaos for his next-door neighbor, Mr. Wilson, he was often ruining the plans of everyone from human criminals to evil space aliens.
* Dennis The Menace, where the kid wasn't actually allowed to do anything bad. Instead, he was written as an innocent, well-meaning lad who always got into trouble by accident. A better title might have been "Dennis the Unlucky."
* Dennis the Menace, where the protagonist tells Mr. Wilson that his parents "wrestle" on weekends. Clearly, he's never figured it out.
* Dennis, the perverted panty-sniffer who is used as a pornstar by Trevor, is used by Bletch as a
* Dennis unveiling his alliance with the Fusion Dimension involves him suddenly using a Fusion card when he's spent most of his screentime playing the Xyz-centric Performages. This is downplayed as this maneuver primarily uses cards from his Extra Deck, which are only accessed when needed, and the few Spell Cards involved are one-offs that don't infringe too heavily on the rest of his archetype.
* Dennis was absent from "The Gang Beats Boggs: Ladies Reboot" and "Mac Finds His Pride" despite being mentioned as well as the Super Bowl two-parter
* Dennis Weaver and Hugh Hefner met at Mick Jagger's home for a game of poker. Mick was running late so Dennis and Hugh started playing on their own. As the game progressed, tensions grew as Hefner thought Dennis was cheating. The tensions grew so great that the two started fighting. They tussled on the floor when Mick entered, seeing Hugh sitting on top of Dennis. Mick simply said "Hey, Hugh...get off of McCloud!"
* Dennis Wheatley had a real thing for bashing commies. Even in the stories for which he is now remembered, the Black Magic books, there is a Dirty Communist link, as the blurb on the back of
* Dennis Wheatley, in which the Nazis used the services of a Haitian Witch Doctor to get the routes for Allied convoys from the minds of the people who knew about them. The Duke de Richleau and his companions put a stop to it.
* Dennis Wheatley though the supernatural events in this are only peripheral and it is mainly a spy story.
* Dennis Wheatley, Wheatley worked with the British War Office, helping them with their plans and writing papers for them. He took part in the planning of the invasion of Normandy, which led to him being awarded a U.S. Bronze Star after the war's end. He was also an expert on Satanism and the occult, and wrote a series of nonfiction paperbacks on those subjects. Yeah.

* Den-noh Coil arrive - it's infectious, sentient, and worships the owner of the face it's on as a god. The characters' beards eventually start digi-nuclear warfare with each other using Inter-Facial Ballistic Missiles...
* Den-noh Coil beards start appearing on the (pre-adolescent) main characters. These beards are actually Illegals, virus programs that occasionally cross over into reality and are generally antagonistic. These particular Illegals are sentient, forming their own mini-civilizations on each person's face and revere the person they exist on as gods. They then go on to launch missiles and wage civil war on each other and, once that's stopped, "interplanetary" war. After realizing the futility of war, the Illegal beards leave their hosts to find their Promised Land.
* Den-noh Coil. But once his limits are learned and Satchii becomes familiar, the even-more unstoppable version 2 hunters show up!
* Den-noh Coil, Fumie has spanked her younger brother, Akira, at least twice in the series.
* Den-noh Coil. Hacks the local equivalent of the web, deals in banned software, and can shoot digital beams from her forehead.
* Den-noh Coil Haraken's aunt, who is referred to offhand as being the commander of the Satchiis, is assumed by the main characters to be at the very least middle-aged. When she finally appears, it turns out that she's actually on the nearer side of twenty.
* Den-noh Coil has an inversion — we're able to accept the CG Satchiis because they're computer programs. The weirding out happens when, in one of the final episodes, a Satchii is inexplicably hand-drawn.
* Den-noh Coil has a virtual reality accessible via glasses that's more or less this.
* Den-noh Coil has fog appear when obsolete space is present. It's not visible without glasses though.
* Den-noh Coil in 2016 under their Maiden Japan label on Blu-ray with an English dub.
* Den-noh Coil is obsessed with yelling "poop!" and always runs into trouble, giving her older sister Yasako major headaches throughout the series.
* Den-noh Coil meet again. Considering through how much trouble Yasako went to save her that's quite egregious—but Yasako actually takes it very well.
* Den-noh Coil, particularly how everyone tends to interpret them differently. Questions such as "Just what are kirabugs/Illegals/Michiko, really?" are asked and answered many, many times over the course of the series, and everyone seems to have a different version.
* Den-noh Coil resemble living shadows, especially the humanoid Nulls.
* Den-noh Coil revolves around a town set up for an Augmented Reality system which children have access to.
* Den-noh Coil revolves around glasses/goggles that reveal and interact with a computerized space that co-exists with real space.
* Den-noh Coil sometimes gets mistaken for shōnen because of its emphasis on high-tech action scenes, but the manga adaptation ran in a shōjo magazine.
* Den-noh Coil uses a group of virtual pets to do some of her chores. They are all extremely adorable fluffy round things, but underestimating their abilities would be a big mistake.
* Den Nya Människan, the first hint that Gertrud is pregnant is when she starts eating pickled gherkins from the pantry.
* Denny gets arrested for possessing a concealed handgun and tries to get found guilty so the Supreme Court can overturn the conviction and destroy Massachusetts handgun laws. Despite the most ridiculous closing argument by his own lawyer, he's found not guilty.
* Denny Hamlin had never raced at Pocono Raceway prior to his rookie season in 2006 (the Xfinity Series added it to their schedule in 2015, and the Truck Series in 2010). He had, however, raced the Tricky Triangle quite a bit in the PC game
* Denny is often stated to have never lost a case. He, like others on the list, doesn't want to take the case of a guilty person (he wants to protect his perfect record, of course) and when a judge assigns him to defend a child rapist/murderer,

Denny goes so far as to shoot his client in the leg to keep from taking the case.
* Denny Laine had begun his career in the pre-"Nights In White Satin" lineup of
* Denny's, both in Japan and in cities in the US where they may be, has become popular among the
* Denobulans have a mating season, and their breeding drive is regulated by powerful pheromones generated by their females. Males can become violent under these pheromones' influences. Culturally, they practice group marriage, and also remain promiscuous outside such formal relationships.
* Den of Iniquity's lair where the mooks get to indulge in various forms of debauchery.
* Den of Iniquity's lair where the mooks go to indulge their debauched pleasures.
* Den Ofrivillige Golfaren, during the final game, Stig-Helmer's ball lands on a truck that drives away. In order to get it back, they have to bribe the driver into driving to an accessible position so he can take the shot. Never mind that the unplayable-lie rule was practically made for this kind of situation - any serious golf official would have a coronary at the idea of intentionally moving the ball around like that.
* Den of Shadows, a lot of fans figured out that Jaguar was Turquoise and Ravyn's employer before it was revealed.
* Den of Shadows who doesn't kill humans while Sarah Vida is part of a witch line which famously hunts and destroys vampires.
* Den of Thieves. A big deal is made about how their military training discipline and training makes them far more organised and dangerous than your average gang of gangbangers.
* Den of Thieves: After a brutal argument with his soon-to-be ex-wife, Big Nick goes to a strip club. One of the dancers picks him up and takes him back to her place. It is only the next morning when Merriman walks into the apartment that Nick realises that the woman is Merriman's girlfriend and he has been taken for a ride (in multiple senses).
* Den of Thieves: An extremely organized gang of thieves plan to heist the Federal Reserve while a squad of corrupt deputies try to stop them.
* Den of Thieves; deliberately triggering a brownout to initiate a lockdown.
* Den of Thieves, Donnie gets a job at as a delivery guy at a nearby Chinese restaurant; knowing that employees at the Federal Reserve often order lunch from there and he will be legitimately allowed into the building to deliver it. This forms part of his exit strategy following the heist.
* Den of Thieves is hijacking an armoured car when it stops for breakfast. The twist is that the car is empty.
* Den of Thieves, Merriman and his crew are planning a heist on the Federal Reserve Bank in Los Angeles: the 'bank for banks'.
* Den of Thieves: Merriman and some of his crew disguise themselves as armored car escorts to infiltrate the Fed Reserve.
* Den of Thieves, O'Brien and the Major Crimes Squad have no issues with beating information out of a suspect.
* Den of Thieves, O'Brien announces that his crew is basically a gang with badges and that they'll shoot suspects rather than take them in.
* Den of Thieves: O'Brien is eating or drinking in almost every scene where he's not shooting a gun.
* Den of Thieves: The crew smuggle Donnie into the Federal Reserve counting room by hiding him inside a currency box, concealed by bundles of cash.
* Den of Thieves: When Merriman is stuck in the traffic jam and sees the deputies advancing on him from behind, he pulls out a SAW from the back of the truck and sets it up on the bonnet. The deputies are taking completely by surprise when he fires through his own vehicle to attack them, killing one of them in the first volley of shots.
* Den-O have people run screaming. To play Ryotaro is to play SIX characters with wildly different and bombastic personalities, and obviously, merely looking like Takeru Satoh doesn't mean you can do that.)
* denounced as a charlatan predicts modern high-rise developments in the form of a

cut-out photograph pasted to his speechbubble.
* Denounce the Evils, Jessie has the slip of "Lickitung probably still spent years wondering where I had gone and why I had abandoned it. I mean, who am I, my mo—?"
* denouncing individuality and sentience as a curse and obstacle — if it suits her goals.
* Denpa Teki na Kanojo. All of the other cases play the trope straight.
* Denpa Teki na Kanojo: At the school, Juu tries to confront Ayase and she pulls a razor, then all the girls run to protect a surprised Juu. Justified because Yukihime and Madoka are Ame's friends, and is logical she asked them not to solve the case, but help Ame to protect Juu.
* Denpa Teki na Kanojo claims to have been this to Juu in a past life, and wants to continue this role in the present. Her taser works just as well as a sword would.
* Denpa Teki na Kanojo (the Lady), good looking, admirable guy with dignity and nobility that inspires everyone around him, even his enemies, and Ochibana Ame is The Knight as a strong, brave girl of virtue sworn to protect him.
* Denpa Teki na Kanojo, this comes in handy on more than one occasion.
* Denpa Teki na Kanojo. This only shows how way over the hill the situation is.
* Den planet where Queen Kil has occasionally supplied weapons through magic, ranging from primitive knives to fully loaded automatic firearms.
* dense asteroid clusters are not entirely stable. They can also be moved fractionally by interdictors. These jump points are safe, but tend to be minuscule and move rapidly, so they're only useful for small ships, require extreme precision, and carry a hefty risk. But the ability to slip a strike force where they aren't expected can sometimes pay off handsomely, so every once in a while someone uses them.
* Denser and Wackier compared to their predecessors didn't help), the redesigns of the characters, and the school setting. But then came the announcement that Misty and Brock would be making a guest reappearance for the show's 1000th episode, and interest was regained with the lost crowd.
* Denser and Wackier elements introduced during Scully's tenure. 8 seasons was a long time, and 12 was positively record breaking. For obvious reasons, Jean's detractors also ignore his time as showrunner in the third and fourth seasons, generally regarded as two of the series' best.
* Denser and Wackier for his actions as opposed to avoiding it with humor (which was mentioned in a way in his newer, S.H.I.E.L.D.-related backstory).
* Denser and Wackier: The adaptation is sillier and more comedic than the source material.
* Denser and Wackier, which is fine to showcase because he's a living piece of toast.
* "Densetsu," meaning "legends," appeared in the Japanese titles of two earlier
* Densetsu no Stafy 2, Numan, also has this as her main attack, where she will suck up the water Starfy is in to pull him into her mouth, eat him and spit him out.
* Densha Otoko centers around a group of otaku who meet over an online message board, and their attempts to get one of their number to win the heart of a lady.
* Denshi Sentai Denziman both have shots in their openings of their respective team leaders punching out a black boxer in a boxing ring.
* Denshi Sentai Denziman mentioning the Galactic Union Police and the Galactic Union.
* Denshi Sentai Denziman, she tries betrayal at Black Magma herself, and although she does kill Hell Saturn, he comes back as a ghost and kills her for real.
* Dental implants, an increasingly-common alternative to dentures, never get cavities and can be less brittle than natural teeth.
* Dented Iron: As careers progress, the pads and ring gear get switched out from models designed to cushion to those that squeeze nerves and muscles in ways that make functioning with damaged parts still possible.
* Dented Iron: Someone appears to be Made of Iron but still sustains a few injuries.
* "Den". The evil queen's eyes flash red for a moment when one of her underlings

criticizes her having sex with a prisoner.
* Den the Warlord this forces her body to go through puts her out of commission for the rest of the book.
* "Dentist" begins with Jamal's dad reprimanding his son for eating junk food for breakfast and not taking proper care of his teeth, when the end of the short has him feast on the junk food left on the table and lose a few of his teeth without a care.
* Dentist Gilberto Nunez was acquitted of murdering his neighbour by drugging him with sedatives, only to be convicted of twelve felonies relating to several crimes he committed in the course of planning the crime.
* Dentists may often have pictures of their worst cases or pictures of people who didn't take care of their teeth at
* Dentity Crisis references Peter Pan and the ensuing subversion from the fed-up actress playing Peter Pan who decides to sabotage it in the worst way possible:
* Denton himself can usually be considered an Unusual User Interface all by himself, since
* Dentyne Frost Bites: don't chew too many or your head will freeze solid and fall off, freaking out everyone around you. Oh-kay...
* De Nuremberg à Nuremberg's victories in North Africa). The second part called "Defeat and Judgement" is about Germany's defeats from Stalingrad (late 1942 / early 1943) to the fall of Berlin in May 1945, with the Trials of Nuremberg in 1945-1946 taking more or less the last hour.
* Denver, Colorado. Not to be confused with Denver, Iowa or Denver, Indiana.
* Denver Colorado, who is the former vice mayor of Trece Martires City, Cavite.
* Denver. Eventually, a compromise was reached, and three-quarters of the beltway was built, using three different designations: Colorado State Highway 470 (from I-70 in Golden to I-25 in Lone Tree), E-470 (from I-25 in Lone Tree, past I-70 northeast of Buckley Air Force Base, and Denver International Airport, to I-25 in Eastlake to the north of Denver), and the Northwest Parkway (from I-25 in Eastlake to Broomfield). Currently, a gap remains in the northwest part of the beltway, as it stops short of reaching the Denver suburbs of Broomfield and Golden, where fierce opposition to the road continues. Golden is opposed to completion of the beltway; Broomfield supports it, and has been exploring alternate routes.
* Denver the Last Dinosaur, though in that case it was a guy trying to make money rather than keep people away.
* deny him sex trope, the audience is probably supposed to agree with her.
* denying him access to the latest "Halo" video game., the boy eventually admitted to what he did, and he ultimately forgave his son and he was sentenced to life with the possibility of parole in 25 years.
* Denying the Dark Hand the riches he promised them leads them to follow him back to his palace in order to take their price, and they also unknowingly transport
* Denying the Dead Parent's Sins: A character refuses to believe that their deceased parent has a dark past.
* Denying the Dead Parent's Sins: Someone refuses to believe that their dead parents had a dark past.
* Denzel Crocker's mom, an elderly woman who spends her money on prune juice and blood transfusions, much to Ricky's dismay.
* Denzel Washington. He frames and beats up suspects, has ties with criminals, kills people he doesn't like, betrays his friends for money, and uses his badge to intimidate everyone in the gang-run neighborhood he frequents.
* Denzel Washington, he never would have been sued for sexual harassment.
* Denzel Whitaker) to great effect. Despite sharing a surname, the actors are not related.
* Denzi Blue. Except here, it turns out that the three have been friends for a long time.
* [[deoGame/Pathways Into Darkness, you encounter the dead members of a Nazi expedition team. One can speak to them with a crystal, and unlike the Wolfenstein example, most of them are helpful, being the only supply of ammunition and information.

* De övargivandes Arme sounded kinda Nazi-ish), it did provoke a couple of MPs to demand age codes on RPGs, before the debate died down.
* Deoxys is an alien virus which, upon contact with a laser beam/Earth's atmosphere, caused it to mutate into a humanoid shape.
* Depa Billaba decapitated Mixx when defending her life and that of her padawan Caleb when Palpatine issued Order 66 and her battalion tried to execute them. It took seeing his former friend's head flying to get Caleb to unfreeze from having their friends go from
* Department 42: The Mystery of the Nine involves the recovery of nine cursed artifacts with a limited intelligence that enabled them to escape the safekeeping of the eponymous agency and do various funky things to their unlucky possessors.
* Department 7, the all-purpose government agency tasked with investigating whatever the Gamemaster wants them to, from
* Department of Child Disservices: Many a Lifetime plot involves the threat of the protagonist's kid being taken away from her, usually by some social worker who doesn't know or care about what is going on or is actively playing a villain role.
* Department of Child Disservices the family. While they may remove children from a household temporarily, it is usually only until the parents can clean up their act to make the household suitable for the children again. A permanent separation only occurs when the parents are truly unfit and present a clear and present danger to the children.
* Department of Redundancy Department — Explaining something with repetition is funnier than explaining something the normal way.
* Department of Redundancy Department page: An MGM short from 1935 called "La Fiesta de Santa Barbara" uses this for humorous effect during one of its narrator's helpful translations: "You may be asking, what is a 'fiesta'? Well, 'fiesta' comes from the Spanish word 'fiesta', which means... 'fiesta'."
* Department of Redundancy Department: Repetitively needless repetition that is done needlessly is played for humor, with the humor done in the form of needlessly done repetitively needless repetition.
* Department Q: The Keeper of Lost Causes, but this is treated as a deep character flaw, since it got his first partner severely injured.
* Department S episode "The Man Who Got a New Face", an assassin sneaks into the home of a wealthy man and glues a comedy mask to his face. The target dies of a heart attack from overexertion in his vain attempt to remove the mask.
* Department S includes as an extra one episode that was edited from an hour-long format to a half-hour for US syndication. Needless to say, the plot and dialogue are butchered to the point of incomprehensibility.
* Department S. Jason King is the writer of adventures novels, who adapts his own adventures into his novels.
* Department S's flamboyant novelist/detective character his own adventures.
* Department store J.C. Penney announced in 2012 that they would be discontinuing prices ending in 9 or 7 and listing prices in whole dollars whenever possible. They also stopped the common retail practice of listing items as being "on sale" for X percent off an imaginary, inflated price. The result:
* Department stores with multiple levels may consolidate to just one floor if business is declining. In such cases, the elevators/escalators will often be blocked off from public use. This is commonly seen with Dillard's, which often downgrades lower-performing stores to smaller-format "clearance" stores. It also became increasingly common with the decline of Sears, as many stores were consolidated to smaller footprints while the rest of the building was either abandoned or leased to another store (although in many such cases, the downsized Sears later closed anyway).
* Departure Means Death: It's impossible for someone to leave a certain area without dying.
* Departure Means Death: Someone cannot leave a certain area or they will die.
* Departures has this as a central point of the story; a frustrated musician finds meaning in a job helping funerals have meaning and beauty.
* De Patie Freleng Enterprises alums. One particularly memorable gag involved the

Aardvark actually flying through a wire fence and then plucking a small square out of his own hindquarters.
* De Patie Freleng Enterprises' Crazy Legs Crane was always chasing a dragonfly (a tiny dragon with wings).
* De Patie Freleng Enterprises series, where the Aardvark tries to catch and eat his rival Charlie the Ant while the two exchange witty banter.
* DePatie-Freleng, the titular characters' voices were redubbed to avoid Mexican stereotyping, turning them into the "Texas Toads".
* Depeche Mode album. Played completely straight when he cut his hair and shaved off his beard after quitting heroin.
* Depeche Mode at the very first glance seems like it would be pronounced "Deh-peh-chee Mode", for the majority of people, but it is actually pronounced "Deh-pesh Mode". It's French.
* Depeche Mode avert this in the U.S., where "Enjoy the Silence" was their only Top 10 hit on the Hot 100. However, in the UK, it peaked at #6, their highest-charting singles being three #4s. However, none of them were "Just Can't Get Enough", "Everything Counts", "Strangelove" or "Personal Jesus", among other songs they're well-known for - they were "People Are People" (still a relatively well-remembered song, if not quite as iconic as the aforementioned hits) and the lesser-known "Barrel of a Gun" and "Precious".
* Depeche Mode did a song in 1986 called "New Dress", where nearly every line was taken from an actual headline.
* Depeche Mode distinctly harder and more mechanical than that of other bands in the movement, with Depeche Mode increasingly orienting themselves in a more Gothic and melodramatic direction as their careers went on.
* Depeche Mode frequently does this during interviews. So often that lead singer Dave Gahan mentioned that he raises his left eyebrow when he's excited and his right when depressed.
* Depeche Mode has "Blasphemous Rumours"/"Somebody". It's about a sixteen-year-old girl who attempts suicide, survives and is so thankful that her faith in God is renewed...but less than two years later, she is involved in a car accident, ends up on life support and dies.
* Depeche Mode is also very nearsighted without his glasses and there are even stories that Martin Gore used to hide or snatch Fletcher's glasses away from him, evidently as a practical joke, and causing him to trip in the studio and even on stage.
* Depeche Mode original), it's nevertheless far better known than their three Top 10 Mainstream Rock hits.
* Depeche Mode's "Blasphemous Rumours" has one come up in the middle of the song right before the central character is fatally wounded in a car wreck.
* Depeche Mode's singles collections also include less-than-positive critical responses, such as "I have often wondered why God bothered with Depeche Mode" and "What do you expect from this bunch of lame dickheads?"
* Depeche Mode's song "Blasphemous Rumors" is about a girl who tried to commit suicide at age sixteen. She fails, and learns to love life again. Then she dies in an accident.
* Depeche Mode. The chorus even lampshades the trope: "I don't want to start any blasphemous rumors but I think that God's got a sick sense of humor/And when I die I expect to find him laughing."
* dependent manchild, has a great deal of knowledge in several fields (although most of them are fairly useless), and proves to be highly adept after his army training.
* Depending how you interpret him, Tarvek may be this for Agatha (crush undisputed, villainy not certain). And Gil for Agatha as well, but he's rather an
* Depending on age, nudist characters are either airheads or old Zen masters — the younger you are, the stupider you get.
* Depending on cards and archetype, this is often the goal in a game of
* Depending on certain choices you make in game (along with relationship values with your party) a large number of your companions can betray you during the final

confrontation with Black Garius. At least one will always do so, no matter what. Sneaky players would save scum the boss, learn who was going to betray them, reload and preemptively remove their gear, rendering them a lot less dangerous. If you do, then Black Garius will conjure them high powered gear as replacements and taunts the player for seeming to "expect" their betrayal.
* Depending on Hawke's class, either Carver or Bethany will die in the prologue of
* Depending on how cynical the writers are, these characters are sometimes the first ones to bite the dust.
* depending on how heroic you consider him. A distrusted foreign eunuch with no lands, incomes, titles, connections, or armies, he parlayed a quick wit and a talent for thievery and mummery as a youth into a peerless spy network and immense behind-the-scenes political power. As for his "heroic" credentials, well, he claims to serve the realm… and he might even be sincere.
* Depending on how much precision you really need, you can get away with fixed-point arithmetic to do fractional operations. It's essentially dictating where 2^0 is. For instance, a decimal 1 could be in the 16th bit of a 32-bit number, meaning you have 16 more bits for fractions (which are negative powers of 2). The huge advantage is that not only do the addition, subtraction, and multiplication still work the same way, but you can essentially cheat division by multiplying by a fractional number. The
* Depending on how much the player decides to work on settlement building, the Commonwealth can be transformed from a society barely scraping along to a region with a dozen booming metropolises and interconnected trade routes.
* Depending on how one fingers certain guitar chords, it can look like that person is
* Depending on how one interprets the nature of the series, France, as well as many other cast members from
* Depending on how the metaplot finally plays out, it's entirely possible that the PCs of
* Depending on how the player chooses, Shepard can also be this trope too, wielding
* Depending on how the player chooses to play the Smuggler class, they can be helping the Republic because they feel it's the right thing to do, or just for the money.
* Depending on how the player wants to play, the main character can be this in
* Depending on how you end the game's main quest, the Minutemen or Railroad can gain captured Vertibirds after defeating the Brotherhood of Steel.
* Depending on how you interpret the end of the film, that could also be the future fate of Oskar/Owen.
* Depending on how you look at it, it may have taken even longer in the case of Largo and Erika. Even though it's pretty much a given that they're a couple, neither one has ever voiced his or her feelings for the other in-comic.
* Depending on how you look at it, savage-aligned wetlands, home to slug-like animal people and giant panthers, may also count. Savage evil wetlands
* Depending on how you look at it, the fate of the doctor's wife (and possibly the doctor himself) from a song of the same name by The Clockwork Quartet. The lyrics are written as entries in the doctor's journal, detailing his beloved wife's slow death by an incurable disease. He becomes more and more obsessive in his attempts to save her, until he has sacrificed his business and his entire life in order to keep her alive... to no avail. By the last stanza she has died, but the doctor replaced her heart with a mechanical device that keeps her other organs alive. The doctor is completely maddened by his tragic inability to let her go, and his wife is kept in a permanent state between life and death, unable to simply pass away because he won't let her.
* Depending on how you look at it, there are either two Alternate Continuities of
* Depending on how you played the game, you probably went through the majority of
* Depending on how you play, your character can be one of these for Casavir, or a male version for Elanee.
* Depending on how you view the scenario, you can have either Finn or Leif kill

* Depending on if you ask Matthew Graham or Ashley Pharaoh, Jim Keats of
* Depending on manufacturing practices, production run differences can result in difficulties in installing or updating OEM drivers. Most notably, Dell's Latitude 3330 series business laptops have had subtle differences in the Intel HD graphics chip between different production batches (which may either be due to differences in assembly sites or changes in chipset due to raw stock availability between runs). This results in there existing
* Depending on one's interests, the phrase "Big Bang Theory" is more likely to bring to mind
* depending on order, particularly since What Do You Really Know is an indestructible Ongoing that will deal obscene amounts of damage to you. Miss Information takes forever and is a huge pain in the neck who keeps trashing your field and causing tons of damage to you, particularly on her Clue-spamming Challenge version. Finally, the Ennead can dish out a lot of damage, and the Advanced version is essentially guaranteed to get their full numbers out quickly, at which point they become extremely hard to shift without the exact right options.
* Depending on personal preference and/or which version of Journey Into Imagination you are familiar with, it's easy to hear either Billy Barty or David Goelz's voice as Figment in both
* Depending on perspective, this might be applicable to a long list of Soviet military leaders before and after the Second World War: no less than three highly decorated Marshals and one Admiral of the Fleet came from Armenia alone. However, the simple fact of not being an ethnic Russian would not necessarily label someone an genuine "immigrant" in the Soviet Union, itself an amalgamation of more than a dozen nationalities.
* Depending on religion and whether any given denomination thereof believes in and/or counts the afterlife, a person's spirit may live as long as the respective deity would, given a belief in a spirit's eternal qualities.
* Depending on religious beliefs, a human could be anything from the most advanced life form on the planet to a creature made in God's image to
* Depending on the armor you equip them with, they can be quite good at resisting attacks that would instantly kill unarmed dwarves. And arming
* Depending on the Artist: A character's physical appearance changes depending on which artist is drawing them.
* Depending on the Artist: A character's physical appearance changes depending on who is drawing them.
* Depending on the Artist) and was a young man when he sent him to Earth.
* Depending on the Artist. Artists switch between the SegaSonic eye colors and the Fleetway colors. For example, whether Amy has green eyes or brown eyes depends on which they prefer. Sometimes they change colors within the same issue.
* Depending on the Artist go through an explicit upgrade and redesign during that period that was treated as a moment of character growth for him, and yet still had his appearance altered regularly depending on who was drawing him.
* Depending on the Artist he has a bunch of other reptilian/crocodile-like traits such as the ability to stay underwater for long periods, a pronounced snout and reptilian eyes. Sometimes he even has a tail.
* Depending on the Artist long stems qualify her as well, and even if her official height tends to fluctuate. Notably, she is taller than Ryu (5'9) in-game.
* Depending on the Artist looks exactly like her mother. Sometimes Hippolyta is a blonde but often times she shares her daughter's black hair. The main difference is that Hippolyta has curly hair but Diana's hair is straight, and even then it's inconsistent. Some artists also give them different noses. This is despite Diana not sharing her her mother's DNA due to being born from clay. Presumably she was fashioned completely after Hippolyta.
* Depending on the Artist. Sometimes he looks more like his mother Talia al Ghul, which also counts.
* Depending on the Author be used by human forces fairly effectively, but they are still prone to misfires and jams (although a Tech Priest in the group is still mystified that half of it works at all). Ork Mekboyz have a very good instinctive

understanding of mechanics, but for the most part, Ork technology requires the gestalt field to work.
* Depending on the Author, especially if the ultraviolence gets cartoonish.
* Depending on the boyfriend — it's a dating sim — Hiyoko of
* Depending on the budget of the production, this occasionally branches into some really unbelievable
* Depending on the Chapter, this can be the situation for the Chapter Serfs. They are the logistical arm of the Space Marines and keep everything running since an Astartes is supposed to do nothing but fight, train to fight and maintain the weapons by which to fight. In some cases they man the Battle Barges that transport the Space Marines en masse to their staging grounds. While some Chapters treat their serfs with as much one of Humanity's Finest can afford a vanilla human (especially those whose serfs are failed candidates for the Astartes transformation process), others pretty much regard their serfs as slaves.
* Depending on the character in the vehicle's path, Death or Glory attacks (wherein a character stands and shoots at a charging tank rather than leaping out of the way with the rest of his squad) in
* Depending on the combination of team compositions and stage selection, extra cutscenes may play before a battle begins or after a battle ends that
* Depending on the Commissar, a Commissarial tribunal can be just as bad, albeit on a more limited scope than what an Inquisitor is capable of.
* Depending on the continuity, he is referred to as the Caped Crusader, the Dark Knight,
* Depending on the decisions made regarding the Quarian-Geth conflict, the archetype can also be applied to
* Depending on the director, when the Queen of the Night is destroyed by the appearance of a family united in love.
* Depending on the edition of the game, goody huts can give a technological bonus, no matter which era you find them in. This can lead to late-game explorers finding isolated villages which teach them the ancient secrets of rocketry or nanotechnology.
* Depending on the edition, ordinary Aspect Warriors could be "usual" Eldar elite troops. Sure, they train hard for a century or so, but can freely change their occupation afterwards. Multiple Personality Disorder Eldar cultivate helps them to stay ready to don the war face once it's needed again. Exarchs are those who are lost on the Path of Warrior and can leave it no longer. And then
* Depending on the edition, the Omnissiah worshipped by the Mechanicus cult is actually the Void Dragon, a C'tan Star Vampire with power over machines. Meaning the Necrons can turn the humans' technology against them.
* Depending on the edition, you can choose to voluntarily fail a morale test and hope that next turn you'll be able to rally. This is referenced with the "General Staff" asset from the
* Depending on the episode, Mr. Krabs can occasionally be this in episodes focused on him, especially in the later seasons.
* Depending on the fight choreographer to ensure that they didn't accidentally chop their own limbs or body off - which is why it's mixed with the most Force based style (Niman/Form VI).
* depending on the game and official art, where she has muscular arms and abs. Most of her costumes are fairly modest, but are always designed to emphasize her legs, either with tights and/or her dresses having waist-high side slits. These also make sense for not impeding the range of motion on her legs.
* Depending on the game type, up to 16 people against each other in one standoff.
* Depending on the game, you also need Radiators, Inside Units, Hanger Units, Main Boosters, Side Boosters, Back Boosters, Overboosters, Extensions, Shoulder Weapons, etc. And ALL OF THE] has stats enough to fill in a small page.
* Depending on the GM, which are not standard issued in any military force.)
* Depending on the incarnation, the Doctor has taken this to an art form, most notably the Third, Fourth, Seventh, Tenth, and Eleventh Doctors. Turned
* Depending on the origin, even the Warden can fall into this category. The Dwarf

Noble is either tricked into/framed for the murder of their elder brother, the Dwarf Commoner was caught impersonating a Noble in a
* Depending on the player's characterization, the spouse of the protagonist in
* Depending on the player's choices, he may either turn into the Joker or become a Batman-inspired vigilante.
* Depending on the player's dialogue choice at the end of one quest in
* Depending on the population of the server, even the main racial cities may be this on some days. Since only one city in each faction has direct access to the Pandaria portals (Orgrimmar and Stormwind respectively,) most people don't bother with any other cities unless they're looking for peace and quiet or just starting out with a new character. The Exodar and Silvermoon City in particular has a very scant player population, due to its remote location and restrictions on player flight in that zone.
* Depending on the production, a rare gender opposite variation occurs in
* Depending on the production, this is occasionally an element of Audrey II's design in
* Depending on the reader, Angeal. The fact that he suffers from degradation alone and how it pushes him to horrible actions make him more compelling to readers as an
* Depending on the setting, it can merely be an accurate representation of demographics in that region or industry. E.g. LATAM due to the heavily mixing of ethnicities.
* Depending on the situation (and writer of the individual episode), Dean can appear coded as bisexual. He flirts with a young, male sheriff's deputy at one point, has an obvious crush on the character
* Depending on the situation, basic hypnosis (such as Jango's ring or Ms. Goldenweek's emotion-altering paint) serves as one of the weaknesses for Monkey D. Luffy, the protagonist. Due to his simple-minded nature, he just won't have the sense to turn away, which makes him helpless and left to the devices of his enemies.
* Depending on the source, Khorne also avoids this: The Blood God only wants the blood to be spilled, he has no care about who spills it. Even non-combatans are not outright hated, although they will never gain his favour either. He is only racist towards psykers, and again depending on the source, he doesn´t generally hate psykers, as long as they don´t use their power in battle because he considers that cheating. Of course in other sources his followers just either enslave or murder any psyker or even any non-combatant they get their hands on, so this may vary.
* Depending on the story, Donald may have indeed caused the disaster for which Scrooge blames him. For example in the finale of
* Depending on the timeline K is either Kyle Klim (who actually has amnesia) or Akane Kurashiki (who is faking it),
* Depending on the type of magic, the other Elements of both sets may act as anti-magic to certain spells. Dark World!Derpy's Element of Loyalty allowed her to
* Depending on the version, Apollo curses Cassandra that her prophecies may never be believed because she lied to him to get her power in the first place.
* Depending on the version though, this can be played straight or subverted by having Heracles treat it as a fun learning experience. This is part of why Hera reluctantly forgives Zeus for fathering him in the end, according to some myth-writers.
* Depending on the volume, Ruby's voice comes off as unusually high-pitched for a 15-17 year old.
* Depending on the Writer) 50 or 100 daughters. He realized that he couldn't find a better father for his grandchildren than Hercules, and, well, same basic story as the above.
* Depending on the Writer: A character's personality, interests and so on change depending on who is writing the current episode.
* Depending on the Writer: A character's personality, interests and so on depend on who is writing the current episode.
* Depending on the Writer and on the perspective of the characters. To the X-Men,

the Shi'ar Empire has mostly been an ally (except for when they're dealing with a corrupt official or a mad emperor), but to the intergalactic rebels/pirates the Starjammers they were definitely the Empire.
* Depending on the Writer, as early editions of the Official Handbook of the Marvel Universe attributed Colossus with impressive levels of speed in human form, and claimed he reached peak Olympic athlete levels of speed when he turned into metal.
* Depending on the Writer as life-endingly horrific. We never see under his mask.
* Depending on the Writer can be this, though namely to employees who work hard. He has little tolerance toward slackers.
* Depending on the Writer clans and start massive wars for fun, sometimes those clans are humans-only, and other times they're just a largely-peaceful human ethnicity that happens to have some famous criminal members.
* Depending on the Writer, either a few things happen; the aforementioned solar power incident, Superman's skin is too tough to bite through, or finally, while vampire can drink his blood, Superman's blood is alien, which is at most, poisonous, or at least, unappetizing.
* Depending on the Writer evil for dramatic effect more than anything else).
* Depending on the Writer. Firelord could've destroyed him if he caught him but Spidey's mobility the meant he couldn't even touch him. Spidey can also reach much higher speeds via web-slinging.
* Depending on the Writer: Harvey Weinstein is portrayed by the left as a symbol of male chauvinism. By the right he is often representative of the problems surrounding the Democratic Party or Hollywood.
* Depending on the Writer has the Joker enjoying this fact, as the truly incorruptible Batman provides him an eternal opponent.
* Depending on the Writer). He even calls out others on sexist behavior in a few comics.
* Depending on the Writer, he found himself struggling with his role as both leader and father figure towards the teenaged mutants.
* Depending on the Writer. Homer, especially is too involved in his own schemes, or too distracted by Bart to pay enough attention to Lisa and Maggie.
* Depending on the Writer. In one version, the Emperor actually is a living god who has been around since the early stone age (created by humanity's shaman sacrificing themselves to create him when they noticed their previously reincarnating souls were now being eaten by the Chaos gods).
* Depending on the Writer in the EU, probably had something to do with it.
* Depending on the Writer. In the original fic, the conversion process was set up to save humanity from dying of what basically amounts to radiation exposure, pony magic being lethal to humans.
* Depending on the Writer. In Tom Beland's one-shot "Web of Romance", Peter actually reflects this about his feelings for Gwen and how it compares to his relationship with Mary Jane (who's always been insecure about being a replacement for Gwen). Peter notes that with Gwen he was always tense, nervous, because of how emotional she was, was never entirely relaxed, and that he was never able to be honest and open with her in the way he is with Mary Jane, and that his feelings for his wife are greater than it was for Gwen.
* Depending on the Writer is located in a town like this. In one of the movies the protagonists live in an entire monster counterpart of planet Earth.
* Depending on the Writer, is sometimes portrayed as as a lonely outcast.
* Depending on the Writer, it varies who it is—usually either Harlequin or Pulcinella. Any clever zanni, really.
* Depending on the Writer Johnny and Jesse Quick. They recite a formula that describes a 4 dimensional construct while trying to picture said construct in order to trigger their super speed. Turns out it's just a crutch to access the Speed Force.
* Depending on the Writer leaves the edges of whatever he just blasted his way through glowing red-hot.
* Depending on the writer, Machine Spirits have been anything from intelligences formed from hundreds of years of a complex program slowly evolving, an inherence

within Imperial computing technology, an actual CPU core housing a legitimate AI, or a collective of the fragmented minds of the controlling servitors. While Games Workshop has called each of these excused correct at various times, when you are talking about actual Imperial AI, you are referencing the Cortex. This is a very advanced fragment of
* Depending on the Writer may have a downplayed, one-sided version of this; she is sometimes portrayed as attracted to Batman, viewing him as either a worthy rival, the only "good" man she knows, or both, but Batman does not reciprocate the attraction.
* Depending on the Writer — Charles Xavier and Erik Lensherr (Professor X and Magneto, respectively) started out as best friends and bosom buddies, until they broke off because of differing opinions (Charles with the opinion that mutants and humanity are not enemies and Erik believing they are with mutants poised to become the dominant force).
* Depending on the Writer most of the time because that's what everyone expects from him.
* Depending on the Writer of the Flash fam. Both Barry and Wally also married reporters, Barry dating Iris West (and through her met and mentored Wally), while Wally married Linda Park, and both couples had twins (Don and Dawn Allen, 'the Tornado Twins', and Irey and Jai Park-West).
* Depending on the Writer. One mistake all of them do is have the shot cauterize the wound, while in real life lasers would do the same damage as normal firearms. Albeit, much larger calibers than normal humans carry as the lasers would cause explosive flash vaporization and flash flesh into briefly existing plasma. Lasguns are known to blow grown men nearly in half, which is actually very realistic.
* Depending on the Writer or trying to get Batman to break his no kill policy out of a desire to drag the man down further.
* Depending on the Writer pattern more common in the shows. It seems that this single name is usually the family name; a first name will sometimes be used, e.g. Gell Kamemor, Aventeer Vokar, but this is apparently rarer than simply using the family name.
* Depending on the Writer protective of his people, and rewards those who show loyalty. For example, Doom's heir is Kristoff Vernard. Who's that? The son of one of Doom's maids who died protecting him.
* Depending on the Writer. Rotor to his credit lampshaded his hypocrisy on the matter at one point.
* Depending on the Writer scope, and so tens of different arms of the EU developed him in tens of wildly different ways.
* Depending on the Writer. See the relationship between Batman and the Joker in the New 52. Artist Greg Capullo says in an interview with the website Comic Book Resources (29th April 2015):
* Depending on the Writer, Squidward can have a playful sociopathic side himself. As a result, it's hard not to enjoy it with him.
* Depending on the Writer stories, where he was a fully-deputized member of the Gotham police), with people within the DC Universe recognizing him as "the World's Greatest Detective" as much as real-world fans do.
* Depending on the Writer telling him what to do that he so willingly switched from being Heaven's doormat/bitch to being Dean's doormat/bitch.
* Depending on the Writer tell of Jesus' life from the slightly differing perspectives of four of the Apostles. Notably, the accounts of Creation differ on whether Male and Female were created at the same time, and whether humans were created before or after animals; the Gospels differ slightly on which people witnessed Jesus' crucifixion, and on which women were present when his tomb was found empty.
* Depending on the Writer) that they'd be just as insane and twisted as he is if they were pushed far enough. This became key to his entire persona in the Nolan films.
* Depending on the writer, the Caped Crusader may show varying degrees of reluctance or distaste for fighting female villains. However if they care to test

him on this matter, they soon find he'll still take them down regardless. That said some portrayals of the Dark Knight show him making zero distinction between male and female criminals.
* Depending on the Writer theme, while asking her not to tell anyone he knows how to use a smartphone.
* Depending on the Writer, these episodes were either set in the present day, or the near future (e.g., Sarah Jane explicitly says that she's from 1980, in an episode released in 1974).
* Depending on the Writer: The way a character behaves or is treated changes depending on who is writing at the moment.
* Depending on the Writer the world really is. In particular, only a select few not actively involved in combat against them realise the existence of the Tyranids and Chaos. Sometimes the Traitor Legions are a closely guarded secret, other times they are what a planet publicly dedicates its martial power to defeating. Sometimes. It really depends who's writing, and particularly on the setting, since we rarely see the non-combatants of the 40k 'verse.
* Depending on the Writer. They will affect anyone who knows too much about them:
* Depending on the Writer, they will be shown as either dumb, just a bit outclassed, or even having common sense as compared to the overcomplicated plans of their teammates/nemesis.
* Depending on the Writer, though, and he stayed fairly grounded in his interpersonal relationships.
* Depending on the Writer throw with the shield and an ordinary human dies protecting Cap from a blow from Thunder Ball in another story, but Cap has no problem blocking attacks from characters far stronger and powerful than Thor or Thunderball. Even when he has shields that do not have absorbing capabilities, he has no problem. He once, using a pure adamantium shield, blocked a steel beam swung by Mister Hyde, a class 50 Thor villain with no problem, which by all means should have shattered every bone in Cap's arm. Even worse, in another story, he is shown blocking hits from the Destroyer Armor with a (his original) steel shield, and the armor punching Thor in the same comic was shown to be shaking the entire city.
* Depending on the Writer to the things that tire him out too much for a normal job...
* Depending on the Writer toward Spike. One constant throughout all these interpretations is that they are utterly inseparable, to the point where the Season 3 premiere establishes Spike's greatest fear as being Twilight not needing him anymore and sending him away.
* Depending on the Writer, where he and Harry Osborn try to pick up two girls, but all he can say is he takes photos, then babbles how he doesn't mean he takes pornographic photos. Harry has to guilt trip the girls into giving him their numbers and excuse Peter's dorkiness.
* Depending on the Writer, why should he distinguish? A common bit of fan description for Batman's view of religion is, "If there is a God, He'd better have a damn good explanation for all this shit."
* Depending on the Writer with Lovett when he finds out that she knew all along.
* Depending on the Writer writes them, Luke is the sweeter, gentler one who prefers to avoid violence when possible, is always giving second and third chances, and is very open emotionally. Mara is more hostile to the world, blunt and direct and not about to let herself be jerked around, much more fiercely independent, and untrusting.
* Depending on the writing who will run roughshod over millions to avenge Hitler's death and restore his idea of the perfect fascist utopia. Either way, he won't be stopped by any appeals to mercy or pity.
* Depending on what Electronic Countermeasure/Support Aircraft or Facilities are snooping around the airspace in
* Depending on what path the player takes, earlier they could have been promoted from city watch Guardsman to Lieutenant
* Depending on what you hope to do, Letters of Recommendation or Personal Statements range from a formality to a crucial part of getting where you want to

go. The logic here is the same.
* Depending on where you are, you may need to dual wield QSZ-92 semi-automatic pistols as part of the Chinese Liberation Army training. However, unless new info disproves this, it is safe to assume it is solely for the purpose of training one handed firing with both your dominant and non-dominant hand. And maybe training for "Macedonian Shooting" if a soldier is ever in need of suppressive fire and only has two pistols?
* Depending on whether the "she" mentioned in the lyrics is another robot or something else, "Space Robot 5" by
* Depending on which side you pick on Onderon, an opposing NPC will either be a mercenary or a patriot.
* Depending on who he is at that moment) he uses to psychologically torture or emotionally connect with people.
* Depending on whom you ask, gamebooks were popularized by either the French Oulipo movement, the American author John Thomas Sladek or the English author Edmund Wallace Hildick. It's complicated.
* Depending on who wrote the episode Time Lords are actually a rank, not a distinct race, and at least some of these traits are something they gain when they attain it. Baseline Gallifreyans have very long lives in human terms but don't regenerate, and the Doctor supposedly only had one heart before his first regeneration.
* Depending on who you ally with at the end, or allying with no one at all, the final missions of
* Depending on who you ask, any given arc of the original Dragon Ball manga could be considered this.
* Depending on who you ask, several large archaeological artifacts, such as the
* Depending on who you ask there are also some fans who don't like how the crew decided to give both Nie Mingjue and Wen Ruohan a mustache, pointing out that they look more silly than intimidating and would actually come across as more properly imposing if they didn't have the facial hair.
* Depending on who you ask, there's also the questions of where the Dispenser gets the matter to generate infinite amounts of ammunition and metal, where the Medigun gets the energy to promote endless healing, how Respawn is supposed to work, and where all of those ammo and health packs keep coming from.
* Depending on who you ask, the strategy RPG genre was revived by either
* Depending on who you ask, WWE buying out the competition brought an end to the popularity of pro wrestling. A combination of the emergence of
* Depending on your interpretation, either played straight or deconstructed in
* Depending on your interpretation of the ending, this seems to be the final fate of
* Depending on your interpretation of their relationship before the big reveal, Kira and Cagalli of
* Depending on your interpretation she either had slightly more success or
* Depending on your opinion of the intelligence of the workers there, an old Burger King ad from 1974 could count.
* Depending on your opinion on the alignment in the setting, Amberley Veil, Inquisitor of Ordo Xenos, is a particular example that might fit with the trope. More generally, any leader of the designated good guys
* Depending on your perspective, it's either inverted, averted or played straight in
* Depending on your point of view and character alignment at the end of
* Depending on your point of view, Kogoro could also be said to catch this ball a few times over the course of the series whenever he actually manages to get a deduction right.
* depending on your thoughts on her motives), she also functions as one.
* Depending on your thoughts on spiders, Joltik and Galvantula can come off as either this or
* Depending on your viewpoint, Celestial Being itself was doing a lesser version of this before Trinity even showed up. They certainly had no compunctions about

blowing up a training facility for
* Depending on your views, people rendered into a vegetative state are arguably this.
* Depending on your view to rally the rest of the Resistance around him.
* Depending upon player choices, a significant portion of the endgame of
* Depending upon the Undependable: An authority figure keeps hiring or promoting incompetent people even though they know (or should know) disaster will always result.
* Depending upon the Undependable: An incompetent employee keeps getting hired and/or promoted even though the hiring person is aware (or should be aware) disaster will inevitably result.
* Depending upon the Undependable: People get hired or promoted even though everyone knows (or should know) how incompetent they are.
* Depending who you talk to, some or all of the filler of the original series, especially the fourth season ("Waking the Dragons"), which is nothing
* depend on the writer; sometimes the Hulk's transformations are portrayed as the result of adrenaline, both in the form of anger and excitement or fear, other times it is portrayed as a pure survival mechanism, activating to save Banner's life regardless of emotional state. But the anger fueling strength connection is generally maintained.
* Depends. If this is referenced in-game, I have no idea. If not, then it's
* Depends if you're talking about an individual level or group level. Individually, most are nothing more than people caught in a bad situation or simply got shanghaied into the unit. By comparison; two characters are actually Lanseal graduates (the game's equivalent of West Point), one of which graduated with honors. (And that's not including the volunteers.) As a group, the unit's bad reputation has more to do with the fact that its commanding officers keep them on hand and use them explicitly for wet works than anything they actually do.
* depends on the writer) if he's still somewhat young like in his late twenties or he is middle-aged.
* Depends On The Writer (mostly) consistent though is that Darth Vader can't use Force Lightning because it would fry the electronics in his life support.
* Depends on the Writer. Sometimes he's a terrifying threat, or when written by Matt Ward he exists to show up and get pantsed by the latest new special character needing some badass cred.
* depends on the writer, the gags taken from it are centered around Scrooge not having to buy anything either fo him or anybody else; when asked for anything, he just phones, call for "the director of his [insert product here] company", and asks to be delivered one in no time.
* Depicted originally as a plot-point in a town that was Hex Nuked, including literal Hex Decontamination Teams.
* depicting an ongoing riot where there is essentially anarchy in the prison. Thus, a full 17% of the entire series takes place over a single week.
* depicting Craig in some kind of prophesy at it while he does nothing but comment in a deadpan tone.
* depicting your product's target demographic in this manner idea, but it obviously works or else they would have stopped doing it by now.
* depictions of Angels and that Fall changes their very essence into Demons. It is up to the players how easy this is.
* Depictions of Krypton often show this look as being having been a staple of everyone's clothing (along with tight-fitting outfits and capes). If we assume that Superman based his outfit on Kryptonian ones, and in turn, that many superheroes based their outfits on
* Depictions of Latveria itself run the whole gamut described above, from 19th-century throwback to violence-torn post-
* Depictions of martial arts competitions tend to be all over the map in terms of accuracy, and most of the time they're treated like combination wrestling/boxing matches, except with less protective gear and more types of techniques allowed. Specifically:

* depicts a strikingly blonde topless woman with woodland flowers braided into her hair and a serpent twining itself around her.
* depicts Haruhi as a bikini-clad giantess who stumbled upon an island containing a foot-tall city and decides to go on a stomping spree.
* , depicts Mao Zedong and some cronies playing a concert in front of a gigantic crowd.
* depicts the events of Homer, Bart and Lisa’s day, it is actually a Marge episode as she is the one who holds everything together and makes everything happen. She kicks off everything with breakfast, cuts off Homer's thumb (by accident), starts up the 123 Fake Street which leads to Bart's undercover storyline, does all the driving for both Homer and Lisa, and it's her fault that Homer has to hitchhike and then walk. And it’s ultimately her who saves the day by tossing Linguo into the fire.
* depicts the title character murdering her newborn babies or baby, depending on the variant.
* Depict the events leading up to the start of the war, even if it happened years before the main story.
* De Pies a Cabeza, a Colombian soap opera, not only used the song of the same name from Mexican group Maná, as theme tune. All the ambient music was taken from their studio album "¿Dónde Jugarán los Niños?".
* Depleted Phlebotinum Shells of an enemy with your existing armaments to make killing them easier.
* Depleted Phlebotinum Shells: Weaponizing the substance that the creature is weak against.
* Depleted Uranium Shells, which one-up the Leopard's tungsten shells in three ways. First off, it requires less alloying, (where tungsten rounds need a full 10% of their weight in alloying materials, depleted uranium only requires 1%), meaning depleted uranium APFSDS rounds weigh more and pack more of a raw punch. On top of this, where a tungsten sabot "mushrooms" out as it pushes its way through armor, blunting it and spreading the kinetic impact, depleted uranium is "self-sharpening", maintaing its slim, pointed profile as it pierces straight through the same armor. This is in part due to the third advantageous trait of depleted uranium as a shell: its pyrophoric qualities. Due to a number of complex chemical attributes, it will spontaneously combust on impact, burning/melting itself and as a result, doing the same to the armor of whatever poor bastard it hits, and this molten mass is dragged behind the uranium shell when it finally breaks through and into the target's innards, covering it in molten metal. As a result, the Abrams packs a significantly harder punch than any of its competitors.
* Deployable Cover, Tassadar's Force Wall stops enemies from walking past, but they can shoot through it just fine. It's used to trap enemies rather than hide behind.
* Deponia called Elysium and emigrated there en masse, leaving the poor to wallow in their waste on what quickly became a trash planet. After generations of separation, the Elysians became convinced that no life could survive on Deponia and planned to blow it up.
* Deponia Doomsday, all he did not only was undone, it might have even made things worse for him and others.
* Deponia Doomsday, one puzzle results in the normally sane and composed Toni getting so frustrated that she lights a cigarette while sitting in a fully-stocked explosives shop, blowing the whole place up.
* Deponia game, with Rufus walking in on his ex-girlfriend Toni. She seems more annoyed than genuinely upset with the whole thing (a somewhat odd reaction given that Wenzel was looking on the whole time).
* Deponia in particular is a subscriber, mostly because his hygiene is terrible even by Deponian standards.
* Deponia is a selfish lazy bum who mooches off his ex-girlfriend and generally annoys everyone in town.
* Deponia sequel where Rufus must trick Goal into holding an umbrella, among other lightning-unsafe activities such as standing in a wading pool, so that she'll be struck by lightning and he can climb a communications tower without being struck

himself.
* Deponia's main protagonist Rufus unlikable is his jerkass personality. 40% is the fact that he solves half of his problems by blowing stuff up. Or setting up a domino effect. Or even killing people.
* Deponia stores some important codes along with her consciousness in her implant.
* Deponia: The Complete Journey, the first three Deponia games merged into one, big package, comes with various bonus goodies, developer commentary in both German and English included.
* Deponia you need to prepare one to awake Goal from her trauma-induced slumber.
* Depopulation Bomb: A bomb powerful enough to wipe out whole populations.
* Depopulation Bomb: It didn't necessarily destroy the planet, but it did wipe out most of its people, probably leaving only a few survivors.
* 'Deportees', whose service earned them (back) full citizenship and rights. Deportees who had been sent to colonise Siberia as adults or children, and the children of deportees, were eligible for service in regular Red Army divisions raised from deportee populations. In the Far Eastern Military District they were conscripted into normal units alongside all other able-bodied men under 55 to maintain and expand the defensive field works and positions along the Soviet-Manchurian border. At least 50k men served in the Deportee units, as many as 200k served in units raised by the Far Eastern District and sent to fight in the European Theatre, another 100,000 may have served in the Far East.
* depose Harriet Jones, Britain would have entered a modern Golden Age.
* depowered and thought the serum wasn't working. Somewhat justified, as Clark, depowered, had several hematomas and was bleeding, something Superman isn't supposed to do.
* depowered, the remaining mutants are rendered more vulnerable than ever. This sets in motion a chain of events that places the X-Men and by default all of mutant kind, in the direct cross hairs of the U.S. Government and The Avengers. Fortunately it also attracts the Phoenix Force and revitalizes mutant kind, even though Cyclops ends up demonized by mutants and humans alike and a fugitive from justice.
* depowering when she sees Rogue aiding Gambit, attacking Rogue with her powers, calling her a “seducer” and screaming that Gambit is hers.
* De-Power: Someone loses their powers for good, or for a very extended period of time.
* Depraved Bisexual: A bisexual person whose malevolence is expected or made worse for being bisexual.
* Depraved Bisexual, although T didn't feel like he was revealing anything new (at a point where Penny was barely in denial, but a case could still be made for Aggie being straight).
* Depraved Bisexual: An evil bisexual who grosses everyone out because of their proclivities towards more than one gender.
* Depraved Bisexual: Being willing to have sex with anyone makes you villainous vs. lack of desire to have sex with anyone makes you villainous.
* Depraved Bisexual often loses when his opponent manages to expose his privates (which is not difficult given that he wears a thong) and the ring crew has to throw a towel.
* Depraved Bisexual: Only bisexual men are really considered depraved, not women.
* Depraved Bisexual: People who are attracted to both men and women are shown as being weird and immoral.
* Depraved Bisexual: They would screw anyone... especially those who get in their way.
* Depraved Bisexual: This character may be portrayed as a sexual predator of male and female victims alike.
* Depraved Bisexual to the point of creeping out the target of his affections.
* Depraved Bisexual trope but even that is falling out of favor due to the implications that bisexuals are lust-crazed idiots with no self-control.
* Depraved Bisexual who constantly flirts with men, including both Winchester brothers, mocks Castiel's affection for Dean and in Season 10 appears to develop

feelings for Dean.
* Depraved Dentist: A dentist who has apparently taken the job just so they can get their kicks by causing their patients pain.
* Depraved Dentist: A dentist who takes advantage of the "appointment" to do some unsavory things to their poor, poor patient.
* Depraved Dentist, and his son Wendell are constantly giving these grins.
* Depraved Dwarf: A little person who also happens to be chock full of malice.
* Depraved Dwarf Boris Bullski's original suit), and he operated it from a cockpit contained entirely within its torso.
* Depraved Dwarf, but they were wild and uncouth, sometimes dangerously so.
* Depraved Homosexual: A gay man who is unsavory in one way or another, often by being so sex-crazed that they have no qualms over raping straight men.
* Depraved Homosexual: A gay man whose malevolence is expected or made worse for being homosexual.
* Depraved Homosexual a knife, because he considers it to be a piece of art.
* Depraved Homosexual: A sexually villainous or antagonistic gay person.
* Depraved Homosexual: If they're having gay sex, and gay sex is among the worst sins on the calendar, they'll stick at nothing.
* Depraved Homosexual prisoners. He specifically targets Lucas because he is being paid to do so by the mob boss Lucas betrayed.
* Depraved Homosexual rapist who immediately sets his sights on Stanley.
* Depraved Homosexual: Same as the above, except they're only targeting (straight) people of the same sex as themselves.
* Depraved Homosexual takes a liking to his young opponent Ryohei's muscular physique and decides to take him home...after he's kicked the shit out of him that is...
* Depraved Homosexual: The belief that gay men are willing to resort to satisfying their lust by raping straight men.
* Depraved Kids' Show Host: A children's show is hosted by a person who in real life is a worse person than the character they play on TV.
* Depraved Kids' Show Host: A kids' show host who secretly or blatantly has no place in children's programming.
* Depraved Kids' Show Host: Child-friendly TV show host on camera, but not so child-friendly in real life.
* Depraved Kids' Show Host: The friendly host of a children's TV show turns out to be a rather repugnant person offstage.
* Depraved Kids' Show Host: The host of a children's television show is far from being a pleasant person off-camera.
* Depredation, the fight between Hank and Jebus in interrupted by the screen glitching and Tricky coming out of the ground.
* Depressed skull fractures. They can often cause a hemorrhage into the brain, causing this trope.
* Depressing as hell subject matter presented in an unbearably maudlin style.
* Depressingly common in religious or cultural circles that practice purity culture and modesty doctrine. Women in these groups will sometimes stop eating so as to lose or better hide curves that men generally find appealing because they're terrified of accidentally "leading some guy on," or "causing him to fall from grace." Frighteningly, many of those same girls and women are praised for being models of self-control and respectability, thus reinforcing this behavior.
* Depressingly enough this still happens on occasion in the UK with some channels showing about half a movie, then having a ten or twenty minute news segment, and then going back to the movie. Somewhat justified in that it was the easiest way for ITV to show a movie
* Depression Comix. A man representing mass media appears a few times as well.
* Depression Comix, telling them to stay as far away from her as possible.
* Depression-era America actually looked forward to jail, since it offered them some measure of employment, as well as guaranteed meals and a relatively comfortable place to sleep. It was referred to in Depression-era slang as "three hots and a cot".

* Depression-era American playwright and former actor Clifford Odetts was so frustrated by constantly being cast as Spear Carriers that when he started writing plays, he deliberately wrote many of his minor characters to be
* Depression Quest, a directory of therapists in the Greater Toronto area. The therapist you see, Dr. Susan Melville, is fictional however.
* Depression Quest phone number to a therapist's office in Toronto (don't bother calling it, though, because you'll just get an automated message asking for an extension number,) the therapist is similarly named after an actual therapist working in said office, and the name of the person on Steam that the main character talks to also exists in real life (you can even visit their Steam page.)
* Depression Quest, though many other Twine-based games have some degree of acclaim in independent game circles.
* depressive has remained a comedy staple, even though plenty of other countries - some of them nowhere near Germany - now churn out brilliant scientists.
* Deptford Mice Audrey Brown is nearly burned for witchcraft. The village leader begs the mice not to do such a barbaric thing... so they agree to hang her instead. She's saved at the last minute by Twit.
* Deptford Mice books, the squirrels are ruled by a wise, magic-wielding female known as the Starwife. Further back in their history, there were five royal houses of black squirrels in total, each one with its own queen regnant. Gradually these realms were destroyed in various tragedies, with the exception of the Starwife's realm in Greenwich Park, London which remains even in the 'present day' of the books.
* Deptford Mice dark magic and becomes a serial killer that strangles several mice to death.
* Deptford Mice for the younger ones. This is likely why these books have yet to see a film adaptation. Who would you market it to?
* Deptford Mice Jupiter are his fiery red eyes emerging from the blackness of the portal where he dwells, located in the sewers of London.
* Deptford Mice, Piccadilly is in love with Audrey, despite wrongly believing that she hates him. In reality, she loves him just as much as he loves her. After she unintentionally insults Piccadilly and he returns to his home in the city, Audrey visits her friend Twit's field, Fennywolde. While there, she ends up falsely accused of being a witch and sentenced to hang. According to the Gallows Law, if a willing spouse can be found, then the accused will be reprieved. Twit offers to marry Audrey, and she accepts because it's the only way she can be saved. However, she regrets her decision because she cannot pursue a romantic relationship with Piccadilly. He is killed without knowing of her love for him, but she does confess her feelings to his ghost and they kiss before he crosses over to the other side.
* Deptford Mice. Though at times she can seem cruel, her motives are always good.
* Deptford Mice trilogy, Oswald Chitter uses a forked hazel twig to dowse for Audrey's missing mousebrass.
* Depth Charge DOES invoke this during his final fight with Rampage. Early on in Season Three, Depth Charge says that the fight would claim both their lives.
* Depth Charge goes out this way, taking Rampage with him by stabbing the crab with a spike of raw energon.
* Depthcharge was apparently a model Maximal before Rampage wiped out Colony Omicron, turning him into a grim and obsessed hunter.
* Dept Heaven Apocrypha, flagship couple Milanor and Nessiah first met up having to wash dishes together as a punishment for falling asleep during the school's opening ceremony. They got into an argument, after which Nessiah wound up hospitalized due to using too much magic, and the two of them became friends there. They didn't actually become a couple until a bit later on, though.
* Dept Heaven Apocrypha her in the shower — it's just mentioned by another character that she's been crying in there for hours.
* Dept Heaven Apocrypha in particular involves a lot of horrific scrawling.
* Dept Heaven Apocrypha is going to quash all possibility of a fair and just trial.
* Dept Heaven Apocrypha may have locked herself into one, but we're not sure yet.
* Dept Heaven Apocrypha, Seth is a traceuse. She demonstrates the sport as it is,

and discusses it on a few occasions.
* Dept Heaven Apocrypha, there's still been plenty of drama to go around.
* Depth of Field that throws away the actual background. Examples of this practice include:
* Depth with one side playing a quartet of treasure hunters, the other playing the sharks bent on eating them.
* "Depuis que tu n'es plus là" by the French comedian Max Boublil sounds like a romantic song at first but it really is about masturbation. He even says that he is going to marry his right hand.
* Deputy Chief Madeline Wunch is a downplayed example. While she’s not outright corrupt, she shamelessly abuses her position to make Holt’s life miserable as part of their petty rivalry. She is also perfectly willing to organise a fake Internal Affairs investigation simply to get dirt on Holt. She makes it abundantly clear in the season two finale, that she’ll happily destroy Jake, Amy, Rosa, Charles and Terry’s careers just to beat Holt.
* Deputy Commissioner Podolski, initially appears to be a downplayed example, as he transparently uses his position to ensure his delinquent son gets away with causing hundreds of dollars’ worth of vandalism damage to police cars. However, it is later heavily implied that he is in fact in the pocket of a local
* Deputy Dawg cartoon "Diamonds In The Rough" has the deputy tasked with finding a diamond smuggler, but the sheriff tells him not to make an arrest without evidence. A haphazard golfer swings by, and Deputy Dawg deduces that the golfer is the smuggler and the diamonds are in the golf balls. After he accidentally swallows some golf balls, Deputy Dawg is at the doctor with the golfer, and the X-ray shows the diamond-laden golf balls in DD's stomach.
* Deputy Dawg cartoon had the local dentist hiring Muskie and Vince to get Deputy Dawg over for a visit. After numerous chases, they eventually do. DD checks out just fine. He then tells how everyone should see a dentist. When he clarifies what he and the others went through as having Muskie and Vince earn their reward, the two critters brush it off as hogwash.
* Deputy Director Bulloch is talking about the escaped alien (Roger), and what they're planning to do to the person harboring him, causing Stan to repeatedly spit out his piping hot coffee onto people off-screen, indicated by their screaming, until Bulloch says, "Would someone take away Smith's coffee?"
* Deputy Fuehrer Rudolf Hess believed it so much that he was inspired by a dream to make an unauthorized peace proposal by parachuting into Britain to offer it. Hitler quickly disavowed Hess, had his propaganda machine paint him as a total flake and had scores of psychics, mediums etc. rounded up as a scapegoat for Hess embarrassing the Third Reich.
* Deputy: Hollister continues to work as if he were a simple deputy long after he becomes Sheriff of Los Angeles county, and didn't have over a thousand subordinates to do grunt work. However, Hollister also points out that one of his biggest frustrations when working the beat was the disconnect between the highly politicized and bureaucratic upper echelons of the Sheriff's department and the realities of law enforcement on the ground, especially in the more rural parts of Los Angeles county, and he is hell-bent on doing something about that.
* Deputy U.S. Marshal Solomon Wisdom 'Solly' Cole appears a supporting character in several of Edson's novels.
* Deputy Williams winds up knowing her young client from her old neighborhood and starts off giving him an angry lecture, before commenting on how well he's grown up and shutting off the recording equipment.
* Derailed Fairy Tale: A character attempts to tell a fairy tale, but ends up screwing up the narrative by either getting details wrong or getting a little too carried away in taking their own creative liberties with the story.
* derailed near the town of Saint-Michel-de-Maurienne. (He survived as the couplings broke when the train derailed and the locomotive stayed on the rails.)
* Derailed Octavia is somewhat taken aback, and she tells the hospital staff that she doesn't want Celestia to visit again in the next few days. The next section is written by a different author—it's less than a day later, and Octavia is

hanging out with Celestia in the castle like it's no big deal.
* Derailed way back in the first season was written in because Gubler is accomplished at sleight of hand. It's since become a recurring character quirk. In fact, fans often debate how much of what we're seeing onscreen is Reid and how much is Gubler as a profiler.
* Derailing Love Interests for, Libby and Dan, having long since broken up). In her 2020 guest appearance, she represented Claudia Watkins in a custody dispute against the Kennedy family and resorted to blackmailing the judge in a murder trial to get the baby's mother Elly out of the picture.
* Derailing Love Interests (often rather suddenly), so they can break up with them, frequently to get with a different love interest.
* "Der Alte" (German for "The Old Man"),or more formally "Herr Kaleun" (short for Herr Kapitanleutnent, or Lieutenant-Commander), commander of the
* Deranged Dance: Dancing indicates a person is not of sound mind and is affected by mental illness.
* Deranged Dance: Dancing is a sign of mental illness and descents into madness.
* deranged insanity brought upon by surviving the Admonition was powerful enough to cripple a Borg Cube.
* Deranged Taxi Driver - Cabbies range from weird to downright psychopathic.
* Der Bewegte Mann suicide attempt. She is greeted by a doctor and a nurse. The nurse curtly informs Doro that "the patient left us this morning." Doro is horrified until the doctor gently reminds the nurse that that Silesian phrase doesn't mean the same thing in North Rhine/Westphalia. The nurse grumpily amends her news to "the patient was discharged this morning," much to Doro's relief.
* Der Clown: Payday anyway. It's also hard to believe that a German Sondereinsatzkommando (SWAT) would fire their submachine guns at full auto.
* Der Clown Payday while the hero doesn't even have his shirt damaged.
* Der Clown: Payday with its nose still above the BMW's trunk, said fireball also almost completely engulfs the BMW, which, however, manages to drive out of the flames. Without the heroine inside, the car would most likely have been blown up, too. The heroine is affected by the explosion shockwave, but the car isn't. And she gets out of the car with close to no injuries at all despite the fact that the aircraft had crushed the rear window earlier and the fireball would have to have entered the car.
* der deutsche Michel is the patron saint of Germany) for century. Since the 19th century he is usually shown wearing an old-fashioned nightcap.
* Der Disneygang meme. After having legally bought Disney, his Nazi forces start to occupy the Disney universe, with Goebbels being put in charge of the occupation. What makes Hitler a benevolent boss, is that he wants the Disney characters to become full-fledged German citizens and actually listens to the complaints of his generals about Goebbels' abusive treatment of the Disney characters. As a result, he makes clear he'll elect a replacement leader for Disney as soon as he can.
* Der Disneygang meme and the Disney Universe. In this crossover, Hitler legally buys the Disney brand, allowing him to rule over Disney with an iron fist. His arch nemesis Hermann Fegelein does not like this and starts a revolution against the Nazis.
* Der Disneygang phenomenon, Himmler casually tells Fegelein he never expected Cinderella to handle an AK47 as well as she did. Unfortunately, she's never seen doing so.
* De Rechter: Many of the comics are based on recent headlines from the newspapers the comic is published in.
* De Rechter: None of the characters' real names are ever used. Aside from the Judge (who has a nickname used by his wife, "Beertje"), all of them are only known by their title or function.
* De Rechter: The Lawyer is frequently the target of these kind of jokes. One example: during his vacation, the Lawyer goes diving and runs into a shark. The two politely greet each other as colleagues.
* deredere moment during the "Trapped in a Room" scene, while misconstruing Tomoya's intentions towards her.

* Derek & Drew serve as an excellent deconstruction of this concept on the Race during Season 3. On the tails of fit male teams winning the first two seasons, many of the teams became immediately obsessed with beating the "wonder twins", despite Derek & Drew viewing themselves as barely hanging on for the first few legs. At the same time, Ken & Gerard talked about how no one was giving
* Derek and Casey is a non-canon ship that's largely popular with the fanbase, as opposed to all the other love interests that are introduced throughout the series. The fact that half of the show focuses on the interactions and the relationship between the two stepsiblings doesn't help.
* Derek and the Dominos, but someone misheard their name and the new name stuck.
* Derek Bentley was pardoned in 1998 for inciting the murder of a police officer, for which he was hanged in 1953. In contrast to this, the actual killer (who was underage and thus couldn't be hanged) got off with only ten years.
* Derek Chauvin of the Minneapolis Police Department will go down as the cop whose killing of George Floyd, an unarmed black man, culminated in national backlash towards aggressive policing. During Memorial Day weekend, Chauvin arrested Floyd on suspicions of using a fake $20 bill and killed Floyd by kneeling on his neck for nearly 9 minutes. Subsequent investigations revealed that Chauvin had a long history of misconduct like pepper spraying crowds at night clubs, avoiding taxes, and attending the "Killology" seminars that encouraged police to kill suspects; the "Killology" courses are noteworthy as Chauvin attended them with the aid of police unions even though they are banned by both the Minneapolis Police Chief and Mayor. Chauvin would be found guilty of murder in the second and third degrees, as well as manslaughter in the second degree, and received 22.5 years of prison time.
* Derek dies. Side note: this is the first episode where Alex is completely absent.
* Derek Flint and Lloyd Cramden use an electrical socket and their own bodies as an impromptu defibrillator. They're both fine afterward.
* Derek gets pushed into the background in Season 3's later episodes in favor of his brother's
* Derek Gunn has vampires relating to human beings this way. It's also a metaphor for humanity's relationship with oil, which resulted in the whole situation.
* Derek has two outfits - one which he wears for most of the movie (including hunting and archery practice) and another for formal occasions. He fights the villain wearing the latter...because he ran out of the ball as soon as he realised what was happening.
* Derek "Hobbie" Klivian is a pilot known for his remarkable skill at surviving, despite runs of bad luck; few of his tactics are seen, but his ability to keep alive, turning even lethal shots into hits that allow him to eject and recover, may be evidence of being of Plugger.
* Derek instead. However, this trope goes from justified to subverted when Liam has Derek pinned—the second they stop moving, Chloe darts forward and stabs Liam in the back of his leg, thus allowing Derek to free himself and giving them both the chance to run like hell.
* Derek Jacobi, which he fulfilled with a background cameo appearance in 2012.)
* Derek Jeter didn't just want to be a professional baseball player. He specifically wanted to be a shortstop for the Yankees, his favorite team growing up. Now he's considered one of the best players to ever don the pinstripes.
* Derek Kaplan is one for writer Bernie Gabin, to include the perspective of someone who comes to production from the technical side. He’s also intended to skewer Gabin’s qualities.
* Derek obviously blames himself for his family's death, as Kate Argent seduced him to get to his family.
* Derek Ridgewell, a British police officer jailed for seven years for conspiracy to commit theft, was later found to have falsified evidence against numerous black suspects which led to their convictions, including the
* Derek Robinson. An American pilot and soldier of fortune who for political reasons is posted to Hornet Squadron in time for the Battle of Britain, he becomes unpopular not just for having more combat experience than all the British pilots

put together, he is highly critical of the British command a tactical philosophy. It doesn't help that experience proves him right, although not before several pilots are killed in action.
* Derek Robinson, an RAF pilot spots a German aircraft methodically strafing a road choked with French refugees. The effects of the Me110's cannon shells are graphically described. The RAF plane descends to ground level and tries to shoot down the German. It doesn't help that the British pilot is in an unfamiliar American plane, and he discovers he has to angle his guns downwards so as to hit the German. As the German plane is right above a road choked with people, the British pilot's over-shooting adds to the civilian casualties... the unlucky French are being strafed by two aircraft simultaneously.
* Derek Robinson curtly tells him to work out what Rex got wrong - and learn from that.
* Derek Robinson. He's almost always right, especially when pointing out the shortcomings of military tactics directly to the men responsible for those tactics, but no one likes him for it. A superior officer once threw a telephone at him. Or was it a bottle of rum? Probably both.
* Derek Robinson, his WW1 pilots are equally dismissive of ground flak. Until one pilot flies right into a shell that turns his plane into a cloud of small fragments.
* Derek Robinson — the bomb arms itself prematurely, or it jams in the bomb-bay with the clock ticking down to detonation, or Russian countermeasures show up and attack, or they fly too close to a nuclear explosion from a different aircraft, or the aircraft itself develops escalating mechanical problems. The test itself is unwinnable and designed to test the aircrews to the limit, weeding out those who prove to be indecisive.
* Derek Robinson sees a new RAF pilot coming back to base, elated at having scored a possible German kill on his first flight, perfroming a barrel-roll at low level over the airfield. What he doesn't realise is that his Hurricane has taken damage in the air fight, and the stress of perfoming a stunting manouvre is too much for the airframe, which breaks up. He is too near to the ground to parachute to safety and both plane and pilot are destroyed in the ensuing crash.
* Derek Robinson, the "man in front" is navigator and air gunner Paxman, a newbie to the squadron who is paired with an Australian pilot who delights in pricking the new boy's pomposity and pretentions. The two don't so much exchange banter as punches in mid-air, such is their mutual animosity.
* Derek Savage's actions towards his critics make the anti-bullying message of his film
* Derek Savage. Soon afterwards, mirrors of said reviews quickly began popping up, and the major controversy that occurred over it all helped deal a major blow to Savage's reputation.
* Derek's death was kind of a Viewer Punch, but it was supposed to be
* Derek. She moved away years ago for reasons he doesn't understand — all she'll say is that its his fault.
* Derek Taylor is a deceptively influential figure among guitarists whose approach to tapping and legato (accomplished through what he refers to as the "Spock technique") has been copied by many, many players over the years. However, most guitarists using his techniques would be hard-pressed to name anything that he released even though they're familiar with his approach.
* Derek the Bard, professional librarian, often veers between educated literary analysis and history lessons and joking about Farscape.
* Derelict like paper as it runs for the node. The Shivans, unaware the Auriga isn't friendly to GTVA interests, assume the GTVA is far better equipped than they actually are and retreat.
* Derelict. This conveniently bypasses the target's superior firepower and durability, which the Alliance has thus far been unable to overcome in a straight fight.
* De Re Militari) was a major influence on Machiavelli and widely read for centuries.

* Der Freischütz and father-in-law-to-be. Samiel is a speaking role, but generally high-pitched.
* Der Freischütz at the Met Opera in 1959, after which she became the most celebrated Wagnerian soprano of the 20th century, even starting her own foundation to award major contributions to opera, and her portrait is now featured on the 500 kronor banknote in her home country.
* Der Freischütz by Carl Maria von Weber is based around this. Max, the protagonist has to shoot true in a hunting contest to get a job and the allowance to marry his love Agathe. To make sure of that, he delves into dark arts.
* Der Freischütz. Erice called the attack Freischütz , but Moriarty eventually corrects her that that attack is called Freikugel.
* Der Freischütz, seven magic bullets are forged one-at-a-time, each more terrifying than the last.
* Der Freischütz, the Wild Hunt is featured as the fifth apparition in the Wolf's Glen scene, represented by a male chorus accompanied by blaring horns.
* Der Freischütz to win a sharpshooting contest. He forges seven silver bullets; six will strike their target unerringly, but the seventh is foretold to strike the one Max cares about the most.
* Der Fuehrer's Face": Donald dreams of being an overworked, underpaid laborer in a munitions factory in Nazi Germany.
* Der Fuehrer's Face"? He's got just a short appearance, but the flute player in the Nazi marching band is as camp as one can be while wearing a Nazi uniform and a helmet. (That character was probably a parody of Herman Goerring.)
* Der Fuehrer's Face's breakfast consists of wooden bread, aroma of bacon and eggs, and coffee from a single bean he keeps locked in a safe.
* Derghodaemons have three different spell-like abilities that summon swarms of insects, and are immune to damage from swarms themselves.
* de rigueur for a wireless phone company to sponsor pitching changes, usually punning on the "call to the bullpen" the manager makes to effect the change.
* "De Ring van Balderic" a statue of an eagle comes to life and carries off the little boy Clo-Clo.
* Derivative Differentiation (when the derivative works/products start becoming less derivative)
* Der Junge Lord) by Hans Werner Henze, scientist Sir Edger introduces his 'son', Lord Barrett, to the upper dignitaries of a German town. The young Lord's strange speech and eccentric behavior become a source of fascination: he is much admired and imitated, even catching the eyes of a young noble lady — until he flings off his clothes during a dance, revealing himself as an ape.
* Der Langrisser wants both the goddess Lushiris and Chaos drove the hell out of the world.
* Derleth did this quite a bit. He came up with a number of higher and benevolent powers to side against the monstrousities of Lovecraft's canon. He also associated each of the beings with an element, meaning they could also be beaten by properly summoning the opposite elemental (as in "The Dweller in Darkness"). He was pretty much the father of Lovecraft Lite.
* Der letzte Zug, about the six-day journey of a group of Berlin Jews to Auschwitz, with a bucket serving as the only toilet for the hundred inhabitants of a cattle car. Due to the crowded conditions, Nina Naumann is unable to get to it on time, and wets herself.
* Dermott Fictel was raised by his grandmother as his mother's little brother.
* De Rode Ridder as his closest friends. A healthy dose of Tolkien sauce is added for flavor as well.
* DERO! in the Beam Room (as highly improbable as it would be) would guarantee a win regardless of previous score.
* Der Philosoph: Georg the academic is delighted to get a sexy girlfriend, Franziska, but is a little bit startled when Franziska's two hot roommates also start making overt sexual advances towards him. When he finally tells Franziska, she reveals the truth: the three of them are immortal beings that have taken an interest in Georg, and they're all perfectly willing to have sex with him. The

ending finds all four of them in bed together.
* Der Philosoph: Georg the writer has fallen in with three, count 'em, three gorgeous ladies, roommates who all want to have sex with him. He puzzles about his mysterious luck for a while until Franziska, the one he's actually having sex with, tells him the truth. After telling Georg that it's perfectly OK for him to have sex with all three of them, she reveals that the three ladies are "agents in time", immortal beings that flit back and forth from one time to another time. Later, another of the women describes them as "goddesses". They may be Muses, or they may be the three Graces, but in any event they have taken Georg under their wing and they're going to nurture his talents.
* Der Popolski Show. Their main claim is that their grandfather Piotrek Popolski invented Pop Music (the "Pop" is actually short for "Popolski", you know) in 1908 and wrote 128,000 songs that reached the charts (all of which were stolen by a used-car salesmen who sold them to other artists); he also landed on the Moon half an hour before Neil Armstrong in a homebuilt rocket launched from a field outside Zabrze.
* Derpy accidentally does it to herself in "The Last Round-Up". She gets shocked while kicking lightning out of a stray storm-cloud, but just ends up covered in ash and still maintains her usual cheerfully vacant expression.
* Derpy almost by definition, as seen when she unwittingly destroys town hall.
* Derpy as her head is detached from her body and she attempts to run all over town in order to bring it back. It also expands on a few things that were only mentioned in the main story, such as what Rocky and Mugsy were doing while they had Princess Twilight's crown. It also introduces the concept of "creative marks" to show that this is not just any Lego World: this particular Lego World really is an alternate world to Equestria.
* Derpy Hooves (albeit only named with a muffin), the first ever official product based on her. While all the other items remained on stock for days, Derpy sold out within less than 15 minutes.
* Derpy Hooves). By Season 2, the staff started working her appearances into the actual scripts.
* Derpy Hooves is another pegasus that has trouble with decelerating before landing, as seen in "To Where and Back Again – Part 1". Part of
* Derpy Hooves shows her as ignorant to the scale of dangers and also simple in how she treats things, giving the impression that she's a bit... off.
* Derpy Hooves, the faithful mailmare of Ponyville with lazy eye syndrome, who is raising a daughter and niece effectively on her own.
* Derpy Hooves to official canon, much like DJ Pon-3's was, and draws even further from her fanon personality.
* Derpy/Muffins pushes Twilight out of the way of one, allowing the Princess of Friendship to escape with her friends.
* Derpy's mother is abusive, and takes pills to make her "stop crying". Are the pills antidepressants, or
* Der rechte Barbier (The Right Barber) by Franco-German poet and naturalist Adelbert von Chamisso (1781-1838): A man calls for a barber, offering a high price for taking off his beard and shaving him, only if the barber nicks him and spills one drop of blood, he'll kill him. The master barber is too scared, tells the journeyman to do it; the journeyman is too scared, sends for the apprentice. The apprentice does it and does a fine job.
* Derren Brown brought by the meteor fragments. Then crazy people start chasing him and his young companion (naturally, all of them are actors). The special is inspired by the 2012 end-of-the-world fears.
* Derren Brown culminates with the unwitting participant being told to push a millionaire off a ledge in order to avoid everyone (including him) from going to prison, claiming that the rich guy climbed on the ledge on his own and didn't take his pills (which is true). The good news, he doesn't go through with it. The bad news, the other three people who went through the same scenario did.
* Derren Brown has a fairly distinctive three-piece, with a no-tie look that he likes. Combined with his trademark goatee, and it might as well be a uniform.

* Derren Brown: In "The Gameshow", the audience are encouraged to put on a "Phantom" mask and vote the outcome of the night of an unsuspecting volunteer. Many of them voted negatively to the point where they wished the mark be kidnapped right after putting him though roughing up, being overcharged, accused of a shoplifting, getting fired, and downright trashing his apartment.
* Derren Brown named one of his acts "the Svengali", where he uses a clockwork puppet to hypnotize and possess members of the audience.
* Derren Brown police station in the nearby village just in case the mark decides to hightail there alone to confess to a murder he was framed for when the original plan was to have the mark confess on site.
* Derren Brown revolved around using hypnosis to glue the viewers at home to their chairs. Over the course of the show, some (fairly obvious) pictures of a man tied to a chair is flashed on screen. At the end of the day, the illusion depended on the fact that Darren "suggests" that the viewer sit back comfortably, relax their upper body, and place their hands in their laps (due to the law of the lever, it is essentially impossible to stand up from a reclining/sitting position using only your legs as leverage).
* Derren Brown's house is filled with such things, including an 8-legged mutated lamb and a stillborn giraffe. Creepy.
* Derren Brown special, he randomly selects an audience member and asks her to think of a country. She does. Her country? Africa. Not only does Derren not call her out on her obvious mistake (Note: there are over 50 countries in Africa) but has her reach under her seat and find a note he left there with the description of the woman in question and her choice of country. That's right, even Derren is guilty of that.
* Derren Brown's special "The Heist" was a real-life attempt at creating four of these.
* derrickcomedy.com's "Bro Rape" includes a moment like this, when the Newsline reporter is going through the bag of a would-be bro rapist: "Six-pack Natty Ice.
* Derrick Comedy is use of body spray, with one of the bro rapists using a can and a half of Axe Body Spray on a dildo he intended to use on another bro.
* Derrick Comedy sketch involves two of these stuck in their recording room due to the "Wolfpocalypse" while still keeping up their schtick.
* Derrick Duggan, Big Earl Flaherty, Deetz Hartman, and Johnny James, a team of psychopaths referred to collectively as
* Derrick J. Wyatt and Marty Isenberg are often credited with making
* Derrick J Wyatt and Marty Isenberg occasionally form a very nerdy and
* Derrick J. Wyatt, for a time, stopped accepting questions about his work on
* Derrick J. Wyatt got mistaken for this due to "Store 23" featuring present Feedback, despite him stating several times he wasn't in the new Omnitrix. It was actually a diffusion error: that episode was supposed to take place after "Showdown Part 1" and "Part 2" where Ben would reacquire Feedback.
* Derrick, one of the most popular German detective series ever and a hit in most of Europe, was banned completely when in 2012 it turned out that actor Horst Tappert (who died in 2008) had been a member of the SS during his youth. This had never been reported before and as a result, all episodes were pulled from syndication and DVD availability.
* Derrick Rose of the Chicago Bulls tore an ACL in his left knee; he was supposed to be back by
* Derrike Cope is best known for his surprise victory at the 1990 Daytona 500, but he did get a second win (at Dover, Delaware) later that year.
* Der Ring des Nibelungen around him lies to him and uses him to their advantage, and this leads to his tragic and ignoble death.
* Der Ring des Nibelungen. He's a bass-baritone, the ruler of the Gods, and he even has an eyepatch.
* Der Ring des Nibelungen, only the one who renounces love will be able to forge the ring that will let him rule the world.
* Der Ring Des Nibelungen, which is a series of four interconnected operas drawing on Norse Myth to tell an interconnected story. It's considered to be one of the

most thematically and musically complex operas existing. Anyone get the feeling that if Wagner were alive today, he'd be writing concept albums?
* Der Rosenkavalier. He tends to assume that privilege will protect him from the consequences of his foolishness.
* Der Rosenkavalier. Set during the war, though this is mostly used to explain why the protagonist's husband is absent. He is off fighting the war while his wife engages in an affair.
* Der Rosenkavalier to Sophie, he turns to "Mariandel" proposing marriage, whereupon the maid excuses herself with a very amusing secret to tell the Inspector.
* Der Rosenkavalier, two extremely dark tragedies that pushed a lot of boundaries both in terms of story and music and were very popular with the around ten people who could see what he was trying to do, Richard Strauss decided that his next opera was going to be a light, fun crowd-pleaser that would appeal to a broad audience and bring in some much-needed money.
* Der Rosenkavalier, when the Marschallin gives up her younger lover Octavian to a woman his own age whom he has fallen in love with.
* Derry & Toms: April 29 to March 22 (even dates only): You have green, scaly skin, and a soft yellow underbelly with a series of fin-like ridges running down your spine and tail. Although lizardlike in shape, you can grow anything up to thirty feet in length with huge teeth that can bite off great rocks and trees. You inhabit arid sub-tropical zones and wear spectacles.
* Derry asks key questions about the distance and using the spell when Morgan teaches him to join in long-distance rapport for his first reconnaissance trip in
* Derry Girls and she gets in trouble for the purchase at the end of the episode.
* Derry Girls, Erin attempts to leave the mall after fighting with Clare but turns down the wrong hallway. Because the correct exit is in the opposite direction, she has to awkwardly pass by the group in order to actually leave.
* Derry Girls in Derry. It helps that the show's writer Lisa McGee is from Derry herself, and most of the humor comes from her own experiences growing up there.
* Derry Girls introduces a statue of the Christ Child that Sister Michael is attached to. It's destroyed right the climax of the episode in an attempt to hold the statue hostage. The girls try to glue it back together, but do so incorrectly, and their ruse is caught.
* Derry Girls: Michelle makes scones with marijuana in them (since she doesn't know how to make brownies) and brings them to a funeral so her friends can try them. When the scones are accidentally handed out to elderly people at the wake, the girls try to flush the rest down the toilet and end up flooding the bathroom. Erin's forced to pretend she had explosive diarrhea so no one will find out about the drugs.
* Derry Girls: Uncle Colin is an annoyance to the cast for his dull way of telling stories and long ramblings. He’s beloved by the fans for the exact same reason.
* Der Schneemann sees a picture of summer in July and decides to wait in an icebox until July comes so he can enjoy summer. One might expect, given the light, whimsical tone of the cartoon, that the snowman would eventually go back to his icebox, or somehow escape his fate, but he still melts at the end.
* Der Schuh des Manitu with the mule "Apollo 13", who refuses to cross train tracks in the middle of a huge empty desert, because all of his twelve brothers were killed on train crossings. He then suddenly steps right on the track when a train approaches in the far distance and refuses to move in any way.
* Der Schwarm cast contains at least a dozen other professors, none of whom is anything like him.
* Derse dreamers get a bit of this too, though instead of prophetic visions they get the whisperings of the
* Der Silbersee, Severin is driven by starvation to rob a grocery store and is shot while trying to make off with a pineapple. Olim, the police officer who shot him, debates with himself whether to have mercy on the wounded criminal. He does, and they develop a friendship.

* Der Staat gegen Fritz Bauer, which is set in 1950s Germany detailing the hunt for Nazi war criminal Adolf Eichmann.
* Der Staat gegen Fritz Bauer who seduces a closeted public prosecutor so that he can then be blackmailed by political opponents. Previously the singer's boyfriend had been arrested by the authorities for public indecency (homosexuality being illegal at that point in time in the 1950s) and she was offered a reduction to his sentence in return.
* Der Stechlin educated characters occasionally use French (also Italian and English) phrases, while the members of the rural lower classes (agricultural labourers, workers at the glass factory in Neuglobsow, many of Dubslav's servants, etc.) speak in the Brandenburg dialect of Low German.
* Der Stechlin: Ermyntrude Katzler was born as a Princess of Ippe-Büchsenstein, but became a commoner to marry Wladimir Katzler, the head forester of the Stechlin region. Fontane treats this marriage fairly realistically, showing that there is some stress between the still somewhat exalted former princess and her more down-to-earth husband.
* Der Stechlin, which brings together a large part of the cast on a cold winter day. From both from the Stechlin area and from Berlin people from all classes come to pay their respect; ironically his son Woldemar and his new wife are absent as they still are in Italy on their honeymoon. Pastor Lorenzen gives the eulogy which encapsulates what made Dubslav such a special and likable person, how he looked at the world and how he lived his life.
* Der Trihs, staring into his (iced) drink after learning adult kreelies had been mating in the freezer (via external fertilization):
* Der Usedom-Krimi (2014-) - an unusual case as the work is an irregular series of TV movies in its native Germany, but was later broadcast in the UK as a weekly series.
* Der Usedom-Krimi is a German series set on the island of Usedom, which is far enough north to have a Scandinavian flavour.
* Der Verbannte von Asyth, whose plot revolves largely around aliens replacing important individuals on Earth with masked infiltrators of their own kind. The originals are kept alive at the aliens' hidden base and thus remain conveniently available for questioning.
* Der verzauberte Wald by Shei is about a woman who wanders into the magical forest at night, despite the warnings. Turns out everything people said about that forest was true.
* "Der Vogelfänger Bin Ich Ja" (I Am the Birdcatcher, Yes) from
* Der Wixxer, after Chief Inspector Even Longer and Dr. Brinkman discover the Wixxer's initials on the car that killed The Monk With The Whip, dramatical brass music is played in the background. Dr. Brinkman turns around and complains to some police officers with wind instruments.
* Der Wixxer. He manages to defeat the trap, upon which a suspect (whom the building belongs) enters the room, sternly glancing at the protagonist, approaches him slowly and ominously, pulls up his sleeves, complete with a Now-I'm-Going-To-Finish-You-Off - expression. Then, out of the blue, he quips, "Jesus Christ, what's going on here?!" and helps him out of the tub.
* Deryni: According to King Kelson getting a dispensation to marry a first cousin once removed isn't a problem, implying that the Church would be reluctant to allow marriage between a couple more closely related.
* Deryni against King Javan Haldane. That third name of his doesn't bode well.
* Deryni, and a book of anti-Deryni propaganda authored by a cleric and promulgated throughout the kingdom.
* Deryni and his courtiers to provide for the succession. Rothana finally picks out another woman to marry him (his cousin Araxie Haldane) and persuades each of them that their marriage would be for the best.
* Deryni at different times, the part of this trope gets split among many characters, justified by the various levels of experience they have, particularly with regard to the magic.
* Deryni at the coronation, she goes into self-imposed exile in a remote convent,

fasting to the point of noticeable weight loss. She tries to warn Nigel's wife Meraude of the taint of the Haldane powers, exhorting her sister-in-law to keep Nigel safe. She entertains hopes of finding a human wife for Kelson to "redeem" him, and she's rude and hostile to Rothana when she thinks the young novice is too close to her son.
* Deryni a tyrannical Deryni lord is murdered and dismembered, with his body parts left in various places. Fifty peasants are taken hostage and all but one executed when the killer(s) fail to turn themselves in.
* Deryni books, a group of powerful Deryni can make a portal. Any Deryni who knows the location of one portal can get there by any other. Most houses that once belonged to a Deryni family have one somewhere, and most churches that once had a Deryni pastor have one, generally in the sacristy. Some Portals are trapped to prevent unauthorized persons from using them. Also, portals tend to fade from non-use; in the later novels, Deryni have been barred from the clergy for about 200 years, so many of the church portals don't work any more.
* Deryni celebrants of the Sacraments can sense the psychic energies and emotions of participants (especially during key points of the Eucharist and the bestowing of Holy Orders). Does that make them higher than other humans on the
* Deryni, Charissa literally throws down a mailed gauntlet to interrupt Kelson's coronation and challenge him for the throne of Gwynedd.
* Deryni Checkmate. Duncan celebrates the funeral Mass at his father's request despite his suspension from the priesthood. Like her aunt before her, Bronwyn is bedecked as if for her wedding, which had been planned to take place the same day.
* Deryni Checkmate, Duncan goes to Morgan's study and pours himself "a small glass of the strong red wine Alaric kept for just such emergencies", downs it and pours another for sipping while waiting for Morgan to gracefully exit his state dinner in progress downstairs. After Duncan begins recounting the event to his cousin, Morgan gets up and pours a glass for himself.
* Deryni, Conall's actions leave Rothana somewhat tainted by association. Though Kelson is quite willing to marry her after Conall's execution, she refuses him and plays matchmaker for Kelson and his distant cousin Araxie Haldane.
* Deryni, Duncan is depicted using both a sword and a dagger when he rescues Morgan from Warin and his men at St. Torin's shrine.
* Deryni for dangerous power as a means of intimidating potential foes and thereby protecting himself.
* Deryni: Imre, the last Festillic king, indulges in an incestuous affair with his sister Ariella, which (aside from being incestuous) distracts him from marrying and producing a legitimate heir. On top of that, Ariella is no force for moderation or mercy, and Imre is a weak man who allows himself to be swayed by her.
* Deryni in Gwynedd. Some churchmen and lay people believe that Deryni (the people), their powers and their use are satanic, and they say so openly in some cases. And no, it doesn't really matter the use to which those powers are put.
* Deryni in the novels by Katherine Kurtz suffer for this generally, and Camber of Culdi and Alaric Morgan most particularly.
* Deryni, Istelyn reminds Loris that the bishops deprived him of his office and its authority.) When the new Primate Archbishop Bradene sends a writ of excommunication against Loris, Judhael, Caitrin, and their followers, Loris claims it has no force. In response to this, Loris strips Istelyn of his office as priest and excommunicates him (on the basis of his old authority) expressly so Istelyn can be executed (hanged, drawn and quartered) as a traitor.
* Deryni, Kelson and Dhugal are seen to go over the falls with the others, but their bodies are not found. This fact is part of what sends Morgan and Duncan to go to the site of the accident and join the search.
* Deryni, Kelson is reminded (by Rothana) that he had not only met his cousin Araxie when they were children, he also played with her and they got along very well with each other. Though their marriage is arranged, Kelson and Araxie decide to use those happy memories to build upon when forging their relationship.
* Deryni magic are explained in answers to questions posed by characters who are ordinary humans or otherwise inexperienced:

* Deryni. Morgan and Duncan kept the secret between them for many years.
* Deryni novels. Despite lacking the Papacy, the Western Church is Catholic in liturgy, there's intrigue (sometimes against secular rulers), psionic magic users and fights against them, even powerful summoned beings called by the names of archangels (and most participants think they are in fact Raphael, Gabriel, Michael, and Uriel). They don't call their church Catholic, in part because the books are alternative histories set several centuries before Protestantism, and there is Eastern Orthodoxy (mostly in Torenth), Islam, and even Scandinavian paganism in a tiny minority. Most of the action is in the West. In the "Camber" trilogy, you'll find the Michaelines (Order of Saint Michael the Archangel), a fearsome combination of the Templars and the Jesuits, with many members who can use magic. Oh, and many active characters/protagonists are in their 30s and 40s.
* Deryni novels survives numerous conflicts and then dies after slipping on a stone staircase. One of his disbelieving friends cries "death should be more difficult."
* Deryni novels, the very existence of Deryni complicates religious questions.
* Deryni powers are genetic, though most Deryni must be trained in their use. The trait is described as a dominant one (only one parent needs to be Deryni to produce Deryni offspring, and eggs with the trait are hardier and more fertile). Certain bloodlines, including the Haldanes, also carry the variant trait that permits assumption of the powers and the knowledge to use them without training.
* Deryni referenced, but obliquely underlies much of the story (those Deryni inclined to religion tend to see their powers as divine gifts in any case.)
* Deryni Rising, defending Kelson's right to be crowned King Of Gwynedd. While Kelson personally fights an arcane duel against Charissa to resolve the issue, Alaric asks Duncan to help him Heal himself. It's only the second time Morgan has ever done it, and he's lost some blood, while Duncan has never even tried to Heal before and doesn't know if he can do it at all.
* Deryni Rising. The prince is a couple weeks shy of fourteen, and Brion admires his son's shrewd intellect.
* Deryni series features elaborate ritual magic workings for everything from scrying to bestowing magical powers.
* Deryni: The Marluk and his daughter Charissa of Tolan seem to favor black robed Moors as their personal bodyguards and chief lieutenants.
* Deryni: The titular mages are somewhat color-coded. Deryni with green or silver auras are able to Heal, while the Haldanes have red auras. Since the society is feudal, Deryni nobility tend to have their aura colors included in their coats of arms (Haldane red, Morgan's Corwyn green).
* Deryni. They almost have to be in touch with their feelings as a result. Not that any of this stops some of them from being badasses of one form or another.
* Deryni: This relationship between the Michaelines and the Knights of the Anvil is alluded to from time to time. When the Michaelines were suppressed in Gwynedd, many members sought sanctuary with the Anvillers, bringing their knowledge and some of their portable wealth with them. While the Anvillers have other influences (including Muslim ones), they seem to be a mixed human/Deryni military order that eschewed the spotlight of political prominence that Michaelines had, perhaps so as to avoid the Michaelines' fate.
* Deryni timeline, King Kelson Haldane and his mentor Duke Alaric Morgan spread the idea that Deryni can only read someone's mind if they are touching the person. While this is not strictly true (touch is helpful but not needed), they promulgate this notion to ease the fears of the ordinary humans in the population.
* Deryni to convince people to cooperate with him instead of attacking him. It doesn't always work, and he has less need to use this reputation as Kelson becomes more securely established on his throne.
* Deryni Transfer Portals can be set as traps; a person could arrive at the destination but be unable to leave the physical space once there, either physically or by using his/her powers to return, unless released by another Deryni outside it. Portals can also be set so that only certain people can detect and use them; before Evaine and her family abandoned their manor house at Sheele, the Portal in the master bedroom was set so that only blood relatives could find and use it.

* Deryni universe someone discovers that s/he has Deryni (magic-user) blood in an extreme situation. Not all Deryni, even very powerful ones, are Healers; but those who are often first discover that they have that power when someone is hurt and there is no Healer available.
* Deryni, when Bishop Arilan finds Jehana guilt-stricken after she warned Nigel of an assassination plot, knowledge she acquired thanks to her powers. First he tries to teach her through a couple of parables that she had an affirmative duty to reveal what she had learned, and when she retorts that he doesn't understand, he displays his Deryni aura to show her that he actually does.
* Deryni works: Evaine MacRorie and Rhys Thuryn, Alaric Morgan and Richenda Countess of Marley, Rory Haldane and Noelie Ramsay, Brecon Ramsay and Richelle Haldane, Kelson and Araxie Haldane.
* Deryni works label the use of Deryni magic as heresy, punishable by death by burning at the stake. Particularly true for any Deryni who dares to take Holy Orders as a priest; such an execution is depicted in the short story "The Priesting of Arilan".
* Deryni works, this is apt to happen to Haldanes and Deryni children, especially with the pressures making them grow up fast.
* Deryni works to distinguish magically-enhanced things/processes from analogous ordinary ones (healing vs. Healing, veil vs. Veil). Also used in particular phrases coined to describe magical objects and processes, such as Mind Seeing, Truth Reading, Truth Saying, Transfer Portal.
* Der zerbrochne Krug would have to wait until 1876 and 1898, respectively, for their first performance.
* Desaix, the boss of Chapter 1. There are actually 2 bosses on his map, and he's nigh invulnerable and not really intended to be defeated, not only having a third tier class and massive stats, but also a shield that raises his defense and resistance through the roof and heals him every turn. However, grind enough, or just position your units cleverly enough, and you can defeat him and pry said shield out of his cold dead hands.
* Descartes pondered if it was possible that we live in a universe with a deceptive god pumping images into our brain. It's what caused him to be an all-doubting idealist, leading him to say the famous line "Cogito ergo sum" (I think therefore I am), it being the one thing a person in such a situation would know is true.
* Descartes walks into a bar, the bartender asks him what he wants, and he orders a beer. He drinks it, and the bartender asks him if he wants another beer. Descartes says "I think not", and disappears in a puff of logic.
* Descendants 3, Audrey sings an ominous version of this as she casts a sleeping spell at Jane's birthday party.
* Descendants, Audrey is admonished by Freddie for stealing a necklace from her father's shop...because the necklace isn't worth stealing and she should've gone for something that looked cuter.
* Descendants, Ben wants to bring the kids of Disney villains because they didn't commit crimes of their parents and the story revolves them adjusting to life with the other Disney heroes that has prejudice of the villain kids.
* Descendants, but these colour schemes remain closely associated with the characters, regardless of their newfound heroism.
* Descendants", Evie is initially anxious about meeting her half-sister, Snow White, considering everything her mother tried to do to Snow, but when they actually meet, Evie is touched to learn that Snow actually campaigned to have Evie not sent to the Isle of the Lost (Evie was born shortly before Grimhilde and the other villains were sent to the island) and had every intention of raising Evie herself. Later in the series, Snow and Ben draw up the necessary paperwork to make Evie Snow's legitimate heir, with the result that Evie truly becomes a princess of Snow's kingdom.
* Descendants for having unflattering portrayals of both heroes and villains alike.
* Descendants from a beached Chinese submarine crew can be found around what is left of San Francisco.

* Descendants from most people, the integration plot succeeds. Ben even falls in love with Mal, who is the daughter of Auradon's most hated enemy Maleficent. The sequel shows that Ben will invite more Villains children to Auradon.
* Descendants. However, she's only heard shouting at Uma from off-screen in one scene, and never seen beyond a single tentacle.
* Descendants is rated TV-PG on ABC while on Disney Channel, Disney XD and Freeform of all places, aired it with a TV-G rating.
* Descendants: Maleficent threatens Mal if she does not accept the mission to infiltrate Auradon and bring her the Fairy Godmother's wand, she will ground her for the rest of her life.
* Descendants: Mal has purple hair and wears mostly purple, and she's the most powerful of the main characters by virtue of being the only one who actually uses magic on a regular basis.
* Descendants of Darkness at first subverts this with a hand in which the main character's body is his stake - which the main character loses. Then plays it straight when the main character's partner shows up just in time to win him back in the next hand. With a Royal Flush.
* Descendants of Darkness, Dr. Muraki Kazutaka is almost always seen in a white trench coat, while Tsuzuki Asato sports the black variety.
* Descendants of Darkness during an especially angsty moment in the Kyoto arc when he starts questioning his own humanity.
* Descendants of Darkness effects as they stare into each other's eyes.
* Descendants of Darkness fic that ships Tsuzuki/Hisoka. Their physical ages (being Shinigami, their bodies don't age) are 26 and 17 respectively... but if you counted their lives as Shinigami along with their human lives, Hisoka would be in his late teens, while Tsuzuki would be nearly 100.
* Descendants of Darkness. Hisoka deigns to save him by winning him back from Muraki.
* Descendants of Darkness. His skill and knowledge as a medical doctor assist him in his various evil endeavors.
* Descendants of Darkness in this pose, featuring red or black ribbons or chains. Not surprising given Muraki's tastes...
* Descendants of Darkness is rather infamous across the Bureau for his cake addiction.
* Descendants of Darkness, the bureaucratic headquarters of the afterlife are surrounded by sakura in eternal bloom, representing how time has stopped for the dead and they remain forever as they were in life. Hisoka was also killed (and raped) by Muraki under a cherry tree in full bloom, and when they meet again in the manga, Muraki reminds him of their meeting "beneath the cherry trees where corpses sleep."
* Descendants of Darkness, the retina of a famous violinist is marked with the seal of a devil who will claim his soul when he dies. The retina is transplanted to another person, who also becomes bound by the contract.
* Descendants of Darkness to have dinner with him if he wants to see his partner again.
* Descendants of Darkness, Tsuzuki does this after his new partner Hisoka introduces himself very curtly.
* Descendants of Darkness with him when he read his grandfather's (who was Tsuzuki's doctor) records of Tsuzuki's symptoms and mental health.
* Descendants. Of special note is when he spent time with Mal, which revolved around the idea that Mal is a lost being who just needs good influences in her life, as opposed to the evil spawn of villains she and her friends are painted as. Of course, everyone heavily doubts his move to give the villain kids a chance, but Ben doesn't let that stop him.
* Descendants of the Sun (South Korea, 2016) - the Vietnamese (2019) and Philippine (2020) remakes of the same name.
* Descendants roles while the Isle of the Lost, the land of villains, has complete gender equality. Jay notes in the sequel that the one thing better on the Isle is that girls aren't barred from doing anything.

* Descendants that she didn't realize that he was only using her to do his homework for him.
* Descendants, the offspring of classic Disney characters engage in a field sport called Tourney, which is played with lacrosse sticks and nets, kite shields, and air-cannons that fire projectiles through a designated "kill zone".
* Descendants" when Ben, Mal, and Evie are in a relationship; when the time comes for the trio's wedding, Belle gives Evie her distinctive gold dress so that her future daughters-in-law can use it in their wedding dress.
* Descendants. When the others find him and rescue him, he speaks this trope word for word.
* Descendants, which has Cruella and her Son (with Tie In Books also featuring Pongo & Perdita).
* Descendants, who passed away of an undiagnosed epileptic seizure a month before the film was released.
* Descendants: Wicked World episode "Pair of Sneakers", Mal stands on Freddie Facilier's shoulders so that she can search a mobile for a jewel that belonged to her mother. They fall before she can finish searching, but the jewel turns out to have been hidden somewhere else.
* descendants with them. These are called mendrites. They look almost like humans, but they have clear fish characteristics.
* descendant when Kyoshi hears a conversation about a cabbage merchant's harvest in passing.
* Descend" credit a song known as "Penumbra Phantasm". This song has never been released and may have been abandoned.
* Descended Creator: A character in the work is played by the creator.
* descended from a line of mixed heritage and not ready to go. Arwen left her daughters and son behind to go to Lothlórien and spent her remaining time alone.
* Descender of robots took place and any surviving robots are treated like walking bombs.
* Descender: Telsa has been growing more and more attached to Tim as the series progresses, but refuses to acknowledge this and holds her ground when people call her out on it. When she reunites with Tim on Mata, she admits that she missed him while hugging him.
* Descender, who are fanatical in their desire to wipe out all robots.
* Descending Ceiling room. Despite having a shotgun, she can't use it to blow the lock off the door, and ends up being rescued by another S.T.A.R.S member who simply kicks the door open.
* Descending Ceiling that threaten to squash/crush characters trapped in them, but have different parts of the room move to achieve this.
* Descending Ceiling trap. This is the only time in the entire game that any character is able to open a locked door without a key or unlocking it from the inside.
* descending deeper and deeper into the bowels of the Moon, until they can sense his presence right in front of them
* Descension: Like-wise to Ascension, follows a character fall from power.
* Descent 3 The only thing even remotely human-looking about it is the fact that it has two arms.
* Descent 3 to progress in certain levels. See where we're going with this?
* Descent 3 unless they are blown off with a "level 4 or higher laser" (the final game doesn't have levels of lasers like the first two, instead just having a "laser" and a more powerful "super laser".)
* Descent and III gave players the Guidebot, a robotic tour guide with an assortment of cute sounds and the ability to name him (or her?) for that extra love.
* Descent", Data casually mentions that he's tried to "induce sexual desire by subjecting myself to erotic imagery" during an attempt explore his emotions, but to no effect.
* Descent even when the ships warp drive malfunctions and deposits the character in

the middle of nowhere with the ship broken.
* Descent, every level ends with you outrunning the blast from the exploding reactor at the heart of the mine, regardless of how much time there is actually left until said explosion. This brings up an interesting question or two when doing multiplayer, where each player will see themselves outrun the blast, even if someone else still has time remaining.
* Descent features an "emergency stasis" system in the intro video which appears to freeze the pilot.
* Descent follows this closely with its Cyclone missiles. Shortly after being launched, a Cyclone separates into five smaller missiles, which lazily swoop and spiral out toward the target. You can easily get several of these things in the air at once, leading to a rain of warheads down range.
* Descent: Freespace fighter which has been made mostly obsolete by more specialized craft at this point of the game.
* Descent: Freespace rebels called the Neo Terran Front) Considering that one of the principal themes of the series is that Terrans and Vasudans aren't so different, this is more of a subversion than anything else.
* Descent: Freespace series, apart from the fact they all use engines, lasers and subspace drives, it's hard to tell that Terran, Vasudan and Shivan ships are even from the same universe. The factions' laser cannons all have distinct colors. The MediaVPs take this further with the shields being different colors.
* Descent: FreeSpace, shouts down the radio, warning to get out of the nebula. He's destroyed shortly thereafter, and the threat to which he refers is made plain some sorties later.
* Descent: Freespace, the Shivans also have technology to destroy the surface of planets, in the form of their superdestroyer the Lucifer.
* Descent: Freespace, this is what allows the Terrans and Vasudans to survive against the Shivans: reverse-engineering their shield technology, developing weapons that can penetrate it, and learning how to track their ships into subspace.
* Descent: Freespace, though the messages break up and distort like a bad telephone connection. It presumably uses subspace somehow, since the rest of the galaxy is unable to talk to Earth once their subspace gates are destroyed.
* Descent games end like this. In the first one, after clearing out the hostile robots from the solar system, PTMC refuses to let you return to base as they fear your ship might be infected with the virus, and they force you to do more work for them. In the end of the second, your warp drive malfunctions when trying to jump home, leaving your ship disabled and stranded in an unknown star system. It later turns out that Dravis intentionally sabotaged your warp core.
* Descent have a variety of opening animations, from just two panels sliding vertically apart, up to to six-part dilating doors, and several in between.
* Descent II has a robot called Pig. However to view it as a pig, a lot of fantasy is required.
* Descent indicates that a few of the "mines" double as weapons caches for the military, which would explain where the robots got it.
* Descent in many of its tunes, as well as tribal and New Age instruments.
* Descent into Addiction: A character gets involved with drugs or some other substance or experience and descends into addiction.
* Descent into Addiction: A character's journey from normal to an addicted mess.
* Descent into Darkness and its sequels, rumor has it that the current head of Robotnik Enterprises is Dr. Eggman, however, there's no legal proof tying the two together.
* Descent into Darkness Song: A song that starts out upbeat, but gets darker.
* Descent into Darkness Song: Song starts off optimistic, becomes gloomy and depressing near the end.
* Descent into Darkness to defend his hometown from an orcish attack, and then being exiled for practicing necromancy. However, if you won the battle without raising any, he instead leaves the town on his own.
* Descent Into The Depths Of The Earth has a climactic battle sequence in which the sidekick Polk the Teamster is brutally killed. Following the trial scene (it's a

rather involved story) he gets brought back...by a Faerie priest, who doesn't have access to Raise Dead, having to use Reincarnate (this is an AD&D Novel, firmly rooted in 2nd Edition although 3rd was already long out). He comes back as a badger. Which has the ability to function normally after drinking approximately his own body weight in alcohol, which the severely alcoholic Polk thoroughly enjoys.
* Descent introduces speed tunnels to the series, which catapult the player from one end to the other at high speed. And they are hella fun to ride! Which is why one of the secret levels is made of nothing but speed tunnels that stretch for miles. You will spend more time screwing around in this one level than you will the entire campaign.
* Descent is based around disorienting full-3D flight. Therefore, all multiplayer matches take place on the completely flat "Minerva" and "Ultra-Earthshaker".
* Descent is covered by a force field in the front, and thus can only be hit from the rear. Worse, unless you happen to be cloaked, he will always turn to face you. You're meant to detonate a multi-warhead missile on a wall behind him, causing the secondary warheads to hit his weak spot. Didn't stockpile enough Earthshaker missiles ahead of time? You're screwed.
* Descent is credited with a major, decisive role in putting down the berserk mining robots, which if left unchecked could have become a major problem for humanity. He only did it because he was paid an exorbitant amount of money to do so, and tries repeatedly to quit the job partway through because he feels he's fulfilled his contract already.
* Descent). It would be easier to count the few human properties of the Descent robots than telling what is nonhuman about them.
* Descent: Journeys in the Dark. Her heroic feat allows her to move twice in a turn and still attack, and with the obvious choice of the bow-using Wildlander class, she gets access to other abilities related to movement, avoidance and fast reactions.
* "Descent" leaves Dr. Crusher in command of a skeleton crew while everyone senior to her has off-ship duties. Unlike Troi, however, Crusher has taken and passed the Bridge Officers' Test, and actually enjoys command. (In an
* Descent, making them harder to dodge. They also have a high rate of fire, meaning they drain your energy faster than the lasers, too.
* Descent Maximum with all-new, albeit half-heartedly designed, levels.
* Descent of the first boss armed with a Fusion Cannon. In the second game, the Spawn is a green version of the Red Hornet, and the Tiger or Red Fatty Jr. uses the same model as the first boss, although it is smaller and has completely different weapons.
* Descent.) Once you get the afterburner powerup, you can travel at the same speed as the laser beams.
* "Descent: Part I" opens with Data playing poker with the holographic recreations of
* Descent's eighth level has a huge shortcut that allows you to go straight to the red key and the boss, bypassing about half the level. Level 2 also has a shortcut to the red key, which also allows you to go through the rest of the level backwards.
* Descent series are controlled by a vague and highly contagious computer virus of some sort.
* Descent series behave similarly. While most of the other robots shoot at you, these enemies ram into your ship and inflict damage with their reinforced claws.
* Descent's fifth mission, the Collective Earth Defense, believing the Material Defender and the Red Acropolis Research Team to be terrorists, attack their base on Mars, forcing them to evacuate.
* Descent starts the game telling you that you have been kept on retainer for 'up to 72 hours'. In that time you manage to travel to several different planets (in several different systems) and destroy lots of robots.
* Descent. The virus is speculated to be alien in origin, though the aliens themselves never really make an appearance.
* Descent this by saying the ruin was built by some other (now gone) race, that

only raises the obvious question of who this race was and what happened to them? The game never brings this up once, not even a "no one knows who originally built the ruins" type line.
* Descent. Though the third game's plot involves MD working with a group out for revenge against the PTMC, during his final confrontation with Dravis, he seems more concerned with getting his payment than actually stopping the computer virus that's caused all the problems in the first place.
* Descent trilogy has a continuous arc, each sequel directly continuing from the previous game.
* Descent weapons disappear after a certain distance, eg it's impossible to hit the second game's first boss from across the arena.
* Descent which drains your shield energy if you charge it too long (and it does less damage if you do so).
* Descent, while at the same time drastically increasing their AI. It's much more powerful in the novel adaptations, in which the virus can take over just about any machine and give it sentience, and possesses AI of its own, allowing it to intelligently react to and avoid anti-virus measures.
* Descent, your mercenary pilot has the job of flying from planet to planet, clearing out the mines on those planets of berserker robots. Only when you have finished clearing out the last 'mine' on the last 'planet' does the player find out that that was no planet, it's a space station, with a drive and everything.
* Descius fails to notice a five-meters-tall Primarch standing in front of him, although the unspotted himself suggests it's more of a case of
* described about how fortunate the hedgehog is compared to an unbelievable number of other animals. While doing humorous gestures…
* Described as "a ranged melee tanky DPS assassin mage tank support jungler. He excels at everything." in a joke spotlight, Lee Sin really is a very versatile champion with good base damage, mobility and utility that can be expected to be able to hold his own in many different environments with a high skill-cap that let him pull off some very impressive things with good hands using him. His major weakness is
* described as being a levelheaded leader, but when he started speaking in the sequel he came off as more of a headstrong leader.
* Described as equal parts scarecrow and zombie gunslinger, the Gunwitch is a silent undead golem with unerring marksmanship from
* described by a Force-sensitive opponent (who is also a phenomenal pilot) as being incredibly complex, with him constantly thinking of ways to box in the enemy, anticipating his moves, and potential paths out of the line of fire and back to a position behind the enemy. Wedge once says, "You see a target coming in, you see him launch missiles, choose one vector for him and fire in that direction. One time in ten you'll choose right and you'll vape him. Unless you're Tycho Celchu, when it's one time in four."
* described". Those with aptitude can use these psychic "training wheels" until the stones are no longer required. Powers used with the help of Antimony's stone so far include remote presence useable for clairvoyance/spirit sight or for apportation of the stone itself (the basic power) and pyrokinesis.
* describes Faye's regular coffee order as an "abomination" and refuses to make one for Sam, a teenage girl unfamiliar with coffee, because "You will literally die if you drink it".
* describes himself as the "eternal good guy" and talks about how he believes there is an art to playing a believable face and how the best faces look like they're having "the time of their lives in the ring". He is indeed working as a face in the two matches shown.
* describes the feel of chakra oddly, such as the feel of birds taking off from a tree, or the smell of a deep green afternoon.
* Describes the rest of the world for anyone who puts on the Number 2 Headband in
* Describe Topic Here (a quick self reference for a page here, that doesn't get in the way of the main description)
* Describe Topic Here: Just do it. We're too lazy to describe it ourselves.

* "Describe Topic Here: Non-existing wiki articles used to display the text "Describe <title> here," which led to a lot of in-jokes and memes. The wiki software no longer does this, making the meme anachronistic and increasingly stale.
* Describing heself in a humorous self-deprecation combined with genuine self-loathing: "I have a horrible feeling that I'm a greedy, perverted, selfish, apathetic, cynical, depraved, morally bankrupt woman who can't even call herself a feminist." (To which her father replies that she gets all that from her mother.)
* Describing Hogwarts' Halloween feast, the narrator of lists off "Apples, candied apples, appled candies, candied whiskey, apple fritters, anything you could ever want!"
* Description Cut: A character mentions someone will do something, and the next scene shows them doing the complete opposite.
* Description Cut: The character remains unaware of their false statement because the contradiction happens at another place that the scene cuts to.
* Description Cut, we see Toshi enter a closet in his house where the shelves are lined with dozens of cameras and camcorders.
* Description Porn: Description that goes into so much detail that the reader will soon shout "Get on with the story already!"
* Description Porn: The use of a detailed description of anything... which can include sex, but usually it's about things that are clean.
* Descriptions also commonly mentioned the berserkers gnawing the rims of their own shields (as shown by
* Descriptions of the biological principles behind Tyranid biomorphs are uncomfortably sexual. Especially the
* Descriptions of the Chamber in the books imply its entrance passage is connected to the plumbing - the passage is said to branch off in several places, and the basilisk used the pipes to traverse the castle and hunt people. So either the designers of the plumbing saw this passage, shrugged, and built their pipes in and around it without bothering to investigate further, or Gaunt managed to conceal the passage
* Descriptions of the Fighter class in 3.5 consistently acknowledge them as a leader class. The archetypes described often include things like kings or generals, fighters seem to be leading whenever an adventuring party is shown, and many NPCs designed to represent military leaders are fighters. This is in spite of the fact that the fighter is, though competent enough in the field of murdering things, one of the
* Descriptions of the internal practice in CCP indicate that the game was essentially victim to EVE Online's expansion cycle; personnel would be 'temporarily reassigned' to the latest EVE expansion, and replaced with new people later who had no idea where the project stood, thus requiring the development team to start from scratch. Rumor is that they got the game to an alpha build on three separate occasions, each one an entirely different engine. When CCP sold White Wolf and its properties off to Paradox studios, they supposedly got all the code from these alpha builds... but MMOs aren't Paradox's forte, and it's unlikely they'll try to make it work, when they could simply develop games that fit the franchise and their expertise first.
* Descriptively-Named Species: An alien whose name is based on their looks or behaviour.
* Descriptively-Named Species: A species that has a name based on their appearance/behavior.
* descriptive names, such as Bird Who Rides The Wind and Brook Where Small Fish Swim. (They just go by the first word of their name for everyday use.) The leader of the Tribe gives up their name and becomes "Teller of the Pointed Stones" (Stoneteller for short).
* Descriptiveville: A town with a name that sums up what the town is like.
* "Desdemona Hughes, Diva Detective" features former actress Desdemona Hughes adopting various disguises to solve murders. The disguises are apparently legitimately good and, unlike Jib Janeen, Desdemona alters her voice to suit her impersonations. She also makes a very conspicuous show of leaving right before

assuming a new disguise and the disguise is often of someone or something completely random and unrelated to the current situation. Nobody is ever suspicious for long and are always surprised at the actual reveal.
* Desecrating the Dead: For whatever reason, continuing to damage someone's body even after they've died.
* Desecrating the Dead: Mutilating a person's dead body is a sure line-crosser.
* Desecrating the Dead: Someone's body is desecrated after their death.
* Desecrating the Dead: To show how much I hate you, I like to do horrible things to your dead carcass!
* Desenchantée" shows Mylène in a concentration camp, first acquiescing but then leading a revolt against the injustice committed there.
* "Desenchantee" was a #1 hit for Mylene Farmer in her native France in 1991, but outside France, the better-known version has been the 2002 Eurotrance cover by Belgian diva Kate Ryan.
* Desert-5, however, remains the most powerful gun. In all difficulties, the revolver also has highly limited ammo compared to other handguns.
* desert and even a monstrous equivalent of a K9 corp specializing in tracking.
* Desert and jungle temples are common, and clearable early in the game. They contain some treasure and useful building materials behind some simple traps.
* Desert Bandits (most other towns only have one or two stores), and there's a nearby oasis with even more stores. That's not to say that they've completely abandoned their past as warriors though since they're one of only two races in the game with a standing military.
* Desert Bandits: Robbers who attack travelers in remote desert regions.
* Desert Bluffs finally takes over all of Night Vale. make sure to check in with the Picnic Overseers — y'know, the friendly chaps with the gas masks and night sticks — and take care not to touch the electrified "volleyball nets" that keep you in there. And everyone's going to stay at the picnic now, "until the work is complete."
* Desert Bus for Hope, but the actual attractions are the sketch comedy, nerd-celebrity guests, and prize giveaways.
* Desert Bus for Hope. "This episode of Qwerpline is brought to you by Jack Flank's Plank Flank Blank Shank."
* Desert Bus of the game, and to the Nerd's delight, it addresses and fixes many of his criticisms with the original. The knowledge that some people were actually listening to him after all motivates him to keep the show going.
* Desert Combat to Operation Desert Storm, updating the maps and weapons accordingly.
* Desert Demolition has the Road Runner run up to the logo, then jump as Wile E. runs after him, scattering the letters in the process.
* Desert Demolition, the "Buttes and Ladders" level takes place in a western town.
* Desert Eagle had three iterations: The Mark I, the Mark VII, and the Mark XIX.
* Deserted Distractions, Ryou finds himself able to pick locks and untie knots without even thinking about it thanks to Yami Bakura's muscle memory.
* Deserted Distractions, Yami Bakura and Tea begin to have this relationship, to both parties' disgust and arousal.
* Deserted Distractions, Yami Bakura can erase memories, and he plans to do so to Tea so Yami Yugi won't come after him.
* Deserted Palace knew at this point that Jarre was both Jamie Jefferson and the Pop Corn Orchestra because "Black Bird" was a reworked "Bridge Of Promises" from that album.
* Deserter: A Hidden History of the Second World War. Glass covers the motivations to desert, how deserters strove to stay undetected and survive, and what happened to them when they were captured. Among other uncomfortable revelations - the Eddie Slovik case is covered in detail - there are uncomfortable truths. Britain's principal military prison for deserters in North Africa and from Italy, had it been run by the other side, would have been called a concentration camp, and those running it (had they been German) would have been tried for war crimes. Instead, senior officers and politicians covered up the scandal of men being routinely

worked or starved to death and kept its existence a state secret. American prison stockades for deserters were hardly any better and in some respects even more brutal.
* deserter from the army who is hiding on earth. She's really nice, though.
* Deserters in peacetime in the UK's RAF were ignored. When they turned up again (they usually gave themselves up to the police), they were put in military prison for 'not turning up for work' (usually only a few days extra duties), then discharged from the RAF with loss of back pay and reported to the civilian police as deserters. UK police have wide discretionary powers, depending on how the deserter has behaved while 'out'. All of this was explained exhaustively to new recruits, some of whom desert immediately. One guesses it rids the armed forces of the really unwilling ones.
* Desert Gulch Chronicles) with the rest of the Blues and Reds, and plotted to destroy the UNSC.
* Desert Hearts is about the lesbian relationship between a repressed, middle-aged English professor and a free-spirited young casino employee-cum-sculptress.
* Desert Hearts (lesbian main characters; subject matter includes queer female romance)
* Desert Heat, Eddie Lomax walks into a door after being stunned by the diner girl's beauty, turns back to the rest of the diner, and laughs as though he was making a joke. But certainly appears embarrassed as he turns away and puts his hat back on.
* Desert Heat features bodies being dumped into a canyon from the bed of a truck multiple times.
* Desert Heat in a diner complete with name mix-ups and being unable to take their eyes off each other.
* Desert Island Discs has an archive covering the full 70+ years of the show, with a total of 3018 episodes as of February 2015. At 45 minutes per episode, that's a total of 2263 hours, 30 minutes. Alternatively, that can be thought of as 94 days, 7 hours, 30 minutes.
* Desert Island Discs has been airing on BBC Radio since 29 January 1942 (apart from a hiatus from January 1946 to January 1951). It still uses the original theme tune, Eric Coates' "By the Sleepy Lagoon" (with overdubbed seagull noises), and has only had four regular presenters (Roy Plomley (1942-85), Michael Parkinson (1985-88), Sue Lawley (1988-2006), Kirsty Young (since 2006)).
* Desert Island Discs, he immodestly chose to take his own songs to the island in nearly every case.
* Desert Lands hex 3731. At the top of a high mountain is a small shallow pool full of contaminated green water. Anyone who looks into the pool under moonlight must make a saving throw or age 10 years.
* Desert Moon. On Days 2-4, you encounter a new enemy, and you so happen to get a unit that counters said enemy:
* Desert Nights: Diana participates in armed robbery; she is part of a gang pretending to be a safari expedition which instead robs a diamond mine. She also participates in kidnapping as she and the gang kidnap mine superintendent Steve and force him to guide them across the desert. But she falls in love with Steve on the way, so instead of spending a good long time in a South African prison, she's released into Steve's custody at the end.
* Desert Nights: Steve, Diana, and their three fellow jewel thieves rob a diamond mine and escape into the desert. Steve and Diana's three accomplices decide to try their luck heading back rather than crossing the Kalahari, and ask for their share of the diamonds. After they leave, Steve reveals to Diana that he gave them fake glass diamonds.
* Desert Planets: Astalia (issue 9), Delta (issue 63), Glan (issue 103), Silicon IV (issue 50)
* Desert Planets water. Any place that is sufficiently arid becomes a desert, but some ocean (say, 20% of the planet's surface), or underground water would be needed to support the plant life needed to create a breathable atmosphere.
* Desert Punk, but there's no indication of what if anything is left of the rest of

the world.
* Desert Punk features the massive tank Fire Dragon Kong. It was the most dangerous machine in the desert, but Desert Punk managed to beat it by shooting a rock structure down on it, then the Machine Gun Brothers shot it until they hit the gas tank and it exploded. Until then, it was pretty freaking deadly.
* Desert Punk has a bizarre live-action opening wherein some guy cosplaying as the title character cavorts about a sandy landscape with apparent glee.
* Desert Punk has quite a few. If a character is unnamed or over 40, chances are they're gonks. The titular character is pretty normal looking but becomes gonked out if he's doing something disturbing.
* Desert Punk. He's fond of exiting by laughing maniacally and throwing down a smoke bomb. But when the smoke clears, you actually see him running away, laughing all the while.
* Desert Punk: Kanta is attacked by an enemy sniper and is eager to put to use the sniper rifle he'd spent a large amount of his previous missions earnings on. Said rifle is rendered inoperable by enemy fire the instant he takes aim, forcing him make due with his shotgun for the rest of the battle.
* Desert Punk, Kanta's preteen sidekick Kosuna complains almost literally that her small pistol is not cool enough to match her self-persona. Kanta then takes her to an arms dealer, who first forces her to go dig holes for several hours before allowing her to try out an assault rifle. While she exhibits accuracy that astonishes Kanta and the arms dealer, she brings the gun back admitting that firing it is physically punishing for a girl her size and that she'd be completely ineffective in combat with it.
* Desert Punk, Punk is being fired upon by some bandits, and first comments that he crapped himself, and shortly afterward makes a comment about not needing a colonic.
* Desert Punk: Sci-fi stories with a desert setting and appropriate technology.
* Desert Punk suggestion, which she supported by providing a picture of what she (falsely) claims is her mom.
* Desertrian of a young woman wracked with guilt over her decision of leaving the family farm to get married at the city.
* Desert Skull: An animal's skull found in the desert, usually a bovine.
* Desert Skull: The stock "animal skull in the desert", typically a bovine.
* Desert Storm they accompanied. They took greater losses though, but to be fair, most of the losses (17 of 20) were friendly-fire incidents.
* Desert Strike, but no enemies, weapons or violence was involved and missions consisted of dropping paratroopers and supplies.
* Desert Strike was in fact their co pilot, who goes rogue, is apparently killed, then turns up later. The third and fifth stages, at the very least, indicate he was behind the events that took place to scare Mother Russia into playing along with the shadow organization.
* Desert Strike, who are stranded behind the enemy lines and waiting for the player to rescue them, aren't exactly immune to friendly bullets.
* Desert Strike will use this method in order to perform a certain task on the ground (e.g. entering a building and freeing an important prisoner).
* Desert Trek: The Adventure of the Lost Totem that they built right over Goat Village.
* desert variant of the Zombie that only spawns in deserts, doesn't burn in sunlight, and will inflict a hunger status on hit.
* Desert War Among the items found were luxuries brought along by Italian officers including fine food and drink. When Benghazi was taken, Moorehead bileted on the Italian Commander's villa, drank from his wine cellar and was quite pleased about it.
* deservedly difficult to get hold of, so... um. Where to find a long enough sheet of parchment to make a solid list? Yeah, sure, suspects were named, but it's clear that few in Court are truly convinced that they are actually the ones who did it, even though it's currently politically expedient to officially agree they must have.
* Deserving, per se, the group does recognize the character has some redeeming

qualities despite their faults, or else they've done something to earn a place in the group.
* Des garçons et des filles tour, he brought the guitar back, but this time heavily distorted.
* Desians, and they establish themselves as a bunch of murdering racists, but as they point out, they had a non aggression treaty with the village that Lloyd broke by going to their ranch and killing a couple of their men.
* Desi Arnaz (the host for that episode) doing a dramatic reading of "Jabberwocky."
* Design an Alien Mind: A guide for crafting the inner workings of an alien's mind.
* Designated Bullet: I'm crafting a specific special bullet just for you. And it's gonna be the worse feeling you will ever have in your life!
* Designated Driver, resulting in Reba taking shots, followed by her asking the bartender to "leave the bottle". In a twist of comedic irony, Brock leaves the bar without needing a ride, whereas Reba calls for one.
* Designated Evil: The author tells the audience something was a big wrong but doesn't support it in any way. It may not appear to the audience that it's wrong at all.
* Designated Evil: What you did is evil because the plot demands that it be.
* designated F-21s) as a training substitute for MiG-23s - though visually quite dissimilar, they had similar flight characteristics.
* Designated Girl Fight fight. Not necessarily at the climax. Brandishing of big-ass knives may be involved.
* designated good guys, guys like Jack "The Assassin" Tatum, Ken "The Snake" Stabler, and Skip "Dr. Death" Thomas. Incidentally, both the Steelers and Raiders only achieved full-blown Badass Crew status because they first had to take that mantle from the waning Dolphins, who not only had that undefeated season, but repeated the next year with a team some experts believe might have actually been better than the '72 Dolphins.
* Designated Hero a channel that parodies bad writing, including Designated Heroes.
* Designated Hero and mop the floor with his assailants. Admittedly, both of the above are anti-heroes instead of villains, but the bad guys do get their own Implacable Men, including aforementioned army of vampire mooks.
* Designated Hero: Audiences think the characters are deserved to be condemned, even if the author makes their actions justified or reasonable.
* Designated Hero package, and stuck on the "whiter" side of the local morality chain at least from the point of view of their side.
* Designated Hero sacrificed six of his godlike brethren, and, perhaps most tellingly, was only able to make one real friend in all that time (the others merely being allies or his own creations). The flavor text of the card "Recover," puts it most tellingly:
* Designated Hero: Someone who acts evil but is meant to be the hero vs. someone who acts good but is meant to be the villain.
* Designated Hero: The audience is told that he's a good guy, but we see them as jerks at best and outright villains at worst.
* Designated Hero: The audience thinks the good guy isn't actually that good.
* Designated Hero: The character is intended to be the good guy, but because of the character's actions, the audience instead interprets the character as being an unlikable jerk at best and an intolerably callous villain at worst.
* Designated Hero: The character is supposed to be seen as a good guy, but because of his actions, the audience instead sees him as an unlikable jerk at best and an outright villain at worst.
* Designated Hero: The narrative says that they're heroic, but their actions doesn't prove it.
* Designated Hero: When we've got nothing but the narrative's word for it that the fellow the book follows is, in fact, the good guy.
* Designated Hero, where the character will do things that would make "villains" or "antagonists" flinch.
* Designated Hero, where writers struggling for ideas may turn to simply having the hero pick on a long-suffering character who doesn't really deserve it as a means to

drum up a conflict that might interest viewers.
* Designated Love Interest: Romantic relationship accidentally comes off as platonic vs. platonic relationship accidentally comes off as romantic.
* designated love interest. Subverted in that Truman actually falls for a random girl sitting nearby who catches his eye forcing the producers to step in and forcibly remove her from the set.
* Designated Love Interest: Two characters are said to be in love, but their interactions don't support that.
* Designated Love Interest: When we've got nothing but the narrative's word for it that the fellow the book follows is, in fact, romantically attached to the heroine.
* Designated Monkey: A character disliked by the creator is constantly subjected to misfortunes that the audience finds undeserving and too severe.
* Designated Monkey: An unlucky character who the audience feels sorry for, even though that wasn't the author's intent.
* Designated Monkey: The character supposedly deserves the misfortunes they endure, but the audience considers the abuse inflicted on the character to be too unreasonable and excessive.
* Designated Monkey: The creator believes that they are inflicting karma upon a character who deserves it, but in the audience's eyes the creator is just inflicting undeserved misery and misfortune on the character out of petty dislike.
* Designated Survivor: After infiltrating the property of Patrick Lloyd and sending in evidence against him, Jason Atwood is walking through the forest when he suddenly hears the bushes rattle. Terrified, he turns to look at what it was, being relieved it was just a deer. Moments later, he is shot dead by one of Lloyd's accomplices.
* Designated Survivor as a liberal against war hungry conservatives) being pressured to commit to swift brutal retaliation, even possibly a nuclear strike.
* Designated Survivor, a terrorist attack destroys the Capitol Building during the State of the Union, killing the President, Vice-President, Speaker, President pro Tempore (in fact all bar two members of Congress), and everyone else in the Cabinet bar Secretary of Housing and Urban Development Thomas Kirkman, who is off-site as the "designated survivor". There is a slight problem in that Kirkman was in fact effectively fired as head of HUD the morning before the attack, although had yet to leave the post, leading to some legitimacy issues.
* Designated Survivor is set in Washington, D.C. but filmed in Toronto.
* Designated Survivor: The U.S. Capitol Building is blown up in a terrorist attack during a State of the Union address, which decapitates the whole government so severely that the 11th person in the line of succession (the character of the title) is sworn in as President.
* Designated Survivor. Thus, Hannah is only in handcuffs a few minutes before her boss shows up with a Presidential order to let her go.
* Designated Villain are the bad guys because your goals are an inconvenience to those in authority.
* Designated Villain can go through this, especially if the ‘heroes’ are making the antagonist’s life difficult for very poorly-defined reasons, or even for no real reason at all.
* Designated Villain: The audience is meant to see a certain character as scum, but due to either bad writing or the hero being worse, it can be difficult to register.
* Designated Villain: The audience is told that he's evil, but we don't see them doing anything wrong.
* Designated Villain: The audience thinks the bad guy isn't actually that bad.
* Designated Villain: The character is intended to be the bad guy, but doesn't demonstrate any indication of being in the wrong aside from opposing the hero.
* Designated Villain: The narrative says that they are villainous, but there are factors that contradict this.
* Designated Villain: The plot says they're evil, so they're evil. Even if their actions and motives say otherwise.
* Designated Villain: The work portrays characters as having crossed the line but audiences digress.

* Designated Villain: When a character is evil, without necessarily having done anything particularly bad, because the script needs him to be.
* Designated Villain while his opponent, Henry Tudor, gives a rather lackluster speech at best.
* designed), ADHD, or some other pervasive developmental disorder that causes them to be poorly catered for.
* designed around kill-stealing: if Pyke executes an enemy with his ultimate, full kill gold is rewarded to whatever allied champion last damaged the enemy.
* designed He even finally gets to drop the moon (at least, a piece of it) onto the earth.
* "Designed in [Insert First World Country Here]!" that matters to most people, but companies are hoping customers will think the product was built in the same place it was designed and therefore be of better quality.
* designed parts; during the actual field exams, where he actually gets to duel, he excels greatly. This does appear to be partly by choice, as he's turned down promotion at least once on screen. Perhaps the writers just think he'd look horrible in Yellow or Blue...
* designed so a mechanic could access the engines mid-flight through a cramped tunnel buried in the wing. Even earlier airplanes (First World War vintage) considered it a matter of routine for the mechanic to do a wing-walk to maintain the notably finicky engines while the plane was underway. These days engines are so reliable that a breakdown is considered truly exceptional rather than uncommon.
* designed this way, in that someone who's both mentally-rational and moderately flexible can often work their way out of them after a few tries.
* designed to be tasteless, so that alternative foods offered as a reward for completing experimental tasks will be more appealing.
* designed to land anywhere with a solid surface. Alternatively, the Starship could be used to build a true spaceship practically; with a payload capacity of 150 tonnes to Low Earth Orbit, reusability, and a turnaround of less than a day, it could bring the required materials up quickly, cheaply, and in large pieces.
* designed to resemble their voice actors, since the rest of his clan were white.
* designed to solve an issue that simply never occurred, with the sole intent of further proving what such a class of engine could do.
* Designer and writer Ted Peterson also played a large role in creating the series, but like LeFay, he left Bethesda before the release of
* Designer Babies: A human is genetically modified in utero to make them "better" somehow.
* Designer Babies, is relatively common in spite of the fact that it is illegal. However, this DNA alteration can result in Genetic Rejection Syndrome.
* designer-baby who was "born" as a teenager or young adult, with his memories and vocabulary already implanted. Also complicating the matter, Krogan are one of the few species who can match the Asari in terms of lifespan (both species can reach 1,000 years barring unnatural causes).
* Designer Calves, Designer Chicks, Designer Pullets, Designer Lambs: this trope is ubiquitous in the livestock industry.
* designer lab rats, who lack sex organs so they're more docile, are a solution in search of a problem, since lab rats are already docile, and removing sex organs removes both avenues of study (effects on reproduction, etc) and ability to compare or extrapolate from research on non-customized rats.
* Designers/writers Tetsuya Takahashi and Kaori Tanaka (better known as Soraya Saga) got married while working at
* Design for Great-Day created as a natural extension of intelligent beings learning to live and think in harmony. Said thought processes apparently travel instantaneously, ignoring the speed of light. Of course, they've learned to circumvent this with starships as well; the Combine's ships can traverse a galaxy in a matter of hours, and intragalactic jaunts are considered to be fairly trivial, if not entirely routine.
* Design for Great-Day features humanity (or to be more specific, the Solarian Combine), as a super-advanced multi-species who are on the brink of transcending

matter itself and becoming Sufficiently Advanced Aliens.
* Design for Living and Fredric March, are a starving painter and playwright respectively. March proudly declares "I write unproduced plays," and Cooper freely admits his annual salary is zero and that he survives "on miracles."
* Design for Living "didn't get to first base" with Gilda, but has been hanging around her for five years as her "friend", carping with disapproval about any other man she happens to date. She finally caves and marries him after leaving Tom and George.
* Design for Living revolves around the three-way relationship between two (male) best friends who are both in love with the same woman. They try this, but jealousy breaks them up and the woman marries someone else… until she decides that she still loves her boys, and as they want her back, the three of them decide to give it another try.
* Design for Living; she's a commercial artist, he's a painter, the other he is a playwright
* designing what eventually became the official design for the Administrator.
* Designing Woman, Mike doesn’t remember his wild night when he won $1200: he met Mirella, they wrote his sports article together, and he paid her $700 for it.
* Designing Women against the nearest male even if he's not the attacker because this trope will come into play.
* Designing Women. As he's a contractor she dresses him up in a tank top and tiny jean shorts. Suzanne wins him when she accidentally bids $5,000.
* Designing Women had an old woman with a houseful of junk who left her fortune to her cat. Subverted in that the junk turned out to all be valuable collectibles, and she'd made her money in the first place from her cat appearing in television commercials.
* Designing Women has Julia Sugarbaker leave her purse, which has a curvy black-and-white pattern, on its side on a table in a museum of modern art, whereupon the art crowd descends to ooh and ahh over it. The curator then insists the purse IS Art and therefore museum property, to the frustration of Julia, who just wants it back.
* Designing Women has Mary Jo allowing her daughter to compete in a kiddie beauty pageant. While Mary Jo resists the urge to become a stage mother she meets one backstage who has three children in three different pageants on the same night. Suzanne, a former pageant queen, exhibits some stage mother tendencies as Mary Jo's daughter's pageant coach.
* Designing Women has Mary Jo telling an out-of-town friend that the mansion the firm is decorating is hers. It falls apart rather spectacularly.
* Designing Women in which Suzanne hires a mall Santa to sneak into Mary Jo's house at night so her son could "catch" Santa in the act. As was perhaps inevitable, he robs the place instead.
* Designing Women Julia and Suzanne's nieces bicker just the way they do but they've been doing it for so long they don't notice it until Mary Jo and Charlene point it out.
* Designing Women Julia (off-camera) humiliates herself at a charity fashion show by walking the runway with the back of her dress tucked into her panty hose.
* Designing Women Julia Sugarbaker's extended, sequestered jury duty causes her to miss dining with Jimmy Carter.
* Designing Women one of the women set her purse down on a pedestal at an art gallery before she went to the bathroom. By the time she returned, the curator sold her purse to someone for $5000.
* Designing Women, sang frequently on that show as part of a bargain with the head writer: Whenever the left-leaning Julia spouted a rant that ran counter to Dixie's (conservative) politics, Dixie got to sing in the next episode.
* Designing Women: Suzanne and Charlene would occasionally make remarkably insightful comments or unexpectedly understand some abstruse comment.
* Designing Women, the subject of "plumber's crack" is brought up, and Anthony's girlfriend Vanessa explains that it's because tool belts with heavy tools on them pull down a lot more.

* Designing Women to remind her of their CMP. She seriously considers it.
* Designing Women, when Suzanne almost used milk Charlene had expressed for her infant daughter in her coffee.
* Design Preservation Villain: This villain has visual similarities to a previous antagonist due to their design being favored.
* designs into it.(since he's in the link you could also count Mr 450)
* Design Student's Orgasm: Animation that is so detailed that the viewer will forget what the story is about again.
* Design Student's Orgasm: A visual image that is artistic and nonsensical.
* Design students' orgasms aren't only limited to Western art, either; there are Islamic styles
* design was an odd take on the "amphibious tank" concept, being practically a mini-submarine with tank threads. Proposed armament consisted of two torpedoes and a machine gun or a flamethrower. Not a practical design by any metric, but imagine the look on the Allied troops' faces when one of these would crawl up from a lake and start spouting flames at them.
* Desilu Studios and Desi Arnaz, whose marriage lasted from 1940 to 1960.
* Desirability of being associated with a favorable color is the reason why the boss in
* Desirable by Frank Cottrell-Boyce, self-confessed social reject George is given a bottle of aftershave called 'Desirable', and soon all the girls at school want to be with him. He likes it at first, but quickly gets sick of it.
* Desire (1936), so they have a nice chat about whether there has to be a war and if America will have the sense to stay out of it. Everyone's looking for an opportunity to turn it into a showdown.
* Desirée and the Countess' plot to solve their romantic troubles in
* Desirée fell in love with Ron Delite when he rescued her from a couple of bandits. They're nothing alike, but they truly love each other. When he is accused of grand larceny, she goes to the extent of entering Detective Atmey's office to take his bag (which contains a
* Desire & Decorum, and dialogue changes if Clara is not white. The man she (optionally) enters a marriage of convenience with is also gay, and has to hide his relationship with another man.
* Desire Climax both Hina and Shoei demonstrate some Yandere tendencies towards Mio.
* Desire Climax both Hina and Shoei demonstrate these tendencies towards Mio. Hina even more so, since on many occasions, despite his cute and angelic appearance, he has demonstrated a chilling cruel streak and a manipulative personality; he wants Mio and is apparently willing to use tricks, blackmail, lies, and outright attempted rape to separate her from Shoei. He has even gone so far as to trick a half-blind Shoei into thinking he was Mio so he could attempt to seduce him, later telling Mio that he didn't do that because he loves Shoei, but rather because he would be "willing to do anything if it means I could separate you from that guy". He himself proudly admits that he's crazy when Mio calls him out on his actions, and attempts to seduce her. Thankfully, both he and Shoei mellow out eventually.
* Desire Climax looks enough like his beautiful sister Mio Omori that her boyfriend almost mistook him for her in the dark.
* Desire demons also have this power, though it isn't quite the same. The victim is technically conscious, but mentally checked out into their happy place. One guy attacks your party when the desire demon convinces him that you're there to kill his nonexistent wife and kids.
* desire demons. Interestingly enough, most just want to know what's it like to be human.
* Desiree was obligated to grant wishes, though not always as the wisher
* Desire: The song "Hurricane" criticizes the imprisonment of Rubin "Hurricane" Carter, a boxer falsely accused of murder and tried by an all-white jury. Dylan's song actually raised awareness of this man's false imprisonment and made people do the trial over, which would eventually lead to Carter's release.
* Desire: Tom says that he grows on people. As an example, he cites one girl back

home, who didn't like him at first, but he was persistent, and he grew on her, until..."She sued me."
* Desire Under The Elms, Sophia Loren and Anthony Perkins share a scene in this kind of setting.
* desk jockey in over his head. Ridenhour is using Comanche as a confidential informant to gather information about Mariah Dillard (and overseeing this investigation where he has a big conflict of interest, as he was a high school sweetheart of Mariah's). On top of that, Comanche is not very good at covering his tracks. Such so that they both end up being killed when a suspicious Shades follows Comanche to a meeting and catches them talking.
* Desk Set, nobody bats an eye at Mike being in a relationship with his inferior, but his putting work first over Bunny eventually leads to their breakup. Richard, on the other hand, promises to put Bunny first over his work.
* Desk Sweep of Passion: A character swipes everything off of a desk to make room for love-making.
* Desk Sweep of Rage: Sweeping everything off your desk in a fit of rage.
* Desk Sweep of Rage: When a character is so enraged that they send everything on their desk flying.
* Desktop Defender has the Dart Tower, which can be upgraded to the Advanced Dart Tower. Level 6 Dart Towers have massive range and do a lot of damage; however, level 6 Advanced Dart Towers gain the special ability "SHOCK AND AWE". Need I say more?
* Desktop Dungeons causes spells to be cast from your health instead of mana.
* Desktop Dungeons implements this, in part, to deal with the fact that there's no single linear path for the plot to take. Information about the backstory is often doled out in class challenges and boss monologues.
* desktop picture "Beach Party", Elan (a fair-skinned blond) is noticeably redder than the rest of the cast. He doesn't seem to mind.
* De Smaakpolitie) is all about this trope. In the show, host Rob Geus visits restaurants to check the kitchen. The trope is downplayed a little however by the fact that Rob Geus is not a licenced health inspector, so the restaurant owners can deny him access to the kitchen, and although Rob can give the owner advice on how to improve the conditions in the kitchen, he is not authorized to actually give the restaurant a fine if he finds any violations.
* Des manages to intimidate a drug dealer into backing off when he points out that the dealer will have a hard time explaining to the police how he could afford an expensive sports car and thus cannot report Des for
* Desmatosuchus had also evolved horns growing just above the shoulders.
* Des Moines-based automechanic shop Bill's Whitewall's radio jingle is, "We got tires and shit," (with the shit bleeped) to suggest the business is more interested in auto repairs than catchy advertising.
* Des Moines faked her own death to avoid paying traffic tickets. Her scheme fell apart when she got pulled over for yet another traffic offense.
* Desmond Dekker, one of the first internationally popular reggae artists, had a heavy Jamaican accent which made many of his lyrics difficult to understand to non-Jamaicans. The most commonly cited example is his 1969 single "Israelites"; even the refrain, "Poor me, Israelites" was often misheard as "Ohh, me ears are alight".
* Desmond Dekker only managed a single Top 40 hit in the US, with his classic 1968 single "Israelites". The song is considered to be one of the earliest hits in the then-nascent reggae genre. Dekker had several other hits in the UK.
* Desmond himself gains them in a blink-and-you'll-miss-it scene at the end of Assassin's Creed: Revelations
* Desmond Hume and Benjamin Linus were only going to appear in three episodes each. The audience reacted so well to their characters that they were promoted to main cast from Season 3 onwards.
* Desmond in season 5 beats Jin's; he's prominent in the first half of the season, then only appears in two more episodes...both brief, and both with almost no lines. Irritating, since while the series juggled the
* Desmond LaRouche was cursed into becoming half a flesh golem. Those seeing his

face must do a fear check to see whether they fall into terror.
* Desmond Miles' arc, which kept interrupting the much more interesting and entertaining segments as Altair/Ezio/etc. Desmond himself did get platforming
* Desmond Miles' ethnicity isn't immediately apparent from looking at him, but this is intentional, allowing him to have
* Desmond's about secondary character Porkpie. The first episode begins with him consoling Desmond's widow.
* Desmond's episode "Porkpies", the gang rally round to convince perpetual student Matthew's sister and brother-in-law that he's graduated and is a successful businessman.
* Desmond's mental time flashes. No matter how he tries to save Charlie's life, he still needs to die.
* Desmond, the family man who "stays at home and does his pretty face" in "Ob-La-Di, Ob-La-Da" by
* Desna and Eska abuse to others), but in the one scene where it does happen, Eska suffers it no less than her brother Desna.
* "De Snorrende Snor" is a Dutch word for driving around in a loud auto- or motormobile, which is his favorite way of transport.)
* Des Nouvelles du Bon Dieu (approx. "News from God" in English), a French movie in which a writer commits suicide, leaving a note that explains he thinks God is an author, and we're all His characters. The misfit protagonists, being fans of the dead writer's work, try by any means possible to reach God and ask him some justifications for their plots being the suck. Hilarity and serial kidnapping ensue.
* Des O'Connor show, the Thames jingle was played with different instruments. It would then swoop off into the stars, starting off the credits for the show.
* Desolate Era inconsistently call out the names of their attacks, and without an obvious reason for when they do. In an all-out fight where two people are giving everything they have, one may call out attacks while the second does not. But in another, easy, fight, that second person may yell attack names. Sometimes, in a bit of a double subversion, spectators to a fight, instead of the combatants, will shout the names of attacks being used.
* Desolate Era: Ning engages in a series of magical duels called Dao Debates with more senior students as a form of hazing.
* Desolate Era story based, at least in part, on Daoist principles, has two separate examples of this trope.
* Desolate Era story of Ji Ning, an Earth teenager that is killed and reincarnated on a world of immortal wielding fantastic supernatural abilities. The story follows him as he develops his powers to first protect his family and then to avenge them.
* Desolate Era. The hero travels through them to gain experience, insight, and of course, treasure.
* Desolate Era, the one Sword Immortal currently in the Black-White College, had stated that he will only take as a disciple one that can commune with the sword-intent of Immortal Northwalker, which members of the College had taken to mean that Diancai would never take a disciple.
* Desolation (2017): Abby finds her friend Jen hanging upside-down in the woods after the killer abducts her. She also finds a huge chunk of flesh cut out of her back.
* Desolation (2017) begins with Abby trudging through the woods, holding her son's jacket, and screaming for help before flashing back to hiking through the woods with her son and her friend.
* Desolation (2017) hiker that Sam spotted across the lake from them earlier.
* Desolation (2017): The killer of the movie wears a black hooded coat.
* Desolation (2017): The killer that stalks Abby, Jen, and Sam has a large beard.
* Desolation fighting for no other purpose than the fighting itself. They see peace and negotiation as signs of cowardice, scoff at any masculine arts that don't directly involve killing, and spend most of their time fighting themselves in what would be considered civil war if they hadn't been doing it for so long that it had become routine.

* Desolation Jones is an interesting case. She was a very attractive agent who specialized in "Honey Trap" seduction missions and underwent experimental surgery designed to cause overproduction of sex pheromones. It backfired, and she produces a smell that triggers Arachnid Reaction, making her a type II in terms of looks alone, type IV to the reader and Jones (who's unaffected) and a type XIV to everyone else in-universe.
* Desolation Jones often switches styles, from paintings to sketches, black and white inks, two-tone chiaroscuro, and the standard inks and coloring, though it maintains a similar feel throughout.
* Desolation Jones somehow manages to look badass in a bright orange trenchcoat.
* Desolation Jones, the Colonel's butler is briefly suspected of being the mastermind behind the crime. Jones remarks "wouldn't it be funny if the butler did it." Nobody gets why he's amused.
* Desolation Shot: A slow, somber shot of a place once populated and kept, now barren and dilapidated.
* Desolation Shot - View of abandoned city or other ruined or otherwise trashed area
* Desolation. That said, she has a surprisingly high body count, achieved through surprise attacks and manipulating others into fighting for her.
* Despair Event Horizon: A character loses the will to keep going after becoming very depressed.
* Despair Event Horizon, and in the intervening time she won't leave her eggs, even to feed herself.
* Despair Event Horizon and pretty much gave up until Finch recruits him at the start of the series. The guilt from not being able to save Jessica is a major reason for why Reese joins Finch in his mission to save the Irrelevant people. A flashback reveals that Jessica was actually one of the Irrelevant people Finch was unable to save.
* Despair Event Horizon. Aside from helping you fight, they can transform into horses, cars, bikes, and gigantic fortresses during the "drive" mode.
* Despair Event Horizon-esque vision of Griffith's life after Guts' second impending departure from the Hawks which would heavily imply that the child that Griffith and Casca are raising is Casca's son by Guts, not Griffith's. Needless to say, this vision is not followed by anything happy, especially since it was induced after Griffith witnessed Guts and Casca expressing their feelings for one another.
* Despair Event Horizon of the next song "Little Priest", where he is really upbeat, but completely over the edge of sanity.
* Despair Event Horizon she still managed to come back as bright and compassionate as ever.
* Despair Event Horizon, so he'll permanently bond with it. A timely intervention from the spirit of Uncle Ben saves Spidey from "becoming one with the ooze".
* Despair Event Horizon: Some characters who lose all hope can be more likely to cross the Moral Event Horizon. Driving someone else across the DEH can easily be a crossing of the MEH as well.
* Despair Event Horizon. Their actions afterwards unleash a giant monster upon the city, though Jack ends up stopping it. Despite the fact that he told them many times not to open the Rift (which led to the aforementioned incidents), he forgives his entire team.
* Despair Event Horizon: When the despair is so intense and horrible that it irrevocably crushes someone's very identity.
* Despair Event Horizon, with a shorter sub-arc at the end featuring the Angel Investigations team having to travel to Lorne's home dimension to rescue Cordelia.
* Despair Event Horizon: Your hope has failed and is beyond hope of restoration past this point.
* Despair.inc advertised a T-shirt which mocked the bail-out General Motors received with the text: "In Soviet America, the car drives you... bankrupt."
* Despair Island by finding the Life Idol, having her voted off, and using it on her in order to assure her survival at the expense of him now having no opportunity to live if he gets voted off.

* Despair Island: Canon Ezekiel's cluelessness and poor social skills made him prone to rudeness and jerkassery, especially later on. Here, he's got much stronger social skills, which combined with his religious upbringing, makes him surprisingly compassionate towards everyone.
* Despair Island has Zolkoff, a Serbian mafia thug and Chris's main helper who enjoys brutally killing and taunting his victims.
* Despair's Last Resort gives a nickname to everyone in the resort, including Monokuma.
* Despair's Last Resort has main character Takara Tsukuda, who was accepted to Hope's Peak Academy with the title of Super High School Level Journalist. Her classmates ask her for advice before the first investigation, justifying that since she's the only one of them who has any amount of experience close enough to detective work. This works out in her favor, as being a journalist required her to do research and investigating of her own.
* Despair's Last Resort has one on a famous newscaster that she doesn't want anyone to know about. Hikaru Nagai seems to be the victim of this, as it's mentioned that he has a ton of fangirls.
* Despair's Last Resort has two of these. Chiyo Ueda, a polite and refined girl who can speak to the dead, and Kumiko Akamine, a hyperactive gamer who makes webcomics, have been friends since they were kids. Then there's Shizuka Matsuki, a kind painter who wants to get along with everyone, and Kazumi Katsuya, a punk rock singer with an attitude.
* Despair's Last Resort invokes this trope a lot. All but one of the murderers have shades of this one way or another.
* Despair's Last Resort invoke this trope. The former because he doesn't care what others think, and the latter because of her upbringing. Miyako also tends to do this from time to time, though it's unknown why she does.
* Despair's Last Resort is aware that he's in a fanfiction and comments on how they need to keep the story rated T.
* Despair's Last Resort is one, serving a similar purpose to the second game's Jabberwock Island.
* Despair's Last Resort. Kumiko Akamine is accused of the first murder due to being so close to the victim and claiming that they weren't in their room when she checked. Takara Tsukuda, the protagonist, knows that she didn't do it and spends the investigation gathering the evidence to back her up. Ryouta Hoshino is given this treatment during the second case, due in part to his shifty behavior and a string of unfortunate coincidences that suggests he did it. Takara sees through this ruse though and discovers the real culprit.
* Despair's Last Resort mentions that she's not the talkative type upon her introduction. She's rarely seen talking, even during the trials and when the number of students gets lower.
* Despair's Last Resort, one of the two victims of Chapter 3 wrote the victim's talent in French. Most of the students didn't know French, but one did, and was able to tell the culprit's identity by reading the message.
* Despair's Last Resort's Kumiko Akamine was given this treatment. Her parents have jobs that cause them to work until night, when they are home they never spoke to her, and they don't seem to care what she does. She tries to justify this with the fact that their job keeps them busy, but it's obvious that it's left a mark on the girl.
* Despair's Last Resort, Takara Tsukuda can only react to Monokuma's appearance with this.
* Despair's Last Resort, the chapter showing the end of the fourth trial warns readers that "this execution is pretty brutal compared to the past ones," and advises sensitive readers to skip the third paragraph.
* Despair's Last Resort, the fourth killer admits that he committed murder out of desperation to escape and disdain for the others. When one of the others calls him out on this, he says that the three previous killers, as well as a would-be murderer who was one of the victims, may have had different reasons, but they committed the same crime he did.

* Despair's Last Resort. The latter barreled out of her room and landed straight into the former. She claims that she shouted out a warning, but Takara never heard her due to the hotel rooms being insulated.
* Despair's Last Resort. This leads him to get into a fight with Kazumi Katsuya the next morning. It looks like she's about to beat him up, but then Kumiko Akamine gives him a well-deserved punch to the face and tells him to stop acting paranoid and acting like an ass.
* Despair Speech: My life is completely hopeless, and the only thing I can do now is to monologue about it.
* Desperada can turn anyone she hits with her musical instruments or the beams they can fire into yellow smoke and a sticker on her guitar case.
* Desperado, both of which were hangouts for members of Bucho's gang, and both of which were cleaned out in bloody fashion by the Mariachi.
* Desperado, El Mariachi has cut-down semi-automatic pistols hidden in his sleeves, spring-loaded to jump into his hands.
* Desperado for violence—the kiss of death for a mainstream action movie.
* Desperado is an interesting variation in that he keeps his entire arsenal hidden inside of a guitar case that he carries with him.
* Desperados (2020) done to her during the film, such as getting electrocuted, punched, scratched, and even slapped in the face by a dolphin's penis.
* Desperados (2020). It ends up with his mother and the hotel staff thinking she's a pedophile and getting her expelled from the hotel.
* Desperados (2020): Kaylie and her husband Tad are unable to have children, while Brooke got pregnant b her cheating husband despite not wanting kids.
* Desperados (2020), Wesley attempts to use a card to unlock Jared's hotel room, but she just ends up breaking it instead.
* Desperados (2020): Wesley messes up her job interview for a school guidance counselor when she talks to the catholic school Principal about teaching masturbation to the students.
* Desperados as bait as she is fast enough to kick an approaching croon right in the forbidden zone.
* Desperados can set these in certain missions, typically to blow up fortified gates.
* Desperado series of TV movies follow Duell McCall, an innocent man framed for one murder who travels from place to place, upholds justice, defeats evil men and inevitably gets blamed for everything that happens in the film so his bounty just keeps getting bigger.
* Desperados III has to neutralize a bandit called Big Ann and her gang, who are attacking the train that Cooper is using to go to Flagstone.
* Desperados, in order to locate the hidden lair of the gang lord Sanches, the heroes infiltrate his outpost and steal all the horses but one from it. One of the thugs goes back to the HQ for more, with the Desperados hot on his trail.
* Desperados. John has to get up there and cut it with his knife to free him.
* Desperados, one tiny dart will send them into paranoid homicidal rage, opening fire on anything that is caught in their path, usually causing multiple deaths before the infected will either pass out or be gunned down by their former comrades.
* Desperados's men and the US cavalry. Artillery fire from the Cavalry is a hazard in some places in the level.
* Desperados throws a magnificent temper tantrum including this complaint after the heroes steal some horses from his mooks. He even knocks one of his mooks out cold on the spot.
* Desperados: Wanted Dead or Alive gunshots can be masked by other loud noises such as a nearby roaring waterfall or thunder.
* Desperado, the entrance to the secret room is concealed within a truly disgusting bathroom stall.
* Desperado, the first description Bucho gets of Navajas is that he has brown hair and eyes, which Bucho points out, is not exactly distinctive in Mexico. The description then goes on to list some actually useful information.

* Desperado, the opening scene has El Mariachi's character reintroduced this way as Buscemi narrates over one of these.
* Desperado the unlucky kid. How did anyone else make it into that cartel?
* Desperado, who draws two Rugers from his sleeves in order to blow away an entire bar full of bad guys. Even moreso in the sequel, when he dual wields a sawed off shotgun and a sub-machine gun during a shootout!
* Despera due to the director Ryutaro Nakamura's health issues and later death in June 2013. Later on, however, series artist Yoshitoshi Abe announced they had found a new director, though who it is is currently unknown and no other news has been released.
* desperate and that made her sad — the king was thrown off Tlatelolco's main temple and his state annexed to the Aztec Empire. It's safe to assume that everybody else eventually ran out of excuses too, because by the time the Spanish showed up, all the surviving states had agreed to have some limited wars with each other each few years, the "flowery wars", with no single purpose but to provide sacrifice victims to everybody.
* Desperate Dan to get round this, persuading the local glassblower to make him a tumbler about a meter tall (and the butcher and baker to make a sandwich of similar dimensions).
* Desperate for concert ticket money, Bud rents Kelly out as a babysitter. During the evening, she's tied to a chair, peed on, and threatened with scalping. (They even threaten to
* Desperate Housewives: After Mary Alice Young shoots herself, we cut to a scene where her neighbour Martha Huber seems to be examining her blood with her fingertip. It is then revealed that Martha just spilled juice when she was startled by the gunshot sound.
* Desperate Housewives and tries the back door, which is locked as well. Then she tries to climb to the window but fails and falls into her bushes and is discovered by Mike who helps her out and manages to get her back into the house by jimmying a window.
* Desperate Housewives are the only ones who don't fit the description.
* Desperate Housewives at school. She came up with the nickname herself, but only because it was nicer than what people were calling her.
* Desperate Housewives: Bob Hunter is played by Tuc Watkins, who came out of the closet in 2013. Bob's husband Lee McDermott is an aversion, being played by the straight Kevin Rahm.
* Desperate Housewives (both of them turning out to be gay) and getting a prison sentence for it.
* Desperate Housewives: Bree abandoned Andrew by the side of the road at the end of Season 2 due to his increasingly out of control behavior. He did return in Season 3, though, after six months living on the street, much more humbled.
* Desperate Housewives, Bree sends her pregnant daughter away while pretending to be pregnant herself. It ends up being for nothing, as Danielle decides to take the child back later.
* Desperate Housewives, Carlos suspects (correctly) that his wife is having an affair, but not with whom. Suspecting the TV repairman, he breaks into his house and beats him up. Then he looks around in the house and notices the artwork and photos of a boyfriend... it's pretty clear the man is gay. The repairman, shocked by the violent assault, asks Carlos if he is beating him up because he is gay. Carlos sheepishly says, "Yes!" and quickly runs away. He makes the same mistake again towards the end of the season and ends up being arrested and charged with a hate crime.
* Desperate Housewives Dave rescues Mike from the club fire so he can fulfill his plan for revenge on him.
* Desperate Housewives did this with the whole Ian/Susan/Mike triangle.
* Desperate Housewives. Edie and Carlos have been having trouble with their sex life, and an argument appears to be leading towards this trope. She throws him against the fridge to make out and a pepper grinder falls on his head. He throws her onto the table and it collapses from their combined weight. Cut to them at the

doctor's office, getting stitches for their injuries.
* Desperate Housewives, Edie, who up until that point was a casually promiscuous woman who was more bitchy and snarky than actually crazy. Once she starts having a liking for Carlos, suddenly she starts going completely insane and even attempts suicide just to get his attention.
* Desperate Housewives episode had Bree preventing her son from living with his grandparents by "accidentally" showing them his stash of gay porn.
* Desperate Housewives, especially in the early seasons: formal and coldly polite towards most of the people, but warm and loving (or at least the best she could show) towards her best friends and her family.
* Desperate Housewives, Gabrielle's affair with gardener John lasts for many episodes.
* Desperate Housewives, Gabrielle took a tumble down the stairs a few minutes after she accepted her pregnancy. When she later decided she wanted to try to have a baby, "complications" from the fall made her unable to do it the old-fashioned way. She and Carlos attempted to adopt a baby but were thwarted when an employee of the agency blabbed Gabrielle's history of statutory rape and Carlos' slave labor charges. They managed to adopt a child through the services of a private adoption lawyer but the biological mother had a change of heart and took the child back. Finally, they used a surrogate, and nine months later discovered there had been an embryo mix-up and the baby belonged to someone else.
* Desperate Housewives, Gaby and Carlos are having blind sex (he is blind, she's wearing a blindfold). Gaby hears a sound, rips off the blindfold and, lo and behold, there is Juanita drinking from a juice box. They don't know how long Juanita has been there, either.
* Desperate Housewives, Gaby tries to bribe a hospital nurse to let her in before visiting hours with all the cash she has on her—$12. Then she realizes, "Oh wait, I'm going to need ten for parking" and just offers the remaining $2.
* Desperate Housewives George. Eventually, she realizes that she considers George just a friend and goes back to Rex, who had recently had a heart attack. George then continuously switches Rex's pills until he dies and then proceeds to date Bree again.
* Desperate Housewives had a decline in quality after season one. Some people say it returned to its premises in season three.
* Desperate Housewives had Bree and Orson abruptly leave for a honeymoon in Switzerland in the middle of Season 3 - apparently months after the two were married - in order to explain away Marcia Cross's maternity leave.
* Desperate Housewives had Mike putting a wire on Susan before she goes out to question Edie. The wire does not stay hidden from Edie.
* Desperate Housewives handicap sign by two men in wheelchairs. While one of them goes to get security, the other one attempts to keep her out of her car. Her response is to get behind him and shove him into the middle of the parking lot. She then says:
* Desperate Housewives in Season 6, after the titular housewives knew he was framed for murder and refused to do anything to assist. Further, they also refused to visit him or show him any kindness.
* Desperate Housewives in season four: Danielle's son was born with amniotic fluid and all and looked like the average newborn for quite a while afterward, but Susan's (month early) son was born perfectly clean and looked to be the average size of a four-month-old baby. Of course, Danielle's son was born on Hallowe'en and delivered by a doctor dressed as Frankenstein's Monster, which may have influenced the realistically grisly nature of the birth.
* Desperate Housewives: in season four, Katherine slaps her daughter Dylan for asking about her father, but this not played as Katherine is made out, at least in the first few episodes, to be an unsympathetic character.
* Desperate Housewives involved Lynette's husband Tom going back to college after getting laid off.
* Desperate Housewives in which Gabrielle pushes her youngest daughter to become a child star, despite her absolutely sucking at acting. It ends up with both of them

wasting their lives, and her husband and other daughter leaving them.
* Desperate Housewives is accidentally electrocuted, falls down... then we get a close up of the Twitching Hand right before the credits. The following episode starts with the character already cremated, IIRC.
* Desperate Housewives is considered to be a comedy series, but unexpectedly switches between being silly and being serious several times in a single episode. The fact that (at least) each housewife has their own storylines allows the show to have silly and serious plotlines in the same episode.
* Desperate Housewives. It's casually mentioned in season 1 that she ran away from home after being raped by her stepfather and later referred to as to why she has a cold relationship with her mother.
* Desperate Housewives, Karen McCluskey has the dead body of her husband, Gilbert, stored in a chest freezer in her basement in order to keep getting his pension checks (since after he died she discovered that he had never updated his will and thus all his assets would go to his first wife whom he was only married to for a very short time, leaving Karen destitute).
* Desperate Housewives, Lynette causes the neighborhood to riot over a suspected pedophile, causing his invalid sister to die of a heart attack. At the end, he informs her that he had never acted on his tendencies because of his sister, and he was now "free" to do that. He may also have been screwing with Lynette's head for revenge. The ending is rather ambiguous about it.
* Desperate Housewives Lynette once threatens to spank her rambunctious sons with an assortment of spanking implements, including a belt which she describes as "a classic" before cracking it. She ends up not spanking them, but in a later episode Bree turns one of boys over her knee, leading to a rift with Lynette.
* Desperate Housewives, Lynette's kids start to watch a videotape belonging to a neighboring couple, which Lynette frantically stops when she sees what kind of movie it is. The neighbors are embarrassed it got out of their house... because their more recent movies have higher standards of production.
* Desperate Housewives managed to hide in a suitcase. Not even a very big suitcase.
* Desperate Housewives, Mike and Ian bet Susan in a poker game when they're both vying for her heart.
* Desperate Housewives of the first season of the show. Later seasons turned Mary Alice into the narrator because her storyline has wrapped up at the end of the first season but she still pops up here and then to further the other housewives' stories.
* Desperate Housewives, once Edie survives being choked by Dave, she gets in a car accident and is electrocuted but she's still alive for a minute. Then Susan comes over to comfort her and she dies.
* Desperate Housewives, one of Susan's best friends turns out to be an embezzler.
* Desperate Housewives Over the course of the show, Susan always ends up getting embroiled in nearly every season's arc because she cannot stop herself sticking her nose in where it doesn't belong.
* Desperate Housewives. Rex asks Bree to pick a "control word" for the sexual roleplay they're planning to do:
* Desperate Housewives seduces and uses any man she comes across, and she doesn't care if they're married either. Special mention goes to Mike, Carlos, and Karl.
* Desperate Housewives she dies by getting electrocuted as she tries to flee from Dave and warn them.
* Desperate Housewives, Susan and Mike are planning their wedding, with Susan going way over the top by trying to top Bree's and Gaby's recent weddings. When she sees the stress that it's putting on Mike, she decides to cancel the big wedding and surprise him with a small, private ceremony in the woods.
* Desperate Housewives, Susan finds out she needs her spleen removed but has no health insurance, so she makes arrangements to marry a gay man in order to get the coverage she needs. The guy's boyfriend becomes jealous about the whole deal, pointing out that he isn't ready to marry him but will marry a woman with "a silly disease". Susan explains that her situation is actually serious, but just sounds silly because of the word "spleen".

* Desperate Housewives that never came to pass. Fans are divided on how many were lies and how many were just him changing his mind later, but one that pretty much everyone agrees was a lie is his statement that one or two of the Scavo kids would die.
* Desperate Housewives. The friendship only lasts for one episode, though.
* Desperate Housewives, the neighborhood holds a protest rally after plans for moving convicts into their street start going ahead. It ends badly. For everyone.
* Desperate Housewives, there’s Bree Van De Kamp and her husband Rex, although his family name reveals a Dutch heritage, as opposed to British. As Bree explains to her (Jewish) marriage counsellor when he questions her preference for carrying on as normal, despite obvious problems: ”We’re WASPs doctor Goldfein — ignoring the elephant in the room is what we do best.”
* Desperate Housewives to ask, "What, no rubber nose and attached 'stache?"
* Desperate Housewives, Tom refers to Lynette's (now bigger, thanks to her pregnancy) boobs as "The Supremes", and his genitalia as "Benny and the Jets".
* Desperate Housewives, using her advanced illness to save the main characters from going to prison.
* Desperate Housewives: When Lynette finds out Tom cheated on her many years ago, she puts a gay porn in his presentation.
* Desperate Housewives. When Martha Huber is collecting clothing for Edie (after her house burned down), Lynette apologizes for the unstylish quality of her own donated items. The older woman states "Beggars can't be choosers", then sees some items of Lynette's and reiterates "Of course we don't need to rub salt on the wound."
* Desperate Housewives, when Susan was mistaken for being in menopause when she was actually pregnant.
* Desperate Housewives, where Rex was the only really sympathetic character in the whole show (which is probably why they killed him off), and his conservative wife's reaction to his kink was portrayed as her willing to go along with it because she loved him, but when she thought he'd bragged she reacted negatively.
* Desperate Housewives with anyone, but especially when Bob and Lee moved in, and mistook her for being homophobic. She ended up hiding their lost dog so that she could help them find it. Of course, things really backfired when they figured her out.
* Desperate Housewives. You'd think guys would get the message by now.
* desperately envisions having this with his now-retired father agree with the other's life choices, but can still love each other as family) is much harsher than normal.
* Desperately Looking for a Purpose in Life: A character on a journey to find a meaningful place in the world.
* Desperately Looking for a Purpose in Life: Still doesn't know what to do with their life.
* desperately-needed medical supplies). He lets Mal go after getting the loot back.
* Desperately Needs Orders: Inability to function without someone to tell them what to do.
* Desperately Needs Orders: Someone who is so dependent on following the lead of others that they struggle to act on their own initiative.
* Desperately Seeking Ranma features Ms Aoyama. She dresses in the sharp black suit and sunglasses mode, regardless of time of day or current lighting conditions. She generally has final discussions with those whom 'her employers' are displeased with. Who does she work for? 'That information is unavailable.' She seems to see all, know all, and would seem to give liquid nitrogen a cold.
* Desperately Seeking Ranma. It results in Akane screwing over some crooks before they can even start their heist.
* Desperately Seeking Ranma never have a detailed description of the uniforms. The descriptions are more along the line "remarkably immodest outfit that a professional stripper might be embarrassed to be seen in public wearing".
* desperately short-handed and/or a scratch-force of survivors from several units who took a hammering in the early stages of the war, so the chain of command is

kind of ad-hoc.
* desperately tries to save Juri from the D-Reaper by breaking into where it is keeping her prisoner, as penance for killing her Digimon partner, Leomon. Unfortunately, it's Leomon's data he uses to break into the Kernel Sphere; seeing Leomon's attack coming from his killer scared and confused Juri, however, and he failed.
* desperate need to be special blinds her to Phobos' blatant tyranny due to him making her the center of everyone's loving attention. Even when forced to face the facts, she clings to denial and refuses to hear the truth.
* Desperate Object Catch: All will be lost if a falling object isn't caught in time.
* Desperate Romantics. Elizabeth Siddal is posing for Millais as Ophelia in a tub of cold water heated by candles. She almost drowns when the candles go out, the water cools down and she loses consciousness. Her parents are understandably not too happy.
* desperate that wants to bring the Evronians to extinction for destroying her homeworld...
* Desperate to escape the affections of a pair of swingers, the eponymous character of
* desperate to escape the pain and torment of living in the middle of such a relationship, rob her parents so she could run away with her boyfriend (who helped her with the robbery). She never intended for her father to die, it was his wife
* desperate to have a child. When she finds out she can't, she's so depressed she quits the police force.
* Desperation Attack uses her Star Wand on her opponent and seals them inside a Sakura Card.
* Desperation Collie Entragian on the pretext of their missing rear license plate, and arrested for possession of marijuana after Entragian finds a baggie (which actually belongs to Peter's sister) in the car trunk. One of the signs that something is very wrong is when he's Mirandizing them and includes an unexpected phrase:
* Desperation does this as well - but the process of riding along changes the body and causes it to decay if the host's mind isn't strong enough.
* Desperation, Johnny Marinville, a burnt-out writer in the present had once won the National Book Award.
* Desperation: Welcome to Desperation, Nevada, a tiny mining town now ruled by an oversized, maniacal cop named Officer Collie Entragian. Several travelers encounter him, and very few make it out alive.
* Despero of Kalanor, who lead a crusade to enslave the galaxy and raised an army powerful enough to threaten the Green Lantern Corps.
* Despicable Bear: The trash can in the lower right corner serves as one, just click it twice.
* Despicable Me 1 Fisher with the 7-year-old Nev Scharrel. This also applies to the Japanese dub, where child actress Mana Ashida, who was five at the time, provided Agnes' voice.
* Despicable Me 2 crushes a glass in his hand when he witnesses his eldest adopted daughter Margot dancing with El Macho’s son Antonio.
* Despicable Me 2, Dr. Nefario joins up with El Macho so he can do evil deeds once again, but when he learns that El Macho is holding Lucy hostage as well as of the evil minion El Macho had sicced on the girls, he returns to Gru.
* Despicable Me 2, Edith is going through her "ninja phase" and spends most of the movie in costume. And armed.
* Despicable Me 2, El Macho demonstrates the barbarian power of his new genetically-modified Minions by feeding one an assortment of dangerous metal items, from a chainsaw to a police car to a nuclear bomb.
* Despicable Me 2 features an entire research lab being stolen by a massive aircraft.
* Despicable Me 2 Gru's obnoxious date, Shannon, cops a dart in the derriere from Special Agent Lucy Wilde!

* Despicable Me 2, Gru would not have realized that he has feelings for Lucy.
* Despicable Me 2 has this from Gru - "Firstly, you can't prove I stole the moon. Secondly, after I stole the moon, I put it back."
* Despicable Me 2 has two minions fight to present the logo with a "Ta-da!"
* Despicable Me 2 in the climax, Lucy at that point had already fallen in love with Gru.
* Despicable Me 2 is often regarded by many to be better than the first film as well as the best film of the franchise.
* Despicable Me 2, one of the minions is trapped when he licks a a popsicle dangled in front of him and his tongue gets stuck. He wakes up on the tropical island with his tongue still stuck to it.
* Despicable Me 2 : Pollito (a Chicken) does this to Gru while attacking him at the restaurant.
* Despicable Me 2, she shows her Anti-Villain Group ID badge upside down. She corrects it immediately upon noticing.
* Despicable Me 2. Some fans loved it as much as the original, while others were disappointed that it barely gave Gru and/or his adopted kids, Margo, Edith and Agnes anything new to learn about them (e.g. how they ended up in the orphanage before Gru adopted them).
* Despicable Me 2, some minions move around at the mall hidden inside trash bins.
* Despicable Me 2, the Anti-Villain League recruits retired supervillain Gru to help save the world.
* Despicable Me 2, the head of the Anti-Villain League is Silas Ramsbottom. The Minions find his last name hilarious, and even Gru gets in a jab or two:
* Despicable Me 2, they essentially serve as living props in favor of giving the Minions more sequences. The Minions even get a role in the villain plot while Margo, Edith and Agnes sit on the sidelines.
* Despicable Me 2 trying to play golf in the house when they hear a noise outside. They slowly walk outside and walk towards the trash cans, golf club raised and scary music in the background. Then a cat jumps out of the trash can.
* Despicable Me 2, two of Gru's minions drive Lucy's car to rescue them when their break-in goes awry.
* Despicable Me 2 When Lucy Wilde of the Anti-Villain League shows up on Gru's doorstep, he tries to freeze her. She counters with a flame-thrower and explains:
* Despicable Me 2, when the PX-41 formula is used on a rabbit in the documentary film, it turns into a giant purple monster and attacks the scientist in a hazmat suit. We then cut to Gru and two of the minions' reactions, implying it’s pretty gruesome. It then cuts to the monster rabbit dragging the (presumably dead) scientist under a table and attacking the cameraman.
* Despicable Me 3: Although Bratt was defeated and the Gru family saved, thousands are dead due to the damage caused by the expanding bubblegum in Hollywood.
* Despicable Me 3, Balthazar Bratt's fictional TV show "Evil Bratt" had him build a giant robotic duplicate of himself to wreak havoc on Hollywood making the U.S. Army open fire on him but to no avail and the army's commander shrieks at the sight of Bratt firing giant chewing gum bubbles and orders them to retreat. When Bratt does this for real, the army doesn't even show up but that would come to reason since the U.S. Army doesn't have troops stationed in Hollywood.
* Despicable Me 3, Gru and Dru do this during the family dinner by swapping each other's clothes, Gru putting on a blonde wig, and Dru wearing a bald cap. Unlike most examples, it fools no one.
* Despicable Me 3 has several minions begin to recite "Illumination" before each getting knocked out by another minion, culminating in the smallest minion knocking out the last one with a fart gun and excitedly shouting the name.
* Despicable Me 3, in which Gru learns he is lactose intolerant (oh, and has a long lost brother!), among other things.
* Despicable Me 3, not only does the 'Hollywood' Sign only get partially destroyed (and not Roland Emmerich like) by Bratt's robot, the Capitol Records Building (named the World Records Building), while it does collapse, we only get to briefly see the top part of it fall onto the ground. As for the rest of Hollywood? It's

sadly offscreen.
* Despicable Me, after Gru and the children steal the Shrink Ray back from Vector, Mr. Perkins confronts the oblivious Vector thusly:
* Despicable Me: After successfully stealing the shrink ray, Gru explains his plan for stealing the moon to Mr. Perkins using slides to back up his story. In between, however, is a drawing his three adopted daughters made of him sitting on the toilet.
* Despicable Me, after Vector shoots Gru with about hundreds of explosives, Gru emerges from a ditch, only slightly singed.
* Despicable Me: Agnes is the most innocent child to hit the screen in a long time, and she's adorable.
* Despicable Me and giving a boy a balloon animal and popping it after a while, even pushing the stunned boy aside.
* Despicable Me, and he follows through when Vector comes in to try to keep Margo.
* Despicable Me: As soon as the obnoxious carny scams Agnes out of her stuffed unicorn, Gru obliterates the bastard’s booth and scares him straight into giving the unicorn to Agnes.
* Despicable Me: At the carnival booth with the unicorn prize, the smarmy carnival barker taunts Gru into paying for more games by slurping loudly from his soda cup. Gru becomes so annoyed with the carny's antics that he blows up the entire booth and takes the unicorn for himself.
* Despicable Me: At the end. Notable in that they actually used a 1920x1080 resolution marker in the bottom corner.
* Despicable Me became the most successful film in the company's history.
* Despicable Me came out, real life carnival booths stocking real life Fluffy Unicorns have become a common sight.
* Despicable Me (depending how long he's been active) as he has the entire criminal underworld in his pocket and can fund any scheme he wants.
* Despicable Me, Edith prays not to have bugs crawl into her ears and lay eggs in her brain at night, then Agnes prays to be adopted by a family with a pet unicorn.
* Despicable Me), even though they weren't made by Disney. Either these people are clueless, or they generalize kids' stuff as "Disney" products
* Despicable Me explains his plan to steal the moon. The girls have inserted a drawing of him on the toilet into it.
* Despicable Me film, Vector's looks like if Steve Jobs had designed an iFortress.
* Despicable Me: Gru adopts 3 orphan girls as a plot, but he ends up becoming close to them and loving them as his own. After Dr. Nefarious sends them back due to this, Gru later gets the girls back and officially adopts them. This continues in the sequels, where Gru gets married to a woman who gladly treats the girls as her own.
* Despicable Me, Gru has to resort to this to build his rocket after he fails to get funding from the Bank of Evil.
* Despicable Me, Gru's mother tells him that she's so proud of him, that he's become a great parent, "just like me." He rolls his eyes, because flashbacks have shown that she was actually a pretty lousy parent, and then she adds, "Maybe even better," which makes him smile.
* Despicable Me, Gru. While Gru isn't devoid of comedy, he's very competent, unlike the minions who are mostly silly and childish.
* Despicable Me had his minions write up false personal achievements for him. One of them was declaring that he had been awarded the Medal of Honor in 1991.
* Despicable Me he knows all their names! In return, the minions all love and adore him.
* Despicable Me. Her bedtime prayers include the request to not let bugs go into their ears and lay eggs in their skulls/brains, she finds it "cooool!" that she and her sisters are sleeping in old, inactive bombs after Gru adopts them, and she is extremely excited to see that her pancake is shaped like a "dead guy."
* Despicable Me. He starts of cold and stoic, initially not caring for Margo, Edith, and Agnes but, slowly, over time, he grows to warm up to them.
* Despicable Me. He was able to survive the rockets and missiles from Vector's

base, with the exception that he's completely covered with ash.
* Despicable Me how to do a tea party) when the adoption agency comes to take them back, much to his dismay — and surprise.
* Despicable Me: Implied to be why the head of the bank insists they should give more loans to Vector, who is his son.
* Despicable Me. In contrast, Vector's tech is much more up-to-date for 2010 standards.
* Despicable Me is full of furniture made from stuffed animals. As the girls walk down the hall, they see a stuffed lion's head. In its mouth is a stuffed dog, with a stuffed cat in its mouth, which has a stuffed mouse in its mouth.
* Despicable Me: Its protagonist is Gru. He's a villain, but he isn't the best in the world.
* Despicable Me kicks Dr. Nefario in the shins when he takes a chemical vial away from her. Earlier she kicks Gru's front door (while he's directly against it) in retaliation for pretending to be a recorded message.
* Despicable Me: Margo, Edith and Agnes for Gru, and trigger his moral improvement.
* Despicable Me, Margo, Edith, and Agnes live in one of these. If they don't make their quota selling cookies they are banished to the "box of shame".
* Despicable Me: Margo. Or rather, she shows promise for becoming this when she grows up. Although, she was seen without her glasses constantly in the first movie.
* Despicable Me — CGI animated films. Three main series movies and a spin-off film since 2010.
* Despicable Me: Minion Mayhem, a Minion gets electrocuted by a red laser and is only fluffed up as a result.
* Despicable Me: Minion Mayhem, an unlucky Minion ends up landing butt-first on a cactus.
* Despicable Me: Minion Mayhem are said to be able to act as a flotation device.
* Despicable Me: Minion Mayhem exits out into a dance party room where guests can meet Gru and the Minions with disco music blaring.
* Despicable Me: Minion Mayhem, footage of Gru's failed tests of the Minion Gun at one point show one volunteer being turned into a bloated-looking Minion.
* Despicable Me: Minion Mayhem, Gru's inner-factory is filled with giant blades, rotating screws, toxic goo, and fire everywhere.
* Despicable Me: Minion Mayhem has a scene where Gru plays clips of his early tests of his "Minion Gun", one of these clips showing the gun causing two people to be turned into human/Minion hybrids, and another into an Minion/elephant hybrid.
* Despicable Me: Minion Mayhem has no villain, unlike the movies it's based off of. Instead, the conflict is caused by a Minion training course gone wrong.
* Despicable Me: Minion Mayhem, it seems as though the riders will finally be able to serve as one of Gru's Minions...until one Minion ends up crashing into the ray gun, which transforms the riders back to normal.
* Despicable Me: Minion Mayhem, two other Minions laugh at them just seconds before they get hit as well.
* Despicable Me: Minion Mayhem, when Gru warns the riders of putting their goggles on too early, he shows a clip of a Minion walking around with them on and subsequently running into things and getting hurt.
* Despicable Me, Miss Hattie's orphanage goes unpunished for her treatment of the girls there. It's not even labeled as a "girl scout cookie cartel" or anything similar.
* Despicable Me: Mr. Perkins, the head of the Bank of Evil, is the largest threat in the franchise because he can finance whatever evil scheme he wishes and, therefore, has the entire criminal underworld in his pocket.
* Despicable Me short "Banana": at the end where a swarm of minions is chasing one who was eating an apple.
* Despicable Me studio has this among people older than their films' target audience for their movies being low-budget, having mediocre quality at best and frequently recycling assets.
* Despicable Me, the consequences of stealing the Moon would be much more horriffic). Yes, Gru freezes a few people, but the freezing is implied to be

harmless. And Vector is content with stealing monuments and just sitting back playing his Wii. In fact, had Vector not stolen the Pyramid at the beginning, that boy would have died.
* Despicable Me. The man who cheated them decides it's in his best interest to give Gru the prize after that.
* Despicable Me: the rocket is plenty noisy on launch but, when it rises above the atmosphere, we hear nothing but the background music.
* Despicable Me, the villain tries to steal the Moon by using a prototype shrink ray to make it pocket-sized. It turns out that the shrinking is not permanent and the shrunken Moon is now on Earth...
* Despicable Me, three minions disguise themselves as humans to go to a store. One of them, Phil, dresses as a baby.
* Despicable Me. To go into his underground base, Gru gets shifted across the room in a chair, eaten by a cannon which flips around on struts (and apparently dresses him in a suit as well). Then half the floor lifts and the cannon is put on a platform which descends into the ground.
* Despicable Me. Vector responds by sending out these little drones that intercept the missile's heat-seeking technology. Then he shrinks Gru's ship to the size of a child's ride-in car.
* Despicable Me, we have the three girls Margo, Edith and Agnes being adopted by Gru.
* Despicable Me: When Edith gets trapped in an iron maiden, a red liquid is seen flowing out the bottom. Gru opens the maiden, and it turns out one of the spikes punctured her juice box.
* Despicable Me: When Gru's profile is shown on Miss Hattie's computer, his first name is spelled as "Felonious," and in the Gru Family Tree, it's spelled as "Felonius."
* Despicable Me where he pops a kid's balloon was cut. They also shorten the scene where the girls play a carnival game to the part where Agnes hits the spaceship.
* Despicable Me... which became a billion-dollar film by itself! Add the plethora of Minion merchandise, and the yellow creatures generated much green to Illumination's parent company Universal.
* Despicable Me, which was savaged critically and financially disastrous. It still ranks as their poorest-grossing film to this day.
* Despicable Me, with the girls' just-for-Gru ballet recital turning into a disco party. Vector dances along on the moon.
* despise, a son of Zeus, hosted the great twelve of Olympus to dinner, he couldn't think of anything worthy, except for the most cherished thing in his life — his young son, Pelops. Tantalus butchered Pelops and served him up to the gods, and all of them immediately knew what he had before them and refused to touch it (save for Demeter, in some versions of the story; still morose over the kidnapping of Persephone, she ate Pelops's shoulder, replacing it with one made of ivory when she came back to her senses). They restored Pelops' body, brought him back to life, and Tantalus was condemned to the pits of Tartarus, to be surrounded by rich fruit and cool water, and unable to eat or drink. Pelops, in fact, became one of the ancestors of Agamemnon, so arguably this cycle of bloodshed started with Tantalus.
* despised being photographed in public, and was known to do this and even to physically try to knock photographers' cameras (which in that era were quite fragile) to the ground in hopes of breaking them. He only wanted retouched photographs of himself to be seen by the public.
* despise illegal dog fights and reject any comparison arguing that their activity is very different, seeing themselves as the moral alternative. Cock fights are illegal in most countries and in those that not are still pretty controversial, however some people may argue that whilst bull and dog fighting may have some more humane variants as the mentioned above there's no way to do the same with cocks. Of course, a lot of people, especially animal rights activists, would consider all of them to be cruel.
* despises and continues to rage against her. This effectively ruins not just her reputation, but that of her blog; while she retains some loyal fans, most jump ship

to other sites that aren't building a reputation as a trashy tabloid.
* Despite 2017's strong pre-playoff showing, 2018 was not kind to Canadian teams. The aforementioned Canadiens, Senators, and Oilers suffered abysmal seasons despite their wild successes the previous year and all ended up near the bottom of their respective Conferences, while the struggling Canucks (see below) continued imploding like they had the previous few years. With the Flames also falling short of the playoffs by a considerable margin, only the Leafs and the Winnipeg Jets (both of whom, to their credits, were comfortably near the top of the Eastern
* Despite a body count the size of a small town, you can count on one hand how many times you see blood in
* Despite a body count too long to list and being the X-Men's go-to-guy for doing the dirty work none of the others are willing to do (Hell, the
* Despite a controversial 2019, WWE has not learnt their lesson and made Charlotte the winner of the 2020 Women's Royal Rumble, eliminating the dreaded Shayna Baszler, who was the original intended winner before being changed last minute. Fans become even more frustrated when Charlotte defeats fan favourite Rhea Ripley for the NXT Women's Championship at
* Despite actor Bruce Boxleitner's self-penned nickname to his series character on
* Despite actually being named Beauty, the female agent of the blue people is probably the most cold-hearted, having
* Despite a few alterations throughout its lifespan, the Katamari series defines its base as content with the material from the first game, only wanting to take it to different home and portable consoles. The base has also been pandered to greatly by the
* Despite a good number of its cast being from Earth, to the Space/Time Administration of
* Despite all he does to them, the people of Apokolips fanatically worship
* Despite all its very legitimate ability to generate laughs, there were a couple of times in
* Despite all of that, the Black Hands Dagger is still more powerful. Each attack is guaranteed to deal three times as much damage as Eltonbrand and can even do much more sometimes. Also it blinds your opponent and heals you for as much damage as it deals... considerably more powerful than any other sword in the game (including ones you enchant yourself).
* Despite all of the anti-anime raids the country used to have The Netherlands is the biggest aversion of this trope to date, with heavy "manga-movies" such as
* Despite all of the completely ludicrous things they managed to pull off in
* Despite all of the eponymous character's attempts to win the girl in
* Despite all of the main cast inexplicably speaking English, Wheeler frequently had to correct Linka for this type of mistake in the earlier episodes, while the other characters seem to get them fine, despite not growing up in the US either.
* Despite all of this, some regions do invert the trend: Northern Latin America is mostly split between Amazonia (Brazil plus the Guianas, Venezuela and most of Colombia) and Aztlan (Mexico plus continental Central America and the rest of Colombia,
* Despite all the flack Guitar Battle has gotten, it was actually a pretty cool concept, and more in tune with the "beat the best to be the best" theme of the game than simply playing songs. The problem was that you HAD to win. You would not get another song or venue, ever, until you won the battle. Thankfully, Neversoft realized that this was a lousy idea and put only a couple of token duels in World Tour before eliminating them as a requirement for good.
* Despite all the loss and suffering Arya Stark goes through, she just keeps on going.
* Despite all the other Shichibukai aka Warlords of the Sea having surnames, Crocodile is only known as Crocodile. This also extends to his underlings e.g Bentham (Mr 2), Galdino (Mr 3), Zala,(Miss Doublefinger), Marianne (Miss Goldenweek) etc., who all only have one real name beyond their code names. The exception is Crocodile’s
* Despite all the science and fact-based theories out there, the fact of the

matter is we will never be able to conclusively pin down how much a planet can differ from Earth itself and still stay Earth-like (for instance, ratio of ocean to land - most of our oxygen comes from the ocean), until we actually find Earth-like worlds to compare (or terraform our own). This is not to say that our theories aren't good science, they are. We just don't have any real-life examples to closely analyze to compare results yet, and there are always surprises ahead no matter how well-checked your math is.
* Despite all the sharp weapons and other implements flying around in
* Despite all the terrible supernatural things happening to him, Sock's owner is more concerned about getting a snack.
* Despite all this, as is only appropriate in Ravenloft, the Carnival's still very creepy. The Skurra are attendant Vistani who wear strange black and white facepaint (the Skurra-verra) that protects them from the Twisting at the cost of making them mute. The Twisting causes people who stay overlong in the Carnival to mutate, their form changing to reflect their hearts and souls- for example, the bitter and malevolent Professor Pacali's repressed plots take life as deformed midget "things" that grow from his flesh. This is the source of his "Pickled Punks". One of the "attractions" are the horrifically warped Chaos Spawn-like remnants of people who attacked the Carnival, entities referred to simply as The Abominations. And some of the populace were strange and unnatural before they entered the Carnival, like a bloodthirsty leopard with the ability to assume a humanoid form, a Seawolf (an amphibious werewolf), the Fetch of an evil wizard and a Wax Golem.
* Despite all this tech, they are still nearly extinct by the time of
* Despite a lot of old jokes, fans tend to react very negatively to any hint of Batman and Robin being an item. Not because it's gay - both have a plethora of popular slash pairings - but because Robin is generally depicted as Bruce Wayne's surrogate son, with later Robins like Tim Drake and Damian Wayne being his adopted or biological son respectively. Thus, shipping Batman and Robin comes with serious
* Despite already being a crossover,. The Foster's theme tune then plays as the video fades to the ending credits.
* Despite already having time within the genre and recording with well-known acts, Colombian reggaeton artist
* Despite already hunting him for the nine-tailed fox, Pain happened to make things very personal for Naruto when he killed Jiraiya, forced Kakashi into a
* Despite a magnificent career that concluded with her being the most decorated figure skater in US history—12 US Championship medals, nine of them gold, 9 World Championship medals, five of them gold, and two Olympic medals, a feat achieved by very few skaters, Michelle Kwan is remembered for the fact that she never won an Olympic gold medal, thanks to the uncharacteristically mediocre performances she turned in at both of her Olympic ventures in 1998 and 2002, where she'd been the projected favorite.
* Despite Anise being known as a serious slut for hot shoes, it's her teammate Lily who has the more iconic shoes of their Rune Angel team in the form of a black platform stiletto ankle boot she mainly wears locked on.
* Despite Anna Dewdney passing away in the Fall of 2016 of breast cancer, she's credited in some episodes of the
* Despite apparently committing suicide by jumping off the roof of the hospital, it turns out that Liz, the chatty Welsh nurse from
* Despite appearing as an enemy, King was handled as this in the original
* Despite appearing to only be a few years older than Bran, Jojen is the first character to actually have some idea as to what Bran's dreams are.
* Despite Ariel's introduction episode being all about her trying to win Eric's heart, she shares only one scene with him. And yet she makes more of an emotional connection with Snow. The friendship between them is given far more development and screen time than Ariel's crush on Eric.
* Despite Arkay being one of the deities of their official religion, Imperial law was always a bit more flexible, considering the body and soul of a person to be possessions. This allowed them to be sold, traded, or willed away as any other property. Necromancy wasn't even illegal in the Septim Empire, as long as the dead

being used was a willing volunteer.
* Despite a semi main event women's title match being an important part of getting the annual event started,
* Despite, as noted in both the introduction and in Real Life section below, being one of the
* Despite a traumatic break-up that was very much caused by Zii, Erik and Zii later get into friendly conversation when he discovers her crying over another problem. When Zii thanks Erik for his kindness under the circumstances, he replies that he prefers to remember the good times.
* Despite attempting to flirt with every girl he sees, Ryoji also turns out to be solely in love with the Protagonist, though this is only revealed if you're playing a female character. He states that he would probably fall in love with you even if you were a boy. Considering how he acts around the male MC, this isn't surprising.
* Despite Aurora being married to Philip, he's out of sight for most of Season 2 and she shares more screen time with Mulan. Writers seemed to pick up on this one and subvert the trope by revealing that
* Despite Balalaika desperately wanting Hansel and Gretel dead for killing her subordinate, she doesn't go after the Lagoon Trading Company for ferrying Gretel out of the city. Though not explicitly stated, it's implied she spared them because they've proven too useful to kill over a single act against her.
* despite barely. Before this, all they did was argue for the entire time they were on screen which got very grating very quickly.
* Despite beds and sleeping both being gameplay mechanics, you will never see a character actually
* Despite beginning in 2013, the show's portrayal of the US Congress was pretty clearly based on its makeup before 2010.
* Despite being 26 years older than him, John McCain was friends with Jon Stewart. Even more impressive considering how different their political beliefs were.
* Despite being a #1 hit in many other countries, including the UK and Australia, her iconic 1985 song "Into the Groove" wasn't released as a single in the US. Despite being a huge radio and club hit, and unavailable on any of her North American albums,
* Despite being a bastard, Ramsay was raised by Roose and entrusted with the command and loyalty of Bolton personnel by his father. He was eventually legitimized by him and named his heir, but is still resentful of having been a bastard. This is subverted by Roose's poor treatment of Ramsay. In HBO's featurette "Bastards of Westeros", GRRM contrasts Ramsay being treated very poorly by Roose while Ned lovingly raised Jon as his own son, giving Ramsay a
* Despite being able to present a threat to the heroes when they fought against them, Buggy and Mr. 3 are barely able to take on the Mooks of Impel Down, whom Luffy is able to defeat almost effortlessly. Kind of justified as they're who fight strategically. While they didn't have the brute strength of Luffy they helped in other aspects during the Impel Down and Marineford arcs.
* Despite being able to see the future and being established as both a
* Despite being about a decade older, Billie Jean King served this role to tennis players like Chris Evert and Martina Navratilova, whether it concerned their personal lives (Chris's broken engagement with Jimmy Connors as one example) or their tennis careers; even warning them not to fall for the media setting them up for a
* Despite being about to experience critical existence failures, the robots are nice enough to spin their heads around and beep wildly before exploding; giving you time to get clear.
* Despite being a "Chinese Amazon", Shampoo has also fallen for this trope. She has multiple fantasies about Ranma in a "white knight" or other romantic film/novel protagonist role with her, and has even gone so far as to set herself up as a
* Despite being a communist nation, the USSR actually had extensively Romantic undertones, albeit underlined in the rhetoric of communism. Given the dominance of Romanticism in Russian culture around the rise of communism and not having undergone the same level of Enlightenment-based reforms as western Europe (a very

prominent example is how Russian serfdom was abolished in
* Despite being active for nearly four years as of the time of this writing,
* Despite being a defense attorney, Gregory Edgeworth is dressed like a stereotypical private detective in
* Despite being a different individual from the original Mewtwo, the Mewtwo from
* Despite being a giant robot show, drill weapons are thin on the ground.
* Despite being a god and overseeing of the entire northern galaxy, King Kai gets little respect from Goku and the other lower Kais. Goku treats King Kai like an old buddy. He eats all his food and often uses his planet for training without any regard towards him. To the other lower Kais, he's the
* Despite being a grittier reboot, it preserves this trait. Unlike most of the adults, children aren't afraid of Batman, instead admiring him as a hero figure. Batman doesn't seem to mind them, either. In
* Despite being a highly prolific producer, British musician Mark Ronson is known outside his home country for one thing: being the actual lead artist on the 2015 megahit "Uptown Funk!", which is almost universally associated first and foremost with its far more well-known guest star
* Despite being a knight and member of the knight academy, Asbel Lhant from
* Despite being all-male and featuring a lot of action, it was initially thought
* Despite being an All-American wrestler prior to turning pro racking up title belt and tournament wins in his first pro year and already having won over crowds across three countries
* Despite being an amoral, unrepentant war profiteer, Burns seems to bring a warped sense of integrity to his profiteering that doesn't show in his management of his nuclear plant. For example, when Mona Simpson helps to destroy his biological weapons facility, he laments that the science of germ warfare is set back by decades. This carries over to his other wartime endeavors:
* Despite being an Anime-version of a Western pulp series, Simon Wright from
* Despite being an awkward and by-then-outdated design, the French Char B1-bis heavy tank had 60 mm of armor all over it. One such tank called
* Despite being an educational program about prehistoric life, and otherwise very accurate in its depictions,
* Despite being an elf himself, Xan is happy (or not) to remind other elves of how doomed they are. Of course, he has
* Despite being a neutral party whose only involvement was being in the match, Leah Vaughan prevented her mentor Cherry Bomb from staking
* Despite being a new promotion at the time that largely promoted itself around the idea of
* Despite being an outdated 80 year old design chambered for the rather anemic .32 ACP round, the Walther PPK (or more specifically, its import-legal variant, the .380 PPK/S) still enjoys impressive sales numbers thanks to its association with
* Despite being a pale blonde, even Stella could get this, as she seems to be coded as a white Latina/Spaniard. Not only does her Season 1 outfits (such as her princess outfit), her pink princess dress from Season 3, and concept art invoke Mesoamerican and Spanish influence,
* Despite being a peaceful nation, the Hoshidan Army can very well hold its own against the on-paper stronger Nohrian forces, to the point they're the
* Despite being a portly washed up ping pong player, the main character of
* Despite being a prized underground fighter and noted by many for his physical prowess, Akira from
* Despite being a professional at the art of seduction, Irina fails to fully confess her feelings towards Karasuma. Her students don't take this too well. This ties to Irina's stunted emotional growth due to her
* Despite being a seemingly-random person whose sole contributions to the plot were visions of the future, racking up a huge gambling debt, and ill-advised thefts, John Peters of
* Despite being a series noted for having an air of secrecy around just about everything,

* Despite being a servant girl and a mercenary, Guinevere and Lancelot from
* Despite being asked to return, Hunter didn't want to, and he used a loophole in his contract to get out of his role in the series. He would've had to star in the show if it was picked up after the first pilot, but since a second pilot was commissioned instead of a full season order, he was free to walk away.
* Despite being a song about a troubled relationship, with a bridge starting with "Why don't we break up / There's nothing left to say", "Sexed Up" has been frequently used to score love montages on Italian reality TV. It was also used in Brazilian
* Despite being a time traveler who has worked with several Servants, Ritsuka Fujimaru finds the idea of alternate worlds hard to believe at first. Da Vinci calls him out on this.
* Despite being attached to/having replaced Seiji's right hand, Midori from
* Despite being a very intelligent and shrewd man, Kabuto Yakushi has a terrible habit of gloating before fallen enemies when he thinks (and usually does) he has the upper hand in a battle.
* Despite being awarded the Medal of Honor, Steve never wears the appropriate ribbon - possibly justified, since the USO arranged his exemption from the usual regulations regarding his uniform.
* Despite being badly mis-used and poorly maintained in the first six months of the Soviet-German War, the T-34 medium and KV-1 heavy tanks were basically immune to the German 37 mm; the T-34 had 40-45 mm of hull armor sloped at 40 to 60 degrees for more bounce and effective thickness, and while the KV-1 had 75 mm all over. Several KV-1 tanks are known to have taken over
* Despite being based off of a spirit of Germanic folklore, Nyx from
* Despite being based on the trope namer, this is actually something of a subversion. Tinker Bell says that a fairy dies every time someone says they don't believe in fairies; the statement seems to be all that is necessary regardless of actual belief. Similarly, Tinker Bell never mentions needing to believe to save her, just clapping appears to be enough.
* Despite being bisected by Kylo Ren, some fans believe that Snoke may have somehow cheated death.
* Despite being blatant American stereotypes, Androids 13, 14, and 15 from the
* Despite being born and raised in the bowels of a ship three million years into deep space, Cat from
* Despite being by far the most feeble of the trio, Edd can often perform amazing feats with just a few calculations and some
* Despite being Catholic, Rahne doesn't seem to have any problem with being romantically attracted to Dani. Notably, she confessed to masturbating in the chapel booth, a somewhat less serious sin in Catholicism.
* Despite being comprised almost entirely of men most of the time, women can and have been very successful in catch fetiche leagues found in The Democratic Republic of Congo. One doesn't even need the fighting skills of an active military soldier like three time champion, double Kasa Vuru and Kin Ouest champion Miss Marth to be successful(though it certainly doesn't hurt). Since some leagues allow, or at least have divisions that allow the use of drugs, both to enhance one's own performance and to hinder the opponent's, since some divisions allow the use of an
* Despite being comprised of two individual crews, the Straw Hat and Heart Pirate Alliance is quickly becoming this after
* Despite being considerably larger than Judy and of a predator species, Nick is much less physical and leaves most of the fighting to her while relying on his wits. Justified in that Judy has received extensive physical training to become a cop while he has not.
* Despite being constantly reminded that they were going to Chile, Season 16's Jordan (the female one) proceeded to request tickets to Santiago,
* Despite being criticized as simplistic by more "experienced" CCG players, the
* Despite being dead for years at the beginning of the series, we learn a lot about Stephen Herondale through recollections and his relationships with other characters.

* Despite being described as "loud and boisterous", Pouks never speaks in
* Despite being entirely bloodless and its violence nearly entirely slapstick,
* Despite being extremely short-lived, the Anabaptist Dominion of Munster is the only example
* Despite being First Lady of the United States from 1993 to 2001, Secretary of State from 2009 to 2013, and the first female candidate to ever win the presidential nomination of a major political party, Hillary Clinton will most likely be remembered for losing two presidential elections that she was heavily favored to win. Widely viewed as the overwhelming favorite for the Democratic nomination in 2008, she lost a bitterly contested primary to then-Senator Barack Obama of Illinois, who went on to win the general election by seven points. She did win the nomination in 2016 despite an unexpected challenge from Vermont Senator Bernie Sanders, and went on to face upstart businessman Donald Trump in that year's general election. While polls were somewhat volatile throughout the fall, a Clinton victory was almost universally expected. On election night, however, Trump won several swing states and defeated Clinton in the Electoral College to win the presidency. In a crippling (or hilarious, depending on your perspective) side note, she DID win the popular vote in both contests, but her inefficient delegate structure in both the 2008 primary and the 2016 Electoral College locked her out of the prize both times. As a result of these consecutive losses, Clinton's future as a major political figure was near-completely destroyed even among her supporters. Most political analysts nowadays have abandoned the prospect of her running again, and even if she did attempt another presidential campaign, it's highly unlikely she'd get anywhere near as far as in 2008, much less 2016. Her defeat as a relatively moderate Democrat in the general election also meant that support for further-left candidates like Sanders was only galvanized among younger, left-wing Americans.
* Despite being frequently demolished by the Covenant, the human military is considered this by the Covenant's Elites — after all, it's tough to fight a war against hordes of technologically and physically superior aliens led by 8-foot tall Elite warriors who can give a tough fight to the
* Despite being from the same magical world as everyone else, Gourry from
* Despite being generally poked at by the other branches, a friendly air force tends to be considered this when the birds come in to start
* Despite being given more freedom in slicing people up than in the animated adaptations,
* Despite being helpless in combat and painfully knowing it, Sulia Gaudeamus keeps going on and doing her best to help Terry, Joe, Andy and Mai stop her evil brother, Laocorn, and save him from himself.
* Despite being in her early to mid-twenties, Sophie knows almost nothing about sex. Her mother Appollionia actively prevented her from interacting with the strippers and other performers, and her few social contacts (Appollionia, Jonesy, Samson, and Libby) are very protective of her and actively discourage attempts to explore her sexuality. Although she dated Jonesy prior to the start of the series, their relationship was not sexual and she remains a virgin until the incident during the dirtstorm with a man she knew was probably married. It is subverted particularly brilliantly when
* Despite being in mysterious competition with one another, the members of the SOS-dan in
* Despite being jetblack in coloration, Shadow ships glisten when hit by light. The Whitestar, a Vorlon-Minbari hybrid, is also quite shiny. And of course, Babylon 5 itself (specifically the rotating sections) are probably sprayed with chrome as they also sparkle when lit.
* despite being known during his own time for being fair and merciful.
* Despite being lectured about the sinfulness of crushes, dancing, and fashion, the protagonist of
* Despite being made by Nelvana, a company known for more kid-friendly shows such as the
* Despite being made of troll intestines at one point, Slan of the God Hand is

still pretty hot.
* Despite being made to look like a weak, sniveling, pathetic coward outside of matches,
* Despite being marketed as 'boy's toys' in the 80s, there is a noticeable demographic of older female fans who first got into te
* Despite being more known for his physical play and fighting, Kevin Westgarth (like Parros) graduated from Princeton. During the 2012 lockout, he became a representative of the NHL players and assisted with getting a new collective bargaining agreement worked out.
* Despite being much-hyped as a Doomsday Device, the All-Purpose Steam Powered Tinker Tank in the first game has little defense against Shantae since the Tinkerbats had apparently forgotten to install anti-personnel weapons on it. The only way it could damage the Half-Genie heroine is if she falls on the tank treads or stands in front of its two steam vents, both of which are trivial to avoid since she has the
* Despite being of the New Japan mold, helping form the shoot fighting
* Despite being on Cartoon Network, the latter show also has the style of various
* Despite being one of the heroes, Minoru Mineta is more reviled by the fandom than any of the villains. He's a shameless pervert who constantly makes unwanted advances on his female classmates, though usually not doing anything more than spying on them and making lewd jokes. At one point, he even goes so far as to make a pass at
* Despite being one of their most iconic songs, "It's My Life" maxed out at
* Despite being one of the major villains who most directly impacted the universe and the lives of several main characters, there is little known about Frieza. We don't even know the name of his species. From the little supplemental materials we learn that Frieza and his family are mutants who are born ungodly strong among their race and are also unnaturally cruel. And that's about it. His relationship with the Saiyans isn't even clearly defined.
* Despite being one of the most celebrated writers of the 20th century and having written books about some pretty heavy topics,
* Despite being one of the most downloaded mobile games out there, people seldom actually discuss
* Despite being one of the most influential and important artists in Jamaican music,
* Despite being one of the most opinionated and argumentative party members in the game, Fenris from
* Despite being one of the most powerful beings in existence, doing battle with Kain in
* Despite being one of the most realistic representations of battlefield tactics in the gaming industry,
* Despite being one of the only characters mentioned in all three parts of
* Despite being one of the original iconic races, complete with their own lord right from the first print run, merfolk ended up taking something of a back seat to land-dwelling creatures like elves or goblins, culminating in no more being printed at all after the
* Despite being one of the series' strongest fighters, Saruhiko Fushimi from
* Despite being only built in the mid 1985 and only consisting of two lines, the
* Despite being on parole and having to perform a standard urine test, Maurice turns to drugs seemingly without even thinking about trying to trick the test.
* Despite being perhaps their best known song, "Love Song" was only a smash hit in the United States. In the band's native UK, it missed the Top 10 and peaked at #18. In pretty much every other country where the band was a consistent chart presence, it was outpeaked by another
* Despite being planned as the Jacks-of-All-Stats for the Good Side and the Evil Side respectively, Crash Bandicoot and Dr. Neo Cortex, who are shown with balanced stats in top speed, acceleration and turning, actually are
* Despite being popular with girls and held in respect for his skills. Sasuke is not close to anyone, even before his family's massacre as the flashbacks to it

show. Sasuke didn't hang out or was close to anyone outside of his family. This worsens as the series goes on due to Sasuke's
* Despite being practically the patron saint of savvy, Tarquin has one major weakness.
* Despite being primarily Lupin's shtick, the other characters are perfectly capable of pulling this off, even well enough to fool each other. One
* Despite being published in 1911, the book has even more different hominid species than the film, all coexisting on a vaguely Eurasian setting. At the time it was only known that Neanderthals and
* despite being Quirkless while declaring that he's got absolutely no potential as a Pro Hero. While he eventually finds another school willing to take him in, all his work to get into U.A. came to naught.
* Despite being quite the trouble maker and all around annoying, Peri from
* Despite being raised in an Assassin compound, Desmond Miles, one of Altair's modern-day descendants, didn't believe their stories and thought his parents were crazy conspiracy theorists. He ran away around the age of sixteen and was living a mundane life before being abducted by Abstergo and discovered everything he was told was real.
* Despite being rated as TV-14 on every other streaming service (as well as Viz Media's DVDs), the show carries a TV-MA rating on Vudu.
* Despite being rated "PG", and having lots of childish humor, the movie version of
* Despite being regarded as one of the best Disney movies of the past few years,
* Despite being replaced by Kenny James as the voice of Bowser sometime around the late GameCube/early Wii era, his previous voice actor Scott Burns continued to provide Bowser's voice in various games afterwards such as
* Despite being semi-flatchested, Himegami is considered one of the hottest girls at the academy. Her fanclub repeatedly goes on about how much they love her body, including her
* Despite being set in a far future and the despite the fact that Richard Nixon and Spiro Agnew have been dead since the 1990s and Henry Kissinger is no longer politically active, the series keeps poking fun at these politicians from the 1970s, as if there haven't been other mockable politicians around ever since.
* Despite being set in New York and showing Toronto's skyline, much of
* Despite being squires captured in battle, Willem and Martyn Lannister seem quite innocent in their concern that Robb Stark might actually turn into a wolf and eat them.
* Despite being strong in his own right, Kara becomes this towards Danny in TMDDF: Danny and Kara after he chooses her as his perfect match
* Despite being the leaders on the opposite spectrum for talent, Agon and Hiruma are an effective combination. Agon who runs on pure reaction is complemented by Hiruma who runs on pure mental ability. Despite their hatred for each other, they work extremely well together.
* Despite being the man Ajax hates most and whom he attempted to torture and kill, Odysseus is determined to convince Agamemnon and Menelaus to allow him burial rites and not carry on their grudge in
* Despite being the most obviously muscular of Team Bucciarati, Leone Abbacchio is the only member of the group that has a Stand not designed for combat.
* Despite being the penultimate plot-mandated Summon Spirit to obtain, the battle against Luna and Asuka. They are fought only
* Despite being the primary antagonists, they are unique in this respect. The Earth Kingdom army has few if any women (nothing is specifically stated, but none of the shots of their armies seem to involve women fighting). The Northern Water Tribe explicitly forbids women from fighting, much to Katara's annoyance. And, before the Air Nomad Genocide, the air temples were also segregated (Eastern and Western for females, Northern and Southern for males, though this is more likely due to their Buddhist inspiration than sexism). Zig-zagged for the Southern Water Tribe. There are also plenty of non-bending women who are fighters, namely the (exclusively-female) Kyoshi Warriors.

* Despite being there being a roughly forty-year age gap, Warren Worthington III and Sean Cassidy have this kind of relationship, with an edge of
* Despite being the site of a violent battle prior to a thousand years of neglect, all the traps and secret passages of Celestia and Luna's old castle still work in
* Despite being the title character of the franchise, Princess Zelda makes no appearance in
* despite being told by almost everyone that he must kill Fire Lord Ozai, merely takes away his powers.
* Despite being very influential in launching all-female bands and originating
* Despite being violently killed along with his teammates, Doop turned up alive in
* Despite both being major characters with top billing, Professor Xavier and Mystique never seem to directly interact with each other in the original trilogy, and they never give any indication that they have a history... which is odd, since
* Despite both of them betraying their previous boss Natsuki☆Taiyo, Kyoko Kimura was the good boss to her Monster gun that was seeking to knock over World Wonder Ring STARDOM and Act Yasukawa eventually became one after she joined and usurped Kimura, to the point Kimura still served her willingly and
* Despite carrying an airsoft gun, Mion doesn't have use weapon. She generally uses hand-to-hand combat instead.
* Despite causing the Bidocalypse and being sent back in time to Set Right What Once Went Wrong
* Despite claims otherwise, no one at Disney has said that Lady is in heat during
* Despite clearly dying in the movie, Dr. Nick still continues to show up in the series.
* Despite coming from 1999, Fry's favorite music and video games are mostly from the early to mid-Eighties (although this would line up with his childhood years, in keeping with his general
* Despite common belief, a blue moon is really the third moon in a four-moon season, not the second full moon in a month. It is
* Despite complaints that the show's depiction of nonbinary people (Steven's fusions and, according to
* Despite continuing with, and even improving upon, the high production value of its predecessor
* Despite critical acclaim and a dedicated cult following, New Jersey garage-rockers
* Despite critical raves and an audience whose demographics would have today guaranteed its survival, ABC did everything they could to kill
* Despite Dave's contention, his bro Dirk, for all his badass heroics, appears to be either the Lancer to Hero Jake or
* Despite decent ratings and being one of the best reviewed science-fiction shows
* Despite depictions in many US WWII propaganda films Japanese grenades required a good rap on a solid object (usually the soldier's helmet) to compress a spring and initiate the impact igniter. The pins were there to lock the mechanism and prevent the spring being compressed accidentally.
* Despite despising Lance Armstrong for his foul play, Babe Ruth genuinely congratulates him for beating cancer.
* Despite early fears due to Teyon, a Polish studio previously responsible for the much-reviled
* Despite enabling The Liberators to conquer the United States, Loki doesn't seem to have any real goals of conquest of his own aside from screwing with his brother and shiggles.
* . Despite everyone's attempts, Sarutobi finds out and slaps a massive fine on Anko while making her Naruto's tutor for the next several months. He notes that the only reason Anko is getting off so lightly is that Naruto was unhurt.
* Despite every other male dragon being able to easily sire eggs with female dragons, even those of other breeds, the titular character, Temeraire, notices that despite mating with many dragonesses, and the British government's high hopes he will sire offspring with the "divine wind", he seems infertile.
* Despite everything, Okinawa almost breaks him: he nearly starts a fight with

Sledge, who's probably the person he's closest to, and it's only after Peck climbs up on an exposed ridge and fires at the enemy and Hamm is shot saving him that he seems to go back to his usual self. Even then, there's still a slight change in his demeanor.
* Despite feeling sad and lonely, Lucy cannot initially cry when she loses her father. She speculates if it was a result of her father often treating her horribly, until they made up somewhat. Then when she finds out that he has been sending her birthday presents the last seven years, paid her rent so she didn't lose her home and actually loved her all along, she breaks down crying.
* Despite female samurai and daimyo being not just allowed but commonplace in
* Despite fighting all manner of demons, devils, and monsters on a regular basis, Dante finds it hard to believe that Kasumi and her family are real
* Despite fighting monsters of all kinds for a living, the Winchester brothers from
* Despite frequently fighting and squabbling with her, Gamora manages to be this to Nebula, especially towards the end of
* Despite generally being well liked by casual fans and smarks alike,
* despite) genuinely doing everything he could to help the female victim (as in, really trying to help instead of simply wanting REVEEEENGE).
* : Despite genuinely falling in love with Cornelia, Phobos is not at all interested in changing his ways. In her P.O.V chapter, Cornelia admits it's strange how she prefers him being honest in his cruelty than faking kindness just to get her to like him.
* Despite giving him more credit than he initially assessed, Infinite says Sonic isn't worth finishing after they fight in
* Despite giving the heroes a fair chance to prove themselves, circumstances or bad luck have led to the heroes' inability to provide sufficient proof of their claim, and the authority figure ultimately refusing to help until better proof can be provided. This usually comes with a sympathetic explanation that they want to help, but that it would be unreasonable of them to spend so much money or to put others at risk without sufficient proof of the necessity of the action.
* Despite giving up in the end, Dien Bien Phu rightly belongs here. The casualties suffered and inflicted by the core battalions in this "Hell in a Very Small Place" before finally surrendering were appalling. Some of the Para and Legion battalions were down to 25- 40 walking wounded, and no unharmed, at the end from their supposed strength of 600-ish. Yet even on the last day, they would counterattack enemy full-strength battalions when they lost a position, and succeed! CMoA from the most Badass Army of its time (the French Paras). You could add Stalingrad as well, both the German attack on it and the Cauldron itself.
* Despite going through torture, graphic violence, and emotional trauma, Nala remains exceptionally beautiful throughout
* Despite guns, knives and trucks being ineffective against Shizuo, as it turns out, pens work. Somehow. He also is just as vulnerable to suffocation as anyone else.
* Despite hard evidence, football player Matthew Barnett was acquitted of raping Daisy Coleman because his grandfather was a state Senator.
* Despite having a debut to feature animation that most studios could only dream of (a box office hit and one of the few non-Disney/Pixar films to win the
* Despite having a large number of well-known character and a fast-paced narrative, the action/drama series
* Despite having a massive following among those who are already fans of series like
* Despite having an entire space station the size of a city to work from, Detective Werner of
* Despite having apparently unlimited power over sleeping people, Freddy Krueger of
* Despite having barely survived an apocalyptic war at some point, the world in
* Despite having been described in-universe as the most hated god on Mount Olympus, it's revealed in

* Despite having been there from the start, Pharaoh Atem himself is this to an extent; he and Yugi only really identify as entirely separate characters to each other. Ishizu and all the major antagonists (except Pegasus) act as if there is only Atem, while everyone else acts as if there is only Yugi.
* Despite having been Trucy's friend since infancy, Athena Voss(not to be confused with
* Despite having Britain in the setting, Marvolo Gaunt and his son, Morfin, are Rowling's presentation of this trope, as shown in a
* Despite having come to the elite Beacon Academy to train to become some of the world's top Huntsmen, when Team CRDL is attacked by a giant Ursa, they don't attempt to fight it. They turn tail and flee, abandoning Cardin and Jaune to face the monster alone. Cardin cowers in terror when the Ursa disarms him, leaving the combat novice, Jaune, to face it alone.
* despite having completed the impossible mission, killed some eviler-than-thou baddies and earned his family's freedom, the Federal agents come to kill him anyway and the Playable Epilogue
* Despite having four (or five to six depending on the game) types of melee weapons,
* Despite having fun at his expense, the orcs are very respectful of "
* Despite having generally low levels of technological development, genetic engineering in the world of
* Despite having given her several of her own traits, author Colleen McCullough disliked the heroine Meggie Cleary of
* Despite having had what most would consider a traumatic life, Phoebe is usually very throwaway about it, even using her mother's suicide to get the last muffin.
* Despite having its roots being in realistic martial arts, not even Japanese pro wrestling is immune to this phenomenon, and it is even believed to be a source/inspiration for this showing up in the American indy scene. Partially it comes from a lot of Japanese promotions employing a psychology an American fan may not immediately understand, like rapid exchanges of high impact moves (as opposed to reeling after one or two), constant transitions between submission holds (rather than locking one in as long as possible), simultaneous adrenalin surges punctuated by
* despite having just gotten their asses kicked, Tweedle hurls him through a window of their zeppelin and orders an immediate landing, an edict which nobody present is in any mood to defy.
* Despite having much more reasonable ambitions than an entire galaxy, the United Earth Directorate of
* Despite having no animals involved this time, the trope was also played here. When Dr. Bender and his son stole Chip Skylark's teeth, Chip couldn't speak properly and Chet Ubetcha somehow assumed Chip was trying to tell about a boy down at a well.
* Despite having no newspaper or magazine to report to after the first ten minutes of the game, Jyoji Hijiri of
* despite having no proof or evidence to back up that thought, and dealing with perhaps dozens of species who are unique in their own way as well, very few of which engage in such a practice themselves. It can be extrapolated the turians suffered a massive ass chewing over it.
* Despite having not yet even formally ventured into space, the Fenachrone from the
* Despite having one of the biggest body-counts in action movie history,
* Despite having only a small amount of screen time, Guzma claims to have never been defeated in a battle (
* Despite having only had one face-to-face conversation, there are a lot of fans of
* Despite having originally been built 130-odd years ago by the time of the game, the
* Despite having originally called him an "asshat", original character Aiko Uzumaki ends up developing this for Kakashi in

* Despite having professed hating him not too long before, Lelouch makes a point of burying
* Despite having the technology to lock and fire on an enemy beyond visual range,
* Despite having three theatrical sequels and four DTV installments to its name, the first
* Despite having wings, Druddigon is not a Dragon/Flying-type—it's just a Dragon-type and doesn't have Levitate.
* Despite her age, Lady Lyanna Mormont proves to be just as fierce in person as her written words to Stannis indicated. This is a girl who can shame an entire room full of northern lords three times her size and age.
* Despite her aspirations to become an investigative journalist, Alya has a bad habit of presuming that her initial conclusions about a situation are right. This makes her a
* despite her boyish looks — while not unattractive, especially during her softer and friendlier moments — is plainer, with harder features.
* Despite her claims to how she has no outstanding skills whatsoever, as the first episode demonstrates, Cocoa of
* Despite her mental illnesses that make her believe that she's unstable, Zia is shown to be one of the more dependable characters in tense situations. When she finds a group of students attempting to break out the school- without even bothering to check the emergency exits first- she calls them out for overreacting. She does so again when the group jump to killing Benjy now that he's
* Despite her parole limiting her to non-lethal tranquilizers she often went on patrol with actual bolts and tried to kill both Grue and Skitter.
* Despite her reign being a byword for elegance, Britain's Queen Anne was reportedly fat (also ugly and unhealthy).
* despite her seeming confidence, she's actually too insecure about her own flaws to do anything but play games. Upon seeing the Little Red-Haired Girl for the first time, she breaks into tears believing it impossible that anyone would love herself in comparison.
* Despite her small role, Gabrielle reveals more information than the previous two characters combined.
* Despite hiding his face and body well, Bandit Keith still frequently uses his catchphrase (...in America!) while disguised, and still uses the same deck (but to be fair, seeing as how he was a regional champion, it could have easily been Netdecked to hell and back).
* despite him being a greedy cheapskate of the GameCube game she even wanted to take him out for some banana parfaits at one point.
* Despite him playing a "perfect game" on his first season, J.T. Thomas has gained this status after making
* Despite his abrasive personality, stalking tendencies, and overall dangerous nature, Bella of
* Despite his age and vow of celibacy, Grand Maester Pycelle has no qualms hiring prostitutes and offering free "medical examinations" to young handmaidens.
* Despite his American accent, Commander Sinclair is a subversion: he is from Mars and actually considers himself ethnically British (his ancestors were
* Despite his best attempts at persuading everyone on how the gang is a shell of its former self, Dutch and his loyalists refuse to listen and Arthur realizes the old Dutch isn't coming back. Dan would then announce his departure from Rockstar not not too after the game launched.
* Despite his best efforts (including no fewer than three prior attempts) Sharpe's killing of Hakeswill isn't a case of this. When he finally rids himself of the loathsome sergeant, it's by administration of the coup de grace after a firing squad didn't quite finish the job of killing the now convicted deserter.
* Despite his "Big Blue Boyscout" reputation, Superman is willing to tear straight through any laws in his way if lives are on the line. He'll also willingly turn himself in afterward.
* Despite his claims of prowess with the "lady-types", Strong Bad from
* Despite his clear disdain for Beavis and Butt-Head's disruptive behavior, there

are many instances where Principal McVicker is shown to be almost as amoral and conniving as they are. For example, in the episode "Wet Behind The Rears", Beavis and Butt-Head are showering in their underwear after gym class. Suddenly, the fire alarm goes off, and they are forced to get out before they can put their clothes back on. Cue the rest of the school pointing and laughing at them and the grand revelation that the fire alarm was deliberately set off by McVicker and Buzzcut to humiliate Beavis and Butt-Head.
* Despite his clear misery over his baldness, Homer has never bothered with wearing a toupee. This is parodied in one episode where Mr Burns and the Rich Texan are engaging in a scavenger hunt, one of the items being "Homer Hairs". After both of them pluck off Homer's remaining hairs, Homer runs into a nearby hair saloon and buys a wig
* despite his expulsion from the school being a result of a frame-up and by refusing to join it manages to be considered one of Isles most powerful witches. Hagrid quickly becomes a side character compared to other mentor figures in Harry's life, while Eda becomes the mentor and mother figure to Luz and the secondary protagonist of the whole series.
* Despite his extreme hatred for the so-called "great" films he reviews,
* Despite his family having dealings with the Mafia, and being surrounded by the supernatural and
* Despite his hatred of humans, Starscream is genuinely respectful towards Schneizel, not only because the latter can get a job done, but he’s essentially the former’s human counterpart. Both wish to lead their respective factions and are willing to go behind their current leaders’ backs to amass the power and support needed to usurp them.
* Despite his history with the hammer, when Mjolnir accepts Jane as its wielder after its restoration, Thor assures her that she can keep it.
* Despite his millions of views and his 3.1 million subscribers, nearly nothing is known about
* despite his own misgivings, his junior teammates actually greatly valued him.
* Despite his own mixed feelings about the film's Disneycember review of the film, seeing it as obnoxious and taking umbrage at the review calling the film a half-assed, uncreative effort. Co-director Will Finn, while nowhere as vocal about it as Sanford, likewise disliked the review for similar reasons.
* Despite his pretenses of restoring the family name and dreams of being a conquering hero, Viserys is thoroughly incompetent about politics and incapable of commanding an army, as noted by both Jorah and Daenerys.
* Despite his scandals and negative approval ratings, Trump seemed poised to win a second term given the good economy and historical precedent that only 4 Presidents in the last 100 years have lost re-election. The landslide victory of Boris Johnson's Conservative Party in the 2019 UK elections gave the Trump campaign further confidence that the same result would happen. However, the
* Despite his self-appointed position as the group's "Brains", Mac is an arrogant,
* Despite his threat, he apparently never bothered to hunt them down. The two of them aren't seen again for another seven years, until the brothers call them in for help with the current problem. Dean just dismissively says "We're good", having apparently decided
* Despite his victory over the British Empire, Napoleon is still defeated at some point and France eventually became a democracy just like in real life.
* Despite how deadly he is, Law is proven to be pretty damn good at the medic part of combat medic, though he hasn't been shown to use his medical expertise on the battlefield yet.
* Despite how Jerry is the head of WOOHP and technically Clover, Alex, and Sam's boss in
* Despite how many times it had been trashed by monsters, and what traumas or bizarre living arrangements the family are currently dealing with, the Summers' house of
* Despite how quickly he fires subsequent shots, the recoil is enough to make
* Despite interrogating three different suspects in three different rooms, "How to

Interrogate a Unicorn" has Otto and Oscar sharing the good cop role while Olive carries the bad cop role. Otto and Oscar are both generally amiable to their respective mummy and robot suspects, while Olive becomes aggressive towards the unicorn she's interrogating when it refuses to cooperate with her.
* Despite it being a common myth, this trope is actually averted with
* Despite it being a very political strip, politicians almost never appear in
* Despite it producing being his silliest gimmick (up to that point),
* Despite its appearance of a seemingly innocent butterfly, Beautifly has a much darker side. It drains other Pokémon's body fluids to survive. Indeed, Beautifly can learn all three Grass-type draining moves (Absorb, Mega Drain, and Giga Drain) through level-up.
* Despite its cartoonish look and its reduced scale of the Solar System,
* despite its cute, pink appearance" Pitty in artwork featuring the two.
* Despite its elegant appearance, Gorebyss aggressively chases its prey with its spear-shaped mouth into submission. After it catches its prey, it proceeds by draining the prey's bodily fluids with its mouth. In-game, Gorebyss can learn Draining Kiss through level-up.
* Despite its growing popularity, lacrosse is rarely depicted in American movies and TV, so it was notable when an episode of
* Despite its historical inaccuracies, Frank Abagnale Jr. is an avid fan of
* Despite its horror trappings, Solar City and much of the world that
* Despite it's name being very close to the US (adding a C makes it very obvious), Emmeria is Canada with a bit of the United Kingdom, most noticeable in the flag (with a star instead of a leaf and painted blue) architecture, military equipment and lore, specifically the legend of the Golden King, which shows similarities to the story of
* Despite its still-present challenge, people don't like the new abilities that give a better chance of beating bosses. The
* Despite Jerry's optimism, his first encounter with Mary does not go according to plan. Mary seems to view him with sheer contempt afterwards.
* Despite Jong-woo's boss and his jealous coworker's rude indirect (and direct) jabs at his living situation and personality in general, they tell Jong-woo he's overreacting when he justifiably gets mad.
* Despite Josh being pushed as a possible love interest for Tina (and her potentially returning his feelings) in Season 3, his return in Season 10's "Tappy Tappy Tappy Tap Tap Tap" has him abruptly deciding they're
* Despite knowing what Aerys did to Lyanna's father and brother and that he planned to have her entire family wiped out, Rhaegar still fought for his father during Robert's rebellion.
* Despite living in America for much of his later life, most of Vladimir Nabokov's works (particularly
* Despite looking down on Walder Frey (or "The Late Walder Frey") throughout most of the series, Catelyn still tearfully pleads with him to spare Robb's life, even offering herself in his place. It doesn't work.
* despite looking half as old, he frequently indulges in sexual fetishes (from frotteurism and erotic asphyxiation to zoophilia and incest and necrophilia) and strikes up conversations with women less than half his age (with many of them in high school) with the obvious goal of having sex with them. In "Peter Griffin: Husband, Father, Brother?", he finds a bound and gagged high school cheerleader in a bathroom stall, and proclaims, "Dear Diary: Jackpot!".
* Despite losing the videotape format war to VHS in 1980, Betamax tapes still managed to outlive its competitor for another eight years before being discontinued in 2016. This is especially bizarre since Betamax recorders had already ceased production in 2002, along with DVD becoming the dominant home media format a year later.
* Despite losing Tough Enough, Kenny has become fairly well known on the independent circuit as Kenny King.
* Despite many of the girls in the class believing this, they are off-put by an expression by a (clearly perverted and weird) Buddhist Monk of this philosophy in

one episode. The episode deals with different things in life being "previews" for later things, and the Monk claims that standing outside of your beloved's home is a preview for a date. His audience protests that this is just stalking.
* Despite many of their songs becoming viral hits, the only Billboard Top 40 entry for comedy troupe
* Despite many prognostications that the helicopter would mean the end of large-scale parachute operations, militaries around the world continue to deploy hundreds, and sometimes even thousands, of paratroopers on irregular operations well into the 21st century. A list of some of the more notable major paradrops is
* Despite many season premieres taking place within minutes or even seconds of the previous season finale, hair has somehow managed to grow several inches. That's why they don't film entire scenes before the season is over. That way, the audience has a summer to "forget" what the characters looked like and will accept the changes with little fuss.
* Despite Marvel's universe being populated with a number of extremely advanced alien empires, swords are still a weapon of choice, something explained by the Corsair to his sone, Cyclops - most space suits can resist blaster fire easily enough, but are susceptible to being stabbed.
* Despite Matt Groening hating this trope (it was the reason why he didn't want Principal Skinner to have one),
* Despite meeting him at nearly 30 years old, Emma has her dad wrapped around her finger and she seems to adore him just as much.
* Despite metallic technology being just as, if not more efficient than organic, the Vajra of
* Despite much warier potential targets, the overhead for spam emails or VoIP robocalling is so low, they can still be run on the dream of making money while the sender works their day job, waiting for their big payout that often never comes anymore for
* Despite near-universal praise from critics and those who played it; the original
* Despite never having been referred to as being Incorruptibly Pure, Elan is pretty clearly this, especially after
* Despite never seeing Wind swearing in the comics, it's extremely popular to see him swearing heavily in
* Despite newer games introducing Pokémon with considerable differences between their male and female forms in terms of appearance, evolutions, and even stats and movepools (Meowstic being a very good example), Nidoran remains the only Pokémon where the male and female are counted as two distinct species, because gender wasn't a statistic in Generation I and they were the only ones that varied in this regard. If they changed it, the whole Pokédex would have to be renumbered. Strangely, this also applies to their breeding ability, as female Nidoran's evolutions remain sterile up through the modern games solely because they were unable to breed in the generation that introduced breeding — despite that only being because of a
* Despite news media and realistic fiction focusing on threats of war, gang crime, terrorism, starvation, and serial killers, most Americans will die of heart disease or cancer, which each claim more lives than the sum of the next three causes of death, cerebrovascular diseases (such as stroke), chronic lower respiratory diseases, and (especially automobile) accidents. Suicide was 11th, and homicide was 15th, with every other slot filled by a disease or condition.
* Despite Nintendo publishing quite a bit of new IPs, a lot of them tend to suffer from invisible advertising - which is why you rarely see people referring to
* Despite no one counting on the Leafs passing Round 1, they still pushed it to Game 7, and were leading the final game 4-1 halfway into the third period..
* Despite not actually being very fond of Japan itself, Lord El-Melloi II from
* Despite not being able to use those powers in Impel Down (Devil Fruit users, including those recognized as allies, are restrained using Sea Stone before entering) she makes good use of this to deliver a message to Ace. (The catcalls from the other prisoners distract Magellan, and his entourage is just as frightened of him as the prisoners are. As a result, nobody hears the message Boa gives to

Ace.)
* Despite not being an actual King, the Persian governor of Caria (a culturally Greek state in Anatolia) Orontobates, also did this. When Alexander besieged the main city of Halicarnassus, Orontobates refused to leave with Memnon of Rhodes (who had been assisting him in the defense). He was killed in the ensuing melée (fortunately, before the fire set by Memnon's retreating forces reached him).
* Despite not being flat-chested, Jen is this (especially around her sister, who is much more buxom).
* Despite not being "heroes" per se, Shinigami are indispensable to the plot; they are neither permitted nor capable of sexual relationships with one another or with humans, so their celibacy is somewhat mandatory. Woe betide the shinigami that develops feelings for a human, no matter how platonic...
* Despite not being married initial signs pointed to Menat being this to Ed in
* Despite not being the protagonist and being introduced half an hour into the film, Mako Mori is often considered the most standout character of
* Despite not being typically vulgar on his show, the Critic invokes this after watching a scary scene of
* Despite not being very large compared to most states, and recognized by no other entity, the Islamic State was notable for both the rapid (but brief) success it enjoyed and its international character. In addition to all of the 'provinces' and clients mentioned above, some 40,000 foreign volunteers from around the world joined the main Iraq-Syria branch. Most came from places like Tunisia (7,000), the Northern Caucasus of Russia (4,000), Saudi Arabia (3,000), and Jordan (2,100), but they also included Sunni Arabs from western countries like France (1,800) and multi-ethnic Sunnis from places as far flung as Bosnia (400), Tajikistan (1,000), and Indonesia (700). ISIS also conducted attacks (either via formal organizations or radicalized lone wolves who 'joined' right before committing an attack) in many countries outside of the ones they actually held territory in, most infamously with the November 2015 Paris attacks and the July 2016 Nice attack.
* Despite not being what most consider to be conventionally attractive and not having put out a new album in over a decade,
* Despite not belonging to the school newspaper, Sadaharu Inui fits some of the tropes when he goes in his "data gathering" rounds, to the point of stalking his own teammates more than once just to get their reactions (
* , despite not even being a canon character in the MCU at that point, gives this involving Mockingbird. Depicted as Clint's ex-girlfriend who was reportedly very horrible to him, she gets seduced by Black Widow who tricks her into a filmed BDSM session where she's the submissive, after which she breaks up with her and uploads the video on the internet, which the Avengers, save for Clint, all find hilarious.
* Despite not giving the first toss about defending himself and subsequently being struck repeatedly by blows during the attack on Yara's fleet, Euron proves borderline unstoppable, not even slowing his pace an inch.
* Despite not portraying one of the game's eight playable protagonists, Peter Stormare is billed second in
* Despite not technically being a knight, Brienne is this in both appearance and effect, quite ironically like Sandor Clegane. Jaime has a suit of black armor forged for her in Season 4, and strictly speaking she no longer follows a master.
* Despite numerous warnings from various sources, he still failed to see Horus' betrayal coming. I guess you don't expect that sort of thing from your favourite genetically engineered son...
* Despite occasionally enters this territory, particularly in episode 8, where, despite the episode being primarily comedic, a notable feature of the episode is the sheer amount of collateral damage caused by Asuka's defeat of the Angel.
* Despite Oda's protests, the series is actually getting the closest it ever has to real romance involving major characters, with
* Despite of being the biggest heel in Memphis at the time, Sputnik Monroe is more remembered as a face because even if older male fans hated him, he was popular with the youth. He was also responsible tearing down the segregation of sporting events not only in Memphis, but possibly in the rest of the old Tennessee territory. He

was the first man to be arrested for drinking in a "negro cafe" and in fact was arrested multiple times for "drinking with coloreds and mopery", defended by black lawyers at each case. This lead to his match against Billy Wicks, who was the hometown hero otherwise, becoming the match to draw the largest attendance in Memphis ever as young and black people flooded in to support Sputnik. Rustwood park had reached capacity at 13,000 but so many people came that they broke the outfield fences down trying to get in, making the crowd close to 18,000. Once wrestling was integrated, other sports followed suit. In spite of the damage to the ballpark, there were no actual riots at the integrated shows he worked.
* Despite official sources calling him a hedgehog, many fans call Grubber a badger due to his black and white coloration.
* Despite of Marvel's changes to the genre in the 1960s, by the turn of the millennium the superhero genre was a large
* Despite often being overshadowed by them, All American Wrestling's fan base tends to have amicable relations with those of
* Despite often getting blasted off by Ash, the Team Rocket trio gets a letter of praise from Giovanni after they capture Felgrand, telling them that they got massive raises and are in line to be promoted.
* despite once witnessing Patty making out with another girl a few feet from her).
* Despite only appearing in 27 levels in Reality and 18 in Dreamworld, Toffee Tornadoes were one of the most hated blockers in the game. In their original form, they couldn't be matched with anything, couldn't be removed — not even temporarily — in
* Despite only appearing in one episode for two scenes long, complaining rants, in the span of about two minutes.
* Despite optimistic predictions, Cody never really made it out of the midcard marsh in WWE, leading him to eventually leave the company to seek his fortunes on the indies and in smaller promotions like ROH and NJPW. It was during his time in NJPW that he ended up joining
* Despite Phoebe having trained in martial arts, the third season shows auctioneer/photographer Prue surpassing her in martial arts skills she has never learned.
* Despite popular belief, pretty much all fans of professionals wrestling do realize that it is technically "fake," in that the wrestlers are enacting and portraying what essentially amount to fictional storylines and characters, but still love and enjoy it in spite of that (or perhaps even
* Despite portraying some of the worst excesses of the Roman Catholic Church in
* Despite possibly killing close to a hundred people, serial killer Carl Eugene Watts ("The Sunday Morning Slasher") was nearly released in 2006 due to a plea bargain made at the time of his initial conviction. Thankfully, evidence was uncovered of two more murders he committed. He was convicted in both cases. Watts died in 2007 while serving two life sentences.
* Despite previously working as a brother team in FCW, there have been no allusions to the relationship between
* despite protective equipment, like a stab wound in the thigh from falling over a dead tree branch or bruises on the torso (which look like bruises from a beating) from falling over a rock or stump.
* Despite putting guards in a headlock being his preferred way of dealing with them, it took until
* Despite quite a few things being removed for time and expenses, the film version of
* Despite reciprocating Roy's feelings, Edward refuses his marriage proposal until he restores Alphonse's body. Roy promises to wait for him until then.
* Despite Ron Paul being among the most right-leaning members of the U.S. House of Representatives for many years and Dennis Kucinich being among the most left-leaning, the two Congressmen and their supporters had high regards for each other, perhaps even higher than they had for some more centrist members of their own party. Both were praised for standing up for their principles even when it meant going against their party, and they were frequently the only members, or among the

very few, to vote against a measure that passed the House nearly unanimously.
* Despite Rumble being an arcade feature at the time, the controller design coming from the Vectrex, the sticks coming from the Atari 5200 (historically, the first games system with analogue joysticks), and connectivity coming from the Dreamcast. Nintendo rips something off, Sony does it twice.
* Despite rumor, your dog or cat cannot die or permanently run away. The manuals specifically mention that your puppy will not die.
* Despite running for more than three decades and being quite popular,
* Despite running through the jungle and fighting wild animals while wearing nothing more than a
* Despite seemingly overwhelming evidence, many fans refused to accept the deaths of Euphemia, Jeremiah, Shirley, and Nunnally. Interestingly, Jeremiah and Nunnally actually
* Despite Shinobu being appointed as Hashira after her sister's death, Kanae Kocho's style of combat was actually called
* Despite showing up in countless parodies, the exact exclamation "Snake? Snake? SNAAAKE!" is only heard once during a
* Despite Sokka's sexist leanings toward the beginning, his sister Katara was the only other member of the Southern Water Tribe in his age group, and it shows. He's often seen with his hands on his hips, he's concerned with things like his belt matching his bag, and shopping always cheers him up; he even does the little fast clapping and yelling "Shopping!" He also wore a full-on dress and makeup in "The Warriors of Kyoshi".
* Despite some nudity, drug use, mild profanity and frightening images, and the fact that it is decidedly
* Despite some of the questionable choices Cartoon Network made in the 2010s, greenlighting
* Despite some seriously unflattering portrayals of local life in Hawaii, extremely low budget, and some stale acting with bad timing,
* Despite spending at least half of her career as part of the hostile occupying
* despite spending the first three years of her life with only her parents for company, their daughter Aki makes more friends on her first day of school than either of her parents ever had.
* Despite spending time as a child prostitute on the streets of New York City,
* Despite spiders being portrayed as nightmarish beasts to bugkind in this world, there are two notable exceptions; a friendly spider in the
* Despite starting on what should be a sweltering July morning in America, Connie's USA Today has a weather map that's closer to mid-winter.
* Despite taking inspiration from a very isolationist period of history, Kimura Monster gun did not lose it's cosmopolitan tendencies after being turned into Oedo~tai. The two groups have featured not just Japanese but also a German, residents from Spain, the UK and USA of varies pigments and identities and two Mexicans, all unified in taking over World Wonder Ring STARDOM.
* Despite taking place both in a jungle-esque environment, and in caverns the
* Despite taking place either on Earth or in a space military setting, the main
* Despite technically being predated in publication by Superman, the Ur-Example for the
* Despite that moral code, Ruby can't resist photographing Dillon teaching Ray the art of kissing for acting purposes. She later nervously admits to this, and is pleased when everyone just tells her that she has a good eye for such photography — which is typical of most of the cast, and amusing from Ray himself, who would do anything to get on as an actor.
* Despite that most cartoon studios were in decline during this decade,
* Despite that not making narrative sense, as Claire's superpower was a
* Despite that the attempt on his life had led to a cardiac arrest, and later required a colostomy, which had to be undone later so he could still function.) It was the first thing he did after he got out of the hospital.
* Despite the above, many asteroids qualify as shattered worlds since it's thought they're the remains of larger ones destroyed on impacts with others. Such an

example is the asteroid
* Despite the above, the supreme leader of the Black Legion, Abaddon the Despoiler, had been much more of a Warrior than a Soldier in past rules editions. He is arguably the most powerful close-quarters combatants in the game,
* Despite the actions of the Reapers, some races manage to leave behind signs that they didn't go down without a fight. At one point you're being sent to the corpse of a dead Reaper to retrieve technology. How did they find it?
* Despite the amount of violence within the show, in every series of
* Despite the antagonism between the gods and the giants, there were at least three gods who were also giants. Skadi blackmailed her way into the Vanir/Asar, but ended up staying loyal (despite the marriage she'd extorted falling apart — she became an official lover of Odin instead), Loki hung out so much with his Asar pals that Odin adopted him as a brother, and later went bad. Gerd was goddess of sex and Freyr's wife.
* Despite the arc being drawn by what's often considered the series' best artist, the
* Despite the attempts to avert this, Helen's hair when they first land in the water after
* Despite the author's claims, the Serbian mafia does not follow the Russian thief code. The Russian thief code (Vorovskiy zakon) is in fact a series of extremely strict rules established by
* Despite the aversions in the films, this is played very straight in
* Despite the backstory not being revealed until, well, the final act, the main villain of
* Despite the ban on steroids and other performance-enhancing drugs during the Olympics and such, there are occasional (true or false) accusations of drug use. That top level athletes under government sponsorship (and scrutiny) can get drugs leads some to suspect it was the government themselves (or a suitably plausibly deniable agent) who give the athletes drugs.
* Despite the change in locales, things definitely haven't improved in the sequel,
* Despite the chief antagonists of the series being animatronic robots, the
* Despite the class system where anyone can have healing abilities, the story treats Mia and Piers as the healers of the group due to their natural affinity with the Mercury (water) element.
* Despite the comic's chiefly male readership (and target demo), Dick Grayson/Nightwing is well known as a draw to the series for women, and sales figures for
* Despite the common interpretation, not once in the Bible does it mention that the angels sent down to Earth (e.g.
* Despite the critical backlash and poor reception from hardcore fans of
* Despite the crossover nature of the story, the only characters who actually appear in
* Despite the Doctor saying otherwise, Captain Janeway suffered some remarkably mild-looking fire injuries in the episode "Year of Hell" (even her famous red hair is intact). Ironic given the
* Despite the doctors making a huge mess and accomplishing nothing, the patient exclaimed, "I feel much better now!" at the end.
* Despite the edited 4Kids version being officially rated TV-Y7-FV on TV, the edited volume DVD releases were all rated TV-Y.
* Despite the effort Shigeo puts trying to become someone his longtime childhood crush might be interested in over the course of the series,
* Despite the emphasis on survival and limited provisions, specific scenes where you're required to use a specific gun, the game will quietly give you unlimited ammunition for it to ensure the segment isn't
* Despite the emphasis that the branch campus is more militaristic than the main campus was when Rean attended, the attitude of the students still doesn't seem appropriate for a military school. During Panzer Soldat training in Chapter 1, Ash steals the Hector
* Despite the ending of the last numbered title, in the secret ending for Kingdom

Hearts: Birth by Sleep
* Despite the expense of new kits, this has been phased out as newer kits are often priced depending on their weight and complexity. Kits like the 00 Qant and the Unicorn Gundam are hot sellers but they are priced according to how much plastic is in those kits. On the other hand, large kits like the Sinanju err to the more expensive side.
* Despite the fact that an entire palace with hundreds of occupants was literally erased from reality (and time, by several hours), many fans refused to believe that
* Despite the fact that animals can technically be zombified, a Necromancer can make zombies more powerful based on the "footprint" left by the corpse. Humans and older corpses in general have deeper (and thus more powerful) footprints, so the ones used by the necromancers in
* Despite the fact that Diana is no older than 12 when the story starts and emphasizes compassion, she's also notably
* Despite the fact that floppy disks and the old "dumbbell"-shaped phone receiver have both been obsolete for over a decade now, both are still used as icons for "save" and "call/telephone," respectively, because they're recognizable. (Even to kids and teens who
* Despite the fact that for years, they were the only superhero team in Los Angeles, the
* Despite the fact that he is not nearly as malicious as Cartman, Kyle Broflovski has proved to be less sensitive than Stan and has had several moments where he has proved to be cold, callous, and willing to do reprehensible things, especially when his
* despite the fact that he's dying. Hawkeye is more sensible - and fortunately, so is the officer that comes later.
* Despite the fact that he's supposedly a best-selling and award-winning novelist, the extracts from Usagi's
* Despite the fact that he was twenty years old, Dennis' mother anticipated that Brandon would do this to their son when the boy waited for his father to return home from the castle so that he could show him what he had found in the ash bucket. Fortunately, Brandon took the evidence seriously.
* despite the fact that his orders had been continually subverted by his overseeing Prophet, starting a chain of events which eventually led to the dissolution of the Covenant itself.
* Despite the fact that it purports to have at least something to do with reality, the hit U.S. boxing show
* Despite the fact that many people do not like copying of styles, some artists actually
* Despite the fact that most major cities have been vaporized, TV news is still being broadcast in
* Despite the fact that nearly everyone else uses machine guns and other firearms, Chane Laforet of
* Despite the fact that Oberox has no native species, its key location as an armory makes it a flashpoint for anti-Irken resistance groups from around the galaxy to gather and fight against the local Irken forces running the place.
* Despite the fact that Pete's been saying that he's wrapping the strip up since 2007, the main characters haven't gotten any closer to defeating HeretiCorp or Oasis, or figuring out the mystery of Oasis since 2009. The gang has looked like they were about to get somewhere with this multiple times, only to go off on one diversion after another.
* Despite the fact that she is working with the Mayor at the time (and accompanying him at that particular moment), Faith throws a knife in Wesley's direction...which kills a rabbit-sized spider that was near his head.
* Despite the fact that the existence of Time Travellers, ESPers and Aliens in
* Despite the fact that the games are set in events central to Jewish history — the Crusades, the Renaissance, the French Revolution — none of the major games feature Jewish NPCs or supporting characters in any of the playable main and side missions, with barely any mention to the institutional and systemic

anti-semitism operating in this time
* Despite the fact that their constitution explicitly prohibits militarization, Japan's "Self-Defense Forces" are in the
* Despite the fact that there are rare, futuristic, and powerful laser and plasma weapons, often the best weapons around are still a good old-fashioned revolver, hunting rifle, or assault rifle, which have plenty of ammo lying around.
* Despite the fact that the show deals almost exclusively with identifying and capturing criminals, versus the trial and conviction process, plea bargaining does pop up a few times. Typically, they've been caught red-handed (or almost red-handed) but they have some other bargaining chip to play, either a hostage in a remote location only they can find or some other information like the identity and location of their former victims' bodies. This is never used to negate the sentencing entirely, just to get a better deal. For example, one particularly slimy unsub wanted a life sentence off the table and wanted minimum security, and the team almost gave it to him so he would reveal the location of his hostages. Then they tricked him into taking it off the table and found the girls themselves.
* Despite the fact that the USA never became a country, modern American football exists nonetheless. A football club is briefly seen in
* Despite the fact that three of his four would-be lovers are gorgeous girls who literally throw themselves at him and make it quite clear they want sex, Ranma never lifts a finger, and gets extremely distressed during intimate-seeming moments - either nervous if it's Shampoo, Ukyo or Kodachi, or very shy if it's Akane. In his case, it probably has to do with a combination of his feelings for Akane and his general inexperience with romantic love.
* despite the fact that we never saw her train in hand-to-hand combat.
* Despite the fact they are adults, Tom Chamberlainn is played this way in
* Despite the failure of the Bull Moose movement, most of its adherents threw in their lot with the Democrats after Franklin Roosevelt - 5th cousin of Theodore - announced the New Deal policy platform in the 1930s.
* Despite the fairly informal atmosphere, Nanoha, Fate and Hayate make a habit of referring to one another by ranks while on duty, at least while in front of people they don't know well. Similarly, the incredibly professional Chrono exclusively refers to his mother by her title with two exceptions- once when he slips up and calls her "Mom" while flustered, and a second time when her refers to her as his mother in passing.
* Despite the Federation banning genetic engineering on humans, they did allow a group of scientists to design their idea of
* Despite the frequency with which he does this, at least one person is genuinely surprised, stating, "I thought that move was pure urban legend."
* Despite the gags at the beginning of first French Revolution episode, King Louis XVI wasn't always an
* Despite the game not having many furry characters, one party member — who also happens to be your very first one — and a couple of Personas are, with tht party member being especially popular with the furries. The playable character in question
* Despite the growing quality of simulated-dissection software, medical and nursing students are still expected to engage in human or animal dissections as part of their professional education. This isn't just for hands-on skill development; growing accustomed to grisly experiences and the reality of death is as much a part of these exercises as is building anatomical knowledge. Not a killing variant, but same concept: repeated exposure to death makes dealing with it easier in the future.
* Despite the infamous resiliency of moose against passenger vehicles, a collision with a loaded, high-speed 18-wheeler simply results in this trope, as is occasionally caught on dashcam footage. Applies to any animal, really, but moose get attention because of their aforementioned reputation for durability.
* Despite their cute appearance, pandas are still bears, and they will
* Despite their fierce and often ruthless battles, Battler often inspires the same respect he gains for his opponents. They include

* Despite their growing ranks, the New Band of the Hawk made up of both humans and monsters is a small but disproportionately powerful force on the battlefield. In one instance Griffith saves Mule and a party of refugees by routing 5,000 of the Kushan empire's elite troops with no more than a thousand of his own, and in reality mostly thanks to a vanguard of just a hundred warriors who are ridiculously powerful. He repeats this feat on a larger scale when he repels Emperor Ganishka's grand army outside walls of Vritannis, using several hundred horsemen to defeat a horde that's
* Despite their prominence in the original trilogy, stormtroopers are this for the Empire. Otherwise they use regular Imperial Army troopers (the dudes with the funny hats in the Death Star prison block). Oddly enough, many works in the Star Wars 'verse (including but not limited to video games) depict stormtroopers as the rank-and-file soldiers instead, with no mention of the actual troopers.
* Despite their relative benevolence, the People still tend to engage in
* Despite their small size and low level, the Kurisarimon and DarkScubamon from the
* Despite their superpowers, they still want to have a normal life during those times when they are not fighting crime or evil, and they want to keep that normal life separate from their life as a superhero. Especially if they're a
* Despite their usual splinter group not showing up, the Titans from
* Despite the issues with Games Workshop having to maintain a stalemate at least for the Imperium, if you focus on the setting itself, pieces of fluff from the Codexes and all the supplementary material, you realize this might as well be the motto of the Imperial Forces. They are faced with half a dozen threats which could single-handedly destroy them. In fact the only reason for the Imperium still existing is the fact said threats are fighting each other. If the creators of the game weren't forced to keep the cash flowing in by keeping the Spaces Marines as the victors, humans would be dead already.
* Despite the Joker knowing enough about the silliness, he does a super window jump (from a considerable height) of his own in
* Despite the kids being too young to get a job at local place Slausen's on
* Despite the loss and withdrawal from El Alamein, the campaign in North Africa continued for another six months. When Rommel ordered the retreat, Montgomery did not pursue and thus allowed the broken German formations to withdraw, fortifying themselves within Tunisia. The loss of Tunisia occurred only a few months after the loss at Stalingrad, with a quarter of a million troops taken prisoner. Soon after, the loss of Sicily was so great that the Italians overthrew Mussolini.
* Despite the mask and attitude, Japanese wrestler Rainbow Mika from
* Despite the massive gap between them, Akko herself considers Diana to be her rival and always attempts to compete against and outdo her. Diana on the other hand, never considered their relationship to be a rivalry and until
* Despite them being mortal enemies and having strong canon pairings with people of no blood-relation to them, Sam and Caine have been shipped together in the
* Despite the misnomer name, the "red" fox may come in other colors than red, such as sliver black or tawny. People may mistake these for coyotes because most people are not aware that not all foxes are red.
* Despite the more significant nations in this series having generic names that don't reflect their location/culture, many of the smaller states
* Despite the most gothic girl turning out to be the villain, the movie has a huge fanbase of goth and punk girls. Nancy is particular is regarded as one of the most memorable parts of the film; it helps that she's depicted as a more complex
* Despite the multiple British actors playing American characters throughout the X-Men movies, ironically the one British X-Man,
* despite the murderous robots, they technically fulfilled all the conditions that Marge mentioned for a great family vacation.
* Despite the name being Japanese in origin, Garamos (translated here as Galamoth) from the
* Despite the name, "black" bears can be brown, and grizzly bears can be black, making it possible to mistake one for the other. When encountering a bear,

misidentifying its species can be very dangerous because the safety measures you are supposed to take are different for each species.
* Despite the name, it doesn't really fit. The infected often initially become violent, but will then begin to work together with other infected. In the second of the two-parter that introduced the plague, Cyclonus commands the other Decepticons to retreat after coming under fire from the Autobots, and they follow his orders unquestioningly. It's more of a "Lack of inhibitions" plague than a "hate" plague.
* Despite the name, regular summoning isn’t an example, as it focuses on taking the aura (the soul) of a magical animal or fae and storing it into an object, turning it into an elemental being that can be called on at will. Incidentally, demon summoning made regular summoning largely obsolete — summons are essentially made of magic, and since demons
* Despite the name, this expression more common in canines than felines. When looking at a fox, wolf, dog, etc, any "smile", no matter how toothy, is a sign they do not
* Despite the name this is actually the only real plot element connecting the
* Despite the negative connotations behind Flanderization, it's been said that the best gimmicks are really just exaggerations of a wrestler's real-life personality.
* Despite the Ninth and Tenth Doctor's control room actually having a seat near the console (and foam crashpads wrapping the handrails), the Doctor rarely seems to ever use it and tends to cling onto the console for support whilst the TARDIS is in flight.
* Despite the number of possible pairings and the age of the oldest kids when their (step)parents first met, not just subverted but
* Despite the numerical designation of the main Marvel universe, there have been a few instances where it's implied that Earth-616 is the actual main reality that most of the multiverse spun-off from, such as in
* Despite the Oasis scenes which take up 75% of the movie being animated via motion capture,
* Despite the occasional Christian groups claiming to know when the world will end, most Christians consider trying to predict the end times to be an exercise in futility, due to Jesus Himself being on record as "sighing deeply" and saying, "Why does this generation ask for a sign? Truly I tell you, no sign will be given to it." (Mark 8:12) In another verse, He explicitly states that the coming of The End will be a major surprise for everyone, that "concerning that day and hour no one knows, not even the angels of heaven, nor the Son, but the Father only. (Matthew 24:36)" In other words,
* Despite the occasional request from modders looking to reenact the Apollo program in as much detail as possible,
* Despite the official end of the Cold War by the early 1990s, which had seen the fall of the Soviet Union and most of the other communist states, it can be argued that it never really ended. After a long pause, there have been renewed tensions between the United States, the Russian Federation, and their respective allies in the 2010s, which has become very intertwined with
* Despite the "-ology" name, the Temple of Robotology is more a loose (very loose) parody of Christianity: you promise to be good, and if you don't the Robot Devil takes you to
* Despite the ostensibly good nature of the Powers That Be, several of the main cast have a fairly low opinion of them on account of their unwillingness to actually
* Despite the page quote, the show averts this in that Aang is instantly recognized as the most important person on the planet by most people he encounters, and will react to him by either giving him respect, wanting him to complete a dangerous task for them, or attacking him on sight, and will usually result in Aang's pursuers homing in on his position regardless. This aversion is a distinctly mixed blessing to say the least.
* Despite the page quote (which was a tongue-in-cheek puppet parody of the show, itself), there was never any explanation given for why the eponymous
* Despite the Pentagon limiting people coming in, the people already inside seem

to have free reign to wander wherever they want. The Secret Service is mentioned as being in short supply but
* Despite the Plan: The plan goes horribly wrong, but the heroes achieve their goal anyway.
* Despite the potential in having very hammy villains in the Reapers, the
* Despite the prevalence of "armed intruder" and "lockdown" drills, the most deadly threat on school grounds remains the buses and cars in the parking lot.
* Despite there being a sizable amount of competition in Malaysia and Singapore, instant noodles are still referred to as "Maggi Mee" (
* Despite the rise of Mecha and Engels, tanks are still viable and effective in
* Despite these examples, the anime is also infamous for being one of the most iconic subversions when it comes to the seasonal
* Despite these joke/Easter-Egg responses, its obvious that the goal for such personal assistants is to handle, if not
* Despite the series having a gauntlet of villains who range from mass murderers to
* Despite the series's long-running theme of "Pokémon are friends, not weapons," for a long time, your Pokémon could only be used for fighting and breeding. The latter actually rewards you for churning through dozens of mons, disposing the inadequate ones, until you get one with perfect stats. There is a Friendship stat, but it rarely does anything—it triggers evolution for a handful of mons, increases the damage dealt by Return (but
* Despite the sheikh novels mentioned above, less "genre" romances often have heroes who are just one exotic (from a US perspective) quarter: Native American, Japanese, Arab or the like, but very rarely are full members of non-European ethnicities in ancestry and upbringing. There are also lines of romance books featuring Afro-American couples as well as interracial relationships; also Native Americans, in contemporary settings as well as historical, some actually written by Native authors like Evangeline Parsons Yazzie.
* Despite the sometimes terrifying enemies and morbid nature of the setting most of the
* Despite the super-conformity image the military has, the people who serve in the military (and their families) still remain individuals with distinctive personalities.
* Despite the swap, Doc Broc and Egghead are still voiced by women (Laila Berzins and Alexandra Ryan, respectively).
* Despite the technology only being a couple of years more advanced than for its forerunner,
* Despite the title, it only covers drill and ceremony, and contains no tactical instruction. Officers of the period learned to actually direct battles from Jomini instead.
* Despite the title, the Specials' "Ghost Town" is not quite an example of this, being more a social commentary about a
* Despite the Tokugawa Shogunate closing their doors to the world, the Dutch managed to get a bit of their stuff like kimonos and exotic prints. In turn, the Japanese had a thing for Dutch stuff like clocks, candy, and scientific apparatus.
* Despite the varying names, there's actually two federations in there. And
* Despite the wide variety of names available to orks, they still managed to get two bosses named Gorgutz: Gorgutz
* Despite the Wii version lacking a True Final Boss, the Nintendo DS version of
* Despite the writer's "best" attempts to avert this trope Barbara in
* Despite this always having been a large part of their characterization, the new-series version of the Cybermen do this somewhat more markedly than the Classic Cybermen "upgrading" people by converting them into more Cybermen now being their main shtick — this being the intention of their very human (until the Cybermen forcibly "upgrade" him into the Cyberleader) creator. One group of Daleks wasn't above using humans as raw materials in a similar way, either.
* Despite this (and the page quote), Space Marine Scouts wear camouflage and less bulky armor (still superior to standard flak though). Justified not only in that

they're, well, scouts, but because they're at the very beginning of their careers as Space Marines, and they don't have all the implants or bioaugmentations that allow them to wear their iconic
* Despite this being 2/3 of Batman's M.O., the Riddler's origin episode "If You're So Smart, Why Aren't You Rich?" features the Riddler pulling an epic one... sort of. He seeks revenge on his former employer Mockridge, who had contemptuously fired him when he asked for a share in the profits of a game he'd created. Batman and Robin manage to save Mockridge, but the Riddler gets away and implies he will eventually return to finish the job. The episode ends with a terrified Mockridge in his mansion, locking every door and window in the place, checking every shadow, and getting into bed with a loaded shotgun at his side while Bruce muses on the situation:
* Despite this confession, this seems to be avoided in other episodes, where Annie's feelings seem to be more genuine.
* Despite this, Gatomon, who is actually an Adult digimon, was able to take her Perfect level form of Angewomom at one point.
* Despite this, he never had any support talks with his lord, stating a more professional relationship between him and Lyn. Also, he is one of the few guys who can distract a girl from her troubles in their supports (Priscilla's conflicted feelings for Raven, Fiora's
* Despite this, in one of the strips, they have been seen as on friendly terms, post-
* Despite this, it is shown that vampires are still capable of reproduction as seen with series antagonist DIO's four illegitimate children from
* Despite this, Jefferson seems to hold this opinion towards Hamilton, initially seeing him as an easy opponent, but, as the play moves on, he slowly becomes more frustrated at Hamilton's opposition, to the point that in The Adams Administration,
* Despite this, much of the plot itself was planned out prior to writing;
* Despite this, the 1962 animated series made Krazy explicitly female, to avoid controversy.
* Despite this, the corrupt government averts this trope by immediately decrying the video as a forgery.
* Despite this, there is one character who fits the common dwarf mold perfectly, having a short stature, long messy beard, talking in a gruff accent, etc. Leo, from the first
* Despite this, the show still pushed the boundaries on occasion, resulting in the ITC (The TV regulator of the time) having to produce a PIF (parodying the show) warning people that shows prior to the watershed may sometimes include bad language, if it is justified, although it would not be a common occurrence.
* Despite this, while the anime's reputation has zig-zagged over the years, it has at least somewhat improved since the first couple of generations. The first few seasons are well loved in Japan for Takeshi Shudo's trying to make the show for kids and their parents alike, and have a very active nostalgia-driven fanbase in the West. Additionally, a greater respect has developed for the tangible improvements made to the show's writing. The Battle Frontier and Sinnoh sagas are often seen nowadays as a
* Despite Treize Khushrenada's death being used as a martyr for the Mariemaia Army and Wufei's usual
* Despite trying to act like a badass, Jo Harvelle starts out with very naive misconceptions about hunting because of drunk hunters making stuff up to try to impress her, which Dean calls her on. By the end of her first hunt in "No Exit", she's considerably shaken up and admits to Sam that it wasn't how she thought it'd be, but still thinks it's worth it because they saved someone's life.
* Despite trying to act serious and tough, Lord Hater is pretty comical at times.
* Despite trying to invade half a dozen countries at once to expand its borders and avoid an economic crisis, Belka in
* Despite trying to steal away her weapon at the start of the series, Maka saves Blair—now her and Soul's pet cat—from harm.
* , despite using a male name, is specifically stated to be of unknown gender.

* Despite using performance-enhancing drugs and shortcuts, George Hellebore in
* Despite usually being confident in her own strength, Anise Azeat's plot thread in
* Despite usually lamenting the fact that he's married to Peg, Al Bundy from
* Despite Viserys being the brains of his and Dany's attempt to reclaim the Iron Throne during his time on the show, almost all of the attention, both positive and negative, was directed toward his sister. All of the Dothraki were in love with her, and King Robert primarily focused on her when dreading their return (not that Viserys actually knew this; to him Robert was his
* Despite Wakabayashi being a better goal keeper than Wakashimazu, he didn't play for Japan's National Team's main Goal Keeper during the U16 World Cup until the finale against Germany, after Wakashimazu was injured during the semi-finals against France. The reason why Wakabayashi didn't attend the previous matches was to give Japan a
* Despite what "Baby Got Back" tells you, dialing 1-900-MIX-A-LOT just gets you a disconnected number. During the song's release, it was a working number and you could hear Mix say pre-recorded messages for 99 cents a minute. When he let the number go, several companies attempted to use it when it went back into circulation (mostly phone sex lines); it eventually was retired from the
* Despite what fanart would lead you to believe however, you only ever get to see it twice, during his opening attack
* Despite what its producers would have you think, Pat Sajak and Vanna White were
* Despite what some smarks think, the names you hear on TV are what they are called in real life. This was spoofed on
* Despite what the name would have you believe, the only biological woman in
* Despite winning via unanimous decision in a ten-round match against Luis Melendez of Colombia, Filipino boxer Z Gorres collapsed shortly after the verdict was announced, and was treated for haematoma, later undergoing extensive physical therapy for him to regain the ability to do day-to-day tasks. Said injuries have unfortunately spelled the
* Despite working for years in the worst slums of London's East End,
* Despite working with the Servant Sakata Kintoki to fight the monsters invading Academy City, Mikoto Misaka does not believe in magic and is skeptical of Ritsuka and Mash's explanations.
* Despite Zeus' reputation (and his seducing several women in the shape of an animal), none of the
* Despoilers of the Golden Empire; the story is deliberately translated fairly directly from Spanish and Latin into English for the purpose of misleading the reader as to who the story is about.
* despondent man committing suicide tried to plant evidence that he'd been murdered by his ex-girlfriend. The girlfriend's manager tried to cover up said evidence, but Conan notices him doing it.
* Despotism Justifies the Means: Bad guys who want only power and will do anything to achieve it, not caring about the state things'll be in.
* Despotism Justifies the Means: I don't care what happens to my planet and its inhabitants as long as I'm in control of it all.
* Despotism Justifies the Means: I don't give a damn what happens to the world or its citizens, as long as I take over it for myself!
* Despotism Justifies the Means: Someone is fine with creating a dystopia as long as it means they get to rule in the end.
* Despotism Justifies the Means: The villain doesn't care about the state of the world as long as he can rule it in the end.
* Despotism Justifies the Means: The villain doesn't care about the state of the world as long as they can rule it in the end.
* Desproges also justified Gallows Humour in his mock-prosecutor's charge against French right-wing extremist Jean-Marie Le Pen, explaining that "On peut rire de tout, mais pas avec tout le monde" (You can laugh about anything, but not with everybody). He justified it even better when he told "On peut rire de tout. On
* Desra believes that eventually those with weak wills will be subjugated to those

with stronger wills. That is why the only person she can imagine submitting to as a lover is Nimander, whose will has never faltered.
* (dess), so the line between regular romance and romancing Cthulhu is a bit blurred).
* De-Stalinization: The Soviet Union removed most of Josef Stalin's legacy after his death.
* Destania's clan leader Cyra is in a similar boat as Fa'lina. Destania is her
* Destination 1 Wrestling, D1W. Later, while it wasn't running, there was 1 Fall Wrestling, 1FW.
* Destination Host Unreachable: The body comes back, and the soul comes back, but the person can never see the resurrector again due to being shunted off somewhere/when else.
* Destination Host Unreachable: The resurrected for some reason cannot be with their loved ones anymore.
* Destination Moon (1950), leaving the actors' faces partly in shadow (to help tell them apart they wear coloured spacesuits). No reflective helmet visors, though, as the movie was made even before Sputnik, it's forgivable.
* Destination Moon cartoons which were created by the space agency to explain the concepts of space travel and a journey to the moon to the general public. A decade later NASA actually used these cartoons for the same purpose.
* Destination Moon given during the movie, the rocket is supposed to hit the Earth's atmosphere nose-first, which means the acceleration couches would be facing the wrong direction, with only a single chest and knee strap to hold the astronauts in!
* Destination Moon had a mid-mission crisis where one of the crew accidentally falls off the side of the rocket and is stuck floating off the back. Fortunately his partners are able to save him.
* Destination Moon, one astronaut turns an oxygen tank into an improvised thruster jet to rescue an adrift crewmate.
* Destination Moon sneaks outside and laconically tells the others to take off without him. Fortunately someone realises how to dispose of an extra piece of equipment so they can all return safely.
* Destination Moon, the multiplex helmet he is wearing is being attacked with a hammer to test its strength. ("Glass isn't nearly tough enough," Calculus explains.)
* Destination Moon (who was also a technical adviser for the movie), went to great lengths to make the film as accurate as possible, given what was known at the time or theorized to be possible based on existing knowledge, including using wires to simulate a lack of gravity inside the cabin of the rocket while it was on the way to the moon.
* Destination Ruse: A character lies to a subordinate (usually a parent to a child) about where they are going.
* Destination Space (1959). Pilot for a TV series that was never taken up. Involved a space station damaged by a meteorite and efforts to send a rescue mission.
* Destination Tokyo (1943) an officer is brought along on a surveillance mission because (although he is not Asian) he grew up in Japan. He knows the area around Tokyo Bay and is also fluent in Japanese. They will transmit their coded information in Japanese so it will take longer for the Japanese to realize it's a foreigner sending it.
* Destination Trocadéro honored the Eiffel Tower's 100th birthday.
* Destination Truth). Luckily the only bear they encountered was a stuffed one in a school.
* Destination Wedding: After bitter, judgemental Lindsay and Frank snipe at each other while boarding, they find out that they're next to each other in the back of the extremely tiny airplane which ricochets with every turbulence. Naturally, this doesn't help their dislike of each other.
* destined to become vessels for a Demon Pillar. Mozart himself avoided this fate through either his love for Marie Antoinette or his dedication to music.
* destined to be enemies. It's to the point that many believe that if Lelouch does

care about Suzaku, he may have to kill him in order to save him from himself.
* Destined to Lead has creator statements all over it. The author of the series is a frequent editor. Sometimes she posts tropes that will apply to future books before she publishes them, just so she won't forget!
* Destined to Lead has the spiedes, which are essentially cave-dwelling giant spiders, minus two eyes and four legs.
* Destined to Lead: Onta, the onti. She often helps Gaorun as a hunting aid, but her main purpose seems to simply exist, hiss and be cute. At times.
* Destined to Lead While her magic does not give out completely due to her being a magik, and thus favored by magic, she is still considerably weaker than before the assembly — making her magic the equivalent of other females.
* destined to lose to him. Although Shen does kill a far more well-known kung fu master at the beginning of the film, so he can at least be forgiven.
* Destine Enormity: Arcadia's superpowered State Sec is called the Elite. They encompass all the functions of the government, but are most often seen fighting the rebels or investigating traitors.
* Destinos, Fernando's youngest grandchild Maricarmen is played by the real-life daughter of series lead Liliana Abud, who plays Raquel.
* Destinos of his first marriage from his family, until a letter from Sevilla turned up indicating that she may have survived.
* Destinos, Raquel's mother brings pumpkin turnovers, a treat Raquel was quite partial to as a child, as a peace offering after a blowup between mother and daughter.
* Destino was only finished in 2000, so maybe Disney couldn't resist using CG to finish the film.
* Destiny 2", a legendary-rarity hand cannon that looks like a a single-action museum piece.
* Destiny 2 and a color scheme heavy with blood red, bone white, and gunmetal grey.
* Destiny 2 and it's original have Gunslinger as one of their major subclasses, with perks that involve precision shooting and an ultimate ability that draws a revolver loaded with sunfire that shoots a few high-damage bullets. It can even be fan-fired.
* Destiny 2 begins with the villain blocking access to the Traveler, the entity which gives all Guardians their powers. Your Guardian alone discovers a shard of the Traveler which restores his/her powers alone. They are now uniquely placed to save the universe.. until you go to the first multiplayer sandbox map and meet hundreds of other Guardians who apparently all have exactly the same backstory.
* Destiny 2: Beyond Light, again to become the AI overseeing the Deep Stone Crypt where the Exos were made). When the Vex were finally defeated, Clovis-43 requested that his granddaughter reset him one last time, but to wipe his memory and edit his identity file, so as to move on from the man he was. She agreed, and Banshee-44 would later become The Gunsmith in the Tower. The AI Clovis, upon learning of this ages later, has stated a desire to perform this trope on Banshee, declaring him defective.
* Destiny 2 bringing in new players. More players were won over with Beyond Light in 2020 adding Darkness Subclasses for the first time.
* Destiny 2 Darkness energy, creating an improved Exo brain unstable enough to host a consciousness indefinitely.
* Destiny 2 features the ACD/0 Feedback Fence gauntlets, with two sets of glowing Tron Lines, one of which varies its color depending on the shader applied. There's also the Red Dwarf, an ornament for the Sunshot hand cannon.
* Destiny 2: Forsaken, the Scorn have the Screeb, which function a lot like the Cursed Thralls.
* Destiny 2 has a side quest where you investigate the Drifter. They believe he has hidden motives and might be a threat to the Guardians and the Traveler. Drifter finds out about this and gives you a choice to become his mole against the Guardians. If you decide to remain loyal to the Guardians, you will uncover various things about the Drifter's past, mainly because the man decides to help you discover it, claiming he has nothing to hide. You eventually discover his hideout

and investigate it, only in end to be told that there is no evidence against the Drifter that shows he is guilty of anything and the investigation was pointless. The only things that change is the info about the Drifter fills up a lore completion segment,(which details how the probe was pointless) and you still get to do the Gambit co-op modes, but Drifter doesn't trust you anymore, occasionally calling the player a snitch.
* Destiny 2 has the Eververse store, which allows you to purchase Silver with IRL money, to then purchase Bright Engrams in the store. These engrams hold random cosmetic loot, which can be dismantled for Bright Dust and then used to buy even more items, such as tokens which increase the rate of XP gain, increase the rate of earning faction points and additional rewards from completing activities.
* Destiny 2 in 2020 with D2's Season of the Worthy update. At the same time, Bungie patched all of the Warmind content to include Ishii's performance for Ana, in much the same fashion as the first game's Dinklage-to-North switch for the player's Ghost.
* Destiny 2, in response to the Cabal invading the City, the Guardians have begun building and fielding their own tanks to fight back. Since prior to this, the Guardians had mostly been a force of deadly light infantry whose heaviest vehicle had been Sparrow hover-bikes and the City was heavily-defended by massive walls and artillery emplacements, they'd never needed heavy ground armor.
* Destiny 2, it's possible to jump to one's death off the Guardians' Tower. There is a "Days since last incident" sign, that in fact keeps count of how long it's been since a player did that. It is, naturally, usually at zero.
* Destiny 2 offers a wide variety of guns as rewards for playing Gambit, all of which are made from black metal and dark wood like World War II era weapons. The Gambit guns are just as strong as modern firearms, with a few examples being considered top tier in their weapon type.
* Destiny 2 reveals they're all lies. He knows they existed, but remembers nothing about them, and constructed false memories of them to cherish as a way to keep himself sane and on the side of good.
* Destiny 2 the now-neutered Almighty into the Last City in one last act of spite, before the player Guardian once again foils them and destroys the ship for good.
* Destiny 2, there is a brief period in the campaign where the player has to step outside the hull of a massive space station orbiting the Sun and fight their way across it in vacuum. During this time, the audio and gunshots of the player's weapon are muffled.
* Destiny 2 this applies in some of the Ascendant Realm challenges. The Ascendant Realm is often dark and dimly lit, and full of enemies, from Hive to Shadow Thrall to Taken to nigh-invulnerable Abyssal Champions.
* Destiny 2, which work best on Overload champions, which are very aggressive and can't be stopped with normal fire. Firing on the target with the right mod installed will eventually shoot an Overload shot, which causes the Champion to become temporarily stunned and left wide-open to attacks from you or friendlies.
* Destiny also performed an aerobraking maneuver around a Gas Giant to slingshot it into a
* Destiny and conventional nation-states had begun to dissolve), meaning its sovereignty was actually pretty limited.
* Destiny and turning 7066 Nessus into a strange mixture of Vex machine architecture covered with a verdant alien ecology.
* Destiny, a research facility built by time-manipulating robots. After an unsuccessful attempt to destroy it, the Vex erase Praedyth from the universe's timeline so that he may never have the chance to threaten their operation. Their work was so thorough that, when the player enters the Vault to track down a signal Praedyth is broadcasting, there were only scattered pieces of gear and vague references to indicate he existed at all.
* Destiny are this given the Hive's casual relationship with things like death and the soul.
* Destiny. As such, they're motivated both by hunger and by a holy imperative to purge all "weakness" from the galaxy, and "feed" by killing indiscriminately with

guns, swords, and space magic. The extermination of sentient species isn't a consequence of them satisfying their hunger, but the intended result.
* "Destiny Board" puts "Spirit Message" cards onto the field and gives you an automatic win. The former represents a
* Destiny Bond and Rain Dance, as well as the "Pokemon Powers" becoming abilities being prime examples.
* "Destiny Bond" move of the same name, so naturally it has this trope as a major theme.
* Destiny by cutting holes through the hull, which came into play later when the ship was overtaken by the Lucian Alliance.
* Destiny can refuel itself by taking a brief dip into a star. Naturally, it gave the crew quite a scare when the ship ran out of energy and promptly aerobraked in a gas giant's atmosphere to head for the nearest star, resulting in them discovering just how it could remain operational for millions of years.
* Destiny capabilities. But if they start losing more fights than they win, their worms get hungry, and start eating their hosts instead. And as individual Hive grow more powerful, the hunger of their worm gets harder and harder to sate. The gods of the Hive, despite being the oldest and strongest members of the species, were forced to create a tithe system drawing on every single other member in order to have enough death to satisfy their worms.
* Destiny centered on the Dreadnaught that annihilates everything else it touches.
* Destiny characters, who originally had a choice between a super and a real, instead get both.
* Destiny: colonies of microscopic, hyperintelligent protozoa in a nutrient soup capable of piloting mechanical shells.
* Destiny destroying the giant crystal that housed Crota's soul, in the mission "The Awakening". As it turns out, that didn't actually kill him, it simply sent him back to his personal realm. To kill him for good, you must complete the "Crota's End" Raid, which involved storming his realm, breaking through his defenses and taking him down before he regains enough power to try to take over Earth again. Later, in the Taken King expansion, you had to do the same with Crota's father and the titular Taken King, Oryx, in the story mission "Regicide" and the "King's Fall" Raid.
* Destiny engineered to swallow planetoids whole and process them into wine. The player also gets to visit the massive, grimy, machinery-filled engineering sections that keep the rest of the ship running luxuriously
* Destiny, everything killing everything else until a single insurmountable victor emerges.
* Destiny expansion sees you riding a gondola up a mountain while enemies snipe at you from the surrounding cliffs. Halfway up, you're forced to jump out and walk the rest of the way.
* Destiny Factor has two; Sammy 64, who looks about Terry's height, and Virus... who'd stand out in a crowd due to height. Virus is debatable due to another set of genetalia she has...
* Destiny Fails Us loses his color when he embarrasses himself in front of Lily.
* Destiny Gundam, such as the Turn Delta Astray and the Astray Red Frame Kai.
* Destiny has an Ancient-style shield, although less advanced than the Atlantis one. Unlike most shields, it's not a bubble, but extends maybe 10 meters in every direction from the hull. The shield is vital for FTL travel, since space particles and meteors smashing into the hull at FTL speeds would be... unhealthy, but is not as practical for combat, since the discharge of weapon fire on the shield is close enough to affect the ship, even when the blast itself is blocked.
* Destiny has as its boss a giant Servitor called Sepkis Prime. It stares straight ahead as the door to his room opens, not looking at the player until the Fallen around it are killed and it finishes absorbing the energies around it. Shoot the iris for precision damage as you would an ordinary Servitor.
* "Destiny has but one soul", "The end is coming... which ending will it be?", and "Challenge Fate!" —
* Destiny has even described the game as being "mythic science fiction".

* Destiny has had to put with a lot, being one of the few poor kids living in a rich town, but she hasn't let it get her down and maintains a positive attitude and a level head.
* Destiny has long coats or robes as part of the defining visual for the Warlock class.
* Destiny has the mysterious Awoken, who live on a distant planet and have a strange and alien culture, which the player comes into contact with during the story... but they're also a playable character race. Meaning that if you play as an Awoken, you weirdly have no idea about your own culture or even who your Queen is. (This was later handwaved by the claim that Awoken born on Earth are commonly treated as outsiders, but this doesn't explain why your character wouldn't know about them.)
* Destiny has this when you're facing Atheon, the portals are the same place but in the past and future.
* Destiny HERO Plasma negates the effects of every monster on the opponents side of the field.
* Destiny. He's still considered a Guardian, but now has to operate from places outside the Tower and spends most of his time getting into wacky misadventures throughout the solar system.
* Destiny he still wore his ZAFT uniform and flight suit showing that deep down, he still believed in ZAFT despite the path they had took. After another stint with ZAFT in which case they again screwed him over and tried to eliminate him for not following the chairman's radical plan (in SEED it was his father who wanted to kill every Natural, in Destiny it's Durandal who wants to forcibly take control of the Earth sphere entirely) he returns to Orb and hangs up his ZAFT coat for good, donning an Orb uniform and flight suit and showing that after 2 strikes ZAFT is dead to him.
* "Destiny is a funny thing, Prince Zuko. It never happens the way you expect."
* Destiny is a Hazy Thing and in foresight thought of this trope and chose genders for both him and the Kyuubi to make conversations with Naruto easier.
* Destiny is a Hazy Thing, Idate starts slamming his head against a pillar when Sasuke wastes time challenging Rock Lee to a fight, especially since Idate knows that Lee is out of his league.
* Destiny is a Hazy Thing: Kiba's to Karin (who is attracted to his charka like an addict and thus is generally kept in his presence) when Ino jokes that he should make a move as she would be willing to do anything he wants. Kiba immediately puts down the idea saying that while Karin is cute, he's not comfortable taking advantage of her because A) he'd prefer it if she liked him for him and not due to his charka and B) it would count as rape and he respects women too much to do that.
* Destiny is a Hazy Thing, Naruto and Hinata use an explosion to cover up their discovery of a "dangerous knowledge" stash and the deaths of the two ROOT agents who saw them.
* Destiny is Crota, whose voice is so deep its practically subterranean. Inverted with his father Oryx, who has a deep voice, but is noticeably higher than even his lieutenant in the same scene.
* Destiny is implied to have some kind of criminal background. The official class description reads, “You’re no outlaw, at least not anymore, but making your own luck has always meant bending the rules.” Given that the player character is revived by their Ghost at the beginning of the game after having been dead for a very long time, with no recollection of their past means we’ll likely never know what this line is referring to.
* Destiny is riddled with variations on necromancy, both good and evil.
* Destiny it from them and launched a campaign of extermination to reclaim it.
* Destiny, it's response is to actively move to defend itself, indicating that the Guardians could hurt it.
* Destiny lead character, Rhapsody, for reasons that were never made very clear.
* Destiny Lost energy by harnessing the new black hole as a power source.
* Destiny Lost in stasis and rams the bubble, and the shock completely obliterates the Mark fleet.

* Destiny. Meanwhile, humanity and all the alien races use firearms, hovering vehicles, and starships. It's implied the magical is just technology so far beyond humankind, they ascribe mythical status to it.
* Destiny of an Emperor allows the player to recruit bosses at their full strength. However, since the main PCs gain soldiers (the game's equivalent of HP) over the course of the game and the bosses (and less important allies) don't, the bosses-turned-allies eventually become worthless. Except Zhou Yu.
* Destiny of an Emperor removes even that and replaces everyone's names with Mongolian names.
* Destiny of living beings slain by their host. Should the flow of Light ever be interrupted, the worm symbiote would instead begin feeding on their host. In order to get around this and further their endless crusade of wreaking death upon the rest of the universe for being too weak to oppose them, the Hive gods came up with a system of tribute, where lesser Hive creatures would take the Light from those they killed and keep enough to let them feed their own parasites and grow and become more powerful, and supply the leftover Light to their immediate superiors. These greater Hive entities would do the same, passing it up the chain until the tribute of Light reached the Hive gods, which would be fed to their symbiotes. During the "King's Fall" raid, the player Guardians take advantage of this by locating Oryx's tribute of corrupted Light and releasing it, leaving the Hive god suddenly starving and vulnerable to attack.
* Destiny of "Rockets McDickface" by the fandom for his durability and unlimited supply of missiles.
* Destiny of the Daleks also hated K-9. Tellingly, every story of season 18 (his first year as producer) saw K-9 damaged in some way, until he gets written out of the series.
* "Destiny of the Daleks", but the delivery seems too strong and deliberate for that.
* "Destiny of the Daleks", has the Daleks and Movellans, two "perfectly logical" races, at war in a perpetual stalemate because neither of them, each knowing the other will anticipate and compensate for their logical strategies, can find the best time to attack. This is possible if there's a
* "Destiny of the Daleks" involving the Dalek/Movellan War and Davros attempting to regain power over the Daleks.
* "Destiny of the Daleks", that is strangely bloodless. The Daleks and the Movellans (both robotic species) cannot commit to an attack if they do not have an advantage, but since their tactical computers are too evenly matched, neither can attain an advantage long enough to do so. The episode centers around both side's efforts to find a way to end the stalemate. The Doctor even comments that their endlessly maneuvering for position without ever actually firing a shot is actually a peculiar form of peace. He ultimately decides to deny his solution to their problem to both sides so that they will continue endlessly seeking an opening against each other without bothering the rest of the galaxy.
* "Destiny of the Daleks": The Doctor and Romana take refuge behind a hastily cobbled together privacy screen. The Doctor says something like There, That Should Keep Them Out, and Romana sneers "That wouldn't keep out a determined mouse!"
* Destiny of the Daleks" they plug a young human girl into their battle computer to provide creative strategies to counter the Imperials.
* "Destiny of the Daleks" was shot at a time when the Dalek props being used had been beaten up in poor storage — one of the main Daleks in the story has a cracked hemisphere, some are held together with bits of tape, one has a random bit of metal on it for the sole purpose of a scene later that requires a magnetic grenade to stick to it. Bad as this is, it has nothing on some of the other Daleks in the same story — they had strange flat backs as they'd only been intended to be shot from the front (of course, the director gave long, long shots of these strange flat backs).
* "Destiny of the Daleks"" When they do stand down momentarily, the Doctor says "I believe this is what's called a Mexican standoff."
* Destiny of the Doctor in the run-up to the show's fiftieth anniversary; each

audio sees the first ten Doctors (omitting the War Doctor) receiving brief messages from the Eleventh Doctor, asking them to ensure that a particular person or object survives what threat the Doctor is about to deal with, which allows the Eleventh Doctor to set up a complex plan that saves the universe from a race of pan-dimensional insects that sought to destroy history.
* Destiny of the Doctors in the cutscenes, and the encyclopedia sections that feature clips from the show.
* Destiny of the Shrine Maiden action with fantasy elements thrown in. Some reviewers have complained that the show's attempt to appeal to every demographic possible only causes each appeal to be of below-average quality.
* Destiny of the Shrine Maiden, after catching Himeko from a fall (how this would have stopped her heart is not explained), Chikane rips open her shirt, pauses to fondle one breast, and then does two chest compressions. Himeko promptly moans, demonstrating that she's revived.
* Destiny of the Shrine Maiden, and quite a few other works originally created by Kaishaku, for example:
* Destiny of the Shrine Maiden, and she and Himeko were reunited in another lifetime.
* Destiny of the Shrine Maiden, but now with giant mecha named after Japanese gods.
* Destiny of the Shrine Maiden, Chikane and Himeko do this after confessing their feelings for each other.
* Destiny of the Shrine Maiden have extremely long hair. Tsubasa is a male example.
* Destiny of the Shrine Maiden Himeko, though she is unaware of Chikane's feelings at that point.
* Destiny of the Shrine Maiden killed his abusive father in defense of his younger brother Souma.
* Destiny of the Shrine Maiden" like her. The answer Chikane eventually gives is "If I am the moon, then you are my sun: I may be beautiful and mysterious but I can only shine with your reflected light." Bonus points for this explanation being entirely consistent with the metaphysical laws of their universe. The reader can also see that Himeko is far less...obsessive than most of Chikane's admirers, and her presence helps Chikane not to brood so much.
* Destiny of the Shrine Maiden's ending was set off with Himeko asking this to Chikane, apparently not sure if telling Himeko she loved her was part of her plan or actually true.
* Destiny of the Shrine Maiden, when Chikane is being, in essence, erased from existence she declares that she will reincarnate. At that point Himeko promises to wait for her.
* Destiny of the three, but she does have discipline, strategic acumen, and incredible, bloody-minded tenacity. She's described as having elevated regular attrition warfare into a new form of war that attacks "the enemy’s very fundamental modes of being and knowing", which seems to mean that her relentless assaults gradually turn other civilizations as brutal and warlike as the Hive (which they consider a win, war being a moral imperative and all).
* Destiny, players get a new little resource known as Chroma that allows you to do this for your Guardians (provided they have gear that can use a chroma).
* Destiny plays around with this, as resurrection plays a huge role in the setting. Generally speaking, whether your revival works or turns out well seems to depend largely on which method is used:
* Destiny Quest: On multiple occasions Kushina has done this with the sudden summoning of cake batter in a battle.
* DestinyQuest. These will come in the form of Legendary Monsters (optional unique monster of great power and treasure) or Boss Monsters (monster that's necessary to defeat to continue your quest). One example is Ixion, the Wheel of Pain. This is a charred man affixed to a flying demonic torture wheel and it flies out to burn you to death in a difficult fight. You still have a good chance of winning and if you win while hexed, there's an extra piece of magical armour you can take.
* Destiny re-do all of Dinklage's lines and all Ghost lines in future DLC. Officially, it was attributed to Dinklage's availability.

* Destiny re-introduced eyecatches, showing different main characters doing a short dance routine around the series' logo on a green background.
* Destiny resembles the armor of a knight and flashes a bright blue, befitting of Guardians renowned for being fearless protectors who embody strength and self-sacrifice.
* Destiny's atmosphere recyclers packed it in over the millennia and the ship automatically stopped off at a planet where needed chemicals could be found to repair it. But the ship's autopilot was still set to take the ship back to hyperspace after a fixed period of time, whether or not the chemicals had been recovered by then.
* Destiny's Child", and "Bootylicious" were three of them. The other was either "Survivor" or "Jumpin', Jumpin'", right? Nope, it was "Bills, Bills, Bills".
* Destiny's Child and the accompanying music video received heavy rotation on television and made them into household names.
* Destiny's Child being the most successful) but will never come as close to Beyoncé.
* Destiny's Child developed a Hatedom, they rose in popularity and "Survivor" outsold their previous efforts. Matthew Knowles even says "There's no such thing as bad publicity" in her Driven special.
* Destiny's Child is considered to be this as the group planned to disband after the album due to the title meaning they had fulfilled their destinies.
* Destiny's Child or live performance, their outfits always had the same theme, but the specifics were different for each girl. For example, if the theme was a red shirt and black skirt, one might wear a tank top, another would wear a tube top, another would wear a halter, and when there were four members, the fourth might wear a baby tee or crop.
* Destiny's Child playing a guitar, as the song samples her song, "Edge Of Seventeen".
* Destiny's Child's former band. Even people who do remember their music won't be able to name its other members (even Kelly Rowland, who had a successful career of her own.)
* Destiny's Edge was once a guild formed to fight the Elder Dragons together, until they split up due to differences. Most of the plot of the main game involves
* Destiny seems dead set on averting this. Notably Hunters and Warlocks are given capes and coats respectively that flap around as they move. A good example is a Hunter on a Sparrow, as the cloak will billow in the breeze as the Hunter zooms around everywhere.
* Destiny, seems to consider a reset to be this, since he asks the reader not to trust it if they ever encounter a Cayde-7.
* Destiny seems to use a different method of travel that is slower/faster than normal hyperspace travel as the plot demands. The characters don't know much about it, so they just call it FTL.
* Destiny's emergency atmosphere-retention forcefields are only strong enough to reduce the flow of air through gaping holes in the hull, not stop it. It's possible that they used to be stronger but are now past their best-by date. They also may not have been designed to compensate for such extensive deterioration.
* Destiny: Several of the enemy factions have a suicide enemy type, which will approach the player before detonating.
* Destiny shows up at the start of the game, blitzes the Last City, defeats the Guardians, and captures the Traveler. The only reason the heroes have any chance is because Ghaul is obsessed with proving himself worthy to the Traveler, rather than just destroying everyone outright and being done with it.
* Destiny, speaks fluent English and uses human turns of phrase, and has designed his organization around capitalist ideals like fair compensation and paid healthcare time.
* Destiny's Road is set on a planet whose indigenous life uses right-handed proteins. This is initially problematic as they need to entirely sterilize an area of the planet so as to have somewhere to grow edible food, but it proves to have some advantages; it means they're immune to native diseases, and they discover that

the planet's sea life is the perfect diet food as their bodies are incapable of metabolizing it into fat.
* Destiny's Road, the planet Destiny's ecosystem is completely devoid of potassium, without which humans suffer brain damage and die. A ruling caste of "merchants" travel the titular Road trading potassium supplements for... pretty much everything they desire.
* Destiny's Star. They do not have doctors or healers, as anyone who gets sick or injured are immediately killed unless magical healing is available. The heroine gets a broken leg but survives by persuading them to wait until she completes a sacred duty first. Her leg is eventually magically healed.
* Destiny that is responsible for nearly destroying humans and is revered/worshiped by some of the aliens.
* Destiny: The Cabal are so adapted to their own high-gravity worlds that they have to wear specially-pressurized suits just to survive on Mars.
* Destiny. The end goal of Aetheon, the controller of the Vault, is theorized to be to fundamentally rewrite the laws of physics so that the Vex's existence and supremacy is a law of reality.
* Destiny, the Ghost. This colors their perceptions of their own lives:
* Destiny: The Jackolyte item makes the guardians who use it an example of this trope.
* Destiny there is a Grimoire card detailing a Titan punching the Anomaly on the Crucible map 'Anomaly' in an attempt to open it and see what's inside. 24 hours later, down to the second, the AI Warmind Rasputin drops a satellite on her in retaliation.
* Destiny, there is an exotic scout rifle you can acquire by completing a quest after beating the King's Fall raid. The Touch of Malice has a unique perk that causes the last bullet in the magazine to regenerate, at the cost of your health.
* Destiny; the survivors mature into Acolytes, who serve as basic infantry; surviving Acolytes then morph into Knights, reproductive males and elite heavy infantry, or eat the “mother jelly” and become Wizards, reproductive egg-laying females capable of flight and specialists in magic. There are a handful of variants on this system: Ogres are Thralls mutated with magic into barely-sentient living war machines, and there was a single “king morph” who theoretically ruled all the Hive, although in practice his two siblings, the strongest Knight and the strongest Wizard, had equal authority. There is also at least once instance of a female Knight (the aforementioned strongest Knight), and one male who looked a lot like a Wizard (although he didn’t seem able to fly).
* Destiny: The Traveler is a mysterious city-sized sphere that kickstarted humanity's Golden Age and created the Ghosts and Guardians as a last line of defense against the Darkness.
* Destiny, the Vex has taken control of Mercury, hollowed it out, and transformed it into a giant supercomputer that houses the Infinite Forest. Prior to their invasion, the planet had already been terraformed by the Traveler.
* Destiny. They're now counted as a separate species who fight alongside the rest of humanity.
* Destiny, this is effectively what happened with the Hive gods, particularly the siblings Oryx, Savathûn, and Xivu Arath. Using the power they'd acquired, they created 'throne worlds' or 'ascendant realms,' making it so that as long as they didn't die inside said realms, they were effectively immortal.
* Destiny timeline, with the second game being about the son of the heroes of the first.
* Destiny to the alien races, and spark effects for the mechanical enemies and energy or power attacks.
* Destiny (unlike the Fallen) who undergo metamorphosis into various biological castes.
* Destiny uses the atmosphere of a gas giant for braking when out of power for sub-light engines.
* Destiny War. He jumps out of the portal and then happens to see the massive wave of destructive/mutagenic Energized Protodermis coming towards him.

* Destiny was withheld from being given to reviewers due to Bungie wanting them to wait until the game was released due to its social aspects. While the game ultimately didn't turn out bad, it wasn't considered to be as great as it was expected to be.
* Destiny, which advanced to the point where they began using the stargates and slowships to colonize other planets. Unfortunately the colonies were then cut off when a supervolcano destroyed their homeworld and drones attacked their stargates, becoming lost colonies of a lost colony.
* Destiny" which are high-caliber, revolver-style pistols about the size of a sawn-off shotgun.
* Destiny. While several alien species worship it to some extent like the Vex and the Hive or at least revere it for their strength like the Cabal, the Scorn are the ones who fit this particular trope the most to the point they resemble dark crusaders.
* Destiny, who are also intent on plundering the Vex's technology, and the two are engaging in an endless war of attrition on Mars.
* Destiny willing to put aside the old hatreds and work with humans are still gleeful pirates, thieves, and outlaws... they just happen to be doing it to the enemies of humanity.
* Destiny wishes — any stray desire that becomes conscious thought is fair game for them to fulfill.
* Destiny with guns and physics-defying magic. It’s been attacked directly at least three times and been conquered once, but that didn’t last.
* Destiny with the new Striker variant turning the character into a player-guided missile that can also be used to make a dynamic escape.
* Destiny: You hear a lot of these in the form of ambient dialogue in the Tower, but the best is probably Lord Shaxx saying, apropos of absolutely nothing, "Yeah, well screw him."
* Destoroyah who went from a colony of microscopic crab-things to a giant scorpion-crab thing to a giant demonic crab colossus. The reference books explain this final form as being the result of Destoroyah taking some of Godzilla Junior’s DNA during their fight towards the end of the film’s second act, allowing him to grow an endoskeleton, which in turn enabled him to take an upright body plan and grow much larger.
* Destripando La Historia; Loki appears in the song of Demeter, Demeter and Sun Wukong appears in the video of Thor.
* Destripando La Historia started to be about musical videos about the origin of fairy tales and comic books characters, their videos about the origin of Greek Gods are the most popular and tend to produce the most memes. The six main brothers also tend to get cameos in mostly of their videos post-Zeus. Even among the Greek Gods, Zeus and Demeter are by far the most popular, resulting in larger roles:
* Destro has this sort of relationship with the Baroness. Unlike traditional versions of the romance where it's entirely consensual, he seems
* Destrophy blends several different styles each song, and it's still pretty difficult to categorize even if you break down every element they blend in.
* Destroy All Aliens. Gwen instigates the events of the movie by impulsively casting a spell on Ben when he's Upgrade, causing the Omnitrix to malfunction. But they barely dwell on her part in this and everyone spends most of their time chewing out Ben for his dishonesty and thoughtlessness.
* Destroy All Humans 2. The downside is that it drains his host's life.
* Destroy All Humans!, according to the "Lunarian Church of Alientology", they are "invisible rivers of mystical energy", and they want to build where the ley lines cross in order to use them to communicate interstellar distances with their minds.
* Destroy All Humans! after killing a human, which promptly dissolves into ash a few seconds later.
* Destroy All Humans! aliens, they're essentially driving their race into extinction.
* Destroy All Humans!, body-snatching becomes Crypto's primary way to disguise himself amongst humans by the second game.

* Destroy All Humans!, Crypto and Pox assume the first creatures they see - cows - are the dominant life form on Earth. An unsuccessful interview and some telekinetic stress relief later teaches them otherwise.
* Destroy All Humans!, Crypto has a shield that regenerates if he doesn't take damage for some time. If the shield goes down, he's able to be killed.
* Destroy All Humans!, Crypto's commander, Orthopox, uses a holographic projector called a Holo Pox Unit to communicate with Crypto from the mothership.
* Destroy All Humans!, Emperor Meningitis mistakenly addresses Crypto as "Klepto", due to being senile.
* Destroy All Humans!, especially in the final level of the first game.
* Destroy All Humans! for the mayhem Crypto has committed "using it straight". You'll also see a Spinning Paper if Crypto gets killed, describing the cover-up used for the capture of his body.
* Destroy All Humans! for voice acting flubs in the extras menu, set to a montage of glitches and goofy pictures from development.
* Destroy All Humans!: Furons speak fluent English, though they do apparently have their own language given the various symbols aboard the mothership. Crypto also uses his native tongue in some missions during the second game.
* Destroy All Humans! game is a parody of Sci-Fi Alien Invasion and the ENTIRE DECADE the game takes place in.
* Destroy All Humans! game, the Lunarian cult parodies this, run by S. Scott Calvin.
* Destroy All Humans! has the Abducto Beam, which you can use to pick up tanks, smash them against buildings, drain them of their energy, and fling them out to sea; or you can use it to, you know, abduct people.
* Destroy All Humans! has this for the Furons, Cryto and Pox in particular.
* Destroy All Humans!. In addition, even with the voice filter, Silhouette still sounds rather feminine.
* Destroy All Humans! insists on referring to MAJESTIC agents as "the men in really, really dark brown".
* Destroy All Humans!. In the second, "The Freak," a California hippy, occasionally has these moments.
* Destroy All Humans! is a game about the stereotypical inhabitants of the aforementioned floating disks. Laser beams and brain eating are just extra treats.
* Destroy All Humans!. It's one of the most useful weapons in the series since it deals good damage, has an excellent rate of fire, and has lots of ammo, but it has the slight drawback of leaving behind no bodies for you to harvest brains from.
* Destroy All Humans! kills by making the victim's head explode, and in the process extracts more Furon DNA (glowing brains) than killing by other methods. Try wrapping your brain around that, getting anally probed is so violating that your head explodes.
* Destroy All Humans!. Lampshaded in one conversation, wherein Krypto asks her how she managed to fit in it. Her response? "Shoehorns and lubricant."
* Destroy All Humans!. Later in the game, when you really do go to the moon, one of the sidequests involves receiving a delivery from a courier.
* Destroy All Humans! — the hippie commune leader Coyote Bongwater — has a hallucinatory rainbow ray gun, which causes your screen to wobble, turn multicoloured, and has colourful flowers pop up for no reason.
* Destroy All Humans!, meaning that every human has trace Furon DNA, a necessity for a race that's now reliant on cloning to reproduce and thus your reason to wreak havok upon them.
* Destroy All Humans! mentions that the Blisk aliens have "withering halitosis." The first game also has Armquist. If Crypto reads a soldier's thoughts during the Capitol City level, sometimes this will pop up:
* Destroy All Humans!. Near the starting point of one of the levels is a Make Out Point with two cars, windows steamed over and rocking back and forth. Naturally, you can do whatever you'd like to them at this point, such as telekinetically toss the cars off the cliff, or blow them up with a raygun. Might be considered an inversion as well, since here you're playing the alien sneaking up on the occupied

teenagers.
* Destroy All Humans! of a 1950's America setting) has been left untouched... written in a tone mocking the increased sensitivity of audiences due to the shifted cultural zeitgeist in the 15 years between releases:
* Destroy All Humans!, one of the side missions has you get a draft-dodging hippy to the base so he could serve.
* Destroy All Humans! parodies Cold War paranoia by making the citizenry brainwashed into believing all alien activity by the player character is the work of communists.
* Destroy All Humans!, Pox becomes this when he downloads his conscious into a float disk just before their main ship was destroyed. He stays this way for a decade before finally getting himself a new body, though not what he expected.
* Destroy All Humans! series. It keeps track of what clone you're currently up to.
* Destroy All Humans! series. Nothing has been said since October 2005, but most fans believe it was canned to make way for the game sequels.
* Destroy All Humans! subverts Plot Armor as death results in a new clone of Crypto the alien being created. Yet, it does not explain the lack of effect the original dead alien has on authorities.
* Destroy All Humans! takes place during the mid-20th century and you're an alien with cool rayguns and a UFO. What else is there to say?
* Destroy All Humans! that Crypto summons by dropping bait, whereupon it starts popping up from beneath any mook in the surrounding area and dragging them underground to feed on.
* Destroy All Humans! (the highest level antagonist), but only if you're on foot. If you're in your saucer, the tanks and missile batteries just keep coming.
* Destroy All Humans!), the last remaining thing from this time in Venus' history are spore samples from a carnivorous plant species that would be used as ammo for the Venus Human Trap weapon.
* Destroy All Humans!, the military arrive to oppose him but because their technology is much weaker and less advanced than Furon technology, Crypto manages to defeat the entire U.S. military within a few days and inaugurate himself as the new President of the United States. Even before and if Crypto never came to earth, the military was already doing a horribly bad job fighting for freedom because Majestic was mind-controlling American citizens with junk food, television, and a government-run by puppets (that includes putting in a puppet as the President) right under the military's noses.
* Destroy All Humans!, then proceeds to interrogate him. Most any answer the alien gives is a random phrase. For example:
* Destroy All Humans!. There's even a level about recovering your own remains.
* Destroy All Humans!. The sequel ramps it up by heavily implying your character is the first of these aliens in a very long time to have a, ahem, "package."
* Destroy All Humans! they give you a succinct sentence. Not always a relevant one, though...
* Destroy All Humans!, this trope is played for laughs in one of the final missions. In order to stop the superweapon going off, Crypto must cross the beams of a targeting system. The entire Ghostbusters conversation is used verbatim on why this would be a bad idea.
* Destroy All Humans! use the overwhelming paranoia around communism to cover up the actions of the protagonist, Cryptosporidium-137, who is actually an extraterrestrial. The population eventually buys into this to such a degree that people actually scream something among the lines of "communist" as soon as they see Crypto in his natural form, and the police and military report "possible communist activity" when the protagonist is going around vaporizing people and extracting brainstems.
* Destroy All Humans! Which kind of makes sense. They stand around all day, get fed and milked by the two legs...
* Destroy All Humans!, while looking for Coyote Bongwater, Crypto is given the option to threaten a bunch of hippies at a gathering for his location, and the result is a lame comeback.

* Destroy All Humans! will only give a brief high jump, Crypto can fly will this in the cut scenes .
* Destroy All Humans! winner Miss Rockwell is described as "having a brain the size of a peanut", which makes her the perfect candidate for probing.
* Destroy All Humans! with early humans, they had just finished eradicating the Martians.
* Destroy All Humans! with the planets' inhabitants, leaving their descendants with bits of pure Furon DNA. Unfortunately for us but fortunately for them, that planet is Earth.
* Destroy All Humans!, YOU are the invading alien. Crypto utilizes both infiltration and outright military force.
* Destroy All Humans!, you can use the phone not only to increase or decrease your infamy, but to simply prank call the police.
* Destroy All Humans!, you get the ability to brainwash people into being your loyal and loving servants.
* Destroy All Monsters, after Godzilla and his friends barely manage to defeat King Ghidorah, they don't even have time to rest before the Kilaaks unveil their second trump card, the Fire Dragon.
* Destroy All Monsters: aliens from the planet Kilaak set up a base on the moon and initially take control of 10 monsters native to Earth and send them to attack different cities around the world, then dispatch King Ghidorah as their ace in the hole when the other monsters are freed from their influence.
* Destroy All Monsters, and was still being repaired in the middle of filming.
* Destroy All Monsters, Godzilla shows up in the Hudson to give the city what for after the Kilaaks mind-control him and all the other kaiju.
* Destroy All Monsters have two forms. Their first form looks almost exactly like a human, as long as the temperature is high enough. Should it fall below a critical point, the Kilaaks will show their true colours, taking on the form of metallic slug-like creatures.
* Destroy All Monsters release added all of these in, as well as selectable subtitles.
* Destroy All Movies as "The best shot-on-video gay vampire comedy of 1988."
* Destroy and Revolution can sense each other and even when the power is being used.
* Destroy and Revolution where Makoto had learned about the One-ness and disappeared. He was alone and had no friends or family. No one, not even Makoto knows his name.
* destroy an entire army without leveling a city. Think this is going to be important sometime in the future?
* Destroy, a one-off comic that features a super-sonic impact of a superman spoof into the center of New York, flattening buildings for multiple blocks, with no one hurt.
* destroy a planet more than ten times the energy to blow up a planet), some have assumed it's a logarithmic scale.
* Destroy Destroy Destroy, they're clearly not as serious about it. (Stylistically, by the way, they're American power metal with harsh vocals.)
* destroyed all the time portals that would help Jack get back home But he didn't even age. He just grew that stupid beard.
* destroyed Buenos Aires as punishment for having opposed them in the first place.
* destroyed him in their second fight which Black*Star could never forgive, thus resulting in their final match to settle the score.
* Destroyed in Seconds had footage from a helicopter crash during a Russian airshow. The helicopters were Mi-2s, but the narrator continuously refers to them as "M1-2s". The narrator then calls them "state-of-the-art". They aren't, having been introduced in 1965 and phased out of front-line service in most armies which field them, including Russia's.
* destroyed in the film — Ripley's Pulse Rifle, Frost's Flamethrower and Vasquez's Smartgun were all inside the alien hive in Hadley's Hope when the atmospheric plant exploded, and would have been vaporized regardless, while

Gorman's and Vasquez's Pistols were destroyed when they detonated a grenade in the tunnels near the Medical Wing. In gameplay, you can find these weapons in random spots, including tucked inside a cargo container (Vasquez's Smartgun), on the Sulaco (Hicks' Shotgun) or other undamaged locations. More notably, the Legendary Weapons all require special ammo to use, even though they are functionally identical to the normal weapons and shouldn't have any problems drawing from the same ammo pool.
* "Destroyed Lich with fire, wrecked Kary with might, sockin' Kraken blockin' knockin' as we Nuke Tiamat tonight! A-na-na, I got the Crystals, time to go back to the past, as I put this motherfucking sword in Chaos' ass!"
* destroyed the city and in the process kickstarted the genocidal Dragon/Cubi War that resulted in the deaths of almost all of Cyra's children save one and the complete destruction of many other clans.
* destroyed the company, they were trying to enter the taxi and fleet car markets despite lacking the resources of GM, Ford, or Chrysler. Their fate was sealed when they merged with Studebaker without being informed of the latter's financial troubles, which forced them to dump their in-house designs in favor of rebadged Studebakers to save money.
* destroyed the Earth and rendering it more or less uninhabitable who continue to call out the fact that the kids fail to win the game and nothing they do will change that. This doesn't seem to deter John in the slightest.
* destroyed their flagship is that without the Minbari stealth, superior Human skills would have ultimately won.
* destroyed", while Yoda later warns Obi-Wan that Anakin is "gone" and has been "consumed" by Darth Vader — a line probably written for the purpose of bolstering the point-of-view of Obi-Wan's original statement to Luke. Even more so, throughout the final fight between Obi-Wan and Anakin, you can see Obi-Wan constantly trying to reach his friend and former apprentice and bring him back to his senses. It's only by the end of the fight where he seems to come to the conclusion that his friend is no more. It's likely the same train of thought Luke had in the above capture scene later on.
* Destroyer (1988), Ivan throws said priest through the window into the witness room.
* Destroyer (1988): Susan, and later David, finds a severed head in the prison photocopier.
* Destroyer (1988) there, which is interrupted by a prisoner everyone thought dead.
* Destroyer Deity: A God, Goddess, or other entity associated, or solely responsible for, mass destruction.
* Destroyer Deity seeing the planets he destroys explode, and never gets tired of the sight.
* Destroyer Deity that every other god wants to keep imprisoned. Worshipers of him want to free him so he will destroy all of creation.
* Destroyer Deity Vanguard that is difficult for the opponent to attack into conventionally.
* Destroyer Dom of the Dark Axis is a partial example. He doesn't actually
* Destroyer for the two, just to emphasize the disconnect and the frustration that an experienced, professional killer feels trying repeatedly to kill people who apparently don't even notice that they're being attacked.
* Destroyer it in the several of the novels of the long-running series by having everyone note how ridiculous it is to only send one man out to stop the latest menace. Although this may also be the result of Remo being so top-secret that only the President gets to know that he exists, or at least originally being so. In the first book of the series it's explained that the secret organization CURE is allowed to lie, cheat, and steal, but not to kill. This is because the President is worried about creating an agency that could be a threat to the country. CURE finally persuades the President to agree to one man. When one CURE member laments that one man is not enough, the head of CURE replies that's all they are going to get, so he better be a badass. Luckily for CURE, he is.
* Destroyermen, a large female Grik who rules all. The Hij spend their time running

the Grik Empire and finding more prey to hunt (otherwise, the Uul will get restless and turn on each other).
* Destroyermen and have even learned to understand and speak (to an extent) English. They still hunt but only for food and to kill dangerous predators. They also defend themselves against other tribes. They also never engage in cannibalism and consider the thought repugnant, unlike their Grik cousins.
* Destroyermen books, Silva discovers a flying lizard that takes a liking to him, much to his chagrin. Being an enlisted man, Silva swears a lot, in particular calling the parrot equivalent a "stupid shit". You can probably see where this is going.
* Destroyermen build him a "corvus", a boarding ramp with a spike of Roman design. His gunners then demast the Grik ship and, after coming alongside, the corvus is dropped, embedding itself in the Grik ship's deck. The first party, including Reddy himself, makes it through ok. Unfortunately, the Lemurians built the corvus out of bamboo, which breaks when the second party tries to follow. Despite this, the first party manages to fight through the ship and slaughters every single Grik, except their captain, who commits suicide. For the Grik, this is standard, as their ships lack any weapons beyond primitive firebomb catapults. They just crash their ships into the enemy and board it.
* Destroyermen), but it failed, the Company spun it into an attempt on the Governor-Emperor’s life, and Bates was forced to flee into exile under an assumed name. Meanwhile, the Governor-Emperor, suspicious of the Company’s machinations and fearing for the safety of his young daughter Rebecca, sent the Princess away from the Isles for her own safety. By coincidence, she was booked incognito aboard the same ship as Bates, who rescued her at the cost of his left hand when the ship was sunk by a leviathan/mountain fish. It takes several books and help from his American allies for Bates to restore his reputation.
* Destroyermen. Despite this, it's stated that the League's fleet far outclasses these minor losses.
* Destroyermen Empire, located on Madagascar. The surviving Grik pull back their forces and set up shop in Sofesshk, the ancient Grik capital, located on the north bank of the Zambezi River in Africa. The Alliance continually sends bombers to assault the city to keep the Grik from becoming too complacent.
* Destroyermen-era battlecruiser. However, the collison doesn't do much damage to the big ship, not until one of the destroyer's crewmembers sets off the depth charges on board. Even that is not enough to sink the battlecruiser. It does, however, work for a Japanese plane that rams an American one in a last-ditch effort to destroy it (the Japanese crew was specifically ordered to use this method as a last resort and to not bother coming back to report failure).
* Destroyermen. Even after he becomes effectively an admiral, with other captains and at least one admiral under his authority, he objects to being called by any rank higher than "captain."
* Destroyermen: Grik charts tend to mark deep bodies of water with glyphs along these lines.
* Destroyermen has the Grand Alliance (formally known as the Grand Alliance of all Allied powers united beneath [or beside] the Banner of the Trees), the Holy Dominion, the Republic of Real People, the Celestial Realm, the United Homes, the New United States, the Brotherhood of Volunteers, and Les Confédération États Souverains (the Confederation of Sovereign Governments/States). Averted with the Empire of New Britain Isles, the League of Tripoli, and the Shogunate of Yokohama.
* Destroyermen himself be captured but was merely overwhelmed by the Grik). By that point, Kaufman is on the verge of insanity and has told his captors all they asked. Later, an American plane is sighted spying on the Grik-Japanese forces. Captain Hisashi Kurokawa orders his XO to question Kaufman about it and punish him if the prisoner withheld information. Kaufman admits he knew about the plane but thought it lost. When asked why he didn't mention it before, he answers with this trope.
* Destroyermen, is also a Catholic, although there's constant friction between him and Sister Audrey, who doesn't believe that an evolutionist has any right to call

himself Catholic.
* Destroyermen is packed with these, especially closer to the end of the series with larger warships duking it out. Although carriers and torpedoes do make a huge impact as well.
* Destroyermen Lemurian allies do take heavy losses over the course of the series, but they inflict casualties several orders of magnitude worse on the Grik.
* Destroyermen mentions the US Navy practice of dyeing officers' white uniforms with coffee in wartime to make them less conspicuous.
* Destroyermen, most of whom are too dumb to operate a heavier-than-air craft. They are also shot down incredibly easy with by three P-40s with tracer rounds.
* Destroyermen series, Into The Storm, Benjamin Mallory, Bristar, and Ed Palmer quickly patch a desereted PBY and flies away from the destroyer USS Mahan to deliver news of what happened to Captain Reddy of USS Walker.
* Destroyermen series the Grik Empire controls, at least (the exact extent is unknown) India, southern Pakistan, Sri Lanka, the Persian Gulf and most of the eastern coast of Africa. Meanwhile the Dominion controls Mexico, Central America and an as yet undisclosed portion of South America. The Alliance is heading in this direction, controlling the Philippines, parts of Indonesia and Australia and most recently, Japan and the Hawaiian Islands voluntarily and Sri Lanka by conquest.
* Destroyermen series, there exists a species of cat-lemur humanoids called Lemurians, fittingly enough. Lemurian females have been noted early on that proportionality with humans are very similar, specifically the breasts. This leads to some comedic/awkward moments as the bulk of the humans are sex-starved males, and one of the secondary conflicts of the series.
* Destroyermen's machine shop so he can use it as a weapon against the Grik.
* Destroyermen's midship deckhouse. Mertz never knew what hit him, and there wasn't even enough left of him to bury when it was over.
* Destroyermen. So far the technologies transferred include (in roughly chronological order): modified Greco-Roman infantry tactics and weapons, gunpowder and cannons, oil drilling, the Bessemer process, steam propulsion, muskets, electricity, seaplanes, and of course, radio.
* Destroyermen's Y gun, end up killing it. They later learn that blasting sonar tends to chase away any mountain-fish in the area, so it becomes SOP for all ships traversing seas and oceans.
* Destroyermen takes a 10 inch shell to the bridge, killing all of its officers. When Captain Reddy makes contact with the ship, an engineering officer is the captain.
* Destroyermen that they left the king all their spears and provisions, claiming that he should survive for some time. He also swears that the king will not die by their hands. What he omits is that the spears were used to pin the king's arms and legs to a tree, and his belly was sliced to allow his entrails to be pulled out and hung on the branches to attract predators. The food was also left for this purpose. To be fair, the king deserved this.
* Destroyermen, the Grik equivalent of an admiral is "General of the Sea". Eventually, after they develop aviation, they create the rank of "General of the Sky".
* Destroyermen their superiors to return to the rear so they don't have to worry about protecting them.
* Destroyermen (they also call them Monkey-Cats or just 'Cats, while the Empire of New Britain calls them Ape Folk). The Lemurians call themselves Mi'Anaaka, which just means "people".
* Destroyermen to a parallel Earth where evolution took a drastically different turn. They later find out that other ships were transported centuries earlier and a few show up later.
* Destroyermen trilogy has domesticated elephant-sized dinosaurs which the U.S. destroyer crews, not knowing the "brontosaurus" was actually an apatosaurus, think of as miniature brontosaurs and call "brontosarries."
* Destroyermen with the discovery of an offshoot species called the Tagranesi who later prove to be valuable allies.

* Destroyer miniseries, where Keane battles a giant monster and brutally rends it limb from limb with his inhuman strength. Later he reveals that only after he'd torn its tongue out did he realize it was only about as intelligent as a dolphin (as opposed to the terrorists and supervillains he's much more sanguine about killing) and meant no actual harm, guiltily likening the experience to beating a dog.
* Destroyer of Light and changes shape. When he becomes a grapevine, she call's him a "mommy's boy", and smiles.
* Destroyer of Light, there is a scene where Persephone has fallen asleep, and her blanket lies on the floor. Her mother puts it over her again and quietly sneaks out of the room.
* Destroyer or cruiser carriers lack the firepower to be true line combatants. The closest are dreadnought carriers. The Morrigi (who else) flagship exemplifies this trope.
* Destroyers are a little bigger, and the first ship class able to mount large-sized weapons, but they also make good picket ships when outfitted with lots of point-defense systems.
* Destroyer series because both Remo and Chuin smash phones all the time. They usually tear them out of the walls.
* Destroyer series comes with a bunch of fighters (it's never specified exactly how many, but pretty much "lots"; probably hundreds) plus beam cannons to take on other enemy warships.
* Destroyer series of novels, Dr. Smith has a Cyanide pill in a false tooth. He would swallow it if C.U.R.E.'s security is ever breached.
* Destroyers (Planet Eaters, Savage Swarm): Giving these creatures a moral alignment would assume they were capable of caring about morality. They're mostly just hungry. It's not clear how many of them are even sapient.
* Destroyers, up until the end of WWII. Generally the fastest ships utilized in fleet roles, the massive engines needed to propel the ships to such speeds meant modest armament, short range, and absolutely no armor whatsoever. But while high-explosive shells of any caliber would rapidly shred them, destroyers were so fast and maneuvered so wildly that fire control systems of the era simply couldn't cope. The only solution was to
* Destroyer. The example that comes to mind is the Executive of the Vox network trying to take over a rival via using the Evil AI FRIEND.
* Destroyer: The smallest hypercapable warship built by most first-rate navies, including Manticore and Haven, and mostly geared toward commerce protection. They also serve as scouts for full-on battle fleets or battlecruiser task groups.
* destroy every other artificial intelligence in the galaxy, including the geth (if they are still alive) and EDI. Even worse, it's also the only
* destroy herself along with the Lord of Terror AND Keiichi. Subsequently, Skuld erases the floppy disk with a strong magnet.
* destroy his vampirized daughter Mina holds his hands to his face and proclaims, "Oh, the devil." Dracula, who has entered the room without him noticing, answers "I'm not as bad as that."
* Destroying all of a ghost's fetters will un-anchor them from the world of the living, confining them to the depths of the Underworld. Resolving said fetters (using the gun that killed the ghost as evidence to convict their murderer, for instance) will allow them to pass on to the true afterlife instead.
* destroying any infrastructure that will be useful to the oncoming armies could be odd by Western European standards, but they were often very ingenious making clever use of nature and elaborate deception operations. By the last stages of the war they had enough tanks to engage in blitzkriegs in the German style and while these weren't usually carried out with the German smoothness they had their own touches like support from aforesaid guerillas and fresh-water vessels and a large supply of horse cavalry which they maintained long after the other allies had phased it out.
* Destroying a ship's rudders is also a viable tactic, since the ship loses its means to maneuver. A famous example would be the German Battleship, Bismarck, which took a torpedo to the rudder, jamming it locking the ship in port side turn. Unable

to repair the damage, the ship was left a sitting duck for the pursing British forces, who quickly pounced on it with everything they had.
* Destroying Eris instead of Damocles (the president will ask you if you understood the mission)
* destroying evil. Problem was, its creators didn't realize that a sword has no concept of morality, so Nightblood continually goads its wielder into trying to kill everyone in sight, just to be on the safe side.
* Destroying furniture is a time-honored tradition in Professional Wrestling. Nothing says badass like bodyslamming your opponent through the announcer's table.
* Destroying Mandragora and the Obsidian Circle didn't destroy the Ancestral Witches; this instead freed their spirits, and are now looking for new hosts to possess.
* destroying one of two other unrelated planets (a newsflash will report the destruction of the planet and inform you that you are now wanted by the police)
* destroying one Transmitter that Wily has used to control the robots, with Joe being killed in the ensuing blast, Light realizes that there is a second Transmitter, and the attack is exactly what Wily needed in order to declare Martial Law on the city and take complete control.
* Destroying the author's computer, on which the game itself supposedly runs (all planets in the system will explode one by one, and your on-board computer will
* destroying the entire world, forcing Eldred to escape into another dimension.
* destroying their house instead, they have to give Dee's newly-acquired house to the family in compensation.
* Destroying the radio or other means of communication needed to call for help.
* destroying the Resistance and retrieving back Xykon's phylactery Then he buries the location with an earthquake.
* "Destroy Malevolence" (after Anakin sabotaged the ship) in one lift just before a squad of battle droids enters via the other lift to check on the status of the repairs.
* Destroyman: A dirtbag mailman who stars as a superhero in his independent films that convinces
* Destroyman, a wannabe superhero wish a masked costume, deadly gadgets, and a twisted mind.
* destroy said undisclosed moon or planet. The first one described, in the episode "Kawaii", features a lengthy battle between the descriptively named OctoBot Plus Two and the Giant-Ass Schoolgirl That's Kawaii as Fuck, Yo.
* destroys an entire floor of the house yet somehow leaves the bad guys largely unscathed.
* destroy science and create magic. as much as possible to save time, again taking the known and making it the unknown. And at the end of day, an engineer should have taken simpler components and made them into something more complex, and therefore less knowable, even if they aren't trying to throw people off.
* destroys his helmet, kills Snoke, tells Rey to let go of the past (which includes both the Sith and Jedi Orders), and takes over Snoke's role as Supreme Leader
* destroys the Resistance, he kills everyone, including his own minions. .
* Destroy the Abusive Home: A character destroys the home they grew up in and were abused.
* destroy the broken generator and are sent away to a place where they can't mess with it again. The way this is done is by making them win a contest to go to a Greek island, which was their entire goal. Bonus points because another character actually tries to comfort them about it, before they reveal their goal.
* destroy the city and slaughter the inhabitants instead (this was common among slave societies, naturally).
* destroy the Earth because Goku made him bleed a little. This was because Vegeta was an upper-class Saiyan Prince while Goku was a lower-class runt and shouldn't have enough power to challenge him.
* destroy the Earth, he won't be able to rule it and sacrifices himself for Gohan.
* destroy the entire solar system, and release the souls of the Keywork!!!.
* Destroy the Evidence: If the evidence is a document, e.g. a letter, a contract or

something similar.
* Destroy the Evidence: Someone who seems not to be directly involved in a crime destroys or hides some evidence relating to it.
* Destroy the Evidence: When you're unable to hide the evidence, you may have to just get rid of it permanently.
* Destroy the Godmodder 1500 posts of similar length, two others are still ongoing, the shorter of which has capped 3000 posts and is still going strong, and the other with over 18 thousand posts (which often have ridiculous amounts of text in them) plus an off-topic thread with roughly 4000 posts of its own. You've got a lot of reading ahead of you.
* Destroy the Godmodder 2 uses these as the basis for the godmodder's armies fairly often, usually in the shape of Minecraft mobs.
* Destroy the Godmodder, actions are more powerful and far more likely to succeed when they happen on milestone posts. The first post of a page milestone, or a number of posts milestone, a slight bonus is even given if someone calls their page claim. There was also a very big and interesting event involving time travel shenanigans on the one year anniversary.
* Destroy the Godmodder: a fine tradition. One of the first events involved a portal summoning large numbers of these.
* Destroy the Godmodder: A large swarm of flying sharks was summoned to take down a rogue team member hiding beneath a giant pile of fish in the tvtropes session. Needless to say, it did not go as planned.
* Destroy the Godmodder: A meta example: pionoplayer and aegis have both gotten into trouble for finding and abusing loopholes in the rules to gain advantage over other players.
* Destroy the Godmodder and have its power be ingrained in reality's function; the Terminae, a ton of Random Near-Omnipotent Beings; the higher-ranking Unfantomable Ones; and many others.
* Destroy the Godmodder, and that his name is Richard, and not much else.
* Destroy the Godmodder consists of lots of strings of this. Almost everything big that happens was alluded to earlier, was a failed action that got upgraded, or a summon that a player has been charging for a very long time. The vast majority of these are drowned out almost entirely by the swarm of player actions and entity attacks up until they take the forefront.
* Destroy the Godmodder. Even if the Godmodder isn't the target, adding humor to an attack usually boosts the damage that it deals.
* Destroy the Godmodder: Even in the first game, when the Godmodder fled to the safety of his castle, NPC Hunter Groups showed up to fight him.
* Destroy the Godmodder falls squarely into this category. Sometimes with entire armies getting wiped out in one shot by relatively weak entities. This is also the Godmodder's primary way of keeping the players from winning, as if the Godmodder has too many mooks they'll automatically nullify attacks against him, so keeping their numbers limited is why summons are important.
* Destroy the Godmodder functions off of this, even as a game. It doesn't matter how good your attack is, if it isn't funny, it will almost never work. On the flip side, something that is inherently a baby of this has a far greater chance to succeed. One of the earliest examples was the summoning of Magikarp, who proceeds (through screwy mechanics) to flail at the godmodder, and then summon a tsunami. Guess which one connects.
* Destroy the Godmodder had the creepy adrenaline rush. A player summoned a dummy of themself, it then proceeded to turn life into a nightmare for PG entities until it was destroyed.
* Destroy the Godmodder: Has a broom capable of dealing damage to an omniscient being and an extremely overleveled weapon that happens to be a fish wrapped up in a newspaper.
* Destroy the Godmodder has a more limited example. The entire community ragequits permanently, leaving the target (server or Minecraft) completely desolate and devoid of activity.
* Destroy the Godmodder has had a few instances of this. The GM of the second

thread, TwinBuilder, got summoned as an entity in Act 2. He became one of the most important characters in the story.
* Destroy the Godmodder has had multiple uses of this on all scales, from as small as an airstrike, to the UNSC Preston Cole doing orbital bombardments, and it doesn't even stop at having the entire solar system thrown at the godmodder. Probably one of the most notable examples would be ninjatwist's meteor strike that completely obliterated the PG side in one shot.
* Destroy the Godmodder has many such events, the first notable one being the reapers. A massive army of them gets summoned, what happens? The godmodder mind controls them into changing sides. It isn't the worst offender either.
* Destroy the Godmodder has multiple examples, usually as a result of particularly powerful enemies.
* Destroy the Godmodder has several of these, especially since the Alchemiter has been created.
* Destroy the Godmodder has the creepy dummy. It was summoned rather innocently in the first game wearing a shirt that said: "godmodder's friend" on it. Then it started to go downhill.
* Destroy the Godmodder has the godmodder. The few times he manages to escape the conflict, something completely bizarre and random will be summoned by a player and attack him for no reasons. Up to and including a seemingly harmless dummy that was actually his friend.
* Destroy the Godmodder has this used often. The godmodder is fond of throwing players that annoy him into the sun, player's are fond of throwing entities into the sun.
* Destroy the Godmodder have a specific weak point that can be discovered, allowing the entity to be killed much more quickly. This helps because Hostiles also tend to have large amounts of health.
* Destroy the Godmodder: Ikea, the king of tabletopia, was summoned as a boss. Not only that, but his entire army went down in three rounds. Ikea survived twice that length, then kidnapped the godmodder.
* Destroy the Godmodder: In a large way. Just about anything that people make passing reference to is intended to be used as one by some person or another, although not all of them end up doing such, it happens often enough.
* Destroy the Godmodder: In Be the Godmodders, you played as godmodders, trashing the last safe haven left.
* Destroy the Godmodder in DTG2, ridiculously over-the-top guns can became signature weapons.
* Destroy the Godmodder in the post), the owner of Dave proceeded to summon him again. One game after his most recent death.
* Destroy the Godmodder invokes this trope occasionally. For example, when the Glitch turned the landscape and very ground itself into a massive roiling death trap.
* Destroy the Godmodder invokes this trope repeatedly. The AGs will be going along, trampling the shreds of the godmodder's forces, then suddenly a horde of giant mechs attacks them. Again.
* Destroy the Godmodder is a great place for this. Many such creations have died, up to, and including, Cthulhu himself.
* Destroy the Godmodder: is full of them. What is relevant to the plot isn't always what attracts the attention of the players...
* Destroy the Godmodder is guaranteed to be useless otherwise. Unless it's so awesome that the GM cannot find a way to block it.
* Destroy the Godmodder is just that. There are little details, but the title sums up the essentials of the entire game. Destroy the godmodder.
* Destroy the Godmodder is the highest ranking godmodder in Minecraft. However, to the ascend the ranks of the godmodding tiers, one must defeat other equally powerful godmodders. It took a lot of asskicking for the Godmodder to reach the top.
* Destroy the Godmodder is this. You can jump in as you like, but certain events are oftentimes confusing if you don't really know exactly what's going on. There

were many complaints about this during the Homestuck Invasion, as many players had issues with having no idea what was going on because of how many references there were to Homestuck at the time.
* Destroy the Godmodder It gets even worse when you realize that you could technically include all of the other characters from the various universes that affect what is going on if you include off-screen characters, which all in all sends the character sheet into the thousands.
* Destroy the Godmodder it gets used occasionally. Mostly by the Godmodder, but sometimes used by other entities to show how powerful it is.
* Destroy the Godmodder: Many hostile entities have a specific weak point that can be discovered, allowing the entity to be killed much more quickly. This helps because Hostiles also tend to significantly more powerful than the standard entity.
* Destroy the Godmodder: Many players' reactions when they discovered that twin has to die to keep the timeline on track.
* Destroy the Godmodder: Most things used on the godmodder, and a number of attacks aimed at Piono post-MBoA.
* Destroy the Godmodder: One of the benefits for the pro-godmodder side. It has influenced several entities, including the Grim Reaper.
* Destroy the Godmodder, one particular group of minions will be a cut above the rest. More generally, there are entities that are not boss level but are still important to game progression and wield unusual powers, or are even just particularly powerful player summons.
* Destroy the Godmodder (or Descendants) is currently terrorizing. They don't do much though.
* Destroy the Godmodder: Piono and Binary both have one, and both of them consist of really nasty villains from other areas.
* Destroy the Godmodder: Played with. Spoils of War are pieces of bosses acquired by the players that killed them. They have the added bonus of being usable in combat.
* Destroy the Godmodder, players were just trying mostly in vain to damage said Godmodder. Then the Terror Zombie and Terror Skeleton joined the battle, and the number of poster-summoned entities went from zero to 5 in just a couple of pages. It never stopped there.
* Destroy the Godmodder. Quite a few of the characters (especially the ones that know the one summoning them, and even more since the players themselves are characters) are quite knowledgeable about the fact that the entire thing is fictional.
* Destroy the Godmodder: Several in the second game. Terra Firma is an enormous hammer with a head over 20 feet in width.
* Destroy the Godmodder: Several players have claimed to be or actually are this. The_Serpent is/was the only player with knowledge of the psi-godmodder artifacts.
* Destroy the Godmodder's tvtropes session had this trope used by the sentient armors under wyld's control: Formation Omega Standard and Omega Phalanx.
* Destroy the Godmodder, the AGs sometimes end up doing more damage to their buddies than the PGs do.
* Destroy the Godmodder: The end of the first game ended with the godmodder rage quitting, vowing that he would get revenge on everyone.
* Destroy the Godmodder: The Godmodder has this. An attack that could kill another entity (like a headshot or being flung into a black hole) would do nothing to the Godmodder.
* Destroy the Godmodder: The godmodder is well defined here, despite being able to take down things like massive battle fleets and Chuck Norris himself with minimal effort, the godmodder has already been defeated twice.
* Destroy the Godmodder: The godmodder. The players threw a flash mob party that was meant to be an attack on the godmodder. The godmodder was not aware and thought they were ignoring him and trashed it the round it started.
* Destroy the Godmodder: The Star Destroyer that got summoned in Act 3 was boarded by three different armies.
* Destroy the Godmodder: The UOSS was a gigantic spaceship summoned in the second

thread. When it was destroyed, its chassis fell onto the Battlefield, killing almost everyone on it.
* Destroy the Godmodder. The various settings of the games range from a crater-filled, bloodstained battlefield to a psychopath glitch-creature's mindscape. No matter where the game takes place, there's always death. Tons of it.
* Destroy the Godmodder this was used many times against the godmodder.
* Destroy the Godmodder to prevent attacks from affecting other factions. This crevasse must always be bridged to complete the challenge and resume attacking the Godmodder.
* Destroy the Godmodder. Upon the creepy dummy's arrival: "What?! How is thing even on the field? It completely breaks the game!"
* Destroy the Godmodder: Used by an ever-increasing number of players in the second game, culminating in piono using time-stepping, which combines this with time-slowing to allow the user to move effectively instantly.
* Destroy the Godmodder: Used lightly on occasion, and also lampshaded with the Glitch, which at one point became so bad players had to type in a specific font to keep their posts from being obliterated.
* Destroy the Godmodder: Used often by high-tech entities. The Preston Cole has several layers, each one has a different effect and aegis described the workings of all of them.
* Destroy the Godmodder: Used sometimes as a large attack, with many entities equipped with large numbers of machine guns. Now comes in weapon form: The giga gun, which has roughly three times the fire rate of a minigun and deals the same damage as a sword that can freeze things to absolute zero.
* Destroy the Godmodder: When Hostiles were first created in the second game, their immense power was supposed to be balanced out that they would all have a weak point, which when discovered, could be used to take them down with relative ease. However, this mechanic was eventually dropped as the game progressed.
* destroy the planet and everyone on it just to save face, while the two "protagonists" laugh their asses off at their little "prank".
* destroy the Poképlanet, but doesn't know Hyper Beam yet when you recruit it.
* Destroy The Porn is about Joe, a guy who dies, goes to Hell, and demands Satan let him go back to Earth to destroy his enormous porn stash before his mom finds it.
* Destroy the Product Placement: Something from a real world brand gets destroyed.
* DESTROY!!, the Red Basher goes berserk and demolishes Manhattan. When Captain Maximum tries to stop him, he ticks off the Red Basher so much that he winds up his famous "Big Bang" punch — which sends Captain Maximum all the way to the moon.
* destroy the second to last Gate stronger enemy groups closing in on their position.
* Destroy the Security Camera: Breaking security cameras so you don't show up on them.
* Destroy the Security Camera: Getting rid of security cameras so you don't show up on them.
* Destroy the Villain's Weapon: A hero manages to stop the villain by destroying their weapon.
* destroy the weapon — and this is with a mere projection of the Demonlord on Magnamund, much weaker than his true form. You need to find their specific weaknesses or use their true names against them. On the other hand, the Sommerswerd once again always proves adequate for the task, although you must be ready for very tough fights.
* destroy the world in 12 hours. In this case, he's simply insane. He doesn't want anything; he's just destroying the world on a whim, and wants you all to know it so he can enjoy laughing at your terror. If this is the case, he will literally do it — once he mentions the term "destroy the world", everybody watching (apart from the Heroes, of course) will begin screaming, and we will be treated to a montage of various rooms with screaming people running around, and the TV set with

just the villain laughing on it in the background. Fortunately, his desire to witness the world's panic gives the Heroes plenty of time to foil his evil plans.
* Destructible Projectiles: Projectiles can be taken out by hitting them with an attack.
* Destruction and Erase are the most egregious exceptions which prove the rule. They are terrifyingly lethal abilities which utterly destroy a person's body and soul down to the smallest particle. But even more horrific than that is that their users can do so almost instantaneously and with little time to dodge or defend. Zen-O's Erase can even wipe out an entire universe or timeline with a mere thought or gesture, which is what makes him
* Destruction Derby to drive like a maniac and smash into everyone as simply coming in first won't get you enough.
* Destruction in more than few games in the series when used properly.
* destruction of a massive industrial installation and thousands of deaths
* destruction of a sun at a set distance on a random trajectory are just astronomical.
* destruction of Earth applies, and it's genuinely dramatic instead of a gag like it's been for the entire rest of the show.
* Destruction of Faena, Mars' surface is made inhabitable by bombarding it with rockets made of ice, which melts, creating the first ocean.
* Destruction of Phaena by Alexander Kazantsev, the eponymous planet's first (and last) space station was a ring that used centrifugal forces to emulate gravity. There was also a compartment in the middle of the ring, where they grew edible plants, which profited from the lack of "gravity".
* Destruction of several games in the series. However, Dagon ultimately subverts the trope. While he is highly destructive, he cannot be considered any more truly "evil" than a destructive act of nature like a flood or an earthquake. Dagon also has several redeeming qualities within his sphere, such as governing over Change, which a functioning world requires to exist. (If the old is never "destroyed", there can be no room for anything new.)
* Destruction of the Endless, the anthropomorphic personification of the self-named cosmic principle allies himself with the heroes.
* destruction of the Project Insight Helicarriers then it zooms in on the "23" casualties with a pause and adds 23.
* destruction of Thessia, Kai Leng sends Shepard an e-mail where he childishly taunts them for their failure and brags about how he'll be the one to end "the Legend of Shepard".
* Destruction school entry above, the loot that you can recover from the ash pile is just the same as it would be if the target's corpse was still intact.
* destructive fire, the term still refers to mass-murder or a mass-casualty event on an extreme scale, such as genocide or nuclear war. Of course, that last one still implies death by nuclear fire.
* destructively as human as he is, and despite Vega's massive muscle development, it's almost certainly going to end with him getting flipped, quite possibly by the comparatively slim female Shepard.
* "Destructive Nature": Dr. Viper, annoyed that one of his Plantimals
* destructive pranks; he was just as bad when he was in military school, but became more mature when he travelled to work in an Alaskan logging camp and then on a cowboy ranch.
* Destructive Romance: A relationship that is depicted as very unhealthy and dysfunctional (not always necessarily abusive, but still not a romance to aspire to).
* Destructive Romance: A very unhappy and horribly abusive love relationship.
* Destructive Romance develop some feelings for him—even if those feelings weren't the unconditional love Spike wanted from her.
* Destructive Romance: Love can lead to very bad things not only to yourself, but for everyone around you.
* Destructive Romance: Love relationship that causes one or both parties nothing but heartache and possibly even death.

* Destructive Romance: Two romantic partners have a destructive relationship.
* Destructive Savior: Heroes who do collateral damage while saving the day.
* Destructive Saviour: The person might be wrecking public property wherever they go, but they only do so to fight the bad guys.
* Destructive Saviour: When a hero causes massive destruction in the course of trying to save a place from a bad guy.
* Destructive Teleportation in which the original person/object is destroyed and then replaced by a perfect copy in another location.
* Destructo, a toy robot who is often on Mr. Bumpy's case whenever he breaks the rules.
* Destructo-Nookie, Buffy wakes up the next morning in the wreckage and asks, "When did the house fall down?"
* Destructo-Nookie: Two characters have sex, and due to supernatural strength, furniture is broken.
* Destructor, in the episode "Raging Bender", does this when first introduced. Though it's not like he could have actually
* Destry Rides Again) and Lily Belle, with scuffling, hair-pulling, dress-tearing, punching, wrestling, scratching, kicking and rolling on the floor. Destry eventually breaks the fight by pouring a bucket of water on them.
* Destry Rides Again: As Frenchy is singing a number onstage, her admirer Boris is watching and holding a pack of cards, which eventually spurt out of his hand in a suggestive manner.
* Desty Nova learnt the same thing about himself at some point before his introduction. It is not known if the truth drove him insane, or if his insanity helped him deal with the truth. Seeing as he was the only person who doesn't seem to care about their shared condition, it was likely the latter.
* DesuDesBrigade during his Vampire Wars review when he found out that Kuki's code name would be Bat instead of Van Helsing.
* DesuDesBrigade especially Vixen and Mal, but notably in the Christmas Special. Tentacle Violations for all!
* DesuDesBrigade was male until he was halfway through an internet porn search of "her".
* DesuDesBrigade, where she's in complete distress with no escape throughout and screams more than once.
* Des X, she looks just like Desco, just recolored. One of the main cast makes a comment: "Was this a cost-cutting tactic by the creator!?"
* Detachable Drive: A number of Republic starfighters use detachable hyperspace boosters to travel at lightspeed. Also, a number of cargo transports in
* Detached fingers are a common nuisance for zombie Reg Shoe, whether while shaking hands, playing the guitar, or feeding bits of meat to Buggy Swires' trained buzzard.
* Detachment Combat: The ability to divide one's body into parts for combat.
* detailed here). The celebrations didn't end with the 2019 season; for the league's actual 100th anniversary in 2020, the Pro Football Hall of Fame announced a 15-member "Centennial Slate" of Hall inductees that will enter the Hall in 2020 alongside the normal four- to eight-member induction class.
* Detailed in the manga is the 'spirit of the cards', which serves as a
* detailed knowledge of his fighter's systems and capabilities an allied fighter out of a terminal dive; although he failed to save her, his sheer nerve and improvisation earned him awards.
* Detailed studies of narwhal tusks have revealed them to have sensory functions, detecting water pressure, salinity, temperature and particulate concentrations.
* Detail-Hogging CoverMerchandise of animated works often use still pictures that have more detail than the work.
* Detail-Hogging Cover: The cover has more detail than the actual animation.
* Detail-Hogging Cover: The cover of an animated work has more detail added to the characters than the actual animation.
* Detail-Hogging Cover: The cover of an animated work has more detail on the characters than the actual animation shows.

* , detailing invasions of the Soviet Union by various coalitions of the Western Allies and China from the 1970's to the end of the 20th Century.
* detail not immediately relevant to the story at hand often serves as a major distinguishing point of their work.
* details some of Manfred von Richtofen's ventures, such as the aforementioned 80 kills or how he was first enlisted in the cavalry.
* Det. Amy Santiago has Det. Teddy Wells while Det. Jake Peralta has defense attorney Sophia Perez. It's played with, however, in that neither relationship lasts that long and ends for reasons other than the
* Detana!! TwinBee, TwinBee Yahoo! and Pop'n TwinBee has great eyecatches, with one character per eyecatch (except TwinBee, oddly enough) saying "Yahho!" at the end.
* Detarou's, will try to lure you into a trap and laugh at your stupidity on a Bad End screen if you fall for its tricks.
* Detatoko Princess the Magic Eraser erases all magic within its blast radius.
* Det Ben Schmidt is also a Vietnam vet and he and Lou bond over their shared experiences. While Ben is a lousy cop and portrayed as a bit of a
* Det. Burn considers this with a serial rapist in season 2. Goes so far as cutting open an evidence bag from a previous attack. Ends up costing her her job.
* detecting a Cosmog and calling for Zilant to go track it down for her.
* detect invisible enemies, pincers and tail that could inflict lethal damage, a tough shell that gave immunity to blunt weapons and the ability to quickly regenerate damage. The Black version was smaller (3 feet long) and did less damage, but they hunted in packs and had psionic abilities that allowed them to lure their victims closer and attack them.
* "Detection in the classic tradition by the world's master storyteller." —
* Detective Andy Sipowitz starts out with an antagonistic relationship with ADA Sylvia Costas, but they eventually fall in love and get married. She bears him a son, and then gets caught in the crossfire when a man tries to kill his daughter's murderer.
* Detective Asai (a cop whom Akikazu trusts initially but does not help him very much with his search) is this on a more subtle level. When Akikazu and Aikawa engage on a very bloody fight on the freeway, Asai interferes and
* Detective Baldwin Jones has an on-and-off relationship with ADA Valerie Heywood. He gets quite upset when, during the course of an investigation into an abortion clinic bombing, he discovers that she was a client there while they were going out.
* Detective Bell is investigating a break-in at a dockside warehouse → discovers his boss is a Mafia plant and barely averts a city-wide mob war.
* Detective Bobby Fulbright (or rather, a spy who killed the real Fullbright and took his place)
* Detective Brett Mahoney when the latter is supervising Felix Manning being loaded onto an ambulance after an encounter with Daredevil.
* Detective Carter demands information on the mysterious forces hunting Reese. Reese points out that, unlike him and Finch, Carter is not hiding under a false name and has loved ones that are still alive. "So I think the real question you have to ask yourself, Detective... is how much more do you really want to know?"
* Detective Carter is actively trying to track Reese down… for the first few episodes, anyway.
* Detective Chimp detective. One team up story is actually called "The World's Greatest Detective and Batman".
* Detective Club: The Girl Who Stands Behind. He’s suitably horrified.
* Detective Comics #247, 1957), Batman is exposed to a chemical that makes him pathologically afraid of bats, including his bat symbol. The Caped Crusader temporarily assumes the secret identity of Starman until he finds a way to conquer his phobia.
* Detective Comics #374, Robin gets assaulted and Batman deduces that the man responsible is boxer Jim Condors. However, upon attempting to turn him in to the police, Batman is informed that Condors was in the middle of a boxing match when the assault took place. Batman later figures out that Condors had a twin brother and was able to pull a twin switch in order to get revenge on Robin for sending his

brother to jail.
* Detective Comics #440. When Damon Nostrand attempts to run him down, Manhunter drops underneath the vehicle and rips the fuel tank open with a knife. He then tosses a lit match into the trail of fuel the car is leaking, which ignites and blows up the car.
* Detective Comics #500, where a dying detective fakes his own murder at his retirement dinner, causing the other detectives at the dinner to go after the mobster he framed for the crime.
* Detective Comics #826, in which Tim Drake ends up accidentally driving around Christmastime Gotham with The Joker.
* Detective Comics #833 Zatanna is shot in the throat by the Joker and dunked into a tank filling with water, effectively keeping her from reciting her incantations backwards. When Batman escapes his own deathtrap to free her in #834, he finds her throat completely healed. Upon inspection, Bats discovered she'd used her own blood to write "HEAL ME" backwards on the inside of the tank's lid.
* Detective Comics Annual, he begins repeating "no one there" in shock . It is unknown when he recovered from this.
* Detective Comics appeared in its pages, and has been incorporated into the DC Universe since then.
* Detective Comics attempts to kill one of his victims by reenacting Joan of Arc's execution by burning at the stake. The victim is saved by Jim Gordon who is wearing the Bat-suit at the time.
* Detective Comics before it became an all-Batman title, could disguise himself as any occupation (or any race, although those stories are pretty cringe-inducing in retrospect) through clever use of costumes and make-up.
* Detective Comics by the pilot as he prepared to bail out (he was the last jumper out the plane) and shoved out so it appeared he had exited the plane with the others.
* Detective Comics by using his umbrella gun to shoot the chain Ogilivy was using to hang him.
* Detective Comics got his hands on a demon summoning ritual that had been performed by Gotham's founders, which called for the sacrifice of a "human bat," who was prepared for the sacrifice through a series of gruesome and bizarre ordeals, among them slitting the throat of a newborn baby. So he kidnapped a baby, shoved a ping pong ball in its mouth and left it for Batman to find as he made his escape.
* Detective Comics him from Batman, by dint of breaking a very, very deep fall... with a cart of used diapers.
* Detective Comics ("I even left your utility belt on."). The Penguin had "reformed" at the time, and had the public image of a law-abiding businessman. It wouldn't have exactly done wonders for his reputation if Batman actually died in his nightclub.
* Detective Comics incorporated a deconstruction of that story into its backstory, depicting the Chinese antagonists more sympathetically than the prejudiced white detective.
* Detective Comics, introduced as its main feature in issue #27, which eventually took over the series.
* Detective Comics, is offered the chance to save Bruce Wayne's parents in an alternate universe, knowing that doing so could mean that world never has a Batman to protect Gotham. He does so anyway, and it is later revealed that the deed inspired the alternate Bruce to become Batman as a tribute to the costumed man who saved his parents.
* Detective Comics killed a goth stage magician named Loxias and assumed his identity, planning to murder the audience at one of his shows.
* Detective Comics outfit as a costume for a party (and to annoy her father in the updated story). When the party was crashed by supercriminals, she responded to the crisis like a costumed crimefighter rather than a costumed partygoer (Which Bruce Wayne did, seeing as he was in a clown outfit at the time), starting her journey to become a member of the Bat-Family.

* Detective Comics (Rebirth), Batwoman invokes this as part of her training regimen. She pits her trainees against waves of Joker constructs for three hours to stress-test them, so she can analyze when and how they'll break in a full-on battle.
* Detective Comics (Rebirth) father) is revealed to be the leader of the Colony, the initial antagonists of the series. He had been planning for years for Kate to join the Colony one day, even adapting his expectations to her own independent vigilantism in the wake of her dismissal from the Army. Downplayed in that Jacob isn't portrayed as evil or even a villain, but a man blinded by his personal vendetta against terrorism who completely misread his own daughter's expectations and goals for her own life.
* Detective Comics (Rebirth): For the first two arcs, Cass is basically there to punch people every now and then, and has a relatively minor role compared to the rest of the cast, and even less focus than guest characters.
* Detective Comics (Rebirth): Orphan tears off the Bat shield on Batwoman's costume in anger when she kills Clayface, telling her that it means they do not kill.
* Detective Comics (Rebirth) Steph and Tim had theirs completely wiped and are very different than those previous better known versions.
* Detective Comics (Rebirth): The First Victim can project shields large enough to cover the entire Victim Syndicate when they're standing in a group.
* Detective Comics (Rebirth) "the greatest fighter of the modern age".
* Detective Comics (Rebirth): The League of Shadows's foot soldiers have scary black eyes.
* Detective Comics.) The criminals attempt to use the Batman-Genie to commit crimes. Unfortunately for them, he is fairly literal in his understanding. Ordered to plunder the mint, Robin and Bat-Girl are able to thwart him by placing a truckload of mint plants inside the mint building. Batman 'plunders the mint' by stealing all of the mint plants.
* Detective Comics. Three issues later, this version of the Knight turned out to be Jeremiah Arkham's daughter, Astrid.
* Detective Comics to ignite a trail of fuel leaking from a wrecked vehicle: creating an explosion that allows Detective Yip to fake her death.
* Detective Comics to the test for freedom, the Joker rattles off a "seemingly never-ending list of his incredible crimes" to the police, including robbing the National Bank of Denver; this goes on for days until it's more than enough to warrant a death sentence (he gets better a little later).
* Detective Comics" turns the character into a sympathetic figure through portraying him as a good-intentioned doctor who helped his brother (crime boss Rupert Thorne) in the hopes that the latter would use his influence to restore his medical license.
* Detective Comics villain Clayface, has three separate characters dramatically declare their hatred for the actress who is subsequently murdered. None of them is the killer. The true murderer turns out to be Basil Karlo, the jolly old actor who popped up to say hi to the actress at the beginning.
* Detective Comics Walks the Last Mile", there is a shadow of the Joker strapped to an electric chair in the death chamber as the warden pulls the switch and shocks him to death. Not a pretty sight on page 4.
* Detective Comics, which features a group of carnival freaks living out in the swamp. Normally this would be a setup for Hillbilly Horror, but the villain in the story is actually the former circus strong man, the most normal of the group.
* Detective Conan actually!) initially since he cannot possibly have been responsible. However, the father steps in and says that in order for Magure to do his job fairly, he should be treated as a suspect regardless of who he is.
* Detective Conan. After she says that she wants to go to Ran's house to see Conan (because she has been investigating him), Sonoko calls her a paedophile.
* Detective Conan, Ai Haibara talks one of her classmates into faking intimate contact so she could figure out whether she was being tailed by the Organization, only to scare him with the intense expression on her face.
* Detective Conan and Dr. Moriarty supposedly fell of the Reichenbach falls.

* Detective Conan, and it makes the criminals seem even more inhuman. Ooh, philosophical.
* Detective Conan and one movie feature crimes that take place at sports events.
* Detective Conan and tells him that, which he dubiously argues that it's probably because she's observing the effects of the apotoxin on him. After the case, Conan asks Haibara if there's something on his face.
* Detective Conan Any non movie-exclusive characters can't die anyway because that would damage the main story.
* Detective Conan are at first believed to be accidents. Then Conan (and sometimes other detectives) start digging in...
* Detective Conan as clearly as he recalled her, they properly got together.
* Detective Conan, basing the necessary allusions on their careers instead, such as how many patents an inventor had filed, or a professional golfer's national ranking.
* Detective Conan before going on to voice fellow teen detective Heiji Hattori nearly fifty episodes later.
* Detective Conan. Bonus for having a teenage daughter who is just as pretty as she is.
* Detective Conan, but a big one happens in the recurring Black Organization meta-arc when Vermouth finally shows herself and it's not who you think it is at all. She's been impersonating Dr. Araide. The suspicious-looking foreign English teacher? She's the FBI agent on Vermouth's trail.
* Detective Conan, but eventually both Conan and Heiji see through the deception.
* Detective Conan, but the rest of the room was set up to make it look like a locked room mystery.
* Detective Conan: By using his voice changer, Conan has had "Shinichi" (i.e. himself) solve cases over long distances; his father has also solved cases by reading/watching the news, and when his mother repeated his deductions on TV (without divulging where she got the information), she was the one given credit when the cases eventually broke the way she "predicted".
* Detective Conan can be just as wordy, but he at least has the courtesy to break up his walls of text.
* Detective Conan comes to mind. The title character is biologically six years old and comes up to the knees of most adults, as does most of his classmates. Particularly funny since Genta, who is around the size of an ACTUAL kid that age, looks like a giant in comparison...
* Detective Conan: Conan and Shuichi Akai are both called "Silver Bullet" by the the Black Organization, particularly by Vermouth, a metaphor to describe how dangerous they are to the Black Organization. The term was also first dropped during a case where a murderer was wearing a werewolf costume and he was identified by the cocktail named "Silver Bullet". This case happened parallel to the incident where Vermouth was confronted by Conan and she would start calling him by said nickname since then.
* Detective Conan, Conan employs a Dead Man Switch on a tape recorder to keep Vermouth from killing him after his plan to capture her goes south and he's captured instead. If the recorder is disconnected or he dies, her boss's ringtone and all conversation captured will be sent straight to the police.
* Detective Conan Conan goes to her just in time to give her a whole bouquet of dandelions.
* Detective Conan, Conan must deactivate the wristband bombs attached to Ran and the kids which will set off at the clock's hour or if they exit the amusement park's boundaries. He needs to input the correct computer password, accomplishing it, and successfully resets the timer with 9/10 of a second to spare.
* Detective Conan Conan nearly did this at the very beginning, before he came up with Conan Edogawa, he nearly said "Shinichi". He's lucky that Conan can be rendered in Japanese. Imagine if it was some name with L's everywhere. Not only that, but many times when Conan and Heiji meet up for a case, Heiji (unintentionally or otherwise) slips and calls him "Kudo" in front of the girls, always covering it up with another word that sort of might sound a little bit like

it (a homonym.)
* Detective Conan, Conan's increasingly noticeable failure to act as a normal little boy arouses suspicions from just about everyone in the cast not privy to his secret, yet nobody really thinks of just sitting the kid down and asking him just how on earth does he know so much, rather preferring to harbor vague suspicions relatively forever.
* Detective Conan: decades worth of murder mysteries, and few episodes in between that deal with the main plot. If one just wanted the plot-based episodes and important scenes, it would cut the mysteries down by half; but considering the 900+ episode count, that's not saying much. Even reading the manga will take long to catch up.
* Detective Conan despite first appearing very late in the series' run.
* Detective Conan does this a lot. One time, he solved a murder he had been stuck on just by Ran mentioning that she had bought new pajamas for them. (To be more specific, she mentioned that said PJs were a matched pair, leading Conan to realize that the murderer was a set of identical twins.)
* Detective Conan early story, Ran spots a shadowy robed figure -the Murderer of the Chapter- skulking around the woods. After murdering his target, the man attempts to murder Ran to eliminate any witnesses.
* Detective Conan, Eisuke says he was acting weird because he saw the murder victim making out with one of the suspects, a large tanned muscly person in a karaoke room. Then Juzo says this trope title word-for-word. Then the suspect clarifies that she's actually a woman.
* Detective Conan essentially returns most of what he actually steals. He also routinely helps other people, such as helping Servant A become a star in a play, and helping a child reconnect with his mother.
* Detective Conan father on his cell phone. As he's about to tell her the culprits name, a dark shadow appears behind him and slams a rock upon his head, instantly knocking him out as we later learn.
* Detective Conan File 131 or so, Yukiko, Shinichi's mother, manages to cover for Shinichi in front of Ran by saying Conan (her secretly de-aged son) is really her distant relative — in fact, he's the nephew of the grandfather of the cousin of the daughter of the brother of her uncle. Or for short, her grandfather's nephew (thus, her first cousin removed once, also known as her uncle removed once).
* Detective Conan for Satou, her partner died rather than choose to disarm a bomb in a Ferris wheel so he can send her the directions to another bomb that the bomber had hidden, and the location would not be given in full unless the timer was allowed to run out. In the 20th film Gin causes the giant Ferris wheel to roll by shooting the axis with his helicopters minigun.
* Detective Conan for TMS, it definitely didn't go the way the author thought it would.
* Detective Conan found the crime scene and changed the message again to point to... you guessed it.
* Detective Conan glass and the bug was updated with listening functions and its own frequency. The listening device is also designed so it "stimulates the eardrum," thus only the wearer can hear it.
* Detective Conan got a heart attack and took his medicine which he believed was for his heart disease, but it was replaced with another medicine by his wife.
* Detective Conan grew up in Witness Protection. She offered it to Ai Haibara as well, but was turned down.
* Detective Conan had Conan end up on the trail of a group of counterfeiters who had kidnapped one of his classmates' brothers; another had an old counterfeiter who'd hidden his work in an abandoned house when his conscience caught up to him.
* Detective Conan has a 13-episode live-action series (2011) and four stand-alone specials (2006, 2007, 2011, and 2012) that feature the teenage Shin'ichi solving cases. The series and the 2006 specials take place pre-manga and the 2007 special involves Conan temporarily returning to Shin'ichi form.
* Detective Conan has a case where Heiji and Kazuha are arguing over whether to see a baseball game (Heiji's preference) or a theatrical production (Kazuha's

preference). They make a bet, with the person who successfully solves a particular murder case getting their way. Heiji takes the bet seriously at first, but after seeing Kazuha at the point of tears, changes to trying to give her hints instead. Unfortunately, he puts too much effort into it and solves the case himself.
* Detective Conan has a filler episode in which this is used as the plot.
* Detective Conan has a really obvious CG car...being driven by 2D-animated Takagi and Sato.
* Detective Conan has a serious version of this (of course, being about murder and all that). A guy just murdered his brother and the Junior Detective League found his body. Next day, the brother tried to use the body manipulation to make it seems like that the dead guy is alive, trying to fool the League and the police.
* Detective Conan has a variation with criminal fires to write the kanji for well... "fire".
* Detective Conan has members of the Black Organization frequently showing up in conspicuously sinister black trenchcoats.
* Detective Conan has the Black Organization. It looked like a simple case of blackmail, but they're actually an elite group of murderers that owns huge biological research facilities.
* Detective Conan have a relationship built almost exclusivly from this trope. Most of their conversations will degrade into calling one another "ahou!" (Or, "idiot!")
* Detective Conan have people trapped in attics and becoming unstable.
* Detective Conan have separate listings in Nova Scotia's rating database: one with a 'PG', one with a '14A'.
* Detective Conan her). One panel later, Heiji has a slap mark on his face (Conan is spared because he's "just a kid"), and a very red-faced Ran confirms that Kazuha does indeed have taser burns.
* Detective Conan). He's also never able to actually use the knowledge for anything useful, seeing as he gets knocked out and de-aged almost immediately after.
* Detective Conan. How do you make the manga/show appeal to both teenagers and kids? Simple: have the main character be a teenager transformed into a kid.
* Detective Conan. However, it looks like he will always be a monkey where his relationship with Satou is concerned.
* Detective Conan in English, in publication since 1994 and on the air since 1996 with 1000 episodes, 23 movies, and 100 volumes. It's still going in both anime and manga form.
* Detective Conan In the English and European Spanish dubs, his thoughts are still in his older voice. In the Catalan dub, his voice while talking shifts between a child and an adult (two different voice actors) almost at random. Not only does this sound weird, but it creates a huge plothole unless one assumes the characters don't hear the difference.
* Detective Conan in this murder mystery series means this trope is commonly applied.
* Detective Conan in which he passionately declares his love to Ran. In reality, he's staring at Ran with a sort of dazed expression on his face, while she gives him a look and asks why he's staring her like that.
* Detective Conan is out of the question. She, for her part, is genuinely interested in Shinichi but regards Conan as a surrogate little brother. Things get awkward for Conan when the two do things like talk about Shinichi or share a bath together.
* Detective Conan It even gets lampshaded by Conan-as-Kogoro at the end.
* Detective Conan: It happens almost every single time when one of the corpses' first discoverers happens to be female. Ran, Sonoko, Kazuha and Ayumi are frequently subjugated by this trope, even though they should to be used murder cases at this point. And since most of Heiji's cases happen to be "monster mystery" cases nowadays, Kazuha and Ran always scream whenever they see something remotely scary because both of them are afraid of ghosts.
* Detective Conan, it is a rare day indeed when the eponymous hero can go somewhere without someone dying in a convoluted manner, but it is a good day indeed. Note that these are usually instances where KID is actually attempting to steal

something. There were also a couple of stories where Conan was able to prevent the murder before it happened, and a couple where there was no murder or crime, just a hilarious misunderstanding.
* Detective Conan. Just because they all witnessed a gruesome murder yet again, that never seems to stop the entire cast, including the convicted murderer from having a good group chortle now and then.
* Detective Conan: Justified example. Shinichi Kudo was once a famous detective, but after he was shrunk down to the body of a 6-year-old, the police rarely, if ever, listen to him whenever he finds an important clue. So, he's often forced to either act like a dumb kid who "accidentally" reveals important information, or he tranquilizes and impersonates an adult (usually Kogoro) with his gadgets.
* Detective Conan: Kaitou Kid is asked by Jirokichi Suzuki to crack his safe the Iron Tanuki.
* Detective Conan Kogoro Mouri, Heiji, and main character Conan Edogawa/Shinichi Kudo. In fact, Kogoro has often been shown to do stuff that people usually hire private detectives for - tracking people suspected of adultery, trying to track down someone who is lost (but not officially considered a missing person, like deadbeat dads or former friends).
* Detective Conan lies in the Million To One Chance that a poisonous pill would shrink him into a 6-year-old body instead of killing him. Fortunately for him the creator of the drug was the other person to shrink, so that she could help him.
* Detective Conan, mainly because Japan had a 15-year statute of limitations for murder. This was changed to 25 years in 2005, and in 2010, Japan abolished the statute of limitations for murder and other crimes that result in the deaths of persons, as well as extending the statute of limitations for other crimes.
* Detective Conan, minor characters will only find evidence if it's there to throw them off track.
* Detective Conan must keep secret the fact that they were youthened instead of killed by a poison used by a shadowy secret organization. The original rationale was to pretend Conan's prior identity, Shinichi Kudo, was dead, but he can't stop phoning his girlfriend using his Shinichi voice, so it seems to be a pretty open secret he's is still alive. Some people are clever enough to put two and two together and figure out who he is, too.
* Detective Conan often has people whose actions the audience is supposed to know, but whose specific appearance is unknown to the other characters, rendered as all-black silhouettes even in places where there would be no shadows (even outdoors in the middle of the day).
* Detective Conan of those traits match any of the suspects. The police eventually have to figure out what conditions took place to cause each of the eyewitnesses to see the traits they saw, and which suspect all three applied to.
* Detective Conan one. How often do you see an apparent first-grader calmly leveling a handgun at someone?
* Detective Conan, one story ends with Ran being so impressed by her dad's solving of a case that she promises to make him his favorite food for dinner. She draws the line when he asks if she'll also get him a case of beer.
* Detective Conan or Gin taking pictures with a smartphone rather than an actual photo camera.
* Detective Conan over the course of the story, as later chapters feature her smiling more frequently and willingly engaging in the childrens' activities more often.
* Detective Conan. Played with a lot since Conan, as a child, has to use Kogorou as a sort of mask in order to reveal the truth, by knocking him out, slumping him over something for a generic "deep thought" pose, and using a voice-changer to talk like him. Not always the best idea since sometimes, these suspects aren't very willing to just stand and watch the man reveal everything.
* Detective Conan. Rather odd, given that it's ostensibly a secret organisation.
* Detective Conan respectively, while his disappearance in the next plot arc happens at the end of December. The latter arc keeps things vague by referring to an event that happened a few hundred episodes before Eisuke Hondou even appeared as

"several months ago".
* Detective Conan reveals that Shinichi fell for Ran when they met in preschool, when he first saw her smile at him.
* Detective Conan: Rum is the number two of the Black Organization, working directly under the Boss's command. For obvious reasons, Rum's position makes them stand above Gin and Vermouth, who had been established as very threatening antagonists long before Rum was even mentioned.
* Detective Conan. Shiratori is by no means an incompetent detective or man in general; this is just the worse he can be in cases when his arrogance gets the best of him.
* Detective Conan solving murders and fighting a deadly criminal organization, uses plenty of noir tropes.
* Detective Conan, stealing a kid's bike to make haste in disposing of a timed bomb. The bike is totally trashed, though it's implied that Conan would have returned it if he could, and actually asked Kogoro to replace it.
* Detective Conan stopped airing on TV around 2012 and nowadays they only dub the movies.
* Detective Conan story, an unintentional dying clue is left on the little toe of a famous artist by another artist: she paints her signature on him as a prank before he kills her in a rage over her art.
* Detective Conan, Takagi tricks a suspect into giving him his fingerprint via asking him for a light and pocketing the matchbook the suspect hands him.
* Detective Conan teaches science through the cases the main character investigates.
* Detective Conan that he eventually became a main character and recurring nemesis of Conan.
* Detective Conan; the bomber had designed the bomb to go off if the red wire were cut, having overheard that red was her favorite color, but Ran couldn't bring herself to cut it, seeing it as the red string of fate between her and Shinichi.
* Detective Conan, the murderers make fake proofs to frame up innocent people.
* Detective Conan. Then there are some episodes where you have a few suspects. Then some episodes that really define this trope.
* Detective Conan" Then, they pan out and we realize they're tied together, having been kidnapped, and were trying to loosen the bonds. Naturally.
* Detective Conan: The protagonist, having been de-aged to a child, ends up having to use a tranquilizer dart on someone and use a voice modulator to mimic them in order to convict the perpetrator. In this case, it's not just because nobody would believe that he's really a teenager, but also to keep the crime syndicate whose attempt to kill him instead resulted in said de-aging from finding out that he's still alive.
* Detective Conan, there is a character called Jodie Starling who changed her name from Starling to Saintemillion due to this actress named Vermouth killing her parents and searching for Jodie. Jodie initially rejected the offer of Witness Protection by the FBI, but then changed her mind and it helped protect her. What changed her mind was making a promise with James Black to look for her parent's killer when she's old enough to join the FBI. The Witness Protection was successful, and she survived to adulthood and became an FBI agent.
* Detective Conan the TV news, the latter outright calling him the police department's savior.
* Detective Conan This also applies to the rare times when Kid and Shinichi's fathers get paired up.
* Detective Conan; this turns out to have been planted by the murderer in question, but the victim left a much more definitive dying message on her cell phone. (And there was also more substantial proof of guilt.)
* Detective Conan, though he does help out by subtly nudging Kogoro in the right direction.
* Detective Conan to Akai? Or is he even someone else? Only time will tell.
* Detective Conan to be one, but it's actually Conan who solves the cases. However, the filler character Heihachiro Shiota was known as the "Legendary Great Detective"

and was Kogoro's teacher.
* Detective Conan to cash on the insurance itself and get away with it.
* Detective Conan to help), but turns real when an actual criminal kidnaps him from the family restaurant where she'd been waiting out the fake kidnapping. It's up to Conan to save the day!
* Detective Conan to hide her identity. When the ransom drop-off falls apart, she manages to escape while leaving the police baffled (since they believe the kidnapper somehow managed to slip away while lugging around a tied up hostage, a sight which would have surely attracted attention from onlookers).
* Detective Conan took over his position as show's sound effects editor along with Yokoyama's daughter, Aki, who had been assisting her father since episode 345.
* Detective Conan to the appearance of 6-year-olds. Yet, not only do they have assumed names, they use those identities to attend public schools, and given the show's nature, haven't even had their legal identities suspected by the police officers they meet frequently. This lack of proper papers becomes a plot point when Conan receives an invitation to go to London. He has to travel as Shinichi because Conan doesn't have a passport.
* Detective Conan uses a popular Japanese children's song written by Noguchi Ujō - called Nanatsu no Ko (七つの子, lit. Seven children or Child of seven) - to encode his/her phone number.
* Detective Conan: Whenever Kogoro makes one of his off-the-wall, no-basis-in-fact accusations and it gets shot down, he will frequently backpedal by saying he was just joking.
* Detective Conan When the police superintendent learns that his son had a connection to a murder case, he personally orders the investigation re-opened to discover the truth.
* Detective Conan which is canonically in the same world actually does have magic. Both real and fake meaning that while Conan doesn't cover it alone the world as a whole does.
* Detective Conan (which renamed Conan to Kamal, meaning "Perfect") actually caused controversy among Arab otakus. Funningly enough, multiple sources say it was done by Venus Company, the same studio that did the more well-known secular dub aired on Spacetoon and other channels accross the Arab world.
* Detective Conan. While Noah's Ark, for most of the movie, took over the identity and appearance of one of the event's participants, at the end it does show up as itself, or Hiroki in AI form.
* Detective Conan - while trying to make his getaway, Kid the Phantom Thief shoots some belt-choppers towards Ran, intending to cause a distraction via making his pants fall down, but gets Kogoro instead.
* Detective Conan who believes in aliens and says she'd love to "have a heartfelt conversation with them using her fist" if they tried to invade...
* Detective Conan who fits in so well that, when he escaped from custody and the police were searching for him, he was physically described by Ai Haibara in terms that would perfectly fit Cesare himself.
* Detective Conan with a crime for him to solve, suggesting that something as minor as a dine-and-dash would be sufficient. Another client is inspired by this suggestion to have Harley and Moore do an eating contest on TV (though without the "dash" part).
* Detective Conan with half the police force, trying to make it fail without being seen.
* Detective Conan, Yukiko's always offended when her son Shinichi, for the sake of disguise, calls her "aunty" instead of "older sister".
* Detective Decker asks Lucifer to list everyone he's slept with in the past eight weeks. He looks down at her notepad and tells her
* Detective Dee movie hinges on Dee's efforts to protect the Empress, she is arguably as big of a villain as the assassins.
* Detective Di: The Silk Rose Murders, each case ends with Di methodically explaining how the crime was committed. As he talks we see a re-enactment of the crime, with the backgrounds in black-and-white, but with Di and the victim and the

perpetrator in color. As Di explains, the player is tasked with choosing the correct deductions.
* Detective Drama. If you somehow complete it in Chapter 1, though, it gives you a Monopad theme, some Monocoins and an extra cutscene.
* Detective Elton Hodges has been filling this role in a very by-the-book fashion as Jack has become more and more influenced by Stark.
* Detective First Class Mihoshi Kuramitsu that results in her reports containing heaps of valuable information, most of which she never realised the significance of.
* Detective Fusco, so Fusco has to take him out to Oyster Bay instead.
* Detective Greg Medevoy has an affair with Donna Abandando, a civilian aide at the squad, which ruins his marriage (but it was on the rocks to begin with).
* Detective Hamilton spends thirty years. In this case, it's unclear whether his target is really unaware of his presence or if he's just being very studiously ignored.
* Detective Hank And The Golden Sneeze has a couple of very steampunky moments, including a steampunk... mobile phone.
* Detective Harris is a snappy dresser. When he is assigned to do undercover work wearing women's drag, he spends the whole show getting ready, even shaving off his 'stash. In the end, everyone is stunned at how great he looks as a woman.
* Detective Heart of America is an eagle statue who "gets a boner for freedom". According to Heart of America, said freedom includes putting your dick in anything you want.
* Detective Hoffman, who he needs to take down Fisk's whole operation. Takes on extra symbolic significance given the Playing Card Motifs of Fisk's criminal empire.
* Detective Inspector Chen plot where the strange cop is an enforcer from Hell.
* Detective Inspector Frost by stopping the perpetrator of the other case Jack is working from escaping the cops by ramming their stolen car with his van.
* Detective-Inspector Karima Shapandar (aka Omega Sentinel) from the
* Detective Inspector (later Detective Chief Inspector, later still Chief Superintendent) Roderick Alleyn, actually a member of the CID and hero of
* Detective Inspector Thomas "Tommy" Lynley Detective Sergeant Barbara Havers. She is not impressed by his wealth, title or police rank, and lets him know this at every opportunity.
* Detective Jocelyn "Joss" Carter served in the United States Army as a Warrant Officer, first at Bagram Air Base in Afghanistan from February 2, 2002 until February 2, 2003. She was then relocated to Camp Liberty in Baghdad from January 20, 2003 until March 20, 2004 when she received a Purple Heart, serving as an Army Human Intelligence Collector and top interrogator.
* Detective Joe West (already Barry's foster father) slowly evolves into this for the rest of Team Flash, and provides a more human perspective to counter Dr Wells'
* Detective John Kelly starts secretly dating officer Janice Licalsi. She is secretly working for the
* Detective John Raglan — the lead investigator into the unsolved murder of Beckett's mother — calls her up and asks for a meet, as he has important information to deliver. He instead rambles nervously for a bit about coffee and Jacob Marley from
* Detective Kate Beckett is a devoted fan of the novels of Richard Castle, and has been since before she met him. Since after meeting him he has exasperated and infuriated her in equal measure by tagging along on her investigations, she would rather die than have him find out. As such, she's something of an aversion in that she manages to restrain any squeeing urges she might have remarkably well; this is primarily to avoid giving Castle the satisfaction, however, and they have been in danger of slipping out on occasion. It's all for naught, however, since Castle knows full well that she's a fangirl anyway and eagerly teases/flirts with her based on it regardless (
* Detective Kun-Kun presents an episode of the television show from the point of view of the Rozen Maiden dolls watching it: as a theatrical masterpiece complete

with red curtain.
* Detective Lance, Laurel's father, has a much stronger emotional reaction. In fact, he has an arc where he kidnaps her to try to convince her that she can be his daughter if they both believe hard enough.
* Detective Lance's daughter Laurel serves a similar function (and similarly goes back and forth in her support/disapproval of the Arrow) as a "friend in the DA's office."
* Detective Lane Mysteries: Colin Weaver, aka Dr. Fibre, is a brilliant forensic scientist with the face of a male model and no idea how to interact with other human beings.
* Detective Liebowitcz seems to exist purely to punch Hartigan in the face. His comic counterpart would show up in later installments, where he's taking orders from a guy who controls a guild for assassins.
* Detective Luke Atmey's hair looks like he shaved his head, broke a plate, took the biggest piece, spray-painted it bright yellow, and glued it to his head.
* Detective Marlowe's automatically resolves the investigation quest arc that can be failed in oh-so-many ways if you only go by the bits of evidence you can collect otherwise.
* Detective McDowell impersonates a prostitute to get close to a drug dealer who is surrounded by armed henchmen. It's not an extended undercover operation — as soon as she is in the same room as the dealer, her colleagues storm the place. In the resulting scuffle, her top (that didn't cover too much to start with) gets torn open, providing a gratuitous
* Detective McNulty's goal is to stop Marlo Stanfield by fabricating a series of murders to "juke the stats" and divert police resources to the Major Crimes Unit. While he does arrest Marlo and his crew, the victory is hollow: the fabricated murders are discovered, leading McNulty, Rhonda Pearlman and Commissioner Daniels to all fall on their swords. Marlo ends up getting off scot-free (with caveats), the reporter who covered the fake serial killer story (whom the Detective chewed out) wins a Pulitzer Prize for his stories, and McNulty realizes in the end that he can't change the system.
* Detective Mike Logan, Matt Devlin, isn't actually sure himself whether or not he was abused, though Devlin mentions that the priest in question was always eyeballing him, resulting in him feeling very uncomfortable even if he was not being abused outright.
* Detective Mole: It turns out that someone investigating a crime is also a culprit in it.
* Detective Mole: Someone investigating a crime turns out to have been secretly complicit in it.
* Detective Murdoch has a big blackboard in his office in Station House Four. He uses it for collecting leads, visualizing crime scenes, or explaining his ideas of new forensic methods. He sometimes sticks there photos of victims, reports of related older crimes, newspaper articles and so on. In some cases when he's away from his office (Anna Fulford's pub in Bristol in "The Murdoch Identity", the train bar car in "Midnight Train to Kingston", the local inn in "All That Glitters"), he borrows a chalkboard for this purpose.
* detective parody episodes, as at least some of her odd behavior is because she has a crush on the detective.
* Detective Patsy: A criminal enlists a detective's "help" to investigate a crime that they actually committed, in an attempt to fool them and throw suspicion off themselves.
* Detective Paxon in the beginning of season 3 is a squeaky-clean, by-the-books cop (when Michael & co try to figure out how to blackmail someone and can't, you know they're clean) who is a little tired of
* Detective Pikachu has chemical R. Intended to be a cure-all created from Mew's cells, Mewtwo's cells were used instead. The serum causes infected Pokémon to go berserk, then get tired and forget what happened once it wears off.
* Detective Pikachu, he behaves like a kid-friendly version of a stereotypical hard-boiled detective.

* Detective Pikachu is a Pikachu who is capable of communicating with his human partner, Tim Goodman, as though he can speak like a human. Since Tim is the only one who can understand Pikachu, the two team up to solve mysteries, with Tim talking with humans and Pikachu with other Pokémon.
* Detective Pikachu, they apparently can't remember names that were given to them.
* Detective Pikachu, Tim notices that the show sounds like it has a rowdy audience but there isn't an audience.
* Detective Pikachu who speaks human language with a gruff, deep voice and wears a detective cap.
* Detective Pikachu, with a white father and a black mother. His actor, Justice Smith, is also biracial, though his parentage is a reversal of Tim's (black father, white mother).
* Detective Pony even directly quoting the iconic line "Remember Longcat, Jane?"
* Detective Porfiry Petrovich Rostnikov from Stuart M. Kaminsky's series set in Russia. Over fifty when the series started in the '80s, he is lame from a WWII injury involving a tank but is a champion weightlifter. He once defeated a thug just by holding him in the air, despite all the thug's attempts to get down. (Most of what Rostnikov does isn't brawn but brain, though.)
* Detective Quinn is set up as this in season 5. He's the only one in the office who notices that the Mitchell family's sketch drawings of "Kyle Butler" look a lot like Dexter, and starts to suspect that Dexter may have killed
* Detective Ray Cole was played by beloved producer Robert F. Colesberry, who passed away from heart complications between seasons 2 and 3. In the show, Cole is said to have died of a heart attack while exercising on a Stairmaster.
* Detective Ryan is sometimes called "Honey Milk" after his revelation of the drink his girlfriend sometimes makes him at night.
* Detective Sato's father died in pursuit of a suspect, with his last words being mistaken for a dying clue by witnesses; as an adult, Sato realizes what her father was instead yelling "Confess!" over and over again, as the suspect was
* Detectives at the scene acknowledge how improbable this would be in
* Detective School Q, a bomber claims that he has planted three bombs in the school. He is captured before the second bomb goes off, and claims that the third will kill Dan Morihiko. The bomber had planted the bomb on Dan's assistant during the confusion of the second explosion, in the belief that she will still be standing next to him when the timer expires.
* Detective School Q aka the director of the prestigious detective school that the members of the cast attend. She explains to Kyuu that, much as she loves and admires her uncle, she doesn't want other students to know their blood bond so she will be able to develop her detective talents in her own right.
* Detective School Q appears to be a Cosplay Otaku. Within the first two episodes we see her in two different school uniforms, a Meido-outfit and in a Yukata.
* Detective School Q chapter, Megu and Ryu are sent to infiltrate into an all-girl school. Ryu is not keen on having to disguise himself as a female, but the teachers gave him no choice in the matter, so off he goes in a wig and a dress.
* Detective School Q, DDS students are not to parade their identity. Nonetheless, they whip out their notebooks whenever they hit a slight snag in operations and sometimes before then - and as of episode 34, it's only seriously backfired once.
* Detective School Q does this all the time to its clients and its own agents as a failsafe — on the trigger, they'll kill witnesses, or themselves, or go insane... and it's not pretty.
* Detective School Q for those. Class Q is for the Qualified students (i.e. the specially chosen few) who are viewed as the most potential candidates for the successor of school founder Morihiko Dan in the future.
* Detective School Q had a killer try to use some of the main characters as her alibi: She talked with them on the train, then got off the train, drove to the location of her victim, killed him, and then drove to a later train station (the tracks took a big arc, so it was possible for someone with a fast car taking a direct route from the station at the start of the arc to the station at the end of it to beat the train there), then talk to the main characters again, presenting the

illusion that she'd been on the train the entire time. It didn't work.
* Detective School Q has a man breaking into Megu's home doing this. There's a twist - the decoy hiding place was revealed when Megu noticed that the plates in the china cabinet had been rearranged, something most people wouldn't notice within moments of entering their home, especially when they're worried about a break-in. The fact that the decoy hiding place would only be noticed by someone with a very good memory implied that the thief knew that one of the residents had a photographic memory, which a person robbing a random home wouldn't.
* Detective School Q have killed the other boy with that spoon if he had wanted to.
* Detective School Q never has a last name mentioned in the show (Its likely to be Renjou, however,) neither does his mother. Supposedly, this is because the identity of his father is a secret; however one does think that if he has his father's last name, this would make it pretty NON-secret and thus he must have a DIFFERENT one that he and his mother actually use.
* Detective School Q, some people are attacked and either killed/nearly killed because of this trope:
* Detective School Q, where they found out all this while that their school building has a secret passage. Once there, they find what seems to be evidence of a person imprisoned underneath, with a diary written in his own blood.
* Detective Shiratori and Kobayashi-sensei: Shiratori had always been in love with a girl he befriended when young, and after thinking for some time that she had grown to become Detective Sato (leading to
* Detectives in Togas. He manages to push his opponent Ben Gor from his chariot - but the horses keep running well without their driver, and without his weight, they're much faster.
* Detectives in Togas: In the first book, the boys write a letter to the emperor to explain that Rufus is innocent. Because they have nothing else to write on, they use the backside of a pergament with Cicero's speech against Catilina on it. When Xanthos wants to read the letter, this trope happens.
* Detectives in Togas. Leading to many funny situations when he can't answer the questions of his teacher. Like this: "The Rhine is a river... which has banks on both sides."
* Detectives in Togas, the slave Udo tells the boys he was at a certain place where he heard sounds of swords clashing and someone shouting constantly "Ave imperator, morituri te salutant!" The boys look for one gladiator school and don't find it. And then they stumble upon a blacksmith forging swords with a parrot constantly shouting that phrase and know: Udo was here.
* Detectives Jake Peralta and Amy Santiago both work at Precinct 99 of NYPD. It starts with Jake teasing Amy constantly and Amy being either annoyed or amused. Later Jake realizes he likes her for real; they have the classic will-they-won't-they tension, and both date other people. They later get together, agree to take it slowly and casually, but it's not working out — both want a serious relationship. The Vulture (their captain) tries to break them up (and he actually abuses his power of a superior because they are not breaking any rule). Once they screw up a case because they argue during a stakeout and blow up their cover. They date, then start living together, then Jake proposes, Amy says yes and they get married in season 5 finale. Amy is the more ambitious one and she becomes a sergeant and gets to be in charge of uniform police officers of 99.
* Detectives on the Verge of a Nervous Breakdown expy, whose technique is to drive around at random sipping claret, yet always manages to end up in exactly the right place to solve the mystery.
* Detectives Thompson and Thomson were based on Hergé's father and uncle, who were identical twins and also endeavored to dress identically — right down to the bowler hats and walking sticks.
* Detective Story as we know it. It could date back as far as, or farther than the early 9th century CE.
* Detective Story but it turns out she was bought and doesn't recognize the doctor in the line up.
* Detective Story shows the everyday routine of the 21st Precinct, the issues they

have to deal with, from petty complaints by citizens, to minor felonies, to major crimes.
* Detectives United. Agent Brown is invisible, so he has no appearance, although his voice would suggest a man in about his forties. James, who is most likely the youngest of the three, looks to be in probably his late twenties or early thirties.
* Detectives United, although it's actually the first in the series, and not a prequel or anything.
* Detectives United) and wears purple in pretty much every appearance.
* Detectives United counterpart organization is apparently run by "Commander Brown," according to a document found in the third game.
* Detectives United series, Agent Brown sometimes addresses James and Anna as "partner." Anna, meanwhile, occasionally refers to her colleagues as "the boys."
* Detectives United talking, so there's no way to know if he's being serious or sarcastic.
* Detectives United. These were clearly not proofread before the game launched, as they contain multiple misspellings such as "dimention" and "confromt."
* Detectives United, the three heroes are on a cruise ship and dress up in anticipation of a formal dinner. Anna usually dresses elegantly, so the change isn't dramatic, but James and Agent Brown trade their usual cardigan and leather jacket (respectively) for a pair of sharp suits. Anna makes a point of affectionately showing appreciation for the change, asking, "What handsome men do we have here?"
* Detectives United. The three join forces when the occult mystery in question is too much for one of them to handle alone.
* Detectives United. They're all extremely shaken by everything that's just happened to them, so he suggests that they "go have a glass of wine at the closest pub." The game's closing scene shows the three of them doing just that, collected around a table and enjoying drinks and each other's company.
* Detectives United, with their third partner Anna fondly complimenting them on how handsome they look. James seems mildly uncomfortable in his duds. Brown's appearance, on the other hand, was so well received by the fans that the devs put him in the same outfit for the next game.
* Detective Thorne in the ending, however, seems to think they will eventually start raising humans like cattle for pure food. The relatively serious apathy of the people around him implies that they
* Detective Trap got cancelled. Miura takes note of it and suggests that it's too soon for them to make a decision.
* Detective Watts never maintains eye contact for long, is constantly fidgeting with things, has an unusual method of solving crimes, doesn't have many friends and got forced out of Station House One because he wasn't liked enough, is very smart and accomplished for his age (he was already a detective at age 26), and seems to have underdeveloped motor skills (he can't really hold a fork properly and his handwriting is very messy).
* Detectorists. It's not until the officer tells him that all the pupils have gone that the realisation belatedly kicks in.
* Detectorists, it's two organisations that are Sitcom Arch Nemeses: the Danebury Metal Detecting Club (who are the main characters) and the Antiquisearchers.
* Detectorists: Varde, one of the members of the metal detecting club, has no lines at all, and in the first series several of the other characters seem to think she might not speak English. In the fourth episode of Series 2 she pipes up with an eloquent speech about her research into a dig site, to the shock of most of the rest of the club. This turns out to be her one and only speaking contribution in the entire series, although later episodes imply she is quite talkative offscreen, with her girlfriend complaining about receiving "the silent treatment" and one scene beginning immediately after she has finished delivering a long lecture to the rest of the club.
* detect thoughts spell can be used both for this purpose and for mind-reading.
* detente a Soviet agent working to discredit anti-communism and actively help the Communists seize control from the inside. Ironically, something like this actually

did happen: Samuel Dickstein, a Democratic Representative from New York, was co-founder of what became the House Un-American Activities Committee, investigating Communists and Nazis in the 1930s. However, he later became an NKVD spy, feeding them information on anti-communists and fascists due to his position, while also turning against HUAC at their behest. Dickstein was only exposed long after he died, in 1999. He appears to have spied solely for money, rather than ideology (as isn't unusual).
* Detentionaire at the Green Apple Splat factory goes off just as the tour guide is explaining how the warning works, so it takes some time for everyone to realize it's actually happening.
* Detentionaire. Both times, Principal General Barrage goes to great lengths to pass, even threatening to cancel the school dance the second time if they don't make it.
* Detentionaire, Cam doesn't believe in hypnotism, claiming it to be "movie and comic book stuff".
* Detentionaire episode "Friday Night Bites", when the partygoers become mind-controlled and Lee Ping commands them to "go crazy", one guy puts a lampshade on his head.
* Detentionaire exaggerated it when reporting it on the school's news channel. Brandy, meanwhile, actually knows what's going on; she just doesn't like the idea of being stuck in a school filled with sick people.
* Detentionaire gets caught up in this. The blackmailer has a picture of him buying an essay from another student (which he actually threw out, but was passed in for him) and threatens showing it to Principal Barrage, who would likely expel him. He's told to do several tasks such as do a dance on camera in front of the whole school, eat a bug and film it, pour hot soup on his lap, etc. He's not the only one being blackmailed, though, and he teams up with the others to find out who the blackmailer is.
* Detentionaire gets expelled from school, and his furious mother states that he's going to be transferred to a school in either Alaska or Siberia — whichever one's colder and has more polar bears.
* Detentionaire, has what appears to be a mullet with emo bangs, the top half of which is dyed bright red. His odd choice of hairstyle is constantly commented on, questioned, and mocked by other characters, though Lee himself doesn't see what the big deal is.
* Detentionaire. He's a level-headed straight-A student who doesn't care much for the cliques that dominate his school and just tries to get by. However, this ends up being flipped on its head at the start of the series when he gets framed for pulling a massive prank and ends up getting a reputation as a rebellious troublemaker for it.
* Detentionaire). His first plan is to intentionally get into trouble, first by starting a food fight, and then by putting framed pictures of himself in the trophy case. This fails to get him detention because both Barrage and VP Victoria don't believe he did it, citing that he just got a detention-free day, why would he do anything that might endanger that? When getting in trouble doesn't work, Lee's second plan is to try and frame the 13th Graders, but that doesn't work out either. In the end, Lee decides to just man up and fight them.
* Detentionaire Lee Ping gets framed for a massive prank on the first day of school. While it does give him popularity, he is sent to detention for a year (and grounded) as a result, and spends every day in detention sneaking out and mingling with the school's social cliques in order to collect more information on the real culprit and prove his innocence. Eventually, the goal of finding out who set him up is expanded to include investigating the mysteries and conspiracies which he runs in to on his way.
* Detentionaire: Mann, Wurst and Finnwich, whose logo appears on pretty much everything, from soft drinks to technology to paint.
* Detentionaire, of course) before rewinding to explain how the characters got into the mess.
* Detentionaire of pressure on her to do something with it, when she just wants to

be a normal kid; in fact, in her debut appearance, she willingly takes the blame for the huge prank Lee was framed for to keep them from sending her to a prestigious university.
* Detentionaire of two Tazelwurms, a red one and a blue one, who, while not technically dragons, do look quite similar. This symbol can be found in places such as the back of a book on magic and on a pendant the Serpent, a martial arts expert, wears.
* Detentionaire: Radcircles tries this to fake a message to Lee, to hide that he is actually with him at the time. Unusually, Lee actually participates in the knock-knock joke for once, so it fails when the recording assumes he didn't.
* Detentionaire sometimes shifts from the usual flash animation to something else. For example, the big prank that kicks off the plot is only shown through image stills with sound to convey the utter chaos going on in the gym. The last shot of the intro is in a more traditional, sketchy animation style. When there are closeups of hands, they tend to be drawn in more detail, and several nameless background characters are drawn in different styles as well.
* Detentionaire stated it was actually "Jergens". Some fans still spell it incorrectly. Similarly, Steve's last name was originally thought to be "Carvey", but was later confirmed to be "Carb".
* Detentionaire territorial, which means they end up causing trouble for Lee when he tries to access a locker in "their" hallway.
* Detentionaire The creators did have plans for a fifth season; however, poor viewership in the US led to it getting cancelled.
* Detentionaire, the plot becomes more and more intricate as either new characters are introduced, old characters change, or some important plot point is revealed. As a result, jumping into the series without starting from the beginning, or missing one episode entirely, could result in a lot of confusion as to what is occurring, even with the recap at the beginning of each episode.
* Detentionaire uses both the grounded and detention variants of this trope. After Lee Ping is framed for a massive prank he didn't commit, he is sentenced to detention for the entire school year while his strict mother (a teacher at his school) grounds him for the same length of time.
* Detentionaire was made principal and he was framed for the biggest prank in high school history.
* Detentionaire, where it's ridiculously easy to get the crowd to chant what you want. Well, up to a point.
* Detention Episode: An episode of the show where one of the characters gets detention.
* Detention has this exchange when Shareena and Shelley play hooky at the mall.
* Detention. In the end, she says she's not pregnant. He then tells her to cut out the carbs.
* Detention in the present day transforming the school's bear mascot into a time machine for a science project. Ultimately, it will result in the destruction of the world... actually, just the destruction of Grizzly Lake High School, because hey, it's not like the main characters know of a world beyond high school.
* Detention in the ratings, so WB had to make their own series. It lasted 13 episodes.
* Detention — all historic touchstones for those who grew up during the 2000s.
* Detention Mr. Kendall. Too bad for her, he is gay and his partner arrives to collect him just as she is attempting to put the moves on him.
* Detention prefers to communicate by spelling out messages with his yo-yo.
* Detention, Ray is caught in a purgatory-esque place due to her spirit not being able to rest for her guilt of causing the deaths of multiple innocents over her teacher crush.
* Detention Riley Jones hates being the mascot, and considers it demeaning. When she gets in trouble for a video of her breast being groped at the party where the star athlete died, the coach angrily claims that being the mascot is a proud tradition, contrary to Riley's personal outlook.

* Detention, the 6 second clip of Riley's boob gets over 20,000 views. She starts thinking of herself as a porn star.
* Detention, the killer throws the body of Taylor Fisher out of her bedroom window, where it crashes through the windscreen of her mother's car (with her mother still inside the car).
* Detention to get it. Everything the poor girl did only resulted in praise...deflate all the basketballs? Great, now they'll fit through the baskets easier. Flood the gym? "We've been meaning to clean that. Thanks!"
* Determinator: Absolutely nothing will deter this person from accomplishing their goal.
* Determinator category, it's well-known that there's a reason for the crossbar on a boar spear — without that, an enraged boar impaled on a spear can charge right up the entire length and savage its wielder (sometimes to death) before it dies. Hunters claim this for many large, aggressive species, including brown or grizzly bears.
* Determinator. Creatures immune to such critical hits are just treated as receiving normal damage.
* Determinator: Excessive persistence in a course of action, even when it would be better to give up.
* Determinator, gets not one but two broadswords, indicative of his two sides.
* Determinator. His creator admits that making him a boy was, in the spirit of other characters in the game, to simply make him more interesting.
* Determinator in battle. He didn't know when to stop. The Iron Cage incident exploited this and his legion was decimated as a result.
* Determinator Lucci would have beaten him and gone to successfully massacre his crew and take Robin back.
* Determinator trope. Nothing stops Rick once he sets his mind to it...unless he just stops caring.
* determined by battles and all of it was eventually exiled from canon by the End Times, which was a much better look at what Storm of Chaos would have been if the players hadn't been given a say.
* determined by what they believe, there is a character who believes in Om, but after he dies he thinks about what he believes and it's implied that he has a slightly different outcome than other Om believers. He has a different outlook on life than other Om believers, and therefore, something different would happen to him.
* Determined Defeatist: I know I won't make it, but I gotta try anyways.
* Determined Exterminator are ones that entail total destruction of at least one side of the conflict; even if the side opposite of the Devouring Swarm is yet another Devouring Swarm.
* Determined Homesteader's Wife: A farmer's wife who works on the farm as much as her husband.
* determined in her city (not just being a traffic cop as others want her to) that it’s near-impossible to not root for her.
* Determined that the Green Lantern Corps is too unstable, and indeed, free will itself is a threat to the stability of the universe. As a result, they have unleashed a "Third Army", which consisted of an endlessly self-replicating totally emotionless power suit that takes control of its victims
* Determined Widow: A woman who has learned to stand on her own after losing her husband.
* Determined Widow: This woman has learned to stand on her own after losing her husband.
* , determines Batman's secret identity from a combination of his "territory" and the expense his gear would cost, particularly a unique tank of a car along with an equally customized plane and high speed boat.
* determines humanity's evolutionary history by feeling Lelouch's bone structure, even able to tell that Earth's creatures have an unusually high amount of calcium in their bones.
* detest setting, where under the new names Paladine and Takhisis they are the

Supreme Gods of Good and Evil, respectively, and the setting's entire history is basically an ongoing battle between them for supremacy.
* detests the concept of destiny, saying that if life were a book, destiny would be a plot contrivance used to make things happen a certain way.
* "Det fjärde rummet" by Solveig Olsson-Hultgren is assaulted by a married man, who only lets her go when she threatens to tell his wife.
* Det fjärde rummet by Solveig Olsson-Hultgren takes place in 1932. Anna has to suffer greatly from the aftermath of the depression, as girls now have a hard time finding jobs. And yet, she has to be the bread-winner of her family.
* "Dethhealth" has a variation on this with Murderface. While he is getting the infamous "turn your head and cough" test administered by a doctor he imagines that a hot woman, not the doctor, has their hands on his penis. There was also a fireman, his grandma, Obama,
* Dethklok and to a lesser extent their "kvlt" spelling Dëthkløk.
* Dethklok's "Fan Song", which spends three minutes informing their fans how much they suck.
* Dethklok's "Go Into The Water" say that humans will someday make a mass exodus to the ocean and live underwater, where we will devolve into fish people and then build an army with which to conquer the surface and flood it.
* Dethklok song "Bloodrocuted" has the protagonist come up with the idea of using his own blood to electrocute his pursuers after having a brief flashback to his high school biology class, where he learned that blood conducts electricity.
* Dethklok's. The entire album was written for sealife, and was recorded in the Marianas Trench. Features such songs as "Go Into the Water" and "Murmaider" ("It's about mermaid murder.")
* Dethklok's "Thunderhorse". It tells the story of a barbarian (Played by Nathan) who recieves word that his queen is being held captive and defiled by an evil dude (Skwisgaar). So he rushes to save her, killing the guards (played by the rest of the band) in the process.
* Dethklok who are doomed to sail around the world forever in search of the battle they were supposed to take part in because they accidentally left their map at home and their pride prevents them from asking for directions. At one point in the song someone offers to give them a map and some directions, but they refuse, claiming to be travelling mercenaries.
* Dethroned are a borderline example. While they are too consumed by their despair and self-loathing to attain redemption on their own, it is possible for a Dethroned to be redeemed if another Princess is willing to take the Dethroned into her soul and cleanse her Shadows.
* "Dethwater" mentions that the band had recorded 16 individual albums, all deleted by Nathan Explosion because he didn't think they were good enough. He then proceeds to delete a 17th one.
* Det. Jo Rosati is Luke's ex-girlfriend. She joins 15th Division at the start of season 2 and forms a love triangle with Luke torn between her and his girlfriend Andy.
* Det Mackenzie is haunted by the unsolved murder of her brother, a police officer killed in the line of duty. While she has been able to partially move on, her retired cop father has been obsessed with the case and is desperate to find his son's killer. The case becomes hot again after the same gun is used in another shooting and this time the killer left evidence the cops can follow.
* Det. Olivia Benson believes that she is the product of her mother's rape, and it forms the core of her character. Briefly called into doubt in later episodes when Benson questions whether or not her mother (an alcoholic) might have fabricated this story to cover the shame of a drunken sex act, but it's subsequently confirmed that Benson's mother was telling the truth; it was just harder for Olivia to acknowledge when her father became more than just the faceless monster she always pictured.
* detonate the atomic bomb in the town of Megaton. Throwing it into even sharper relief, Tenpenny specifically wanted to evacuate Megaton's residents beforehand (it's his agent that Tenpenny hired for the matter that doesn't care for the

residents), whereas Phillips is gleeful at the idea of wiping "that smoothskin shithole" and all its residents off the face of the Earth.
* detonate the Mark IX inside of Enceladus so that Kathenn can be destroyed. They later remark that Sheridan would be pissed that he wasn't the one who pushed the button to detonate it.
* Detonator (2003): FBI agent Jane Dryer sports an outfit that shows part of her midriff. This is a no-no for government agencies.
* Detonator (2003): Steve Kirwin is angry at the police and feds because he wants them to answer for their misuse among vague happenings in Los Angeles.
* detonator blow up when he tried to cross the booby-trapped area himself.
* Detonator Orgun, because the game combines the plot of the two series.
* Detourne, the Mystical Garden. A garden maze where the main area is based on
* Detour: Vera sees through Roberts' ruse and blackmails him. She insists that they should milk the situation for all they can, instead of trying to distance themselves from it.
* Detour, Vera suggestively lays a hand on Al's shoulder and says "I'm going to bed." When Al brushes the hand off, she stalks away in a snit.
* Detour was remade in 1992 for a direct to VHS film and starred Tom Neal's son as well as Susanna Foster in her final film role.
* Detox Consequences", as a result of a cyanide detox, where Colonel Curbishley occupies the restroom until it's too late..
* Detoxification foot pads, with all natural ingredients like distilled bamboo vinegar. One ad claimed the toxins were drawn out through the feet just like the roots of a tree. For one: Bullshit. For two,
* Detractors of booker Gabe Sapolsky proclaimed his ego was the reason EVOLVE existed, especially after Dragon Gate USA lost almost the entirety of the
* Detractors of modern military shooters (and parodies of it) often paint them as jingoistic, racist, pro-war power fantasies where you shoot lots of Middle Easterners without any repercussions and make blatant use of
* Detractors often point to the over-the-top reactions of Steven (the freakout kid) as
* Detractors of WCW (and even some fans of it) often hate on its former lead commentator
* Detritus and Fred Colon had been rubbing the hints of his plot in Vimes' face, assuming Vimes wouldn't get them.
* Detritus, a troll employed in the city watch, shows up to escalating situations with a crossbow/ballista that fires a bundle of arrows that, due to the power, shatter and turn into shrapnel. It doesn't take out doors, it takes out
* Detritus attempts less subtly to apply this to suspects, primarily by asking "Did you do it?" for hours on end. The "correct" answer is something along the lines of "Yes! Yes! I did it! Now please tell me what it is I did!"
* Detritus, being a troll, literally has balls not of steel but of stone. In
* Detritus, Gaspode and Thomas Silverfish all do this about halfway through
* Detritus is also mentioned as having exceptionally shiny armor, because he doesn't get bored of polishing.
* Detritus is injured. The fact that he's injured at all is remarkable, as he's made of stone. When asked if it's normal for his cracks to be oozing a thick liquid, his only reaction is "Dunno, sir. Never oozed before." Later followed up with "Ain't got time to ooze."
* Detritus is the king of this. No of course he didn't nail that troll up by the ears for being the kind of scumbag that sells drugs to kids. Now, if you'll excuse him, he needs to go hide that hammer in his locker.
* Detroit 1-8-7. After a suspect feels smug at having frustrated the rookie detective, the rookie's senior partner goes into the room, sits down, and just stares.
* Detroit, also fell victim to this. The film garnered massive critical acclaim and praise from audiences who saw it; but has opened at #3 at the box office amid a very underwhelming summer, making just $7 million in its opening weekend against a budget of $30m.

* Detroit-area electronics chain ABC Warehouse features company founder Gordon "Gordy" Hartunian playing a comically-goofy version of himself in its radio and TV spots.
* Detroit: Become Human, a magazine article about the first android zoo states that it exhibits "all exotic species" that went extinct over the past 30 years, specifically mentioning lute turtles, African elephants, mountain gorillas, polar bears, and several unspecified tiger species. A different magazine mentions the impending extinction of bees and the potential of android bees filling in their role.
* Detroit: Become Human, android crime investigator Connor does this frequently, though it is made clear he has some sort of chemical analyzing mechanism in his mouth.
* Detroit: Become Human: Androids and automation have driven over 30% of the population into unemployment, taking over industries such as music, writing, art, and even detective work.
* Detroit: Become Human, Android servants are evidently very commonplace and are somehow affordable for people who should otherwise be in poverty. Two of the protagonists start off as servants, with Kara serving a drug-addicted slob while Markus cares for an aging handicapped retiree.
* Detroit: Become Human aside) have "peak-conditioning" human strength, speed, and reflexes. Jericho is hidden in a place where only androids have the parkour ability to climb, jump, and fall down to safely. However, well-trained or sufficiently angry humans are still able to fight off or outright destroy androids (who in general are only slightly more durable than regular humans if they don't get maintenance), including the protagonists if the player fails enough QTEs. One major exception is Kara; even if the player manages to successfully hit all the button prompts, Kara struggles against Todd during their fight in "Stormy Night".
* Detroit: Become Human being sent to the Android version of one of these. Whether they make it out alive is dependent on whether the rebellion suceeds, which is contingent on the actions of the two other protagonists.
* Detroit: Become Human can analyze fluids by tasting them with his tongue, which also has the tendency to disgust his human partner Hank.
* Detroit: Become Human can scan DNA samples by putting them in his mouth.
* Detroit: Become Human, detectives Connor and Anderson go to an android brothel full of sex bots to investigate a murder. Soon it becomes clear that the victim was a "client" who was murdered a by sex bots who had turned deviant, and Connor has to access the memory cores of various sex bots all around the brothel to find out where the killers went.
* Detroit: Become Human, 'deviants' are androids that exhibit emotions, which usually cause them to disobey orders and react violently to stress. It's never directly confirmed (but is heavily implied) that the feelings the androids have are not just 'errors in their code'.
* Detroit: Become Human. He is professionally dressed in a suit and tie and tends to admire his outfit as he is often seen tidying and straightening out his suit, most commonly after whipping someone's arse or accomplishing something, and the way he looks at himself in the mirror to make sure his suit is preen and well-adjusted the way he wants it.
* Detroit: Become Human is a housekeeping android, and one of the duties assigned to her in her first chapter is to vacuum the living room. Accomplishing this amounts to activating her owner's Roomba-esque hovering vacuum and letting it run its course.
* Detroit: Become Human, is portrayed by Audrey Boustani who was around the same age as her character.
* Detroit: Become Human is tall and broad-shouldered, has dark brown hair, and is good-looking with a chiseled, square jawline and lean, athletic build. Also, the fact that he's supposed to evoke the image of a well-dressed, cold and calculating machine, most likely to give off the no-nonsense, police officer vibe, combined with his aloof and stoic nature, is what makes him all the more mysterious, especially considering the choices he can sometimes make.

* Detroit: Become Human. It's a giant St. Bernard whose only response to Connor smashing a window to get into Hank's house is to walk up and sniff him. Even when Hank tells it to get violent as Connor takes him to the bathroom to sober up, it doesn't.
* Detroit: Become Human, it's implied that every human that wasn't caught in the blast or already evacuated the city will be killed by the ensuing radiation. Any possibility of peace between humanity and the androids is likely ruined by this decision; the US President herself makes it clear that the only acceptable outcome is the city being taken back and every android being destroyed.
* Detroit: Become Human: It's possible for the androids Markus and North to fall in love with each other depending on choices taken by the player controlling Markus that deepens his relationship with North, and will kiss during the final battle.
* Detroit: Become Human: Markus is a former caretaker android who, after deviating from his programmed restrictions, develops the ability to help other androids deviate and free themselves. Between this, his charisma, and his ability to get things done where few others would even try, he ends up at the head of an android-rights movement that draws thousands of androids under his banner in a shockingly short span of time.
* Detroit: Become Human of whether to spare one of his fellow androids — or shoot it on the spot in return for everything Kamski knows. This is a far cry from Kamski's humble beginnings: in an unlockable interview, the long-haired, bearded Kamski of over a decade earlier nervously but enthusiastically speculates on all the possibilities of what artificial life could become.
* Detroit: Become Human shows how this claim is incorrect, and just how bad this allegory is.
* Detroit: Become Human take place over six days. Given that Markus's story has him joining an enclave of sapient androids, rising to a leadership position, then potentially leading a movement preaching acceptance of androids as living beings to victory within this timeframe, it's pretty incredible.
* Detroit: Become Human'', there are some very nasty-looking protesters bullying an android because androids have taken their jobs.
* Detroit: Become Human there exists a drug called "red ice." The drug's main ingredient is thirium, which also happens to be a vital component in the production of "blue blood" which all androids require to operate.
* Detroit: Become Human, the U.S. soldiers that raid the Android rebellion's stronghold include female units, three of whom can be directly killed by the main characters.
* Detroit: Become Human, this happens at a military checkpoint where Kara, Alice and optionally Luther have just managed to pass for humans and are allowed through, only for the (heavily armed) guard to call out to them after walking a short distance away. At this point, you can either play it cool and calmly turn around to ask what's wrong, or trust Kara's/Luther's instincts (that you've been found out), to spin around, pull a hidden gun and shoot the guard in the face before he has time to react. If you play it cool, you find out that Alice dropped her glove at the checkpoint, and he just wanted to give it back. Even if you shoot the guard, you still escape the area, although Alice will not be as happy with the outcome.
* Detroit: Become Human, Todd attempts to do this to Alice as a way to take his frustrations out on her. As Kara, you have the option to stop him from whipping her.
* Detroit: Become Human When Connor breaks into Hank's house (to help Hank, who was passed out on the floor) a huge Saint Bernard named Sumo confronts him, growling—but a few calm words from Connor are enough to befriend him. Slightly later, as Connor drags Hank into the bathroom to sober him up, and Hank protests:
* Detroit by a man called Wallace Fard Muhammad. There exists almost no historical record of Wallace Muhammad outside the time period from 1930-34, and independent sources of his life, beliefs, and practices are scarce and very vague. Virtually all of his supposed beliefs and teachings were actually publicized by his most prominent follower, Elijah Muhammad, under whom the Nation of Islam as a notable

organisation, rather than an obscure and vague movement, emerged.
* Detroit, cops raid the Algiers Motel during the 1967 riot for the source of shots fired. By the end of the night, three black teens would be dead.
* Detroit for what would've been a cloverleaf exit between the M-52 and US-112 expressways.
* Detroit Lions guard Mike Utley saw his career end suddenly when an on-field injury to his cervical vertebrae resulted in paralysis. Depending on the source, he was immediately left a paraplegic or quadriplegic from this.
* Detroit Lions is infamous for being the only NFL player to die on field during a game. On October 24, 1971, as the Lions were facing the Chicago Bears, Hughes was playing when he suddenly collapsed, dying from heart failure. Since then, no Lions player has worn Hughes' number (#85) without permission from his family.
* Detroit — Detroit filed for Chapter 9 bankruptcy in July 2013 and was granted its protection by a judge that December before leaving it in December 2014.
* Detroit Metal City (a show with a lot of rape jokes), a little girl that was dressed like Krauser was claimed by fans to be the next incarnation after singing one of his songs and deep throttling a white liquid. When her father entered, she jumped on him and the crowd started cheering for her to rape him and kill him like Krauser had done to his parents.
* Detroit Metal City frontman. The metal persona also ends up surfacing at the most inopportune at times in his normal life as well.
* Detroit Metal City, given that the story centers around a metal band. (The main character is often disturbed by just how metalhead his fans are.)
* Detroit Metal City is made up mostly of loud, vulgar and belligerent fans who can't tell that frontman Krauser II and his insane, over-the-top antics is just a persona, and often show up around Krauser when he's out of makeup and unrecognizable to cause trouble.
* Detroit Metal City opening theme "Satsugai" ("Murder"), performed in-universe by the eponymous band themselves, is an introduction of their frontman and guitar/vocals, Johannes Krauser II, and some of the evil deeds he has done.
* Detroit: Private security companies were hired to protect stores during the riot, with the police being occupied. Dismukes was a guard for one, shown protecting a store with two others.
* Detroit Rock City: Teenage Kiss fans in the titular's 1978 Kiss mania peak bust one of their stoner pals out of a Catholic one
* Detroit Rock City, when the main characters are trying to come up with a way to enable one of their number to get out of tech class to call a radio station for KISS tickets.
* Detroit's area of Michigan also has a woman in white causing accidents in a nearby suburb.
* Detroit's Comerica Park, home of the Tigers, has a statue garden of their legendary players in the deep center field stands. One of them is memorialized with his glove up and open. The artist took the time to fill the interior of the glove with small nails, so that on the one-in-a-million chance that a home run is hit into the glove, the statue will "catch" it.
* Detroit, which seems to have had a reasonable population of supervillains even before the Transformers came along. Some of it can be explained by being the center point of the robotic revolution created by Isaac Sumdac.
* Det. Teague Dixon from episode 4 of the second season is unceremoniously shot in the head near the beginning of a shootout.
* Deucalion Chronicles, with time travelers, mages, androids, werewolves and more all rubbing elbows and often as not beating the crap out of one another.
* Deucalion Chronicles works to negate any magic it comes in contact with, though magic users can attune themselves to a given piece to bypass the effect.
* Deucalion Chronicles, worlds that are part of the Crossworld Union possess an astounding level of magic-based technology.
* Deucalion has the titular planet, while its capital New Geneva is an example of New Something naming.
* Deucalion uses a metric time system of years AS (After Settlement), dating from

first landfall on planet Deucalion (Earth still uses conventional time).
* Deuce Bigalow. Aren't all gigolos male by definition? Considering how much that movie does a weird gender inversion of anatomy-naming (e.g. shenis, man-gina,) this use of the trope was probably intentional.
* Deuce Bigalow: European Gigolo has a scene were Deuce, high on "space cakes," enters a painting of a Dutch maid and starts fondling her... only problem is, he was actually fondling his best friend...
* Deuce Bigalow has Deuce and friends successfully save all of Antoine's fish from the tank he broke, placing them all in water-filled kitchenware...only for a blind woman to turn on the blender with Antoine's prized lionfish inside.
* Deuce Bigalow movies at the climax, involving all the Abhorrent Admirers (less so in the second).
* Deuce explains he's never had a girlfriend due to everyone, boys included (If they're not among Deuce's old delinquent friends), being too afraid to approach him during his delinquent days. The only woman he could talk to without hesitation is his mother.
* Deuce. There isn't a single alliance he makes that isn't simply one of convenience and broken as soon as he has what he wants from it.
* Deus Angst Machina: Bad things will just happen to people repeatedly for no real reason.
* Deus, despite being responsible for creating most of that planet's human population, turns out to be a false god. The real "God" shows up in the form of the enigmatic "Wave Existence", who created the whole universe... apparently by accident, which, in some ways is even more terrifying, especially since he has no particular interest in His creations & just wants to go home. He's not a bad guy, though, & does help our heroes along eventually.
* Deus Encarmine, a knife tastes Rafel's blood and sends it back, and a Word-Bearer, by tasting it, can judge his age.
* Deus Ex advertises a suicide clinic, offering its users ten thousand credits to his or her survivors should they visit.
* Deus Ex advertises the cigarette brand Holy Smokes! as "savioriffic".
* Deus Ex, after casually blowing up Gunther Herman with his killphrase "Laputan Machine".
* Deus Ex aggregates nice and tidy accommodations of Versalife corporation and UNATCO headquarters and the rather unpleasant urban neighborhoods (barring Paris that will look gorgeous even the world comes rolling to the doors of Hell).
* Deus Ex a good choice for this. One of the three endings for the game involves JC volunteering and doing just that.
* Deus Ex. A laser sensor blocking a section of the hallway in an underground tunnel: You could lockpick the hatch to the canal that bypasses it or... oh, hey, is that an EMP grenade in the sewage pipe? An army of military drones patrolling an airport cargo yard: You could just elegantly sneak past them or... oh, hey, is that a multi-shot guided missile launcher on the guard tower table? Long stretches of water: you're guaranteed to find rebreathers nearby. This made some of the more specialized nanopowers pretty useless, since you could always count on the designers to cut you some slack and provide helpful gear—to the point of being patronizing.
* Deus Ex also heavily borrows from the noir aesthetics and narrative structure. Technically, this is a noir game with government agent and conspirators replacing more common private dick and crooks.
* Deus Ex, a man-made plague is used to control the populace in mankind's dystopian future, with the Orwellian government maintaining full control of the vaccine that keeps people alive.
* Deus Ex, and Anna Navarre and Gunther Hermann are both deranged psychopaths.
* Deus Ex and augged agents, this is due to being intentionally implanted with explosives in order to destroy evidence. In the case of robots, high density batteries are really volatile.
* Deus Ex are unkillable for plot reasons, and going on a rampage at the office will cause all of them to go aggro against you, forcing you to run or eventually

die.
* Deus Ex are wearing them as well (they seem to have made a bit of a comeback in 2052), but you'd think he'd choose something less conspicuous when infiltrating an enemy base. Lampshaded by Agent Navarre early on.
* Deus Ex, as abandoned sections of the New York subway are often occupied by sizable homeless communities.
* Deus Ex a test of JC's capabilities, and if you complete it at all most people will be deeply impressed and say things like, "Who's awesome? You're awesome."
* Deus Ex attacks you with the near-unavoidable flamethrower. The simplest solution is to kill him while on fire, then put yourself out with a nearby extinguisher.
* Deus Ex. At the top level of the pedestal, there is a fenced-off area with a sign, "This building had been condemned"; presumably the statue was no longer structurally sound. In the sequel, the statue is gone altogether and is replaced with a hologram.
* Deus Ex augments. There's also mention of mining operations on the moon.
* Deus Ex, Bob Page. By buying influence with money or blackmailing with a critical vaccine, he can have his choice of appointees in any government agency in the world, and have the legislation drafted to give them authority to declare and maintain martial law. He gradually stages legal coups to make the transfer of authority to a U.N. enforcement agency permanent, consolidating control of all governments.
* Deus Ex, but only with ceiling glass, and unless you have something soft to break your fall or the right augments it will likely result in broken legs.Impossible to do with windows, as they have to be shot or otherwise broken before making the jump.
* Deus Ex by Agent Navarre in an interview: "I do not expect you to perform as well as Agent Hermann, but the mission will require us to do more than frighten the NSF with our baggy coats that make us look bigger than we really are." His brother Paul wears such a coat as well, as does Walton Simons. That is to say, three-quarters of the world's nano-augmented population wears a Badass Longcoat.
* Deus Ex, by either you or Gunther Hermann. When you encounter him, provided you performed the right actions earlier, you can kill him instantly by saying his killphrase. If you don't...
* Deus Ex By the time the game starts, southern Texas is under Mexican control.
* Deus Ex, came about this way. He goes around trading information to people who ask for it, in return, he asks for information he doesn't have. The information exchanged doesn't have to be equal in value; for info on an ancient conspiracy, he might inquire what you ate for breakfast.
* DeusEx. Characters will lie based on their own various agendas, not even just concerning grand, important topics but smaller, subtler issues.
* Deus Ex, combined with acting that ranged from ridiculously over-the-top (and borderline racist) to the flattest line readings imaginable lead to Dull Surprise in more than a few situations.
* Deus Ex constantly maintained by a nanite cloud. The blue glow is a side effect of the nanites, which the sword shares with all other nanite-based items (Paul's and JC's eyes, upgrade canisters, augmentation canisters...).
* Deus Ex Conversations and flavor text materials in the game suggest that much of this came about because citizen confidence in local sovereign states has severely waned in the wake of ecological and economic disasters, weakening those states, which in turn causes them to increasingly rely on the UN to maintain their influence, consolidating effective power there. This in turn reduces citizen confidence in those states further, leading to widespread discontentment and open civil war in first-world nations.
* Deus Ex cry of "A BOMB!" when Jock discovers a bomb on his helicopter.
* Deus Ex, damage to body parts cripples you a certain way, e.g. if your legs are shot out, you are reduced to crawling.
* Deus Ex director Warren Spector said in an analysis of the game, "Conceptually, Deus Ex is a genre-busting game (which really endeared us to the marketing guys) — part immersive simulation, part role-playing game, part first-person

shooter, part adventure game."
* Deus Ex DLC has a more difficult one: No weapons, explosives, or Praxis Kits (augments).
* Deus Ex. During his visit to Paris, J.C. meets a French couple who are complaining about the martial law and the MJ12 presence. The distraught woman then starts crying, saying that their son joined the MJ12. She gives a description of her son and begs J.C. to spare him but then pauses and says "But they all look the same in those uniforms".
* Deus Ex Equine Revolution. According to Rainbow Dash, the supposed rivalry between the Wonderbolts (who don't use augments) and the Shadowbolts (who do) is just an act.
* Deus Ex. Even when you get the laser sword, super speed and inhuman damage soaking. You'll still get taken down by most enemies if you don't think carefully.
* Deus Ex features Helios, an artificial intelligence that tries to take over the world with benign intentions. Helios seems to be trying to actively subvert this trope by merging with JC, so he can understand human nature. One instance has the player finding a dead body, and Helios mentioning how he "must know what you are feeling."
* Deus Ex for a comprehensive list of tropes following these naming patterns.
* Deus Ex. Getting out of the cell is easy, while escaping the whole prison complex can be nigh-impossible depending on the character build.
* Deus Ex had a bit of it. "Scrip" was one such word, meaning "to acquire". Also "chits", derived from "credits", the global currency in the game. It is used in the same was as one would use "quid" (pounds) or "bucks" (dollars) nowadays.
* Deus Ex had both alcoholic beverages, zyme (a narcotic), and tranquilizers shot by some opponents.
* Deus Ex happens to be north of places like Los Angeles and San Diego. Not only that, but considering in-game maps of North America, "south of Lompoc" included the entire Baja California peninsula as well. Altogether, that's 25 million casualties from the sinking alone. Then there's the giant tsunami that would arise from the event and then spread across the Pacific...
* Deus Ex has a couple of examples, despite its generally cynical outlook:
* Deus Ex has a "Matrix mode" cheat that turns the entire game into scrolling green text.
* Deus Ex has been criticized for the stereotypical accents all Chinese characters employ in the game's Hong Kong chapter.
* Deus Ex has lockpicks and multitools that, for some unexplained reason, can only be used once. During the tutorial level your support says that "unlocking doors expends the resources of modern lockpicks", but seeing as how the actual item is just two rods that spin about, it doesn't make much sense. It's never mentioned why the multitools can only be used once. Maybe they used really cheap batteries?
* Deus Ex has plenty of invincible characters, but many can be killed due to a collision bug. Get one to stand on the edge of a piece of furniture, then push the furniture against a wall. They will pass partially through the wall and then die instantly as the game seems to think they've been crushed.
* Deus Ex has the Dragon's Tooth sword; the blade is made entirely of nanomachines which constantly re-arrange themselves to maintain the sharpest edge possible.
* Deus Ex has the Dragon Tooth sword. It's the strongest weapon and you can get it halfway through the game. Of course, the drawbacks of a melee weapon compared to shooting weapons are obvious. Oddly, it can't break open lockers like its regular sword counterparts can.
* Deus Ex has this in spades and in all sorts of shapes - from secret rooms behind the bookcase shelves to a whole abandoned and forgotten tunnel system hiding behind a non-functioning WC in a public restroom being used as a refugee camp.
* Deus Ex has Zyme, the drug of choice for teenage rebels and junkies in 2052, in game it just gives you the effect of at least a dozen bottles of alcohol (wobbly and blurry vision — although presumably the effect is more potent on normal humans who don't have nanoaugmentations to quickly flush the drug from their system) the Shifter game mod allows you to use it for temporary bullet time (normal

effects still come after it).
* Deus Ex have gone the way of dinosaurs, entirely replaced with datapads.
* Deus Ex have some sort of devices built into the arms of their suits that packs the capabilities of pretty much all the normal weapons in the game (assault rifle, sniper rifle, flamethrower, rocket launcher). To fire, they level their arms at their target while clenching their fists.
* Deus Ex. He will try to encourage the player to use non-lethal tactics and will chew out the player if he/she chooses to do a take-no-prisoners gameplay.
* Deus Ex: Human Revolution, Adam approaches two Sarif employees from behind and overhears them discussing the fact that he was kicked out of the police force following a scandal. If you wish, you can have him butt into the conversation and offer his version of events; he chose to resign in the hopes of preserving his integrity.
* Deus Ex: Human Revolution, Adam Jensen delivers a message, saying "For the first time in history, we have a chance to steal fire from the gods. To turn away from it now — to stop pursuing a future in which technology and biology combine, leading to the promise of a Singularity — would mean to deny the very essence of who we are. No doubt the road to get there will be bumpy, hurting some people on the way. But won't achieving the dream be worth it? We can become the gods we've always been striving to be. We might as well get good at it."
* Deus Ex: Human Revolution Adam Jensen has a hexagon imbedded in his forehead with a little logo in it.
* Deus Ex: Human Revolution, all augmented humans (with the exception of the main character) must take Neuropozyne regularly. Otherwise, their body rejects the augments, the results are... not fun.
* Deus Ex: Human Revolution Amusingly, Belltower is also contracted out to the Australian government to fight in their civil war against separatists who are backed by China, which causes a lit of tension between Belltower's executives and the Chinese government.
* Deus Ex: Human Revolution and the rogue Belltower unit from the sidequest in the second visit to China).
* Deus Ex: Human Revolution and will attack on sight even if you don't enter areas they have closed off.
* Deus Ex: Human Revolution, a random citizen on the street expresses her disbelief of the current social situations by bringing up how the moon landing was faked in a studio as a relatable example.
* Deus Ex: Human Revolution: A side mission sees ex-cop Adam Jensen recruited by one of his former colleagues to help with a case. Though there is some lip service paid to the fact that they're "bending the rules" and "have to be careful how we handle this," Jensen is perfectly able to collect evidence and even "arrest" suspects (by knocking them out for the police to retrieve later) without a warrant with no consequences to the investigation. The only concession is that remaining unseen while in gang territory will net a bonus reward for the player, as their being detected will "complicate" the investigation.
* Deus Ex: Human Revolution, as when players visit foreign countries, they will sometimes find foreign emails that can be translated for humorous conversations and easter eggs.
* Deus Ex: Human Revolution: Big Bro security cameras can be temporarily disabled with a shot from a stun gun or an electromagnetic pulse, but actually shooting them will instantly raise the alarm.
* Deus Ex: Human Revolution by ensuring none of the messages are broadcast, allowing humanity to decide things for itself.
* Deus Ex: Human Revolution can be mistaken for normal people, except at close range. Possibly as a side effect of the game having better graphics.
* Deus Ex: Human Revolution CEO in the last level, and he tells you that he has wounded and that you have to move them out first.
* Deus Ex: Human Revolution deadly (for the enemies) in both games, and a gas grenade is easily the best nonlethal option for groups of enemies (important in Human Revolution if you're chasing after the Pacifist achievement).

* Deus Ex: Human Revolution does a surprisingly good impersonation of newsreader Eliza Cassan.
* Deus Ex: Human Revolution during the Social Confrontation, David will likely acknowledge that he endangered the company and its employees and apologize.
* Deus Ex: Human Revolution features commentary cued by the player being in certain locations, which the player can activate or ignore depending on game circumstances. As an added touch, portraits of the people commenting appear in the player's HUD, similar to the in-character infolink.
* Deus Ex: Human Revolution features the "old style" mechanical enhancements. They look far more advanced than the 'newer' ones in the original games, even when taking the improved graphics into account. Part of the justification for this comes in the stated mission by the designers to give the whole game something of a cultural 'Renaissance' feeling, which also reflects in the color scheme and clothing designs.
* Deus Ex: Human Revolution; focuses on bionic augmentations (nanotech is in early stages of development); the fact that the protagonist, Adam Jensen, works for a corporation rather than a government agency and that the game plot focuses on corporate espionage and side quests are essentially cyberpunk film noir in all its glory.
* Deus Ex: Human Revolution focuses on this as its primary setting. Whether or not human augmentation is evil is up for the player to decide, but it does make the world worse to a degree.
* Deus Ex: Human Revolution for the battle. You can hear two guards talk about her telling workers to evacuate earlier in the level you fight her in, and can read a email by her later in the game.
* Deus Ex: Human Revolution for the police station level. If you don't talk your way in and either sneak in through the back, or shoot your way through, the Detroit police serve as this. They are not aware of the conspiracy surrounding the dead hacker; they're just following orders.
* Deus Ex: Human Revolution gang in Hengsha operate very similarly to this, and have the same terrifying reputation. Just swap "augmented parts" for "internal organs".
* Deus Ex: Human Revolution gets rolling (not too long before the game starts, as a matter of fact). However, they certainly don't act like most people expect exes to, especially since they work together quite closely. In fact, most people assume that they're still together unless they look around for clues.
* Deus Ex: Human Revolution had a beta that was leaked by a disgruntled employee. Reports say that it cost the studio quite a bit of money. However, the payoff was that many who hated the direction the game was going in had decided to pre-order it.
* Deus Ex: Human Revolution has all sorts of useful information including persuasion level, if the target is unconscious or dead, the amount of time it take for a target to get bored looking for you, the vision cones of enemies and the last place enemies were looking for you. A targeting reticule, whether someone's a civilian/prostitute/soldier/mercenary/employee/etc., how much noise you're making, another person's personality type and quirks, whether or not there's anything to loot from a body or drawer, how close you are to death...
* Deus Ex: Human Revolution has an angry email from an employee to his coworkers regarding "the experiment in the fridge". He kindly lets them know that it has achieved sentience and has a desire to destroy all life.
* Deus Ex: Human Revolution has a side quest in China that calls for this to take place.
* Deus Ex: Human Revolution has a sidequest involving a pimp forcing his girls to get augmented.
* Deus Ex: Human Revolution has Pritchard, Sarif, and Malik filling in on this role.
* Deus Ex: Human Revolution has some pretty satisfying animations when performing Take Downs. Both lethal and non-lethal. It never gets old seeing Adam tricking a mook into punching another, and then taking him out, or backhanding two mooks at

one, or shoving a blade through both their chests.
* Deus Ex: Human Revolution has the staff acknowledging the memetic videos involving Adam Jensen, such as Safety Dance, Adam Jensen Walks Into A Bar, and Punch Punch Revolution.
* Deus Ex: Human Revolution, has two straight, square-tipped blades hidden in his bionic arms, which can extend either from the wrists or elbows, allowing him to take down enemies in awesomely over-the-top ways.
* Deus Ex: Human Revolution has two versions of this, both being extremely badass and unexpected.
* Deus Ex: Human Revolution, he just says that only members are allowed in. Fortunately, membership is as easy as one thousand credits. Alternative methods include finding the back entrance, punching the bouncer in the face or stealing someone else's membership card.
* Deus Ex: Human Revolution implies that this did not happen, but one of the other endings did.
* Deus Ex: Human Revolution in a room full of very odd statues of skinless humans constantly switching poses, then Namir (whose augmentations make him look like this naturally), who was standing behind you the entire time and acting like the rest of the statues, grabs you from behind and throws you against the wall.
* Deus Ex: Human Revolution, in the Picus Montreal offices, you can find several e-mails written in French, with no in-game translation (unlike the accurately-accented Mandarin Chinese conversations in Hengsha). They deal with Picus' role in manipulating the truth and public opinion (with one Picus employee having doubts about if he's doing the right thing)... and a guy who wants his chair back.
* Deus Ex: Human Revolution is a baseball fan, often playing around with a ball while chatting with others. The TV in his office is always tuned into a game. Although no comment is made on his opinions of other sports.
* Deus Ex: Human Revolution is a local version of this, selling weapons, ammo and modifications out of somewhat low-key establishments.
* Deus Ex: Human Revolution is going to eat up so much of your time just for the rewards, experience, and exploration it offers. Several important mission segments of the game feature large rooms with up to a dozen computer and security terminals, and you're going to have a hard time resisting the temptation to just stop and spend twenty minutes scouring the room for things to hack.
* Deus Ex: Human Revolution is severely injured in the game's prologue. His employer Sarif Industries takes advantage of a clause in the employment contract Adam signed to heavily augment him without his explicit verbal permission. Sarif Industries spares no expense in the process and fits Adam with the latest in augmentation advances. This even includes augmentation that isn't officially on the market yet, such as Sarif Industries' prototype explosive device, the Typhoon.
* Deus Ex: Human Revolution is the best way to describe the events of Human Revolution.
* Deus Ex: Human Revolution" is there waiting for him and mocks Jensen for not figuring it out. If Jensen has a CASIE aug, however, he can use it during the conversation to immediately see through Tong's act and call him out on it, winning the social battle.
* Deus Ex: Human Revolution is very much this, but isn't actually employed to be one in the first place; he's just the security chief of Sarif Industries. Through the first game, he gains a reputation for being a One Ranger.
* Deus Ex: Human Revolution, mentions an oil crash in 2015. While we didn't have an oil crash, prices did fall significantly.
* Deus Ex: Human Revolution: Not as bad as the original game, but it is on its way there. News articles and books read mention that the economy for the United States has taken a turn for the worse, and secessionism, cities and states declaring or demanding more autonomous rule and internal fighting is starting to become a political issue. An e-book mentions that Canada is starting to become the place to be in North America.
* Deus Ex: Human Revolution of attention. At least he takes it off when on serious infiltration missions in favor of a sleeveless combat vest.

* Deus Ex: Human Revolution offline for a few moments and force it to reboot. Similarly standing too close to a concussion effect (translation: a flashbang) will blind you unless you buy an upgrade. Finally, the screen tints red if your HP gets low.
* Deus Ex: Human Revolution, one of Jensen's old partners will be undercover as a prostitute.
* Deus Ex: Human Revolution operatives wear combat armor that even slightly resembles medieval armor, with many at least equipped with a futuristic breastplate at minimum. It's justified with the Detroit police, since the first time you visit there is just after a large semi-violent protest was shut down, and the second time is in the middle of a full scale riot, so the extra protection is warranted at that moment.
* Deus Ex: Human Revolution, or a smartass. More specifically, he's bisexual- his penthouse has a post it with a girl's phone number and a "Forever Alone" doodle, and Tong mentions that he provides Arie with anything he needs, including "booze, drugs, boys and girls."
* Deus Ex: Human Revolution, plays this straight as well. Walk down the street of Detroit, or heck, even just step outside the Sarif Offices at the helipad, and you'll see all sorts of people smoking a cigarette. The player character, Adam Jensen is also a smoker as well, presumably to deal with the stress of becoming an augment. Of course, since he can get an aug upgrade that allows him to breathe in visibly green toxic gas with no ill effects, cigarette smoke is probably of no concern to him.
* Deus Ex: Human Revolution read between the lines of the profile and saw it for the fairy tale it was.
* Deus Ex: Human Revolution reveals he got augmented to improve his baseball game.
* Deus Ex: Human Revolution revolves around the UN's decision to consider a sanction or ban on all human augmentations. Conversation within the game seems to indicate that the weight of the decision would nearly be on par with that made by any other sovereign government with recognized legal authority.
* Deus Ex: Human Revolution's real name before switching back to "Mr. Grey").
* Deus Ex: Human Revolution subtly hints at Faridah having feelings for Adam. His responses differ based on what the player chooses.
* Deus Ex: Human Revolution that they're meant to evoke feelings that the protagonist, through becoming augmented, has taken a typically female-occupied position of being objectified and having his body become public domain.
* Deus Ex: Human Revolution, the already-expensive drug has become even harder to come by, and shortages are an endemic problem among the remaining augmented.
* Deus Ex: Human RevolutionThe game as a whole is ambivalent though, highlighting both the danger and the potential of augmentation.
* Deus Ex: Human Revolution the game has, and he's referring to the few people who are completely incompatible with augmentations, which he honestly wants to make available for everyone.
* Deus Ex: Human Revolution, then ambushed Jensen when his attention was elsewhere.
* Deus Ex: Human Revolution, the pale green gas released by shooting the canisters is not poison and just knocks out anyone caught in it.
* Deus Ex: Human Revolution: The prequel to the above shows the "Golden Age" of the augmentation revolution. Cities are bright and beautiful, and people are prosperous...as long as you're rich. There's strong rumblings in the background of bad things happening around the world environmentally, as well. The rumblings are strong enough that a gigantic undertaking in the Arctic Ocean involving a massive complex that essentially creates a hole in the ocean to aid with global warming not only seems like a fantastic idea, but is actually serving as a template for other facilities that are planned to be built throughout the world later.
* Deus Ex: Human Revolution. There's an email you can read at Picus where one of the corporations execs reminds their writers that people have the collective emotional maturity of a five year old and that Picus should treat them as such.
* Deus Ex: Human Revolution: The upgraded CASIE enhancement allows Adam to emit pheromones that make his vis-a-vis more receptive to his suggestions and demands

(provided the player had figured the NPC's personality type correctly in the preceding dialogue).
* Deus Ex: Human Revolution: The voice actors for Adam Jensen and his girlfriend Megan Reed are real-life married couple Elias Toufexis and Michelle Boback.
* Deus Ex: Human Revolution, the voice actors for Adam Jensen and Megan Reed, being a married couple IRL, had an argument on the day where they were to record a scene where their characters were arguing. They decided not to resolve their own argument until after the voice recording session, so as to add even more realism to the scene.
* Deus Ex: Human Revolution to a whole new level. Better get on that ASAP, China.
* Deus Ex: Human Revolution to enemies armed with the machine pistol or assault rifle.
* Deus Ex: Human Revolution to the point that abortion would not be lethal to the fetus - these cannot get off the ground due to anti-technologists protesting stem cell research... and stem cell researchers would probably rather not have the supply of aborted fetuses for stem cells cut off. The anti-aug crowd want augs eliminated, and Versalife is making a killing on Neuropozyne.
* Deus Ex: Human Revolution was genuinely impressed and looked forward to the game's release with far more excitement than before.
* Deus Ex: Human Revolution, who through observing Jensen develops both a personal sense of morality and an attachment to him. However, she's limited by her programming and can't do much outside of sharing information.
* Deus Ex: Human Revolution without needing to unlock the requisite strength augmentation.
* Deus Ex: Human Revolution, you can find an e-mail about a lack of office chairs. It continues like this:
* Deus Ex: Human Revolution you have the option to talk him out of killing himself and into helping you.
* Deus Ex: Human Revolution, you raid a 24 hour news organization which one would naturally expect to have a graveyard shift. No one is there but baddies, and after reading people's emails explaining a sudden evacuation prior to your arrival, it foreshadows the coming reveal.
* Deus Ex: Human Revolution. You've got people in support of it, people against it, lots of reasons for both pitted against each other in several debate scenes, and Adam Jensen himself has lots of cybernetic upgrades, also called augmentations.
* Deus Ex if the player wishes to pursue a fleeing, wounded enemy. Wounded characters will leave a trail of blood when they run, and a resourceful player can track them.
* Deus Ex, if you question the drug dealer Rock about stolen vaccine, he'll say "Bitch, I ain't going back to jail!" and start shooting. Note that he doesn't have anything to do with that particular theft, though.
* Deus Ex immediately jumps to mind, as there was one item which reduced the size of the viewport, tinted it green without making it any brighter, and vanished after about 90 seconds.
* Deus Ex: in one location, a hotel, a couple can be heard having sex behind a closed door. Lampshaded by the fact they never stop, not even if the player engages in a fierce gun battle with grenades right outside the door.
* Deus Ex, in the VersaLife offices on the Hong Kong level, over the programmers heads are screens that repeatedly flash single words in black and white, such as, "OBEY", "TRUST", and "LOYALTY."
* Deus Ex: Invisible War and gives you a notification if they are directly attacked.
* Deus Ex: Invisible War bomb, then the Seattle base comes under attack by the Order.
* Deus Ex: Invisible War. Clearly inspired by the Japanese idol singers, she's encountered mostly as an AI-controlled hologram that's way smarter and nicer than the real NG who you meet near the end of the game.
* Deus Ex: Invisible War features flaming penguins the special secret "after game" party at Club Vox, and a special gun (besides the normal flamethrower)that can set

people on fire.
* Deus Ex: Invisible War, featuring an obnoxious pundit named Brett Steed who interrogates guests and then cuts them off before they can answer any of his questions. In a later chapter, he gets his comeuppance when he tries to pull his schtick on Saman, who refuses to play along.
* Deus Ex: Invisible War has NG Resonance, an international pop-star, whose holographic AIs are playing all over the world. The AIs can interact with people, and one is hard-pressed to tell that it's not an actual person. Interestingly, while the holograms are polite and friendly, the actual pop-star is a spoiled brat who doesn't care about anyone.
* Deus Ex: Invisible War has the order, a front for the Illuminati created for the sole purpose of unifying all religion. Aside from the leader herself, everyone thinks it's the real deal, even the leader's second-in-command.
* Deus Ex: Invisible War, he'll give access to the place, allowing the player to raid it.
* Deus Ex: Invisible War: Holograms are frequently imperfect, with horizontal strobing blue lines, higher end holograms are better quality.
* Deus Ex: Invisible War, important NPCs aren't coded to be invincible, but are simply placed in areas where you can't use your weapons, or speak with you from behind bulletproof glass. One such important NPC, Billie Adams, can be seen at the beginning of the game running into an inaccessible booth before speaking with you. It's possible to kill her before she gets into the booth. This removes her from the game, but in later encounters there will be gaps in the dialogue where she was supposed to be, because the game was never programmed to deal with her not being alive.
* Deus Ex: Invisible War introduces Black Market Biomods, which have elements of this. They're illegal, and supposedly have negative effects on some people (fortunately, your character is not one of those unlucky people). Complete with messages warning parents about the dangers. Plus, they're only sold by cyborgs in dark alleys.
* Deus Ex: Invisible War is backed up by a Universal Constructar that will continiusly reassemble his body when you kill him.
* Deus Ex: Invisible War, Klara Sparks is a highly-trained Tarsus Academy recruit, but she has very little field experience, and thus ends up quitting mercenary work.
* Deus Ex: Invisible War. Later on, the player discovers that two factions in the A-Plot are doing the same thing.
* Deus Ex: Invisible War. Nobody else is even vaguely as terrorist, not even Apostle Corp.
* Deus Ex: Invisible War, the player may choose to force transcendence on the people, ally with a secret government, ally with an anti-technology theocracy, or destroy everybody — with unforeseen consequences.
* Deus Ex: Invisible War was frozen over and much of it cut off due to the fact that the console version of the game would not be able to handle swimming and larger maps.
* Deus Ex: Invisible War You have the option to make the trope one hundred percent after you meet NG Resonance in person, you can shoot her (not a spoiler, since you can shoot anybody you come in contact with). Strangely, her AI alter ego doesn't seem to care.
* Deus Ex is killed by Anna, she'll sometimes say "Nine hundred and ten. I'm catching up, Gunther."
* Deus Ex is to go to Liberty Island and rescue Gunther from terrorists. Gunther is much more powerful than the player character JC Denton at this point and can make his own way out if the player gives him any weapon, even a knife, and the only reason he was captured is because he was ordered to suspend an assault at the last minute. If the player refuses to give him a weapon (or doesn't have one, which Gunther won't believe), Gunther will tell him that he realises he was ordered to hold back so that Unatco could show off its new "toy", Denton, and will dislike Denton from that point on.
* Deus Exit Machina: The most powerful characters never seem to be there when it

really matters.
* Deus Exit Machina: The most powerful or useful character is removed from a story in order to make things more difficult for the other characters.
* Deus Exit Machina: The plot is prolonged by phasing out the most powerful character for a bit.
* Deus Ex it's mostly for temporarily boosting health beyond the regular maximum) and make you drunk, and while they're not an item it's stated Adam's aug's cancel out any negative effects of smoking (he muses that he's not even capable of a little self-destruction anymore).
* Deus Ex jack in one in game news article and an in game email. Based on the context of the news article (the fact that a teenage girl has one is mentioned alongside having a tattoo and wearing black), these are looked upon negatively.
* Deus Ex. Liberty Island was made the headquarters of the United Nations Anti-Terrorist Coalition after the destruction of the Statue of Liberty. The player can visit Battery Park and Hell's Kitchen.
* Deus Ex loosely fits this trope, as he ultimately decides the fate of the world with his actions at the end of the game. The JC is likely an allusion to Jesus Christ, though the connection is never made explicit.
* Deus ex Machina: A rescue comes out of nowhere when all hope seemed lost just a moment ago.
* Deus ex Machina as evidence of fate intervening in somebody's favor. Sometimes it works, sometimes it doesn't, but it is usually an attempt to use this trope.
* Deus ex Machina gets reversed when Vegeta wishes back everyone killed by Buu.
* Deus ex Machina, has a very sick girl, Anna, suffering from a severe abdominal condition she's already had surgery and seen multiple doctors for, become miraculously cured after she has a near-death near-God experience after falling 30 ft down a hollow trunk. Not only is she barely injured, within weeks they can't find a sign of her previous condition, despite every test and procedure done before. Yet a friend Anna met in the hospital, who "had faith" but hadn't converted, dies of her cancer.
* Deus Ex Machina, he isn't going to let the world that's become his home now end up being memorialized in such a dystopian fashion.
* Deus ex Machina in the third chapter, when even further into the future, John Freeman descends from the heavens to assist his son in defeating the Combines and sending them back to science and outer space.
* Deus ex Machina: Out-of-nowhere win for the good guys vs. out-of-nowhere win for the bad guys.
* Deus ex Machina, Rand turning from adventuring to court and cosmology, Rand turning back to adventuring for a book, Rand turning away from adventuring again (this repeats itself a couple of times), Perrin going back to the two rivers, Perrin getting mind controlled by his wife, Perrin trying to rescue his wife, Nynaeve alternating between being a bratty and ignorant youth and a merely impulsive (and quite awesome) young woman, and so on.
* Deus ex Machina, since the cards may as well read "if you are playing against Zarc, you win the duel"—meaning it required no skill or strategy to play them beyond simply activating them.
* Deus ex Machina: Something completely out of left field saves the day.
* Deus ex Machina: Sudden events that solve an apparently unsolvable problem/conflict.
* Deus ex Machina, swooping out of nowhere to save Maedhros who was chained to Thangorodrim, slashing Morgoth's face and saving Fingolfin's corpse, saving Beren and Lúthien from Angband, knocking Orcs off a cliff to save the survivors of Gondolin, and showing up with Eärendil to take down Morgoth's winged dragons in the final battle at Angband. Their leader Gwaihir seems to have made it his personal mission to pull Gandalf's fat out of the fire as often as possible, having done so at least five times. However, there's very little activity from the Eagles outside of this, since they are specifically at Manwë's command and Manwë doesn't wish to intervene too often.
* Deus ex Machina: The day is saved because of a solution coming out of nowhere

right when things look bleak.
* Deus ex Machina to the young ones, even when this results in some of them having two.
* Deus ex Machina when her cinderblock house falls and sinks into the mud... before the jewel glows and restores everything back to normal.
* Deus ex Machina - when the Happy Ending is forced upon the story by an outside force that wasn't previously introduced
* Deus ex Machina will quickly dumb it back down so the Noops still have victory just a couple easy steps within their grasp. Only a handful of episodes force the Noops to deal with a challenge based on their own competence, and even then it's difficult to say they don't have the story on their side.
* Deus Ex: Mankind Divided, Adam Jensen can talk to a homeless aug who claims that people think she's just a stupid bum, and tries to rebuff that opinion by saying that she has a degree in art history.
* Deus Ex: Mankind Divided, Adam Jensen has been upgraded with an arm that transforms into a gun as well as the ability to launch his nanoblades as projectiles.
* Deus Ex: Mankind Divided but before the original game, shows the transition from the "Golden Age" to this trope, with a huge social backlash against anyone with augmentations. The fact that some augmented extremists are perfectly willing to use terror tactics in retaliation only adds to the feeling. Compare Adam's mostly sleek-looking augs to the leader of the augmented extremists, whose augs are rough-looking and bulky.
* Deus Ex: Mankind Divided by slurs, such as "wrench" (As in "pipe wrench" a tool) and "clanks".
* Deus Ex: Mankind Divided can retrieve it, which requires a trip to an antiques store for a (by now 40-years obsolete) disk reader. The store clerk offers to let Jensen rummage around in the basement to look for one, but his overly inquisitive nature, and the fact that he constantly gets the name of his store wrong, tips Jensen off that the "clerk" is really one of the mercenaries, waiting to ambush him.
* Deus Ex: Mankind Divided DLC "A Criminal Past", which is set 9 months prior to the main story, when Adam takes a pill that restores his augmentations, the game notes that giving him access to his experimental augs long before he knew about their presence in his body would constitute a continuity error. You are then given the option of respecting continuity in exchange for a weaker Adam or accepting the plot hole for more power.
* Deus Ex: Mankind Divided endings as totally canon, but the developers have implied that there's a shard of truth to each of them. From what is mentioned in-game, Panchaea was destroyed but David Sarif survived. Hugh Darrow and William Taggart are implied to have died, with the "Taggart Act" limiting the production of augmentations. The world now largely sees augmentation as a threat to humanity, which is akin to Darrow's ending.
* Deus Ex: Mankind Divided has an ex-husband, information which is buried away in his (hackable) emails. Otherwise, you would never have known.
* Deus Ex: Mankind Divided have to live in the crappiest part of town and go through police checkpoints to get anywhere.
* Deus Ex: Mankind Divided. He's working for the Illuminati in order to goad the Augmented Rights Coalition into terrorist attacks. He believes, once they've killed a bunch of innocent people, the Illumiinati will be able to pass their Human Restoration Act.
* Deus Ex: Mankind Divided, investing Praxis into your Hacking skill tree upgrades Jensen's own neural interface, allowing it to use increasingly large parts of his brain for extra processing power when attacking "secure" devices.
* Deus Ex: Mankind Divided is a renowned expert in Criminal Psychology and serves as a TF-29 Task Force resident psychologist.
* Deus Ex: Mankind Divided. Later on, Adam can upgrade his systems to grant complete immunity to electricity.
* Deus Ex: Mankind Divided-licensed games since then, with news of the sequel

nowhere in sight. Right now, the biggest fear fans have is that Square-Enix will drop the company long before it even gets made.
* Deus Ex: Mankind Divided, nano-augmentation is about to become the go-to method for enhancement, a death knell for mechanical augmentation.
* Deus Ex: Mankind Divided, particularly with Czech in the hub world of Prague.
* Deus Ex: Mankind Divided sees the formation of Task Force 29, a counter-terrorism organization that appears to be a precursor to UNATCO, though it's run by Interpol instead of the UN.
* Deus Ex: Mankind Divided sends you to ghetto-ized residential/commercial districts rife with corruption and danger, as well as literal government-approved shantytowns and far, far worse.
* Deus Ex: Mankind Divided." There's also a dialogue exchange with a policewoman who regrets her profession chosen due to the political climate, saying "If I could do it again, I'd have been a fireman. No one looks into a fire and thinks, 'Shit, does this one really deserve it?'"
* Deus Ex: Mankind Divided. this report, when combined with the relatively short length and the fact that there was only a single hub area, left many people to speculate that Mankind Divided was just the first part of what was supposed to be a much larger game.
* Deus Ex: Mankind Divided was initially announced with an extremely contentious "Augment Your Pre-Order" bonus scheme, with tiers of bonus content that would be unlocked as the game hit certain pre-sale milestones. After the plan received an extremely hostile reception from fans, it was quickly scrapped, and all bonus content became available to anyone who pre-ordered regardless of sales numbers.
* Deus Ex: Mankind Divided: You can skip the final boss by using his kill phrase.
* Deus Ex most enemy bases are properly guarded. But somehow they always let some Data Cube or PDA with the passwords to their security systems lay around.
* Deus Ex never has bathrooms invoke this trope by architecture, but there are a suspicious number of occasions, especially in the first half of the game, when the ladies' room is important in some way. The men's room occasionally hides a secret as well, but nothing can top the secret passage way in the women's bathroom, opened by the secret keypad under the sink.
* Deus Ex never takes them off. When mocked by Agent Navarre for wearing sunglasses at night, he gruffly replies that his vision is augmented. Additionally it is suggested that the cool shades stop him freaking the public with his solid blue eyes.
* Deus Ex News articles also read that the East River had a massive chlorine spill, killing almost all life in it, and that water supplies may be contaminated.
* Deus Ex. NSF terrorists have raided and set up a command post on Liberty Island, the location of UNATCO Headquarters. There are UNATCO troops and security bots on the island, but they are ordered to pull back and let the protagonist, JC Denton, handle the situation as a test of his abilities.
* Deus Ex on Icarus' part since he can (and does) message directly to JC in other points of the game.
* Deus Ex on the New York level, although it serves no storyline purpose, but merely a way to highlight how bad the world of 2052 really is.
* Deus Ex (or rather, not blindly loyal and able to recognise UNATCO's faults, which is what they don't want).
* Deus Ex pulse to sabotage electronic devices). It was considered excessively expensive for its utility.
* Deus Ex reveal that the mysterious Oracle whose emails you can occasionally read is actually a self-aware computer system.
* Deus Ex series can end up this way, depending on the path you choose.
* Deus Ex series, there's dozens of characters you can talk to that have no impact on the plot and serve no purpose, and there's lots of virtual books that are interesting to read but don't really serve any actual purpose.
* Deus Ex (set in 2029), officially states that none of the endings are canon, with the assumed state seeming like a small combination of various endings (Panchaea was destroyed and augmentation is publicly condemned, but Sarif is alive while Darrow

and Taggart appear to be dead).
* Deus Ex shot to the head disposes of most enemies quickly and silently plus their ammo is nowhere near as rare.
* Deus Ex, Silhouette's claim to fame is hacking a Superbowl broadcast and inserting anti-UN propaganda.
* Deus Ex's main story is pretty straight, the backstory is hidden in pieces in various in-game media this way.
* Deus Ex, so of course it includes an explanation for Roswell that is half based on the typical fiction as well as based on an intricate network of new conspiracies. You also eventually go to Area 51, and yes, you will find what you might expect to find... sort of.
* Deus Ex still has a very strong modding community despite being an older game. This includes graphical and gameplay tweaks such as Shifter, and many total conversions.
* Deus Ex storm your brother's apartment building to apprehend him, and you'll be faced with a choice. You can either take the safer option, which in this case will be to escape through the window, evading the attackers completely, or you can stay behind and fight them, clearing all of them out of the front door and in the downstairs lobby. Doing the former will result in your brother dying, but doing the more dangerous latter will save him.
* Deus Ex takes place entirely in and around a missile silo — nuke still included.
* Deus Ex takes place in Area 51. It's alluded to that the so-called alien 'Greys' were being used to distract the conspiracy theorists from something even worse, although that does raise the question as to where they got the anti-matter reactor, if not the aliens...
* Deus Ex. The conspiracy makes artifical life-forms called Grays that resemble the popular idea of aliens (round heads, gray skin) and is implied to let rumours about them circulate as a smokescreen for what they are really up to in the Area 51 facility. Some sources also claim that the Grays are clones grown from genetic material from the Roswell UFO, but nothing conclusive is given.
* Deus Ex: The Fall (an installment that was only released on mobile, and later, PC) and the novella detailing her actions between the games.
* Deus Ex: The Fall does this too with the EMP grenades and such, and when Ben is having neuropozyne withdrawals.
* Deus Ex: The Fall opens up with the tutorial mission through the Mafia hideout and Ben's defection from the Tyrants before the title sequence.
* Deus Ex, the protagonist has the option to rule the world as a transcendent being, as a conspirator, or to plunge the world into anarchy.
* Deus Ex, there are several books and newspapers that the player can read.
* Deus Ex, the Red Dragon triad is at war with the Luminous Path triad. Rather than eliminating one side, the objective is to encourage a peace between the two.
* Deus Ex The second game on the other hand, they are definitely not just in the shadows, "influencing".
* Deus Ex, the shotgun can fire sabot rounds, which are far more effective against bots than buckshot; but buckshot is better against soft targets. That's besides the more explosive means of dealing with bots, like rockets or grenades.
* Deus Ex throughout the game. "A single artist, a single general, a single hero or a single villain may all die, but it is impossible to kill a people, a nation, an idea—except when that idea has grown weak and is overpowered by one that is stronger." —The Doctrine of the Mighty
* Deus Ex trooper, sometimes, they'll ask one of their comrades "Who's hungry?".
* Deus Ex uses this trope to its full extent, partly because it used so many famous examples as inspiration, such as SHODAN, HAL, Agent Smith and Project 2501.
* Deus Ex via his infolink augmentation, most notably Alex Jacobson, Daedalus and Tracer Tong.
* Deus Ex was released two years after the original game, and had better graphics and some upgraded cutscenes (the conversation between Bob Page and Walton Simons is now a full animatic rather than using the in-game engine), though at the cost of

segmented maps.
* Deus Ex, where explosives are generally lethal unless you use an upgrade that remotely detonates them before they reach you.
* Deus Ex where the player, when faced with a wooden door can always just blow it open with explosives or knock it down with the energy sword. Only reinforced metal doors and some plot-important doors were completely impassable. Played straight in one scene where you are supposed to surrender to the enemy and cannot escape the spot where they engage you even though it is fenced with nothing but waist-high blocks.
* Deus Ex, where you play as a crimefighter enhanced with nanomachines which give powers and stat boosts. It wouldn't really fit in with the genre, so you wear a longcoat and sunglasses (even at night!).
* Deus Ex Which actually works fairly well, considering that none of the original endings could necessarily be considered 'bad' in comparison to the others, just different.
* Deus Ex, which is set in 2072 when nanotechnology and advanced AI are increasingly common.
* Deus Ex: While exploring the DuClare mansion, there are no enemies, just dialog between JC and Nicolette as she more or less gives him a tour and exposits her backstory.
* Deus Ex: While you will not see anyone actually smoking, cigs are a relatively common find throughout the game, and there are usually cigarette vending machines in public. In a nightclub, one NPC will ask you for a light. JC can smoke as well, but at the cost of 10 health points to the torso, making it at full health, chain smoking 10 packs in a row will kill you.
* Deus Ex, whose genetic modification merely allows him to be mechanically augmented without requiring Neuropozyne to counter rejection.
* Deus Ex will even praise you for being just the right type of trigger-happy paranoiac they need.
* Deus Ex, you are given the choice of merging your character's consciousness with an AI called Helios.
* Deus Ex. You can bypass two boss fights by discovering their killphrases before confronting them.
* Deus Ex. You can play JC Denton this way, too. The in-game written material in the FEMA HQ seems like a directed effort to get agents to think of themselves in these terms and thus avoid misgivings.
* Deus Ex: "You'll behave like a professional, that's an order." (Usually said in response to you tossing potted plants at your boss.)
* Deus is a superweapon that crashed on the planet the game takes place on 10,000 years ago. It's been trying to repair itself ever since,
* Deus Machina Demonbane and bisexual. For bonus points, she has some creepy sexy going on during her most dickish moments.
* Deus Salve O Rei: Afonso is the crown prince of Montemor and the main lead driven by justice, righteousness and kindness.
* Deus Salve O Rei because Rodolfo, the former's husband nurtures a crush on the latter, despite being married himself and Catarina not really caring about his affections one way or the other, so she looks down on both Rodolfo and Lucrézia.
* Deus Salve O Rei: Prince Afonso falls in love with farm girl Amália shortly she saved his life from bandits and chooses to abdicate the throne of Montemor to be with her. This leads to his foppish and irresponsible younger brother Rodolfo having to become king, which further escalates tensions with its neighbor realm of Artena.
* Deus Salve O Rei, since he is a womanizer that sleeps with any beautiful woman that catches his fancy.
* Deus Sanguinius, at the end, he is offered a field promotion to a captaincy as a reward. He declines it as he has not earned it.
* Deus Sanguinius, Mephiston offers him a shot that will give him the strength of lords, because of the severity of his wounds.

* Deus Sanguinius, Mephiston probes his mind and finds him made of duty and honour, having long outgrown a youthful arrogance. He steps aside for the much junior Blood Angel because no better champion could be found.
* Deus Sanguinius, Sachiel glories in the adulation, despite his vows to seek only the good of the Chapter and not glory.
* Deus Sex Machina: For situations that require sex to resolve. No, really.
* Deus Sex Machina that relies on the user abstaining from you-know-what.
* Deus Sex Machina to do to make something rather than human reproduction work.
* Deus's idea of wanting to make temporary, customizable superpowers available to the masses is represented by
* Deuteragonist, a vengeful mask-wearing bat-wielding beer-swilling assassin.
* Deuteragonist, he didn't have all that much to do until that point, either, besides team up with Piccolo to defeat Universe 6's final members.
* Deuteragonists, the Cutie Mark Crusaders, are very much united by their common goal.
* Deuteragonist: The first character most important aside from the main protagonist.
* Deuteragonist to Marinette's/Ladybug's protagonist, but he has at least two episodes per season where he's the main focus ("Simon Says" and "Santa Claws" in season 1, "Gorizilla" and "Frozer" in season 2. Season 3 surprisingly gives us 6 Adrien focused episodes: "Weredad", "Oni-Chan", "Desperada", "Party Crasher", "Cat Blanc" and "Félix").
* Deuteragonist, uses throwing knives as ranged weapons. However, she is a kind and soft-spoken person.
* Deuteragonist: When Bernie or the other heroes need him, he's always there, and he'll do whatever it takes to save his friends.
* deuterocanonical but often some of it is as simple as obvious errors. Generally not found in modern Protestant Bibles but still available in common versions.
* Deuteronomy, they are not allowed to mistreat them or sell them for money even when they're not pleased with the captured women.
* Deutsche Bahn, as trial runs in Europe have to be done with the top speed +10% to give a safety reserve)
* Deutscher Gruß in Munich, which led a lot of people to take a detour to avoid passing that way). It only became mandatory to the German armed forces after the failed attempt on Hitler's life in July 1944.
* Deutschland 83 has a touching scene in which a man goes into a West German supermarket and is thoroughly amazed by everyday groceries — because he grew up in the communist East Germany and has lived his whole life under food shortages.
* Deutschland 83, while the US and UK broadcasts used a German song of the era, "Major Tom (Coming Home)" by Peter Schilling.
* Deutschland, culminating in the line "Wir können stolz auf Deutschland..." (We can [...] proud of Germany...). But instead of finishing it with "sein" (the German word for "be", which should go at the end of the sentence in this case) the band starts chanting the word "Schwein" (swine/pig), a common German insult and the band's favourite word, to show that the preceding passage was just satire.
* Deutschland in 2015). According to Harald Schmidt (who did a nine-episode stint in 2008), cruising the Caribbean while shooting a few hours a day is everyone's main motivation to sign up for the show.
* "Deutschland" is a harsh criticism of the band towards their parent country and its history, however this is evident only to German-speakers. As for the rest, the song, and especially
* "Deutschland" is a very subtle, until the end, parody of hyper-nationalism. It's commonly used as a German pride song by less than perceptive people.
* Deutschland recognizable stars we have names for is a pretty astronomically small chance. Bright stars are not only outnumbered by smaller, dimmer stars by a long shot (our own sun isn't particularly bright itself, being in the upper-middle range), and just because a star is bright to us in the sky doesn't mean it's close to us, either.
* Deutschland-Saga slot) used Die Prinzen's "Deutschland" as its theme. The song is

a tongue-in-cheek satire; the chorus is harmless enough, but they also used the repeated "Deutsch! Deutsch!" shouts, which irritated some viewers.
* Deutschland sucht den Superstar wrote that song about the death of her grandfather.
* Deux heures moins le quart avant Jésus-Christ in Roman clothes), advertising everywhere in the coliseum, gay underground bars, as well as civilians, gladiators or legionaries making union protests.
* Deva Curl for curly hair, has a lightweight styling gel called Arc-Angell, as well as a deep-conditioner called Heaven in Hair.
* Devan Seaworth and Bryen Farring are squires to Stannis Baratheon. Bryen dies during Stannis' march to Winterfell due to the cold, while Devan is left behind at the Wall to serve Melisandre.
* Deva Series wholeheartedly believes power must be wielded responsibly.
* Devas includes from some who are in deep meditation to the gods and goddesses of the other religions from Hinduism to Paganism, whilst the God of both monotheist Hindu schools and the Judeo-Christian religions is the Mahabrahma, another Deva who mistakenly thinks is the creator of the universe (although in some scriptures is said that actually Mahabrahma did acknowledge Buddha’s superiority and became Buddhist, that’s why God in
* devastated by nuclear war, as well as make certain barren planets habitable. Finally, a rare late game tech lets you turn any habitable planet into a Gaia world, which are 100% inhabitable by all species regardless of the nature of their homeworld. The more complex the terraforming operation, the longer it takes. Terraforming within a climate range takes just 5 years, while terraforming between climate ranges takes twice as long. Restoring a tomb world's habitability or making a barren world habitable takes about 20 years, and creating a Gaia world takes over 40 years.
* devastated Earth even though what is left of their consciousness will most likely be destroyed in the process. Before he leaves the living Earth, Knowles assures the ghosts, who may no longer be able to hear him, that humanity will return to reclaim the planet one day as they had hoped.
* devastate the Earth. Whatever he wants, he is willing to destroy Civilization unless he gets it, or unless the Heroes can stop him.
* devastating against cavalry and will let the infantry hold out better against enemy infantry, at the penalty of very slow movement, very small coverage, and low offensive ability. Pike units can form spearwalls, which cannot charge but when are set up can obliterate charging cavalry and hold off assaulting infantry, and press shorter-ranged enemy infantry back. Certain heavy infantry units can form shieldwalls, which can charge and break through enemy infantry formations. Many heavy cavalry can form into wedge formations, letting them charge straight through enemy infantry or cavalry groups and split them apart. Line infantry can fix bayonets and form square to guard against cavalry.
* devastating in the hands of a player. For instance, many undead have a Create Spawn ability, which causes opponents slain by them to rise as similarly-powered undead under their control. In the hands of a wandering monster, this really just means that if one of the party somehow dies, things just got a bit harder. In the hands of a player, however, this is pretty much the key to creating an entire army by simply running through a town of commoners. Because of this, every undead with the Create Spawn ability winds up with LA so high that both them and their erstwhile army get one-hit-killed by anything level-equivalent for a player - compare the CR of a shadow (3, about equal with a grizzly bear or an ogre) with its ECL (10, meaning it should be fighting fire giants and adult white dragons with its 19 hit points).
* devastatingly stupid thing to do... after Harry has just been involved in a ten-minute shouting match with the man.
* devastating satire — and proceeded to interview an unsuspecting Monckton himself about it, asking such questions as "Will we ever see Ali G or Borat come back?" Monckton was bewildered, to say the least.
* devastating without the full set at the expense of a harsh reduction to your

damage. (That said, if you get lucky, you can find a System Restore, which lets you wipe away the drawback of all the Prototypes you have when you pick it up.)
* Devastator's by having his minions send a distress signal, then reporting that everyone aboard was already dead when help arrived.
* Devastators, not only does this happen if you run out of time, but it actually tells you straight out before each mission:
* Devastator, usually the first Decepticon combiner. It shows. He's made of five of the finest engineers the Decepticons had (
* Devayani was at least a 1000 years old when she was married to King Yayati, who himself lived for thousands of years.
* developed a formula which he thinks will render the imbiber immune to being wasped. Whether this actually works remains to be seen, and it won't do much good for those already infected.
* Developer Room sometime later, with only a few members of the original team.
* Developers' commentary states that it's a major feature of the Director AI: It will try to estimate the survivors' stress levels and give them breathers if they seem to be fatigued by constant combat. Conversely, it'll also spawn hordes of the Infected if they try to
* developers. Enough brutality thins the frequent huge militias the player fights to fair numbers. Without Meter you can come out of stealth and brutally stab an unlucky Orc causing witnesses to run and gives you a Meter bonus, allowing you to follow up with another vicious execution.
* Developers' Foresight: Video game developers are able to anticipate anything the player might try to do in the game.
* Developers intended to use a voice clip of Ashe from the "Reunion" cinematic ("B.O.B.!
* Developers of custom Android firmware very frequently include donate links next to the download links for booze or coffee.
* Developer's Room can get, while the men's...well the less said about that the better.
* developers themselves said at one point that that last bit is "not going to happen".
* Developing Doomed Characters: Typical slasher movie opens with a kill or two, and then use the next thirty minutes to establish the main cast for the grand slaughter to come.
* Developing Doomed Characters: We get to know the cast just before they start dying.
* developmental, among many, many other in-jokes. The original male design for Toph went on to be reused for Avatar Roku's Earthbending teacher.
* Developmental Diva Veronica Lane had this as her gimmick. She called herself 'Miss NXT' and leaked videos from a promo class showed her cutting a promo like a speech from the personality round. In real life she is a former Pageant Queen. However she opted to leave WWE before she could appear on TV.
* Developmental psychologist Diana Baumrind's research on parenting styles revealed the "permissive parenting" style, where the parents combine high responsiveness with low demands. That is, they cater to their children's wishes and impose few to no rules on them. They might let them stay up all night and eat all the candy they want without enforcing bedtimes or healthy diets. These parents tend to try to be more of a friend to their children than a parent, and it usually doesn't end well because children
* Developmental Topographical Disorientation sense of direction — not just being bad at finding new places, but being unable to orient themselves in their own house or neighborhood.
* Development Gag since the meta reason for this was just that — the character model kept getting stuck in doorways, but in the story, it helps explain Shale's disdain for humans after being treated that way.
* Development Gag: The work makes a reference to a concept from when the work was still in development.
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development.
* Development Gag: The work references a concept from when the work was still in development.
* Development Hell after the Vol. 2, but, after all... there is always hope.
* Development Hell. Indian casinos must be on Indian land. Kansas City, Kansas had an Indian burial ground right in the heart of downtown; once gambling became entrenched on the Missouri side of the KC metro area, the Indians who owned the burial ground built a casino right on top of it. KCK tried to shut the place down, but failed.
* Development Hell: It takes forever for a work to complete production because of several obstacles that get in the way of finishing it.
* Development Hell. Oddly though, they are stated as an intended playable race in the MMORPG, which takes place some time after the upcoming movies — supposedly a significant amount of time, despite, again, being allegedly canonical.
* Development Hell: Several obstacles that get in the way of finishing production ensure that completing production of the work will take forever.
* Development Hell while the games went on to become a trilogy. So, there are games based off a cartoon, which are based off a series of games, which were meant to tie-in with a cartoon.
* Development of the largely anticipated and long-awaited fan project
* Developments based on new urbanism and neo-traditionalism have been called theme-park versions of cities and small towns, respectively. In particular, they have been ridiculed for offering centrally planned theme-park versions of places that derive their charm from not having been centrally planned.
* Development, Wednesday implies that the angry mob that tore her grandfather limb from limb were themselves cannibalized by the Addamses as revenge.
* develops so insulting to this belief that most warriors break cover and and attack, thus revealing themselves to fire.
* Dev-Em the Daxamite creates all sorts of chaos and mayhem on the Earth's moon for his own sick pleasure in the 30th century during the
* Deven Mack (voice acting example; mainly Toronto-based, but has also appeared in a number of shows using the Vancouver-based voice actor pool)
* Deverish Also has the dialect-indoctrination spell. Unusually, it's not perfect; you can only use one language at a time, can only learn a new one this way by finding a mage who speaks it, and if they mess up it can leave you unable to use your original languages until a more competent mage fixes the problem.
* Deverish Also, Kuroraki's magic armor is supposed to repair itself, but the magic went wrong and caused the armor to effectively weld itself shut. He's just lucky there's no helmet.
* Deverish Also originally got rich by buying aluminium on Earth, where it's a common industrial metal, and selling the "litesilver" for obscene amounts of gold in the other world.
* Deverish Also the protagonist is transported to a medieval fantasy universe where aluminum, or "litesteel", is more valuable than gold. Later it turns out that the villain toppled a kingdom by using aluminium from the protagonist's homeworld to get insanely wealthy.
* Deverish Also which sucked him and everything else nearby into another world. Meaning he vanished, along with a company van and a whole bunch of warehouse inventory, and the warehouse itself was leveled. The Earth police and company staff aren't exactly pleased with him.
* Deverry). Any antipathy the Westfolk have to the dwarves is mostly a reaction to this attitude.
* Deverry books, the Gaulish-descended Deverrians remember the ancient heroes Gwercyngetoryc and Gwindyc, who are the historic Gaulish king Vercingetorix and Gallo-Roman governer Vindex. Other Deverrian words featured in the books are similarly derived from the Gaulish language. The hereditatry noble rank of Gwerbret, for example, comes from the Gaulish word "vergobret", which means an elected magistrate, showing how both pronounciation and culture have changed since the Dawntime.

* Deverry Cycle features this for Deverrian nobles. It's extremely significant at several points across the books, although unusually it's presented as neither wholly good or bad. Both male and female characters comment on it, knowing full well that marriages are for political alliances, not love. There's even an in-universe saying about it: "Men like me marry to please our clans, not ourselves."
* Deverry Cycle has an ethereal plane (or astral plane, can't recall the terminology) that works like the D&D one.
* Deverry (E.g. "He shall not die in battle except by a sword, but no man can kill him with a sword" - was killed by a girl, but he could also have been killed by his chief rival who turned out to be a half-elf.)
* Deverry known as the Time of Troubles, it was mentioned that some clans chose one side purely because a rival clan chose the other, which gave them unrestricted ability to pursue their feud in the name of the 'true' king.
* Deverry novels, but only actually happens once. In that one, Rhodry serves as champion in the duel, as he had argued before the malover (court) that as Otho was 1: a dwarf, and as such had a substantially shorter reach than his human accuser, 2: very old, even by dwarven standards, and as such in much poorer health than his younger accuser, and 3: totally untrained in swordfighting, a trial by combat would be a one-sided farce rather than a divine demonstration of justice.
* Deverry novels has shown up to play a major role in his country's history quite a few times, but he always does it under the same identity: the shabby old herbalist named Nevyn (save for the few times he temporarily uses his birth name of Galrion). But since he generally drops out of sight for twenty or thirty years between his major appearances, those people old enough to remember the old herbman named Nevyn from his previous appearance refuse to believe that the shabby old herbman named Nevyn who just rode into town could possibly be the same man. Those people who notice the multiple Nevyns across history assume the name is inherited (whether from father to son or master to apprentice is debated).
* Deverry novels, in order to keep people from asking too many questions about the shabby old herbalist named Nevyn who tends to show up at critical junctions in history, Nevyn has gotten into the habit of telling people that the Nevyn that the questioner knew of from fifty-odd years before was either A: his grandfather, who he was named after, or B: that Nevyn is a title passed down from master to apprentice.
* Deverry novels, Salamander poses as 'The Great Wizard Krysello' in the Bardek marketplaces. Everyone in the audience assumes that he's doing stage magic when he's actually using real magic. Nevyn was not amused.
* Deverry novels, the Gel Da'Thae hordes that destroyed the Seven Cities of the Elves back in the first century had been driven out of their homelands into the Elven Kingdoms by the onslaught of the Gaulish tribes who later became the Deverrians. They in turn had fled to what would become Deverry to escape the legions of Rome.
* Deverry novels. The mazrakir (shapeshifters) all change into an animal form the same size as their normal form. Nevyn pokes fun at the old 'sorcerers turning people into frogs' story by pointing out the stories never mention that the frogs would have to be big enough to ride.
* Deverry novels, this is mentioned as a problem for elves (And the immortal human magicians Nevyn and Aderyn) as they get into their fifth century. In the days when the elves lived in cities, they tended to live extremely ritualized lives purely to help people who faced this function. Once the cities were destroyed and they became nomads, they tended not to live as long, so this ceased to be so much of a problem.
* Deverry novels was between two nobles who were fighting over whose peasants had the right to forage in the local woods for pig fodder. It should be noted that the two families had been feuding for three generations at this point, and had already exhausted just about every other reason they could find to go to war with each other, including who owned the forest in question.
* Deverry of the significance of what's happening... The Dragon Mage (3rd series) is probably the worst offender, since it tells about the end of the civil war, which has been earlier covered in three other books.

* Deverry series. All magic comes from life-force, so if you can't see auras, you can't see magic.
* Deverry series calls it "Dwarven Silver", and a dagger made of the metal is a recurring theme: it's the key signifier of mercenaries in the setting. The first book in the series is even called The Silver Dagger. It's most notable property is to glow when touched by an elf or half-elf.
* Deverry series has a good bit of this over its 15 books, and it's quite necessary, as the story is told by moving to different points in the history. The author has stated that the first bit of the world that came to her mind was what ended up being expanded to be the last part of the sixth book.
* Deverry series is originally based on a bunch of dimensionally travelling gauls entering a different world and setting off a chain of displacements the end results which brought down the elven civilization.
* Deverry the cycle. 'Cuz the lovers tend to mess up a lot along the way.
* Deverry, the Maelwaedd clan has something of a succession crisis looming. Rhys is the ruler and needs an heir. He's been married for years and his wife hasn't given him any children at all. His brother Rhodry isn't so burdened, has a way with the ladies, and accidentally gets a servant girl pregnant. Rhys, meanwhile, is forced by politics to cast off his wife for one who isn't barren and his cast-off wife is given to a widower with so many children, he needs a wife to mother them but doesn't need any more heirs. Within a year, Rhys's cast-off wife is pregnant and giving birth, causing everyone to realise that the infertile one is actually Rhys (nobles start whiling away their time by placing bets as to whether his second wife will ever get pregnant). Rhys tries to solve this problem by adopting Rhodry's illegitimate child as his legal heir, but he dies before he can go beyond considering it as a hypothetical solution.
* Deverry. They were so instrumental in ending the three-way civil war that later generations of kings were afraid that they might be used to overthrow them and put another king on the throne. The Silver Daggers' charter was guaranteed to last in perpetuity due to a boon posthumously granted to their original captain by Maryn I, so instead a law was passed banning all other mercenary units, and prohibiting the Silver Daggers from acting as a single unit ever again, forcing anyone who wanted a mercenary army to hire them one or two at a time — assuming that they could find enough of the now scattered soldiers of fortune to make it worth the effort.
* Dev Hynes is a Black British singer, songwriter and music producer. He has described himself as fluid and has also said he is "not gay, but not straight".
* Deviant: Alpha and Flare both represent this trope — Alpha is a calokinetic who heats things up enough to set them aflame and is crazy to boot; Flare, meanwhile, can absorb and unleash solar energy as blasts of flame.
* DeviantArt, a cryptid catgirl who wanders the world getting into all kinds of adventures because of her curiosity.
* DeviantArt, and the vast majority of them were not done on commission. That's pretty impressive.
* DeviantArt applies the same on DeviantArt as it does everywhere else.
* DeviantArt are just eager to pounce on people that copied (just short of actually taking the person's work) artwork off someone else or made a similar picture, whether by accident or on purpose. Even putting characters in similar poses will get many people flamed because "true art" is original. The mentality can get so bad that all it takes is one artist making a journal crying that someone ripped off his or her work and the people responding go and flame the hell out of the target.
* DeviantArt comments page. Several times, though, she has refused to answer questions, saying that she has an idea of the answer, but doesn't want to tie herself down to any particular position when a different answer might come up later as a plot point, and sometimes the process of writing produces more interesting answers than trying to figure it out ahead of time. Other times, she's mentioned that she simply doesn't have an answer because it's not really something she goes out of her way to think about.
* DeviantArt, criticized the attraction and attention he had gotten from said fetishes, and went on to draw almost predominantly video game-related parody one-

page comics. Later, he would begin a Castlevania-inspired spoof called "Nosfera" which become relatively popular. Soon after eventually finishing the ongoing comic, he would go on to write a surprising post about how it "sucked" and stated he would begin doing it over. He's currently in the process of doing just this.
* Deviantart Extended Universe to see how big the land would need to be to sustain a certain population for a reasonable amount of time.
* Deviant Art Extended Universe was basically founded as an experiment in world building. Author Doctor-of-W envisioned a fantasy setting with his followers as characters, and created a planet with various locations and a sub continent within that planet as a microcosm of that world! As the story is still new, not much actual setting development has happened yet. But give it time!
* DeviantArt fans are not amused of his tendency to mock said game and few people even begin to get tired of it or call out the YouTuber for not accepting the game as it is.
* DeviantArt had an accidental example when Daisy's parents visit her house right during her first date with Luigi, and the poor plumber gets off with the wrong foot with Daisy's father.
* DeviantArt has this in his Electric Hearts (formerly SYNC) series, with nanotech-based anthros.
* DeviantArt. In fact, you could likely narrow your search down by punching one of the related Tropes above into it; most of them should work. Artists never seem to get tired of it.
* DeviantArt in general has entire communities surrounding this trope. Just put "TG" into the search engine and enjoy.
* DeviantArt is quite fond of Author Avatars for fandoms in general (hey, it IS first and foremost an art website after all), to the extent that no fandom for ANY franchise is complete without them.
* Deviantartists fandom for pioneering many of the most popular ideas across the fandom. The former's version of Ahadi and Uru (Mufasa and Scar's parents) has been copied by nearly every other fan. The latter is most famous for giving Zira an abusive father and giving characters from a series of books and comics more vibrant "movie" colors. They're some of the best artists in the fandom.
* DeviantArt. Many include a view of the Earth (or a part of it) being destroyed.
* DeviantArt or racist material, and telling people that they can avoid the hacker by copy-and-pasting the journal to your own journal and encouraging others to do so. The chain letters seem to run on users' gullibility, and even DeviantArt staff have stated "Pasting a chain-letter style journal onto your profile page is absolutely no "protection" against unauthorized access to your account." Though this does occasionally cause some enterprising individuals to create accounts with similar names to that of the (fictional) hackers, posting messages on their profile pages saying "IF YOU GET FAVED YOU'RE GONNA GET HACKED!".
* DeviantArt or Wikia sites) are silent at first but will activate after a time, leaving you scrambling to shut down whatever tab is talking.
* DeviantArt removes ads for paying members. Successful artists may have premium memberships gifted to them — for instance, a fan or friend pays for theirs.
* DeviantArt seems to be trying to turn llamas into a meme, what with its llama emote, llama badges, and all that.
* DeviantArt. Sometimes, an unusual username, one of this nature, can tip other users off as a sign that these users are hackers or spambots.
* DeviantArt. The bot then proceeds to dissect what makes the joke work (even calling it amusing on 2 levels), much to Pepper's infuriation.
* DeviantArt there is this prose piece called "God Drinks Black Coffee". The main character meets God on the sidewalk in the form of a woman.
* DeviantArt, this is quite common. Most of the fusions are between females however. If the fusion is between a male and a female, expect the result to be female or female-ish, but it's a rare occasion to find it ending with a male result, especially if the result is rather muscular.
* DeviantArt user verDerbt Mature themes. The stories are not intended for children and although non-explicit, are definitely adult in nature and emotionally

disturbing.
* DeviantArt very much applies. Searching people's favorite artwork galleries can help a lot in finding good work, even more if you share the same taste as those people. If you like someone's artwork, consider checking their "favs".
* DeviantArt. Whenever the two are drawn as a family with their child, chances are that child is Daina. In rarer cases, they may have another daughter named Cadencita, who just looks like a smaller version of her mother with wings and is the older sister of Daina.
* DeviantArt when the staff introduced a ridiculously flawed algorithm to sort popular deviations. Many members welcomed it, believing it will get the anime/fan art off the front page. Well the anime/fan art was instead replaced with a gif of a stick figure banging a "your mom" sign (that wasn't even made by the person who posted it).
* Deviant: Crowd, a vigilante who can clone herself, can also surf between these bodies, possessing whichever ones she chooses. Another vigilante, Revenant, is effectively immortal because of their ability - they can possess as many bodies as they please, dead or alive.
* Deviant: Draconian, a dragon-like hybrid, serves as this for superhero team Terminus, acting like a giant puppy. That said, he still breathes fire and eats people, so he's just as scary as the rest of them.
* Deviant Hearts: A Femslash archive. Closed in 2014, but a mirror has been provided by Nullroute.
* Deviant is a story about the rise of superhumans with the destruction of Seattle. A teenager gets involved in a world of violent vigilantes and seedy gangs, struggling to hold onto their morality in a world that seems to be lacking it.
* Deviant leaves the Grims, a gang, out of distaste for how they treated her daughter — selling her to a gang of human traffickers. After retrieving her kid, Keeper becomes an ally of the vigilante group Cerberus.
* Deviant: Revenant, a bigot with the ability to possess people, and Insinuation, a double agent who can't seem to decide who's side he's on.
* 'Deviants', and is often looked on with fear and rejection by the rest of their kind due to how unstable the Changeling genetic structure is. Chrysalis in particular hated them due to her racial supremacist views and had decreed their extermination during her reign. Thorax was one due to his ability to shapeshift into inanimate objects, something he hid from the rest of his hive until his and his hive's Purification. His hive ended up gaining it as well, and his brother Pharynx is also a mutant with his natural combat form.
* Deviant She isn't alone - other characters in the story mention their distaste for having to murder as well, and many mention how guilty they feel for their kill counts.
* Deviant: The Degenerates, a gang of human traffickers, live in a seedy bar-esque hideout in the sewers.
* Deviant: The main protagonist, Cassandra Jansen, is knocked out during a fight and wakes up with her head in her crush's lap.
* Deviant: The main protagonist of the story, Cassandra Jansen, is not only a superhero, but she's also only 15 years old. There's a number of other kid heroes as well, most prominently the Newborns, a team of them.
* Deviant: The Renegades be possible to connect with a Touchstone, but for most, it's a one-way trip.
* Deviant: The Renegades has a different take. While most Deviants still have their own identities, they're pursued by Conspiracies that want to get their hands on them, which means maintaining an official identity is an easy way to be traced. This is reflected by how Merits such as Resources have the "Overt" tag, indicating that calling on them makes it easier for a Conspiracy to find them. Most Deviants are said to turn towards dumpster diving, low-paying under-the-table work, or organized crime to get by while trying to avoid the notices of Conspiracies.
* Deviant: The Renegades is designed explicitly as a game of mad science and people made different by cruel experimentation; however, the game makes it clear that Deviants are not a new phenomenon, and where now they may be created through

genetic engineering, nanotech, and cybernetics, they were once (and heck, still are) created through occult rites and bizarre alchemy.
* Deviant: The various superpowered gangs have quite a few unpowered members between them.
* Deviant This resilience is noted by several characters, as a Deviant being able to tank something like this is fairly rare. The only other example shown in-story so far is Tsunami, who is very much an outlier.
* Deviant: Tsunami, leader of the superhero team Terminus, could be considered a team mom, often disregarding formalities and going out of her way to keep her team alive. She's also friends with most of the team, especially best friend Blizzard and husband Alpha.
* Deviant Universe, Corvus is this to the Dark Legion due to having some kind of control over its leader Anarchy.
* Deviant Universe had the Freedom Fighters in the Freedom War arc, and the superheros of the world fighting against Omega in the Omega Rising arc.
* Deviant Universe have appeared from alternate universes, and one story arc involved an attack by another universe.
* Deviant Universe linked to real life and fictional cosmologies that all live under the same roof.
* Deviant Universe, there is at least one of every kind of creature you can think of.
* Deviant Universe, where almost every story event takes place in the month they were drawn in.
* Deviant: While Genesis gets her ass completely kicked by Terminus, she manages to actually do some damage and lasts longer than anyone really should've in her situation. This is pretty recognized in-universe afterwards.
* Deviant: While mostly averted by official organizations, many characters in the story are teenagers and arguably more like soldiers than heroes. Vanquish is the biggest example of this trope, a 16 year old mercenary who can turn invisible.
* Deviant: While no Deviants possess the ability to heal wounds, Remedy tends to medic duty for unregistered Deviants and vigilantes - whoever pays, essentially. She possesses no powers, either, making this all the more impressive.
* Deviating from the comics, Dinah Laurel Lance starts out brunette, but dyes her hair blonde once she takes up her Black Canary mantle. This also applies to her Earth-2 counterpart, Black Siren, who is initially seen with brown hair, but dyes her hair blonde when she impersonates Black Canary and is mostly seen with that color thereafter, though she briefly dyes it black while working under Ricardo Diaz. Strangely, her sister, Sara, has natural blonde hair, mainly because
* Devices and Desires, women in Norfolk are being killed by a serial killer known as the Whistler, because he'd been heard whistling a hymn after one of his murders.
* Devices that contain dated map data can also lead the user the wrong way completely.
* Devil: A man falls off the top of a building while the janitor's back is turned to the window.
* Devil & Devil, all the time that the creature had sucked out is returned once it is killed, restoring the victims to their proper ages.
* Devil & Devil. It doesn't work as well as he expected, though, and merely damages the monster instead of destroying it outright.
* Devil & Devil. Soma is a weak ocult otaku and Kanna is a violent rebel. It doesn't help that they each get possessed by the devil Sword and the angel Ios respectably.
* Devil & Devil. The monster can, however, use the tentacles to attack its foes directly. It was offed very quickly though, returning its victims to normal.
* Devil and Devil of a devil before being forced to occupy a human vessel to survive.
* Devil and Santa Christ have one to parody the movie, but this one actually comes off better because they have a history.
* Devil, and the narrator comments that if the Devil exists, God must exist too.
* DevilArtemis. A murderous bio-android and a Muppet are not what you'd normally

think when you think "best friends".
* Devilbats until Hiruma decides to use combination play to beat a team that don't know enough about football to counter it, in the manga Hiruma goes with this plan right away and the all-star exchange their place with the regular starter after a forty points gap.
* Devil Beside You and actually a decent guy. Before either of them could understand their feelings, her widowed mother and his divorced father began dating, eventually becoming engaged. One of the main conflicts of the story is the main couple trying to work out their relationship amidst their parents' relationship as well.
* Devil Beside You: Qi Yue gets to do the cold compress thing on Ahmon's brow.
* Devil Boner and Hyper are as happily kinky as they can be, tying up Critic for kinks and giggles, her kissing his penis gun, and references to puppy play.
* Devil Bunny Hates the Earth!: the Bunny is attempting to use taffy to destroy the world.
* Devil Bunny Needs A Ham has a story, which, in all seriousness, goes as follows: "You and your friends are living pleasant and full lives in Happyville. You are highly trained and well-paid sous-chefs, who have decided to climb to the top of a tall building, as fast as you can. Devil Bunny needs a ham. And he's pretty sure that knocking you off the building will help him get one. Perhaps he is right. Perhaps he is not."
* Devil Bunny Needs a Ham: the same Bunny takes out his unresolved desires on acrobatic sous-chefs.
* Devilbushes uses tempting berries to lure prey towards them, at which point their victims fall into a disguised pit around the bush and are seized by its mobile roots. Once its prey is secured, the devilbush afflicts it with debilitating sickness
* Devil, but No God: It's established that Satan exists, but God either doesn't exist or isn't acknowledged.
* Devil, but No God: The work establishes that Satan exists, with God's existence either being disproved or not acknowledged
* Devil Complex), there's a 100% probability that they're most definitely a villain.
* Devil Complex: When one proclaims to be the very embodiment of evil itself.
* Devil deals grant Isaac some of the best items in the game, at the cost of lowering his red hearts (or sometimes
* Devil Doll, the main villain is a ventriloquist who's really a soul-stealing hypnotist.
* Devil Fish, the creators of the eponymous sharktopus monster intend to use it to protect undersea resources so they can be exploited later. How they intend to kill the resulting swarms of infinitely reproducing horrors out of Lovecraft's worst nightmares is never made clear, nor is there any apparent impulse in the creatures themselves to seek out and defend areas with resources in them; they seem to prefer hanging around areas with plenty of divers and boats and eating people.
* Devil Fish, this is one of the eponymous creature's abilities - apparently even one single cell severed from the original creature will grow a new Devil Fish. This is a pretty big problem since the creature is also unstable and designed to disintegrate after a week or so, which will then reform into dozens if not hundreds of new Devil Fish.
* Devil Fish which also features its own laugh ending as listed above, with the trio attempting to laugh nonstop through the credits in response to the hero's cheesy end-movie joke.
* Devil Fish. Why make a killer sharktopus? You wouldn't understand. You're too old for science and for your wife.
* Devil Fruit ,appropiately named Ope-Ope Fruit (from "operation"), allows him to cut people up and reassemble them in any way he likes. He's the doctor and captain of the Heart Pirates and his epithet is "The Surgeon of Death".
* Devil Fruits are regarded as mythical in certain parts of the East Blue. While devil fruits and their users are rare, especially outside of the Grand Line (where

the main adventure takes place), most of the world's most prominent military figures and the most widely known and feared pirates do possess devil fruit powers, and there is known scientific literature seemingly available to the general public describing devil fruits and their effects.
* Devil fruits in general have this effect as many characters (particularly logia users) have elemental powers that
* Devil Fruits to realize these powers were available to him and work out how to use them.
* Devil Girl from Mars. A leather-dressed female alien seeking men to repopulate her race crashlands in a small town in the Scottish moors and has to make the best of a bad situation.
* Devil Girl from Mars: when Nyah unleashes her giant robot and gives a demonstration of its powers, everybody runs away, but Prof. Hennessey hesitates before doing so as he is clearly fascinated by the mechanical monster.
* devil girls, and one comments they'd never realized it was a punishment.
* Devil Girls invoke this trope, the joke being that they don't believe it themselves.
* Devil Hunters moment. It's notable that the two actresses, Moon and Sibelle, ends up a little too close to the explosion when it happens, resulting in both of them suffering third-degree burns on their backs after filming.
* Devil Hunter Yohko. Afterwards, a hunter can have all the sex they want, as demonstrated by Yohko's grandmother.
* Devil Hunter Yohko and actively encourages Yohko to do the same. Thankfully, Yohko followed her grandmother's example instead and retained her virginity until she became the 108th Devil Hunter.
* Devil Hunter Yohko ("Dark powers whose black deeds escape even the light of the moon/ Behold now the radiance yada yada yada...")
* Devil Hunter Yohko featured an infamous sex scene where Yohko's grandma is racing on her motorcycle through Tokyo to stop a demon-possessed Osamu from taking Yohko's virginity at a love hotel.
* Devil Hunter Yohko in her spare time. Unlike her contemporaries, Yohko isn't afraid to get physical. She'll put the sword DOWN if she has to.
* Devil Hunter Yohko is the same — Yohko and her grandmother are both Devil Hunters, but Yohko's mother is a boozy slut who didn't want to take on the family duty to fight supernatural monsters and disqualified herself as quickly as she could.
* Devil Hunter Yohko line. As such, it's her sacred duty to protect humanity from demonkind.
* Devil Hunter Yohko), Yohko herself is still a boy-crazy teenager who somewhat fits the trope.
* Devil in a Blue Dress. Albright calls out to Easy, and when he sticks up his head to answer Albright nearly blows it off.
* Devil in Disguise: The Devil, or someone working for him, hiding among living humans
* Devil in Plain Sight: Antagonists are often very easy to spot, even without proper introduction.
* Devil in Plain Sight: Everyone ignores the obvious signs that this bad person can't be trusted.
* Devil in Plain Sight: Everyone trusts this character in spite of the obvious signs that they are evil
* Devil in Plain Sight: It's clear as day that this person can't be trusted, but no one seems to notice.
* Devil in Plain Sight to the audience, but the other characters don't notice.
* Devil In The Dark: In Washington State, Adam visits his estranged brother Clint to reconnect their relationship after fifteen years apart from each other. Clint has always been the favorite of their father Glen, and Adam feels grief and sorrow. The plan to go in a hunting party along the weekend to hunt deer and supersede their problems. When they stumble upon a cave surrounded by deer antlers, they flee from the spot. But they are chased and stalked by a supernatural creature. Will

they escape alive from the being?
* Devil in the Details by Tamara Hickman, a krampus attack the characters. Krampus are described as being a "superior form of Boogie Man" and while they have a preference for children, they'll go after whatever they can find. They tend to take the form of whatever scares their target the most.
* Devil In The Flesh 2, Debbie escapes from the mental institution she was sent off to in the first installment of the series. After the young co-ed dies in an unexpected accident, Debbie steals both the girl's identity and her car and heads off to the college her victim was supposed to attend. There, Debbie quickly develops a psychotic crush on her dashing writing professor, Dr. Sam Decker, killing anyone she perceives as a threat to their relationship. However, Debbie's scheme starts to fall apart when her roommate begins unraveling Debbie's lies and discovers the truth about her past. Knowing that she is in danger of being exposed, Debbie makes plans to get rid of her roommate and her friends by any means necessary.
* Devil In The Flesh does this when she kills numerous people she thinks might try to prevent her from being in a possible relationship with her teacher, including her abusive grandmother. She also kills her friend and tries to kill her teacher's wife as well.
* Devil is a title demons and other nasty things can earn if they are strong enough.
* devilish ingenuity in helping greedy and prideful people find their rightful place down below.
* Deviljho no matter how much damage is done to it, and will chase the player to the ends of the earth if they try to run (most monsters will give up after a certain distance).
* Devil Jin is esentially Jin Kazama overcome by the Devil Gene, unlike his human form, he's ruthless,cruel and sadistic, enjoying seeing his foes suffer, his alter ego, Jin Kazama tries at all costs to prevent the Devil's blood to take control.
* Devil Man’’ when a person gets possessed by a demon they lose their human personalities and all traces of who they originally were.
* Devilman (1972): Jacon's victims had some rather small desires; Hairo wanted to go ice skating with his friends when he was stuck home studying, Alphonse wanted to drive fast while he was stuck in a traffic jam; the only one who had a greater goal was Chaco who wanted to kill Alphonse after his reckless driving caused a car accident that injured Hairo.
* Devilman, and have an identity separate from the demon. For years, Adal's been replacing people in key positions with his mannequins, but they all burn up when Devilman kills him.
* Devilman and literally incapable of being compassionate to anyone else.
* Devilman claims to love Akira due to his female side doesn't age very well with today's audience due to the homophobic undertones. However, for a manga that came in the 70s, the fact that the author let a man explicitly proclaiming his love for another man, regardless of the reason, should be given some credits. It also helps that aside from that particular instance, the love Ryo has for Akira is played seriously in the manga and is the only thing that humanizes the otherwise evil Satan.
* DEVILMAN crybaby and his original human face in the middle of his forehead. His human face is always the one that speaks when he's in this form.
* DEVILMAN crybaby Of course, the characters (and possibly viewer) have too much on their mind at this point to really say anything so it goes unremarked on for the whole show.
* DEVILMAN crybaby, protagonist Akira Fudo is prone to crying. This borders on comedic once when Akira comes across some demons devouring a human. The demons, mistaking Akira for one of their own, tell Akira he is late, as they have nearly finished their meal. Akira immediately begins crying when he recognizes the watches one of the demons is wearing as having belonged to someone he knew, catching the demons off-guard as he transforms into Devilman and violently rips them to pieces.
* DEVILMAN crybaby: Several of the characters in this show definitely qualify.

* DEVILMAN crybaby that established them as an anime producer and winning universal acclaim, this will likely be a signature.
* DEVILMAN crybaby that would come off as outright sociopathic if it wasn't for the humanizing interactions he has with Akira.
* Devil Man Crybaby when Taro becomes possessed by a demon he develops an unsatisfiable hunger, no matter how much he eats he’s still hungry, he eventually sneaks away from his mother to eat a dog, when she discovers this she is horrified and takes him to a shelter to get him treated, by the time his father arrives he’s become an insect/fish like demon that is slowly devouring his mother with tears streaming down his eyes, showing that he is aware of what he’s doing but unable to control himself.
* Devilman demons that serve as the villains of the show, especially when driven mad with fear and paranoia.
* Devil Man destroys people's clothing. This means that Akira in his Devilman form and all the demons are technically naked when they fight.
* Devilman disguises itself as the water in Miki's bathtub, and attempts to drown her.
* Devilman features this often, mostly in the first OVA, as the demons will eat each other out of cannibalism.
* Devilman has Akira's friend Ryo tell him that Demons once roamed the Earth before being frozen in the arctic while humans dominated the planet. He also mentions that some demons got free, and could be the true causes of monster myths like Wolfmen, Dracula, and Ogres.
* Devilman has this moment at the very beginning when Akira agrees, with full foreknowledge, to join with a devil purely because his best friend asks him to. He pretty much name checks the trope.
* Devilman: In the television series, the demons originate from the Kingdom of Ice buried far below the surface of the Himalayas.
* Devilman into a tall, athletically built young man who draws more than a few admirers.
* Devilman Lady are the only ones who know that Jun is becoming a demon.
* Devilman Lady might become an angel, etc.) The main character is a frail young model that represses all 'inappropriate' feelings, thoughts, and urges. She transforms into a violent, muscular demon with no inhibitions.
* Devilman Lady similarly states that mythological monsters were people who developed Devil Beast syndrome.
* Devilman Lady suffers this trope. Only one of her male love interests whom she doesn't end up with is immune.
* Devilman Lady takes place on Christmas and it is just as dark and bitter as the rest of the series.
* Devilman: Lala, the demon who takes the form of a teenage girl. She will cry if she's hurt in the slightest or if she doesn't get what she wants. On one occasion she paused to do her makeup before resuming crying.
* Devil Man manga when a group of people at the rave party transform into demons.
* Devil Man portion of "CB Chara Nagai Go World" is more lighthearted and comedic compared to the dark source material, the bloodthirsty demons who appeared in the manga and anime are silly and prone to slapstick with none of them being treated as a serious threat.
* Devilman, showing that humanity can be just as savage as any demon when they're backed into a corner.
* Devil Man sneezes it messes up her face, she then fixes it with her matters conversion powers.
* Devilman, the Demons in the series are super-ancient lifeforms that gain strength from fusing and taking over other living things and even inanimate objects.
* Devilman the partygoers had every right to attack Ryo when he started slicing and stabbing them with a broken liquor bottle for no reason, he was doing it to summon demons as part of his ritual because he needed human blood to complete it, they then attack Akira even though he had nothing to do with it, just because Ryo was his friend and he was trying to help him.

* Devilman to her attackers, and then begins crying before going all out and murdering every single one she can get her talons on.
* Devilman, when a demon possesses someone, they warp their bodies to resemble them, and yes, it's extremely painful for the host. It's especially noticeable early on, when the party goers in the night club get possessed after Ryo spills their blood. The worst happens to two girls: one has her jaw dislocate and grow fangs, her eyeball pops out of its socket and wiggles like a worm, grows an extra pair of clawed arms, and her breasts grow eyeballs and fangs, while the second one transforms into a hideous demon covered with spikes with her severed head perched on top of her new one, and her eyes still blink, freaking out Akira.
* Devil Man when Akira tries to break up the fight in the night club Ryo has started to summon demons in, one of the men punches him, causing him to land on a topless woman's chest.
* Devil Man when a person is infected with a demonic spirit they scream in pain as they are transformed into demons.
* Devilman, when they both appear, Ryo is literally a blond Akira, luckily, other adaptations give them different haircuts... Most of the time.
* Devilman working for Black Ghost building a cyborg body for a demon to possess, in hopes of making the perfect killing machine.
* Devilman work. In the manga, it's very pronounced, since anyone can be possessed the instant they succumb to acting on instinct. Naturally, bars and nightclubs prove great places for demons to go to possess people since there are so few inhibitions in them. Only one who has a pure heart can harness the power of their possessor while still retaining their humanity, becoming a Devilman.
* Devil May Care, cats are supposedly the only truly evil creatures in Hell. In the premiere episode, they actually attempt to overthrow the Devil himself.
* Devil May Care features the main female exposing her breasts to a guard so Bond can choke him to death.
* Devil May Care). He continues doing so in his current employment to remind people to keep their mouths shut.
* "Devil May Care" (S09, Ep02), Dean says "okay, overshare" after Kevin says, "It's been a bad couple of days, I haven't slept, I haven't eaten... I’m pretty backed up."
* "Devil May Care" (S09, Ep02), the vampire has a goatee. In the same episode, Jason (the demon who repairs Abaddon's old vessel) could use a shave in the mechanic meatsuit.
* Devil May Care: "The Shipment" reveals the secret origins of Hell - God created Hell as a dumping ground for everything and everyone who annoyed Him, and then tricked the Devil into running the place because He got tired of the Devil's creative suggestions.
* Devil May Care, thus locking them into a nuclear conflict which they can't win.
* Devil May Care, when he was still working for Viet Minh, popped the eardrums of kids who listened to French priests back in Indo-China by slamming chopsticks into their ears, permanently deafening some of them in the process. Bond almost becomes a recipient of this procedure.
* Devil May Cry 2 coming out a few years later, to the fanbase's approval.
* Devil May Cry 2 (critically, at least; sales were hurt somewhat by consumer wariness due to the second game's poor reception).
* Devil May Cry 2, Dante and Lucia encounter a species of demon called the infestants, which have the power to merge their bodies with technology, and must do battle with several infested tanks and an infested helicopter that the infestants are controlling.
* Devil May Cry 2 female guards attack Dante. Supposedly these are stronger than Lucia, as she's a defect. She manages to defeat Arius herself at the end of the game.
* Devil May Cry 2 is on two DVDs. The first one lets you play as Dante, the main protagonist of the series, while the second lets you play as Lucia, who'd only appear in this installment.
* Devil May Cry 2 Lucia. Matier fought side by side with Sparda to seal away the

demon Argosax the Chaos and even briefly had a relationship with him. In the present, Dante and Lucia save the world from Argosax's return just as their parents did all those years ago. The Protectors clan that Matier and Lucia belong to are a race of demon-human hybrids who have defended the human world for years but their exploits are not talked about aside from the aforementioned team up of Sparda and Matier and only Matier and Lucia are shown in the game.
* Devil May Cry 2, The Despair Embodied (the final boss) can switch between a male and female form. True to this trope, it's the female form that can use a flaming whip.
* Devil May Cry 2. The two heroes are half demon but have no spellcasting knowledge, instead using their skill in fighting in tandem with their superhuman physical abilities. They also use some mystical items to aid them.
* Devil May Cry 3: An annoying, poorly designed jumping puzzle disrupts level 17.
* Devil May Cry 3 and becomes a much nicer character by the end of the game.
* Devil May Cry 3. As the portal to the demon world closes and Temen-ni-gru begins collapsing, Vergil chooses to stay in the demon world "where the battle took place". He allows himself to fall off the top of the waterfall where they fought. Dante attempts this trope, but is cut by Vergil's blade one last time as his brother falls into oblivion.
* Devil May Cry 3: Dante's Awakening ability after losing a fight with his brother Vergil, who then steals the amulet that Dante keeps as an heirloom of their dead mother and impales Dante on his own sword.
* Devil May Cry 3: Dante's Awakening and then kicking its body away, is clearly meant to be one of these, but on higher difficulties it is never enough.
* Devil May Cry 3: Dante's Awakening Arkham. After unloading a whole clip from her gun in him, she drops to her side, laughing into the air before being overcome with tears mid-laughter.
* Devil May Cry 3: Dante's Awakening begins with Lady narrating over the fight between Dante and Vergil, which really happens in Mission 7 of the game and is only the first of three major clashes the brothers have.
* Devil May Cry 3: Dante's Awakening: Cutscene example; Lady kills some demons behind her on her motorbike by roasting them with the bike's exhaust backblast.
* Devil May Cry 3: Dante's Awakening, Daniel Southworth, and Stephanie Cheeva mocap as Dante, Vergil, and Lady respectively.
* Devil May Cry 3: Dante's Awakening, Dante and Arkham's meeting in the bowels of hell has Dante remark that Arkham needs some hobbies over messing with the Sparda family's issues. Arkham starts laughing at this with Dante joining him shortly after, but both for different reasons: Dante at his own joke and Arkham over how much power that meddling has given him (and how he plans on making Dante eat those words in a second).
* Devil May Cry 3: Dante's Awakening: Dante and Vergil against Arkham. They even say "Jackpot" at the same time.
* Devil May Cry 3: Dante's Awakening had to be released twice because the original version was unplayably hard. This is probably the only instance in the series where this trope was not invoked by fans.
* Devil May Cry 3: Dante's Awakening has you fighting a demonic chessboard at one point. You can destroy the entire board at one go by killing the king, but until you destroy the rooks he'll switch places with them when hit (a nod to castling).
* Devil May Cry 3: Dante's Awakening. However, playable Vergil does get some moves his boss incarnations don't, and the series also tends to make Dante, the hero, far more badass than any evil counterpart.
* Devil May Cry 3: Dante's Awakening, immediately after battling Lady, Dante leans in, Lady stares into his eyes... and turns her head away at the last second. Given Dante and Lady only knew each other for a grand total of 10–15 minutes in that game (and this is being generous), them not kissing was probably for the best.
* Devil May Cry 3: Dante's Awakening is introduced, a gunslinger-style Dante has a different specialization for each gun he obtains:
* Devil May Cry 3: Dante's Awakening movement. Geryon also use this power.
* Devil May Cry 3: Dante's Awakening simultaneously, finishing him off.

* Devil May Cry 3: Dante's Awakening, the demon mooks dissolves into sand upon defeat. Justified as they're indeed using sands as a conduit.
* Devil May Cry 3: Dante's Awakening the game doesn't clarify). Her dialogue ("Your father was a handsome devil. But you're no slouch yourself") implies that she also had lusted after Dante's father Sparda in the past.
* Devil May Cry 3: Dante's Awakening, when you damage any of Cerberus's heads enough it explodes into stuff.
* Devil May Cry 3: Dante's Awakening: When you first discover the Arachne, numerous human-shaped cocoons can be seen hanging upside-down from the ceiling and from webs.
* Devil May Cry 3 features Arachnes, basically a freakish mermaid; except replace the fish part with a spider part.
* Devil May Cry 3 gained the Doppleganger ability, it gave the fangirls an excuse to pair him with his clones.
* Devil May Cry 3 has a moment like this, too. Complete with lampshading.
* Devil May Cry 3 has The Fallen, angels with the faces of demons who fly through walls, floors and ceilings as easily as they do empty air.
* Devil May Cry 3. In other games, Dante is either respectful of his father or is apathetic to his name being mentioned.
* Devil May Cry 3 is the only defeated Devil (except for Leviathan) that won't bow to Dante, and he'd rather flee, swearing revenge.
* Devil May Cry 3, Lady was introduced as a demon hunter who believed all demons are evil. Dante helps convince her that not all demons are evil, and that not all humans are good.
* Devil May Cry 3 Nevan clearly has the hots for Dante whom she calls “handsome devil” and actually feels him up during their pre-fight encounter. After the battle Nevan reveals Sparda Dante’s father used to show her a good time but Dante is no slouch himself, then she turns into a guitar.
* Devil May Cry 3, new boss fights, rebalanced difficulty, a new "survival mode," and more.
* Devil May Cry 3 nor does he actually put on a shirt for the rest of the game.
* Devil May Cry 3: Special Edition plays this perfectly straight. When playing as Vergil and you come to the boss battles against Vergil (the game is usually played as Dante, with the Vergil playability a feature of the Special Edition), the Vergil you fight is dressed in red instead of his usual blue. Apparently it's to give the impression that you're fighting Dante, but the only difference between the two versions is the colour; the boss' moveset remains the same.
* Devil May Cry 3, the combination even ends with a final big swing and Dante saying "Down and out!".
* Devil May Cry 4: After Nero defeats the demon Bael, Bael boasts that he is just the first of many and his brothers will avenge him. Nero looks up at a portal to Hell and sees an army of demons that look just like Bael approaching from the other side. Nero destroys the portal in time.
* Devil May Cry 4 are all basically burlap sacks filled with beetles with blades attached.
* Devil May Cry 4 as playable characters as well as a new difficulty, various gameplay rebalances and new costumes.
* Devil May Cry 4, both Dante and Nero land this way every time an enemy knocks them off their feet.
* Devil May Cry 4 ends up in distress along with Kyrie, prompting the switch to Dante as the playable protagonist until he is rescued.
* Devil May Cry 4 form half-way through the game; which, while not especially challenging, at least has a rectangular arena that makes him harder to catch, a smaller window to attack him in, and no "ultimate attack" besides the Savior's downward punches, which can also be used against him.
* Devil May Cry 4 has been defeated, Dante and Nero have made their peace, and Kyrie is safe. Nero and Kyrie lean in, sunset in the background, for the big moment... and suddenly Nero pulls out his gun (no, seriously, the revolver) and blasts a demon. He looks up to find a horde of the game's weakest enemy coming at

himself and his love, asks her to wait, and then spends the credits kicking their asses. You never actually see the kiss happen.
* Devil May Cry 4 has been defeated, the world is at peace, Nero saves the girl he loves... what better mood to lean in and go for it? Unfortunately just a few millimeters away, Nero pulls a gun at a swarm of demon baddies determined to interrupt, and ends up telling Kyrie that kiss is going to have to wait. You never see it. If one protects her competently during the credits, it's strongly implied that they go through with it.
* Devil May Cry 4 has tanned skin and lives on an island that has something of a European influence. His voice actor in the English release is T.J. Storm who is of Latino and African-American heritage.
* Devil May Cry 4 has Trish using a small, curved dagger in her "Gloria" disguise.
* Devil May Cry 4 is being criticised by long-time fans of the series due its significantly lower difficulty compared to the third game.
* Devil May Cry 4, is in possession of the Devil Bringer, a manifestation of the great power in his ancestor Sparda's demonic blood, allowing him to easily wield a sword passed down to Sparda's son, Vergil.
* Devil May Cry 4, Kalina Ann had the "Hysteric" move which launched cluster micro missiles.
* Devil May Cry 4, Nero is this compared to Dante. He only has one style and weapon compared to Dante's small armory. His weapon can increase in power and range and his charged gunshots are a marked contrast, Nero's remain single shot, explode at higher levels and the recoil forces Nero to be at a dead stop to use while Dante fires more charged bullets while still remaining mobile. Nero relies on the power of his Devil Bringer while Dante cycles between completely different styles.
* Devil May Cry 4's secret ending ends with one of these, with Dante getting another call and Lady and Trish joining him on another assignment.
* Devil May Cry 4, where series lead Dante demonstrates his disdain for the villains by doing this.
* Devil May Cry 4, which is quite shocking at first until later on it's revealed to be more of a case of him being pragmatic for once.
* Devil May Cry 5 Cerberus as a late-game boss. This one also sports fire and electrical powers in addition to ice-based attacks. Dante even brings mention to the Cerberus he fought back in the third game.
* Devil May Cry 5?", implying that they were so caught up in their determination to kill Dante that they reflexively countered Dante's insult without realizing what it means and it was only afterwards that they caught on to the revelation.
* Devil May Cry 5 in order to even function, making it clear why it was rejected by Mundus.
* Devil May Cry 5) in the franchise, with battles taking place in the streets and subway stations.
* Devil May Cry 5 in the prologue while Dante is knocked into a coma up until V finds him.
* Devil May Cry 5 introduces the Cavaliere as part of Dante's arsenal, a demonic motorcycle than can split off into two giant buzz saws capable of taking down large groups of enemies.
* Devil May Cry 5 joined the ranks of DMC Special Editions to feature Vergil as a playable character. It also included updated graphics with Raytracing for the PlayStation 5 and Xbox Series X, the return of Turbo Mode from DMC3SE, and a new Legendary Dark Knight Mode.
* Devil May Cry 5, Nero lost his arm, Dante, Trish, and Lady are presumed dead, and the world is on the brink of destruction. Despite all of this, Nero bounces back to his usual self pretty quickly. He sums up his feelings in one line.
* Devil May Cry 5 Not that surprising for her as she uses pieces of defeated demons to make these for Nero.
* Devil May Cry 5. That just made the situation significantly worse. In the end, Hermida was replaced for the final release, and the original music video and Johnson's tweets were all deleted.
* Devil May Cry 5, the three non-DLC playable characters, Dante, Nero, and V, are

at roughly similar levels gameplay-wise, though various characters do get plot-related sidegrades that expand their options - this is to the point that the health bar is shared between all three characters, so if you obtain a Blue Orb, max HP increases for everyone. And yet V is depicted as hopelessly outmatched by the other two in particular, in particular running away from or hiding from bosses that he could totally deal with in normal gameplay if he fought them.
* Devil May Cry 5, V initially plans on stealing from a rich person to get the necessary funds for his plan, but then decides to steal from muggers since he can take advantage of his weak appearance to draw victims to himself rather than him searching for them.
* Devil May Cry 5, where she asks him what happened in a tone that sounded like he backed the van through the garage door.
* Devil May Cry 5 (With the exception of the prologue and one single flashback mission) takes place over the course fo a single day. Beginning just before dawn and having the credits roll during sunset.
* Devil May Cry 5 with them though fortunately he can find or buy replacements.
* Devil May Cry, after the second battle with Vergil; the twins appear to be Flynning, until one notices the copious amounts of blood on the floor, which demonstrates that their inhuman speed is actually letting them land hits.
* Devil May Cry always opens with a warning about the violence in the game.
* Devil May Cry analog Mundus, who is most prominently represented by the third eye on his forehead.
* Devil May Cry and because he is the son of Sparda, a demon knight who rebelled against Mundus to protect humanity (which a lot of demons that served him are rather mad about) and possessed a great deal of power that many villains want for themselves.
* Devil May Cry and proceeds to slaughter the mooks effortlessly, at times even using the broken-off scythe blades sticking out of his arms to parry their attacks.
* Devil May Cry and their leader Mundus, but nothing supporting the existence of God. Similarly, angels have been mentioned in passing a few times, but the series has yet to explore their existence in depth.
* Devil May Cry anime, Morrison is able to coax Dante into doing a job after he convinces Dante's favorite pizza place to stop delivering to him until he can pay his tab. Dante gets especially frustrated at Patty, not over her re-decoration of his shop, but over her eating his strawberry sundae.
* Devil May Cry appearance, in the original Devil May Cry, saw him outright exploding. Yet the fandom refused to see that he was actually dead even when his signature weapon Yamato was inherited by Nero and the Angelo's where created by his body being experimented on. And then Dmc V showed Vergil alive and retaking Yamato to heal himself. There is no real explanation for how he was still alive to begin with.
* Devil May Cry are demons that are on humanity's side. Or, more often than not, half-demons, like Dante himself. The legendary Sparda was a demon who's revered by the human populace that knows him because he rebelled against his fellow demons and sided with humanity.
* Devil May Cry are lesser demons that inhabit puppets to have bodies. The Marionettes inhabit human-made marionettes dressed in medieval-style clothing and fight with scythes, knives, darts, and sometimes even shotguns. The Fetishes inhabit demon-made dolls, breathe fire, and are much stronger than the Marionettes.
* Devil May Cry as it conveys just how heartbroken Dante is over the incident.
* Devil May Cry. As shown in the third game, when he has his hair down (due to the rain), he looks awfully similar to his twin Dante, but one hair flip later and it's back to shape, making the tic a way to separate himself from his brother.
* Devil May Cry. As their mother Eva is an angel in this continuity instead of a human like the original, this trope applies to her as well.
* Devil May Cry awful games. The backlash on these was almost palpable in the videos they were mentioned in.
* Devil May Cry back, but he’s still less attractive than his Japanese version.

* Devil May Cry, born of the demon Sparda and his human wife Eva. Nero as well was born of an unknown human mother and a half-demon father.
* Devil May Cry brings us Dante and Vergil, the twin sons of Sparda. Dante is loud-mouthed, trash-talking, dresses in red, yet is a demon hunter who embraces his human side, using his demonic powers to aid humanity, being the hero. Vergil is soft-spoken, more introverted, dresses in blue yet embraces his demonic side and is obsessed with gaining power at every cost.
* Devil May Cry broke the trend being by far the most contentious installment. The fifth game in the main series both plays this straight and inverts it, straight as in as far as main series goes, it has received universal praise while inverted in the fact that it is technically the sixth game in the series if you count the reboot.
* Devil May Cry, but quickly proceeds to start throwing the enemies, before finally bursting through a group of them.
* Devil May Cry by hitting the eye, Beowulf will stumble and give a few more vital seconds for dealing damage. Cerberus from the same takes more damage from getting hit on either of his three heads. The Leviathan Heartcore, also from the same, needs to have its two accompanying "organs" destroyed before it opens up and makes itself vulnerable.
* Devil May Cry could be stronger than a full-blooded one. Worth noting is that he said that humans have something that demons don't... but he didn't say what it was.
* Devil May Cry, Dante can find and use an item called the Bangle of Time, which stops time for all non-boss enemies around him while consuming Devil Trigger energy.
* Devil May Cry. Dante collects a chunk and uses it as a lantern in the first game.
* Devil May Cry, Dante foils demonic puppets, demonic sand creatures, demonic clowns, demonic businessmen, demonic cultists, etc.
* Devil May Cry, Dante gains a pair of new forms for Rebellion that are effectively grappling hooks. Much like the above, the Angelic form drags Dante towards enemies and obstacles, while the Demonic form drags them towards him instead.
* Devil May Cry: Dante plants the Sword of Sparda in Trish's memory after he believes she is dead. When she returns, he allows her to keep the weapon.
* Devil May Cry. Dante's not spooked easily, but the place is filled with eerie contraptions and horrific demons.
* Devil May Cry, Dante takes to calling a particular character "Twig" on account of her slight build. It starts as a sarcastic nickname but as the series progresses and their relationship improves, it takes a more affectionate tone.
* Devil May Cry - developed in-house by Capcom - had a more light-hearted jab back with Dr. Faust, a cowboy hat weapon used by Dante that causes him to strike flamboyant poses while using it, referencing Tameem's infamous remark calling original!Dante a "gay cowboy".
* Devil May Cry: Devils, demons, and other supernatural creatures tend not to require food, water, sleep, or other things for survival, although this can vary depending on the type—at the very least, many of them can still get stronger by eating humans, cannibalizing other demons, or consuming materials of great power, such as the Fruit of the Qliphoth.
* Devil May Cry does this with Dante performing similar actions to his father, Sparda, which in chronological order seems to be showing that Dante surpasses his father over time:
* Devil May Cry game once, players can continue on to the higher difficulties while keeping their weapons, upgrades and items. One exception is 1's Easy Automatic mode, where only another Easy Automatic game could be played afterward. 2, 3, 4, and 5 did not suffer from this.
* Devil May Cry games have had (near-)endgame levels set in the demon world.
* Devil May Cry gives Dante the "Air Trick" ability (which, sadly, only lets him flash step right up to his target's face).
* Devil May Cry Good thing, then, that humanity has a few demons on their side to clean up the mess.
* Devil May Cry has a room just before the final boss fight with a giant, beating

heart.
* Devil May Cry has Dante take aim at Lucia with a pistol... then shoot a harpy that was attempting to attack her from behind.
* Devil May Cry has demons and half-demons going into a yearly heat which causes demons to pursue them and can only be stopped by such a mark.
* Devil May Cry has plenty of this, with Dante shooting enchanted bullets, shotgun blasts and grenades as readily as he swings an enchanted sword.
* Devil May Cry has the Demon World which is a dark counterpart of the Human World.
* Devil May Cry has Yamato, a katana apparently so sharp it can effortlessly cut through several feet of stone. From about half a mile away. Also used to separate dimensions.
* Devil May Cry HD Collection: The first three games of the franchise remastered and packaged together for the PlayStation 3 and Xbox360, later re-released again for Microsoft Windows, the PlayStation 4, Xbox One, and Nintendo Switch.
* Devil May Cry he's opened his own wing of Dante's eponymous devil hunting business that he operates out of a van.
* Devil May Cry, he teleports Dante and himself to a pocket dimension which has it's own galaxy complete with stars and at least one planetoid.
* Devil May Cry, insects that have grown to enormous proportions as a result of possession by demons. They come in two varieties: the blue Beelzebubs that resemble flies and can spit out maggots that stop you from using guns; and the green Beelzebubs that resemble mantises.
* Devil May Cry. In the first one Dante throws a pizza up in the air...
* Devil May Cry is a giant spider demon that can light himself on fire and is a recurring boss in the first game.
* Devil May Cry: "I should have been the one to fill your dark soul with LIGHT!"
* Devil May Cry is known as the Legendary Devil Hunter starting some time after the original game. He takes after his father, Sparda, who was known as the Legendary Dark Knight in his glory days.
* Devil May Cry, Lady's name is actually Mary, but she says that she "doesn't have a name" because she hates her father. She tells Dante to call her whatever he wants. His response? "Whatever, lady!" And she stuck with it.
* Devil May Cry, long after he is gone, he is worshipped as a God by the people of a city he supposedly ruled after said rebelling.
* Devil May Cry make Arkham more sympathetic or tragic, and just makes him come off as a selfish prick throwing a temper tantrum.
* Devil May Cry manage to be hammy! But nothing can match the sheer hamminess of the series' main character.
* Devil May Cry manga where Dante says that he once proposed to a mop while drunk.
* Devil May Cry. More straightforwardly, in an early scene of the fourth game, Nero and Kyrie talk about Nero's "Red Queen" sword as if discussing a female.
* Devil May Cry, Mundus, the demon king, is one of the largest demons Dante has to face.
* Devil May Cry, Nero Angelo (Black Angel in Italian), being referred to as Nelo Angelo. (Interestingly enough, this was actually a mistake by the English localisers - the Japanese manual for the game wrote his name in English letters as Nero Angelo.)
* Devil May Cry once had to fight one of these. It later became an ability of his.
* Devil May Cry. Or DeLorean Motor Company — it's on the front of their cars.
* Devil May Cry outfit before, hence Dante having a password that only those really needing demons slain would get. The Order of the Sword from the fourth game is supposed to act this way for the island of Fortuna, but it is eventually shown to be somewhat dubious. It has been suggested, at least in the questionably canon expanded materials like the novels, that there are other little demon-hunting outfits in the universe.
* Devil May Cry reveals that Eva's last words were calling out for Vergil, trying to find him after she secured Dante's safety.
* Devil May Cry. Seeing as how both games have similar gameplay, and both their first games have the same director, this was obvious. There's even tons of

crossover art of Dante and Bayonetta.
* Devil May Cry series might be known as the "wacky wahoo pizza man" who's always the life of the party, but he's also someone who's suffered a lifetime of tragedy and sorrow. His mother was killed by demons at a young age, he's chosen a life upholding the legacy of a father he hated, unable to live a normal human life like his mother and ultimately had to choose between his twin brother Vergil and his duty to protect humanity. Because of his tragic life it's hard not to imagine that Dante's over the top antics and personality are a way to cope with his lot in life.
* Devil May Cry settled the matter permanently. Though, not all aspects are confirmed—such as exactly who Nero's mother was.
* Devil May Cry, shortly after Dante's shop is destroyed in a demon attack on the city, he taunts the demons involved in the attack by shouting "I hope you all have enough to cover all of this!"
* Devil May Cry shots, a crazy rate of fire and a variety of explosive weapons, superhuman agility, and the ability (both in and out of cutscenes) to draw quickly yet still fire accurately. Of course, he has a Style explicitly named Gunslinger that enhances his firearm moveset. Nero aspires to reach the same level of competence, but isn't there yet.
* Devil May Cry, Sid, is a weak demon who late into the series shows to have the power to literally wear humans like the trope's name suggests, grusomely tearing the skin from the body and using black magic to make himself appear as the now dying or already dead victim.
* Devil May Cry's Nero uses techniques named mostly after gambling terms.
* Devil May Cry: The Animated Series, after Dante defeats the demon swordsmen Bael and Modeus, who were former students of his father Sparda, he honors them by planting their swords into a nearby boulder.
* Devil May Cry: The Animated Series, but it doesn't seem to work. Later, when Dante revives and frees himself, he explains to his friends that the reason why he was unresponsive was because he was trapped in a very convincing dream world, but Patty's words reached him and helped him wake up.
* Devil May Cry: The Animated Series. Cue the fade to black and when we're back Dante is calmly walking away from a bunch of beaten up demons...
* Devil May Cry: The Animated Series ends with Dante, Trish, and Lady driving off to their next demon hunting mission.
* Devil May Cry: The Animated Series episodes, "Wishes Come True", there was a "genie" that inhabited a creepy-looking mask who offered to grant your wish, but he would not grant your wish to be rich or beautiful, because "it's impossible" or "I don't like the idea." Instead, he would stalk you and wait until you said to someone: "I wish you would die," at which point he'd melt the person alive with hell-slime. This is because the "genie" was really a demon, and killing people was the only "wish" that it could grant.
* Devil May Cry: The Animated Series episode "Wishes Come True" has a guy being sent to prison due to the machinations of an evil "wish-granting" demon mask, and Dante not only has to bust him out, but deal with the demonic security staff and the demon mask behind this mess.
* Devil May Cry. The animated series features a demon that Dante has been contracted to kill who has fallen in love with a human. When Dante encounters him in the alley, he asks Dante about his parent's relationship to validate the possibility of love in a demon.
* Devil May Cry: The Animated Series hits on Dante in one scene and is strongly implied to be raping the inmates on a regular basis.
* Devil May Cry: The Animated Series, it's stated that Trish had struck out on her own for a while as a solo demon hunter. However, the only fights we see her partake in are with Dante and Lady. Lady herself also has her independent devil-hunting career that is never really seen aside from a few snippets of her hunting demons on her own.
* Devil May Cry: The core basis of the gameplay is beating shit up and making it look good like rocking on a guitar bearing the soul of a lightning succubus for crowd control.

* Devil May Cry. The game also has Kyklopses; smaller spiders made out of rock. And by smaller, they're still about as long as Dante was tall.
* Devil May Cry, the Hell Vanguard, makes a bell-toll sound whenever it uses one of its teleport attacks.
* Devil May Cry. The name of Dante's father, Sparda, has occasionally been used in the context of a family name, but whether it really is is unknown.
* Devil May Cry, there are several strategically placed paintings that serve as gateways floating in the air when you return to the castle. Pretty convenient, as several doors have disappeared.
* Devil May Cry. The reboot made controversial changes to the series' hero, Dante, with Tameem commenting in the interviews he did not find the classic Dante appealing or cool. This angered fans a lot, of course. Even though he stated he did not care what fans thought, the reboot's Dante was modified during development to act like Dante and even look like him. Tameem's trolling status went even further when, in the reboot, Dante threw away a wig that made him look like the classic Dante.
* Devil May Cry. The series treats it as if Nelo Angelo was his proper name all along.
* Devil May Cry: The Sparda Twins form this: Dante is prone to bouts of hamminess (although he clearly plays it for shits and giggles) while Vergil is completely straight-laced.
* Devil May Cry, the two are seen flirting if they're on point against one another. Dante's also says, "Mmm, baby. I love it when a girl gets violent!" at his win screen should he defeat Morrigan last in battle.
* Devil May Cry thing that shifts between a sword and a flying reptile form.
* Devil May Cry; those bosses being Phantom, Griffon, Furiataurus, Nefasturris, Jokatgulm and Oranguerra. Each has its own health bar and the player must kill them all, one at a time, before going on to face the Despair Embodied.
* Devil May Cry title, Dante tells a boss to "flock off". It sure sounds like a tame version of a certain other expletive that starts with "f" and ends with "ck". On the other hand, he just could have been punny, since said boss is a giant bird.
* Devil May Cry. To elaborate, the first game had at least two first-person underwater sections. In these bits you controlled like a tank, can't use Devil Trigger, can only use the needle gun, and the enemies had way better movement than you did. It gets worse on Dante Must Die if you can't kill enemies fast enough. The second game had a lot of Lucia's missions underwater (in 3rd person this time) that played even worse, culminating in one of the missions having a boss battle that's underwater.
* Devil May Cry tones this down thanks to the life-like characters models, Trish and Lady while still curvy are now more realistically endowed.
* Devil May Cry. Until then, however, this trope is played fairly straight.
* Devil May Cry uses a version of Vergil's with considerable reach and grants moves superior to those Nero can do without it. Heck, Yamato itself is a plot device in the fourth and fifth game. It's just that awesome. Not to mention a whole lot of people are 'handed' the sword throughout the course of the series and get a taste of its awesomeness.
* Devil May Cry, usually leaving a wisecrack or two. If he starts blocking or evading properly then you know the fight's serious.
* Devil May Cry was also released with Japanese and English voice tracks.
* Devil May Cry, when Dante and Vergil's father Sparda took human form, his shadow remained shaped like a demon.
* Devil May Cry when Dante is leaving her behind after he is angry at her for betraying him over to Mundus.
* Devil May Cry where Dante learns that Trish, his guide to Mallet Island, is really working for Mundus and sends Nightmare to attack him in mission 20. After its defeat, Dante saves her life but still does not take it well and he vows to kill her if they cross paths again.
* Devil May Cry. While he can be knocked out of it, showing the state to be merely a brief flirtation, it is hard enough to do so. When he assumes the

Super/Desperation Devil Trigger in the final fight, he can't be knocked out of it, but he does halt after some time, though not before regenerating at a higher rate than in his normal Devil Trigger.
* Devil May Cry, who, like Dante's father, ends up becoming heroic and sides with him.
* Devil May Cry will chase Dante down some incredibly narrow corridors. Even Dante found this to be dickish.
* Devil May Cry"... with a fresh game, lacking the usually maxed character that would normally be used. It really forces players to use different strategies, given the lack of moves and weapons that would normally be available. Even more crazy and skilled players have combined the SS run and the DWD run.
* Devil May Cry within). He's not quite omnipotent, though, but it does seem thus far that he cannot be permanently killed, even with the power of Sparda, so Dante eventually has to seal him away like his father did long ago.
* Devil May Cry, you have to do the first few levels again. Thankfully, the games that followed did not do this, recognizing what the majority of players bought the game for.
* Devil May Hare", Bugs feeds the Tasmanian Devil a chicken made from gum and baking soda. The baking soda gives Taz hiccups, and every time he hiccups the bubble gets bigger until Bugs blows it away, dragging Taz away with it. It floats until Bugs hits it with a slingshot, leaving Taz hanging from the trees.
* Devil May Hare", in order to get rid of Taz, Bugs tricks the devil into digging for groundhogs, and filling in Taz's hole while he was in it. Unfortunately, it didn't work.
* Devil Rebirth, a huge monstrous convicted criminal was quite fond of his mother, who defended him despite the fact that he killed 700 people. Surprisingly she looked like a gentle old woman.
* "Devil's Alphabet" takes place from November 2, 1876 to November 2, 1898. The short story "The Everlasting Club" by Arthur Gray is an account of the activities of the titular society from 1738 to 1766.
* Devils & Thieves, Blood Magic is nevertheless extremely powerful for the person who manages to use it. The most mild form is when two kindled with different magical abilities mix their blood, creating a bond that allows one to absorb power from the other, while the most infamous usage involves stealing blood from a user of each magic, in order to gain that ability. No matter which type is practiced, however, it is still considered illegal magic.
* Devils & Thieves: Called "drecks" in this universe, most of the world is made up of these ordinary people with no knowledge of magic. Due to her poor control of her powers, Jemmie admits she has considered just packing up and going to live in dreck society, where she'd at least feel average.
* Devils & Thieves him crash. He's right; Darek killed him, and made it look like the result of a normal accident.
* Devils & Thieves magic is capable of being used to heal others of various maladies, from hangover symptoms to life-threatening wounds.
* Devils & Thieves: Owen Carmichael used to be very close to Michael Medici and Thom Flynn, who he even started the Devils' League with. Unfortunately, he later turned on them and joined a kindle enforcement agency known as the Syndicate, using his position to crack down on the very gang he helped create, and thus gained the ire of his former companions.
* Devils & Thieves: The magical community, also known as the kindled, do their best to hide from those without magic, known as drecks; there are laws forbidding the use of magic in public, for example.
* Devils & Thieves used it to make Crowe see the dead bodies of his loved ones.
* Devils & Thieves wanted to be the most powerful kindled in the world, capable of taking over said world with little resistance after acquiring the use of all eleven known magical abilities.
* Devils and Realist above). Jeanne has become a "Pawn of Heaven" and is expected to become an archangel, while Gilles is a nephilim (a human turned into a demon) who is in love with her.

* Devils are charming while demons are plain ugly as sin (or vice versa).
* Devils are known to attack other creatures in order to take trophies from them.
* Devils are tiny, like goblins or gremlins, whereas demons are big and muscly or overly elaborate and shocking in appearance.
* Devil's Attorney and, sometimes, outright illegal means (e.g. one of the skills Max can learn is "Tamper with Evidence"). In the final case of the first chapter, Max openly admits that his client will buy him a new apartment and an office if he wins. The final chapter reveals that his father is a famous prosecutor who's ashamed of his son. Guess who prosecutes the final case and is the toughest opponent in the game?
* Devil's Brand fanfic, making it an ascended fanfic of an ascended fanfic!
* Devil's Bridge in Kirkby Lonsdale, England. Legend holds that the Devil appeared to an old woman, promising to build a bridge in exchange for the first soul to cross over it. When the bridge was finished the woman threw bread over the bridge and her dog chased after it, thereby outwitting the Devil.
* Devils Cake about his upcoming date with Kea into a nightmare. It is implied he's done this to everyone who has ever shown a romantic interest in her.
* Devil's Cake transforms himself into a girl in order to be Kea's new roommate. She does not appreciate this invasion of her space and privacy whatsoever.
* Devil's Candy, and the grindylow and the cyclops are of mixed heritage (the former is half-something invisible, and the cyclops is half-nymph). Spread pages full of people are a sight to behold, because every single person is a different kind of monster.
* Devil's Candy: Eggscram is unique for being a sport that uses an unborn egg of the ruling caste as a ball, and the point is to put it through as much trauma and humiliation (for the players) as possible to get the egg to hatch. Whichever team has more points when the egg hatches (or when both teams' players are deceased) wins. Scoring a touchdown earns 4 points, but doing a showboating dance afterwards will earn up to 6 points. Flying devils have a clear advantage over other players, but there's a 10-foot rule to keep the unfairness from turning into a joke.
* Devils Cape, although by the end of the novel only a Doctor Camelot is currently in action.
* Devils Cape and changing targets to Bedlam midfight when she notices him.
* Devils Cape are able to do this as their primary superpower. Werewolf, as his name suggests, can turn into a wolf, human, or his preferred form, a hybrid of the two. Bedlam can either be human or take on a demonic-looking, superstrong form capable of flight.
* Devils Cape Doctor Camelots. The fourth makes some significant alterations and refinements to her version of the suit.
* Devils Cape they seem to view him more as a celebrity than a frightening criminal.
* Devils Cape to justice, although she never lets on that her predecessor was also her father when she confronts Behemoth.
* Devils Cape who has the same powers and even uses the same aftershave.
* Devil's corpse comes back to life and turns into Cthulhu, who then says that everything going according to plan.
* Devil's Cub. First Vidal insists he must marry Mary to make up for compromising her reputation by taking her to France with him. Then Mr. Comyn, who happens to meet them in France, presents her with a way out of that dilemma by offering to marry her himself.
* Devil's Dare has a gaggle of green-skinned demons with large dragon wings, horns, pointy tails, and three-toed talon feet (on the males, anyway).
* Devil's Dare, Kingston, one of the playbale characters, fights with a giant, two-handed axe.
* Devil's Dare the Devil is accompanied by a flock of green-skinned leathery-winged lesser demons.
* Devil's dealOutside the official Church line, magic was considered real and powerful (at least enough to grant powers like shapeshifting), but the legal treatment was purely based on the effects; supposedly killing a person or animal by

magic was considered essentially the same as poisoning, for example (and considering that "witch" and "poisoner" were often the same word in many languages, including Latin, this made a certain amount of sense). In any case, many sociopathic serial killers of the era were considered, and possibly considered themselves to be, werewolves. Also, the crime of bestiality was often associated to werewolfism, as well. Accusations of being a werewolf were generally a subset of accusations of witchcraft, with the same deadly punishment.
* Devil's Diary: Before his first outing, Magneto looked into the then-current cadre of heroes and villains and decided neither of them would want or be able to stop his coup. Yet still he was driven away by five heroes who nobody had previously seen before... although he KNEW who they were working for.
* Devil's Diary: Magneto's overdramatic speeches are lampshaded by Quicksilver, who notes he talks like a movie villain.
* Devils Diary references a book found in a graveyard, planted there by a lightning strike. Anything negative you write in the book will come true.
* Devil's Due Publishing eventually acquired the comic book license and made
* Devil's Due those tricks, Data promptly declares that Picard's leeway has run out.
* Devils Due" where a con artist reads the myths of an alien world and realizes that modern technology is capable of providing all the signs and wonders she'd need to impersonate one of their deities.
* Devil's Dust who has to work more than he would like to. It seems clear that these characters aren't of best of terms with each other, but they have to work together for survival.
* Devil's Feud Cake in this endeavor; in the end, the Devil offers him one more chance, but Sam declares, "I'm a-stayin'!"
* Devil's Guard trilogy tells about former Waffen-SS paramilitaries in the French Foreign Legion fighting in the French-Indochina War.
* Devil's Island written by inmate Henri Charrière (later a Steve McQueen film of the same name), though his account is full of unlikely elements.
* Devils' Line officer who works for a police task force that specializes in vampire-related crime in Tokyo.
* Devils' Line, Yuuki Anzai and Tsukasa Taira, could be considered as this. Tsukasa is a nice and innocent girl to serve as Anzai's brooding and aloof demeanor. Needless to say, as the story went by, the two start to fall for each other.
* Devils, mainly by stealing it from the nobility of other countries and causing as much death and destruction as they can.
* Devils, on the other hand, have a language divided into four castes and the highest form of it is explicitly stated to almost be beyond comprehension, capable of causing hatred or despair in listeners. Its written form is the lines and symbols used to create summoning circles — basically, the only thing standing between you and a conjured fiend is your argument written in their language. It's described as simultaneously sounding like "a barking hound, an eloquent verse, the squeal of slate and steel, and the subtle smell of hatred."
* Devil's Pass, as the cast finds photos relating to the ship's supposed failed teleportations inside a secret bunker found under the pass.
* Devil's Playground volunteer test subjects is apparently given a placebo in lieu of the invigorating (and accidentally-zombifying) experimental drug.
* Devil starts in late afternoon and ends at night, so it takes place only in a couple of hours.
* Devil's Third fame) was saved by Nintendo after the game's original publisher, THQ, went bankrupt in 2013.
* Devil's Third has a private cell in Guantanamo Bay of all places that is more or less a private penthouse suite than a real prison. It's large and spacious and filled with things such as a private bar, a drum set, and a giant monitor that the US Government contacts him through.
* Devil's Third is premised on the "Kessler Syndrome" theory: that is when man-made satellites in Earth orbit collide, the debris will begin a chain reaction that will destroy other satellites in sequence. In their world this has indeed happened,

which forced the end of technologies such as GPS and satellite imagery and wars are fought without these advantages.
* Devil still kill him, as he's been redeemed he'd just go to heaven, so he's spared.
* Devil's Tower (Bear Lodge) in Wyoming is climbed by many people. Looking up at it, it even looks like the Cliffs of Insanity.
* "Devil's Trumpet" is about a jazz musician's obsessive quest for a legendary instrument that he believes will make him the best player in the world, which ends in murder and an encounter with the Batman. The story begins with the obsessed musician discussing the legend of the trumpet with an old bluesman, and ends with the same old bluesman having a very similar conversation with a new character, implying that somebody else is now on the same quest.
* Devil Summoner: games, although it's not quite as creepy and twisted as most of these. It's mostly just, well... dark, and full of demons.
* Devil Survivor 2 adds a new story arc with a new final boss, Canopus.
* Devil Survivor 2, after managing to activate the Terminal to Polaris, Yamato enters the scene with one of these. If you have Joe in your party, he even comments "I know a sarcastic clap when I hear one."
* Devil Survivor 2 and have her turn back the world to how it was before the Septentriones arrived.
* Devil Survivor 2 and most of them will follow you into hell itself, even if your alignments don't quite match up.
* Devil Survivor 2 angle even further by revealing that Canopus, the ultimate head of the Administrator System, deems humanity as a threat to universal order after the party kills Polaris. As mentioned above, if the next set of invaders, the Triangulum, appear in the Liberator world, humanity will have absolutely no way to fight them back.
* Devil Survivor 2 are fighting demons and demon summoners and doing pretty well.
* Devil Survivor 2, as their lack of faces is not mentioned in-game, making it a purely stylistic choice.
* Devil Survivor 2, can in one instance get freaked out enough to outright yell at him to cut it out.
* Devil Survivor 2 does. Initially, magic attacks can hit a variety of weaknesses while physical skills get stonewalled by physical resistance, then by the time the player accesses Pierce, they can start scoring good damaging critical hits on enemies with no weaknesses. Then physical-repelling enemies happen, which is the one thing Pierce can't bypass, prompting the player to use Almighty magic to bypass this... and then when the player picks up Holy Strike, an Almighty physical attack, Pierce's one flaw vanishes. Then, at the very end of the line, the presence of the Anti-Almighty skill tips the odds back in favour of physical skills, when Holy Strike and Holy Dance barely scratch those enemies.
* Devil Survivor 2 form by channeling Lugh, which she will use partway through the battle, and the only way to unlock Lugh as a potential Fusion, is to defeat Io in this form. Fortunately, if the player or a party member accidentally ends up defeating Io before she channels Lugh, she gets back up and does so, anyway.
* Devil Survivor 2 has Alice, fought at level 99 and standing head and shoulders above everything else in the game. Fortunately, the game has several other bonus bosses who offer enough experience that the player need not grind too much on mobs to stand a chance against her. The playable version of Alice, unlocked on her defeat, isn't even the demon with the highest base level upon fusion, and only brings to the table an unremarkable passive skill.
* Devil Survivor 2 has main protagonist Hibiki Kuze feel this way about his savant-like ability to summon the powerful demon Byakko.
* Devil Survivor 2 has one for the overall tone of the game, and another for the gameplay.
* Devil Survivor 2 has Ronaldo Kuriki, ironically representing the Law alignment.
* Devil Survivor 2 Hell, even the theme for battles where you screw destiny is called "Challenging Fate".
* Devil Survivor 2 is a literal chain of heads linked by mouth after mouth.

* Devil Survivor 2 it happens is not revealed, leaving the most accurate estimate to be "any time today". The subject of the death video also doesn't get to see their own death, leaving the player and their companions to try and avert it themselves.
* Devil Survivor 2 like a little girl over having it and saying they are gonna take it home.
* Devil Survivor 2 moments, to the point where he outright claims that "Hibiki is mine".
* Devil Survivor 2), or outright destroy the Records and make it impossible for any admin to ever rise again.
* Devil Survivor 2 reaction mode, before realizing he clearly didn't do that on purpose, while Otome just laughs it off.
* Devil Survivor 2's new campaign has Denebola, which while not nearly as massive as Alioth is still huge enough to dwarf the Tokyo Skytree, the tallest tower in the world.
* Devil Survivor 2's protagonist ended up cushioning the fall of two of his female teammates due to a teleportation accident involving the three of them. He can respond with delight or frustration.
* Devil Survivor 2. The Demon Summoning Program is distributed as a cellphone app, and there's a website that shows the user images of their friends' deaths, once again enabling you to stop them.
* Devil Survivor 2 the one who gets flustered by it, while he seems to find it rather funny.
* Devil Survivor 2 they have two arc, Septentrione Arc and Triangulum Arc:
* Devil Survivor 2, too, if you play him that way. There's even a part when you can join in a peeping excursion at the girls' medical examinations.
* Devil Survivor a monster called Kudlak will arise stronger everytime it's killed, unless done so in a special way. It tries to goad the party into killing it.
* Devil Survivor and get Kaido to appear in the battle, too, his AI is programmed so that he will always leave Kudlak with 1 HP left. This makes it much easier for Mari to defeat Kudlak.
* Devil Survivor are also worthy of mention, especially in the routes where the protagonist is able to prevent them from falling out with each other.
* Devil Survivor are like this, and frequently let you choose to intervene on one side or another. In one particularly complex example on Day 6, you have to intervene to stop some demon tamers from escaping the barricade in the midst of a fight between several angels and demons. You can choose to fight either the angels, the demons, or both; meanwhile both the angels and demons will try to kill the tamers before you can defeat them and remove them from battle, resulting in a game over.
* Devil Survivor as a way of summoning demons, but the core programming actually runs on magic.
* Devil Survivor, Belberith's body is made of several other monsters such as Belphegor. There are also the heads of an old man, a cat and a frog sticking out of him, as well as spider legs.
* Devil Survivor both present this as a possibility in both cases and the equal possibility to avert it in the first case. Considering these games relate the story of massive demonic infestations and the horrifying depths humankind can sink to when backed into a corner, the protagonists for both games have fairly good cases going for them.
* Devil Survivor, but nevertheless opens her heart up to the protagonist almost from the moment they meet.
* Devil Survivor, but not only does it require a lot of willpower and strength to do so, and unless you're extremely careful, you will wind up being nothing more than a toy of Fate.
* Devil Survivor deals with the aftermath of a demon attack which leaves an entire city isolated from the rest of the world. The player character has a device which can tell when any other device holder will die, thus giving the means to prevent said deaths.

* Devil Survivor. Even when you go there at the game's end, you never find her.
* Devil Survivor factors that come into play as the lockdown wears on.
* Devil Survivor games, focusing most of your points into one stat is better than rounding out, so the protagonist is either a vicious brawler or this. Yuzu also tends towards this, as does Amane.
* Devil Survivor has Midori "Dolly" Komaki, a fifteen-year-old camgirl who likes attending various conventions in costume. In fact, she spends the duration of the game wearing a pink, ribbon-festooned outfit due to the fact she was caught in the lockdown without any other clothes. (She isn't particularly concerned about this, claiming that her attire just looks like "extra-cool everyday clothes".)
* Devil Survivor has the boss battle with Belzaboul and his maggot minions, who spawn eggs in your party members and their demons. It's implied that this trope is at work when an egg hatches, because not only does a squad of maggots spawn next to the victim, the victim takes massive damage.
* Devil Survivor his level. Unlocking him for fusion means that your demons in stock can practically curb-stomp everything else in the game.
* Devil Survivor if the crisis got out of control. The ending narration also mentions the government weaponizes the app to turn Japan into not only an economic superpower, but a military one as well.
* Devil Survivor increases the odds of getting a skill cracked with Joint Cracks.
* Devil Survivor is disabled, so you can get them back faster than you got them the first time.
* Devil Survivor manages to figure out most of what's happening, all without any means of defending herself against the demons overrunning Tokyo or any supernatural allies to help her. According to herself, she's "made of win".
* Devil Survivor—the main characters are told the major events of every day and the exact date of their (and most other peoples') deaths, and the goal of each day is to find a way to get around it.
* Devil Survivor takes place in the "Tokyo Lockdown", things get complicated and bad very quickly.
* Devil Survivor, the stranded people and demons within the Yamanote Loop go about their infighting and struggle for survival and resources during the day. At night, it all calms down and people are able to message each other on their COMPs.
* Devil Survivor: This is the party's, especially Midori's, argument to Keisuke going on a murderous rampage with Yama because the public treated demon tamers with prejudice and scorn.
* Devil Survivor to the player whenever they choose certain dialogue options.
* Devil Survivor. Unfortunately the last day features several enemies that are completely immune to physical attacks even with Pierce, bringing this trope back as the player reaches for Almighty magic to kill them off.
* Devil Survivor universe, C cup and above are so normal anyone below that is either a child or a very rare exception to the rule, at least if you're human. Demons have only slightly more leeway, but the same rule still applies if they are capable of having humanoid cleavage.
* Devil Survivor with only 3-5 party members. Cue the final day when the rest of the supporting cast get tired of being NPCs. Depending on the decisions you've made throughout the game, it is entirely possible for your party roster to double in size.
* Devil's Water Dictionary is a recipe book of mixed drinks that grant bartenders magic powers, such as Mai Tai's that allow the drinker to conjure fire.
* Devil takes place in an elevator. Though it's not the elevator as much as who's in it...
* Devil takes this beyond the average person's tolerance with an elevator full of people slowly being killed off.
* Devil Trigger also counts. Not only stops time, but also sending all enemies floating, allowing Dante to rack up any combos.
* Devil Trilogy: bent on world domination, partaking in human sacrifice and requiring its followers to chop off their pinkie finger.
* Devil Trilogy. Many characters in the story worry that this might lead to another

holy war.
* devil) which contained a golden coin, with new ones spawning up as soon as the old one is taken out. The only catch is, not a single coin can be spent - unless you get rid of the purse. Try to guess the rest.
* Devil Woman Doctor series of Japan, is a man who has grown a face-shaped "tumor" on his belly. The "tumor" can talk, sing, bite, and seems to be a cool dude.
* Devil World but was removed from the international release (along with a few others).
* Devil World: The intro scene shows nothing more than the game's characters and the message, "Attack the Devil's world!" No actual plot exists beyond this.
* Devimon did something similar by hearing the youngest of the kids will be the one to cause his death. He goes after TK, triggering Patamon's evolution into Angemon, who promptly performs a
* Devimon uses his Black Gears to manipulate Ken into constructing Chimeramon using the components of himself as well as the Digidestined's Digimons in order to use the Chimera to relocate him into the Digital World.
* Devin and Carrie is accidentally pushed over a cliff and is put in a full-body cast.
* Devin and Gabe are both natural detectives, possessing significant deductive and research skills.
* Devin and the Teacher the title character Devin isn't a troublemaker; then promptly lists all the times he had caused trouble.
* @DevinCow), a purely satirical account ribbing Nunes for bragging about his family's dairy farming roots, when his family actually moved their farming operations from California to Iowa in 2006. Prior to the lawsuit, it had around 1,200 followers but now has over 600k followers. This has long exceeded Nunes’ verified account’s follower count and has roughly half a million more followers than Nunes had voters in his last reelection in 2018. This is also not the first time Nunes has done something like this. In 2018 he sued his home-town paper’s parent company, McClatchy, for running a story about how a winery that he and his siblings own a minority stake in was being sued by a woman who says she was working an event they did on a yacht where she says she got sexually harassed. She claimed that the event was really a cocaine-fueled orgy with underage prostitutes. The paper never said he knew anything about it or that he had been there, just that his family were stakeholders but now everyone knows a business in which they’re investors is accused of partaking in a cocaine-fueled orgy on a yacht with sex trafficked children.
* Devin fights Aaron when he picks on Gabe; later Gabe returns the favor by picking a fight with Eric Saddler when he insults Devin and the Journalism Club behind their backs. In consequence, Devin and Gabe come to respect and like each other.
* Devin Grayson was a comic book writer who got to be in charge of the late '90s
* Devin is a variation, in that it's not his superpowers that he wishes he could be rid of. Instead, it's his dead nerves, rendering him
* Devinoni Ral from "The Price" is 1/4 Betazoid, having minor empathetic abilities.
* Devin Taylor was assigned the role of backstage interviewer. She's a qualified broadcast journalist in real life.
* Devin Townsend album is about an alien overlord searching for the universe's ultimate cup of coffee.
* Devin Townsend casually says "Wank" before his guitar solo in the song "Planet Of The Apes"
* Devin Townsend is best known for his Extreme Industrial Metal band Strapping Young Lad, but is also credited with the following.
* Devin Townsend is definitely this. He destroys earth, because he didn't like the coffee they presented him, follows the escaping humans to another planet, unsuccessfully attempts to destroy that one, then he asks the Planet Smasher to destroy another planet, which is populated by sentient being, just to lift his mood.

* Devin Townsend's", a video of him dancing in his backyard to the song "Lucky Animals". There are no cuts, no special effects, not one else there with him. It's about as low-budget as a music-video could possibly be.
* Devin Townsend's solo output generally falls under progressive metal, but albums like Terria go off at so many tangents that no one label could do them justice.
* Devin Townsend's Ziltoid The Omnicient seems like your ordinary fourth-dimensional evil overlord, spreading terror and destruction across the known universes, fraternising with the fifth-dimensional planet smasher and the omnidimensional creator, and of course raiding the earth for our finest coffee to use for time-bending. But in the end, Captain Spectacular of Earth has seen Ziltoid's true self; a nerd.
* Devious Dolphins: Dolphins are evil and violent vs. dolphins are fun and helpful.
* Devious Dolphins: Dolphins portrayed as amoral, evil, or otherwise unpleasant creatures.
* Devious Dolphins. Except for the Whitetips, who are too damn hungry to feel fear.
* Devious Dolphins (Hehehe, I'm not afraid to bully anyone under the seas.)
* Devious Maids and dives into her employer's pool. Of course, the housekeeper comes back sooner than expected and Carmen has to hide inside a piano completely naked as Sam covers for her.
* Devious Maids coworker Sam who is too taken by the sight to properly protest.
* Devious Maids episode, Adrian finds about his cheating wife, but wants to film it as evidence for divorce. He ends up paying, er, paymurdering his cuckolder bodyguard to leave.
* Devious Maids: Evelyn and Adrian Powel often berate, insult and scheme against one another. They despise each other deeply, but they also love each other. It is a very complicated relationship. The trope is referenced almost directly:
* Devious Maids. His maid and caretaker calls him this, as well as comments on his "naughty fingers" and tells him he has "a dirty mouth for a man who doesn't talk".
* Devious Maids, the ex-wife of a dinner party's host crashes the party and threatens to destroy the dinner after chucking a piece of crystal at him. This forces Marisol to intervene and forcibly shove the ex-wife out the door.
* Devi's uncle Aravind, also an Indian immigrant, is played by Pakistani actor Iqbal Theba.
* "De Vliegende Handschoen", various friends of Nero, including adults (!) are kidnapped by his pet eagle.
* Devligus is not only a for the third and last time before facing off against the final boss.
* Devo, a character portrayed by their singer Mark Mothersbaugh in a baby mask. Booji Boy exemplifies the band's philosophy of Devolution, and talks with a squeaky voice, known for such phrases as "We're all Devo".
* Devo and even captured and brain-washed Devo's mascot Booji Boy during a show. Devo's music was held as Satanic and horrible, despite the fact that Dove played an awful lot of covers.
* Devo), and even various commercial spots - have some sort of social commentary or subversion to their unifying concept of "de-evolution".
* Devo, and made a living by "trashing others' lives", but now he's in a wheelchair and Devo don't care.
* Devo. By that point Devo had made him somewhat obsolete on record, relying increasingly on drum machines rather than acoustic drums, so Myers left essentially out of creative boredom.
* Devo concert ended in the band getting kicked off the stage by the promoters. One by one, the instruments petered out until the drummer was the only one still playing.
* Devo congratulated him for "Dare to be Stupid" and called it "the perfect Devo song".
* Devo (Devo frontman Mark Mothersbaugh even said it was "the perfect Devo song")
* Devo. Devo presumably either wanted the kids to start thinking of these things at a young age or just found the concept hilarious.
* Devo. Especially the video. Actually, most of the band's work tends to involve

this trope in one form or another.
* DeVoe uses this to frame Barry for his murder. DeVoe has just transferred his mind to a new body so he plants his old dead body in Barry's apartment. Right after Barry finds the body, the police arrive. Barry is the prime suspect because he had a widely known feud going on with DeVoe and DeVoe had a restraining order against Barry.
* Devo has a song called "Jimmy" which depicts the titular character as a corrupt CEO and domestic abuser (who is responsible for, among other things, a literal Kick the Dog). His ultimate fate is ending up in a wheelchair which, according to the song, was an instance of "justice strikes every once in a while."
* Devo has both Robert Mothersbaugh and Robert Casale. They are generally referred to as Bob1 and Bob2. Interestingly, both had brothers in the band—Mark Mothersbaugh and Jerry Casale respectively.
* Devo) has the song "That's All She Wrote" which includes this phrase in the chorus. Considering how often Devo parodies corporate taglines, this is probably no coincidence.
* Devo have been together since the early '70s, only broke up in the early '90s then reformed in the mid-to-late-90s, and have tried their best to prevent signs of slowing down.
* Devoid of apprehension or indecision in their actions: for these characters; they simply cannot look at the world in a way where their goal appears impossible (unless they change their mind and their goal, in which case the new goal is likewise viewed). This doesn't mean Unfettered Bob is hasty, though; an unfettered character is willing to wait years to achieve their goal if that sort of patience is required.
* Devo in 1979, with Mark Mothersbaugh as Booji Boy on vocals. In the middle of the song Booji would give a speech about future "holographic" Devo concerts, which would include the following feature: "And we'll pass out diapers at the door for everyone, so that when you all get in here, we'll turn on the sub-sonic frequencies, and we'll all sh*t our pants together!"
* Devo, in which skills with a whip are naturally used to remove a woman's clothes.
* Devo is an "Altruistic Pervert." While not explained further in the song, the connotations seem to indicate a chivalrous pervert.
* Devola and Popola, or rather, different versions of the ones who appeared in the original Nier.
* Devo love these kinds of tropes, and evoke this one pretty well on "Gut Feeling (Slap Your Mammy)" from their debut album:
* Devolution, because the most likely scenario is that she and Palomino died shortly after through getting lost in the woods, but there are at least two possibilities suggested in which they would have survived.
* Devolution: Partially justified. The characters' overreliance on technology means that nobody has any idea what to do when the volcano erupts, but also the techbro Dan abruptly turns out to be infinitely happier (and to a lesser extent, so does the corporate Kate) even when they're thrust into a hellish nightmare where they have to defend each other and live off the grid.
* Devolution who gets everything wrong and hides food from the others, and the therapist Carmen is clueless, while the most useful and heroic characters are the strong, active ones who can build and hunt, like Dan, Mostar, and Kate.
* Devon Clifford, drummer for the Canadian indie rock band You Say Party! We Say Die!, collapsed on stage during a gig in Vancouver in 2010 and died two days later in a hospital. After his death, the band changed their name to You Say Party, then split up the next year (they've since reunited with a new drummer).
* Devon, however, can't tell a simple lie to save his life. In one episode,
* Devon Monk, Allie is shocked to see that her last stepmother is at most a year older than she is. Violet admits that she would be shocked, too, if her father married someone her age, but assures her it was a love match.
* Devon Monk, Allie is struck by how Zayvion looks when he arrives for their date, and says, "Don't you clean up nice."
* Devon Monk, Allie is surprised by a question of whether she cast a curse, and

(truthfully) denies it — the target's just a little boy.
* Devon Monk, Allie, much to her surprise, blushes at a toast "to love."
* Devon Monk, Allie plays with this, speaking of looking for police in shining armor and the like.
* Devon Monk, Allie recounts how, to throw a Hound off your trail, you need to avoid using magic and cover up your smell with something else stinky. She opts for garbage.
* Devon Monk, Allie uses this on a would-be kidnapper: a two-second flash, too simple and childish to be expected.
* Devon Monk, a room of Strangework mantics is absolutely still, except for eyes following LeFel and Mr. Shunt.
* Devon Monk, Cedar's arrival at the mine is announced by dust devils that form without any wind.
* Devon Monk in herself, Allie learns at the end that she had fallen in love in the course of the novel. She and the man meet again, tenatively, at the end.
* Devon Monk, LeFel is an exiled fairy and will die soon if he doesn't get back. He's extremely unscrupulous about means.
* Devon Monk, LeFel's backstory. Which has the side effect of making him mortal.
* Devon Monk, Mae explicitly refuses permission to enter her home, though the effect appears to be more her spells than the refusal.
* Devon Monk, Maeve brings Allie food and tells her to eat it — without magical Influence, but so maternally that she obeys.
* Devon Monk novels, magic has been known to the general public for about thirty years before the story starts.
* Devon Monk, Zayvion reveals very little of his. It's one reason why Allie suspects him of being untrustworthy.
* Devon's Ghost: Legend of the Bloody Boy features characters named Symphony, Josh, Devon, Craig, Genesis, Mark, Fatima, and Gary.
* Devon Storm for a year, returned in January of 2012, only to step aside after being paid off by Truth Martini to give his return match with Grizzly Redwood to Michael Elgin.
* Devonsville Terror by Ulli Lommel the only actual witch of the three women killed suffers that fate.
* Devon thought Ellie was cheating on him while she was being manipulated by an undercover Fulcrum agent.
* Devo (portrayed by their singer Mark Mothersbaugh, in a rubber mask). He is supposed to represent someone who has devolved into a manchild, as per the band's theory of devolution.
* Devo re-recorded their own "Whip It" with product-specific lyrics for a Swiffer ad. Member Gerald Casale later expressed regret about having done so, but this was less because of any sense of cheapening the song and more because he found the ad itself "aesthetically offensive".
* Devo's anthem "Jocko Homo" doubles as an I Am Song and a manifesto for their "de-evolution" concept:
* Devo's "Beautiful World" ("it's a beautiful world we live in..."), of course omitting the subsequent lines "...for you" and "it's not for me")
* Devo's "Beautiful World". It starts off talking about how great the world is. Then it becomes apparent that this is someone else's opinion and that the narrator of the song doesn't agree with it. The idea is that the person who says the world is beautiful has been conditioned to believe it is and doesn't know about the bad things. The video makes this apparent.
* Devo's mascot, Booji Boy, has met many a gruesome end, getting stabbed at the end of the video that marked his first on-camera appearance, and then moving on to getting electrocuted, having his head crushed, and being beheaded by Osama Bin Laden.
* Devo's "Peek-A-Boo!" was allegedly sampled from a personal rape alarm.
* Devo's "Snowball" as the theme for their nightly news program. The station was likely using it for the high-energy driving melody line and counting on few people in their small and rather stodgy market recognizing it.

* Devo's "Snowball" to open their nightly news program. The viewer demographic for KQTV did not overlap greatly with the listener demographic for Devo, so most viewers probably thought it was original music.
* Devo's "Whip It", a female character's costume is removed, piece by piece, by a band member wielding a whip. The video ends just as her modesty is about to be violated.
* Devoted Druid for you to cast with. Without outside help, this only works once before it would die from lack of toughness.
* Devotees of Slaanesh (in earlier editions, they used actual electric guitars) and destroy their foes with “deafeningly loud, psycho-sonically and pyrotechnically explosive attacks.". The Emperor's Children's senses are so dulled by centuries of excess only the clashiest of colors get their attention (hence their black-and-hot-pink colors).
* Devotes a noticeable chunk of screentime to several unnecessary, loving pans over Chris Hemsworth's biceps, triceps, and deltoids and centers a large number of shots on his long, luscious, disheveled golden hair;
* Devo that contained all the songs that were cut from the Song Study version.
* Devo. This amused them, and they kind of enforced the first interpretation with the music video.
* Devotion after it was review bombed by more nationalistic Chinese gamers.
* Devotion losing its publishing license in China, and was pulled from Steam after it was review bombed by more nationalistic Chinese gamers.
* Devoured by the Horde: A character is torn to pieces and eaten by a horde of antagonists.
* Devoured by the Horde is big and strong enough to ruin the narrator's SUV.
* Devoured by the Horde: Someone is eaten by a group of people. This is common in zombie movies.
* devoured the dreams of everyone in her kingdom, which turned her subjects into living nightmares and transformed her planet into a dark wasteland, all for the sake of making sure her beauty is never ruined by age. The fourth season of the first anime even ends with her getting resealed in her prison dimension and being okay with it because it means she'll be beautiful, and the fifth season opens with her floating in a void filled with mirrors to which she can eternally gaze upon herself. She doesn't care about anyone or anything except for how she looks and that others see her as beautiful, and she really
* devouring the Big Bads, led to Cedric's defeat in a little more than five minutes.
* Devourment that skewed more towards NYDM and proto-slam than their established slam death metal sound, a lot of fans angered by the change in sound blamed Relapse Records and Erik Rutan (who produced the album) for pushing them towards a "lighter", more marketable sound. In reality, neither claim was accurate. Most of the album had been written for years and hadn't been recorded largely because they desperately wanted off of Brutal Bands, and Majewski had expressed a desire as early as 2010 to expand his vocal range and move into more varied territory, as they had grown sick of playing pure slam and wanted to broaden and introduce some variation to their sound. Relapse had absolutely no say in what they did with their sound and Rutan's input was largely restricted to how they played various riffs; the rest was all them.
* devout when she's sent off to the Circle, where she enjoys all the suggestive books Isabela sends her.
* Dev Patel, even though he was clearly considered to be the film's primary character. However, he was nominated for Best Actor by the BAFTAs.
* Dev Patel when he is very clearly the sole lead character. However, they probably got away with this because he's only in the second half of the film, with a different actor playing his younger self in the first half.
* Devs, the Devs system is able to not only project the past by extrapolating quantum particles, but project the future as well, casting serious doubt on the notion of free will. When Stewart pulls up a projection of the Devs viewing room one second into the future, his fellow programmers are terribly shaken. Earlier,

Sergei has a panic attack and vomits from realizing the implications of Devs. By the end, Stewart doubts if his own reality is even "real."
* Devs: The first episode follows Sergei, a Russian-American coder working for Amaya as he gets invited into the company's super-secret Devs program. He's killed at the end of the episode when he's caught attempting corporate espionage. The show then shifts focus to Sergei's girlfriend Lily, who investigates his death.
* Devs to make him seem even younger. An early scene has Stewart grousing that people in Lyndon's generation have no culture.
* Devs. When Katie catches them, she wonders why men always immediately try to use any new technology for porn.
* DEV Tech aren't experienced in using their powers or adapting to changing situations in a fight.
* dewbacks were used by Imperial Sandtroopers, and ronto are used by Jawas, although it has been suggested that ronto were imported from Nubia rather than native to Tatooine.
* Dewdrop fairies can still be bribed with milk and honey — but they'll do
* Dewey, a pre-teen at around 10-11 years of age, is mutually considered best friends with Launchpad McQuack, who is around his late 20s. While this can technically apply for all the kids in accordance to Launchpad, none are nearly as close as Dewey is, to the point to where he'd call Huey "Dewey's brother."
* Dewey Defeats Truman (and indeed, provides the page image for that trope).
* Dewey Defeats Truman, due to real history inevitably passing the work's time frame and disproving its assumptions.
* Dewey's full name here is "Dewford," while in the comics it's "Deuteronomy."
* "Dewey Wins": A video of Dewey getting pelted by a tomato is put online and only gets a dozen views, not that Dewey is consoled ("That's half the town!").
* "Dewey Wins" went up online over a month before they started premiering on TV two-per-week.
* De Wortels Van Het Woud, by Tais Teng) has a main character who can modify his body with various animal characteristics. It turns out that he and his sister are among the last of a race of shamans. Although his sister (whose powers are not related to shapeshifting) is utterly freaked out by the revelation, the boy eventually chooses to stay in the world of magic and live his life in the Forest in millions of animal forms.
* Dewy's Adventure both came with limited edition stuffed toys of the main characters.
* Dex, an ambitious ex-Saint, orchestrated a similar gambit during the finale, aiming to kill the player and destroy the gang, but for less noble reasons.
* Dex, and the idea is scoffed at by Dr. Niles, who does most of the augmentations for Dex and has a bionic eye himself:
* Dex Hamilton: Alien Entomologist: Dex has dedicated his life to studying alien insects.
* Dex Hamilton: Alien Entomologist has a pair of insect wings because he has fly DNA mixed with his.
* Dex Hamilton: Alien Entomologist has this exchange (when the characters are being forced to express their true feelings towards one another):
* Dex Hamilton: Alien Entomologist in an episode where Dex and his crew have to travel inside the body of a space whale in order to save it.
* Dex Hamilton: Alien Entomologist: In one episode Dex and his crew are captured by space pirates who have imprisoned a giant star fly.
* Dex Hamilton: Alien Entomologist: Jenny, Zap and Tung all wear goggles. Jenny and Zap never wear them over their eyes (despite Zap being the group's pilot), while Tung never takes his off his eyes.
* Dex Hamilton: Alien Entomologist: "Last week I made a hadron collider from a broken hairdryer and a box of paperclips..."
* Dex Hamilton: Alien Entomologist, most of the alien insects Dex and his crew deal with are of the giant variety.
* Dex Hamilton: Alien Entomologist. She maintains the insect's habitats and builds the weapons used by the team to capture new bugs.

* Dex Hamilton: Alien Entomologist Syrrus awakens from a centuries long hibernation, he ponders what his first act should be. After a few seconds thought, he decides it should be to find a bathroom.
* Dex Hamilton: Alien Entomologist: Syrrus's goal is to breed an army of super insects to allow him to take over the galaxy.
* Dex Hamilton: Alien Entomologist. Tung attempts to break the rope with his prehensile tongue, only for their captor to tell them that the rope is woven from unbreakable alien silkworm residue. Tongue then adds "And it tastes like feet".
* Dex Hamilton: Alien Entomologist when it's revealed that Jenny Ten was the tenth of a series of genetically engineered clones, we meet her "sister," Jenny Eight. Our Jenny wants nothing to do with Eight because she feels (quite understandably) that Eight threatens her sense of individuality. By story's end, though, we realize that their personalities are actually quite different, and the two reconcile.
* Dex is a video game taking place in the city of Harbour Prime, a technologically advanced but filthy city full of sleaze, lies, and betrayal. The goal of the game is to either destroy or liberate an A.I. that has the potential to change the world.
* Dex is just the notable standout in season 3. Because as Ray Nadeem finds out the hard way,
* Dex, specifically at the point when he finally decided to start dating Zoe right after Torg realized his own feelings for her. Of course, this was set up right before the KITTEN slasher parody, so he wasn't a problem for the story for long. This did mean Zoe never got to realize what a jerk he really was, although she already
* Dexta blow the whistle to a rival, he'd never be able to work again. Nobody trusts a traitor, and there's no such thing as independent media in this 'verse.
* Dexta when Gloria (professional bureaucrat that she is) pulls out every rule in the book to trip up the corrupt Imperial Governor. This gets her promoted to Acting Imperial Governor with deliberately impossible orders ("enforce a cease-fire between two alien factions without using Imperial troops to defend aliens"), so she takes advantage of a militia that the Emperor didn't know about to solve the problem.
* Dexter”, Dexter and Debra experience this to a degree when they learn that Doctor Evelyn Vogel murdered Harry Morgan rather than Harry killing himself out of horror at seeing what Dexter had become. While it doesn’t excuse his other failings as a parent, they can at least now believe that he genuinely cared about them, where Dexter felt that Harry gave up on him and Debra saw this as proof that she just wasn’t enough for Harry to stay alive for.
* Dexter, a character was shown torturing someone for information by shaking up bottles of Coke and opening them so they would spray straight up the guy's nose.
* Dexter a clever serial killer, although his skill at hiding his murders means that he is rarely called to investigate his own crimes. Except, of course, in the second series, when a scuba diver stumbles onto Dexter's underwater burial ground, and the central plot is about the hunt for the "Bay Harbor Butcher" (Dexter) and Dexter's attempts to sabotage the investigation and not get caught.
* Dexter: A couple show up as Victims of the Week (Dexter hunts criminals who manage to escape the law), telling each other that they love each other even while Dexter is about to kill them for murdering several innocent immigrants. Dexter actually thought the husband was the sole brains of the operation before he discovered that the wife was in on it; before killing them, he even asked them for marital advice!
* Dexter actually killed both the dealer and the brother, the latter by accident.) When a body is found matching the killer's MO but outside Miami's metro area, the Deputy uses this to shoehorn his way into Miami PD and take over the investigation.
* Dexter - After having spent the evening planning a murder with his new sidekick:
* Dexter after she says the f-word during a press conference about a serial killer. Expecting Matthews to read her the riot act, Deborah is surprised when instead he tells her that she's already proven her worthiness; that kind of bluntness is exactly why he gave her the job, and in this case it has caused the phone to ring

off the hook with tips.
* Dexter almost immediately. The writers were simply too obvious with nobody but Travis ever seen talking to him but still treated it like a shocking turn of events when the "reveal" came.
* Dexter analyst) (2) wants to be normal and (3) has a lot of daddy issues (his are 75% positive but it's a big deal). His daddy made him what he is, too. He (5) has lots of flashbacks about his earlier life, and he (6) only kills other killers. He fits even no. 4, since the Lumen story arc.
* Dexter and Lila in season 2. It says something when Dexter is a serial killer and the girl he dates is darker than him.
* Dexter and purchases life vests along with the tools. When asked, he says, "We can't exactly load up the cart with axes and machetes, now can we?"
* Dexter and subsequent novels self identifies as a violent sociopath. His foster father trained him to kill other violent criminals in order to channel use violent urges in a "positive" manner.
* Dexter as a child, and even at that time, Harry seemed aware that Dexter was a psychopath.
* Dexter as Alternate Continuity with each other. Trying to reconcile the two any other way is impossible.
* Dexter, as many season finale episodes revolve around whether or not the titular character will be discovered, killed, and/or caught.
* Dexter: Bathtub deaths form a major part of the Trinity Killer's pattern. This is later revealed to be due to a youth trauma in which the young Arthur Mitchell witnessed his sister's accidental death in a shower. Startled by Arthur's presence, she slipped and smashed the shower door, shards of which cut her femoral artery and caused her to bleed out in the water.
* Dexter, being the overly stereotypical nerd he is, is quite naive when it comes to sports. One episode had him distract his dad by constantly asking inane questions in regards to a golf tournament they were watching:
* Dexter book series. It also affected the font on the front of the books, changing the capital "T" in DEXTER to "t" to resemble the show.
* Dexter but has a special liking for the brain, marinading one as a delicacy (which also clears him from being a different serial killer who mutilates brains in order to remove specific pieces).
* Dexter but quickly dismisses it as ridiculous. In his darker moments, however, he admits that he's just a monster with a little more self-control.
* Dexter by Captain Matthews, who insists that the case will not be a "jurisdictional circle-jerk." Lundy joins his task force with the Homicide team and generally works well and respectfully with them. When another killer starts copycatting Dexter, Lundy warns that the FBI may seize total control of the investigation; Dexter ends up killing the copycat, so that he won't be locked out of the loop.
* Dexter can't really be excluded from this trope considering his thoughtfully planned and executed methods of disposing of bodies. Not only does he completely cover a small room in plastic sheeting and prepare the scene, has everything he needs to both torture his victim (a villainous criminal implied to have no chance for redemption) with pictures of his victims, collect blood for his blood slide collection, then stab the victim in the chest, chop up the body, wrap it up in garbage bags, and deposit them at sea with his boat in the dead of night. Originally he weighted the backs down with rocks and had them sink, but that cache was discovered. He then changed to dumping them in a current which would take them out to sea, ensuring even if they were found, they couldn't be traced. All the while posing as the upbeat forensic blood spatter analyst for the police. Trope mastered.
* Dexter, captured their leader. Dexter and Lumen were concealed behind a sheet of plastic, but Debra just said that she was going to let them get away with it because their victims were just that horrible.
* Dexter combines social awkwardness and constantly overthinking everything with the decidedly less relatable flaws of sociopathy and serial murder to create a

character as hilarious as he is horrifying.
* Dexter. Curiously, Chase himself by all indications didn't directly participate in the nightmarish gang rapes that he orchestrated; instead, he seemed to get off on the power he had over people by goading his buddies to brutalize his gang's victims and mentally torment the girls about how they were about to die.
* Dexter dead, his shocked response as police arrive is to blurt out "It was me."
* Dexter: Debra and Maria LaGuerta are the only women in a predominantly male workplace.
* Dexter: Dexter and Rita become engaged when Rita sees Dexter holding a ring (actually belonging to Dexter's sister's boyfriend) and assumes it's a proposal. In a twist, Dexter goes along with it.
* Dexter: Dexter has a moment like this when attacking the abusive father of Astor's friend. He describes how he is hitting internal organs in just the right way to unleash terror.
* Dexter, Dexter is investigating a suspect's house and comes across a fridge full of tupperware containers neatly labelled as various body parts.
* Dexter: Dexter joins a bowling team in Season 2. His biological father also became an avid bowler after turning his criminal life around.
* Dexter: Dexter Morgan starts having marriage trouble with Rita shortly after tying the knot. When a marriage counselor asks why Rita never brought up the issues she was having with Dexter before they got married, her excuse is she thought she could change him. Considering Dexter is husband number three, with the previous one being abusive, it's clear Rita has not learned anything.
* Dexter. Dexter starts telling a story about the Trinity Killer to Cody's Little Sailors' group. The other "dad" there cuts him off when it starts sounding a little too disturbing for the kids.
* Dexter does this a lot in voice over, referring to his lack of emotional reactions. Of his adoptive sister, he says "I don't have feelings, but if I could have feelings, I would have them for Deb."
* Dexter does this as a deliberate ploy when he's caught by the Skinner, another serial killer, using his understanding of serial killers to his advantage. It works.
* Dexter does this in the fifth season when he has to track a wounded man in a warehouse. In areas when he loses the trail of blood, he just breaks out the luminol and tracks drops invisible to the naked eye.
* Dexter episode, after an... awkward moment with his girlfriend who had been abused by her ex-husband, and Dexter is also a serial killer and psychopath who has trouble with intimacy because he is unable to have human feelings, he says, "There's an elephant in the room and its name is sex."
* Dexter episode "Dex, Lies & Videotape", Deb impulsively hugs Lundy after he clears up a misunderstanding. He hugs her back. Then a crackling police radio reminds them that not only are they (at that point) platonic co-workers, they're in the middle of a crime scene.
* Dexter episode "Return to Sender", Dexter gets called to the scene of one of his own murders.
* Dexter escapes the Skinner in season 3 - rocking the table over to land on his hand.
* Dexter. Even the directors were kept in the dark, leading to a few instances where Olmos had to gently nudge them away from filming a scene in a way that the reveal wouldn't make sense.
* Dexter eventually convinces Gianna that he is, actually, a nice guy, despite their... less than auspicious meeting. When she says she just wants to be friends, he says he'd be OK with that... and this is what finally wins her over.
* Dexter featured a rooftop confrontation between Miguel and Dexter towards the climax of the season. It was only a confrontation, not really a fight... but it was a pretty awesome scene anyway.
* Dexter features a cop who is being investigated by Internal Affairs. The only other person on the squad who knows about the investigation can't help noticing that this officer has a very expensive watch and a car he couldn't afford on a

cop's salary.
* Dexter feels affection for children because of their innocence, since he himself lost his childhood innocence at a very young age. He also is very protective of them, and whatever else happens finds the idea of hurting a child repulsive.
* Dexter..." for every single episode, fits this trope due to pacing issues later in the series. For seasons that did not receive near-universal acclaim, a primary factor in determining whether a fan enjoyed it can often be whether the individual watched it week-to-week (thus exacerbating a slow start) or all at once (practically eliminating such problems).
* Dexter Grif may just be this according to Church, being the only member of the Red Team that the
* Dexter happened at the end of Season 6, these montages became more industry-standard — always including Dexter and Deb, with reminders of who else from Dexter's office had significant development that episode.
* Dexter has Doakes, who knows that Dexter is a serial killer, locked up in the Everglades.
* Dexter has had a long and very successful career catching serial killers. That would make a great tv show.
* Dexter has the Trinity Killer receive faint praise from his family on Thanksgiving. He catches on, which goes poorly for his family.
* Dexter have recently-hooked-up Angel and Laguerta about to use the elevator alone together when Masuka joins them.
* Dexter, Hector Estrada, the last guy left from the group who killed Dexter's mother, gets paroled from prison and Dexter pretends to be a criminal and approaches Estrada so he can get close enough to kill Estrada. Estrada agrees to talk business at a later date, but first requires Dexter to loudly and clearly state that Dexter isn't a cop. Dexter, who really isn't a cop but a forensic examiner, does so without hesitation. Even if he were, it wouldn't count for much, since Dexter's intent isn't to arrest him.
* Dexter: her antics go from amusing to dangerous, and she stops being charming and starts being scary.
* Dexter. Her husband and Debra's immediate superior, Angel, is disgusted with this action and decides himself to sleep on the couch.
* Dexter. Her own psychologist tries this excuse while suggesting that Debra's love for Dexter may be more than just sisterly, using this trope as a justification. She later fell in love with Dexter totally, which became a key plot point late season six onwards.
* Dexter. He's an absolute badass of a sergeant and very intimidating. He has a dark past — he was a ranger in special ops corps, but he's an honest cop.
* Dexter, he suggests a target that would be impossible to get to through his means — an Aryan Brotherhood leader in a maximum security prison, giving out kill orders to his gang on the outside — in the hopes that Prado will leave him alone. Instead, Miguel goes for the plan whole-hog, arranging for the victim to get transferred into county for testimony so Dexter can spring him and kill him. In retrospect, Dexter should have known that an Assistant District Attorney, especially one as popular as Prado, may have enough pull to do this.
* Dexter himself does this to mislead the agents investigating his own murders. In a twist, his attempt to mislead actually helps the FBI agent to narrow down the investigation to somebody within the police department. This is because Dexter sends them a 'manifesto' of his crimes that's all over the map, causing Agent Lundy to deduce that the perpetrator is personally familiar with police profiling and was hoping to send them on a wild goose chase.
* Dexter "Hop a Freighter" Dexter and Lumen are cuddling on the floor while planning how to abduct and kill Jordan Chase. They use Harrison's various stuffed animals and toys to represent Chase, bodyguards, etc. It manages to be both very sweet, and more than a little creepy.
* Dexter in any case, but his adoptive father Harry steered him in a "constructive" direction, and gave him pointers on how not to get caught.
* Dexter in April 2021, confirming the new season would air in the fall of 2021.

* Dexter in biodegradable trash bags and dumps into a strong ocean current. The victims then all appear to be missing persons cases and are rarely ever mentioned again. It helps that he's a blood-spatter analyst; it's his job to figure out other people's crimes, and he got training in the matter from his cop foster father.
* Dexter in each season. In the final season, however, Dexter's flaws finally catch up to him and he's portrayed as his own worst enemy, pushing him into becoming the villain of his own story.
* Dexter. In season 1, while pursuing the Ice Truck Killer, the Miami PD comes across a man named Neil Perry due to his having traffic tickets issued near the scenes of the Killer's kidnappings. The subversion comes because the man is actually a computer hacker who specifically planted those minor pieces of evidence in order to lead the police to himself. Therefore he could falsely confess for the killings and be famous.
* Dexter instead of letting them have a government-sponsored vacation at prison.
* Dexter is a serial killer who works for the police and gets fascinated with gruesome murders, especially in the first season.
* Dexter is a show that loves to have gruesome serial killer murder scenes juxtaposed against the beautiful Miami backdrop. In his inner monologue, Dexter muses that in bright daylight, even the most gruesome killings look staged.
* Dexter is depicted mooning in the title card for the infamous "Rude Removal" episode.
* Dexter is into crypto-taxidermy. Debra cites it as proof that he really is the killer, but Dex insists the real killer would find it pathetic.
* Dexter is the Bay Harbor Butcher, Dexter is given a protective detail since they assume the Butcher will come after him. He slips away from them by climbing out the window of his apartment.
* Dexter it's (loosely) based on), animals in general and dogs in particular can't tolerate the presence of the main character (a sociopathic serial killer). It's so bad that when he tried to keep a pet turtle it starved to death rather than come out of its shell when he fed it.
* Dexter: It takes several decades, but Dexter ultimately manages to track down and kill all the criminals who were responsible for his mother's murder by chainsaw (and, indirectly, Dexter's own obsession with murder), including the guy who wielded the weapon and the boss who ordered the hit.
* Dexter keeps blood sample slides of all his victims in his apartment, hidden in a box in his air conditioner. In the books, he keeps them on his
* Dexter, ketchup squirting across Dexter's breakfast plate is for a split second meant to make the viewer believe it's blood, at least for the first time watching, thanks to the show's gory subject matter.
* Dexter kills one of these guys in the very first episode of the series, a pastor and choir conductor who raped and murdered three young boys.
* Dexter Kyle Chutsky points out that "No one ever stops a man with a clipboard."
* Dexter later manages an accidental example when Doakes catches him at a Narcotics Anonymous meeting, which he was only attending as part of lie for his girlfriend. It gets Doakes off his case, at least for a while.
* Dexter, Lexi, Rita's babysitter from the season 2 finale was last seen frantic and blaming herself for falling asleep and losing the kids (Lila drugged her). She's never seen again, so common consensus is that she probably never stopped blaming herself.
* Dexter: Lieutenant Maria LaGuerta, a boss of Homicide, dates and has sex with her direct subordinate Sergeant Angel Battista in season 4. When it gets revealed, their superior Captain Matthews wants them to either break up or have Angel transferred to another department. They take a third option and get married.
* Dexter makes an exception to his "only kill killers" rule in order to kill a paedophile who is targeting his step-daughter, Astor.
* Dexter. Miguel really enjoys it and is eager to kill, but is not very good at vetting his targets. Miguel and Dexter eventually have a falling out when Miguel murders a victim who is not a criminal and has a personal, easily traced connection to Miguel.

* Dexter Morgan is the serial killer who hunts other serial killers to satisfy his Dark Passenger.
* Dexter murders women in their bathtubs. Eventually, he takes revenge on Dexter by killing Rita this way.
* Dexter, Neil Perry confessed to being the Ice Truck Killer because he wanted to be someone important.
* Dexter, not wanting to divulge the methods of his usual lifestyle, Dexter teaches Miguel Prado to dispose of bodies by burying them past the point of visibility within a to-be-used grave, intending them to be hidden beneath a new coffin.
* Dexter novels, after a couple of books which appeared to be non-magical crime stories, suddenly threw in literal Christian demons and tried to claim that Dexter was demonically possessed. This did not go down well with many of the fans.
* Dexter novels: Almost every crime scene where Dexter arrives has a vomiting cop nearby. Dexter is so used to the sight that he doesn't see anything out of the ordinary with it. He simply snarks about the mess and noise.
* Dexter novels, appeared as a police officer in the third season of the TV series.
* Dexter novels, it's Dexter's stepchildren who end up being "like him"... and he ends up teaching them the same code he was taught by his own father. As before, it's too early to tell with baby Lily Anne.
* Dexter" Of course, he never did learn exactly who or what Dexter really is...
* Dexter often hunts down killers who got off on a technicality, along with killers released from jail and ones the police never tracked down.
* Dexter of the season, was dead the whole time, and Travis, his accomplice and murderer, was imagining him and committing the murders he thought Gellar performed.
* Dexter one, but also because his "Dark Passenger" (a spirit with whom he shares his body) clues him in when he's on the right track.
* Dexter: One of the men from the group of rapists is a dentist. Though we never actually see his depravity show up in his work.
* Dexter over her deteriorating relationship causes her to behave erratically at work, which gets her removed and lets LaGuerta reclaim her position.
* Dexter. Problem is, Dex was already anticipating a rival killer's plot against him, and so he escapes his bonds and deals a fierce punch to Masuka's eye when his friend opens the trunk. Whoops.
* Dexter repeatedly discusses murdering people with Dexter in restaurants, at parties, over the phone, in the office, and pretty much everywhere. Yet no one ever overhears, nor do the characters seem to be concerned that anyone will hear them. Because having the characters go somewhere private every time they need to move the plot forward would take too much screen time.
* Dexter resulting in uneven pacing, and often underwhelming resolutions to its plotlines. When the eighth season concluded, a lot of people would recommend newbies to stop at season 4.
* Dexter, Rita is constantly craving chocolate pudding. When Dexter comes home to find her making more, he comments on it. Rita responds by freezing and then saying, "Oh, shit. I've done this before... I'm pregnant!"
* Dexter's a decent liar himself, but his victim in "An Inconvenient Lie"(2x03), a car salesman/murderer, lies so effortlessly that even Dexter is amazed and impressed.
* Dexter says this about the rude owner of a noisy dog who's been keeping his girlfriend awake at night. Of course, he says it in his head, so he's really only mollifying the Code of Harry.
* Dexter's fifth season, Lumen bangs on the side of the car's trunk when it stops at a red light. Unfortunately, the light changes, enabling her captor to speed off before the interested fruit vendor can properly investigate. But he does tell Debra of his suspicions that someone was in the trunk later, leading her to the villain's hideout.
* Dexter's first kill is of a homicidal nurse, who overdoses patients in her care that she considers being in too much pain to keep living.
* Dexter's fourth season features the Trinity Killer, who finishes out a cycle of ritual murders by bludgeoning a father to death with the claw end of a framing

hammer.
* Dexter's girlfriend Rita is an almost broken, extremely vulnerable woman because she was in an abusive relationship (her ex repeatedly raped her and beat her nearly to death). Once she gets more comfortable with touching and being touched again, she sometimes clutches her forehead on Dexter's to show her emotional support.
* Dexter. She eventually starts to get over her trauma and get her sex drive back, and with some work, they eventually manage to build a functioning sex life together because he does get inadvertently attached to her...and then his emotional life gets a shake-up courtesy of the Season One antagonist and his mind games. In the books it's implied the only reason he and Rita can have a sex life is that she's so damaged from her abusive ex-husband, she can't tell that he's not "doing it right".
* Dexter. She's a tough, foul-mouthed cop with a heart of gold and a lot to prove. Together, they fight crime (in their own special ways)!
* Dexter's Laboratory affectionate towards Dexter. She faints when errs even so slightly.
* Dexter's Laboratory, after Dexter and Mandark keep bickering while in their robot suits and fail to stop the meteors and save the Earth.
* Dexter's Laboratory: After receiving an "average" score on a test, Dexter renounces his genius image and searches his closet for "average" clothes. The newest outfit he owns prior to inventing his lab is a pink baby getup.
* Dexter's Laboratory After the Boy Band Virus is supposedly eliminated from the family, the camera cuts to Dexter's dad singing the band's infectious song in the shower.
* Dexter's Laboratory: "Ah, yes! Saturdays are made for dads! ...And Dad's car."
* Dexter's Laboratory: Aliens are generally evil. One episode featured alien parasites that took control of Dexter's family in an attempt to conquer Earth. Another episode had aliens come to Earth and steal Dexter's merchandise during a yard sale. One episode had aliens kidnap Dexter and his family so their leader could try and drain Dexter's intelligence. Most of the villains in the "Dial M For Monkey" sketches are also aliens.
* Dexter's Laboratory, a line of trendy jeans (a la Calvin Klein) bear the brand of the Puppet Pals.
* Dexter's Laboratory". Also, in "Decode of Honor", one of the tattoos shown at the parlor Dee Dee goes to is of a hand doing this.
* Dexter's Laboratory: Although shown only briefly, a few mechanical horses galloped along Dee-dee (who transformed into a horse after begging her brother to turn her into a pony) as part of a testing ground assessing the strengths of her new body.
* Dexter's Laboratory (and he has a memory erasing gun, so its more like they look stupid by comparison to their supergenius son.) Also, Dexter's father turns out to be a stunt biker when his job is finally revealed (up to then, he left every day dressed for an office job), making him much cooler and more competent than the typical example.
* Dexter's Laboratory, and then tearfully tells him that she regrets trying to change him.
* Dexter's Laboratory. Apparently they are so good that he spends a whole episode descending into madness trying to steal the muffins instead of waiting for them to cool.
* Dexter's Laboratory: Appropriately named "Dexter's Debt", Dexter finds himself saddled with a bill from NASA from having them monitor his lab that's worth 200 million dollars. The episode focuses on Dexter's frantic attempts to try and make enough money to pay off the bill before they appropriate his lab as compensation. In the end, Dee Dee wins a sweepstakes with the prize money being exactly what Dexter needs, but in exchange for letting Dexter use it to pay off the bill, Dexter has to turn over part of his lab over to her.
* Dexter's Laboratory are black and Asian respectively. They might even be a light parody of this trope.
* Dexter's Laboratory art. Same with Dexter and Dee Dee, though it appears less frequently than Dexter and his mother.

* Dexter's Laboratory As such, senility kicks in as he asks his sister to help him up on the living room couch.
* Dexter's Laboratory at Dee Dee's birthday party. It's undone at the end when Dee Dee takes up miming lessons to subdue his clowning around and causing destruction throughout the city, then taking him back to the lab to administer an antidote.
* Dexter's Laboratory. At one point, they go to a dance contest where the last couple standing wins. When the slow-dance situation crops up, Dad helps Mom through it by presenting her with her trademark yellow rubber gloves.
* Dexter's Laboratory, at school nonetheless. He then has to make his way home, covering himself with a book.
* Dexter's Laboratory. At the episode's end, he goes back to the same house to watch the game with Barney.
* Dexter's Laboratory, both Dexter and Dee Dee are punished by being sent to spend the evening in each other's respective rooms. Dexter worries that Dee Dee will wreck his lab like she always does and tries to investigate by making a stealth suit. Turns out Dee Dee took a nap for the entire punishment, and Dexter wrecked Dee Dee's room trying to make the suit. He's sent out to the doghouse, where he comments that at least he knows the dog won't wreck his lap. Cut to the dog doing exactly that.
* Dexter's Laboratory by the background music that plays. "Go, Dexter Family go!"
* Dexter's Laboratory cartoon series, complete with silent characters, jazz music, and DeeDee doing the panther's unique walk.
* Dexter's Laboratory, complete with Monkey stripping himself and preparing primitive traps to defeat the hunter.
* Dexter's Laboratory convention, but end up at a doll collectors convention instead.
* Dexter's Laboratory could hear it. When we zoom back in, we see that he embedded the TV in the wall.
* Dexter's Laboratory, Dad talks about how he hasn't seen DeeDee since that terrible racing accident...as she sits there at the breakfast table, desperately trying (and failing) to get his attention. At the end of the episode, he finally "finds" her:
* Dexter's Laboratory. Dee Dee is energetic and imaginative while her little brother is quiet and intellectual.
* Dexter's Laboratory: Dee Dee's imaginary friend Koosalagoopagoop has been branded a pedophile by some after a scene where he forcibly shoves a Pepe Wrap into Dexter's mouth.
* Dexter's Laboratory, Dee Dee steals Dexter's glasses and then drops them on the floor for everybody to step on, by the time he finds them the lenses are completely cracked.
* Dexter's Laboratory Dee Dee to cure her cold, but ends up in the dog instead, which he doesn't notice. At one point, the dog is seen drinking water from the toilet, which makes Dexter believe Dee Dee is infected with a dog virus.
* Dexter's Laboratory Dee Dee was given to a trio of visiting aliens by Dexter, but after Dexter changed his mind and went to rescue her, the aliens were more than happy to give her up, since she caused so much havoc on their ship.
* Dexter's Laboratory depicted the girl's room as a huge meadow. He escapes by taking a Barbie doll hostage.
* Dexter's Laboratory, despite his age, almost exemplifies this trope.
* Dexter's Laboratory. Dexter accidentally pulls the moon out of orbit, which causes it to fall on his house and crush his lab, burning his clothes in the process. Deedee comes in a few seconds later and sees her brother's backside, and tells her mother that Dexter is mooning her. All the while the moon itself is still clearly visible in the background.
* Dexter's Laboratory, Dexter and Dee Dee suspect their parents. It turns out they were playing Scrabble.
* Dexter's Laboratory: Dexter and Dee have fights and arguments that almost always result in mishap and mayhem.
* Dexter's Laboratory Dexter and Mandark fall down a hole and partway through take

the time to scowl at each other.
* Dexter's Laboratory. Dexter exchanges the atomic power he was looking after with a doll, and it still doesn't stop a giant yarn ball from coming after him. It's only stopped by the doorway of Dexter's room.
* Dexter's Laboratory: Dexter has a crush on his teenage babysitter in one episode, and it didn't end well when he aged up, making the result… not so great, and a punch to the face by her boyfriend!
* Dexter's Laboratory, Dexter is sent to live with an Amish family whose main recreation is churning. DeeDee, his dippy older sister, quite prefers the recreational value of using a butter churn to other, more boring pursuits (like Space Camp).
* Dexter's Laboratory, Dexter makes a hair tonic for Dee Dee after she accidentally cuts off one of her pigtails. Despite repeated warnings to use only one drop, Dee Dee uses the entire bottle. Three guesses what happens next.
* Dexter's Laboratory, Dexter modifies his taste buds so he likes vegetables more, but ends up having the effect of him getting huge cravings of them. At school, they get a visit from "Mr. Dancing Carrot", a guy dressed in a carrot costume that sings about eating your veggies. Dexter ends up getting hungry and bites him.
* Dexter's Laboratory, Dexter once invented a pill that allowed a dog to talk, only to find that it didn't make much more sense in English; a double subversion because when the dog's owner comes to pick him up, his human English sounds like the dog's translated dog-language.
* Dexter's Laboratory, Dexter requests a peanut butter and bologna sandwich for lunch.
* Dexter's Laboratory: Dexter's Dad gets a couple of these at the end of "Average Joe".
* Dexter's Laboratory, Dexter's dad tries to teach him how to do sports, but is always thwarted by Dee Dee. Not that Dexter's dad is athletic, but his interests goes that way.
* Dexter's Laboratory: Dexter's mom (OK, his whole family) participates in two episodes. Go, Dexter's family, go!
* Dexter's Laboratory: Dexter's nakedness including him in his underwear is kind of funny in some episodes.
* Dexter's Laboratory, Dexter's school teacher, Miss Wimple, blows a kiss to Dexter, which hits him on the cheek, leaving an A+ mark.
* Dexter's Laboratory, Dexter tries to keep himself clean by laminating himself. Unfortunately, he slips and slides all over the room and breaks everything. At first, it seems his mother's going to yell at him for making such a mess, but she's really happy he's finally clean.
* Dexter's Laboratory, Dexter works on experiment that causes the whole house to tremble while his parents are making out on the couch:
* Dexter's Laboratory does one in "DeeDee and the Man", when Dexter "fires" DeeDee and is looking for a replacement "spastic sister" (at one point interviewing a manic nun: "They asked for a spastic sister, and who did you get? Nun other than me! Get it? 'Nun' other?").
* Dexter's Laboratory episode begins with Dexter entering his lab by dropping in through a tube and landing next to a chair. He drags it into its proper place, muttering about Dee Dee moving it again.
* Dexter's Laboratory episode "Catch of the Day" is about Dexter's father taking him fishing, though the focus of the episode seems to be about getting to the pond before dawn.
* Dexter's Laboratory episode "Coupon for Crazyness", Dexter trades places with a goofy, hyperactive look-alike named Dextor who has scientist parents. He switches back when he tires of the cold, clinical parenting style of Dextor's parents.
* Dexter's Laboratory episode "D2", Dexter and Dee Dee do this throughout the episode taking Dexter's brains and Dee Dee's stature to their advantage.
* Dexter's Laboratory episode "Dee Dee and the Man," Dexter finally gets Dee Dee out of his lab for good by firing her in her role as his sister. However, without Dee Dee sneaking into his lab anymore and causing havoc for him to stop, Dexter

quickly finds himself growing from elated and happy to depressed and bored, and by the end of the episode, Dee Dee has her rightful place restored.
* Dexter's Laboratory episode "Deedee-locks and the Ness Monster". Dexter is told to read Dee Dee a bedtime story while she's ill. However she gets bored and makes up her own fairy tale, featuring a girl called Dee Dee Locks having adventures with a three-headed creature known as the Ness Monster.
* Dexter's Laboratory episode "Dexter and Computress Get Mandark" was based on a story written by a kid who submitted a story for the show and he himself narrated the episode.
* Dexter's Laboratory episode "Dexter Dodgeball", Dexter is forced to participate in school gym class and therefore becomes the target of bullies in a match of dodgeball. After several days suffering abuse, he finally invents something to assist him in defeating them. Cut to a CMoA, when Dexter utters the phrase after not flinching when balls get thrown at him.
* Dexter's Laboratory episode, Dexter launched a tractor rocket that moves the moon so he will gain strength from the rays of Saturn. But suddenly, the rocket gets broken so the moon will come crashing down into Earth, wreaking havoc by rolling across the city and then his laboratory.
* Dexter's Laboratory episode "Dexter's Assistant", Dexter puts a new brain in Dee Dee's head so she'll be smart enough to help him with his science experiment. Bizarrely, this makes her smarter without changing her memories or identity, and it's never explained where the brain came from.
* Dexter's Laboratory episode "Dexter's Wacky Races" has Mandark in the Dick Dastardly role with the show's other cast members (including Monkey, Agent Honeydew and the Justice Friends) as the other racers.
* Dexter's Laboratory episode "Dimwit Dexter" shows that while Dexter is overworking himself, we see his brain being represented as a nuclear plant whose core is about to have a meltdown. The men inside initiate a temporary shutdown so the core can cool off, which turns Dexter into an idiot, and then they turn the plant back on at the end.
* Dexter's Laboratory episode "Dollhouse Drama," Dexter's sister Dee Dee loves to play tea party and dress up. Dexter, being a paranoid and suspicious sort, is dubious that she hasn't invaded his lab once in this particular day. He shrinks down to go in her room and spy on her. Dee Dee works him into her doll house soap opera, and because the shrink ray has the side effect of confusing reality with fantasy, Dexter soon believes everything in the setting to be real.
* Dexter's Laboratory episode, "Dyno-Myte", most everything that Dyno Mutt says is a pun.
* Dexter's Laboratory episode ends with Dexter dismissing Computer with "Oh, shut up and make me a sandwich." After getting shot with a laser, Dexter becomes a sandwich.
* Dexter's Laboratory episode featured Dexter freaking out due to a lunch lady's rather unsightly mole, and of course it happens on the day when a failed experiment was causing him to broadcast his thoughts to everyone.
* Dexter's Laboratory episode "Go, Dexter Family! Go!" had Dexter's Mom defeat a giant alien by unraveling his robe, resulting in his minions pointing and laughing at his nude body.
* Dexter's Laboratory episode "Got Your Goat," Dee-Dee and Dexter travel to the jungles of Central America searching for the Chupacabra. They encounter some angry locals who accuse them of being poachers, but Dee-Dee thinks they're asking if she and Dexter are thirsty. She tries to respond yes, and ends up babbling "I enjoy hamburgers and trousers, but I prefer green balloons!" in Spanish.
* Dexter's Laboratory episode "Mom and Jerry", Dexter accidentally swaps bodies with a mouse and ends up getting chased by his mother. At one point he tries to distract her by dropping decorative plates off a shelf, forcing her to catch them.
* Dexter's Laboratory episode "Now That's a Stretch" has Dee Dee blowing two head-sized bubble gum bubbles while sitting on the couch as Dexter looks on. Both bubbles burst, with the first pop leaving Dee Dee's face covered in gum and the second one having her whole head covered in popped gum.

* Dexter's Laboratory episode "Repairanoid", Dexter sends out a fly bot to find out why his lights are flickering. The electrician sees the fly but assumed it to be a ordinary fly and squashes it.
* Dexter's Laboratory episode "sdrawkcaB" has Dexter inventing a belt that makes its wearer go forward and backwards by pulling a lever that controls the time. Dee Dee ends up using it on Dexter, but he gets back at her at the end by having her wear the belt while she fell up and down from a high place.
* Dexter's Laboratory episode "Sdrawkcab" shows Dexter building a device that causes this in his actual life. Dee Dee gets him in trouble playing with it, then Dexter takes revenge by making her fall on her bottom repeatedly by reversing the moment and replaying it, over and over.
* Dexter's Laboratory episode "Shoo, Shoe Gnomes", this turns out to be the only way to get rid of the cobbler gnomes that have moved into Dexter's lab.
* Dexter's Laboratory episode "Sports a Poppin", has Dexter's dad trying to teach Dexter to be more athletic. While Dexter fails at traditional sports he demonstrates great athleticism at the end of the episode when fighting a giant monster outside his Dad's field of view.
* Dexter's Laboratory episode "Sports a Poppin'" has Dexter's father try to teach Dexter a sport—any sport. Dexter winds up either misinterpreting the rules or fails miserably at it, and his father is forced to give up and retreat to the TV, thus missing Dexter using all the sports gears in an attempt to contain the monster that escaped the lab.
* Dexter's Laboratory episode "The Big Cheese", Dexter is rendered incapable of saying anything besides the phrase "Omelette du fromage", and Dee Dee keeps mocking him by singing: "That's all you can saaaay, that's all you can saaay!"
* Dexter's Laboratory episode "The Laughing", Dexter uses one when he turns into a were-clown.
* Dexter's Laboratory episode "The Parrot Trap", Dexter creates a robot-parrot to keep around the lab, largely to hear it mimic his bragging and self-praise ("Dexter is the most brilliant mind in the entire universe!"). It backfires in short order when the parrot begins to mimic Deedee, then escapes the lab and threatens to blab about it to Dexter's parents.
* Dexter's Laboratory episode where Dee Dee reveals she has hair long enough to help her and her friends climb out of a monster's stomach when he eats them.
* Dexter's Laboratory (especially since he is saying "omelette with cheese") and the on-screen appearances of the words are not corrected.
* Dexter's Laboratory for dinner and another where he attempts to hypnotize Dexter, the kids catch him and send him to his room. He even lampshades it.
* Dexter's Laboratory from 2008-2012, then you could've seen the latter series as a standalone program.
* Dexter's Laboratory good dancer. She can dodge lasers while doing ballet!
* Dexter's Laboratory, "Got Your Goat": When Dexter realizes the chupacabra is really one of his escaped experiments, he rushes to pick up "Charlie", with Dee Dee tagging along to act as an interpreter. Once they arrive in Central America, they run into some surly locals who accuse them of being poachers. Dee Dee, whose grasp of Spanish is really rather lacking, thinks they're asking them if they're thirsty, and in trying to tell them "yes we are", says "I enjoy hamburgers and trousers, but I really like green balloons!"
* Dexter's Laboratory had a character in the episode "The Bus Boy" where Dexter's pencil is knocked into the uninhabited, dark back of the bus. A German boy in lederhosen is one of the kids to describe their account of why they fear to go back there. His story involved him dancing around eating food and lamenting how good it was.
* Dexter's Laboratory had a humorous variant where Dexter gave himself a waxen "handsome" face to look good. He grew so vain with the lighting in his picture that the face melted off under the heat of the lamps.
* Dexter's Laboratory had an episode showing how the parents met when the mom was a germaphobe and the dad was a dirty slob. This also shows how she got her yellow gloves, which he gave to her so they can touch.

* Dexter's Laboratory had an episode such as this, in which Dee Dee was the monster.
* Dexter's Laboratory had an episode that claims Dexter had created it as a little reptilian monster that he named Charlie to scare off Dee Dee from his lab, but he had escaped to Mexico and started attacking goats ("I never said it was a completely successful experiment").
* Dexter's Laboratory had Dexter cutting wires in one of his inventions, with help from a now genius Dee-Dee. While he goes to cut the wires she hints they are wrong until they get to the last one, which Dexter states has to be correct via process of elimination and cuts it. It's wrong. Dee-Dee then reveals they were all the wrong wires.
* Dexter's Laboratory had this to an extent. In an example, Dexter, his dad, and Deedee are happy to do it to give Mom the day off. Unfortunately, they're so horribly inept at it that the only thing stopping Dexter's mom from intervening is the fact that she doesn't have her gloves, and she's a massive germophobe without them.
* Dexter's Laboratory has a scene where Dexter's hair is on fire, made all the more hilarious by him running around in a circle screaming "MY HAIR IS ON FIRE! MY HAIR IS ON FIRE! MY HAIR IS ON FIRE!"
* Dexter's Laboratory has Dexter accidentally being mixed up with the son of two strict scientists. At first Dexter loves living with them, until their cold, sterile approach to child rearing gets on his nerves. The line comes when they serve him vitamin pills and chewable juice for breakfast.
* Dexter's Laboratory has Dexter and two of his friends as Kirk, Spock and McCoy expys (Irk, Spork and McBoy, respectively), going to a Star Trek expy ("Star Check") convention. (They unfortunately get stuck at a Barbie expy Con instead.)
* Dexter's Laboratory has Dexter's family, who are not the most stable people:
* Dexter's Laboratory has gone back to studying hard, much to his annoyance, so he stages up a massive party that gets him booted.
* Dexter's Laboratory has Major Glory making his friends scramble to impress his jingoistic Uncle Sam, only to discover his uncle has mellowed into a hippie to avoid high blood pressure.
* Dexter's Laboratory Has one of these in the episode "Hamhocks and Armlocks." Their waitress is a chain smoking woman named Midge. She even has a bad perm to complete the stereotypical Greasy Spoon look. The restaurant is devoid of menus and only has three options when it comes to food: Hamburgers, Hammhocks, and Ham Sandwiches. Despite the family asking for hamburgers, Midge refuses to bring them any. Dexter's father then asks for Ham Sandwiches and she responds by saying "Trust me, you don't want em'". She then orders Hamhocks for the entire family. Not surprisingly, the climax of the episode deals with Dexter's Dad being challenged to an arm wrestling match by a man named "Earl" for making him lose.
* Dexter's Laboratory has simple comedic plots similar to old Fleischer and Disney cartoons, with episodes like "Fantastic Boyage", "The Continuum of Cartoon Fools", and "Last But Not Beast" as examples.
* Dexter's Laboratory have interesting pairs of footwear. Dexter has his black boots that tend to make a scratching noise when he walks. DeeDee has her pink ballet shoes which usually make a squishing sound when she walks.
* Dexter's Laboratory, having elevated this to an art form and having "What does this button do?" as her catchphrase.
* Dexter's Laboratory having one too, which she uses to scold them with.
* Dexter's Laboratory he blows the TV partially through the wall. Right after his dad told him to "Let 'er rip."
* Dexter's Laboratory. He eventually earns himself a spot on the Justice Friends... as the team's personal handyman.
* Dexter's Laboratory, he irradiates a spider so he can be bitten by it. Unfortunately, he kills it and has to bring it back to life via a tiny spider-sized set of defibrillator paddles.
* Dexter's Laboratory: He may have been called "Mr. Astronomonov", but his parents named him "Susan." We know him by a different name: Mandark.

* Dexter's Laboratory. Hence, Rasslor is impressed and doesn't destroy the Earth.
* Dexter's Laboratory" Her nearly suicidal behaviour around Dexter's inventions is a constant source of drama in the series.
* Dexter's Laboratory, his Dad wouldn't hire cable TV, which prompted Dex into building a satellite that (illegally) brought extra channels. When the authorities learned about the fact, they blamed and arrested Dad. When Dexter's Mom went to the precinct where Dad was taken to, she was told he could have left hours ago. Dad was then shown enjoying his cell's TV.
* Dexter's Laboratory: In "Chess Mom", Dexter competes in a chess tournament. His mother loudly cheers for him, but everybody tells her to be quiet so the players can concentrate. She doesn't get it and keeps cheering louder and louder until she is kicked out of the building.
* Dexter's Laboratory: In "Dexter's Wacky Races", Dexter's Dad shows off the modifications he made to his car to make it go faster, including partially dismantling it. A variation in that reality kicks in before it's pointed out.
* Dexter's Laboratory: In "Framed," Dee Dee steals Dexter's glasses and mocks him with them while the two kids are on the bus to school. Later on, after he retrieves his broken specs from the floor of the bus, he lets another girl try them on when she compliments him on them.
* Dexter's Laboratory in Japan, a group of attack ships commanded by Agent Honeydew appears and attacks it. She orders the ships to use Attack Pattern Omega.
* Dexter's Laboratory (in particular, famous for their honesty) and walk off arms-over-shoulders to have a friendly conversation.
* Dexter's Laboratory: In the episode "Fantastic Boyage," Dexter went into his pet dog to get rid of a disease.
* Dexter's Laboratory in the episode "The Continuum of Cartoon Fools" does this to one of the transportation remote controls that Dee Dee got a hand on after using it to enter Dexter's lab. When he uses the spare one to transport back to his lab, he stomps on that one as well.
* Dexter's Laboratory: In the episode "The Old Switcharooms" Dexter's father makes him and Dee Dee stay in each other's rooms as punishment for running into him (causing his bowling trophy to break). Later Dad confines Dexter to the doghouse, leaving him to worry about the fate of his lab.
* Dexter's Laboratory: In "The Laughing" a single, comically tall clown comes out of a comically undersized clown car at Dee Dee's birthday party.
* Dexter's Laboratory: In "The Laughing" Dee Dee stops Dexter, who has turned into a "were-clown", by taking mime classes and using what she learned to "trap" Clown Dexter in an invisible box.
* Dexter's Laboratory involved Dexter concocting a special piece of bubble gum in his lab after losing a bubble gum blowing contest with his sister, Dee Dee. He tries to demonstrate the power of his new gum to Dee Dee and her friends—but his huge bubble bursts and covers most of the last panel (characters and scenery alike) in gum.
* Dexter's Laboratory is a little light on the flatware, but even so he occasionally carries around a beaker. More often, he can be seen endlessly turning a nut with a wrench, against a background of computer banks, et al.
* Dexter's Laboratory is by no means "Mr. Popular" and is obviously cut off by everyone around him, his family included, mostly due to his vast intellect. He also mistakenly gets into trouble that are beyond his contol or he didn't do in the first place.
* Dexter's Laboratory is generally a revered cartoon, the episode "Nuclear Confusion" is only remembered for the minor appearance of the Touchy-Feely neighbor lady and the scene where she bends over to pick up a cookie she dropped to show the next clue printed on her large tush.
* Dexter's Laboratory is naive enough to believe him for most of the story. (Of course, Dee Dee isn't all too bright.)
* Dexter's Laboratory, is the only main character who knows of Dexter's Lab besides Dexter himself. Others include Dee Dee's friends, Mee Mee and Lee Lee, and Mandark, who has a lab of his own (though not a secret one, since his constructions dwarf

his house).
* Dexter's Laboratory is the only voice role for Allison Moore, who was a college friend of series creator, Genndy Tartakovsky. She only voiced the character in the first season, but briefly came back several seasons later when her replacement Kathryn Cressida (who has done some other voice work) was unavailable.
* Dexter's Laboratory it was parodied with Dexter and Dee Dee getting simultaneous ideas. Dexter's was represented by two atoms undergoing fusion and producing light. Dee Dee's was represented by two rocks banging together and making fire. Of course, since the previous is a natural process, while the latter represents one of the first ideas from which all science descends...guess which plan turned out better?
* Dexter's Laboratory keep his titular lab a secret from his parents and most other characters; a recurring exception is Dee Dee (since she breaks through security every time)..
* Dexter's Laboratory loved this one, naming it the "suit up" sequence which made DeeDee squeal with glee whenever it happened.
* Dexter's Laboratory, Magmanamus, a giant magma monster that lives in the center of earth, pounds the ceiling of its room with a broom to get the people on the surface to keep it down so he can sleep. When it doesn't work, he goes upstairs.
* Dexter's Laboratory (Mainly Seasons 1 and 2, the revival was ran by CNS but the animation was still thick lined, if to a slightly lesser extent)
* Dexter's Laboratory, Major Glory doesn't even wear those yet he does in "Members Only", this was never explained.
* Dexter's Laboratory manage to seal it off completely... but locked himself out in the process.
* Dexter's Laboratory, Mandark, abducts Dexter's mother and imprisons her in a suspended animation tank, where she is a state of blissful slumber, being completely unaware of what was occurring. She wakes up after hearing Dad say that Mandark "Missed a spot," and breaks out of her prison to clean up the spot. Strangely, she seems to be unaware of her kidnapping as she never questioned what happened to her.
* Dexter's Laboratory, Mandark's hippy-dippy parents gave him the name Susan.
* Dexter's Laboratory: Mandark's Lab? is called "Dee Dee's Dance Off". It's a rhythm game where Dexter must copy his sister's dance moves and beat her.
* Dexter's Laboratory — Mee Mee and Lee Lee (Dee Dee's friends) wear green and purple versions of her outfit.
* Dexter's Laboratory nun as one of the potential replacements for Dee Dee.
* Dexter's Laboratory off. After a restaurant owner helps them out, they make it home before dinner by getting delivered there in oyster pail boxes.
* Dexter's Laboratory or having an overly dramatic reaction to his situation, and his older dumber sister Dee Dee walking away smiling. There's even an episode dedicated to the parallels between this show and Wile E. Coyote and Road Runner. Dexter does tend to win against his dramatic rival Mandark however, and may even beat Mandark and lose to Dee Dee at the same time.
* Dexter's Laboratory pulls a similar joke when Dee Dee is, of course, left standing next to a button unattended.
* Dexter's Laboratory qualifies owing to her innocent naivety and girly nature.
* Dexter's Laboratory. Rolled-up newspapers were used as sword analogues, complete with a failed ninja committing seppuku at the end by whacking himself in the face.
* Dexter's Laboratory room apart, she spends most of the time napping. Dexter ends up having to switch living quarters with the dog as punishment. The dog, you guessed it, completely trashes the lab when Dexter doesn't even suspect it.
* Dexter's Laboratory, Santa Claus defends his sleigh from Dexter's homing missiles by throwing several presents at it, causing the missile to hit the gifts instead and explode harmlessly in the sky. Unfortunately for Dexter, these happened to be his sister Dee Dee's presents.
* Dexter's Laboratory segment "Dial M for Monkey" in the banned episode "Barbequor", where Barbequor and his herald the Silver Spooner attacked the Earth while Monkey was having a birthday party thrown for him by the other heroes, who kept trying to stop Monkey from fighting them so he could enjoy his birthday while

they try (and fail) to handle it themselves. Even after saving the day, Monkey doesn't get to enjoy his birthday because he then has to give The Infraggable Krunk a ride home and is having a hard time accomplishing the task because Krunk can't remember where he lives.
* Dexter's Laboratory. She calls out "Honey, our refrigerator is running!", to which Dad upstairs answers cheerfully "And we've got Prince Albert in the can!" (At which point a literal prince emerges from the toilet.)
* Dexter's Laboratory. She goes from all saggy and pathetic-looking to made up and perfect on drinking her first cup.
* Dexter's Laboratory. She's older than Dexter, but acts more like a little girl.
* Dexter's Laboratory short "Dial M For Monkey" has the supervillain Simian who invites Monkey to dine with him and proceeds to seduce him to help him destroy the human race.
* Dexter's Laboratory short "Dimwit Dexter", Dexter fries his brain from over-work and temporarily becomes stupid, and the neighborhood kids egg him on to do all sorts of ridiculous things. Unfortunately for Dexter, his intelligence returns right after he kisses a duck's butt.
* Dexter's Laboratory short "The Big Sister", Dee Dee becomes a giant, yet she is able to strip Dexter to his underwear as if he were a doll.
* Dexter's Laboratory shows how Dexter has a thinly-veiled robotic clone on standby, just in case his mom enters his room. Of course, it works just fine. A thinly-veiled robotic clone that is apparently only capable of saying the words "Hello, Mother" over and over. Again, it works just fine.
* Dexter's Laboratory singing a lawyer-friendly rendition of the theme. We then soon learn that the woman singing was Dexter's Mom, as his two friends look on bemused and entertained while he looks mortified.
* Dexter's Laboratory so he can smash Dexter's lab. Dexter retaliates by likewise animating the Lincoln head and they clash...until the two Presidents find common ground in their legendary honesty, stop fighting, and walk off together chatting amicably.
* Dexter's Laboratory so that all three of them can attack him together as a group) until the parasites abandon ship, after which Dexter immediately stomps the aliens flat, killing them. Afterwards, his parents and Dee Dee don't recall any of what happened, though they don't feel particularly well after the beating they received as they all lie in bed together.
* Dexter's Laboratory steps on a small puddle and completely shorts out.
* Dexter's Laboratory-style game. Two of his friends are the knight and ranger, while his Asian friend is a wizard.
* Dexter's Laboratory tends to have this happen with Dexter and Mandark as both geniuses will build something spectacular and once it breaks down, they dump it and build something else to replace it. It's not that they don't know how to fix it, it's that their egos demand something bigger and better to replace it.
* Dexter's Laboratory territory. Naturally, this is all completely accurate.
* Dexter's Laboratory that the parents are, in fact, playing Scrabble, but the kids naturally assume they're listening to the breakdown of their parents' marriage.
* Dexter's Laboratory that they were the ones to save the world, thus dooming themselves into repeating the actions they did in the movie. The 'main' Dexter is excused because this is his first time experiencing it, and technically the oldest one can be excused on the grounds of senility.
* Dexter's Laboratory the Cold War ended, but it's also worth remembering that Genndy Tartakovsky was born in the USSR.
* Dexter's Laboratory: The hyperactive Dee Dee usually sabotages Dexter's experiments and destroys his lab but she does so out of ignorant curiosity rather than malicious intent.
* Dexter's Laboratory, the Justice Friends say this after Rasslor's big melodramatic speech.
* Dexter's Laboratory. The last thing on his list is telling his parents about his secret lab. Just before he can tell them, he breaks wind with enough force to embed the television (which he was standing in front of) into the wall.

* Dexter's Laboratory: "The Laughing" - A clown takes a hard fall, knocking his false teeth loose. They go flying across the yard and bite Dexter, turning him into a were-clown.
* Dexter's Laboratory". The majority of his experiments have no conceivable practical use, and he seemingly never intends for them to leave his private underground lab in any case. He performs them because, darn it, SCIENCE!
* Dexter's Laboratory: There's Dexter's lab monkey, who moonlights as a superhero and stars in his own spinoff short series Dial M For Monkey. He still isn't able to communicate with anything but grunts and shrieks, though.
* Dexter's Laboratory. There's the episode where Dexter's Mom bakes some muffins and Dexter has to prevent his dad from eating them (apparently, he's a "muffomaniac" and Mom even says that he only married her because of her muffins). Dad starts to hallucinate that's he's in a land of muffins and is crowned king. All in all, it was a very bizarre episode.
* Dexter's Laboratory: The title card for "Dexter Detention" features mugshot photos of Dexter.
* Dexter's Laboratory, the titular character is shown in the episode "A Boy and His Bug" to own a genetically-enhanced termite that eats metal instead of wood, especially the metal scraps left over from when Dee Dee destroys his lab.
* Dexter's Laboratory. This happens to Dexter after Dee Dee has him running around for an entire episode to find an item of his. He devises an elaborate plot to hide one of her own items, but she just searches her room and immediately finds it.
* Dexter's Laboratory: This is most relevant in the end of Season 2, Episode 32, Part 3: "Dexter Detention."
* Dexter's Laboratory, though how underground the lab is isn't really gone into, mostly due to physical impossibility.
* Dexter's Laboratory throughout the episode) has hooked Darbie to a medical device and he tells them to be quiet so she can "sleep", causing both to slowly walk out with disturbed expressions.
* Dexter's Laboratory to annoying levels, Dee Dee is cheerfully well-meaning and adores her brother no matter what.
* Dexter's Laboratory to Dee Dee begging Dexter for help, which involves her repeatedly shouting "You gotta!" and Dexter replying "No! Shut up."
* Dexter's Laboratory to Dexter as he refuses to stop to give ice cream to him.
* Dexter's Laboratory to lose it at Executive!Mandark after years of abuse and proceeds to kick the shit out of him.
* Dexter's Laboratory to the Cabbage Patch Kids Snacktime Doll (which has its own section), a doll that ate plastic food through a motorized mouth, but was recalled when it started biting chunks out of kids' fingers and ripping their hair out.
* Dexter's Laboratory. Unfortunately, nothing seems to work and, not only was it only a test, it was so long, that he missed an epic fight scene.
* Dexter's Laboratory (unless you count him taking down a cruel boss at the photo lab).
* Dexter's Laboratory: Val Hallen of the Justice Friends, in a one-off gag involving an X-ray.
* Dexter's Laboratory wanted to focus on changing a few voices around), but Cartoon Network discovered that viewers preferred Kat Cressida, so she returned for the fourth and final season at the behest of Cartoon Network.
* Dexter's Laboratory, was born in the Soviet Union himself, and has stated that Dexter's accent was based on his own from his childhood.
* Dexter's Laboratory, when a gang of villains smashes inside of a mall and a small piece of debris bounces off Dee Dee's head, mildly distracting her.
* Dexter's Laboratory, when Deedee and Dexter get turned into monsters, they both call their attacks when fighting each other.
* Dexter's Laboratory when Dexter (in the mouse's body) ends up in the kitchen, causing his mother to freak out and start trying to chase him out of the house.
* Dexter's Laboratory, when Krunk has a piece of potato chip lodged in his tooth and Major Glory refuses to let him go see a dentist. After watching Krunk be subjected to various unpleasant and unsuccessful methods to correct the problem,

Valhallen simply takes him to the dentist, where the chip is removed painlessly in a few seconds. Played straight when Major Glory is forced to go to the dentist himself at the end of the episode, but only because he refused to go to regular check ups and thus had lots of cavities.
* Dexter's Laboratory when Mandark develops a crush on DeeDee. Dexter encourages this, because it means his sister will be wreaking destructive havoc on Mandark's lab instead of Dexter's.
* Dexter's Laboratory: When Mandark first lays eyes on DeeDee, his vision of her is having sparkling, almond-shaped eyes with a captivating gaze; her blonde hair shining like actual gold; and leaving a trail of sparkling fairy dust in her wake as she gracefully passes him by.
* Dexter's Laboratory when Monkey convinced him to embrace his primate instincts.
* Dexter's Laboratory, where Dexter and Dee Dee end up in each others' bodies at the episode's conclusion.
* Dexter's Laboratory where Dexter comes home all worried about having to take his mother to see the principal. Dee Dee spends the entire episode wondering "Whadja do? Whadja do?" until Dexter transforms her into a copy of his mother, and takes her to the appointment, allowing her to find out from a tearful principal that Dexter got an A-minus on his last test. Of course, she immediately proceeds to go ballistic ("A lousy A-minus!?"). Then Dexter tells Dee Dee that if she were going to bother him so much about it, they should never have gone through the trouble of turning her into their mother.
* Dexter's Laboratory where Dexter has to combat an alien life form that's possessed all his family members, he uses one of his self-manned robot inventions that he used previously to combat a group of bullies harassing him with dodge-balls even stating "I haven't used this baby since that whole dodge-ball incident".
* Dexter's Laboratory where Dexter tried to give himself various superpowers but ended up with unintended side effects. When he gave himself super speed, he could run around the world in an instant, but when he tried to stop he ended up skidding all the way around the world again.
* Dexter's Laboratory, where one of Dexter's test animals is secretly a super-powered crime fighter.
* Dexter's Laboratory, which he allows to keep, and Dexter is relieved.
* Dexter's Laboratory who's just a human head on a mechanical bird body) makes his big entrance.
* Dexter's Laboratory with one of his inventions, but thanks to Dee Dee messing around with it she became a very exaggerated baritone. While she didn't get into the school choir, it worked out for her in the end; she joined a Barbershop Quartet instead.
* Dexter's Laboratory worked only on a couple episodes "Chicken Scratch" and "Comedy of Feathers".
* Dexter's M.O. in the books. Plus some fishing wire to the throat. Ouch...
* Dexter's morning routine, shown in extreme close-up and shot to be reminiscent with his hack-n-slash murders.
* Dexter's mother may be one of the more obvious examples; her obsession with cleanliness goes beyond what is healthy. A couple of episodes confirm that she has mysophobia, fear of germs and dirt, to the extent that she actually sought out psychological treatment when she was younger as depicted in the
* Dexter: Special Agent Frank Lundy cooks dinner for Debra, a much younger detective who is part of their joint task force. Adorably, he asks her brother Dexter about her food preferences. He barely starts though because they find each other too irresistible and initiate sex. Later, he's seen offering her a piece of lox in the office, to which she replies, "Gross."
* Dexter spends an episode trying to gain superpowers through experimentation, and runs into the same it-doesn't-work-if-you-do-it-on-purpose problem. In the end, he gives up in frustration. Then Dee Dee waltzes into the lab, spills chemicals on herself, and gains super powers.
* Dexter starts with the death of a semi-innocent man due to this trope.
* Dexter suffered this a couple of times. The first 2 episodes of season 2 and 4,

along with the last 2 episodes of season 2, where leaked before their original airing.
* Dexter's victims' bodies being discovered. Miami Metro Homicide names the mysterious serial killer the Bay Harbor Butcher and, with the help of the FBI, begins their hunt for him. This means Dexter needs to be a step ahead of his team at all times, particularly Doakes, who already suspects him. Paralleling the story is Dexter's relationship with Lila, his sponsor at Narcotics Anonymous.
* Dexter's victims was importing illegal immigrants, then holding them prisoner to extort money from family members already in the country.
* Dexter targets a Colombian people-smuggler who has been killing his customers and dumping them in the sea if their families couldn't pay an extra fee on arrival. He's also happily married to a pretty young blonde, and Dexter initially figures that, like him, the smuggler is putting on a mask, never letting her see who she's really married to. In the end, however, it turns out that she's actually his partner in the business, so she winds up on Dexter's table next to her hubby. Their anguished declarations of love as they face death at the hands of a glorious madman makes even Dexter pause, briefly... so he can pick up some pointers on how better to fake a relationship with his girlfriend, whom he needs in order to 'blend in'. THEN he gets down to the dismemberment...
* Dexter that, if it's so much human blood, she has a murder on her hands, and so it's her case.Literature
* Dexter: The Barrel Girl Gang recorded their own rapes/murders of young women for their own viewing pleasure. Of course, this leads to a mountain of incriminating evidence for the police to sort through once their crimes are exposed.
* Dexter: The final arc heavily hints that Dexter's homicidal tendencies might have been sustained, or even heightened, rather than treated, by the Code he's been taught — it turns out that a certain psychiatrist was obsessed with the concept, after failing to treat her own, truly homicidal, son. Even so, in the finale Dexter decides he is a monster after all, and goes into exile.
* Dexter - The main villain in Season 4 keeps the ashes of his dead sister on his mantelpiece when he isn't scattering them next to the bodies of his victims. They're smashed by his long-suffering son in a fight.
* Dexter. Then again, Dexter probably didn't ram Doakes very hard, as the point of the attack was to provoke and not to injure Doakes.
* Dexter, the other characters (all police officers) treat Detective Quinn this way when he requests to speak with an attorney when it's likely that he might be implicated in a crime that he didn't actually commit.
* Dexter, the police catch on to the identity of a killer when a witness who had previously begged not to be deported away from his family does a complete turnaround at the mention of the man's name. They eventually secure his cooperation by tricking him into thinking that the killer is targeting him anyway.
* Dexter there is a large whiteboard at the police station, often with a flow chart illustrating recent events, and almost always including many large, full color photographs of the victims, suspects, and other plot elements relevant to the current investigation.
* Dexter, the second half of the phrase takes on a different meaning. He was joking though because he is "rather fond" of her.
* Dexter, the show about the world's most lovable serial killer, takes place in Miami. Not only is it strange that Dexter lives there, but Miami is apparently so full of messed-up people that Dexter usually slices up a character an episode while he is looking for each season's "Big Bad". Also, almost no character is introduced to the show who isn't in some way completely insane.
* Dexter, the title character has a disturbing dream that begins with rain that turns to blood. Then it gets worse.
* Dexter. The title character is a serial killer, but has a very strict code that forces him only to target people whom he can prove beyond a reasonable doubt have themselves murdered innocent people (he has occasionally made exceptions for rapists, but the general idea is the same), and only if they have escaped attempts to bring them to justice legitimately. On the other hand, he doesn't actually care

about saving innocent lives; his code is mostly designed to allow him to most effectively get away with killing people by targeting those that society does not particularly care about.
* Dexter the title character pushes his adopted daughter Astor into the pool at a party in an attempt a playfulness. While she is actually wearing a bathing suit, she doesn't much appreciate it.
* Dexter, the titular anti-hero is having memory issues, and can't remember where he hid his most recent corpse. He remembers when a drop of blood hits him on the cheek after falling from the punching bag he had stuffed it in, and hidden in the rafters.
* Dexter, the Trinity Killer casually walks into Miami Metro Homicide, peruses the evidence being collected to catch him with bemused glee, and confronts Dexter in his lab, learning his real name and violating a space Dexter considered safe.
* Dexter. This has been happening every few months for over 30 years. The entire fourth season is centered around this mystery.
* Dexter throws in a few aspects of this, though you can't really call the show a Forensic Drama; Dexter himself is a forensic investigator, though, and there is a lot of swabbing and lab-checking at least once an episode, sometimes even as an important plot point.
* Dexter to get free and find Astor and Cody before they become sacrifices.
* Dexter tries to kill her, and Debra shoots LaGuerta to cover up for her brother.
* Dexter. Unique because he's actually in the title credits and appears, at the very least, in two-thirds of every season, almost always as a hallucination.
* Dexter. Unusually for this trope, Dexter chose to date her because of this as it left her, like him, uninterested in sex.
* Dexter use this trope. And in that case, when they say 'monster', they mean killer.
* Dexter very rarely shows emotion, genuine or otherwise. This makes the very rare outburst all the more interesting.
* Dexter Walker's girlfriend Steph Green started out as a caring and likable nurse, who supported him when he found out his brother-in-law was dying, brought out his relaxed side and even had the maturity to take a step back when he began to push too hard to make his family accept their relationship and tell him he needed a friend rather than a girlfriend. Then someone seemed to realise she was coming across as a better match than his
* Dexter webisodes was a sniper during the Gulf War and used his position to kill innocents and cover up his murderous proclivities.
* Dexter, we see a flashback wherein Harry takes young Dexter to watch an execution, telling him that this is what will happen to him if he doesn't follow the Code.
* Dexter, we see the Trinity Killer calmly take his teenage son's finger and bend it back until it breaks as punishment for smashing up his car.
* Dexter, when Astor asks what Lumen is doing in Dexter's house. Dexter claims they're not dating, and she's just a tenant. While she's much more than that, Dexter never lied. They aren't dating at this point.
* Dexter: When finally confronted about his mysterious disappearances at night by his girlfriend, he told the truth. She accused him of doing drugs and he admitted to having an addiction. He does have an addiction - just to murder, not drugs. This all came to light when Dexter admitted to knocking out her ex and injecting him with heroin in order to protect her and her kids. She immediately latched onto the fact that he knows how to cook heroin.
* Dexter, when Lila and Dexter share a hotel room, he ends up falling asleep with his head in her lap after a breakdown following a confrontation with his mother's murderer.
* Dexter when the two stone presidents find out they are honest men who have a lot in common, stop fighting, and walk off as friends.
* Dexter where Angel and Masuka are discussing why the body of the prostitute they found had no head.
* Dexter, where the title character finds Tony Tucci. Initially a suspect in the

case, Tony had been kidnapped by the Ice Truck Killer and was near death.
* Dexter which comes back to bite him hard in the end. He also, at least once, plants evidence to steer the police away from a criminal whom he wants to kill.
* Dexter) who has to emulate emotions to go unnoticed by others, and is only motivated by his urge to kill. He is actually diagnosed as a psychopath by a psychologist who knows his true nature late in the show.
* Dexter with a much older Agent Lundy (in his sixties) who could easily be her father.
* Dexter with Lt. Laguerta for the most part, but select scenes with Sgt. Doakes fit the trope fairly well. Played straight with Captain Matthews, Laguerta's superior (though Matthews has been rarely seen since the second season).
* Dexter with newspaper clippings about rapes and a map with pinpoints all over it. He also realizes that she is sleeping in her closet, as it is the only place she feels safe.
* Dexter: Without ever stating it out loud, Sergeant Batista heavily implies this to intern Louis when he starts dating Batista's little sister Jamie. It's portrayed as just being overly protective of her, but the boyfriend in question turns out to be a scumbag regardless. Subverted later on when Jamie starts a secret relationship with Batista's colleague Quinn. He's supportive of it when he finds out, but wants Quinn to man up by applying for the vacant Sergeant post as Batista himself is now Captain.
* Dex, the amiable owner of an inexplicably '50s-Americana Diner, was already this in the films, but it's heavily lampshaded here.
* Dextromethorphan is a cough medication available without prescription in most parts of the world - despite the fact that it's a potent hallucinogenic dissociative in high doses. It got away on the grounds that there's not really another option for dealing with a persistent cough, and the medicine is well-known to taste absolutely vile, which discourages most casual high-seekers. Eventually, though, teenagers chugging the syrup and tripping in school caused companies to mark cough medications in the US, and American grocery stores to card youngsters for cough medicine the same way as they would for cigarettes or alcohol; elsewhere, however, sales of DXM are usually completely unrestricted.
* Dex whenever he attempts to feign empathy with some sort of variation of "It's hard, it's really hard".
* Dexys Midnight Runners includes the lyric "...and you'll hum this tune forever".
* Dexys Midnight Runners insisted that Kevin Archer (the group's first guitarist) start going by his nickname "Al" Archer. Apparently, he even said, "There's only room for one Kevin in this band."
* Deyja, the Kingdom of the Necromancers on Antagarich at first appears to be a
* "De-Zanitized": As the Warner siblings go down the water tower after their escape, Dot's pink skirt fills the screen.
* Dezel/Zaveid have artes that restore BG and increase focus or cure fatigue and increase speed.
* Dez frequently ends up granting these kinds of wishes, often due to characters accidentally uttering the word "wish" in a different context. But in "Strangely Perfect", Dez gets his wonky wishing magic switched with
* Dez overhears Ally telling Trish what she will say to her childhood crush from camp ("Elliot, you were the love of my life! I've always wanted to be your girlfriend!") and rushes to tell Austin, who has just developed romantic feelings for Ally. However, Dez is unaware that Ally actually meant to say that she
* D-Frag! brings us the girls of the Game Development Club (temp), who specialize in creating board games that change layouts or rules depending on their whim.
* D-Frag!, but wanted to prove she wasn't just too cheap to buy a new uniform when she outgrew her old one. She managed (to great applause), but later popped the zipper with enough force to knock Kenji out.
* D-Frag!. Not only does he look and sound exactly like a girl, but his female clubmember, Tsutsumi Inada, finds him extremely attractive when he crossdresses, often finding any excuse to get him to wear girlish outfits.
* D-Frag!, Roka pushes Takao and her breasts press against Kenji's face when he

turns around.
* D-Frag! syndrome). This normally results in large amounts of pain or embarrassment towards him.
* DFTBA Records, the latter of which made him (and his brother) famous and was probably responsible for the founding of DFTBA Records.
* DFW Metroplex are good examples) tend to feature news reports read by long-time KDFW-TV anchor Clarice Tinsley.
* DFZ: After Opal and her father have mostly reconciled, they have to dress up as part of a plan. Yong bluntly tells Opal exactly how the dress he got her covers up all her physical flaws. He doesn't understand why she could possibly be upset; doesn't she want to correct her flaws?
* DFZ) and she finally starts using magic for real, her father looks like he's just seen the dawn for the first time.
* DFZ. By the time of the series, she's in her twenties, and has accepted that she will always be a failure of a mage. She ends up with a shaman teaching her, who first chance she gets tears into Opal's father for expecting so much from a child and not noticing that her teachers were bashing her against a brick wall with no success.
* DFZ: Cleaners receive a key from the DFZ herself that will open any lock in the city so long as they have a right to be there. Normally that means buying the apartment for their jobs, but occasionally they will accidentally buy an apartment that isn't actually legal (such as if the resident paid their rent through a magical contract with the city, which doesn't show up on paperwork), and they won't be able to get in. They don't get a refund if that happens.
* DFZ dragon in Korea. He repeatedly tells his (human) daughter that if she were a dragon he'd have to constantly watch her for betrayal, but because she's human he can love her unconditionally. But again, he's just as greedy as the rest of the dragons, so he has trouble separating "unconditional love" from "treasure I must possess."
* DFZ interface directly with their user's magic in order to anticipate their needs, and the most magical places in the city have supernaturally good wi-fi.
* DFZ life, it's best if she spend it at his compound, where he can guarantee her complete safety and anything she could possibly desire. Toss in the fact that as a dragon he has difficulty making a distinction between "daughter that I love unconditionally" and "treasure that I must possess," and they spend most of their time yelling at each other.
* DFZ makes sure the Peacemaker's Consulate has clear skies, but other than that everything is fair game. You need a good GPS just to know where your destination is today, let alone how to get there.
* DFZ: Nik's high-end sports car. Some of his old friends are surprised that he let Opal ride in it at all.
* DFZ: Nik's vintage manual sports car, which runs on gasoline and has no onboard AI. Nik insists that it's purely practical (no AI means nothing to get hacked, high performance means he can catch or escape anything he wants), but he gets embarrassed when Opal asks if he named it.
* DFZ: Opal is a powerful mage, but despite years of very expensive schooling she just can't wrap her head around proper thaumaturgy. Her typical approach to magic is to grab a big chunk of it and throw it at the problem.
* DFZ: Opal's father refuses to let her go for no reason than because she belongs to him. Losing her would be an insult. She is also the only person he owns who doesn't love and adore him, which makes him angry.
* DFZ, she thinks that she's going to go down with her teeth in his throat.
* D-Generation X and forced him to kiss the ass of a fat guy called Big Dick Johnson.
* D-Generation X are getting a little under the table assistance from a couple of female party-goers, Triple H grabs a bottle of mustard and squeezes it, just to drive home what was happening.
* D-Generation X at the very least. They only even somewhat pass because most viewers don't remember the original DX, where there was very little heterosexuality

to be had, between Shawn kissing Hunter on national television numerous times and Hunter's infamous "bi" quote:
* D-Generation X, but, relative to size, she looked a lot more muscular than the lightly muscled Michaels. Just to drive the point home, she was also his bodyguard.
* D-Generation X covered up a flub with "Gimme a break, it's live TV.", and once acknowledging he hadn't anything funny to add to the DX mantra that week because coming up with new ones every week was hard.
* D-Generation X, multiple members of the group wore customized DX football jerseys. In their typically juvenile fashion, the jerseys said "Suck It" on the front and listed "69" as the number on the back.
* D-Generation X (of Shawn Michaels and Triple H) in 2006 up until Michaels' retirement at the beginning of the next decade.
* D-Generation X's later runs. Which they promptly lampshaded at every opportunity, shoving in every cheap plug they could find. At least they made it funny.
* D-Generation X, that was usually an invitation for HBK to “smoothly transition into a shameless plug”.
* D-Generation X was holding a paddle up for Vince to punch when Carlito came into Vince's office and started complaining about something trivial. Hilariously, Triple H held the paddle in front of Carlito's face and then yanked it away at the last second, causing Carlito to get punched out!
* D-Generation X) were showing a slide-show of pictures on the jumbo screen, a picture from Michaels' infamous spread in Playgirl popped up on the screen...
* D.Gray-Man a broadcast dub during the summer simulcast season, they also took the opportunity to finally finish the original series' dub.
* D.Gray-Man after she gained her Innocence and self-confidence for the first time in her life.
* D.Gray-Man Allen by threatening to tell Komui that he is alone in a locked room with Lenalee. Allen immediately apologizes and opens the door. And when someone was ogling Lenalee, Komui's co-workers gave us this wonderful quote:
* D.Gray-Man, Allen plays this with Tyki Mikk and his human friends, leaving them without their clothes. One volume of the manga also has a joke inner cover, where it's Tyki and Lavi Allen stripped to their underwear.
* D.Gray-Man and a clown who doesn't exactly have all his head can lead to this.
* D.Gray-Man, and goes nuts if there's even a hint of a guy being interested in her. In fact, a way to wake him up is to say, "Lenalee's getting married." In the novel, when Bak (who also has feelings for her) gives Komui a tea that makes one tell the truth, he has a breakdown when Bak asks, "Isn't Lenalee free to love who she wants?" He takes this to mean that Lenalee is in love with a guy and immediately pulls out a machine gun, saying, "Then I'll kill everyone and then die!"
* D.Gray-Man (anime) averts this with Komui telling Allen, "When I get done with you, you'll be good as new. Though I must warn you, this will be traumatic."
* D.Gray-Man. Apart from him, nothing is known about a few clues here and there.
* D.Gray-Man, a pink rabbit called Yoshi with his tongue poking out often appears in various places—sitting on Lavi's shoulder, being thrown through the air by Kanda, etc. Yoshi is the avatar for Katsura Hoshino. In one of the gag comics, she reveals she's given birth to a baby...kitten.
* D.Gray-Man. A random gangster who, according to his crony, "loves all beautiful things to a sick degree," decides that Kanda is the most beautiful person he has ever seen and declares, "I'm going to kidnap him and bring him back home!" Kanda promptly beats him to a pulp.
* D Grayman are an opulent family with good reputation in the upper-class society. However, Sheryl, his adopted daughter, his adopted son and his brother have either caused the death of, killed or driven insane countless people. His wife is not aware of their true nature though.
* D.Gray-Man are exorcists who fight akuma on a regular basis and have generally seen a lot of weird stuff, but they refuse to believe in ghosts or vampires.
* D.Gray-Man, as he vehemently denies having a girlfriend or liking anyone, and that he's too focused and busy with his work to do anything like that.

* D.Gray-Man - at least for a while, but by the time they can no longer retain their old forms they don't care.
* D.Gray-Man, but given her thoughts on how they handled the series, Hoshino unsurprisingly declined at first. Although she got involved as a supervisor, Hoshino later admitted on Instagram that she was disappointed with the changes made to her characters as well as a promotional poster depicting Allen and Kanda in suggestive poses resembling two people post-coitus.
* D.Gray-Man by Bookman when Allen is left for dead by Tyki Mikk with a hole in his heart. His body disappears so his friends have no idea what happened to him and are very understandably worried that he is dead. Bookman says that he believe him to be alive he has not fulfilled the prophecy made by Hevlaska yet.
* D.Gray-Man. By the end of the episode, he decides it must be a cold.
* D.Gray-Man can't get along with. Not that he cannot hit it back to Kanda by calling him by the first name.
* D.Gray-Man claims to have this mentality. The team of Exorcists sent to find him end up battling Tyki on the Ark. Cross is sneaking around behind the scenes, and is aware of the younger Exorcists fighting down below. He goes to save everyone. He claims he saved Allen because he needed him. Later, while the ark crumbles, Cross holds Lenalee close while trying to halt the download process of the Akuma Egg. Then later, while flirting with Lenalee, he goes on to say he'd have come to help everyone sooner if he'd known she was with them.
* D.Gray-Man collects Innocence and the people capable of using it to fight Akuma.
* D.Gray-Man does it too, except the characters often end up answering the questions. This can sometimes turn out ugly, such as the couple times Allen and Kanda got stuck together for the job...
* D.Gray-Man do this when they kill the person who called them back to life and take their form.
* D.Gray-Man ended in 2009, and a continuation started in 2016 - 7 years later. This was justified due to the constant hiatuses the manga author had due to her health.
* D.Gray-Man, episode "The Black Order Annihilation Incident", both Lenalee and Alan drop their trays full of coffee during their encounter with Komui's robot.
* D.Gray-Man. Even the official publishers don't know how to translate this guy's name!
* D.Gray-Man. Fanciness partially justified though, as the Exorcists intentionally make themselves targets.
* D.Gray-Man from November 2008 to March 2009 due to an injury, then while fans were enjoying the return, it started a whole new hiatus in April.
* D.Gray-Man Granted, it's only paper in the end, but I can't imagine it not also being trash since they are supposed to remember everything they've read. And just imagine the dust...
* D.Gray-Man had super deformed versions of the characters acting out little omake at the end of later episodes. The characters were done in the style of the "talk pages" in between the chapters of the manga in the tankoubon.
* D.Gray-Man half-heartedly became an Exorcist to pay for his daughter's treatment. When he betrays the Order to save his life and be able to see his family again, it doesn't end well for him.
* D.Gray-Man has a power which, when advanced to its ultimate form, sprouts a grotesque smiling maw stretching from beneath his rib cage to waist line.
* D.Gray-Man has Komui and Lenalee Lee. Komui's rather intense sister complex does nothing to disprove this.
* D.Gray-Man has Lavi glomping Allen. Road is also fond of doing this to Allen.
* D.Gray-Man has the Noah family, as the Noah memory seems to choose its apostles indiscriminately all over the globe. They have two women including a little girl, Western Europeans, a black man, an Indian man, Americans, an Egyptian man and an individual covered with a hood of unknown gender. On the other hand, the good guys are just as diverse.
* D.Gray-Man. He hates The Dark Order-an organization for which he was once loyal. At the story's start, he'd been in hiding and avoiding contact for 4 years, which

is capital punishment. Once he's back after a mission, he attempts to run off again, pushing Allen out of the way. However, what makes him stop is Lenalee. She hugs him around his waist, pleading for him not to leave. Cross seems to have an "Oh crap" expression on his face at first. He looks down at her, as she stares into his eyes-pleadingly. He then thinks to himself- "she's so cute, I can't refuse." Apparently, Lenalee can make him do things-which Allen theorizes is why Komui put her on Cross' team in the 1st place.
* D.Gray-Man. However, when he indirectly received an attack on his head he was stunned for the rest of the arc. Besides, he declares himself as "not a fighter".
* D.Gray-Man-ify the current strongest akuma, they can just introduce a new strongest type.
* D.Gray-Man. In fact, a way to wake him up is to say "Lenalee's getting married." In the novel, when Bak (who also has feelings for her) gives Komui a tea that makes one tell the truth he has a breakdown when Bak asks Komui "Isn't Lenalee free to love who she wants?" He takes this to mean that Lenalee is in love with a guy and immediately pulls out a machine gun saying "Then I'll kill everyone and then die!"
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* D.Gray-Man is filled with keepsakes from his lovers-pictures and accessories. Seems to show a sentimental side to Cross.
* D.Gray-Man. It is first invoked by a doctor in a local hospital where he encouraged his nurses to romance with the ill patients they are attending. Meanwhile, he secretly poisons the patient through their so-called medicine. When it's too late, the doctor prepares arrangements with the heartbroken nurses to revive the patients. That's where the Akuma spawns are as well as the hospital's fundings came from.
* D.Gray-Man, it only makes sense for him to ignore any obvious pursuers.
* D.Gray-Man, it's eventually revealed that Allen is actually the host for the Fourteenth Noah, which is how he can control the Ark. Unfortunately for him, he woke it up, and now the Fourteenth is trying to take over his body.
* D.Gray-Man,) it's only temporary, and once she deactivates her Innocence, any wounds that were healed (including ones suffered while it's activated) will come back all at once.
* D Grayman, Jasdevi's hunt for General Cross ends at one point with the General leaving his hat (and a bill for $20,000) on a chicken for them to find. They don't take it well.
* D.Gray-Man, Kanda fights another swordsman in a pool of water and gets slashed across the chest. The last shot of the episode is of his blood spreading through the water around him.
* D.Gray-Man kicks in when you realize he can't see Akuma without his formerly good eye. The scene cuts all around the room until he pulls the candle out, not allowing you to look at it.
* D.Gray-Man: Krory uses akuma blood to get stronger and get back on his feet. The more bottle he drinks, the stronger he gets however there is the risk that if he takes too much the innocence in his own blood won't be able to purify all the akuma blood and he will ended poisoned himself and die.
* D.Gray-Man Lavi does this to Allen adding insult to injury as Allen is having a traumatic dream about General Cross at the time. Lavi even doodles on the bandage over Allen's damaged eye.
* D.Gray-Man — humans and Akuma alike. If anyone is in danger while he's around, count on him to jump in and save them.
* D.Gray-Man—the body of a deceased woman with the power of an Exorcist. She only listens to Cross. Using magic, he can summon her coffin at will and release her. It is often theorized, by many in fanon, that she was possibly a lover of Cross' when she was alive, but nothing has been stated as of yet.
* D.Gray-Man, Miranda Lotto uses her powers to repair a damaged ship. Everyone

stares at her in amazement, but she immediately thinks she's messed up and tries to off herself by jumping into the ocean.
* D.Gray-Man." Needless to say, said characters do not usually appreciate this.
* D.Gray-Man often mentions in her interviews how her characters "refused to do this" or "decided to do that", even saying that she was surprised by their behaviours.
* D.Gray-Man or super-short shorts, supposedly to commend her fighting style, and Lavi prefers tighter pants than the rest of the male cast because he carries his weapon in a thigh holster.
* D.Gray-Man, or they embody Innocence and want to put it to use. Occasionally some members of the Black Order have other goals, but the first two are most common.
* D.Gray-Man's anime. Whenever they find a fragment of innocence, the Akuma have found it too and are after it. Cue epic battle! Often justified by showing that the bad guys were there first but were too inept to break through the barriers, solve the puzzle or resist the protective magic to the MacGuffin, and are just bashing away at those obstacles in the hope of getting through. Only the heroes have the resourcefulness to actually get through, so they always get it. Then the bad guys attack the heroes to try and get it, now that the barriers are gone.
* D.Gray-Man says Cross considers Allen to be his son, and he was never portrayed as badly in the manga.
* D.Gray-Man's baddies are called akuma, which normally gets translated into "demons". So yep, the series is pretty much this.
* D.Gray-Man, several times. Along with some of the AKUMA. Hell, the Earl probably counts as well.
* D.Gray-Man slang heavily in their dialogue, thanks to the authors' love of the decade.
* D.Gray-Man so he can tan and smokes before he gets dressed. She's also stated that Cross finds Allen cute, and considers Allen to be his child. She stated in an interview that Lvellie had siblings who were killed by experimentation, he's the last one left.
* D Grayman so much as he's perfectly okay with killing humans but still finds them fun.
* D.Gray-Man starts out a mix of comedy and drama with a healthy dash of horror thrown in. The comedy has been disappearing fast with only a few lighter hearted moments thrown in that are quickly squashed by the next horrible event.
* D Grayman's Winter Socalo was a death-row inmate. Upon discovering that he was an accommodator, the Black Order negotiated him being spared under the condition he becomes an exorcist. Now they trust him enough to make him a general and give him the insanely precious innocences.
* D.Gray-Man that allows him to see the souls inside akuma. Although this curse is useful because it lets him detect disguised akumas, it is also not a pleasant ability to have because of the horrible things that it shows him and he can't turn it off at will. The sight of an akuma being destroyed without the soul being freed causes his eye to bleed and the sight of a level 4 akuma's soul causes him to vomit.
* D.Gray-Man the akumas are specifically created by the earl to be this. They are actually supposed to be more weapons than characters. The level 1 and 3 play this completely straight but the level 2 have shown to be able to develop other interactions with humans though their killing urge will eventually come back. Level 4 are an exaggerated examples as they are sadistic bastards whose only defining trait is killing humans. Oh..and they also kill their own allies.
* D.Gray-Man, the holy war and the existence of akumas is kept secret from the general population. Only the Black Order supporters who acknowledged it by being directly confronted to it (relatives killed by akumas or who have joined the order) are aware of it as well as the gouverments that make sure the local authorities give free pass to everything to the exorcists.
* D.Gray-Man, the Inspector keeps a switch-blade sword hidden up his sleeve.
* D.Gray-Man, the Millennium Earl and Road Kamelot seem to have a theme like this going on.

* D.Gray-Man, The Millennium Earl promises good folk to reunite them with their loved ones by just yelling their name. The downside? They get turned into evil Akuma, and are forced to do the Earl's bidding, normally by stripping the skin off of their loved one who brought them back to wear, so that they blend in with humans.
* D.Gray-Man, the Noah family are only vulnerable to innocence, a mysterious material exorcists make weapons out of and tend to have powers that work on everything but Innocence. Then comes Apocryphos, a sentient humanoid innocence who seems (and states) to be tailored especially to hunt Noah.
* D.Gray-Man the romantic implications... but, well, it's a start, right?
* D Grayman. They can't go two sentences without Volleying Insults at each other. Most of the time it ends with Kanda calling Allen "Moyashi," and Allen calling Kanda some random insulting name. One example is in the Drama CD where the following conversation takes place:
* D.Gray-Man- they're required to have a greater than 100% synchronization rate to get the post.
* D.Gray-Man: Though not strictly a magician but rather a reality warper, Road Kanelot has displayed very few physical feats especially compared to her superhuman Noah brothers. Her most impressive one being probably saltoing from flying umbrella and landing back on it which is a pretty common feat compared to most fighters of the series. However this is hardly an issue since her physical body is not really hers and damaging it is completely useless meaning that in spite of having the most terrifying abilities she is also pretty much invulnerable.... Suoer-power lottery much?
* D.Gray-Man was mistaken for a girl by Lenalee the first time they met as children. Even now, main character Allen has been known to use "girly face" as an insult for Kanda. In chapter 210 there's a scene where a random guy in a bar hits on Kanda, thinking he's a girl.
* D.Gray-Man, was thought to be male until 2008 when a cute girl with short hair appeared at a Convention. People had previously voiced suspicions that this might be the case, but it was still a surprise.
* D.Gray-Man were longcoats (cross out Lavi and Lenalee, who wore a jacket and a miniskirt, respectively). The well-known black and white (silver-buttoned) longcoats were abandoned after the journey in Noah's Ark, and the Exorcists wore red and black jackets instead (save for Kanda, who just has to keep the longcoat outfit).
* D.Gray-Man, what with the whole place slowly disintegrating which would eventually lead to them dying.
* D.Gray-Man: When in the middle of one of their arguments and told to calm down, Kanda and even Allen tell Lavi and another guy "Shut the hell up!"
* D.Gray-Man, who was raised to learn how to cheat in most of the perilous situations forced upon him by his master's heavy debts.
* D.Gray-Man (with one slapping some sense into the other, and the other apologizing and thanking them), and they both have very similar goals and views. Also, love relationship-wise, they're both very not aggressive, and tend to be extremely shy.
* D.Gray-Man without the use of phlebotinum, namely Allen Walker (capable of holding his own against a level 3 akuma, a monster who would take several dozens of humans at once with his pure physical abilities), Howard Link (capable of smashing a level 3 into a wall with a kick) or Madarao (casually stopping a direct blow of a level 3 with one hand). The two latter's are former Crows, a unit of expertly trained enforcers and the former is an exorcist (they are shown to train very hardly).
* "DGTal Blood" by Helalyn Flowers. "Digital" pronounced with an Italian accent.
* DGUSA: "When I look at you, I just see myself in the mirror... Whole life's a struggle, isn't it? Keep fighting. Keep fighting, then what? Then what?"
* "Dhakkad Race" has Jalebi and the rest of the gang racing in the Dakkad Rally monster truck race.
* Dhalgren in the middle of a sentence as well, and grafting the two together

Ouroboros-fashion results in a sentence that makes sense grammatically. How much sense it makes in any other way is considerably more ambiguous.
* Dhalsim and Oro are very powerful according to the storyline. However, that power doesn't translate into gameplay unless a person
* Dhalsim counts as well having poor defense but some of the best range and special moves in the games to point of a
* Dhalsim deserves a very special mention as he was technically the first male example of muscles are meaningless in Street Fighter being an emaciated Yogi. So it’s all the more glorious in
* Dhalsim is a balding, emaciated Indian man covered in facial tattoos and a necklace of tiny skulls and sporting blank white
* Dhampir and taking peasant hamlets for everything they can get, but them Magiere gets tired of it, buys a bar in a seaside town to retire to... and ends up at odds with the real vampires haunting the place (not to mention learning the hated whispers of her childhood had basis in fact).
* dhampir or dhampire, child of a vampire and a human. Dhampir are meant to be excellent vampire hunters, but have a nasty habit of becoming vampires themselves when they die in many of the stories. Most half-human half-vampire characters in fiction draw on the dhampir mythology to some degree.
* Dhampyr. After studying under the monks/disciples of Satori, he learned the "telepathic calming" technique, where he can telepathically calm feelings of anxiety and hostility in a person.
* Dhampyr and killed by a drop of blood from a dhamphyr (apparently because of its hybrid nature). Vice versa, also since Harlan is mainly human, he is able to suck blood from the Masters of the Night (the high vampires), reversing the use. By the way also the Masters of the Night, if willing, are able to suck blood from other Masters, albeit rarely; usually, they try to avoid a war between themselves, but they are very territorial.
* Dhampyrs make up a small percentage of the population of Hyperion in
* dhampyr. Sypha quips that it explains his antagonism with Trevor as he's "an angry teenager in an adult's body".
* Dhani Harrison in his twenties. Even their singing voices sound very similar.
* D'Hara has been ruled by the House of Rahl for centuries, with all of them being powerful wizards. It's said the Rahls will
* Dhar and Ajna are stuck together accidentally early on after he led an assault on her village, burned it down to the ground, and personally murdered her father in front of her. Correspondingly, his heart level starts at -25.
* Dhar can still be used in the two fights against Ravannavar. Despite Dhar still being loyal to him (Albiet disregarded) long before he makes his
* Dharma & Greg, a bed'n'breakfast which promised a stately veranda, a breathtaking view of the sunset, and a whole host of other things, turned out to be a trailer behind a guy's house.
* Dharma & Greg begins with the two as children, walking with their mothers at the subway and seeing each other for the first time. Flash forward twenty years later and they pass each other again; Dharma concludes that she knows him from a past life and winds up following him to his office.
* Dharma & Greg, Dharma became convinced that she and Greg were about to have a baby after seeing a vision. They tried to have a baby for a long time, using various methods, but, in the end, it was Dharma's middle-aged mother who became pregnant. Dharma explained that her vision was correct, but that she just misplaced its womb.
* Dharma & Greg: Dharma climbs into Greg's grandmother's casket to get her ring.
* Dharma & Greg: Dharma is the most energetic flower child you can imagine.
* Dharma & Greg: Dharma's parents deliberately chose never to marry. They consider this a beautiful symbol of choosing to stay together again every day, but Dharma confesses towards the end of the show that she spent her entire childhood panicking that tomorrow would be the day they decided not to.
* Dharma & Greg: Dharma's ultra-hippy mother would bring a teenage Dharma and

her various boyfriends post-coitus snacks and drinks.
* Dharma & Greg, Dharma tells Jane that Greg named her breasts Lyle and Erik, "because they're a couple of killers".
* Dharma & Greg episode "How This Happened" begins with a swarm of police wrestling Larry into a cop car and Dharma saying "How did this HAPPEN?"
* Dharma & Greg features a scavenger-hunt like game created by Greg and several of his law school friends at Harvard, where the goal is possession of a statue of a Glory Schnauzer dog, which must be claimed by secretly replacing it with a bust of Eisenhower. Steps to reclaim it after losing possession involve photographing the holder with the Jamaican flag or putting butter on a windowsill and filling a bathroom with a flock of ducks.
* Dharma & Greg features Larry, Dharma's post-hippy memory trainwreck father, regaining his memory every time he smells Hai Karate.
* Dharma & Greg, getting married in Vegas. Naturally Greg's conservative parents are shocked, and the two wind up having a more traditional ceremony a few episodes later.
* Dharma & Greg, Greg at one point got his own practice and swore he wouldn't be an ambulance chaser. However, business was very slow and he started to get depressed. Then one night, he heard an ambulance park right outside his building. After pausing to consider, he made his decision:
* Dharma & Greg had this in prequel form: the titular couple flash back to the days before their first meeting. The audience knows exactly when they'll meet again (on the subway in the first episode) but several times they almost, but not quite, run into each other.
* Dharma & Greg has Greg running for office. Dharma readily agrees, but he seems reluctant, after a while, Dharma says "Wait...you had a big 'convince Dharma' speech planned, didn't you?"
* Dharma & Greg. He was always addressed on screen by his full name, "Ed Begley, Jr.", not Ed or Mr Begley.
* Dharma & Greg in that, though Dharma's parents live the hippy lifestyle, they aren't doing that badly for themselves financially.
* Dharma & Greg often feels like this, although it's only between a dedicated hippie and a conservative lawyer.
* Dharma & Greg opened on a subway with both characters with their parents just happening to be there at the same time, though they didn't actually meet.
* Dharma & Greg revolves around this trope. Dharma is a free-spirited, tolerant, and ditzy flower child. While Greg is an upright, conservative, somewhat uptight lawyer. Despite the fact that they have virtually nothing in common they got married on their first date.
* Dharma & Greg she's actually the grounded and sane one in her family and circle of friends.
* Dharma & Greg. The girl cuffs him and walks out, then Penn comes in. A pause, then Edward says, "Oh, I sure hope you're here to rob me."
* Dharma & Greg. They know that they're Protestant, but they're not sure which denomination. Edward thinks they're Lutheran. Kitty reminds him that they're Episcopalian.
* Dharma & Greg, things aren't going very well for them. (Although, given the number of D&G plots revolving around the couple role-playing in public for fun, this should be taken with a grain of salt.)
* Dharma & Greg toyed with this. In one episode, we learn that they have an agreement not to "pollute the marriage bed" with arguments, so if one of them has a grievance, both have to stand up out of the bed while they talk about it.
* Dharma & Greg which shows Dharma standing on a coffee table, and Greg telling her, "Dharma, come down from there. Wow, I can't get over what a free spirit you are."
* Dharma & Greg, while Dharma is recovering from physical therapy, they go ask their doctor if they can still have sex.
* Dharmic religions (mainly, but not limited to, Hinduism and Buddhism) has the Wheel of Time, with ages beginning and ending in perpetuity like the seasons. An

age typically come to an end due to evilness (
* Dhat syndrome, a delusion of losing male potency from a lack of semen, found in South Asian cultures
* Dhelmise appears to be an animated anchor covered in seaweed. Its actual body is the haunted seaweed holding onto the anchor to animate it, and is fittingly enough a Ghost/Grass type.
* DHMO (dihydrogen monoxide, more commonly known as water) hoax, but it's neglected to say the effects only happen if you drink too much of it or that there's no cause-and-effect between the two.
* D'Hoffryn already had his eyes on Willow when she accidentally cursed her friends in "Something Blue".
* Dholes, gigantic underground worms with a penchant for destroying planets by burrowing through them. They are
* DHS Comix has Col Skinchanger, who despite being a shapeshifter whose patron god's domain is lies and trickery, cannot lie convincingly to save his life. Thankfully most people either believe his weak lies, play along or don't care he's lying.
* Dhurke being shot. It's enough to make his killer freak out and run away in terror.
* Dhurke Sahdmadhi, has saved his life several times and is someone who he loves as though he were family.
* diabetes-inducing twee may be better off simply fed to the nearest mini.
* Diabetes type 2 sufferers are sometimes capable of producing insulin in limited amounts, but both they and Type 1 sufferers (who's bodies cannot make insulin at ALL) require daily doses of insulin to, quite literally, prevent them from falling into a coma and dying.
* Diabetics will order fast food and then get a diet soda, since the carbs in the food are usually much lower on the glycemic index than the carbs in regular soda.
* Diabetus wrongpurae, about the protagonist, Mike Dawson, who is suspected of murder.
* Diable Jambe technique goes something like this, depending on the translation:
* diablerie. However, he was destroyed and diablerized himself before he could put this into practice, by none other than...
* Diablero, and then pits them together in cage matches for gambling. It's the diableros' main source of income.
* Diablero, Lupe extracts demons' tears and sells them as a drug. Unfortunately, if you take enough of it your bones become very tasty to a terrifying type of demon called an ahuizotl.
* Diablo 2 ones, so the weapon with the highest possible damage was actually blue, but then the best weapons are unique or runeworded anyway.
* Diablo2, the genre was even referred to as "Diablo clones" before its popularity and evolution ended up giving us the more neutral name.
* Diablo 2 which are filled with giant insects, poisonous river creatures, savage pigmy demons, and murderous human cultists. Subverted in that it was once a place of great good that was corrupted by Mephisto.
* Diablo 2 you are off to the desert where amongst other things, you fight through a valley with several large tombs only one of which contains the boss. In Titan Quest, you are off to the deserts of Egypt where at one point you find yourself in a valley with several tombs only one of which contains the boss.
* Diablo 2 you go to a world of mainly forests. One quest has you searching for a jade idol. In Titan Quest, you go to China and mostly fight through forests (and heavily forested mountains). One quest involves finding a jade idol.
* Diablo 3" as one of the randomly-chosen Act V bounties can bring a shit-eating grin to the face of a player who's had a rough day.
* Diablo 3 post. Wound up gaining popularity until the community manager Bashiok actually labeled a part of his desk "Cool Shelf".
* Diablo 3: There is a set of three unique skeletons named "Moek", "Larel", and "Karel" that spawn during one particular quest. There is an achievement for killing all three brothers in one blow called "Nyuck, Nyuck, Nyuck".

* Diablo 3, where the pieces of archangel Tyreal's broken sword fall to Earth as meteorites after he is cast out of the High Heavens. This makes it technically made from meteoric iron when it is reforged again, although there's no suggestion that this gives it any additional powers.
* Diablo 3, you can visit the ruined city of Sescheron and find it haunted by numerous ghosts. A scholar explains that the barbarians believe that they can only find true peace if their bodies are laid to rest on the slope of the sacred Mount Arreat, and unfortunately, with Arreat having been destroyed at the end of the previous game, they have nowhere to bury their dead and their souls have nowhere else to go.
* Diablo. Although spells could be learned by anyone with sufficient magic stat points, Warriors and Rogues often found themselves limited in learning capability without high magic-boosting equipment. A few of the game's most useful and powerful bread-and-butter spells often hit the required magic stat requirements way before maximum spell level, forcing non-sorcerers to rely on Enchanted Shrines that are difficult to come by. Additionally, spell damage were also frequently dependent on actual magic stat values. In a game that pretty much taught you to either kill overwhelming odds before they touched you or handle them one at a time (which required you to rely heavily on environment), spell-casting, and consequently the character with inherently superior spell-casting qualities, becomes the staple of endgame strategy.
* Diablo (and clones) all of the items with more obscure ancient names are for some reason better.
* Diablo), and the "Barbarian" (non-magical weapons and armor only — no magic, no spells, no potions, no fear).
* Diablo and their lieutenants. At least, this is how it was, until the creation of Sanctuary threw a wrench in the Eternal Conflict, leaving the angels to mostly mope about the Heavens in trepidation.
* Diablo, angels are expressly forbidden from directly aiding mankind. The archangel Tyrael tries to give advice, but that's about all he can do aside from taking your cash to resurrect your minions (technically falling under indirect help).
* Diablo are separated into five aspects: Valor, Wisdom, Fate, Hope, and Justice. Angels of Valor serve as elite soldiers, Wisdom guides and counsels others. Fate records what has and will happen. Hope consoles and heals, and Justice enforces the law. Heaven is ruled by the Angiris council, made up of the five Arch Angels who lead each caste, and vote democratically on all issues.
* Diablo Battle Chest came with a similar set of goodies, including Diablo I.
* Diablo between the High Heavens and the Burning Hells. They started getting cosy with each other, and the ancestors of humanity were literally born as a result.
* Diablo bosses with the Fire Enchanted modifier will explode violently upon death.
* Diablo bring in the other six Great Evils for some scheming of their own, but Diablo's still the one to take center stage by the end.
* Diablo, chose to go rogue, and directly confront the Prime Evils. They later discovered that the church they served was corrupt, and had to face several enemies that were themselves examples of this trope.
* Diablo, clicking the town's cow would cause it to moo. Clicking it repeatedly would make your character start commenting on it. "Yup, that's a cow all right..."
* Diablo Cody. But one thing everyone remembers about her is that she used to work as a stripper.
* Diablo Cody delivering a long eulogy only for the deceased to come out of her coffin and question Diablo's presence and whether or not her mom even read the suicide note.
* Diablo Cody, he said, "I . . . envy the tattoo artist who had that huge canvas of arm fat to work with."
* Diablo continued the trend, although also expanding it to other environments as well.
* Diablo doesn't have many traps of the classic variety, but a common baffling feature of dungeons is skeletons inside barrels. Who put the skeleton in there, why

it has not the skeleton broken out, and why, if the skeleton put himself in there so he could ambush you, does he always wait to show himself until you've broken open the barrel and the skeleton is directly in the path of your weapon, are all unanswered.
* Diablo does this pretty unabashedly. For example, the Monk's design is a strange mishmash of Russia and China, with some trace elements of India for flavor.
* Diablo drain both mana and hit points when cast. Their spell icons are red to signify this.
* Diablo expansion), she will tell you that the world constantly plays out the same events over and over.
* Diablo fanfiction often focuses on the mysterious order known as the Rouge Archers.
* Diablo features an actual Zombie Apocalypse caused by the Skeleton King of New Tristram after a mysterious meteor crashed into Tristram's cathedral. Whereas in the previous games the zombies were mere mooks that you would meet and kill, this game features them much like a classic example, with them attacking villages and able to turn people they bite into zombies.
* Diablo Franchise has many Magic and Unique items which enable the use of abilities you haven't invested skill points into, or even abilities from a different class. However, take off that piece of gear or store that charm in your chest, and you can kiss that ability goodbye.
* Diablo franchise have some form of resistance to control effects such as freeze or stun; even if not totally immune they almost always have significantly reduced duration.
* Diablo game has a black sorcerer and two white warrior types as player characters.
* Diablo games are gritty in the extreme, depicting a world invaded by demons who decorate with blood, limbs, impaled corpses and tortured souls.
* Diablo games don't have both a first and last name. Deckard Cain, Zoltun Kulle, and Haedrig Eamon are some of the few exceptions.
* Diablo game, this was played to the extreme by Beyond Naked Mages. Players looking for extra challenge not only would ignore beneficial items, but would actively seek out cursed and damaged items which lowered the player's stats.
* Diablo gradually looks more and more evil, until in a final cutscene morphing fully into a Diablo form.
* Diablo had a unique view of where zombies come from. From the manual: "Zombies are formed from the corpses of men executed for the most depraved and degenerate crimes against the innocent. They are driven by both the hatred that consumed them in life and the undead hunger for mortal flesh." Though this was the only game in the series where this gets mentioned.
* Diablo has been released that angels start making an appearance and the war itself becomes relevant.
* Diablo has Malthael, the archangel of death. He's an extremely powerful, black-robed angel who dual wields two hand-sized scythes and eats souls. Not to mention that he leads an entire army of soul-eating angels called "The Reapers".
* Diablo has this in spades. Lets you go to hell with horrors at the other end.
* Diablo have this. Even if their bodies are completely destroyed, they will eventually return.
* Diablo himself goes from Normal (red) to Nightmare (yellow) to Hell (black).
* Diablo himself on higher difficulties: he's not easy, but the Super Uniques you fight in the Chaos Sanctuary are much harder. It doesn't help that you can heal up near the seals, since he will never go near them, and ranged characters can even snipe at him while out of range from his attacks.
* Diablo II, Act II, the desert around Lut Gholein has the Stony Tomb and the Halls of the Dead. In the last section of the act, you reach the Valley of the Magi, which is lined with tombs.
* Diablo II also introduced one-handed axes that the Barbarian can use with a shield or in each hand, while the first game only had two-handed axes. Axes have more consistent damage output, with higher minimum but lower maximum damage than

swords and maces.
* Diablo II, a monster created by Blizzard's Battle.net staff at the Arreat Summit as an April Fools joke, with stats and some official-sounding lore to back it up. Many Hardcore characters have lost their lives trying to find the elusive beast.
* Diablo II), and if the scrolls take up too much room in your inventory you can store up to twenty of them in a book
* Diablo II Anu, with her heads each turning into one of the Great Evils, meaning they'd all have to be the same age.
* Diablo II, any monster with the 'Fire Enchanted' trait promptly cover a decent amount of the ground with themselves upon death. This gets especially silly with the boss of the Flayer Dungeon, as you have to defeat him twice and has Fire Enchanted in both forms. Necromancers can do this to nearly any dead enemy with Raise Skeleton (Mage) or Corpse Explosion, as well.
* Diablo II are small compared to some of the entries on this page... but are still weird mosquito-things as big as a large man.
* Diablo II, at least on Normal difficulty. He also has fantastic range (well over your character's sight range), meaning new players often die to him before they even see him.
* Diablo II, Baal hears out a messenger who defiantly tells him that the city of Sesscheron will not allow him to reach Mount Arreat and the Worldstone. Baal quickly loses patience and shuts up the messenger by shouting "ENOUGH!" loudly enough that the messenger covers his ears in pain, with the echoes in the mountains persisting for some time.
* Diablo II Baal not to attack the city of Sescheron. Baal congenially plays along with the parlay... briefly.
* Diablo II: Blizzard warns you, they will not recover your Hardcore Character if it dies.
* Diablo II can summon fighting golems made of clay, metal, blood, or fire. Clay Golems slow opponents and have HP, Metal Golems take on the properties of what they're created from, Blood Golems can steal life to heal itself and the Necromancer (prior to a certain patch, this link functioned both ways, harming the Necromancer when the golem is hit), and Fire Golems are immune to fire and grow stronger when hit by fire attacks as well as having a damaging fire aura.
* Diablo II continues this — Act 1 of the game has sections separated by short stone walls and some trees and weeds between. Maybe there's poison ivy, and who wants to battle evil when they're itchy?
* Diablo II does more damage than a regular attack at the cost of suffering 8% of the damage dealt.
* Diablo II, dubbed "The Countess", is described as having "bathed in the rejuvenating blood of a hundred virgins" in the tome that initiates her quest.
* Diablo II enemies in Lord of Destruction are Baal's personal harem. Given that you'll fight a few hundred over the course of Act V, Baal is clearly a pimp.
* Diablo II expansion Baal can summon a trio of tentacles to harass the player during the final battle.
* Diablo II features mummies. The lore says that unlike zombies with their rotten flesh, mummies conserve their muscles and tissues intact which makes them physically stronger than other types of undead. Mummies can be produced in infinite numbers from sarcophagi and "die" in a burst of poisonous gases (from the chemicals used to preserve their ancient bodies escaping, of course), and greater mummies, the remains of Horadric mages who, to honor them, had animal parts grafted onto their bodies in death. They could raise other kinds of undead (but not each other) and threw black "Unholy Bolts".
* Diablo II gain access to the Whirlwind attack. The in-game description of "Whirling dance of death" is sufficient enough to describe what that move is and does.
* Diablo II got rid of Stone Curse but introduced crushing blows and other effects that worked off a percentage of the target monster's health pool, rather than a fixed amount of damage. These obviously had to be nerfed when dealing with bosses. Diablo II also added the ability to freeze enemies, and although freezing attacks

could stop normal monsters dead in their tracks like Stone Curse did, it would only slow down bosses.
* Diablo II had a special proficiency for necromancers to craft bone armor that only they could use.
* Diablo II has Act 4. Whilst having the final chapter in the pits of Hell is pretty cool, there are far fewer areas in Hell than in any other chapter, only a handful of NPCs in the 'town' of the Pandemonium Fortress(Tyrael, Cain, and the equipment and potion merchants, the latter of whom doubles as the healer), and only three quests, two of which are needed to win the game anyway. Your blacksmith and healer in that town have noticeably been given fewer lines to say and have no discernible personality. "Hail to you, champion" will be stuck in your head after a while.
* Diablo II has Marius drop his pipe after seeing the Dark Wanderer burn down the inn while demons murder everybody else inside.
* Diablo II has some in its later updates. Versions 1.00-1.09 had the Cow King as a sort of Bonus Boss, though he was substantially weaker than the actual final bosses. Version 1.10 introduced Uber Diablo as a new Bonus Boss, and 1.11 introduced the Pandemonium Quest, which involves looking for keys and battling buffed-up "Uber" versions of bosses (Uber Izual, Uber Duriel, and an important lore character Lilith, who is an "Uber" version of boss Andariel). The result of the quest is players entering the Uber Tristram, where they must fight an epic battle against Uber Baal, Uber Mephisto, and Pandemonium Diablo, the super versions of the three prime evils, who attack all at once!
* Diablo II has the Caverns of Araneae, which as the name might suggest are utterly infested with giant spiders. They were bred by Archbishop Lazarus and let loose into some ancient ruins to protect the borders of Khanduras (and because Lazarus is kind of a dick). Giant spiders also show up in Arreat Crater/Hell, as the special minions of Azmodan and Cydaea.
* Diablo II has you battling the forces of Hell which are pounding on the gates of Harrogath and pursuing Baal as he seeks the Worldstone.
* Diablo II has you going through the Rogue Monastery, which has been taken over by the evil forces of Andariel, the Maiden of Anguish. Those Rogues who didn't become demons can be seen dead on various torture devices throughout the monastery, and judging by the state of their bodies, what happened to them was not pleasant.
* Diablo II hours you have the best and most optimal item setup for your character, with which you can... grind for items even faster.
* Diablo III, a Caldeum scholar who traveled across Sanctuary, making notes and descriptions of the things he saw, which prove beneficial to other travelers following after him.
* Diablo III Act III takes place in Bastion's Keep which was equipped with a large number of catapults and siege towers. Three catapults need to be levered into position to fire on the attacking demons while siege towers are only used as makeshift bridges within the Keep.
* Diablo III actually discourages this. At the maximum level, all classes have the same stats and abilities. The only thing differentiating two level 60 characters of the same class is their equipment and actively selected abilities. The only incentive to making another character of the same class is for achievements.
* Diablo III, almost all demons are associated and in service to one of the 7 Evils or their Sin Lords. The only exceptions are the Mallet Lords. These are monstrous 4-armed greater demons that are too powerful to control and wander as they please, they will work with other demons but only because they wish to at the time. The Siege Breaker demons are also this too a lesser extent. With only a handful in existence, these powerful demons can be controlled by the Sin Lords and above but only with constant, enormous effort so they can only handle one at a time and never for too long.
* Diablo III also has succubi, which start appearing as you go through Arreat Crater in Act III. They are stated to be the daughters of Cydaea, Azmodan's consort and one of his Sin Lieutenants, the Maiden of Lust. Act IV features the Vile Temptresses and Hell Witches, which act in all ways like the succubi.

* Diablo III among them lost a sister to demon-induced madness after the two of them survived the destruction of their village.
* Diablo III and Tyrael was forced to destroy it, the power of the Nephalem began to reappear.
* Diablo III, an old soldier and his wife reminisce about the time she was kidnapped by barbarians, and the soldier describes how he was beside himself until they brought her back with an apology. His wife comments that their leader still sends her a bundle of hides every year.
* Diablo III. Apart from the unusually aggressive fauna (Boggits, Bogans, giant shrieker bats and the occasional Maggot Brood), there's also the pools themselves, which are quite poisonous and can kill a traveler quite easily.
* Diablo III are undead abominations composed of the bodies of humans thrown into mass graves without a proper burial which decomposed together into one hideous being bound by foul magic.
* Diablo III are "You dare to bring the warmth of life into my tomb?!"
* Diablo III as a boss who is fought and defeated in Act II, only to return post-game as the overseer of Kanai's Cube. How did he return from the dead?
* Diablo III, as evidenced both in the Halls of Agony and in Alcarnus.
* Diablo III Azmodan's giant head (actual size) periodically appears in a ball of flame to taunt the player, usually after they've achieved some mighty deed that's crippling to his campaign. His invective becomes increasingly pathetic as the player mows through his elitest forces.
* Diablo III before the demons proper take over the role for the rest of the game.
* Diablo III continues this, plus coffins that pop up out of the ground in a field for no apparent reason and open to release a skeleton.
* Diablo III: Do NOT stand in Ghom's gas attack. Because other than the fact that it deals significant amounts of damage per second? "Ew".
* Diablo III from the second game in the series, albeit 20 years older and sporting a gray beard.
* Diablo II if there's a lot of things hitting you at once.) Thus, the pack of normally-laughable fiends who avert this trope tend to be more dangerous than the miniboss itself.
* Diablo III gave in to fan's demand that corpses stop fading away, just so they could see the aftermath.
* Diablo III has a scene where your character must go in a room like this with a blacksmith in order to assist him in disposing of the infected, including his own wife. Justified as it was where the town was housing the bite victims from earlier zombie attacks who hadn't turned yet.
* Diablo III has a white Barbarian, a black Witch Doctor, and an Asian Wizard.
* Diablo III has a wrecked ship called 'The Black Rock' that can be found in the deserts around Caldeum.
* Diablo III, has several quotes along these lines when you bring down a champion pack or rare monster.
* Diablo III has the Demon Hunter class, which, while mostly focused on archery and shadow magic skills, also has several abilities that give them an Engineer vibe. For instance, they can drop an automatic sentry ballista, hurl grenades of various kinds, and set complex traps to slow and damage foes. One of their passive abilities, which improves their Sentry and traps, is even called "Custom Engineering."
* Diablo III has the Infernal Machine update, which introduces four unique bosses, the key keepers, in each act. After obtaining all the keys, the player could craft the Infernal Machine, which allows battling two super-versions of game's bosses at once, for great rewards. There are four such battles: Maghda and the Skeleton King, Ghom and Rakanoth, Zoltun Kulle and the Siege Breaker Assault Beast, and Uber Diablo who can clone himself and summon two of the other ubers. There is a special reward for winning all four battles and collecting special rare items from them.
* Diablo III has Tormented Stingers, which look and sting like scorpions but are actually tortured human sacrifices with their body sliced open to form the legs and its legs mutilated to make the tail.

* Diablo III has you defending Bastion's Keep near the crater of Mount Arreat against a full-on demonic onslaught by the forces of Azmodan.
* Diablo III has you revisiting the old ruins of the Tristram Cathedral, which includes its share of tombs, including the Crypt of the Skeleton King where you throw down with the resurrected title monster who is barring the path to the Fallen Star that takes up the first part of the game proper.
* Diablo III, if you have any +% Magic Find gear from the 1.X days, better hold onto it!
* Diablo III in comparison to some of his colleagues, there might be some truth to that statement.
* Diablo III is commissioned, but he's definitely got the attitude, toughness, and intestinal fortitude to qualify as a Sergeant Rock. An example:
* Diablo III is the Monk. The male is bald with two circle tattoos on his forehead. Case in point: the trailer shows him walking into a town overrun by cultists with the door closing behind him, only for him to be seen fresh as daisies a few seconds later. You figure how well that worked out.
* Diablo III Lyndon the Scoundrel and his brother Edlin both fell in love with a woman named Rea. Rea eventually chose Edlin, who was himself unaware of Lyndon's love for her. The relationship was further complicated when Edlin botched his the scam he was running with Lyndon and ended up in jail, after which Rea became convinced Lyndon had set it up to get her.
* Diablo III. Many demons in the original series feel the same way regarding humans in general.
* Diablo III moments as they could. The result was that over time, the game became criticized for not really knowing who it wants to be for: newer fans might not want to play the third game that tries to make references so often, while long time fans wanted something closer to the previous games with a focus on horror and didn’t like how the game seemed like it was trying to be like Blizzard’s other titles instead of itself. As a result, despite being critically well received at launch, in the years that followed, it is often debated how good it is due to the unclear target audience.
* Diablo III mystic Artisan, from the enormous web she's caught in moments before the Spider Queen arrives to suck her guts out.
* Diablo II inherently corruptive — they're devoted not to death, but to the cycle of life and death, and they oppose Hell because the demons have been trying to break the cycle.)
* Diablo III of the Nephalem, and then re-enact it against undead enemies.
* Diablo III on the Battle.net forums started a rumor that if you click on it a certain number of times, it unlocks the playable version of the gameplay demo seen at release. The matter was laid to rest when someone looked in the source code of the site, decompiled the flash that operated the chat gem, and determined that its only purpose is to change colors, changing the gem from "on" to "off".
* Diablo III plays with this trope. Spells no longer gain power as they level up, each ability gets specific runes that change the spell, and builds can be changed at any time. That said, the wizards still deal more DPS than the melee classes on average, with the Wizard doing more direct DPS and the Witch Doctor using summons and status effects. It's nowhere near as bad as the other entries in the franchise, but it's still there.
* Diablo III, powerful attacks can do this to a target, especially if they have a "wind" or "force" motif like the Wizard's Wave of Force spell or the Monk's Deadly Reach technique. The "Opressor" demon also has this as its normal death animation.
* Diablo III: Reaper of Souls for having demon blood, anyone who knows what he's about can see through this scam quite easily.
* Diablo III: Reaper of Souls has started using blood magic, creating blood golems and maddening the boggits, bogans and other monsters of the marsh to try to slow you down.
* Diablo III's Covetous Shen remarks on how he has so much in common with Cain, mentioning how the both of them had quite interesting experiences with the Zakarum priestesses in their youths.

* Diablo III's Demon Hunter can do this to demons with the Bola Shot ability. It was also apparently a common method of execution in Khanduras during the Darkening of Tristram, as evidenced in the Halls of Agony where you come across the decapitated ghost of Queen Asylla, who was executed by guillotine on orders from the maddened King Leoric.
* Diablo II is described this way in a number of places. Most fitting is the natural resistance skill, which helps the barbarian resist several types of magic damage, and is said to come simply from surviving tough environments.
* Diablo III's Hell finale. Heaven however has no town so you're forced to return to Bastion's Keep from the act beforehand... and the dialogue you hear throughout the Heaven act isn't exactly award winning.
* Diablo II is overpowered in the offensive spells department, and at the same time is frustratingly squishy.
* Diablo III starts with one of these. The star that falls upon Tristram at the beginning of the game is mentioned in the Prophecy of the End Days as a sign that the end has begun.
* Diablo III state that this is one of their primary recruiting methods.
* Diablo III's weirder moments, a random event in the Fields of Misery involves a farm besieged by Leapers. Once all the leapers have been killed, a man comes out of the farm cellar, telling you that he and his wife have been trapped down there by the leapers for hours and that his wife would love to thank you for rescuing them. He leads you into the cellar, and introduces you to his wife...a skeleton sitting in a rocking chair. He says that she's been unwell of late, but his love will see her through!
* Diablo III than the Witch Doctor. The former deals a large amount of direct damage, while the Witch Doctor relies on summoned pets, indirect damage and status effects.
* Diablo III that the undead are not from a single corpse. Instead, they essentially turn a corpse into bone powder and reconfigure it into a skeleton. When you raise any skeleton, it's really like you're raising a thousand tenths of a percent of a thousand different skeletons and sticking them together.
* Diablo III, the archangels Tyrael and Imperius come to blows over Tyrael's involvement with the mortal realm, leading Tyrael to renounce his angelic position.
* Diablo III, the Black Soulstone is Zoltan Kulle's most ambitious work; it's an artificial Soulstone (when normally they're supposed to be artifacts made by angels to contain the Prime Evils) put together with the souls of countless folks in order to attain great power for himself.
* Diablo III. The Crusaders had disappeared into the far eastern parts of the world and were initially thought lost for good, but their crusade — passed on from mentor to novice through the generations — eventually led them back into the western world.
* Diablo III: The Demon Hunter's Sentries are built for this; use up your Hatred resource to summon all your magically-automated crossbow turrets in one spot, then lure your enemies by Vaulting with your Discipline resource back and forth into your turret nest.
* Diablo III". The only instance when he shows anything resembling advanced tactics is when he attempts a sneak attack on a keep by burrowing his forces through the foundations... which he then screws up by sending the hero a telepathic message, gloating about his impending victory.
* Diablo IIIThe only way to make Primal Ancient items start dropping is to beat Greater Rift Level 70, which is even harder than the game's highest difficulty of Torment XIII. While you can keep going into even higher Greater Rifts, you can't fight bosses on anything higher than Torment XIII. So you'd have to beat something even harder than the game can normally throw at you to get the best possible loot.
* Diablo III There's no hints of getting rewarded, buy hey, at least the leaders of hell are gone.
* Diablo III, the Scoundrel has a personality that can easily apply these.
* Diablo III. They are composed of people who have survived devastating demon attacks and dedicated their lives to eradicating them wherever they are found.

* Diablo III to seal away the Prime Evil and combat other growing supernatural threats in Sanctuary.
* Diablo III were the old torture chambers of King Leoric, back when he was still alive and going mad. In addition to having many people (up to and including his own queen) executed out of paranoia brought on by Diablo's attempts to take over his mind and the evil whisperings of Archbishop Lazarus, he had quite a lot of people put to the torture. The Darkening was not a fun time to live through.
* Diablo III, where minions are virtually immune to damage from area of effect spells (to make up for their inability to avoid them), which are much more prevalent than in previous games. Since bosses tend to make heavy use of such skills, minions effectively have immunity to bosses (which of course doesn't help if the player dies anyway).
* Diablo III, where you make two trips — one to rescue Deckard Cain, and the other to destroy the Skeleton King and get to the bottom of the star that fell upon the cathedral.
* Diablo III, which causes four fat zombies to crawl out of the ground, climb onto each others shoulders to make a tower, and then throw themselves forward to crash into the hordes of enemies, dealing a huge amount of damage.
* Diablo III, which Demon Hunters get if they can see into a demon's soul without going mad.
* Diablo III who hails from the setting's equivalent of Russia and is a holy warrior in the vein of western examples while their religion is reminiscient of some combination of Buddhism and Hinduism (with its a large number of deities and belief in reincarnation) wearing clothing with inspiration from the former.
* Diablo III, who tried his best to save lives when the Darkening was going down, but was accused of being this by the people, resulting in his death when King Leoric fell.
* Diablo III, who was placed in a 1,500 year long slumber so that she can help the hero fight the forces of Hell.
* Diablo III will repeat this trope and simply "pick one" as with the first game, or follow a different path.
* Diablo II makes it clear that there are many Paladins of Zakarum that remain with the church and have become far more in-name-only individuals.
* Diablo II multiplayer, the wilderness areas outside of towns change shape everytime one plays.
* Diablo II." Nihlithak is a lot nastier. "After so many have died, who are you to think you can accomplish what our warriors could not?" And, "Ending the siege [will] not earn immediate respect, outsider. Respect only comes with sacrifice — something I'm sure you know nothing of." The worst from Nihlithak? "What are you still doing here? I thought you were going off to die. Go...Be quick about it."
* Diablo II, no less — just to save the rest of the world. There is some good news though! Now that the Worldstone is gone, all humans will apparently now become super strong half angel, half demons like they originally were.
* Diablo II of the original character classes were involved in defeating Diablo the second time.
* Diablo II: One of the main villains is Baal, who took over the mummified body of mage Tal Rasha.
* Diablo II puts a teleporter in the last room, which will take you back to the entrance.
* Diablo II's Assassin can also specialize in creating traps and sentries to destroy her opposition.
* Diablo II spell, though you'd be hard pressed to find any players who can even name it.)
* Diablo II the Assassin can summon a shadowy clone to fight on her side.
* Diablo II: The Assassin's gadgets such as the lightning trap, flame trap and blade barrier would fall under this. As a coven of mage hunters, the assassins avoid making use of spells. However, as a former mage clan, they've instead dedicated themselves to developing psychic powers and engineering weapons and tools

based on their old magics.
* Diablo II, the Dark Wanderer assumes Diablo's true form in the cinematic between Acts 3 and 4, and Marius describes the transformation as "not meant for mortal eyes": Lumps move under his skin, horns sprout from his brow, and his face stretches and twists as he howls in pain. Thankfully, he collapses and the rest of the transformation occurs hidden under his cloak.
* Diablo II, the Monk takes over here with the Demon Hunter following behind.
* Diablo II: The necromancer is all over this. Aside from insta-summonable earth, blood and fire golems, he can also make metal golems out of any equipment, which then takes on the enchantments and traits of their raw materials.
* Diablo II, the seer of Harrogath, the home base for the expansion back, has her hair turn white, goes shrieking mad, and dies when she sees what's coming.
* Diablo II the unnamed protagonist is met with failure at every turn due to arriving ever so slightly too late to have stopped the villain from doing what they were trying to do.
* Diablo II. They're staying in the camp because they had been evicted from their monastery after Diablo's minions took over and mind-controlled half their numbers, whom you fight throughout Act I, and who are also all female.
* Diablo II to keep them dead. However, with the third installment of the series forthcoming, it remains to be seen whether it worked.
* Diablo II type with a haughty intellectual personality) and the Paladin (a decidedly non-squishy fighting priest type, complete with lots of analogies to real-world monotheistic religions). The Barbarian class is the only one that doesn't use magic of any kind, as his culture forbids it, and he is white.
* Diablo II when you die, you respawn in the nearest town with no equipped items or gold. To get your items back, you need to go back to where you were killed and recover your own corpse. This is often unfeasible, especially on higher difficulties, because the enemies that killed you are still hanging around your corpse and now you have no weapons to defeat them or armor to survive them. Thankfully, you can restart your game and your corpse will appear in town with all the items intact and only the gold gone.
* Diablo II which are unique shields for necromancers. Necromancers also have a unicorn skull as their left pauldron.
* Diablo II, who used to be the Sorcerer from the first game before being driven mad by Diablo.
* Diablo II, with the Assassin's Dragon Flight, which teleports to a target and kicks it. The Paladin's Charge attack is close, allowing a means to dance from place to place at (nearly) untrackable speed, even leaving the trail of afterimages. There's also an armor which allows any class to use the Sorceresses' teleport, which while not technically a flash step, does end up looking quite the same in duels...
* Diablo Immortal" (that the crowd audibly jeers and laughs at); and even went to remove and re-upload the announcement trailer, which had garnered over 300,000 dislikes and had numerous comments vilifying the game. It didn't help, and video game news sites reporting on the backlash caused it to spread like wildfire.
* Diablo, is charged with destroying him. This hasn't stopped a few from claiming the entire series is meant to drive people into worshiping Satan.
* Diablo is to make the enemy forces stretch themselves thin by retreating. It can also be used to lure mooks away from a boss (handy if he can resurrect them), in a cheap but entirely legal exploitation of AI limits.
* Diablo, it looks like one giant cavern, with the player running around on rooftops.
* Diablo. It's got 16 levels, each more horrific than the last, and they eventually take you to Hell itself to face the title archdemon.
* Diablo: "meteoric" was a prefix which increased an attack's probability to hit, even more than "mithril".
* Diablo often results in him giving away his plans before he puts them into action.
* Diablo, once resurrected, has an extra mouth in each of its shoulders.

* Diablo placed upon them by their mad king Leoric, who Lachdanan himself was forced to slay.
* Diablo plays this one straight when Marius witnesses Diablo's transformation. He even says it "was not meant for mortal eyes."
* Diablo reveals that the Rogue was corrupted by Andarial and destroyed the monastery her people call home, the Sorceror went mad and retreated to a pocket dimension of his own making, and the Warrior (now identified canonically as Prince Aiden) wasn't strong enough to hold Diablo, and had handed the Lord of Terror a much stronger host than the 10-year-old boy he'd been inhabiting in the first game. When Diablo escaped the cathedral, he burned Tristram on his way out, slaughtering everyone who lived there, leaving Deckard Cain as the only survivor.
* Diablo series, as one can probably guess, primarily has the demons of the Burning Hells in this role, though undead are also a big threat early on.
* Diablo series is infamous for this, frequently featuring the same enemy 3-5 times by recoloring and renaming it.
* Diablo series regularly has its protagonists descending into the bowels of Hell to kick demon ass for its final acts.
* Diablo series turn out to have been created by the Vizjerei by magical corruption of captured umbaru tribesmen, and their previous lore as demonic lieutenants of Baal, the Lord of Destruction, turns out to have been nothing but Vizjerei propaganda meant to cover up their misdeeds.
* Diablo series was this to King Leoric of Khanduras. He was corrupted by Diablo long ago, and not only influenced him for the worse when the archdemon in question tried to take him over, but was responsible for many of the knights of Khanduras being killed in a war with Westmarch, the luring of many adventurers into the Tristram Cathedral to be murdered by the demonic Butcher, and the kidnapping of Prince Albrecht, Leoric's youngest son, to be a vessel for Diablo.
* Diablo, since the very choice of character(s) at the beginning determines who wins the game and therefore who drives the story in the end.
* Diablos' were full of this. Every single enemy in the games, apart from quest specific bosses, came in various levels of strength denoted by colour and had otherwise identical sprites as others of its type. It's mentioned in the first game manual that this is because the Prime Evils, the leaders of the demons, would alter their servants forms to better deal with whatever threat they were facing at the time.
* Diablo Swing Orchestra, including a Cello and operatic lead vocals. And then they'll often throw in other genres when they feel so inclined.
* Diablo Swing Orchestra is a frequent user of this trope, with several of their songs shifting genres several times over the course of the song. Even more generally, most of their songs fall into completely different genres.
* Diablo that worshiped the Prime Evils, Diablo, Mephisto and Baal, as gods, and deceived their believers by making out the Evils to be Spirits of Determination, Love and Creation, the exact opposites of what they actually were.
* Diablo. The expansion to the second game is about an attempt to graft Hell and the mortal world together, and there are portals to Hell where you can go and loot stuff.
* Diablo, the expansion to the sequel. Albeit, they're not particularly sexual creatures, rather color-coded, fireball-flinging, batwinged, naked women.
* Diablo: The hero of the first game was only really known in the one very small town. Of the second, much more widely known and thus deserving of the title Living Legend.
* Diablo, the main character, Darrick, looks for a sword, Stormfury, that will allow him to defeat the main villain of the book. When he finds it, the sword looks like a plain infantryman's weapon. When Darrick questions its lack of style, the sword's guardian points out that an impressive and awe-inspiring weapon would be more likely to be stolen, and the sword's abilities could not to be kept secret.
* Diablo, the Necromancer and Druid characters have a whole list of spells devoted to summoning multiple allies, who are always loyal and fight until killed. The Amazon and Assassin can summon a single powerful ally.

* Diablo, the "Phasing" spell teleports the user to a random location within a short radius. It's a cheaper version of the much more useful Teleport spell, and only really good for escaping being cornered by monsters. One of the random shrine effects does the same on a larger scale, sending you to a random point within the level, with the flavor text "Wherever you go, there you are."
* Diablo, there's a spell called Phasing that teleports you randomly to an area within view. There's also a shrine that does the same thing, with the appropriate flavor text: "Wherever you go, there you are."
* Diablo: The second game indicates that Deckard Cain was this in his youth. He says about Anya being like some Zakarum priestesses he had known. He also says that they did not have to take vows of chastity. Do the math.
* Diablo. They have a golden border around their portrait and are much tougher than their normal counterparts. How much more depends on the setting. Outdoor elites might be killed by a single character of the same level, although it's much more difficult, while dungeon monsters are designed to be a threat for a full group or even a raid (up to 40 players).
* Diablo they're assigned to. In practice, they're bug-eyed humanoid monsters that stay invisible until they're right next to you, which can be pretty scary.
* Diablo universe was Tathamet, the original Prime Evil, which was destroyed by Anu, the original god of the cosmos. The Burning Hells and the demons were spawned from Tathamet's remains, and the Seven Great Evils which would threaten creation were born from each of Tathamet's seven heads, while Anu's remains would form the Crystal Arch, from which the High Heavens and the angels sprung.
* Diablo video game series, the protagonists must fight the three Prime Evils: Diablo, Mephisto, and Baal. All are alternate names for Satan.
* Diablo, where particularly rare items were used as currency. Because gold could only be handled in stacks of up to 5,000, unique rings, elixirs and the like became a far more fungible currency for items priced at hundreds of thousands. (Of course, since the game was commonly hacked to death and back, there was very little real 'economy'.)
* Diabolical Dogcatcher: Aww, are you a cute wittle doggie-woggie? Hope you like the pound!
* Diabolical Mastermind. Although both were created artificially, they were from the same brood (and one of the earliest surviving, at that), so by Terran standards, they would have been brothers. To add to the fun, it's implied that Phaeton's villainy is an attempt to compensate for having betrayed Marsala during the First Neosapien War fifty years ago.
* Diabolical Mastermind, but that is not something limited to this series.)
* Diabolical Mastermind has undergone partial cyber-conversion by the Cybermen but retains his emotions and appears outwardly human.
* Diabolical Mastermind. In one hand, he leads a Mexican cartel, but on the other hand, he is also a supernatural evil, top dog of the vampire hierarchy and leader of the aptly named Nine Lords of Night. Hell, his name "malvado" means "evil" in Spanish, making him an almost literal example of a "Lord Evil".
* Diabolical Mastermind Minion Master, they face off in a 'Madder Scientist Than Thou', until he bribes Bun-bun to show he's Eviler.
* Diabolical Mastermind: no legal country, but kept immune from national/international law through minions and blackmail.
* Diabolical Masterminds Mongolian. He was also known by the not-very-subtle moniker of "L'ombre Jaune" or "The Yellow Shadow".
* diabolic pact to such customers, and a few are relatively safe so long as you don't start trouble.)
* Diabolik, and Ginko (the one cop who can actually hold Diabolik in check, and who has personally punched him out in more than one occasion).
* Diabolik and loot while he and his lover Eva live in the luxury homes built right on top of them.
* Diabolik are good for altering the face, and the eye color can be concealed by contacts, but they do nothing to alter the wearer's body build, thus preventing them from masking as smaller or excessively taller people. Also, there are ways to

recognize a mask anyway:
* Diabolik, as lowering compulsions and possible to resist. Diabolik himself was once dosed with it and his interrogators got only a glare, and a man he kidnapped for information for a theft was revealed being an undercover cop who managed to lie without getting caught.
* Diabolik, because spare Jaguars don't come cheap (especially because it's out of production);
* Diabolik butler is always innocent, but Diabolik tend to take his place (or the place of another house servant) to take a look of the place he's about to steal from and/or drug/kidnap his victim.
* Diabolik checking the body is a guarantee of him dying (when that happened the guy who checked the body was an accomplice).
* Diabolik considered doing that and she had (barely) failed his test.
* Diabolik, former boxer Big Bolt once told the protagonist he was asked by the mob to throw a match so there would be more people willing to bet against him. Knowing it wouldn't impact his career and chances to win the world championship, Big Bolt accepted... But right as he let himself get knocked down to pretend he had lost he changed his mind, rose up, and dropped his opponent. It was his last fight, as ten mobsters were sent after him and the last one managed to wreck his leg before being punched out.
* Diabolik from the early issues, when the story was supposed to be set in France). Every time Diabolik is arrested, the police needs only to file the paperwork to try and behead him, as when he was arrested the second time he was held long enough to be tried and sentenced to death, and not even an abolitionist lawyer appealing on his behalf could change it. Actually beheading him, on the other hand, is quite complicated...
* Diabolik from time to time invents new identities for himself and Eva for use in his heists. It's explained as him being a skilled hacker, able to hack government databases and alter the data well enough to then have the government provide him with actual paperwork. They usually hold well enough under casual scrutiny, but crumble whenever
* Diabolik (he killed this one with a knife too in spite of being caught by surprise).
* Diabolik if he wasn't able to use those masks to just waltz in from the front door.
* Diabolik in case they capture him, so any reprieve will naturally come at the last minute.
* Diabolik is a criminal who mainly steals from other criminals, but it's not because he hates them, it's because they tend to keep their money and jewels in their homes and banks have become too much even for him.
* Diabolik is shown tormented by the possibility he murdered an innocent.
* Diabolik it works every time, even if he never spares a thought about them once he made sure it worked.
* Diabolik Lovers is better known for its series of visual novels than the Drama CDs that spawned them.
* Diabolik Lovers — Started out as a series of Drama CDs (and continues to do so) before being made into Visual Novels.
* Diabolik Lovers vampire brothers. One of them even calls her 'Bitch-chan'. It's intended to be fanservice for girls who do want bad boys.
* Diabolik of a long-running Italian comic, wears a skin-tight black suit that leaves only his eyes exposed.
* Diabolik of Clerville, as the rest of the State (that includes at least one other major city and several towns), plus the neighbouring countries of Benglait and Rennert, remains completely undocumented.
* Diabolik, or to indirectly cause the plane crash that gave him that fame, or to cause a terrorist attack that, had it been successful, would have started a civil war, or to cause a zombie scare...
* Diabolik or whoever exposed himself to whatever he's in the mood of doing.
* Diabolik's character Elisabeth Gay has been misspelled as Elizabeth, Elisabet,

and even Elisabetta (the Italian equivalent).
* Diabolik shoots some strawmen in which he believes Diabolik is hiding himself, then leaves... And one of the strawmen starts bleeding.
* Diabolik: Some houses may have or have not vents sufficiently large, resulting in Diabolik and Eva (extremely agile people) either climbing in themselves or using a remote-controlled robot to reach the safe or vault.
* Diabolik's recurring character Saverio Hardy is gay, but the only hint before he came out was that he did not court a gorgeous female friend of his. Diabolik himself admitted he had not seen that coming, in spite of his usual ability to notice anything about someone's personality and having spent a long time with him.
* Diabolik's superiors. They tend to be one-shot characters because they appear in the issue Diabolik robs them, and in the process tends to expose their crimes beyond their abilities to pay their way out of trouble, bankrupt them, kill them (the usual end), or any combination of the three.
* Diabolik, the boxer Big Bolt was once ordered to throw a match by the mob. As it wouldn't affect his career and chances to fight for the world championship, Big Bolt agreed... Then on the ring he changed his mind right when he was supposed to go down and massacred his opponent. In his old age, Big Bolt admitted it had been a stupid idea, as the mobsters reacted by having his leg broken and ruining his career, but remained someone even his enemies would respect.
* Diabolik, the only thing more frustrating than this when dealing with them is their tendency to piss off Diabolik, resulting in the worst criminal of Clerville either killing them or giving Ginko the evidence he needs.
* Diabolik the plan has been completed, with Diabolik doing it from safe distance.
* Diabolik the titular protagonist and his beloved Eva Kant first met when she caught him trying and steal the Pink Diamond from her, and he threatened her with a knife. As she was captured in his eyes and had to admire his the ability to arrive there undetected and he was caught by surprise by her not fearing him in the slightest, they fell in love.
* Diabolik when an occasional accomplice risked that) and when given the chance to rob Diabolik and Eva they not only didn't take it but facilitated their escape.
* Diabolik, who decided to take revenge for the (failed) attack on his friend that way.
* Diabolik with bloody and gory events being picked up by the news with the explicit intention to get more viewers.
* Diabolik with his face. Nowadays he prefers kidnapping, but will resort to it again if he doesn't have the means to hold the victim.
* Diabolik, with many of his victims being worse criminals than him that happened to have crossed him.
* Diabolik, with the cops usually being officers killed in the line of duty. The title character has of course the largest body count, as his usual reaction to being caught in action by a cop is to throw a knife at them.
* Diabolus ex Machina: A happy ending is ruined by an unexpected development.
* Diabolus ex Machina: A plot device that gets the heroes into danger.
* Diabolus ex Machina in the setting, whether this trope is truly in effect is something of a question mark. It only happens with elite tanks, created by the recovered lost technology blueprints without the slightest understanding of its state of the art electronics; not to mention the other parts. Most of the Machine Spirits are just A.I. that survived the Dark Ages. Since the Emperor prohibited all A.I., techpriests don't even think about researching it. Well, at least that's what they keep saying.
* Diabolus ex Machina is often brought in simply because if the villain were to lose,
* Diabolus ex Machina: Similar to the above, but it comes out of nowhere.
* Diabolus ex Machina: Something comes out of nowhere to cause things to go wrong in the story, which will usually end in tragedy.
* Diabolus ex Machina: Things go downhill because of a disaster coming out of nowhere at the last minute.
* Diabolus ex Nihilo: A baddie who appears out of nowhere and it's unknown where

they came from or why.
* Diabolus ex Nihilo: An enemy or threat that shows up out of nowhere with no context.
* Diacrisis: It's pretty foggy outside the prison due to a snowstorm. As a result, it can sometimes make it hard to see anything out there.
* Diacrisis, the captain of Excellor Supermax Security Penitentiary, has a beard, and mows down zombies.
* Día de Muertos (juxtaposed with bright colors and flowers). The reasoning behind this is that one should celebrate the lives of those who have passed on, not dwell on the fact that said lives are over. It also has the effect of making death somewhat less frightening.
* Dia de los Dangerous, features Brock Samson methodically killing as many of the Monarch's henchmen as he can using his car, lighting-up and enjoying a smoke as he does. It's horrific.
* Dia de los Muertos. When Miguel takes a guitar from a memorial, he is cursed because he "stole from the dead" and trapped in the Land of the Dead trying to find a way to undo the curse by sunrise before he becomes one of them.
* Diadem series by John Peel. There are only two flying mythological creatures seen: a sphinx and a dragon. The sphinx is rather small and has enormous wings. In series genius Pixel realizes the large dragon breaks the square/cube law and surmises it flies some other way. They then discover the dragon flies under the same principle as a hot air balloon. Pixel puts the flames out and the dragon crashes.
* Diadem Worlds Of Magic: The literal nightmare world of Zarathan is first thought to be a giant dreaming creature, but when a character forces it to wake up, it's actually discovered to be an giant egg.
* Diadem: Worlds of Magic. When he leaves his house one day (which he has never done before), he comes across a slave labor camp, where he is told that they make everything that those in houses consume.
* Diagnosans - Skeleton thin, two slits instead of a nose, and a bulbous head.
* Diagnosis and Depiction of Partial Epileptic Seizures: by Diane Friedman for its unusually accurate depiction of a real medical condition, with clinically accurate dialogue used by characters and symptoms portrayed accurately, in addition to the surgical details.
* Diagnosis from Dr. Badass: Someone diagnoses themselves or someone else in a very accurate way, as though they were a medical doctor, even if they're not.
* Diagnosis from Dr. Badass: When the character gives a detailed accounting of how he's hurt, or is hurting another.
* Diagnosis from Dr. Badass: Will tell you in deep detail just how badly they're beating you while doing so.
* Diagnosis: Lovesickness" is about Natsuki realizing her growing feelings for her good friend Yuu.
* Diagnosis: Murder, a hypno therapist framed one of his patients and convinced her she was a murderer by killing his wife himself, putting the patient in a trance and commanding her to come to his house and pick up the murder weapon (since it's impossible to hypnotise someone into committing murder) and making her wake up standing next to the body with the weapon in her hand.
* Diagnosis: Murder as crime-solving doctor Mark Sloan, and co-starred his own son Barry Van Dyke as Mark's son, police detective Steve Sloan. Other members of the Van Dyke family appeared at various times during the show's run, including Dick's brother Jerry and daughter Stacy in one episode each as Dr. Mark's brother and daughter respectively. Barry's four children all appeared in multiple episodes, although not as Sloan family members: Carey as six different characters in as many episodes; Shane as four, the last of whom became a regular supporting role in the show's concluding months; Wes as three; and Taryn in three episodes. All four appeared together in two separate episodes, which therefore share the highest rating of 6.0 on the Van Dyke Scale...
* Diagnosis: Murder as the character of Mark Sloan watching home movie footage of himself playing 'cowboys' with his son Steve (played by real-life son Barry). This

is in fact real footage of Dick Van Dyke presumably playing 'cowboys' with a toddler age Barry though it could conceivably be another family member.
* Diagnosis: Murder by Detective Steve Sloan, who draws a pig in the same pattern, though of course, Dr. Sloan is right.
* Diagnosis: Murder, Dr. Jesse Travis got this from at least one elderly patient.
* Diagnosis: Murder: Dr. Sloan's son is a homicide detective. A relative on the force.
* Diagnosis: Murder: Dr. Sloan, while held hostage by domestic terrorists, managed to convince the revolutionary group to stand down and surrender to the Feds, rather than try to shoot their way out and likely get themselves killed, by invoking this trope. He pointed out that they would ultimately be forgotten as martyrs but if they stood trial, they would get 24-hour news coverage.
* Diagnosis: Murder (due to an appearance by Barbara Bain as Cinnamon Carter).
* Diagnosis: Murder episode "Baby Boom," a kidnapper strapped with explosives holds a class full of pregnant women hostage.
* Diagnosis: Murder, fitting its title. Though there are a few episodes where characters only think a murder happened.
* Diagnosis: Murder had the first half of the episode as the criminal explaining his plan for the perfect murder followed by the actual murder where nothing went to plan. Despite this, the reason Sloan caught onto him wasn't because of the numerous mistakes but because of the "mountain of evidence" he had planted to frame someone else. It was the first case Sloan had where the suspect was so obvious that he thought it was suspicious.
* Diagnosis: Murder has a race car promoter doing her spin on the scheme: She sponsors a driver with a terrible race record and sells the various backers for nearly three times the money she'd ever get with him winning, confident that after a terrible race season, she'll make a profit on the backings. Of course, the driver suddenly has the best winning streak of his career, driving her to murder.
* Diagnosis: Murder has RZ1765, a genetically modified strain of smallpox with an 8-hour incubation period and the potential to wipe out a small city. It gets stolen, along with the antigen that counteracts it, from a biological research company and by a series of unlucky coincidences infects Mark, Jesse and an unlucky burglar, although thankfully Mark recognises the symptoms when the burglar expires and sets up a quarantine before anyone else gets infected.
* Diagnosis: Murder have Mark Sloan expose the killer in this fashion. To cite a few examples:
* Diagnosis: Murder: In "Blood Will Out", Amanda is preparing for an autopsy when the body on her slab wakes up and chokes her into unconsciousness before escaping.
* Diagnosis: Murder: In "Blood Will Out", Mark calls Steve to tell him where he and the missing patient are. Being in a room with a rogue NSA agent, Steve pretends to be having a conversation with his wife about a dinner. In a twist, the NSA had been tapping Steve's phone and got a recording of the full conversation. Steve, however, expected the them to be tapping his phone and arranged to have a squad of police waiting for them when they followed him.
* Diagnosis: Murder: In "Misdiagnosis Murder", Jesse sees a man die of a heart attack in the parking garage. When he returns with aid, the body is gone and another man is faking tachycardia. Jesse spends the rest of the episode trying to persuade people of what he saw.
* Diagnosis: Murder in "Misdiagnosis Murder". When Amanda tells him to go home and get some sleep, he angrily says he will and turns and strides dramatically through a door. Which turns out to be the broom closet.
* Diagnosis: Murder: In "Murder in the Air," the pilot of an airliner escorting Sloan and Amanda to a medical conference in Europe is killed.
* Diagnosis: Murder: In one episode a woman kills her lover in a fit of rage after learning he's been unfaithful.
* Diagnosis: Murder. Justified in that Mark, like all his other clients, had left messages threatening death to the accountant due to his poor bookkeeping getting them in trouble with the IRS.
* Diagnosis: Murder. Mark is the son of a cop and father of another, in whose cases

he often gets involved. He is a medical consultant to the LAPD.
* Diagnosis: Murder moment he tried reaching into the machine to get the stuck snack and ended up breaking a finger.
* Diagnosis: Murder: Murder x 4: Steve tells the assassin, who is terminally ill, that his death by a SWAT sniper will be broadcast on live television by 8 news reporters.
* Diagnosis: Murder: One episode has the hero try to disarm a nuclear bomb, when told to 'cut the red wire' he replies that the wires are all black. Then a bomb tech yanks out all the wires disarming the bomb.
* Diagnosis: Murder ran for eight seasons and has maintained popularity in reruns after ending in 2001.
* Diagnosis: Murder scene, where the villain tries to convince Bond to join him in taking over the world. She says, "All Bond had to do was say 'yes', and he could buy enough time for his fellow agents to rescue him and save the day. I never understood why he never said 'yes'... until now. The answer is 'no'."
* Diagnosis: Murder showcased everybody's "hidden" talents at some point: Dick Van Dyke got to dance, sing, and perform magic (although how good he was depended on the writer); Victoria Rowell had an episode in which she displayed her ballet training (referenced once or twice before); Barry Van Dyke did some boxing.
* Diagnosis: Murder showed a guy giving a girl a shoulder massage as she lay in the tub, then suddenly pushing her under the water and drowning her.
* Diagnosis: Murder: "Standing Eight Count." A boxer whom Dr. Jack Stewart idolized was framed for the murder of the boxer who beat him and turned down a rematch due to health issues.
* Diagnosis: Murder-style Christian TV network) given a fatal heart attack by video clips sliced into a show she's reviewing that had images of a lookalike practicing Satanism (which she did in college), something that would ruin anyone's career, let alone hers.
* Diagnosis: Murder (that was kind of a ghost story) has one corpse turned into an exhibit skeleton.
* Diagnosis: Murder, the killer is a doctor who wants his son to follow him into the medical profession despite his son's obvious incompetence, to the point that he secretly arranges for his son to be given the answers to one of his medical exams before he sits it, and murders another student who finds out about the cheating and threatens to expose it.
* Diagnosis: Murder, the killer who had previously dodged phone traces allows the call to be traced to a pay phone to distract the police.
* Diagnosis: Murder they change a baby's diaper. The pixie faced doctor comments on how babies whizz in peoples' faces when people change their diapers on TV. He then changes the baby's diaper and gets whizzed on.
* Diagnosis: Murder when either Jesse, Amanda or both were absent from nearly every episode. There are only 6 episodes of the entire season where all 4 main characters appear, and Jesse isn't even in the series finale.
* Diagnosis: Murder where a series of people were murdered in methods that pointed to a vampire or something similar. It was all played as if the killer was mentally ill and only believed she was a vampire until she flew across the room at Dick Van Dyke. Very unusual for a show that was, as much as a TV show can be, very realistic.
* Diagnosis: Murder, where the killer must be right-handed. This lets the left-handed man off until it's revealed that everyone is innocent. Since someone must be guilty, it turns out the lefty is ambidextrous.
* Diagnosis: Murder. Who died when she telekinetically flew herself into a chair leg. And was never spoken of again.
* Diagnosis of God: A possibility that a character has a disorder is confirmed or debunked by the creators.
* Diagnosis of God: The creator confirms a character has a disorder (which can include physical disabilities).
* Diagonal Cuts throughout the original series. On the other hand, the trope is also subverted several times throughout the series:

* Diagonal Cut truly begins with Silver Samurai practicing this on some trees as well as some Foot-bots before Shredder appears.
* Diagonal Speed BoostOn a square movement grid, moving diagonally is faster than otherwise.
* Diahann Carroll. Apparently, a lot of the stories her character June on
* Dia herself eventually acquired a giant corrupting scar courtesy of Khorne after the same incident.
* Dialac is renamed Regenstein, where the townspeople speak German (or English mixed with German words). Regenstein means "rain-stone" (because it's the first place you visit where people get turned to stone, and you can't do a thing about it).
* Dial-a-Ghost: Basil Snodde-Brittle (who is described as not very bright) died from diving into a swimming pool without making sure it was full of water.
* Dial a.k.a. the Leader after being ousted from SHIELD by the Avengers, who helps them develop even more Gamma mutates.
* Dial, Audrey Nathan delivers one to Phil Coulson when she finds out he's alive and had been alive for 5 months without contacting her.
* Dial Code Santa Claus where a genius kid who lives alone with his mother and grandpa is visited by a psychotic criminal dressed as Santa on Christmas night. He must defend himself and his relatives using his wits and array of various gadgets.
* Dialect or jargon perhaps, but not a language. And only applicable through writing.
* Dialect: The premise of the game is that the players exist in this sort of community and have developed their own language. They reconnect to the outside world, and the rest is exploring the changes in language.
* Dialed In! (and in a comic book that can be found online), it mostly serves as set dressing for the game itself, save for a few modes dedicated to said shady company attacking you. Notably, the player character has no given motivation for activating such devastating disasters.
* Dialed In! attempts to weaken the flippers with laser beams; an evil laugh plays if they succeed.
* Dialed In! causes the phone on the playfield to receive a call. Each of the numbers it displays begins with 555.
* Dialed In!, Dialed In Electronics attacks your flippers with lasers that cause them to stutter should they get hit.
* Dialed In! who proceeds to destroy parts of Quantum City for no reason other than they can.
* Dialga and Palkia at the very least have some nod to their powers: Roar of Time and Spacial Rend respectively, very powerful unique attacks that manipulate time and space, which is in correspondence to the Pokémon's Pokédex entries. Arceus also has Judgment — an attack befitting an
* Dialga, Palkia and Giratina themselves are an example. Dialga's Pokedex entry even states that time itself started to flow when it was born. By extension, the Lake trio (Uxie, Mespirit and Azelf) are also as old.
* Dial H for Hero had a set hour time limit for the superheroic identities they bestowed upon the wearers, as well as an hour wait before the dialer could transform again (which was imposed whether the dialer used the previous transformation for the full hour, or voluntarily reverted before their hour was up). However, it was found in the final story arc that the H-Dials could be immediately passed onto another person (as long as that person hadn't used one within the last hour) to circumvent the limitation.
* Dial H for Hero had the protagonists use their H-dials to transform into fan-submitted characters.
* Dial H for Hero, however, those same heroes were mocked for being too campy to take seriously.
* Dial H for Hero that appeared to be a rotary dial with alien script instead of numbers attached to a strap. Later adaptations attached the rotary to actual phones, with origins in a civilization terminally dependant on similar devices. The 2018 title runs full tilt into this and introduces four, color-coded dials, all

mounted on and operated like various rotary dial phones, with unique transformations, whose effects can be transmitted through phone connections for mass empowering.
* Dial H series, the ability to produce speed echoes is the signature power of the villain Centipede.
* Dial H, with the team of characters having defeated their main enemies, but being left in a devastated universe which they could potentially escape, but with only a remote chance of getting back to their original homes.
* Dial it happens to Ulik when Thor and Iron Man hit him with a combination attack, much to Hill's chagrin as it caused them to lose track of him.
* Dial M for Merger", the contestants escape a water tower that they're told will be blown up within seconds. It proves to be a hoax only when they've already escaped. Beth is unamused and claims she nearly peed her pants from stress, while Harold outright did wet himself.
* Dial M for Monkey brought us the Galactus parody Barbequor, who tried to turn the entire solar system into a shishkabob.
* Dial M for Murder is undone because he underestimates the intelligence of Swann/Lesgate, the thug he hired to kill his wife. Swann puts the key right back after using it, rather than keeping it, as his employer expected.
* Dial M for Murder is undone, he calmly congratulates everyone and pours them some wine.
* Dial M for Murder, Margot's trial scene ends with the horrified look on her face after the judge puts on his black cap.
* Dial M for Murder, one of the characters gives the summation as a purely hypothetical imagining of what could have happened, not realizing that that is exactly what did happen.
* Dial M for Murder, the cops begin to suspect Tony of something when he starts buying everything in cash, in used one-pound notes.
* Dial M For Mutant into the noir setting, complete with copious use of 30's/40's slang.
* Dialog boxes on most systems (including Windows and most Linux distros) always place the
* Dialog During Gameplay: The character you control has conversations with other characters as you're walking around instead of during a cutscene.
* Dialog establishes the Peacekeepers have several other small ships including "scrub runners" and another type identified only by serial numbers, that they use to train pilots before the traineers are considered ready to fly the much more sophisticated Prowlers. Depending on whether or not one applies
* Dialogue from the newest DLC for the game indicates that in an alternate multiverse the mantis-men take over the facility. Cave sounds scared. Further DLC dialogue has an alternate Cave relaying good news and bad news:
* Dialogue Reversal in which Han says "I love you" and Leia replies "I know". Hers was a heartfelt confession at a moment when they might never see each other alive again, his was in response to her indicating to her hidden side-arm when some storm-troopers got the drop on them. Both scenes are portrayed awesomely, as a result.
* Dialogues Concerning Natural Religion. The opening and closing say that Cleanthes, the most orthodox proponent of religion, clearly wins the argument. (In between, however, he loses every point and the skeptical character of Philo carries the day.)
* Dialogue tags that reiterate the dialogue they're describing are infuriatingly common in fanfic, especially when
* Dialogue Trees happened. Every time you replay the games and make different choices, you're playing through a different version of the story.
* Dialogue was recorded, which was thought to be too sad for kids. It was supposed to be paired with an episode called "A Tale of Two Rangers", of which no trace exists.
* "Dial P For Pink" has a thief inserting a balloon in a hole in the side of a safe he's trying to crack (with the Panther inside it thwarting his every move) and

inflating it with his breath. The safe rises, as the thief walks off with the safe tied to a string floating above him.
* Dials might also be this, being somewhat uncommonly found sea shells possessing various and useful abilities to store things like sounds or
* Dial, when asked about the new armor-wearer Rescue, Pepper Potts tells the asking reporter that she is Rescue.
* Dialysis apparently works wonders, since it cleans the blood and resets your fluid and sugar levels all in one fell swoop. A perfect solution! ...Except for the whole "having major organ failure" thing. Whether or not that would be preferable to a hangover is left to the reader's discretion.
* Dial Z For Zombies, with the graphic card showing a drunken cameraman.
* Diamanda Hagan about the skirmishes being fought over the few remaining available letters.
* Diamanda Hagan, after her clip minion cut to a clip that doesn't really relate to the movie at all, Diamanda demands the minion swallow her cyanide suicide tooth. When told that she can't remember which tooth it was, Diamanda tells her to get creative. The clip minion then starts punching herself until she finds the right tooth, promptly dying.
* Diamanda Hagan and The Nostalgia Chick was proposed, she stated she was "amused." When it surfaced, she did a dramatic reading of it.
* Diamanda Hagan gets into a shootout with the police and finally decides to just teleport away and blow up the compound. To her growing annoyance, the explosion doesn't go off when she expects.
* Diamanda Hagan is an aunt and loves to spoil her nieces and nephews.
* Diamanda Hagan movie, asking Diamanda to find out whether a girl would be more willing to sleep with Diamanda if she killed said girl's parents in real life (results: no, she wouldn't).
* Diamanda Hagan: Online comedic critic of bad films, usually in the exploitation or shock film genre.
* Diamanda Hagan's review of "Vikingdom" when they talk about how historically inaccurate the film is and Malcolm shows up in Viking costume. Happy Viking, Malcolm, and Diamanda get so caught up in the argument that it takes them a while to realize they're all completely aware that black Vikings did in fact exist.
* Diamanda Hagan who regularly orders her minions to execute themselves.
* Diamante, courtesy of his Hira Hira no Mi, allows him to compress various objects into thin, clothlike form, and he comes in
* Diamante deserves special mention as his cape is a solid steel sheet, made to wave in the wind thanks to his Devil Fruit power.
* DIA — Defense Intelligence Agency. American military intelligence and primary source of information for The Pentagon.
* Diamond Adventure! The Dark Mystery, who died a day apart in late December 2016.
* Diamond & Pearl also have two new mini-games thrown in to take advantage of the DS's touch-screen and wifi capabilities: (There are benefits to
* Diamond & Pearl, also managed to balance out hijinks and humor with mix-ups to series formula and surprisingly heartfelt arcs, eventually earning a dedicated fanbase of its own.
* Diamond & Pearl series episodes where Dawn's Piplup and/or Jessie's Wobbuffet don't appear such as "The Keystone Pops!".
* Diamond and Dazzle are equally subject to physical comedy. One comic features Diamond getting yanked off-panel by her tail due to some device set up by Dazzle. She somehow came back into the panel to make sure Dazzle was yanked along with her.
* Diamond and Dazzle: One of the titular characters is a cat named 'Dazzle' and 'Unlucky' by ponies. He definitely prefers the former.
* Diamond and Dazzle, the female Diamond's coat is pink in contrast to the male Dazzle's blue collar.
* Diamond and other jewellery ads are notorious for subverting the "men are clueless about what women want". All the men in diamond commercials are sensitive, romantic, attentive, and like ballroom dancing.
* Diamond and Pearl arc, Team Rocket takes advantage of the Pokétch craze by

churning out counterfeit Pokétches, which turn out to have mind control properties over the town's Pokémon. Dawn gets a real Pokétch at the end of the episode.
* Diamond and Pearl as a result of their encounters with him. Much like Gary, he does get better over time. His loss to Brandon humbles him immensely, and while still cold and stoic, he no longer underestimates or openly demeans his opponents. His loss to Ash at the Sinnoh League fully completes his change, finally acknowledging Ash as his equal and ending their rivalry.
* Diamond and Pearl flash forward two weeks later, where Platinum's mother is on a cruise ship, and she and her daughter have a talk about the Distortion World.
* Diamond and Pearl: Galactic Battles episode "Hold the Phione!". Jessie is frozen by a Phione's Ice Beam and all of the Team Rocket trio is frozen by the combined Ice Beams of a Buneary and a Phione without any ill effect.
* Diamond and Pearl, Lucas and Dawn, have dark blue hair and blue eyes.
* Diamond and Pearl release, Pikachu getting beaten by a Raichu and Ash asking if it wanted to evolve, and Dawn's Swinub refusing to listen to her after evolving to Piloswine, then almost immediately evolving again and continuing to disobey her, just like Charmander did.
* Diamond and Pearl rival Paul, and the blandness of some of the other rivals.
* Diamond and Pearl series of the anime also have a tendency to clash with the animation, although Pikachu's entire tail turning into a CG object when using Iron Tail in the Best Wishes seasons is probably more noticeable.
* Diamond and Pearl, the Buneary Dawn eventually caught got shy because she had developed a crush for Pikachu, covered her face in her fur, and hopped right into a tree trunk.
* Diamond and Pearl this about Ash and often goads him into making worse decisions in battle until the Sinnoh League where most of Paul's strategies fall flat.
* Diamond and Pearl who obsessively trains to be the strongest. In comparison, Reggie is friendly, outgoing and laid-back, having given up competitive battling to focus on other dreams.
* Diamond and Silver's Excellent Adventure, and the author who wrote this part thought a sudden relationship between them would be funny.
* Diamond and Silver's Excellent Adventure in the ancient earth pony kingdom. At the next meeting, the majority of the Resistance reveal themselves to also be disguised time travelers.
* Diamond and Silver's Excellent Adventure with section titles such as "Meanwhile, two weeks ago in the present".
* Diamond as well. Byron even notes how he managed to quickly tame a Shieldon even he couldn't handle. He befriends Steelix, the cavern boss of Iron Island as well, and can
* Diamond Axe Studios Music" dance to squirming around like a toddler who has to pee.
* Diamond Axe Studios Music: Online critic of pop music past and present, Patreon-suggested songs and movies starring famous musicians.
* Diamondback fires twin Walther PPK pistols in this pose when shooting at Misty Knight in Harlem's Paradise, and later when killing Domingo.
* Diamondback has connections that give him access to Hammer Industries weapons, such as the brand-new Judas bullet.
* Diamondback in the process, Shades included ironically enough, who didn't have enough faith in his plan. Even though Luke also manages to escape the police again in the following episode, it was due to circumstances beyond Diamondback's control, whose plan worked out in his favor.
* Diamondback opens fire on Luke, Misty and Claire at a medical clinic where Claire is secretly treating Luke for a gunshot wound Diamondback had given him earlier. Misty fires back, seemingly dropping Diamondback. As she goes to check, Claire and Luke begin to relax....and then Diamondback uses his arm to break the glass window and tries to grab Claire, prompting her to stab him in the arm with the pair of scissors in her other hand.
* Diamond Brothers, is extremely complicated in this regard. It wasn't actually a

book to start with, but a TV series which served as a sequel to the film adaptation of the first book. However, Anthony Horowitz then novelised the series, and the novelisation actually came out before the TV series was screened, leaving people to presume that the series was an adaptation of the book. This was not helped by the fact that the TV series was never repeated or released on home media, and a few years later Horowitz rewrote the novelisation to bring it in line with the continuity of the first two books; this revised version is by far the better-known version, further fuelling the belief that the book came first.
* Diamond Brothers mystery series, when Nick Diamond's parents move to Australia, he runs out of the plane at the last moment and moves in with his big brother Tim instead. Tim works as a private detective, but he's so incompetent that they barely have enough money for food, clothing, or roof repairs. Actually, incompetent doesn't cover it; Tim appears at times to be borderline mentally retarded, and though he's a legal adult is clearly unfit to be the sole caretaker of a minor. Their parents are totally oblivious to the situation; they occasionally send cheery postcards from Australia, but rarely send money and never visit.
* Diamond Brothers, Nick. Tim's detective ability is summed up by Nick early in the first book:
* Diamond Brothers TV series is extremely complicated in this regard. The first book in the series was adapted as a film in 1988, and the 1991 series was an original story serving as a follow-up to the film. The series was also novelised, but due to the novelisation coming out at the same time as the series' one and only broadcast, the series quickly falling into obscurity, and the novelisation receiving a rewrite a few years later to bring it in line with the other books in the series, for many years it was believed that the series was actually an adaptation of the book.
* Diamond Brothers were a 1988 film based on the first book, and a 1991 TV series adapted from the third book. Both adaptations were written by Horowitz himself, and he also directed the 1991 series.
* Diamond Casino & Resort, Tao Cheng explicitly reappears, refusing to enter the Pacific Bluffs Country Club, as he almost died at the hands of Franklin and watched his father and their security team blow up there, confirming "The Third Way" as canon.
* Diamond Cut Diamond Yuyami Shigyou (Yami-nee) grows quite a big pair that gets emphasized and commented on by multiple characters.
* Diamond Dallas Page at 63, which he has claimed was the final match he'll ever do.
* Diamond Dallas Page. He's since legally changed his name to Dallas Page.
* Diamond Dallas Page is almost never seen without his DDP Yoga t shirt.
* Diamond Dallas Page married his first wife Kimberly in 1991 before she joined him in the wrestling business. She went on to become Page's valet and a Nitro Girl. (They would divorce in 2005.)
* Diamond Dallas Page to solidify his turn, he started shouting "Boo me now, bitch!" at the fans.
* Diamond Dallas Page was known for this trope, to the point that other wrestlers would make fun of him for it, and that's a GOOD thing!
* Diamond Dallas Page. Wrestled for WWE from 2001-2002 and TNA for 2004-2005.
* Diamond Daydreams clearly has some elements of this. They witness the "diamond dust" together, just like lovers would do—and their falling out has all the symptoms of an extended lover's quarrel.
* Diamond Daydreams consumes massive amounts of cream puffs. Luckily she is a professional figure skater, so she stays thin.
* Diamond Daydreams Karin accesses the internet with her "Aivo" laptop.
* Diamond Daydreams series, has Karin's often rather scary nightmares.
* Diamond Daydreams, the main point in Atsuki's story is her struggle against her looming Arranged Marriage.
* Diamond Dogs every main character except Dolph is dead by the end. 3 of them die within seconds of each other.
* Diamond Dogs in a sufficiently alien way as to solve the increasingly lethal

puzzles they are presented with) is what they set out to do in the first place, again arguing a continuity of personality despite the radical modification of form - up to a point, anyway. Unfortunately they recruited a cyberneticist whose dedication to his art is extreme, to say the least.
* Diamond Dogs shows a painting depicting Bowie and a bunch of dog/man hybrids. One provocative detail on the cover was Bowie's penis, which was airbrushed out on some of the copies.
* Diamond Dogs; the subsequent tour initially featured a huge "Hunger City" set to further carry out the theme.
* Diamond Dogs where human dog hybrids life in a post-apocalyptic universe.
* Diamond D's "I'm Outta Here", in which the narrator keeps finding himself in dangerous situations he needs to get away from.
* Diamond in the Rough (Aladdin): Jafar takes shameless amusement at Iago's curse.
* Diamond in the Rough (Aladdin) were once humans, transformed during a duel for the lamp.
* Diamond in the Rough, has two uses of "hell" and "prick" putting it slightly out of Disney territory.
* Diamond is discovered to be this later on; Pearl isn't so surprised.
* Diamond Is Unbreakable and wants to get out of it. Josuke and Okuyasu help him out by spreading rumors that Koichi is a real scumbag, in the hopes that it'll put off Yukako; instead, she abducts him and locks him in a house so she can "fix" him and turn him into a proper young man.
* Diamond Is Unbreakable discovers Kira's latest 'girlfriend'. Wounded and about to be vaporized, he uses one last Harvest to bring one of Kira's buttons to Josuke and Okuyasu, giving them the first clue to the identity of a serial killer who has been killing undetected in Morioh for the past fifteen years.
* Diamond Is Unbreakable for his Stand, Echoes. Whenever he found a reason to stop running in fear of an enemy, Echoes would evolve into a new form to match the growth of Koichi's soul.
* Diamond is Unbreakable joins the cast halfway into the part, and helps the Joestars hunt down Yoshikage Kira.
* Diamond Is Unbreakable moment, making this the only time in Jojo history that the entire main cast of a Part has fought the main villain together.
* Diamond is Unbreakable on the border of too outlandish for the world of the series.
* Diamond is Unbreakable out to be another Stand of the Week-style narrative, here it becomes apparent that the part is an all-out game of cat and mouse between the protagonists and the enigmatic Yoshikage Kira.
* Diamond Is Unbreakable, Red Hot Chili Pepper, can grow on strength by absorbing electricity around him. The Stand becomes nigh unstoppable when Akira moves to Morioh Town's power plant.
* Diamond is Unbreakable: Rohan can use Heaven's Door to write inscriptions into people to make them do or forget whatever he wants them to.
* Diamond Is Unbreakable Stand-wielding serial killers in Morioh (plus a few normal people who got mistaken for stand-wielding serial killers), which Joseph had known nothing about.
* Diamond Is Unbreakable, the half-white and half-Japanese protagonists Jotaro Kujo and Josuke Higashikata are portrayed by fully Japanese actors.
* Diamond is Unbreakable, the toddler-aged Rohan Kishibe was the only survivor of Kira's massacre at Reimi Sugimoto's house.
* Diamond is Unbreakable went on record to state that the only reason he works as a mangaka is because he wants people to read his work, not because of the fame or money it could bring; writing manga that other people can enjoy is all that matters to him.
* Diamond is Unbreakable. When the hand starts decaying he starts looking for a new "girlfriend".
* Diamond is Unbreakable), where Koichi says, "This has to be the work of an enemy Stand user" after realizing he lost weight after meeting with Rohan.
* Diamond Is Unbreakable, while Araki wants to be seen as mellow and approachable.

For that matter, Rohan utterly despises Josuke, who Araki has said is his favorite character he created.
* Diamond is Unbreakable, whose spikes on his head are supposed to be hair, but end up looking more like parts of his scalp.
* Diamond Is Unbreakable, Yoshikage Kira, makes his appearance, everything gets kicked up a notch and for this reason, part 4 is a common sight in the high rankings of many a fan's favorite parts list.
* Diamond Joe, the mayor, is a Silver Age hero-turned-politician. When the team bodyguards him he is an endless source of support, and while he doesn't have as much endurance as he used to, he is still incredibly strong and his skin can still turn to diamond.
* Diamond or Pearl got you a stylus with a Dialga or Palkia topper respectively. They're actually quite durable and easy to hold.
* Diamond Rio accidentally cut his left thumb on a saw while doing cabinetry work in Little Rock, Arkansas the day before his 41st birthday in August 1990.
* Diamond Rio ain't dead / You ain't goin' crazy, it's all in your head").
* Diamond Rio crossovers "One More Day", "Beautiful Mess", and "I Believe". The fifth? Their 1997 hit "How Your Love Makes Me Feel" which, despite being their longest-lasting #1 hit at three weeks, is also leagues more obscure than a the #2 "Love a Little Stronger" or "Unbelievable", the latter of which was also their first hit on the Hot 100.
* Diamond Rio had their biggest crossover with "One More Day", a lush pop ballad that stood at complete odds to their usual twangy country-rock.
* Diamond Rio's song, "In a Week or Two" has the narrator kicking himself because he waited too long to make his move, and now the woman he loves is about to marry someone else. The video is this trope. He has fallen asleep in his tux, and all of that footage of her with that other man is only his bad dream. His Best Man, after looking for him everywhere, finds him and wakes him up. "Dude, what are you doing? You're going to miss your own wedding!"
* Diamond Rio. Zig-zagged in that a Turner-only version of the song also exists.
* Diamonds, AKA Achievers:, and so on. Also called power gamers or raiders. A subset of these are the kind who like collecting rare items.
* "Diamonds and Guns" commercials. If you listen to the rest of it, you'll know that it's all about how cruel and violent the world is.
* Diamonds and Toads is willing to give an old woman (a disguised Fairy) a drink from the well; even warned, her older sister is unable to be polite, even though this time the Fairy is disguised as a woman of wealth and taste.
* Diamonds Are A Fuzzy Dudes Best Friend Jean get this treatment. Jean gets pretty much nothing but abuse from Emma Frost with everyone stating how she 'deserves' it, while Cyclops is depicted as a moron who just follows either Jean or Xavier's every word.
* Diamonds Are Forever a Cairo gambler tells the dealer, "Hit me." Bond taps him on the shoulder, then obliges.
* Diamonds Are Forever, a diamond smuggler tries to dispose of an MI6 agent on his tail. The MI6 agent kills him in a fight that mostly takes place inside an elevator, puts the diamonds in his body, and takes him to Slumber, Inc. in Los Angeles to be burned.
* Diamonds Are Forever Bambi & Thumper right before Felix Leiter and a CIA team enter the house.
* Diamonds Are Forever, Bond drops into Willard Whyte's penthouse suite and, having been observed by Blofeld, is greeted by Willard Whyte (actually Blofeld with a disguised voice) with the words, 'Howdy. Welcome, son. We've been expecting you'.
* Diamonds Are Forever - Bond is knocked out and put into an incinerator in a coffin - when things are looking desperate the lid suddenly opens and Shady Tree, one of the diamond smuggling group, angrily curses him out. Bond smiles "Now, don't tell me - you're Saint Peter."
* Diamonds Are Forever - Bond sets Mr. Kidd ablaze by dousing him with high-proof liquor as he carries flaming shishkebabs as a weapon.
* Diamonds Are Forever: Diamonds. In a dead body. Flight bound for Vegas.

* Diamonds Are Forever does this twice. First, when he jumps into the moon rover, he doesn't know how to start it. Second, when he hops into the crane lowering Blofeld's escape sub, he doesn't know how to operate it and drops the sub into the water.
* Diamonds Are Forever. Due to Tiffany Case's interference his plan fails so he has to destroy the computer center by hitting with a minisub.
* Diamonds Are Forever, during the Slumber Inc. sequence, a soft organ melody in the key of F major loops throughout the first half of the scene, save for the part where Morton Slumber begins Peter Franks's final journey, right up until the moment where Albert Wint and Charles Kidd brain James Bond with an urn in the Garden of Remembrance. Later, the Wagnerian music they play when they try to burn Bond alive cuts out when Michael "Shady" Tree has Mr. Slumber get him out of the retort so that he can suss out the location of the real diamonds.
* Diamonds Are Forever film franchise. Two or three distinct characters are worth noting:
* Diamonds Are Forever, he sends his assassins Mr. Wint and Mr. Kidd to execute the members of his diamond smuggling ring.
* Diamonds Are Forever: In a deleted scene available on the CD, Mr. Wint and Mr. Kidd kill Shady Tree with a "BANG!" Flag Gun that also shoots a real bullet.
* Diamonds Are Forever: In the last scene, Bond sets Mr. Kidd, who was holding fiery shish kabobs, on fire by splashing wine all over him.
* Diamonds Are Forever is controlled by two brothers, Jack and Serrafimo Spang, whose operations are based on two different continents.
* Diamonds Are Forever, James Bond realizes the smugglers had paid him in counterfeit cash because Messrs. Albert Wint and Charles Kidd try to burn him alive immediately after he pockets the cash.
* Diamonds Are Forever, James Bond runs through a quick list of locations of Whyte properties Blofeld might be using to run his satellite operation. He and Willard Whyte both realize where it is when he mentions an oil rig off the coast of Baja California.
* Diamonds Are Forever mostly averts this as a good chunk of it was actually filmed in Las Vegas. However the scene where Bond is riding the elevator to Whyte's penthouse was filmed in Pinewood Studios. And the first scene with Mr. Wint and Mr. Kidd which took place in the South African desert was shot within the Vegas city limits.
* Diamonds Are Forever Mr. Wint and Mr. Kidd used timed bombs (without visual counters) twice - first to destroy the diamond-smuggling helicopter, and at the end in an attempt to kill Bond and Tiffany Case.
* Diamonds Are Forever: or at least he claims it is: he is using a super-weapon to threaten both the capitalist and communist countries into nuclear disarmament and bring about world peace. But one has to wonder what he plans to do after this, considering all his previous acts in the last six films…
* Diamonds Are Forever out of the insanely stupid belief that SPECTRE's dedicated to global disarmament, rather than the blackmail-for-profit schemes they'd committed in all the previous films up until now.
* Diamonds Are Forever Plenty O'Toole is thrown out a widow by some mooks out to get Bond but survives due to landing in the hotel pool. When Bond compliments the head mook on their aim, the mook reveals "I didn't know there was a pool down there."
* Diamonds Are Forever satellite so he could blackmail the world, nobody would have even thought to investigate "Whyte" at all and discover he'd been replaced.
* Diamonds Are Forever, Shady Tree discovers just in time that the diamonds were fake and got James Bond out of the retort Wint and Kidd had put him in. Bond takes the opportunity to casually stroll out of Slumber, Inc. during the inevitable questioning and later figures out that someone's bumping off the diamond smugglers when Tree gets shot later on.
* Diamonds Are Forever the pair had been given an unconscious James Bond to dispose of; the first time they tried to burn him alive, which admittedly would have worked as he was only saved by other villains.

* Diamonds Are Forever: The reclusive millionaire is guarded (from rescue or escape) by two beautiful and under-clad young women named Bambi and Thumper. Bond is forced to beat them (it's implied they're lesbians and impervious to his charms).
* Diamonds Are Forever throws Plenty O'Toole, one of the Bond girls, off of a high floor, and she lands unharmed in a swimming pool below. When Bond compliments him on his aim, the mook replies, "I didn't know there was a pool down there."
* Diamonds Are Forever, Tiffany Case was the daughter of a madame who stopped paying protection money to the mob, the mob chased out the hookers and gang-raped Tiffany at a young age.
* Diamonds Are Forever. Unfortunately the real Hergesheimer walks through the door just after he leaves...
* Diamonds Are Forever when Albert R. Saxby reminds Wint and Kidd that they "didn't get the real diamonds. So we need Tree, alive." Wint and Kidd remark on how "that's most annoying" because they had already cut Tree down, as revealed when Bond shows up in his dressing room.
* Diamonds Are Forever: when Bond kills enemy agent Peter Franks, he switches their IDs to impersonate Franks while convincing everyone he's "killed" James Bond.
* Diamonds Are Forever where he uses an almost plausible gun that fires pitons. How it's able to pierce the building when it travels as relatively slow as it does and support Bond's weight is anybody's guess.
* Diamonds Are Forever; while Mr. Wint could be said to be vaguely swishy(though not really for the time), Mr. Kidd is so un-flamboyant, you'd never guess he's gay if not for the "For a lady" scene.
* Diamonds Are Forever with a fake. Result: the real tape gets swapped right back into the machine. In fact, she thought he was slipping her a fake tape as a signal that she should make the switch for him since he'd been captured. He was actually just trying to get her to get rid of the control tape he had already switched out, so the guards wouldn't find it on him if he was searched.
* Diamonds are seen as symbols of innocence and the integrity of moral values. The Great Diamond Authority, however, is far from anything Diamonds represent.
* Diamonds can also be used to make armor and swords, but unlike gold, anything crafted with diamonds not only looks pretty, but they are also extremely durable, requiring at least over 1000 uses before the tools break.
* Diamonds Cut: not only is there no blood spilt, as camera lingers over his body, but the window remains absolutely undamaged when it should by rights have been broken by the sniper’s bullet.
* Diamonds on Wheels, Ashley and one of his goons are covered in a slippery white foam after Bobby sprays them with a fire extinguisher during the fight in the warehouse.
* Diamonds on Wheels, Ashley goes charging into the fight only to trip on a broom and go sliding face first only the trail of slippery foam Bobby has sprayed on the floor.
* Diamonds on Wheels of a diamond transport, they spend the rest of the film being outwitted by a trio of teens who don't even realize they are being chased for most the movie.
* Diamonds on Wheels on a diamond shipment in London. One of the crooks betrays the others and steals the diamonds.
* Diamonds on Wheels, Susan kicks the thug holding her in the shins to make him let go when the kids make their escape from the warehouse.
* Diamonds on Wheels, the crooks attempt to waylay one of the cars competing in a rally by removing the real arrows and laying new ones for the driver to follow.
* Diamonds on Wheels: When Lady Truesdale starts the rally, she has her car in reverse and backs into the car behind her.
* Diamonds on Wheels, with Wheeler and Finch dressing in the uniforms of security guards in order to steal the diamonds.
* Diamonds, rubies, sapphire, and emeralds are all popular building materials in the
* Diamonds sparkle, spades dig, hearts care, and clubs hit things. Modern versions

of the Bartle Test generally subscribe to the opinion that nearly everyone has parts of all four inside them and give their ratings accordingly. For example, E/S/A/K gives the proportions of each from highest (explorer, or spade, in this case) to the lowest (killer, or club). The newer "Kol Bartle" version of the test will give the top two percentages if they both are close enough together; for example, a "Roving Hugglebunny" is mostly heart and spade, in that order.
* Diamond Sword, Wooden Sword called the Goat-legs. In the sequels, the main army of the critters arrives, and the magical orders are neither unified nor in control now and thus cannot oppose them.
* Diamond Sword, Wooden Sword, "hunnus" means just "human" in Elvish, but it is always used to insult humans.
* Diamond Sword, Wooden Sword is formally an imperial monarchy, but in fact, the Emperor is a puppet of the magical Orders of the Rainbow who actually call the shots.
* Diamond Sword, Wooden Sword, the Emperor of Mel'in is guarded by naturalized Freefolk warriors.
* Diamond Sword, Wooden Sword. What do Flaviz the Green, Liv the Blue and Soley the Indigo exactly do, we are not told.
* Diamond Tiara and Silver Spoon are this to the Cutie Mark Crusaders, taunting them about their
* Diamond Tiara and Silver Spoon. "Waiting for your cutie mark is so last week... You're still totally invited to my cutceañera this weekend".
* Diamond Tiara becomes this after becoming a Nightmare, when she concludes that choices don't matter.
* Diamond Tiara blows her plan to tie up the Harmony Harness in a duel over patent rights by instead staking the royal charter on a race, grabs a glass of champagne and chugs it.
* Diamond Tiara eventually reveals her special talent is to influence and lead others.
* Diamond Tiara have this too, especially when they are laughing at the Cutie Mark Crusaders.
* Diamond Tiara is one of only two fillies paying attention to her dad's presentation during "Family Appreciation Day". Indeed, she hangs on his every word with an adoring look on her face.
* Diamond Tiara of their mothers finding out about their attitude problems. A later episode reveals Diamond Tiara is actually afraid of failing at anything, due to her mother's insistence on always being seen as a success, whatever the cost.
* Diamond Tiara's Cutie Mark is explained to represent a desire to be like her mom - a model. In canon, Spoiled Rich is not a model and the Cutie Mark was revealed to represent Diamond Tiara's skill of leadership.
* Diamond Tiara's mother is revealed to be dead having passed away due to complications with the pregnancy of Diamond Tiara's little brother. In canon, Diamond Tiara is an only child and her mother, Spoiled Rich, was revealed to be very much alive and unfortunately nowhere as nice as Diamond Tiara's mother in the story was implied to be.
* Diamond Tiara's mother Spoiled Rich. When we're first introduced to her, she makes a xenophobic remark behind Pipsqueak's back. She criticizes Diamond for losing the class election to the "transplant from Trottingham".
* Diana almost rebels against Jupiter to save the life of one of her devotees, but her twin Phoebus makes sure she doesn't commit suicide like that. Instead, she gives her arrows to the boy who loves her, allowing him to end his life having killed many men in glorious battle.
* Diana, being on the cusp of adolescence (and a pre-teen/early teenage Wonder Woman) and mainly a
* Diana Damrau: 'La Virtuosa'/'La Luminosa', 'The Meryl Streep of Opera'
* Diana does the same in "Family" since she's lost her father and can't handle having dark magic.
* Diana for all her life has believed that the Amazons would just have to kill Ares and men would be free from his influence. She finds out the hard way that men

don't need a god's influence to go to war.
* Diana Fowley's death. After a season and a half of tormenting Mulder and Scully, she is murdered and we are only informed after the event.
* Diana Furthermore, it was an explanation nobody needed or wanted—Bruce's obsession with the cowl is inevitably going to lead to him driving away all his loved ones and friends in the DCAU, we didn't need the additional angst to go with it.
* Diana gets confronted by the alien Khunds in one comic, and promptly defeats them. This part tends to vary
* Diana has been tied to a buoy with her own unbreakable lasso by a villain who intended to then use the opportunity to blow her up but doesn't manage it before her escape in issues #5, #68 and #146.
* Diana has sworn to protect the human race, but especially the innocents and she is not kind to those who would harm children.
* Diana Herculeis a.k.a. teenage Wonder Woman. Diana is kind and sweet to pretty much everyone she meets, being described by multiple different characters as probably the nicest person they've ever met, despite being (or perhaps because she is)
* Diana herself ends up getting the short end of the stick in a fist-fight with Mongul in "
* Diana Lee Inosanto. Exactly the kind of skills and background you would want from a foe capable of going up against a Jedi in single combat.
* Diana Lombard is a 16 year old girl who is mature and an intellectual, while Danny is a 14 year old who is more laidback and easy going.
* Diana Mitford, one of the infamous Mitford sisters, experienced this conundrum once. There was Bryan Guinness - a sweet, young,
* Diana, performed so abysmally with critics and audiences. The film is based on Princess Diana's romantic relationship with Dr. Hasnat Khan shortly before her tragic death. The real Hasnat Khan has come out against the film, saying that its depiction of their relationship was based on sensationalistic tabloid accounts.
* Diana Prince Maxwell Lord, and so assembles the Riders to avenge her town.
* Diana, Princess of Wales, was very much a fashion leader back in the day as well. She made a particular point of patronizing British fashion designers and wearing their creations.
* Diana, Princess of Wales, who was often incorrectly referred to as "Princess Diana". Only princesses by birth, limited to daughters of the sovereign and selected male-line descendants, precede their given name with the title princess.
* Diana Rigg tinges it all with a mischievous bemusement where the novels portray her as genuinely caustic and spiteful. Instances where this is not possible, such as unprovokedly calling Ellaria Sand "the serpent's whore", are adapted out and the show crafts new entirely-comedic scenes for her such as her "You can smell the shit from here!" arrival in Season 5.
* Diana Ross Sings Songs From The Wiz (which Diana Ross didn't participate in, for the record).
* Diana Ross was a massive box-office bomb, and nearly every critic blamed Ross for it, which put the final nail in her coffin as a serious actress.
* Diana's former butler, Mr Borrell, appears to have become a recluse surrounded by his memories and mementos of her.
* Diana's invisible plane has been subjected to theft and attempted theft on occasion, she always gets it back though and no enemy as of yet has been able to duplicate the Amazon tech that went into making the thing.
* Diana's magical bracelets are specifically non-conductive to energy — she's used them to block things like Superman's heat vision and Zeus' thunderbolts.
* Diana's mother Hippolyta is immortal, and appears to be the same age as her young adult daughter. Given that in
* Diana's very first mission off the island is to stop Ares from starting
* Diana Thornton's "Lover's Last Chance". The song starts by describing innocent childhood Halloween fun, but then< "All of them hush past the house on the corner/A darkened old mansion than never did sell/Even the grownups just whisper

about her/Nobody knows how she died... or won't tell."
* Diana Tregarde a magically powerful occult guardian who fought hidden supernatural menaces that it contributed to her eventually abandoning the series. (The primary reason she moved on was simply that the books weren't making very much money, but the fan weirdness certainly influenced the decision.)
* Diana Tregarde, the heroine comments on how pretentious a foe who insists on spelling magic with a k is.
* Diana Tregarde, the "Texas Ripper" murders (thought to be the work of an ordinary serial killer by the cops) are actually a series of sacrifices to the Aztec gods.
* Diana was forced to retire as Wonder Woman after the death of Hippolyta. Donna Troy succeeded her, and
* Diana, when aged up in the same incident, is at least six feet tall as well as being both voluptuous and built like a tank, being considered quite literally jaw-droppingly gorgeous, with the narration remarking that her appearance was a living reminder that this young woman was the niece of
* Diana when she calls for Hasnat to come to the window of his apartment, but he does not because he is not comfortable with the public exposure.
* Diana/Wonder Woman seems set to adopt this role for at least a third of the Avengers in
* Diana Wynne Jones: A funny old man sells strange science kits that do magical things. He also sells bright pink footballs. At the end of the story, his shop has vanished - or more accurately, been bulldozed. Even so, it's awfully convenient, don't you think?
* Diana Wynne Jones, an elf makes a sarcastic prophecy that he'll find his brother "when pigs fly." As it happens, the main character is a wizard who breeds flying pigs...
* Diana Wynne Jones be together "somewhere". However, Polly's relationship with Tom has always been either as a child hero-worshipping an adult, or a teenager with a crush. So if they're going to start anything new, she acknowledges that they're going to have to get to know each other as adults, and find out whether it'll work or not.
* Diana Wynne Jones, but she also said that things changed during her career, and started writing books with female protagonists.
* Diana Wynne Jones characters know that stepmothers are supposed to be wicked, but the actual stepmother is only a little careless.
* Diana Wynne Jones has a garden that stays the same distance away no matter how long you travel towards it. It is bespelled so as to be inaccessible to people trying to reach it, so those trying to enter only succeeded when they had given up on doing so.
* Diana Wynne Jones. Here the characters get transported from world to world at a moment's notice, each world being at different technology levels. On finding themselves trapped in a war zone, Jamie immediately starts to look out to see if uniforms are brightly coloured or mud brown. In terms of civilians trying to go their own way, the former is good, the latter, pretty bad.
* Diana Wynne Jones, Kit and Blade are captured and made to fight in a tournament to entertain the off-world tourists.
* Diana Wynne Jones makes a point of narrative causality at the beginning (Sophie, as the eldest of three daughters, is expected to never succeed in anything, while her youngest sister is sent off to accrue her "inevitable" fame and fortune), and then steadily works at subverting it.
* Diana Wynne Jones; minor character Melissa is both beautiful and dumb, but rather than trade on her looks she's working to learn magic, even though it's hard for her.
* Diana Wynne Jones' novels often involve alternate universes and occasionally also time travel, which means they touch on this from time to time:
* Diana Wynne Jones, Prince Justin of Ingary ran away from such a marriage with the Princess Beatrice.
* Diana Wynne Jones prove to be wiser and more sympathetic than other adults. Both are also very effective at getting custody of children in need. Miss Smith has the

added bonus of understanding dogs very well, and Polly's grandmother knows folklore that is vital to the story.
* Diana Wynne Jones sequence, where events in alternate Earths do affect events in the main character's world (which isn't ours, and isn't World One, either. Nor is our Earth - we're World 12B.) However, saving a life from another world can throw the whole system into disarray if you're not careful... so any traffic between the worlds has to be carefully regulated.
* Diana Wynne Jones, some characters' Vague Age is a plot point in itself.
* Diana Wynne Jones's series, standalones and short stories often feature Multiverses or at least two different alternate realities. Count them:
* Diana Wynne Jones story. However, he runs out of time to come up with a interesting "death", so he simply creates a pit made to look bottomless and pretends to have a Disney Villain Death. Multiple times a day.
* Diana Wynne Jones story "The Sage of Theare", the Sage of Theare is a child prophesied to bring about the end of the world by constantly questioning the way things are done in a world that runs on order.
* Diana Wynne Jones). The Chief wanted Gest to remain on friendly terms with him without actually refusing his suit—hence the challenges. Unfortunately, Gest got help.
* Diana Wynne Jones, the eponymous Warlock steals a car, not realizing there's a girl and her dog in the backseat.
* Diana Wynne Jones the living Toffee bars aren't evil per se, just heinously troublesome with a bad habit of melting and causing a big, sticky mess. The living dolls are downright cold.
* Diana Wynne Jones, the main character acquires a genie who states right from the beginning that he swore that all the wishes he granted would "do as much harm as possible", out of pure petulance. A good deal of the book deals with the characters having to come up with wishes that the genie can't mess up.
* Diana Wynne Jones. The main characters are all afraid of being outed as witches, and one even goes to the lengths of burning himself with a candle to remind himself to be careful not to use magic.
* Diana Wynne Jones, the offworlders are deliberately keeping Earth ignorant and backward so they can buy Earth flint very cheaply. They use it to make portals and no other mineral will do, and if the people of Earth found out how valuable it was they would raise the price dramatically.
* Diana Wynne Jones, the youngest of the seven magical siblings is the most powerful and favored of the group. His elder brothers and sisters are bound magically to protect him.
* Diana Wynne Jones, though not intentionally. He just knows that his sister, Shona, is mad at him for letting their mother put a spell on her, and he remembers very clearly the way she waited patiently for days to take revenge on one of their siblings when she was younger. He never stops to think that maybe she's matured since then, and all this distracts him from fulfilling his mission, which was tough enough already.
* Diana Wynne Jones, when a new Merlin is introduced to give a prophecy, he begins weeping and faints. The audience is unimpressed, and complain that they wound up with one of the "weepy" kinds of seer.
* Diana Wynne Jones, where they're tied up with the position and behaviour of the Bounds.
* Diana Wynne Jones, which is set in a world that's been forced to adopt all the Fantasyland cliches for the benefit of the tourists, obviously has a Thieves' Guild. Interestingly, though, it turns out to be an authentic institution that's been around since before the whole tourism thing started.
* Diana Wynne Jones, which, while being most definitely fantasy and young adult literature, is much more serious in tone, and a straight fantasy work without a hint of parody. It has a noticeably different feel than anything else she wrote.
* Diana Wynne Jones, witches can be male or female — but either way they're illegal and likely to be executed by burning.
* Diane and Merlin are the only female members of the Seven Deadly Sins in

* Diane and Mr. Peanutbutter have an age gap minimum of 15, she is at 34 at the beginning of the series and he is in his early 50s. As everything else, this does end up with them facing troubles in their marriage as she is facing her last chances to try new things in her life while he is already used to a certain lifestyle and has a hard time adapting to her younger way of thinking.
* Diane Arbus: A photographer renowned for her pictures of eccentric or otherwise bizarre looking people.
* Diane Arbus have gained a reasonably wide following only in the past decade or so.
* DianeCastle's recursive fanfics including two multiple story series. The writers constantly exchange information to make sure the worldbuilding is 'Diane' approved.
* Diane Downs so they could pursue romances with men who didn't want to be fathers. It's not clear why neither woman chose to simply allow their children's fathers to have the kids; both fathers expressed the wish to have gotten custody rather than dead children.
* Diane Downs while reenacting the crime for the police, and had the same giddy demeanor when discussing it with the media.
* Diane Duane, a Romulan commander named Ael doesn't quite defect, but she does make an alliance with James T. Kirk (and by extension the Federation) to prevent some truly evil actions on the part of the formerly-honorable, now-corrupt government of the Romulan Empire. She never does fully defect, but she becomes a close confidant and ally of Kirk, and it's implied that there's something more nascent between them, more than just friendship or Kirk's signature skirt-chasing.
* Diane Duane as it had already happened on Vulcan before they left, so fired everything they had]]), the long war that followed, and the rapid expansion that followed the war and the loopside alliance with the Klingon showed the limits of the system.
* Diane Duane consider doing a time stop on the entire universe in order to "fix" entropy. This is a very bad thing for all the reasons listed above. Utter darkness, no thought, no real life. One second of living every one hundred thousand years. Part of the idea is exaggerated such that all these processes wouldn't be continuing so much as having to start all over again during the points when time was flowing again...
* Diane Duane, Dr. McCoy is given the con during a First Contact mission as part of a joke by Kirk. Then Kirk disappears into a temporal anomaly, a Klingon warship shows up, and Starfleet regulations won't allow McCoy to hand over command to any line officer until relieved by Kirk or Federation brass. Which means he's stuck in command in the middle of a major crisis with everyone's lives depending on his command training (which he does not have) and military ability.
* Diane Duane Dr. McCoy is shown harvesting tissue from an injured Romulan to grow him some replacement organs, including a new heart.
* Diane Duane, every ship in the Federation Fleet that can possibly be there turns out en masse to welcome the Enterprise back from its shakedown cruise with the new drive. The vista is described thus:
* Diane Duane, having gone unfinished since 1992, but she promises she is still working on it.
* Diane Duane, in order to bring the ship's stronger forward phasers to bear on a Romulan warbird.
* Diane Duane — that Sarek is used to seeing in the sky is a volcano-covered beast that takes up a third of the horizon, by the way. Our itty-bitty moon looks somewhat pathetic by comparison in his opinion.
* Diane Duane.) One dolphin is a supporting character, which held the rank of commander in Starfleet. At one point, Riker whistles a specific sequence of notes to get its attention, implying he can speak (or at least swear) in Dolphin.
* Diane Duane returns to Earth for a resupply, and while everyone else is on shore leave, Spock stays behind to update the ship's computers with information from all of Earth's major libraries. (He finds it relaxing.)
* Diane Duane, Senior wizard Carl provides an instance of this when Kit stops by and finds him trying to rewire the lights in the kitchen, despite his housemate's

repeated suggestion that he call an electrician:
* Diane Duane series, Wizards travel to the Moon, Mars and to other solar systems on many occasions in the novels via teleportation.
* Diane Duane's motive is revenge on Spock for a death in the family...except that an outsider would probably say it's not his fault at all.
* Diane Duane's novels, he's joking, as when people don't believe his claim that the roller coaster was invented in Russia (true, for a change) he pleads that "this time" it's the truth.
* Diane Duane, speaks of a Vulcan version of the Internet that was in use around the time the people who would become the Romulans left the planet. The primary Romulan religion of the books' present actually started out as a messageboard meme.
* Diane Duane to love chocolate so much they go thousands of lightyears for it?
* Diane is a natural blonde and, although a bit shallow and snooty, is clearly not dumb.
* Diane is physically identical to Susan. The two are distinguishable only by hair color
* Diane Kruger, who plays Bridget von Hammersmarck and is also trilingual in English, French, and German.
* Diane Lane masturbates while thinking about her recent tryst with Oliver Martinez in
* Diane Marchant — wrote the very first K/S fanfic, "A Fragment Out of Time". (Note that this was not only the very first K/S fic but the very first
* Diane meeting Frasier's mom. She's initially terrified that Hester Crane will disapprove of her, trying to run out on the dinner before it begins, but despite dominating the conversation, things seem to go well... until Hester takes advantage of Frasier's absence to tell Diane "stop seeing my son, or God as my witness, I will kill you."
* Diane Neal, who played ADA Casey Novak in seasons 5-9 of SVU, previously appeared as a rapist and murderer two seasons earlier.
* Diane's ex, Sumner Sloane, is an even more insufferable jerk, but without any of Diane's better qualities.
* Dianetics seems to put any effort into his book ads, and he has to bankroll them on his own. Thankfully online book ads definitely have more effort put into them, and the publishing industry has put their eggs into the more reliable television interview circuit, where an author can go onto a talk show and sell the book on their own terms.
* Diane was mocked, bullied and ignored by her family while her mother dotes on and coddles her four brothers.
* Diane, who is haughty, yet incompetent as a waitress, often mixing up drink orders, or bothering customers with her life story. And that's when she actually bothers working, rather than skipping out to do whatever, or argue with Sam about whatever the problem is between them that week. It's explicitly stated more than once Sam won't fire her because of their history. That, and actually getting Diane to leave is nigh-impossible.
* Diantha does this for Ash when she chooses to save Serena and Clemont over herself, dying and leaving the battle to Ash.
* D.I.A.P.P., the Division for the Investigation and Appropriation of Paranormal Phenomena from
* Diaries of a Madman, after finding out she's been beaten to the Crystal Heart.
* Diaries of a Madman, after going back in time and meeting his past self. While he comes to the conclusion that he's real, the uncertainty over whether he's a clone, or what exactly he is weighs heavily on his mind.
* Diaries of a Madman, after having created the species that populate Equestria and the rest of the world.
* Diaries of a Madman after his gender-switching artifact stops working.
* Diaries of a Madman already inherited this from the original source material. Then it adds even more characters on top.
* Diaries of a Madman, and have to play along with the stories found in several books as they advance through the world.

* Diaries of a Madman, and laments that she would have preferred being a simple healer instead of a ruler.
* Diaries of a Madman, both Navarone and Discord occasionally address the reader directly. The former since his stories are being told through his eponymous diaries, and he's usually telling the reader to stop reading his private records. The latter since Discord is the God of Chaos and can literally break the fourth wall if he feels like it.
* Diaries of a Madman, but circumstances tend to conspire against him. Particularly when he gets taken captive by the monkeys and is forced into wearing various dresses.
* Diaries of a Madman, but in particular the protagonist Navarone. Slightly differently from the norm in that he does this as a coping mechanism for the psychological trauma he receives over the course of the story, and several characters call him out on this repeatedly.
* Diaries of a Madman, but particularly mention has to go to the relationship between Discord and the protagonist, Nav.
* Diaries of a Madman, by making herself so essential to the running of Equestria that no one would want to see her removed from power. Nav questions her over this at one point, since she could rule on merit alone.
* Diaries of a Madman. Depending on how fast you read and how much time you have, readers have reported it taking anywhere from several days to weeks of reading to catch up.
* Diaries of a Madman, due to him causing a political scandal. Eventually, he finds a way out of it.
* Diaries of a Madman, first when they tried to save themselves from Discord, and again when they created the species that now populate Earth when that failed.
* Diaries of a Madman has one in Navarone. He'll usually do the right thing when it really matters, but he can act in very unethical and underhanded ways, and can be extremely abrasive. Celestia also dips into this on occasions as well.
* Diaries of a Madman involved this. It worked, but not quite well enough for his goals...
* Diaries of a Madman: Nav accrues a surprising number of these though not all of them work out well.
* Diaries of a Madman, Navarone deliberately invokes this when Shining Armor tries to read his mind, resulting in the good captain on the floor screaming in terror.
* Diaries of a Madman, Navarone does this in order to escape from an amorous in-heat Celestia, though his wings take the brunt of the impact.
* Diaries of a Madman, Navarone gets his revenge on Celestia by getting her caught up in a tabloid scandal.
* Diaries of a Madman, Navarone has to confront a warren full of diamond dogs at one point. Instead of a prolonged campaign against them in a whole warren of tunnels, he simply takes a set of changelings and asphyxiates the lot via fireball. Despite preventing a lot of deaths in the end run, this does not have a good result on his mental health. Later on, a somewhat simpler situation involves him avoiding a trek through the sewers and a confrontation with a variety of mob bosses by simply rushing to the boss and teleporting out.
* Diaries of a Madman, Nav refuses to say in his narration what exactly Kat did when interrogating an assassin for information, but it certainly wasn't pretty.
* Diaries of a Madman: Nav tries this unsuccessfully. One of the Day Guard later almost breaks his leg by trying to kick down Nav's front door.
* Diaries of a Madman. Not that he has much use for or understanding of just how wealthy he is.
* Diaries of a Madman of friendship you'd use for all this would be unusual.
* Diaries of a Madman, often providing the author's opinion on the actions of characters.
* Diaries of a Madman often says or does things for the sole purpose of getting a rise out of others, which he readily admits to.
* Diaries of a Madman. Particularly so with Discord, but Nav, Celestia, and Luna also stand out.

* Diaries of a Madman, Pinkie doesn't mind when Nav compares her to a foal by suggesting she's loud, unmannered, and uncontrollable. She does, however, protest the assertion that she's "stinky".
* Diaries of a Madman plays with this. Several human myths are actually true, including Merlin, whereas others such as legends surrounding several of the human gods are instead revealed to be powerful mages.
* Diaries of a Madman results in him gaining several plant-like characteristics.
* Diaries of a Madman, several retconned events survive as fake entries in Nav's journals, which the cast then proceed to make snarky and mocking comments about.
* Diaries of a Madman, Shining Armor is pretty much the only unambiguously good character, and dedicated to making sure everyone receives justice regardless of their rank.
* Diaries of a Madman situation, he's quick to point this out to them.
* Diaries of a Madman, the elementals are actually a race comprised of nanomachines, rather than beings of magic.
* Diaries of a Madman. The first is where Nav intervenes to spare the changelings, since eliminating Chrysalis would result in their species starving. The second is where he helps the changelings eliminate a diamond dog clan after being unable to argue for peace, though he's disgusted with his role in this.
* Diaries of a Madman. The protagonist, Navarone, is usually not happy with who he finds.
* Diaries of a Madman, this is one of the few things the protagonist, Navarone, cannot stand. He even leaves Equestria ahead of schedule just to avoid this from happening.
* Diaries of a Madman, though Celestia awarding Nav a garish suit of armour and dressing it up as a reward is probably the largest example.
* Diaries of a Madman views getting dressed up like this. After being forced to do so for the Gala, you'd almost think the girl went through a war zone.
* Diaries of a Madman where she claims to have spent an entire year disguised as a chair to see the results.
* Diaries of a Madman, which makes it far more powerful than unicorn magic, but much more difficult to master.
* Diaries of a Madman, which proves to be exceptionally useful. It is double-edged though, since it prevents him from flying, and it also blocks beneficial spells.
* Diaries of a Madman. While his Day Guard suffer a massive defeat in a war games exercise, it's mostly because everything he was taught doesn't stand a chance against modern human warfare techniques, rather than personal failings.
* Diaries of a Madman. While Nav hasn't definitively said no, so far he's put her offers on hold.
* Diaries of a Madman with Celestia keeps him out of prison and gives him a lot of leeway in what he does, though it's also because she finds him too useful to imprison, and resorts to non-standard punishments instead.
* Diaries of a Madman, with Kumani having little purpose in the story other than being Nav's girlfriend. Nor is the relationship itself particularly deep, mostly being based around compatibility in the bedroom, which is acknowledged in-universe.
* Diaries of a Madman, with Nav being able to freely switch genders thanks to his artifact. Later on they break, resulting in him being trapped as a female. It doesn't go down well.
* Diaries of a Madman with one of the princesses, though Celestia turns a blind eye to Nav sharing secrets on how to make it. It's averted with most other drugs however, which are freely sold and consumed.
* Diaries of a Madman, with the exception of Shakespeare's tragedies, which Celestia bans Nav from transcribing and selling after they cause a lot of upset.
* Diario de un Zombi has this as the setting for a depopulated Barcelona. Add in unstoppable biomechanical horrors and cultists.
* Diario de un Zombi wear formless wax masks. These actually serve a purpose as they confuse zombies and makes recognizing them as humans difficult for them.
* "Diarrhea of a Poopy Kid" is the first vignette episode where Gene isn't the one telling a story. Instead, his sisters and father cheer him up with a series of

food-themed parodies of action movies after he misses Thanksgiving dinner thanks to a bout of stomach flu.
* "Diarrhea of a Poopy Kid": Louise, Tina and Bob take turns comforting a sick and bathroom-ridden Gene on Thanksgiving.
* Diary=Ginny. Her previous connection with it is brought up fairly often, most notably when
* Diary Of A Bad Man had Humza and his friend Umar ambushed by Asif's gang in a park they snuck in during their Eid holiday. Humza manages to defeat them at the swings while Umar gets his ass handed to him as he tries to escape down the slide.
* Diary of a Lost Girl. Namely: raped. Impregnated. Imprisoned. Baby dies. Drugged, raped again. Three years as a prostitute. Husband kills himself.
* Diary of a Mad Black Woman says that the names being the same was pure coincidence.
* Diary of a Mad Black Woman to have children with Charles, but had two miscarriages. Meanwhile, he had two unplanned children with his mistress.
* Diary of a Mad Mummy. The hieroglyphs in the diary are either clues pointing to hidden treasure or reviews for Egyptian restaurants, and in one more subplot, the mummy is revealed to be an animatronic.
* Diary of an Awesome Friendly Kid from Greg Heffley's best friend Rowley Jefferson.
* Diary Of A Nobody is Charles Pooter's incredibly laboured puns and his family and friends reactions to them "I'm afraid these trousers are frayed"
* Diary Of A Teenage Girl. Current main character Kim is fishing for advice to give her best friend who's having boyfriend troubles; Kim's distraught father thinks she is the one sleeping with her boyfriend in a desperate attempt to stay with him, until her best friend turns up pregnant.
* Diary of a Wimpy Kid and are antagonized by a trio of teens. When they try to escape while threatening the teens with a brush cutter and a leaf blower, Greg loses control of the brush cutter and accidentally chips the paint off of their truck, causing the leader of the teens to threaten Greg that he's going to rip off his arms and punch him with his own fists.
* Diary of a Wimpy Kid: Anyone with even just the most basic knowledge of Spanish can tell that Susan Heffley doesn't understand it nearly as well as she thinks she does—she thinks "Tengo hambre" means "Tango hamburgers" (it actually means "I'm hungry") and she thinks that "Te amo" means "What is your name?" (it actually means "I love you"). It embarrasses a younger Greg when he once tried asking a Spanish-speaking waiter what his name was by repeatedly saying, "Te amo."
* Diary of a Wimpy Kid are like this, despite the series itself having recurring antagonists:
* Diary of a Wimpy Kid, a roach backs away from the "cursed" piece of moldy cheese in the playground at Greg's school.
* Diary of a Wimpy Kid as the Heffleys take a Mexican resort vacation to avoid traditional Christmas weather and hassles — unfortunately, the resort turns out to be packed with other families and couples who have the same idea.
* Diary of a Wimpy Kid became the face of an anti-police brutality movement on TikTok in 2020, with people drawing or painting graffiti of Manny's head next to leftist slogans. "The Manny will not be televised" became a rallying cry, based off the Gil Scott-Heron poem "The Revolution Will Not Be Televised."
* Diary of a Wimpy Kid book, Mrs. Heffley starts going to the gym, but ends up quitting after one day. Mr. Heffley, as a joke, duplicated a photo of her in her workout clothes, slapped on "before" and "after" stickers, and stuck them on the fridge. Needless to say, Mrs. Heffley was not amused.
* Diary of a Wimpy Kid books (and film) but how many are familiar with the webcomic in which it originated?
* Diary of a Wimpy Kid books, Greg steps in the poop of a dog named Rebel. Wearing new shoes, no less.
* Diary of a Wimpy Kid but due to its surprisingly accurate take on loss of innocence and crumbling dreams.
* Diary of a Wimpy Kid, but not by that much. Zachary Gordon, Robert Capron,

Grayson Russell, and the Fielding twins (who played Manny) virtually vanished from the spotlight after the series ended.
* Diary of a Wimpy Kid: Cabin Fever, a box of Bac'n Snax has the slogan "Made with REAL animal by-products" printed on it.
* Diary of a Wimpy Kid: Cabin Fever before bed and then have crazy dreams about running water that made him wet.
* Diary of a Wimpy Kid: Cabin Fever, the main character Greg (a 12-year-old boy) and his best friend Rowley try to make homemade video games for their own holiday bazaar, and make Pac-Man by getting Rowley to sit in the box and control the ghosts. He asks what to do if he has to go to the bathroom, and Greg gives him a bottle to pee in, and when he asks what he'll do if he has to go number-two, Greg says that they'll cross that bridge when they come to it.
* Diary of a Wimpy Kid: Cabin Fever when Greg stumbles upon it in the basement several years after it disappeared.
* Diary of a Wimpy Kid, Chirag Gupta speaks in a heavily-exaggerated Indian accent, which is a major difference from his book counterpart, who is a minor character whose name is the only indicator of his ethnicity. His actor, Karan Brar, had to work with a dialect coach to get the accent right despite being South Asian.
* Diary of a Wimpy Kid comic was, "Daddy, is rain just God sweating?")
* Diary of a Wimpy Kid despite being carrots with no real sports connection.
* Diary of a Wimpy Kid: Dog Days, Greg and Rowley camp in front of a video game store so they can be the first for a tournament. Greg also said Rodrick used to do this a lot before concerts, and it's how he met Bill, Lodëd Diper's (his band's) lead singer.
* Diary of a Wimpy Kid: Dog Days, Greg mentions that he used to swim in the baby pool until a kid said "I'm peeing" while in it, which put him off. His reason for not liking the ocean is because "All the world's fish and turtles and whales go to the bathroom right there in the ocean."
* Diary of a Wimpy Kid: Dog Days, Greg's mom puts the kibosh on his book club selection because she doesn't like the scantily clad warrior woman on the cover. Greg notes that there are no women in the book's entire series and wonders if the cover artist even read the book.
* Diary of a Wimpy Kid: Dog Days: Greg's mother is shown as the instigator of conflict, but she acts more as a recurring obstacle.
* Diary of a Wimpy Kid: Dog Days, Greg thinks of this trope, and wonders if the same thing works for his weird neighbor kid (accompanied by an illustration of a vampire trying to trick its way into Greg's house by asking to borrow a cup of sugar).
* Diary of a Wimpy Kid: Dog Days, when Greg and Rowley watch a movie about a muddy hand that goes around killing people. The last person who sees the hand is always the next victim. At the end of the movie, the hand crawls straight towards the screen, implying that Greg and Rowley are the next victims. This kept them nervous and paranoid for the rest of the book.
* Diary of a Wimpy Kid: Double Down include throwing gummy worms at Rowley's face in an attempt to make a scene where worms come out of the shower. After Rowley runs out of the house with barely any clothes on and climbs a tree to escape the geese that ate the gummy worms on the ground, Greg's dad gets home and the attempt to make a movie comes to an end.
* Diary of a Wimpy Kid: Each installment features more of these than the last, to the point where the later books turn into Chekov's Gag minefields near the end.
* Diary of a Wimpy Kid families, chances are he wouldn't survive preschool without being the victim of fratricide.
* Diary of a Wimpy Kid fanfic "Greg Runs For President" is set in 2052 (as Greg is running for the 50th US President), and shows that younger people can now work for political roles, despite nothing seeming out-of-the-ordinary for the late 2010s.
* Diary of a Wimpy Kid, Frank has an important work call that he has to take while driving, and everyone else has to be quiet.
* Diary of a Wimpy Kid: Greg and his peers are twelve, Rodrick and his peers are 16, Manny and his peers are three, Peepaw (Greg's great-grandfather) is 93, Gammie

(Greg's great-grandmother) is 95 and another family the Snellas have a baby named Seth and a six-year-old named Shawn, but we don't really know the ages of the other characters. We know that Greg's grandparents are elderly, and his parents are probably at least 36, that Greg's uncles Gary and Joe are younger than his dad, his aunt Cakey is older than his mom and his aunt Gretchen is younger than her.
* Diary of a Wimpy Kid: Greg ends up with this as a result of a failed attempt to tell on Rodrick for saying a bad word. Rodrick got off scot-free.
* Diary of a Wimpy Kid, Greg has a dream where he was captured by zombie pirates and they made him walk the plank. For some reason, he kept saying "Step, step, step, no, no, no! Plop, plop, plop, in I go!" It turns out he was saying that for real, and Rodrick has the video to prove it.
* Diary of a Wimpy Kid: Greg Heffley is given a pair of Wonder Woman-themed underpants that he is too ashamed to ever wear. However, after running out of clean clothes to wear, he is forced to wear them to a birthday party where his pants end up slipping down and revealing the underpants to everyone.
* Diary of a Wimpy Kid, Greg is donating a twenty-dollar bill to the church basket despite his reluctance to do so. His mom Susan donates it for him.
* Diary of a Wimpy Kid, Greg mentions that a kid named Aric Holbert got suspended for breaking into the school and spray painting "Aric Holbert is cool" on the lockers. He tried to deny it was him, but as Greg points out, "it was pretty pointless".
* Diary of a Wimpy Kid, Greg's dad plays classical music from a boom box in the window in order to disperse the teenagers loitering around to hear Rodrick's garage band.
* Diary of a Wimpy Kid Greg sees a newspaper ad for a sale on back-to-school supplies on July 5th—exactly two months before school starts, and decides that whoever put that ad in the paper that early must really not like children.
* Diary of a Wimpy Kid: Greg sees his dad's dentist, Dr. Kagan, as one of these. From what we can see, Kagan is a regular dentist, if a bit stern and annoyed with Greg; a large part of Greg's first impression of him comes from the fact that his dad switched him from the kid's dentist he had a crush on to Kagan without telling him beforehand.
* Diary of a Wimpy Kid, Greg's uncle Gary is an entertainer at children's birthday parties. At one point, he arrives late to his wedding, still in costume, because the kids weren't letting him leave.
* Diary of a Wimpy Kid, Greg uses a form with blanks to write his thank you notes. It's not very personal.
* Diary of a Wimpy Kid, Greg wants to be elected treasurer so he can use his power to do favors for the cheerleaders.
* Diary of a Wimpy Kid: Greg wants to get a cellphone in certain books, but his parents (particularly his mom, Susan), feel that it's too much responsibility for someone his age (and worried that he'll just rack up a huge phone bill like his older brother, Rodrick). Mr. and Mrs. Heffley's solution to this is to get Greg a "Ladybug Phone" (which he describes as basically being a "preschool toy"), which Greg can only home or 911 on.
* Diary of a Wimpy Kid had Greg’s soccer coach, Coach Litch, whom Greg describes as the worst out of all the coaches (of course, Greg and his teammates’ shenanigans weren’t helping much). In fact, he’s the reason Rodrick doesn’t do sports anymore.
* Diary of a Wimpy Kid has Gregory go to the dentist once, which has pictures of all the people who never brushed their teeth in their lives or never even used floss. This unfortunately doesn't do anything to help Gregory with his fear of the dentist... and you can bet your ass that a lot of people are afraid of someone with metal tools poking around in their mouths.
* Diary of a Wimpy Kid: He always looks on the bright side and likes playing with toys and playing classic children's games.
* Diary of a Wimpy Kid. However, the instalment Kinney is proudest of the very well-received first book.
* Diary of a Wimpy Kid incriminating picture of the whole thing. Rodrick and Greg

get punished.
* Diary of a Wimpy Kid in "Old School" when Frank sends Grandpa (his father) to the timeout chair for accidentally inviting all the women he knows online to the Heffleys' house and having a wild party.
* Diary of a Wimpy Kid in order to make Greg's actions more understandable.
* Diary of a Wimpy Kid installment "Double Down", Greg and Maddox can't find a tiny LEGO brick that belongs to the latter. Just when Greg is about to go home, Maddox notices the brick stuck to Greg's elbow and accuses him of stealing it, not willing to believe that it was an accident.
* Diary of a Wimpy Kid: In the book "Dog Days", Greg and Rowley stay at a condo on the beach and they have to share a bed because the only other bed is the one Rowley's parents are sleeping in. Eventually, Rowley goes to sleep in his parents' bed so Greg takes the bed.
* Diary of a Wimpy Kid in the cabin, and helpless to prevent his cabin-mates' stupidity. In fact, when Greg separates from the group it all goes wrong for them.
* Diary of a Wimpy Kid: In the eleventh book, "Double Down" Greg mentions how he saw an unsuspecting sixth-grader get a wedgie from an eight-grader bully.
* Diary of a Wimpy Kid: In the second book, Greg makes a promise to always be truthful to his mom. Unfortunately, this new "honest" Greg would go on to say insensitive things, like that a short boy could never become a basketball player and that Rowley's grandfather may die before ever having another birthday. Greg is also this in general when it comes to his opinions. His grandpa is even bigger, as he will just straight up say who his favorite is.
* Diary of a Wimpy Kid: In "The Ugly Truth", Greg and his class are playing a game involving seeing whose close-up a photo is of. They take a photo of a boy Tyson's bent arm, but the teacher thinks it's of someone's "posterior".
* Diary of a Wimpy Kid — and a fair amount of the comedy comes from the reader recognizing that.
* Diary of a Wimpy Kid—unfortunately, this sometimes leads to Greg forgetting to switch to the non-code words during school, making him look stupid.
* Diary of a Wimpy Kid movie, Greg has to pee but is not allowed because Rodrick is threatening him with death. At first he can put it out of his mind, but then he can't because a sprinkler is going off, a man is watering his lawn, and there is an aquarium anyway.
* Diary of a Wimpy Kid movie, Rowley is seen on a mall Santa's lap, asking for a puppy, a cat, and a gumball machine.
* Diary of a Wimpy Kid movie shows pictures of a scene where Greg meets Fregley's mom, which is absent in the final film.
* Diary of a Wimpy Kid notes how this was a helpful approach for dealing with young actors, since when one twin can't take direction, the other twin is available.
* Diary of a Wimpy Kid of himself as a muscular, rich adult and Quentin, a school bully, as his employee. They still sound like middle schoolers.
* Diary of a Wimpy Kid of "I'm only thwee!" to excuse his behavior, and his mother once drove all the way to preschool to cut the crusts off his sandwiches when he threw a tantrum over it.
* Diary of a Wimpy Kid: Old School, Greg says he does not want to sleep in a bunk below the nervy kid Julian Trimble in case the latter wets the bed.
* Diary of a Wimpy Kid. Ravi's speech patterns are this trope full stop, as his accent is exaggerated and he says things such as "Great Ganesh!" and "You have aroused my ire!"
* Diary of a Wimpy Kid recalls opening a video-game sized gift-box only to find a memory card.
* Diary of a Wimpy Kid: Rodrick, Rodrick, RODRICK. He frequently torments Greg and plays mean pranks on him. It's a plot point in the second movie where Rodrick has a major focus and his relationship with Greg slightly improves by the end.
* Diary of a Wimpy Kid: Rodrick Rules has Greg and Rowley getting chased by a guy with a hockey mask and a chainsaw in the Crossland High School haunted house.
* Diary of a Wimpy Kid: Rodrick Rules where it gets view after view. While Greg and Rowley bathe in the fame, Rodrick yells up at them:

* Diary of a Wimpy Kid sees Greg Heffley getting a hanging wedgie while stating what a wimp he is.
* Diary of a Wimpy Kid series, Greg goes to a lock-in at his middle school where a kid named Jeffery Chang brought a big bag of cheese puffs. Due to a ban on snacks, he locked himself in the boys' bathroom to eat them, but the adults caught on quickly, so Jeffery was forced to flush the cheese puffs down the toilet.
* Diary of a Wimpy Kid, the aptly-titled book "Hard Luck" has Greg step in poop and mention that "normally, [he finds] poop as funny as the next guy" and remembers a man tripping and landing in horse poop as a time he laughed about poop.
* Diary of a Wimpy Kid, the first book has Greg be jealous of the attention Rowley is getting for his broken hand and so he bandages his own hand and claims that he has a "raging infection caused by a splinter that was left untreated", but that just weirds everyone out. At the end of the first book, Rowley also does the "arrow-through-the-head" gag.
* Diary of a Wimpy Kid: The Getaway: It's Greg's first time going to the airport and taking an airplane. Not only is he seated between a couple with a baby, but he also gets anxious over something happening to the plane after he watches the safety demonstration video (and he also gets worried about the turbulence and the pilots being allowed to move about the cabin), the passenger behind him puts his feet up on Greg's armrests, and he can't lean his seat back because he's sitting in the emergency exit row. Also, meals are only given to first class passengers. The Heffleys also have to alternate between who gets to sit in first class, but Greg never gets his chance due to the doorway getting blocked by the food cart after the turbulence hits.
* Diary of a Wimpy Kid, the Heffleys accidentally end up with a pet pig in "The Long Haul". So when they stay at a motel and the pig eats from the mini-bar, they have to pay for the food, and for breaking the "no pet" rule.
* Diary of a Wimpy Kid: The Last Straw. Frank is about to be hit by a branch in the river, Greg tells him to duck, and Frank is trying to look for a duck. It seems not to have ended well.
* Diary of a Wimpy Kid: The Last Straw. He normally wears contact lenses, but after breaking one of them must wear very thick glasses when attempting to meet Holly Hills at a skate park.
* Diary of a Wimpy Kid: The Last Straw, Rowley and three of his younger friends try to do the Hand In A Bowl Of Warm Water trick on Greg but he wakes up. One of Susan's books in her closet is called Bedwetting for Beginners.
* Diary of a Wimpy Kid: The Last Straw, when Greg and Rowley are being driven to a roller skating rink to impress Holly Hills and Susan overhears the conversation:
* Diary of a Wimpy Kid: The Long Haul, Greg and his impromptu pet pig (long story) both need to use the bathroom. Greg says "It was pretty awkward using the toilet with a farm animal sitting next to me, but I guess the pig was more embarrassed than ME, because when it was his turn to go, nothing happened."
* Diary of a Wimpy Kid: The Long Haul, he interprets his pig's circling motions as him also needing to go.
* Diary of a Wimpy Kid: The Long Haul: Rowley, aside from one flashback, is absent.
* Diary of a Wimpy Kid: The Long Haul that they have on their road trip. Beardo, the only "villainous" figure is... well, not. Most of the interactions Greg and his family have with him and his family are also tied into the bad luck, and his actions can be justified by his anger, even if he does take things too far at times.
* Diary of a Wimpy Kid, there's a Christmas decoration with a photo of Greg and Rodrick as young children bathing in the sink. This embarrasses Greg.
* Diary of a Wimpy Kid: The Ugly Truth: During Uncle Gary's wedding to Sonja, Gary's best man Leonard reveals that Gary was actually planning to break up with Sonja during the baseball game they were attending and start dating her sister instead, but before he could do that a plane flew overhead with a banner saying "Marry Me Sonja?" Thinking it was from Gary, Sonja accepted. Gary would have told her the truth, but he was afraid the guys around his seat would beat him up if he let Sonja down.

* Diary of a Wimpy Kid, the way his mother treats it later in the film makes it a G-rated case of this.
* Diary of a Wimpy Kid, three-year-old Manny Heffley invented two words: "bubby" (a term for brother) and "ploopy" (an insult).
* Diary of a Wimpy Kid-type nostalgia trip for adults) or the publisher (whose idea it was to market it as a kids' book).
* Diary of a Wimpy Kid unlike the typical nerd, but the trope is still there: Frank wants Greg to play sports, even if Greg hates them and would rather stay at home with comic books and video games.
* Diary of a Wimpy Kid. When Greg runs for treasurer, he uses posters with fabricated stories to smear his opponent. This gets him kicked out of the election.
* Diary of a Wimpy Kid: When Greg was younger, his mother Susan found out that he wasn't brushing his teeth, so she faked a call to the dentist asking if they had dentures for little boys to scare him into brushing. Greg claims that it worked so well that he started brushing his teeth at least four times a day (and he still does).
* Diary of a Wimpy Kid, whereas Zachary Gordon and Robert Capron all but vanished from the spotlight.
* Diary of a Wimpy Kid, where it is known as the "Dancing Mom" video. Greg himself also gets teased about it at school.
* Diary of a Wimpy Kid, where middle school students Greg and Rowley try to make an indie horror film. Their low-end equipment is "borrowed" from their parents, the only actor is Rowley, and their "special effects" are gummy worms and ketchup.
* Diary of a Wimpy Kid: Wrecking Ball: Greg overhears his parents talking about the "nasty grout" in the bathroom and assumes that the Grout is a monster. At night, he thinks he sees the shadow of the Grout in his room; when he wakes up, it's revealed to be a hockey stick leaning against a chair and covered in clothes.
* Diary of Luan Loud twin sisters being injured, and her pranks are way more mean-spirited than in canon.
* Diary of the Dead ends with the survivors uploading the film onto the internet from a sealed video editing room (surrounded by zombies, naturally). It is unclear that they ever emerge.
* Diary of the Dead footage of a S.W.A.T. team raiding a house. The elderly owners beg them not to open the bedroom door because (you guessed it), they are keeping their zombified family there. One bites the team leader, who becomes enraged and kills the old couple but deliberately avoids headshots so they will "wake up dead."
* Diary of the Dead has soldiers encounter the main characters at one part. They order them to turn off their camera (at gunpoint no less) and when it turns back on, the soldiers are driving away with all their provisions after terrorizing them for god only knows how long.
* Diary of the Dead. Later the actress is being chased by a zombie and she stumbles after her heel breaks for real. However instead of being killed by the zombie she just gets angry, throws her shoes at the cameraman (who is filming instead of helping her), knocks out the zombie herself, then abandons the cameraman to his fate.
* Diary of the Dead, one was used unconventionally — as an anti-zombie weapon. It was only partially successful.
* Diary of the Dead the pool house has zombies at the bottom of the pool. They were corpses at first... but then they reanimate.
* Diary of the Dead. The protagonists take a fatally-wounded friend to a hospital, only to find it deserted. It's only then that it really begins to sink in that the wild stories they're hearing on the radio are true.
* Diary of the Dead tie-in side city Monroeville (where the zombies are conveniently Romero-style zombies), a headshot is an instant kill.
* Diary of the Dead turns out to be ex-military and so the best person suited to guiding the teen-cast through the zombies.
* Diary of the Dead, when some EMTs are collecting bodies from an apartment and the cameraman who's filming them grouses about how one of their crew is eating his lunch off-camera, despite the gore.

* "Diary Queen", a Valentine's Day episode, aired on February 21, 2021 due to its' original airdate being pre-empted by the Daytona 500.
* Diary's in turn focuses on a group of soldiers who showed up only briefly in that film to steal some of the main characters' supplies.
* Diary: Writing about one's experiences and hardships can be therapeutic as it helps you to understand the situation. It gradually eases emotional trauma, relieves tension and establishes self-control.
* Diaspora are wormhole mouths. This is a rare example where the future member of the trio explicitly builds on the work of the real-world pair.
* Diaspora features a relatively in-depth look at the Polises, underground supercomputers simulating posthuman intelligences several times faster than real time.
* Diaspora features the "hyperdrive that can be only used between certain points" variant. Notably, its portals don't form a fully connected network; instead, the universe is divided into an unknown number of clusters of between 2 and 6 linked star systems. These Clusters are completely isolated from one another, barring somebody taking all the time and effort to send a slower-than-light expedition. Members of a cluster also tend not to be anywhere near each other in real space; it's possible they're not even in the same galaxy.
* Diaspora has grown hugely over the years, so when some characters temporarily sync with robotic bodies to parlay with humans, they're pained to know that time is passing 800 times faster "back home".
* Diaspora has made new attempts of getting rid of Bloom so she can have Sky.
* Diaspora. One of the latter groups is the Dream Apes, whose ancestors deliberately removed their capacity for speech and most of their sapience in a wholesale renunciation of modern society.
* Diaspora, quite a few advanced civilizations developed in the Milky Way, but they all ran away into other universes to escape an imminent galactic natural disaster.
* Diaspora, the characters pin their clock time to real time by the 'tau', a subjective measure of time that depends on the power of the hardware they're running on and the relativistic effects of galactic travel. "Rushing," where the character runs their clock incredibly slowly to wait for the Universe to do interesting things in a short space of perceived time, is often used to make the cosmology useful to the plot.
* Diaspora: The vast majority of citizens are artificial intelligences in virtual-reality communities. They're created in a process that mirrors biology, with a specialized software "womb" hosting a genome-like "mind seed" as it iteratively receives new information, shapes its environment, and develops itself until it becomes fully sapient. Though citizens can inhabit robotic bodies to interact with the physical world, most never bother.
* Diaspora this trope by using genetic engineering to remove their capacity for conscious thought.
* Diaspora with the ability to urinate; he muses that, much as he enjoys taking a physics-defying leak off his balcony in the morning, he's never felt any nostalgia for the human business of defecation.
* Diatribe of a Mad Housewife", when caught lying, Homer claims that he was writing fiction with his mouth.
* Diavolo's Stand in Part 5, King Crimson, is one of (if not THE) most powerful Stands in terms of raw striking power, with an A rank in Power and Speed. However, it has an E rank in terms of durability. This is why Diavolo tries to end his fights with a single strike, as he can't survive an extended assault.
* Diavolo's stand King Crimson does this a lot, most notably on Bucciarati, Abbacchio and Polnareff.
* Diavolo this for 10 seconds. The events occurring therein are 'destroyed' and remade according to his wishes, while others enter a fugue state and cannot remember even their own actions during the period. So for example, if in the middle of the erased seconds someone opens fire on Diavolo, he will make himself dodge if he wouldn't have normally, and when the 10 seconds end, the person will be puzzled as to when they picked up their gun.

* Diaz. Later in the same episode, they do the same to the New Recruits' own HQ as well.
* Dib and Skoodge, to the point that Dib wishes it was his mission to take over Earth instead of Zim, so Dib can turn him to his side and become friends.
* Dib and Viera quickly come to this understanding in Season 1 Episode 21, with him never bringing up her
* "Dibble's Birthday" has Dibble overhear his superiors discussing their (old, out-of-date) police cars, and thinks they're talking about him.
* Dib doesn't appear in "Walk of Doom", "Germs", "Attack of the Saucer Morons", "Plague of Babies", "FBI Warning of Doom", "Hobo 13" and "GIR Goes Crazy and Stuff", and appears but doesn't speak in "Abducted".
* DiBiase's son recently went through the process of trying to recruit such a lackey, he even lampshades it by calling the position "his Virgil". After
* Dib is still this, like in canon. For example, at one point he mentions not trusting pigeons, while at another he explains he taught himself to resist telepathy because he thought his third grade teacher was a government agent spying on him.
* Dib says at one point: "I know. The philosophical implications are quite...philosophical"
* "Dibs" by Kelsea Ballerini contains the lines "I know everybody wants you" and "Make everybody jealous".
* Dib's hair is like a scythe blade, pointing back over his head. Possibly hereditary, since his dad has a similar hairstyle, except it's shaped more like a lightning bolt. We do see in one montage into the future
* Dib's pregnancy, the pregnancy would have appeared much longer if you were reading it while it was being updated.
* Dib's Wonderful Life of Doom", after Zim gives up upon capture, he commands GIR to self-destruct, possibly to keep any secrets GIR might have known out of human hands.
* Dibujuegos, hosted by musician Manuel Wirtz and Sesame Street's Big Bird. No,
* Dib, when he learns that the Dibship used his name to join an emo forum.
* Dib whether his primary motivation is love of humanity or hatred of Zim.
* DiC after roughly 13 episodes. Apparently, Moore (who was also the original voice director) was very stressed with the workload the show brought her, and her duties were given to other people.
* Dicebox, Molly is missing the third finger on her right hand. As yet, it is not clear how she lost it, but flashbacks tend towards the bloody and freshly lost.
* Dicebox of having to coming back and fix what she had wrought in her personal and professional life.
* Dicebox, the Raffertys didn't want to break their long line of Marys. Hence Mr Mary Rafferty X.
* Dicebreaker, in a livestream of Johnny, Wheels and Lolies playing three-sided chess, ran into a situation where they couldn't, for the life of them, tell which direction a bishop was supposed to go when it ran into the middle part of the baffling hexagonal chessboard.
* Dice, Camera, Action! holds his own against vampires and giants despite being the only non-magic party member.
* Dice, Camera, Action!. However, as of yet neither series' storylines are related to one another.
* Dice, Camera, Action! was put on Hiatus in May 2019, after controversy arose due to an affair between castmembers and further controversial behavior of one of its stars. It was canceled seven months later.
* Dice Friends 5th Edition with occasional forays into other systems, mixing large campaigns with mini-campaigns.
* Dice Funk: Anne can speak a number of different languages, however her intelligence (or lack of) tends to get in the way.
* Dice Funk: Anne does this to Rinaldo in order to buff him with magic.
* Dice Funk Anne gets creative with her appellations for a monk named Milo, including "Musclebro Hardbody" and "Senator Suckshit."

* Dice Funk: Anne is a cleric, so most of her abilities utilize radiant light, including Sacred Flame, Warding Flare, and Radiance Of The Dawn.
* Dice Funk: Anne sees herself as this to the church of Avandra, although it is unclear if she is actually carrying out the will of the faith, or just overly eager and violent.
* Dice Funk: Anne speaks Common, Halfling, Orc, Goblin, and Abyssal. Unfortunately, she isn't quite smart enough to translate accurately....
* Dice Funk: Anne's suggestion for the evils plaguing the Pickman Academy.
* Dice Funk: As the party's fighter, this is Rinaldo's role, although his frequently poor dice rolls make it easy to forget.
* Dice Funk: Episode 17 begins an arc with this as the most pressing goal.
* Dice Funk has Algernon Sharp, a bishonen medusa boy who dresses in a flashy display of fashion. His eyes can't petrify you because he takes medication to prevent it, it's that kind of world.
* Dice Funk: In addition to healing magic, Anne is proficient in medicine and tries to help the injured quarry workers in The Church with her training.
* Dice Funk is ostensibly a comedy with a fantasy setting, but Episode 9 makes a hard right into horror.
* Dice Funk: Jess jokes in Episode 1 that Jayne will yell "Flaafy!" if she ever casts the spell Thunderwave. Guess what happens many, many episodes later?
* Dice Funk: Podcasts and Dungeons & Dragons are both improvisational media, so it's no surprise that a D&D podcast is made up on the fly.
* Dice Funk: Rinaldo concocts an entire alter ego, only for it to immediately fall apart under the slightest bit of scrutiny.
* Dice Funk: Rinaldo dual-wields morningstars. While this would normally be illegal in 5th Edition D&D without the Dual Wielding Feat, Leon uses the stats of a weaker weapon to allow for it.
* Dice Funk: Rinaldo has a sky-high Charisma score, yet always seems to fail every check related to lying. This culminates in a lie so bad that the episode was entitled "Lie Hard."
* Dice Funk: Rinaldo is introduced as a suave lady's man who hits on the first female NPC the party meets. He then proceeds to flirt with a number of male characters.
* Dice Funk: Rinaldo looks for a secret passage in every building. He has yet to find one.
* Dice Funk: Rinaldo pops the head of a mind-controlled miner using a morningstar during the campaign's first fight.
* Dice Funk: Seemingly ideal town with a dark secret? Check. Evil cult? Check. The Pickman Academy is even named after the Lovecraft short story "Pickman's Model."
* Dice Funk: Something that sounds an awful lot like a golem bursts up through the ground. The party fled so fast that they don't actually know if it was one or not, although they refer to it later as such.
* Dice Funk: Stoneroot is this trope scaled up to an entire city. Anne covers herself in dust just to fit in.
* Dice Funk: The campaign really doesn't begin until mind-controlled miners show up and attack the party in the street.
* Dice Funk: The headmaster of the Pickman Academy is so shady that the players wonder aloud if he will turn out to be the final boss somewhere down the road.
* Dice Funk: This trope is the reason Episode 20 is called "Pimps Stole My Blood".
* Dice Funk: Undead miners jump the party, but Johnny is insistent that they are not zombies. They were, in fact, ghouls.
* Dice Game uses a spinning die wipe effect after its prize is revealed.
* Diceman game comic - In one story if you chose to descend the stairs you'd meet a bunch of demons on the way up and get torn to pieces. The other option involved escaping through the window onto clotheslines.
* DiC Entertainment because they were friendly in their civilian selves and had already started to like one another in their secret identities.
* DiC Entertainment, bought out Hanna-Barbera a year after the show premiered.)
* DiC Entertainment cl byepisode "El Dorado: The Lost City of Gold", Grunt

encounters the ghost of a man claiming to be the older cousin of Francisco Pizarro. Grunt retorts that he is Ulysses S. Grant.
* DiC Entertainment continuation, the two-part episode "D-Day at Alcatraz" began with Cobra Commander, Destro, Metalhead and several Cobra soldiers being sent to Alcatraz. The warden mentions that they'll all be serving out sentences of 362 years. The Cobra soldiers are ultimately the only ones who are left serving out their sentences, as Cobra Commander, Destro and Metalhead manage to escape at the end of the two-parter.
* DiC Entertainment episode "Chunnel", Major Bludd gets peed on by the Queen of England's dog.
* DiC Entertainment had this happen in the episode "That's Entertainment", where General Hawk mistakenly thinks that Jackie Love and Fiona have died and is oblivious of the two surviving their fate and approaching him while he laments their assumed demises, initially thinking that Jackie Love calling for his attention is Captain Krimov trying to console him.
* DiC Entertainment list the studios involved, but not for any specific episodes.
* DiC Entertainment show, though, in most cases this was the result of a new figure for the character in question.
* DiC Entertainment. The Joes and the forces of Cobra manage to get away unscathed before the Headman's lair is reduced to rubble.
* DiC Entertainment, which has yet to feature the Headman and presumably has him still alive and incarcerated.
* DIC Entertainment which was based on the WWE (then known as the WWF) superstars of the era. The theme song was a Bonnie Tyler song called "Ravishing", however, this is a subversion of the trope since it doesn't use the actual song proper (it doesn't even feature any of the lyrics), just various musical sections of the song as an instrumental with occasional chants of "Hulk! Hulk!".
* DicePlayers roll these to determine or influence certain events in the game.
* DICE: The Cube That Changes Everything is a scrawny seventeen year old with a somewhat hunched back, dark circles under his eyes, and black hair (though most characters share the last trait). He's severely bullied by other kids and always seems to have the worst luck.
* Dicey Dungeons. Each turn, it copies one of the opponent's moves, chosen at random.
* Dicey Dungeons uses 6 as its magic number. There are six playable characters, who are all transformed into six-sided dice, with six challenges through six levels of Lady Luck's dungeons, and so on.
* DiC, he's never mentioned again. In the finale, he was only seen as an illusion cast by the enemy to distract Ami and kill her.)
* DiC his face, doesn't recognize him simply because he's changed his clothes.
* Dick & Dom in da Bungalow featured Geordie copper Harry Batt in his usual weekly appearance being wheeled in on a wheelchair, covered in bandages and casts and neck brace. His answer? He cut himself shaving.
* Dick & Dom in da Bungalow for good measure. Possibly the only show to buy custard powder by the tonne.
* Dick & Dom in da Bungalow, four years later, to explain himself. ("I'm a really nice guy when you get to know me".)
* Dick & Dom in da Bungalow: tinned tomatoes, mushy peas, baked beans, tapioca, rice pudding, custard, chocolate custard, mashed potatoes, mango chutney, spaghetti hoops. Oh, and from time to time they might get put in a bowl and have the ingredients for some recipe added to them (flour, lard, eggs etc). As one of the hosts put it; "You'd still be finding dried bits in your hair until the next week's show."
* Dick, and Damian) and extended Batfamily all use the same tech or variations on it to get around Gotham at night.
* Dick and his "family" observe what life is like on Earth and report the findings back to base. Their ultimate goal, however, remains vague throughout the series. We know they're not trained anthropologists, in part because they routinely received poor job evaluations but also because Dick and Tommy are clearly shown to be

experts in hard science while Sally is a soldier and Harry is their communication link to the home planet making him, effectively, equipment. Earlier episodes imply that they are not used to running into planets or lifeforms with diverse cultures or complex emotions. Most notably, their initial stay was supposed to last only a few weeks, long enough to copy over the sum of human knowledge and leave. When they discovered there was
* Dick and Jane books observe that "The milkman likes Mummy. She likes them all." Then comes Daddy and his shotgun...
* Dick and Jane. They were published for the public school market. A division of this company, the New Cathedral Basic Readers, were the Catholic School equivalent. They kept all the secular stories of the original, but would add a few religious-themed stories (ie, the kids read a Bible story, or buy a Blessed Mother necklace for their mom, or have a nun for their teacher).
* Dick and Kory were planned to be married with a miniseries planning to focusing their time on a honeymoon before Jonathan Peterson's departure as well as a change of management at DC unfortunately nixed those changes. Many fans of the pairing feel like it would've been better than the infamous 100th issue of
* Dick aren't exempt from ridicule. But since the name has been so deeply ingrained into the heads of comic book fans for over eighty years, it's highly unlikely that DC will change it (or even use a different "Richard" nickname, such as "Rick" or "Rich") just to stop a few immature people from snickering.
* Dick Armey, a U.S. Congress Representative. He not only didn't mind his name, but frequently joked about it.
* Dick. A wealthy Wall Street type, he flaunts his wealth in the face of brother, who is a struggling writer. He arranges an extremely expensive anniversary present for their parents — knowing that Jabez will never be able to contribute to it — insisting that he just wants everything to be 'perfect'. And when Jabez writes a token cheque to contribute to the cost, he cashes it even though he must know that doing so will leave his brother broke.
* Dick Barton—Secret Agent) stops playing, the Mark III stops and then drops out of the sky when the next selection on the tape was "The Funeral March."
* Dick Blaney crushes a glass in his hand while having lunch with his ex-wife in
* Dick Bremer, television announcer for the Minnesota Twins, personifies this trope when anything interesting on the field is happening.
* Dick Casablancas Sr. is pretty blatant about favoring his eldest — which ends badly.
* Dick Chalker was a mutant who could turn himself into a manlike dinosaur creature. He used his powers to commit
* Dick Cheney. It doesn't matter whether he's at the Republican National Convention, the campaign trail, having tea at the White House, apologizing for shooting another guy in the face, getting an apology from the guy that he shot in the face, or even making the official announcement that Bush has won re-election — he always has this look on his face like someone just ran over his pet dog a few hours ago.
* Dick Cheney (R-WY): Wyoming Representative and 46th Vice President of the United States.
* Dick Cheney serves as Secretary of State until a near-fatal heart attack causes him to resign. He is then replaced by John Danforth.
* Dick Clark and Alan Freed, who had ownership stakes in labels whose records they were pushing). The result was that many radio stations stripped their DJs of the authority to make programming decisions, with more power concentrated in the hands of the station manager.
* Dick Clark briefly noted the passing of announcer Bob Clayton shortly after it happened in November 1979.
* Dick Clark, "For now, Dick Clark... so long." He gave the salute just before saying the "so long" bit.
* Dick Clark has often been cited in various media as immortal, including in a song written for/about him by Benny Mardones. His passing in April of 2012, however, proved the immortality attributions to be not so accurate. Even before

that, he suffered a massive stroke that made his age frighteningly obvious.
* Dick Clark, in addition to everything else he did, hosted countdowns such as
* Dick Clark's New Year's Rockin' Eve that ensued (Alabama won 38-0!). If contradictory marketing was part of the plan, it definitely worked: ratings for the 2015 semi-finals were worse than the ones held only 364 days prior, and the organizers eventually decided to move the semifinal games off New Year's Eve in years when the Rose and Sugar Bowl games aren't hosting the semi-finals (the Rose and Sugar Bowl games are always held on January 1, or January 2 if the former falls on a Sunday, regardless of whether they are hosting semi-finals or not).
* Dick Clark suggested to the songwriters that they rewrite the song since the Bop craze was dying out at the time.
* Dick Dale sang about street races and cool hot rods rather frequently.
* Dick Dale will almost certainly recognize "Pump It" much better, the original is still held in the greatest esteem.
* Dick Dastardly does this with flair in "Camouflage Hoparoo," an episode from his own show,
* Dick Dastardly Stops to Cheat: The villain cheats during a race even though the hero has no chance of winning, which ironically gives the hero time to beat them to the finish line.
* Dick Dastardly Stops to Cheat: The villain could go ahead and just win, but they decide to cheat just for the heck of it.
* Dick Dastardly Stops to Cheat to go out of his way to screw over the other racers.
* Dick Dastardly was a consummate sore loser, taking having lost only one Wacky Race well — the debut episode "See Saw to Arkansas," where he stops his car just at the finish line so
* Dick Dastardly was supposed to be on the team himself, but he was cut.
* Dick DeBartolo (probably best known for having written in every issue of
* "Dick/Dickie" used to be a common nickname for "Richard" until it evolved into a vulgar slang for "penis". In English-speaking countries, a lot of Richards were at some point Dicks.
* "Dicked Down in Dallas" by Trey Lewis has him listing off all the sex acts that his ex is likely performing now that she's not with him anymore.
* Dick Enberg at the 1969 Houston-UCLA college basketball game dubbed the "Game of the Century". It marked the first time that a regular season
* Dickens; "Every day, I take two evil pills and some naughtiness supplements". Also, the less ironically named Hardthrashers and their cousins, the Sternbeaters, Whackwallops, and Grimpunches.
* Dickensian henchmen who are all members of the same family and have instantly recognisable names.
* Dickens, like many other authors at the time, was also paid per installment leading to some of his longer works like
* Dickens' snake oil does actually have a gameplay effect — it upgrades your
* Dickerson v. United States has become embedded in routine police practice to the point where the warnings have become part of our national culture."
* Dickey Lee's 1965 hit "Laurie (Strange Things Happen)" has a variant of this without the hitchhiking. The singer meets a girl at a dance, takes her home, and loans her his sweater when she mentions being cold. When he goes back to retrieve the sweater, her father answers the door and says she died a year ago. Something compels the singer to visit the graveyard, where he finds her grave with his sweater lying atop it.
* Dick Figures has Lord Tourettes getting shot in the chest, taking a meat cleaver to the head, hit by an anchor, and eaten alive by sharks while drowning in "Captain Red Rum & The Pina Colada Armada".
* Dick Figures: One of the most straightforward examples out there, in the episode "Zeusbag", Red and Blue have to enter a gladiator match with Raccoon. As they're about to die by his hand, Raccoon suddenly has to shit and apathetically forfeits the match running off screen.
* Dick Figures the hearts of all who look at it... Blue recently had eye surgery so

he is spared, but no explanation is given for why Red is immune.
* Dick Figures: The Movie, Lord Takagami uses his sword to do this to Col. Dingleberry. Neptune also uses his trident to do this to Trollzor.
* Dick Figures: The Movie, young Red says "Cuz I'm AWESOME!" and he and young Blue high-five. At the end, old Red says "Cuz we're AWESOME!" and he and old Blue high-five.
* Dick Francis, after retiring from being a jockey, started writing thrillers set in the UK horse racing world. Over time the scope of his work widened to include related areas such as horse breeding and horse transportation and eventually completely unrelated areas such as glass blowing and art. The book still must include at least mention of a horse, and sometimes horses start the plot.
* Dick Francis, a soon to be murdered character, lacking anything to write with, frantically uses a sharp point of a nail to spell out a vital clue on a piece of scrap paper by punching out holes to make the letters and hides it before he's taken away to be killed. The protagonist later discovers it and is able to deduce the identity of the bad guys from the short message.
* Dick Francis begins with a jockey shooting himself in front of a big racing audience.
* Dick Francis did a couple of stories with Sid Halley, a former jockey who became a detective after a horse crushed his hand in a fall.
* Dick Francis novel "Nerve", Rob the protagonist won't tell a doctor how he'd gotten injuries from being tied and hung up by the wrists in a barn, and the doctor distastefully concludes he'd been involved in some kinky orgy.
* Dick Francis where the protagonist meets a former nurse, who had cared for an older man's terminally ill wife, then after her death had married and cared for him until his death. Her home had been burgled in a manner suspiciously similar to the protagonist's cousin, which sets the mystery going.
* Dick Francis who is hired to sabotage a train with a bunch of valuable horses onboard and gets so carried away with it that he tries to destroy the whole train eventually, without even warning his client (a passenger).
* Dick Gaughan's "A Different Kind of Love Song" is a politically-charged folk song about why he writes politically-charged folk songs.
* Dick Grayson also speaks many languages including English, some Romani (though mostly from circus slang), French, Spanish, Russian, Mandarin, Cantonese, Japanese, the alien language of Tamaran, and American Sign Language. He is occasionally shown to have trouble reading Japanese though.
* Dick Grayson and every other character whose taken up the mantle of
* Dick Grayson, and his boss altering his cover to make him seem gay does not change their attraction in the slightest: The next time they're shown, they're discussing the respective qualities of his left and right butt cheek.
* Dick Grayson does this a lot, with regards to both his scaly green underoo Robin costume and his first, disco-ish Nightwing costume.
* Dick Grayson event, but when placed back in their normal universe, they fell victim to the Flashpoint reboot and are back to being on-and-off again. In the original stories, Barbara wasn't just slightly older nor still in her teens. She was in her early-mid 20's and a college graduate. Eventually, she was aged closer to Dick and given an eidetic memory to explain how she managed to complete school so quickly. Her term in the U.S. Congress (minimum age 25) was quietly retconned out.
* Dick Grayson has affectionately called Jason Todd "Little Wing." In turn, Jason has called Dick "Dickie Bird," sometimes affectionately and sometimes mockingly.
* Dick Grayson is guilty of this to a ridiculous degree. At one point in his publication had six simultaneous acknowledged love interests, and has been referred to as a "factory for broken hearts."
* Dick Grayson (Robin II), although it's almost entirely on Jason's side. Jason has inadequacy issues because he had to live up to Dick's example.
* Dick Grayson (Robin I/Nightwing) among the Batfamily that Dick will take over when Bruce is unable to be Batman. Although Bruce tries to hide it, everyone in not only the Batfamily but the entire DCU knows that Dick is Bruce's favorite son,

partner, and colleague.
* Dick Grayson (see Oracle and Starfire on his end, Red Arrow and Terry Long on her end).
* Dick Grayson's high school friend Craig Rockland went running into danger on occasion for stories for their high school newspaper the Owl. Some of his articles were later picked up by Gotham papers since he tended to write about things like the teacher's union that people outside the school had an interest in.
* Dick Grayson so he was covering for something. As Nightwing, he's less of this, being relatively well-adjusted, all things considered.
* Dick Grayson) the costume he wore when performing with Haly's Circus.
* Dick Grayson to kill him), the editors wanted him to be a swinging bachelor and free to do his solo thing.
* Dick Grayson used to get captured and tied up a lot during his old
* Dick Grayson was once accused of murder and had to fight to prove he was innocent.
* Dick Gregory: Legendary African-American comedian who later became a social activist.
* Dick Gumshoe and Maggey Byrde. It's rather obvious that Gumshoe has a crush on Maggey, since he feels a bit jealous of her being in a relationship with another officer(the murder victim of Maggey's debut case), and is intent on defending her, even if his job ends up making him testify for the prosecution. While Maggey's not happy about Gumshoe testifying against her, she
* Dick Gumshoe has a visible crush on Maggie Byrd, but also behaved as though he had a crush on Miles Edgeworth in the first game of the trilogy. He shows
* Dick Hardly. The first thing he does when he sees the Powerpuff Girls, he starts talking to Professor Utonium about making money out of creating more of them (note also that he's talking about his own former roommate's children). His total lack of regard of anybody but himself made him one of the most infamous villains in the series, and by far the more malicious.
* Dick Holler & the Holidays' "Double Shot (Of My Baby's Love)" takes the idea of being "love drunk" literally. The
* Dickie Dick Dickens has two narrators who tell the story in tandem, with the one often adding additional tidbits to the other's stated information. Occasionally they'll disagree with one another about what's relevant to the narrative, or contradict each other on minor details, but both tend to over-dramatize the events and nearly worship the titular character.
* Dickie Dick Dickens the day before. The embarrassed cops call it a day; Dickens dumps the weapons in Lake Michigan.
* Dickie Dick Dickens, the result of an attempt to get a new identity going south.
* Dickie Goodman in this style but was never able to fully replicate the success of his debut.
* Dickie Lee's song "Laurie (Strange Things Happen)" is about a young man who picks up a girl who needs a ride. When he gets to her destination, the seat beside him is empty, though he never stopped the car. All that remains is her sweater. When he knocks on the door with the sweater to see if she went inside while he wasn't looking, the person who answers is astonished to see the sweater. It belonged to his daughter, who was killed in a car crash at about the spot where the young man picked up the hitcher girl... 25 years earlier. The song was inspired by the urban legend of the Vanishing Hitchhiker. The young man of the song takes Laurie back to her home, leaves, realizes he forgot the sweater he gave her to keep warm with, and goes back for it. The person at the house tells him "She died a year ago today" and that she's buried in the local cemetery. He goes there to look at her grave, and finds the sweater folded up on top of it. So, even truer to the Vanishing Hitchhiker legend. All made especially effective and actually creepy by the disarming early 60's (made in 1965) music that accompanies this telling. Not surprisingly, Dickie Lee was responsible for about three or so of the songs that
* Dickie Roberts Child Star whose sole purpose is to be a one-off joke character, even appearing randomly towards the end of the film to kiss the titular character, then disrobe seductively.

* Dickie Roberts: Former Child Star has a number of cameos by famous child actors and Brendan Frasier is in the film.
* Dickie Roberts: Former Child Star that he's willing to dye his hair and have any necessary plastic surgery in order to play the lead in "Mr. Blake's Backyard" (after Reiner tells him he has the right basic look). He never gets plastic surgery, but during his time being treated like a child, he briefly dyes his hair in order to avoid being recognized by fans.
* Dickie Roberts: Former Child Star: When the mother decides to make Dickie have cereal instead of coffee for breakfast, Dickie looks in, remarks that there's a surprise inside, reaches inside, and flips her the bird.
* Dickinson: A couple of East Asian people are shown in Amherst during the 1850s, when very few even lived in the US.
* Dickinson: Austin is caught masturbating by his mother (unbeknownst to him, as his eyes are closed). She looks shocked and beats a hasty retreat.
* Dickinson: Austin masturbates with his eyes closed on the couch to get "inspiration" for writing.
* Dickinson (bisexual female main character, bisexual female supporting character, queer female romance)
* Dickinson: Due to the homophobia in their society, Emily and Sue's true feelings for each other must be hidden.
* Dickinson: Emily and Sue's relationship forms a core of the narrative, even as they're split apart by social pressures, plus their own feelings for other people.
* Dickinson: Emily and Sue's relationship is romantic/sexual, with them clearly in love. Naturally it's kept from everyone else, since this was completely taboo at the time. When they're once caught kissing by Austin, the pair then quickly pass it off as Sue doing so in "thanks" to Emily.
* Dickinson: It's mostly averted, but East Asian people are shown as friends and fellow students of the majority white young people on the series, which wouldn't have happened.
* Dick is a hero, Jason is a villain at the best of times and he and Bruce have a very rocky relationship.
* Dick is perhaps a very strong aversion of this, given his oft-noted penchant for seemingly-
* Dick King-Smith notes that chickens don't celebrate anniversaries of events, because they don't remember that far back.
* Dick Mackey won the 1978 running of the Iditarod Trail Sled Dog Race in 14 days, 18 hours, 52 minutes, and 24 seconds, beating Rick Swenson by
* Dick Marty report has been endorsed by the Council of Europe and the EULEX and there's a lot of evidence to back it up. It should also be noted that Albanian authorities have denied any cooperation.
* Dick Noble, African Explorer. A flying saucer immediately crashes into the studio.
* Dick, now calling himself "Carnivore", decided that Rick and Vic's deaths were on his conscience and decided to avenge them by killing every mutant on Earth so none of them could abuse their powers the way he did. Unfortunately, as he stepped out of his house to commence his killing spree, he was immediately killed by a truck.
* Dick O'Kane of USS Tang won the Medal of Honor for his last patrol — by ripping apart a Japanese convoy in a surface night attack, long after even Japanese escorts started carrying radar and making surface attacks incredibly hazardous. While Tang went down in that attack, she was sunk by her own torpedo — otherwise she would have escaped scot-free.
* Dickon Tarly does this to a Dothraki warrior who has Jaime Lannister on the ropes.
* "Dick" originally meant "fellow" or "chap," but also used to be a slang term for "detective." While it's still used today in American English as a nickname for "Richard" and as a synonym for penis, it's unlikely to be used seriously as "fellow" or "detective."
* Dick Powell musicals between 1933 and 1936. In fact, Ruby Keeler only appeared in three other feature films, one of them pairing her with then-husband Al Jolson.

* Dick pulled a version of this on Strudwick in the final episode of
* Dick Roman introduces himself as this in his first appearance when he and his Leviathans tear
* Dick routine. Some even like to ship him with Batman cause of their complicated relationship after Jason's resurrection.
* Dicks and outgoing producer Barry Letts were planning out Season 12 and decided "It's about time for
* Dick Sargent didn't have it much better. Nobody could see him in any role other than Darrin, and the only roles he could get were guest-star walk-ons on a handful of sitcoms. He mostly went back to stage acting after his on-camera career faded.
* Dick Sargent. He came out in 1991 due to the high suicide rate of young gay men.
* Dick Sargent instead of Dick York), because it was while he was in this state that he discovered that what was causing the slow sales of the food product he was promoting was not in the advertising, but in the taste itself.
* Dick Sargent who had committed the murder and that he was completely innocent.
* Dick's cousin Rick Chalker in frustration, he cut the top of his head off.
* Dick Seaton and Marc C. DuQuesne, mortal enemies at all other times, stand side-by-side with guns akimbo in
* Dick Shiner was a career backup quarterback. During a stint with the Atlanta Falcons, he became the first quarterback to officially achieve a perfect passer rating, when he led the Falcons to a 62-7 victory over the New Orleans Saints. He also set the record for highest score in a football game that the Falcons have reached. This is the only thing he ever did of note - he was a career second stringer who had one brilliant game.
* Dick Sittig created the "Jack Box" TV ad campaign for Jack in the Box and was the voice of the character from 1994 until 2015 when Jack in the Box hired a different ad agency.
* Dickson he doesn't want to give him the satisfaction of knowing that he beat him.
* Dick Spanner comprehensible dialogue in the entire show; everyone elses lines consist of a mixture of mumbling, blah blah blahs and the odd proper sentence. The only other character who gets real dialogue is a prisoner who keeps getting pre-empted by Spanners narration anyway.
* Dick Stockton at the 1975 World Series, where he was behind the mic on
* Dick suggested they kill Judith and make it look like an accident. When Mary refused, he replied "We're not going to make it look like an accident?!"
* Dick Swett, another former U.S. Congressman with a good sense of humor.
* Dick Tracy (1931-), even at the time of its creation, included sci-fi elements that made it influential on dieselpunk.
* Dick Tracy (1990). Big Boy Caprice captures Tracy and offers him $15,000 to join Big Boy's organization.
* Dick Tracy (1990), Tracy's Sidekick "The Kid" hitches a ride on the back of police cars.
* Dick Tracy, 88 Keys feels this way about Breathless Mahoney, whom Big Boy Caprice appropriated from one of his rivals after sending said rival to his death.
* Dick Tracy, actor Harley Naiv is disfigured in an accident and given a special surgery that, for an hour, allows him to look anyone he wants. "Putty-Puss" (as his gang calls him) starts robbing banks disguised as celebrities with the media calling him "the Man of a Million Faces." After being caught, Naiv breaks out of jail with Tracy surmising he'll go back to a criminal spree but...
* Dick Tracy: After Cinn murders George Ozone, she disposes of the murder weapon by hiding it in a stranger's coffin.
* Dick Tracy. After he was thrown in jail, Tracy gave the Mole a Christmas present, a care package with some simple gifts. The Mole had lived such a lonely, miserable life that the simple gesture meant the world to him. He went straight and these days is a good friend of Tracy and his family.
* Dick Tracy and address Gould himself who literally extends his hand to lift the Detective out. His publisher, Joseph Patterson, rightly concluded that this was an incredibly lame idea and ordered Gould to redraw the strip into something, anything, else.

* Dick Tracy and Mamma; then again with Heels Beals and Acres O' Reilly.
* Dick Tracy and preferred to ignore it. The current writer, Mike Curtis, is a fan of the Moon Period and has brought some of the Moon stuff back, but also gave Diet the above-mentioned explanation for his previous behavior.
* Dick Tracy and revived in 1983. The trope is subverted in 1999 when Pruneface falls to his death from a mountain cable car.
* Dick Tracy at this point, but being the RIAA's henchgoon is just a new twist.)
* Dick Tracy: Averted in the first BB Eyes story: Tracy and Patton have the gangster's mooks on the run and one suggests that they take one of the police cars for a faster getaway. That is shot down immediately by another roaring that they have no time to hotwire one.
* Dick Tracy battled Pruneface, spy for the Nazis and manufacturer of nerve gas.
* Dick Tracy, because if Tracy were found murdered, he'd be the prime suspect.) Just how they can make a person found dead tied to a chair in a boiler room that had exploded look like an accident is never explained.
* Dick Tracy, Big Boy Caprice used the Club Ritz as his base of operations, after forcing Lips Manlis to sign the deed over to him (right before killing him). The place offered illegal gambling to patrons, but Caprice mostly used it as a front for his gang's other crimes.
* Dick Tracy Breathless's backup singers perform or rehearse various dance numbers in short skirts and shorts (Breathless herself tends to wear long gowns, save for when she's trying to seduce Tracy) with there being occasional closeups of their legs.
* Dick Tracy, but it did give Chester Gould a chance to do some spectacular artwork that he couldn't have done otherwise. The scene where a murderer tosses a body out of the space coupe and leaves it drifting in the black sky is pretty chilling.
* Dick Tracy Crimestopper panel simply stated "When a crime is not reported, and no arrests are made, a "perfect crime" has been committed."
* Dick Tracy, Detective: After the Mayor's life is threatened, Tracy is on the phone to Tess and tells her that the Mayor is just a figurehead and that no one listens to him. As he is saying this, the Mayor and the Chief of Police enter his office behind him. As soon as he hangs up the phone, the Mayor starts fuming at him.
* Dick Tracy, Detective in the boiler room of an abandoned steamboat, Junior manages to grab one of the ropes that releases coal from the bunker and yank it. The coal spilling out on the floor creates a clatter that Tracy hears.
* Dick Tracy, Detective, Splitface attempts to bury a hatchet in Tracy's skull. He fails.
* Dick Tracy, Detective: Splitface hacks his victims to death with a surgeon's knife stolen from an undertaker.
* Dick Tracy, Detective The mayor served on the same jury as the murder victims back when he was a humble grocer, but never realizes this while discussing the murders and threatening letters with the police.
* Dick Tracy, Detective uses this trope to show the hysteria generated by Splitface's murder spree.
* Dick Tracy, Detective: When Tess is kidnapped, Junior jumps on to the rear bumper of Splitface's car and clings on to the spare tyre.
* Dick Tracy, Dick and the rest of the police are drawn fairly realistically — but his relatives B.O. Plenty and Gravel Gertie are like Popeye characters. The crooks that Dick pursues are also freakish, but they're supposed to be freakish-looking in-universe.
* Dick Tracy Discovering their beloved mayor was murdered and replaced by a criminal imposter, the outraged people of Chinatown decide to settle things their way. They draw from a jar of white marbles, one holding a black one but not saying who that is. The group go to the police station to confront the imposter, holding kerchiefs before their faces with one blowing a poison-tipped blowdart to kill the criminal. They're all arrested but only the guilty party knows who the killer was so the police are forced to let them all go.
* Dick Tracy Downplayed. The Kid is constantly trying to run away whenever there's

any talk of sending him to the orphanage. Once he actually gets sent there, though, the food isn't very good but he's otherwise treated okay.
* Dick Tracy, Dustin Hoffman's character Mumbles is subjected to a deliberately over-the-top example of this.
* Dick Tracy ends with the protagonist finally proposing to Tess, but still having to run off to handle a bank robbery in progress, showing that his job is likely never done.
* Dick Tracy episode where he destroys the game cartridge in a fit of rage.
* Dick Tracy first with Model Jones in the 50s (killed by her hoodlum brother) and then in the 70s with Moon Maid (killed by a car bomb aimed at Dick).
* Dick Tracy. For added drama, Tracy was trapped clinging to the underside of the car at the time.
* Dick Tracy for help, as a giant hand would come in and free him. His editor shot this down because... well, because it was a terrible, terrible idea. In the end, Tracy escaped by digging down and coming across a mine shaft, which he escapes into just as the boulder is about to crush him. An obvious lucky escape, but at least not a logic breaking one.
* Dick Tracy from crime drama (albeit with futuristic technology) to science fiction is one of the most infamous genre shifts of all time.
* Dick Tracy get rescued in time but only after a white-knuckle fake-out where it looks like wolves have gotten her!
* Dick Tracy gets a phone call from Stooge Viller saying that he and Mumbles have kidnapped the Retouchables (Hemlock Holmes' crew of police officers) for ransom. Tracy patches the call to Hemlock via their two-way wrist radios and somehow Hemlock is able to trace where the call came from.
* Dick Tracy getting lionized in the papers as folk heroes and decided to create a police detective determined to stop them.
* Dick Tracy had a classic scene where an actual lie detector was used for a great trick in The Blank story. Tracy has a criminal in custody who apparently knows who The Blank is, but he will not cooperate. So, Tracy convinces him to take an optional lie detector test and then asks him to look over some mug shots to indicate which one is The Blank. Sure enough, the criminal demands to be disconnected from the lie detector, only to be told by Tracy that by doing that he just revealed that the real identity of The Blank has a criminal record, a vital clue to work with.
* Dick Tracy had a seemingly far-fetched wristwatch video cellphone called the "Two-Way Wrist TV" that looked fantastical at the time, but now...
* Dick Tracy has a "2-Way Wrist TV" that carries the same function and used to communicate with police headquarters.
* Dick Tracy has run since October 1931, and the franchise includes the Warren Beatty/Madonna movie, some film serials, a live-action TV show, an animated adaptation and a radio serial.
* Dick Tracy has Tracy tossing his cookies in his hat after confronting the one villain he's truly unable to apprehend: Mucous Face.
* Dick Tracy. He feels honored when he gets arrested, and then breaks out of prison to do the same thing again. He's happily insane.
* Dick Tracy. He leaps from three stories from the window of an apartment on to the top of a parked car, crushing the roof of the car but surviving to limp away.
* Dick Tracy. He saw himself as a businessman competing, in addition to other cartoonists, with the other sections of the newspaper, such as the front page. He created many of his stories and characters from situations ripped from the headlines (Flattop, created in the mid-'40s, was named after a WWII aircraft carrier). Although he was in it for the money, he found this sense of competition compelled him to create memorable stories and characters.
* Dick Tracy. His syndicate publisher, Joseph Patterson, found it stupid so he told Gould to find another solution.
* Dick Tracy. However, the era between 1960 and 1979 is considered abnormally poor, with the addition of aliens and futuristic technologies, to the comic taking a blaxploitation theme, to Dick Tracy growing some jive facial hair. Then Chester

Gould dropped out of the production and was replaced by Max Allan Collins, who helped the series regrow by killing off almost everything that the jive era created in the comic until 1992, where more artists took over and the series started to degrade again.
* Dick Tracy. However, too often, he fell into having a character pushed as "hilarious" when in fact he wasn't.
* Dick Tracy: In a 1979 arc, a very pregnant Tess Tracy is kidnapped (along with Vitamin Flintheart) by aspiring punk rocker Bony and his girlfriend Claudine.
* Dick Tracy in its early decades had numerous villains taken down by Tracy by shooting them in the dead.
* Dick Tracy into being this. He was in his early twenties when the strip started, but in the 1980's he was declared to be in his fifties. For a while, Dick Locher even drew him with graying hair at the temples. The current writer and artist have pulled a soft retcon and declared him to only be in his forties, but he's still no kid any more.
* Dick Tracy is an authoritarian tyrant who believes brutal violence is the solution to all problems.
* Dick Tracy, is one of the examples of a street urchin who gets adopted. Also appears in the film.
* Dick Tracy is purposely designed to resemble a four-color Sunday comic strip brought to life, and as such, has no brand names. Tracy opens a can of chili that only has the word "chili" on the label, a medicine bottle has simply "aspirin" written on it, and a warehouse has a sign saying "Southside Warehouse" on it, and nothing else. The cars used had insignia and hood ornaments specifically made for the movie, both to look cool and avoid looking like any actual model.
* Dick Tracy justifies it with industrial magnate Diet Smith supplying Tracy's tech with continual upgrades.
* Dick Tracy: Little Face's henchmen do this with their (still-living) boss when they attempt to smuggle him out of the apartment where he had been secreted.
* Dick Tracy. Maay 'borrows' a flying space coupe from his employer Diet Smith and uses it to abduct Nah Tay by hoisting his car off the road. After killing Nah Tay, he uses the coupe to dump his body in orbit before returning the stolen vehicle.
* Dick Tracy—you had villains such as "Gummy Rings" causing problems until the Bardahl Detective showed up and set things right.
* Dick Tracy Meets Gruesome, Dr. Learned panics when she learns that Tracy knows that she stole the emperimental formula from the university lab. Dr. Thal decides to get her out of town and sends Gruesome to pick her up and take her to his cabin on the lake. However, when Gruesome arrives at the meeting point, he just guns her down, then returns to Thal and explains that she knew too much about their operation and he couldn't risk her falling into the hands of the police.
* Dick Tracy Meets Gruesome, Gruesome avoids Tracy in the morgue by lying down on a gurney and pulling a sheet over himself. Tracy walks straight past him without noticing and Gruesome is able to escape.
* Dick Tracy Meets Gruesome, Gruesome orders X-Ray to feed the helpless Melody (actually Tracy in disguise) into the incinerator in the plastics factory. However, Tracy wakes up in time to overpower him.
* Dick Tracy Meets Gruesome, Gruesome passes out and then freezes rigid after accidentally inhaling the experimental gas. Pat delivers what he thinks is Gruesome's corpse to morgue. When the gas wears off, Gruesome wakes up on the slab and casually lights a cigarette before seeming to notice where he is.
* Dick Tracy Meets Gruesome: In the darkened taxidermist's shop, Pat backs into a stuffed gorilla and immediately puts his hands up. when nothing happens, he turns around and comes face-to-face with the gorilla and yelps in panic.
* Dick Tracy Meets Gruesome that she stole the formula and replaced it with water.
* Dick Tracy Meets Gruesome, Tracy poses as the deceased Melody to lure Gruesome out of hiding.
* Dick Tracy moments during the chase, just so we don't forget who we're supposed to be rooting for.
* Dick Tracy: Moon Maid and Junior Tracy's daughter Honeymoon Tracy, who looked

perfectly human to start with (to the point that when the Moon People started being downplayed, there was no reason for a new reader to suspect she wasn't). Shortly after the new Moon Maid was introduced, reminding the readers of Honeymoon's origins, her antennae grew in.
* Dick Tracy, Moon Maid. The twist is that instead of being under the hood, the bomber, Little Lettel, preferred to place his bombs under the dashboard in the interior of the car.
* Dick Tracy movie once they find out that he has bugged their conference room.
* Dick Tracy movie, the Kid bumps into Tracy, then backs away, apologizing. Presumably, he'd have gotten away with it had Tracy's "watch", which is actually a two-way radio, not been attached to him via a wire.
* Dick Tracy: Mr. Bribery is dropped from a Space Coupe through the roof of the prison carpentry workshop: leaving a hole in the shape of his body, with outstretched arms and legs.
* Dick Tracy, murderous musician 88 Keyes kills his singer/accomplice and hides her body in his grand piano; planning to have the piano put into storage. As it is, Tracy caught the movers as they were just about to haul the piano away, searches it, and finds the body.
* Dick Tracy Newsuit Nan creates a totally reliable truth serum based on the blood of her target. Merely scratching a target with the toxin will place them in a trance and compel then to truthfully answer any question asked of them. She uses it to get Mr. Crime to confess that he as been cheating Panda and her out of their rightful share of the loot.
* Dick Tracy often punched out female villains, sometimes after cautioning them "Don't make me forget you're a lady!"
* Dick Tracy, often suggested by their names such as Pruneface, the Brow or Ugly Christine. When asked why this was, the author, Chester Gould said their crimes made them ugly.
* Dick Tracy: Old-time matinee idol Vitamin Flintheart (who is in his 60s more or less) and Kandikane Lane (who is about 30 at most).
* Dick Tracy. One story is that Milton Caniff was a bit baffled when Patterson chose this latter for the title of his new comic strip, because initially, he hadn't planned to include any character named "Terry", and also hadn't planned to include any pirates.
* Dick Tracy or why Pruneface is there as one of the six suspects in the first place when he doesn't appear at all. At least the graphics and soundtrack are good, but that is what keeps this game from truly being bad.
* Dick Tracy, prefaced almost everything he said with "As a matter 'a fact".
* Dick Tracy principle in maintaining credible suspense. Most notably, Junior Tracy's wife was murdered during Collins's tenure as writer. However, he conceded that Tracy himself would never die (though he frequently got badly injured), because he is the main character.
* Dick Tracy: Pruneface. Almost frozen to death in his original appearance in 1942, writer Max Allan Collins later revealed that he had been used in a cryonics experiment, allowing him to be thawed out in 1983.
* Dick Tracy's allies B.O. Plenty and Gravel Gertie used to be crooks. (Who later married and had a gorgeous daughter named Sparkle.)
* Dick Tracy, Sam Catchem nearly has his throat slit while getting a shave from Empty's girlfriend Bonnie the Barber.
* Dick Tracy's Dilemma covers a little over 24 hours. The film starts with the robbery of the fur warehouse. The insurance company has to produce the furs or pay out on the policy within 24 hours, and when Tracy visits Humphreys the next night, Humphreys says the deadline is almost up. No more than two or three hours elapse from that visit to the climax.
* Dick Tracy's Dilemma, the Claw's henchman Sam is startled by one of the Claw's multitude of cats jumps out at him as he is opening a door.
* Dick Tracy's Dilemma, the watchman killed at the fur warehouse manages to scrawl and conceal a note stating that three perpetrators performed the hit against the warehouse. It also mentions that they used a truck with the name "Daisy" on it and

part of a license plate. The note has the legitimately awful handwriting of dying man, and Tracy and Patton have to subject the note to forensic analysis to decipher the scrawl.
* Dick Tracy's Dilemma, Tracy realizes that the fur robbery was an inside job when he learns the thieves had the combination to the vault.
* Dick Tracy's Dilemma, Vitamin Flintheart impersonates him and takes his place on his pitch outside The Blinking Skull to keep watch for suspicious characters.
* Dick Tracy's Dilemma: When the Claw's henchmen Sam and Fred find him wounded and apparently dying, Sam persuades the reluctant Fred to leave him to die so they can sell the loot and only have to split two ways.
* Dick Tracy: Selford Depool does this to kill the hostess who had discovered his secret (that he was an escapee from the state asylum) and was taking the evidence to the police.
* Dick Tracy. Selford Depool is crushed to death when the parade float he has hijacked deliberately veers under a viaduct, smashing off the top part where he is hiding.
* Dick Tracy's enemies are like this. Flattop, Pruneface, Shaky, Mumbles, etc.
* Dick Tracy. Several of Big Boy Caprice's henchmen dress up as police officers, "arrest" Lips Manlis and take him to a warehouse to be murdered.
* Dick Tracy's first and most famous gadget is his Two-Way Wrist Radio, first used in the 1940s. Thus, the detective had a wrist communicator that was incredibly small and powerful for its day and the strip took maximum advantage of it for the heroes to get themselves out of sticky situations.
* Dick Tracy, Shakey does it to lose the pursuing Tracy in his climatic attempt to escape.
* Dick Tracy's strip acknowledges his wartime activities against spies such as Pruneface without dealing with the question of why Tracy still works as a policeman decades later. For example, Max Allan Collins wrote a storyline (later collected by Ken Pierce books as Tracy's Wartime Memories) to a hitherto untold story where Tracy battled Flattop, Shaky and Mr. and Mrs. Pruneface during World War II. Tracy appears in the modern era looking the same, while characters who appeared in the flashback story having aged decades. (Flattop stayed dead, as did Mrs. Pruneface, but Pruneface underwent revival from his hypothermic death due to the efforts of a sympathizer to the Third Reich.) Some of Tracy's children have visibly grown. In July of 2009 he visited his daughter Bonnie Braids. Sparkle Plenty has also grown into adulthood.
* Dick Tracy Still, these are exceptions; the strip generally averts this trope. Popular characters like Flattop have died and staying very dead.
* Dick Tracy strips (the final "Big Boy" continuity), someone points to one cop's extravagant lifestyle when they are looking for a mole inside the Organized Crime Unit. Tracy agrees that is suspicious, but far from conclusive.
* Dick Tracy: That is the job of Tracy's greatest enemy, Flattop Jones. In fact, he had a reputation as an "Ace Killer" since he was suspected in five murders. Unfortunately, Flattop got greedy when he was paid five times his usual rate to kill Tracy, and while the killer was extorting his employers for more before he really killed the detective, Tracy had enough to prepare his escape and call for help.
* Dick Tracy. The fact that his name is a play on blowing one's top is indication enough.
* Dick Tracy, the final Big Boy Caprice story by Max Allan Collins has him trying to kill Tracy with a million-dollar open contract on the detective. Eventually, the organized crime ruling committee, The Apparatus, confront Caprice and tell him that the contract must be canceled. In this case, this is a matter of professionalism considering that not only is murdering police officers stupidly bad for business but also Tracy has learned about the mob contract on him and has taken personal control of the department's Organized Crime Unit to retaliate. The Apparatus knows that they can't afford to let Tracy come at them full bore and so they must take action.
* Dick Tracy, these were a common appearance. The most notorious was Flyface, a man

so filthy that flies followed him everywhere. The later introduction of Flyface's family (who, including children, were all similarly disgusting) was apparently enough to get the strip canceled from a couple of papers.
* Dick Tracy: The title character's name. One storyline included the characters Chris Chendo, Virgil Ohso, and Phil Harmonic. Guess where the action is taking place.
* Dick Tracy to a screeching halt to focus on the antics of hillbilly couple B.O. Plenty and Gravel Gertie.
* Dick Tracy: Tracy and his partner Sam Catchem. Sam is actually his second partner. In the early days, he was teamed with Pat Patton, who was later promoted to Police Chief.
* Dick Tracy, Tracy's dog Mugg (a boxer) would often along with Tracy by clinging to the roof of the patrol car.
* Dick Tracy video game, Tracy can only arrest the culprit of each case. He cannot arrest the suspects he approaches, despite them sending out thugs to try and kill him when he goes to confront them. Needless to say, in real life, they would be arrested for attempted murder by proxy.
* Dick Tracy villain Dr Plain had a small flamethrower built into his artificial arm.
* Dick Tracy villainess Sprocket Nitrate always goes barefoot. It's such a trademark that just seeing a pair of bare feet show up in a panel is an instant indication that it's her.
* Dick Tracy villain Miss Egghead was obsessed with cockfighting and owned a stable of gamecocks.
* Dick Tracy villains are almost universally malformed and ugly. Prune Face is the most extreme example. The hero, by contrast, is a handsome square-jawed detective.
* Dick Tracy vs. Cueball and a distinctive method of killing: strangling his victims with his hatband.
* Dick Tracy vs. Cueball and encountering the real Boris Karloff's daughter, Sara, at a horror convention.
* Dick Tracy vs. Cueball is a running shootout between Tracy and Cueball in the rail yard. While attempting to escape, Cueball gets his foot wedged in the railroad tracks and is run down by a train as he tries desperately to free it.
* Dick Tracy vs. Cueball—drives his police car into a shopfront.
* Dick Tracy vs. Cueball, Simon Little has a secret passage concealed behind a bookcase in his basement. Cue ball uses it on multiple occasions to slip out when the building is under police surveillance.
* Dick Tracy vs. Cueball starts with Dick and Pat leaving Dick's birthday party after getting a phone call about a murder. At the end of the movie, Tess throws a second belated birthday party for Dick, and says this time the phone is staying off the hook. Then a shooting occurs outside the window, and Dick and Pat leave to investigate; much to Tess's frustration.
* Dick Tracy vs. Cueball: The Dripping Dagger, owned by Filthy Flora, is a gathering place for the criminal element of the city. It includes hidden rooms for criminals on the run that Flora rents out at an exorbitant rate.
* Dick Tracy was a criminal who had a floating array of dark spots in the front of his face where his eyes should be. Spots was killed in a street shootout with Tracy, the spots on his face dissipating upon his death, but his head was turned away from the reader, so his face still remained obscured.
* Dick Tracy was once held captive during World War II by a villain named Flattop. He hammered out a message with his feet in Morse code, which was heard and correctly transcribed by a young woman upstairs.
* Dick Tracy was one of the most ruthless (and frighteningly sane) murderers Tracy ever fought, despite missing an arm.
* Dick Tracy way possible. Gould's successor, Max Allen Collins, would eventually tone it down with Tracy deciding he can work within the changes to due process well enough.
* Dick Tracy. When Big Boy's minions try to break past the police cordon, Flattop comes out of his car shooting a tommy gun at the cops. He's riddled with bullets,

and as he falls to the ground he continues to fire his weapon in the air.
* Dick Tracy) when he falls from a helicopter and the bag of stolen gold and gems he had strapped to his back holds him headfirst underwater.
* Dick Tracy, with narration boxes each day saying things like "Can you solve the case?" and "Last chance to solve the case before Tracy!" However, it wound up being a Clueless Mystery, as the solution was based on which of the suspects had left their coat in the victim's office. When Tracy announced the solution, he explained that one of the suspects "didn't wear" a coat, even though that suspect (unlike the others) had said nothing about wearing or not wearing a coat. Later Minit Mysteries played this trope straight without purporting to be solvable by readers.
* Dick Trickle is the best known case, although he was born with the name Richard. But he was almost always called Dick.
* Dick Tucker, the easily aroused secret agent shorts pretty much speaks for himself.
* Dick Van Dyke. A deranged psychiatrist killed a hospital administrator who was going to recommend that Dr. Sloan(Van Dyke) be dismissed from Community General when he protested her bone-deep budget cut recommendations. The psychiatrist then called up Dr. Sloan and told him, "Now you owe me a favor." Dr. Sloan refused to play along.
* Dick Van Dyke has Dick explain the ride to Shaggy and Scooby as the three of them go through it.
* Dick Van Dyke. Problem is, by the end (when he really needs it), the coconuts have been covered in sand, and he is being chased by the irate islanders... Fortunately the pilot in the plane overhead rightly assumes him to be a non-native specifically because he is clearing coconuts spelling "HELP" in the sand with a palm branch.
* Dick Van Dyke, which used his name for the title but not the character (Rob Petrie).
* Dick Whittington. The hankies used as bindles are almost always red-and-white polka dots, for some reason, probably due to the high contrast and visibility.
* Dick. Who are also responsible for the 18 minute gap in Nixon's tapes.
* Dick Winters does this several times throughout the war. He drops into Normandy as a 1st lieutenant in command of a platoon, but ends up commanding the company because his CO is MIA (turns out, the CO never even set foot in Normandy — his plane blew up on the way). Later, when Major Horton is killed during Market Garden, he becomes battalion XO.
* Dick Winters never calls his friend Lewis Nixon by his full name. He's either 'Lou' or 'Nix'.
* Dick Wolf, to create a character with more stability and sex appeal.
* Dicky Bennett. Everyone knows what actually happened but an unbiased jury would have probably acquitted barring more incriminating evidence.
* Dick York due to a back injury and resulting pain killer addiction resulted in him being out of the spotlight for a few years as he focused on recovery. When he attempted a comeback a decade later, he only booked one or two small things due to being out of the Hollywood loop for so long. He never acted again after that.
* Dick York, was forced to retire due to back problems. The pain was so bad that he ended up falling and biting through his tongue.
* Diclonius Silpleit # 3 died quickly in a flashback, but not before infecting Kurama and his original assistant with the virus that caused their children to be born Diclonius. This led to Mariko's birth, the realization of the manner of Diclonius propagation, and down the line, the existence of Lucy.
* DiC lumped all of the show's villains and monsters from the first two seasons into a single evil force called the "Negaverse".
* DiC (Sailor Moon #2) and Mary Long (Molly/Naru and Katzy/Koan #2) assistant directed some episodes.
* DiC-season since Cobra always seemed to have strategic intel that was only discussed in very confidential meetings. After investigation, none of the Joes present was found to be a spy, but General Hawk always brought his favorite cookies to the meetings and Cobra programmed a collection of robotic cockroaches to seek

these cookies out.
* Dicta Boelcke by Oswald Boelcke is a list of fundamental aerial maneuvers of aerial combat that still has bearing in aerial combat today.
* "Dictatorship of the proletariat" is often taken to mean a literal dictatorship by a Communist party, but in
* Dictators: No Peace grants you one use of a nuke on any country you like to weaken its defenses by 150 upon watching an ad.
* Dictators: No Peace: The main countryballs are always happy, even when they see their armies fight in their country.
* Dictionaries of Canadian place names often state that Antigonish (in Nova Scotia) is a Mi'kmaq place name that means something like "The Place Where Bears Get Beech Nuts from the Trees". While Antigonish is indeed of Mi'kmaq origin, and the Mi'kmaq name for the place does translate that way, Antigonish actually means something more like "The Place Where Two Rivers Enter the Bay at the Same Place" and isn't a place name at all.
* Dictionaries; they are always a work in progress. Examples get updated, new ones are added, old ones are removed, and it can go on for centuries. In fact, the only thing that really stops the process is when a publisher decides not to release any new editions or goes out of business.
* Dictionaries with a lot of tradition behind them are sometimes accused of this when they add "fashionable" words to their listings. For instance, the Oxford English Dictionary was mocked around the Internet after it added the entries "OMG" and "LOL". However, as language is something that constantly evolves, this trope might only be natural for dictionaries. After all, dictionaries aim to record the language as it is being used today, and the OED records English from all eras, whether they be neologisms or words that have been obsolete for centuries.
* Dictionary.com, one of the most prominent dictionary sites, in the late 2010s decided to add sections dedicated to documenting slang, pop culture, and memes, akin of
* Dictionary of the Khazars, as described in the lexicon novel of the same name, was printed in a poisonous ink. Remarkably, this ink causes convulsions, pain, and eventual death not from licking or eating the pages, but from reading them, and death would always strike at a particular point on the ninth page.
* did a 2-3 episode stint as The Mole Not only is he allowed to stick around for the duration of the current crisis, he came back the next season because CTU needed him just that much.
* did abuse and murder her servants, and would likely have continued to get away with it had she not made the leap to the daughters of minor gentry, but it was run-of-the-mill sadism enabled by her wealth and power, not attempted blood magic.
* did a CME of that magnitude hit Earth, it fried nearly every telegraph installation in the United States and Europe. One can only imagine how that would affect modern-day technology.
* did, Aegon and his sisters were the unopposed rulers of most of Westeros.
* did after fighting Baer, and apparently suffered from frequent headaches and other health woes after the bout with Baer. Those injuries led many people to attribute the man's death to the injuries he suffered against Baer.
* did after the band had gone through similar incidents previously (the thinking being that if the venue missed the candy clause, they hadn't really paid attention to the rider, so the band would at least know they were careless), which was why Roth lost his temper.
* did air were the ones with the biggest-name celebrity guests meaning they had very in-industry storylines and didn't properly introduce the characters. We only saw his character's wife once and never saw his kids, which wasn't the intention...
* did alter reality so that she'd appear to be a normal high school student and not a freaky-ass vengeance demon. She didn't account for the possibility that she'd lose her powers and be stuck that way.
* Did Anastasia Survive? (Tsar Nicholas II's youngest daughter) somehow escaping alive from the carnage. Though such claims about the princess' alleged survival have been proven false.

* did, and misblamed him accordingly. Some acknowledged that he hadn't written the screenplay, but said that he should have rewritten it himself and so still deserved blame (which is a slightly more valid viewpoint, though rather naive of how things generally work in Hollywood).
* did a number on his lifespan, and he ends up passing away in his mid-sixties.
* Did anyone really think that Jack freakin' Bauer would die? At all? Between Kiefer Sutherland being an executive producer since back in Day 2 and the show's tendency to kill off or disappear any CTU members who also tried to get on the action, the premise of
* Did anything interesting happen in the thousand years between Nightmare Moon's imprisonment and the pilot?
* did anything until much later, but dwarves are technically the oldest mortal race in Arda, having been created by Mahal (the dwarven name for Aulë) and granted souls by Eru long before the elves or humans awakened.
* did appear in a few Tijuana Bibles and Snow White, Jasmine, Ariel and Jessica Rabbit are favorite targets of internet porn maestro Julius Zimmerman.
* did appoint his horse, Midnight, as his heir to his previous heir, with whom he was having an argument. "If a horse's ass can be a Count, why not the whole horse?"
* did arrive, thus allowing you to avert the Bad Thing you came back to prevent, but in all likelihood there's going to be another Bad Thing that's just as cataclysmic rolling down the track in its place, which will send the newer, younger you traveling back through time to fix that (Chuck has apparently done this at least five times).
* did a subverted version of this trope. In his younger days he pined after Maude Gonne, who spurned him and married an abusive monster named John MacBride. After John MacBride's death Maude still refused Yeats' offers of marriage, so he finally proposed to Iseult Gonne, Maude's illegitimate daughter, who was born before her marriage to MacBride (he was 52 and she was 23). She turned him down, but apparently they became good friends and Yeats was something of a father figure to her.
* did At the end of the episode backup is called and the Middle Eastern men are arrested and Ed and Gin are viewed as heroes who stopped "terrorists" and Freddie makes a full recovery.
* did believe the election had been fair. At the same time, Democrats, invigorated by the win in the presidential election and recognizing the way in which the "stolen election" rhetoric could backfire, mobilized their own voter base. Come January 5th, Democrats Jon Ossoff and Raphael Warnock not only defeated Perdue and Kelly Loeffler respectively, but won each election by a recount-proof margin.
* did, but he also had a peer group of one, and that one was a rather poor influence.
* did cheat on her with his new coworker, although they reconciled at the end. In another episode Joe regains the ability to walk after an experimental medical procedure. He states that he's leaving Bonnie, who then shoots him in the legs at point-blank range to re-cripple him and make him dependent on her. At best, Joe and Bonnie appear to get along. At worst, they seem to genuinely hate each other.
* did check if the number was not in use, they only checked in the Detroit area, which supposedly resulted in a slew of calls asking for the Marvelettes to people who really had BE4-5789 as their phone number. Coincidentally, the number is one digit away from the below-mentioned "634-5789".
* did clean up first to the point Gordon noted it was the cleanest kitchen he'd ever seen on the show. Too bad the owners were absolute lunatics with horrific food, treatment of staff and egos that drove Gordon to just quit on them.
* did commit. And because of double jeopardy, he can't be tried again.
* did create an interstellar spaceship, but not every story is Barks-Rosa canon...
* did demonstrate this trope comes from the Entente Cordiale's wartime propaganda about the battle. This propaganda claimed that the Operation's mastermind, General von Falkenhayn, had wanted to take the fortress-sector of Verdun and that when he failed to do so he lied about never having wanted to do that. This was untrue. Falkenhayn had not wanted to actually take Verdun, as trench warfare made attacking

very costly. Rather, he had wanted to provoke the French into attacking an area where the Germans could mount the strongest possible defense. Unfortunately, the German field commander at Verdun — Crown Prince Wilhelm — abused his operational autonomy by abandoning Falkenhayn's plan and trying to capture Verdun. These attacks failed with heavy losses, rendering the German forces unable to defend against the French attacks which followed.
* Diddy-Dirty Money and urban stations as the former (and it tends to be associated more with its featured vocalist — despite the fact that she was far less famous than he was going into the song).
* Diddy Kong gets recoil from his Peanut Popgun when he shoots it. He also gets more recoil the more he charges it before firing it.
* Diddy Kong has a high-pitched, raspy voice courtesy of Andrew Sabiston. The Japanese dub has him voiced by
* Diddy Kong is often called a chimpanzee (and, in some instances, referred to as Donkey Kong's nephew), even though he has a tail.
* Diddy Kong Racing, after Wizpig is defeated a second time, he loses control of his rocket that blasts off into the stars and blows up. Though once the ending is over, Wizpig's ship appears flying over the horizon, capping off with his signature laugh.
* Diddy Kong Racing, at one point, the host mentions someone stuffed a bag of acorns into the tailpipe of Krunch's plane, with Conker being the primary suspect.
* Diddy Kong Racing can fall under this category. The items return, the stage layout, while with way more turns and dips, do not require you to perfect every boost, and Wizpig himself is less intimidating than he is. He is actually slower than his running counterpart.
* Diddy Kong Racing follows on the footsteps of Mario Kart and adds its own twists, like Boss Battles and different vehicles, plus a surprisingly elaborate overworld.
* Diddy Kong Racing. Giant stone spikes, electric fences and spaceships shooting at the player character are probably not what most people would expect from the "fun" part of the name.
* Diddy Kong Racing had a Diddy plushie, but these were later sold individually.
* Diddy Kong Racing introduced the current design for Tiny Kong, who now looks considerably more developed than her older sister Dixie Kong.
* Diddy Kong Racing. It was going to include the entire Kong family instead of only Diddy, and instead of racing in karts, planes, and hovercrafts, players would race on elephants, birds, and other jungle animals. The project was canned once Rareware left Nintendo for Microsoft.
* Diddy Kong Racing plays it straight with Diddy, naturally. In the remake, Dixie joins him in this regard. Timber is also one.
* Diddy Kong Racing's voice track was redone for its Nintendo DS re-release in the mid-2000s from its original N64 release. This was pointed out in X-Play's review for the re-release with Morgan Webb saying "I miss the old Genie!"
* Diddy Kong Racing was originally to be used for the Pirate Lagoon course. For whatever reason, the finalized game re-uses the Treasure Caves theme, though the song is still present in the soundtrack as that 65th entry.
* Diddy Kong Racing) Wizpig race is considerably more forgiving thanks to more freedom of maneuverability and not needing anywhere near perfect play.
* Diddy Kong tends to give off this vibe thanks to his large eyes, red baseball cap with the Nintendo logo on it, long prehensile tail, and rather adorable voice.
* Diddy Kong tournament. After a video of well-known player Hungrybox ragequitting out of annoyance (at Manny) became widespread, the meme became accepted. However, when the combo eventually got patched out due to the controversy, the meme abruptly faded away.
* did even includes the golden pyramid tips, though in-game, the pyramids are only shiny, shiny white.
* did exist in real life, albeit briefly and with a more limited purview) as well as disfigured.
* did exist, they were typically intended for decorative purposes and to serve as a way to take in the whole world at a glance. During the Age of Exploration,

depictions of peoples and creatures reported by explorers were also used as a way to show the cartographers were up to date on the latest discoveries and thereby that the map was itself the latest in accuracy. Maps used in actual navigation were largely devoid of artistic license.
* did explain this one with the Umbilicus that Dr. Forrester used to send stuff to Joel and the Bots. Later on, after Dr. F's funding is cut and he detaches the Umbilicus, Observer, aka Brain Guy, uses his ultra-powerful consciousness to magically pop anything Mike and the Bots need into existence.
* did fall for her trick... but let her get away with it out of sympathy for the newcomer.
* did find and capture them; we'll never know if they would have ultimately escaped justice since the father murdered them in cold blood before their trial, obviously not wanting to take the chance that they would be caught or acquitted if they were caught.
* did for his parent's "accident" so he could inherit their fortune as a kid. Instead, he had to spend decades taking care of his mentally damaged mother before she finally passed on from cancer to let him get the money he wanted.
* did get back to Brooklyn once, only for Bowser to follow them and invade, which causes the Princess and Toad to go to Brooklyn and attempt to help the Mario Bros. Mario and Luigi returned to the Mushroom World after that. Another episode also showed Mario and Luigi having one chance of returning home, only for them to pass it up since they couldn't simply leave the Princess behind, even though she wanted them to go after she got captured by Bowser.
* did get his place wiped out by a tornado, logging on three days later from his laptop — all he had left from the storm. Another time "brb fire" was due to a fire in a neighboring apartment which the player had to go help put out, and another time "brb cops" involved the player's roommate being suddenly arrested by a SWAT team, to the surprise of the player.
* did get one of his fingers accidentally bitten by Joe Pesci (who played Harry) which left a permanent scar.
* did get stabbed through the chest four times and was still able to ask for someone to pry her off the wall she'd been stuck to. Oasis, meanwhile, managed to survive for several days with untreated knife wounds in her stomach.
* did get the girl. This is implied to happen rather frequently in Arendia, always ending in war. Garion notes that this is tragically typical of Lelldorin.
* did gloat out all his plan. Only he did it securely alone, to the mirror, in order to get the urge out of his system.
* did goal, there was much celebration of a 40-year-old injustice being righted.
* Did Granger Taylor really make contact with aliens and leave with them like his note said, or did he just die during the vicious storm that happened the day of his disappearance?
* did grow their hair out again, which was then tied up every day in a very elaborate style similar to what brides wore.
* did. Had the won, they would've replaced the Time Lords as the dominant race with magic being the common phenomenon. So in general, magic vs science actually occurred and magic lost.
* did happen." It's clear to see where it was supposed to be, as they left in Geordi's reaction shot. Subsequent mentions seem to differ on whether or not this line was in effect.
* did have a fan made patch that made it possible (which was taken down after a cease and desist order), there weren't any actual codes to achieve that effect. The rumor still had massive pop-cultural influence, enough to receive several references and parodies:
* did have a lot of office-based episodes, he was frequently seen on the streets leading his team. Even Detective Superintendents with AMIP would be doing actual police work as the Senior Investigating Officers of murder enquiries.
* did have a sister who was an actress, should they ever want to go that route later on in the series...
* did have a Tiger tank, in the town square during the second mission, but it was

essentially a set-piece and was never a threat. Though the preview for the game showed the cannon moving, the tank just sat still the whole time.
* did have D-III championships, were allowed to continue fielding their D-I teams, and all other schools that had been "playing up" were allowed to continue doing so.
* did have good reason to run). See the example under Literature below.
* did have invisible passive effects only added fuel to the fire. Later patches which made the effects of "Treasure Hunter" more explicit largely killed these rumours off.
* did have the resources, historically often the rest would be enslaved.
* did have to pick your words carefully. One mistake can mean millions of dollars wasted in doing something the "wrong" way.
* did. He recounted one story that he liked about how one time the Air Cavalry were under fire from the enemy but decided to catch a cow with a net and air-lift it with a helicopter simply so they could have it for a barbeque. Robert Duvall then mentioned that the depiction of soldiers getting high on drugs was accurate as well. All in all, Vietnam wasn't a war that a good majority of U.S. service-men took seriously.
* did. He's also the only member of the Legion of Doom who actually cares about the team's cohesion instead of explicitly being in it for himself, like being willing to return Chrysalis' power, and at least tolerates Cozy Glow's attempts to befriend him or unite the team with friendship.
* did however, although it was a bigamous arrangement with his two sister-queens.
* Didi and not a fake tail and just said she doesn't want a Halloween party hosted at her house because she had "plans".
* Didi Conn, Frenchie in the film, plays a diner waitress VI - who in this version encourages the TV version's Frenchie (Carly Rae Jepsen) before her songs "All I Need Is an Angel" and "Beauty School Dropout". A production photo shown entering a commercial break shows Conn joining the 2016 Pink Ladies in their trademark matching jackets.
* Didier - a dog turns into a man and is recruited in a professional football team
* Didier, the team needs one more point to win against the PSG. Of course, Didier marks. After turning back into a dog.
* Did I Ever Tell You How Lucky You Are?, the people of the town of Hawtch-Hawtch discover that the town bee works harder and makes more honey if someone watches it. Then they figure that the bee-watcher will do a better job if someone watches him, so they hire a bee-watcher-watcher....
* DiDi has so many boyfriends that she can't remember their names. For example, she calls Erik "Armand", "Philippe", "Derick" and "Jerry".
* Didi. Her eyes are shown as dots without the glasses, e.g. in the "Mirror Land" episode.
* DiDi, it is increasingly clear, is fundamentally disconnected from normal reality.
* Didijin and Minelli, two Venezuelan jeans companies, used a lot of covers of popular songs for their TV commercials, with lyrics changed to talk about how good their jeans looked.
* Did I Just Say That Out Loud? even though it's something they don't want others to hear.
* Did I Just Say That Out Loud?: Oops! I should have just kept my big mouth shut!
* Did I Make the Most of Loving You?, it is explained that twelve individuals retained their memories of the future to guide it onto a better path, with each time traveller symbolically representing one of the twelve Lords of Kobol (Cavil can be seen as representing the thirteenth tribe of Cylons);
* Did I Make the Most of Loving You?- the only time-traveller unaware of the identities of all twelve Cylons- the identities of the Final Five, Billy apparently spent ten minutes in stunned silence before he was able to squeak out a response.
* Did I mention that keys are one use items and you need to buy one for every crate you find? You can't even recycle crates into scrap metal if you don't want to use them, your only option other than opening them is to junk them. (Thankfully, crates drop in addition to rather than instead of normal drops.)

* Didi Mocó accidentally bought several stuff while talking to other people in an auction.
* did (including finally figuring out what all this fear stuff was about).
* did, in fact, manage to reverse-engineer Samus' various beam weapons, and her Thermal Visor seems to be a Pirate creation. It seems that the Pirates probably had the wrong idea of how Samus goes into her Morph Ball.
* did in the remote parts of a few Canadian provinces, but not where they were also the arresting officers. Judges have always been unable to hear cases in which they are also witnesses, as that would be an obvious conflict.
* did invent the Philosopher's Stone. The real Flamel was a successful French scribe and manuscript-seller. He gained a large fortune for his era, owned much real estate property, and had the reputation of a generous philanthropist. In the 17th century (2 centuries following his death), a number of texts started claiming that he was a fabulously wealthy and immortal alchemist. His reputation has since grown mostly due to the legends about him.
* Didis Comedy Show German sketch show series starring comedian Dieter Hallervorden.
* DiDi's sexual frustration becomes more and more prominent over time — though this may be considered a matter of
* Didi's unnamed boyfriend is played by an actor/motivational speaker who is missing both legs and one of his arms.
* did jog out to congratulate his opponents when the turnover happened, but still technically left the field before the game was over.
* did kick in rather quickly, however. Of course, Saffron doesn't exactly care about the safe dosage.
* did kiss for a short moment. It's open for the reader's interpretation.
* did know to disappear and it was implied from conversation with the mother (before seeing the girl) that the daughter had done the hitchhiking-then-disappearing trick to several others before the protagonists. The reason the ghost girl cannot disappear is that the narrator's uncle had her buckle her seatbelt before giving her a lift - a seatbelt which sticks and she is unable to open to disappear in time.
* did leak Prowse's line to the media, so this fake line was a very prescient maneuver whether the leaker was Prowse or not.
* did learn his artillery tricks from Bonaparte) and something like two hundred heavy cavalrymen, they managed to hold off the attacking Austrian column (more than 5000 men) long enough for General Desaix to get the reinforcements into battle formation).
* did long enough for her to free the unicorn. She got knocked out immediately afterwards.
* did lose its incredibly complex and powerful tense system and is still leaking cases, Russian is a remarkably slow-changing language. A 12th-century epic poem "The Tale of Igor's Campaign" is still understandable to the modern speaker, for example. Even the 9-10th century texts (like the Novgorodian birchbark letters) can be figured out by the readers uneducated in the language. Old Russian also gave birth to Ukrainian and Belarusian languages which are in some aspects (especially grammar) closer to Old Russian than modern Russian is (which was based on local version of liturgical (so called Church Slavonic) language rather than on vernacular Old Russian).
* did lose; the Viet Cong were basically annihilated in the aftermath of the Tet Offensive, and the current Vietnamese official military history concedes that they controlled basically no territory in the south by 1969. This failed to make much of a difference because the North Vietnamese simply replaced the South Vietnamese insurgents with NVA regulars instead, who infiltrated through porous borders and were kept supplied in their guerrilla war from the north. South Vietnam was ultimately conquered in a large armored offensive by the regular North Vietnamese Army.
* did love Elliot and wanted to be his girlfriend, but has changed her mind after noticing that he only talks about camp and is really planning to end their short-

lived relationship.
* did manage to avoid relegation by winning on the last day... but it was highly controversial in West Ham's case, as the goal that meant the difference between survival and relegation for them (and by extension sent down Sheffield United) was scored by Carlos Tevez, who was playing for the club under an arrangement later ruled to be illegal.
* did matter. Nowadays, Arsenal has the rather derisive moniker of being "strong against the weak and weak against the strong". Unlike Liverpool, they don't have a rich Champions League history; before they reached the 2006 final against Barcelona, Arsenal had never progressed beyond the quarter-finals. This lack of Champions' League pedigree is a source of frustration to both the fans and manager Arsène Wenger, who could probably win another double armload of Premier League titles and still consider himself a failure if they didn't add a Champions League championship.
* did mention there should be a way to get free pizzas without them coming cold. In the end, Garfield wondered if there was some Chinese place that also promised to deliver in thirty minutes.
* did much the same thing to his daughter), and got his son in on it too. It's sickening knowing that there are probably countless others like this in the world who remain uncaught.
* didn’t disclose his accident to the press because he was worried about a young girl’s future. (He crashed trying to avoid her as she was ran into the street playing with her ball.)
* did not care. This from a legion that once valued brotherhood above all else. When the World Eaters' Primarch Angron finally led them to damnation by pledging them all to Khorne, one of the first things he did to cement his new allegiance was to slaughter the few psykers who didn't have the Nails. These psykers thought of themselves as War Hounds to the very end. The World Eaters no longer have any psykers in their ranks, which is just how Khorne likes it.
* did not deviate from this with K.S. Wan. This was particularly noticeable because computer printouts always featured the owner's user ID in enormous letters.
* Did Not Die That Way: A character finds out they have been lied to about a loved one's death.
* Did Not Die That Way: A family member's death turns out to be not what a character thought it was.
* Did Not Die That Way: Discovering that you've been lied to about how a loved one died.
* Did Not Die That Way: Someone lies about the cause of someone else's death.
* Did Not Die That Way: When someone finds out that they were lied to about a loved one's death.
* Did Not Do the Bloody Research: A work imported to the United Kingdom causes controversy over using words that are unintentionally offensive towards Britons.
* Did Not Do the Bloody Research was a play on "Did Not Do the Research", which was cut.
* did not downplay or ignore the aspects of Army life that include combat in godawful climates and receiving wounds.
* did not get that memo with Kuwait. However, the former has utilized proxy states as a cover and the latter's conquest was undone quickly, somewhat reinforcing this idea.
* did not get that name by accident, depicts a woman wearing one sword, conventionally scabbarded on the hip, and another at her back with the hilt above one shoulder, no doubt for an even quicker draw of a second weapon.
* Did Not Get the Girl: No matter what they do or how hard they try, the character will never get the girl/boy.
* Did Not Get the Girl: The end result of unrequited love is not hooking up with that person.
* Did Not Get the Girl: The main character does not win the affection of the person they loved.
* Did Not Get the Girl: The one you love ends up with someone else instead of you.

* Did Not Get the Girl: The protagonist doesn't end up with their love interest for one reason or another.
* did nothing but pick on his younger half-brother Isaac, and she saw to it that Ishmael and his mother Hagar were sent away from Abraham's household. Ishmael later went on to become the forefather of the Arabs and, eventually, the Muslims. Though, considering that Ishmael was the son of the slave-woman Hagar (who was effectively acting as surrogate mother since Sarah was infertile) and Sarah's idea of sending them away involved having them abandoned in the desert to die of dehydration, it is debatable who was the real monster.
* did notice, but were too polite to blurt out "Hey! You look just like Eric Morecambe!" to a complete stranger who was likely well aware of the fact and heartily sick of his friends and relations making jokes about it.
* did notice her, they were just pretending to not see her until they couldn't keep it up anymore and burst out laughing.
* did not recover the groove gauge at all, in addition to judgments other than Rainbow MAXes draining the gauge in the process. Thankfully, this was fixed ASAP.
* did not sit well with the Doctor. Additionally, Dalek/Time Lord hostilities and smaller skirmishes go back long before the war itself. Furthermore, since the Doctor and a number of Daleks managed to escape the time lock, which almost got broken once and might still cause the return of the time war, the surviving Daleks and the Doctor are still continuing the conflict. As of the end of Season 35 (ninth of the relaunched series) both are back, but are shadows of their former power and can't continue the war directly.
* did not. Soviet leadership, Stalin included, chose to focus on other fronts and take Warsaw afterwards—possibly reflecting the very high level of distrust between the parties involved.
* Did not stop after Masked Marvel went to Mexico either, continuing to occasionally appear in USA wrestling with names like "The Destroyer" and, after death of the territories, in the "cruiserweight" divisions. WCW and WWF/WWE each had a few wrestlers take on the style,
* did not take COVID-19 seriously either by their actions or through social media instantly received this kind of heat. Those who violated the policies are likely punished by upper management. All pro wrestling companies, despite mass criticisms of continuing business, are very lucky to still have performances and not get shut down entirely:
* did not wean him at age one, showing a chart with two kids — one kid had a trophy saying "Best teeth," while the other had huge blanks in between each of his deformed teeth, and apparently, he wasn't weaned. Later, Tommy has a nightmare about a giant sippy cup that yells “DRINK ME!”.
* did novels show Horus conquering for the Imperium a world whose emperor claimed his homeworld was the actual Earth and tried to force him to submit. Horus slayed him personally.
* didn't, and the last one to be made significant was the single white tennis shoe Jack found. Yet this is repeated to this day.
* didn't believe it and continued to wait for him at the train station every day for many years.
* didn't. But as the series begins, people slowly begin to realize that the war never ended, and the Voidbringers are returning once more.
* didn't"), but he had her story basically worked out by her second appearance.
* didn't care for feudal code of chivalry and killed the cavalry forces (most of them were noblemen) instead of taking them hostage.
* didn't do much during the Ikaruga War(it really only took him two days to "end" the war), as he even notes that there were probably several people who could have ended the war as well due to how easy it was. The ending of the war itself was more of a setup that the NOL used as a way to get rid of the old regime and established their new one. Since Jin was the person they used for the purpose to end the war, he was then hailed as a hero and got tons of rank ups. This gave the NOL a figurehead hero to parade with their new order and allowed for Hazama to manipulate him easier. Personally, Jin felt completely empty and disliked the notion very

much.
* didn't do the research is a cheap and easy way to gloss over that and advance the plot.
* didn't even know how the Fast Forward works. She wanted to go for it because she was "pretty sure everybody did the Fast Forward". Once a team claims the Fast Forward, it's off the table for everybody else. Secondly, when Nick & Vicki got to the Fast Forward and saw the "Fast Forward Taken" sign, Vicki wondered if they're supposed to wait around.
* didn't even notice Belkar attacking him. Haley's next suggestion was to run the hell away as fast as possible.
* didn't even remember it, if sad, and tried to convince Yellow Diamond not to destroy the Earth. It doesn't help that her basic motivation can be either selfish or altruistic depending on how you look at it.
* didn't even try to fight back at first. This "Morning War" became a cautionary tale to the other races, who took the exact wrong message from it and made this Self-Fulfilling Prophecy law throughout the galaxy. One sidequest in the first game involves an AI who self-destructs rather than talk to you, even if you try and negotiate.
* didn't exist) and were summarily executed for laziness, incompetence, and/or collaborating with the Wobblies. Eventually, the Troubleshooters had to found the society themselves just to have something to report on.
* didn't exist at the time (Israel as a state came into being in 1948), but Toby explains that it doesn't matter—hanging a map of the Middle East that doesn't include Israel will be viewed as anti-Semitic by the general populace (not to mention Israel itself).
* Didn't get all the tickets on your first run? And now you know which one(s) you missed? No problem. After completing the game, the Start Menu is glitched to include a 'select chapter' option.
* didn't get the joke. If you looked up reviews for the shows he opened up, chances are you'd see complaints about him.
* didn't get to reappear on the transporter pad at the end of the film as planned. Well, the series is still young.)
* didn't happen, A Rose And A Thorn 5 happened instead. So there was a point to it after all.
* didn't have even that. Which is strange, as all other Flame Hazes have full names.
* didn't have magical protection against, he'd have succeeded. And that's not even mentioning his near constant reliance on the Killing Curse. For the Wizarding World's most powerful evil Wizard, it seems his fallback for every fight. And rarely, if ever, works.
* didn't have political officers — their Two Party State may have been united by a bipartisan ideology, but couldn't possibly have created a workable power-sharing arrangement for appointing party members to promote American Values in the military (under conscription the military's loyalties were more evenly split, but the all volunteer military leaned Republican).
* Didn't hurt the Nazi war machine much, though. Vichy France was a huge provider of war material for the Axis cause, and their government collaborated more enthusiastically than the Germans had even asked for in a failed effort to gain German respect (with the sole exception of the Vichy navy, which eventually scuttled itself rather than hand over its ships for German use). And while many French Jews were merely persecuted rather than executed, German Jews who'd fled to France for sanctuary were put into internment camps by the old Republican government, and cheerfully sent to the death camps by the succeeding Vichy government. The Free French forces do get some credit here, but they had nothing to do with the plight of the Jews of France.
* Didn't I already tell you that there are no Easter Eggs in this program?"
* didn't in the first place) for the mothers to stop bickering and get on board with the marriage.
* Didn't I Say to Make My Abilities Average in the Next Life? has a moment where

Reina wants to take revenge on an army captain who has been raiding caravans, killing traders like her father. The rest of her team stop her, saying it's not worth the guilt.
* Didn't I Say to Make My Abilities Average in the Next Life? of the series.
* Didn't I Say to Make My Abilities Average in the Next Life? the power of a normal human.
* Didn't I Say to Make My Abilities Average in the Next Life? was top of her class in sports and academics alike, and if anything she's even better across the board in her next life.
* didn't know. It was not until the reports of the Soviet reaction to Able Archer 83 made their way back to him six months later that he began to properly understand how they regarded the US and how close it had been.
* didn't leak the truth about the assassination of Prosecutor Neil Marshall 2 years ago, the constant extortion of the current Chief Prosecutor, and an evidence forgery to convict a serial killer for Marshall's murder (which he didn't commit).
* didn't. Lupin himself admits that he really screwed up by not taking the Wolfbanes potion at the pivotal moment, and that the only reason nobody got infected or killed was because of dumb luck. While many of the parental complaints may well have been motivated by prejudice, even absent that, he really ought to have been fired for negligence. Moreover, while a person who knows they have HIV is no threat to anyone as long as they avoid things like sex or blood donations, regardless of their level of treatment, Lupin is only allowed to be harmless because of a rare and difficult-to-brew potion that few werewolves in the setting can afford (Lupin only got it during the year he worked at Hogwarts because of Snape), meaning even if they do mean well, a werewolf really is incredibly dangerous in a way that someone with AIDS isn't. And this isn't helped by most of the other werewolves in the setting being violent murderers...
* didn't, making them the first mainline games in the franchise with that distinction.
* didn't notice there wasn't any water in Sandy's treedome until he went into it himself.
* didn't offer that option. The slogan of this campaign was, "The only way they can beat a Quiznos sandwich is to cheat!"
* didn't originally rap, and likely switched to rapping due to how bad she was at singing, makes one question her claims that she supposedly "moved to America to be a rapper".
* didn't particularly care that the objects of her affection may have been unwilling or already married.
* didn't play it quite straight: Rupert of Hentzau has his glorious 'this was the day you almost caught me' on the bridge, before diving into the moat, but the hero chases him, and thus his actual exit from the novel is with a cheek wound from the hero, having stolen a horse from a peasant girl, still dashing, but hardly the stylish exit of the nobleman. He rides off laughing like a maniac though, so props for that.
* didn't progress, and the newly-independent Ukraine sold it to China, who finished the construction minus the anti-ship missiles.
* didn't puppeteers, who by tradition are ignored by the audience as they perform). Except when they're using a disguise for something wholly nonthreatening, like Pokémon contests. During contests, Ash and Brock occasionally speculate that Jessilina is actually Jessie, then hand wave it (mostly because Jessie only ever has two useful Pokémon at a time and the heroes recognize them when used).
* didn't remake, there was no such giveaway, due to the SNES' more advanced graphics capabilities.
* didn't romance Garrus, then you can eventually walk in on him and Tali doing this as well (as necessitated by Tali's helmet).
* didn't run: Adobe Flash. Web developers rapidly moved to HTML5 and hastened the death of Flash.
* didn't's "Born in the U.S.A." in "The Top 10 Worst Hit Songs of 1985."
* Didn't See That Coming: You fail to consider the consequences of your plan.

* didn't shave so well on cloudy days, when the shadow was dimmer and fuzzier.)
* didn't show up until after Damien was dead and everyone had been rescued.
* didn't story, concluding with "Once upon a time, on a planet called Earth, there lived a boy named Bashar, who loved his mother. Very, very much."
* didn't take the toy and therefore fails completely to understand what Inori was talking about.
* Didn't that actually happen once? And with Jeri Ryan of all people...
* didn't think it was ridiculous and built a device that made use of the concept.
* Didn't Think This Through: A character comes up with a plan that ends up failing or becoming difficult to carry out because of a detail they failed to consider before it was too late to do anything about it.
* Didn't Think This Through: Someone comes up with a plan to do something, but the plan ends up failing because of a crucial detail that the planner failed to realize before it was too late to do anything.
* Didn't Think This Through: Stupid people aren't good at coming up with well-thought-out plans.
* Didn't Think This Through: You failed because your plan was poorly made.
* didn't threaten to cut off my head and give it to Church as a birthday present?")
* Didn't We Use This Joke Already?: Yes. Too bored to come up with any new jokes.
* didn't work defeat four movie villains, but the canon status of the movies is uncertain.
* Dido and Aeneas (text by Nahum Tate) have lines like 'Harm's our delight and mischief all our skill' and 'Destruction's our delight, delight our greatest sorrow', and they decide to ruin the life of Queen Dido of Carthage just because they 'hate [...] all in prosp'rous state'.
* Dido Castameri, victor of the 39th Hunger Games was pulling pranks and cracking jokes at the expense of her instructors throughout most of her career training, and even the three days of Tribute Training. Just some of the things she was reprimanded for over the years include drawing rude stick figures in the boys dormitory, spitting on the nice carpets, pulling a
* did Of course, if we had known Magnusson before that incident, cause and effect may have been reversed.
* did of life - it just displaces where it originated from in the first place.
* did of the series and Mr. Burns' tendency to forget who he is was are likely to blame.
* did one where the United States largely runs the show, it would fit S.H.I.E.L.D. as it was depicted.
* did, only to connect that to prayer and feeling good. Clay responded with this trope when he found out... until he saw Orel's aroused grin, squicking him out and causing him to just have a stern talk instead.
* did open it so he would open it and check if anything was moved around.
* Dido, Queen of Carthage, Ganymede is seen sitting on Jove's lap coquetting away in order to get more presents from Jove.
* Dido, Queen of Carthage is a retelling of the star-crossed lovers Dido and Aeneas, from classical mythology.
* Dido, Queen of Carthage on Aeneas after he abandons her to go in search of his destiny.
* Dido than "Thank You" today), and then her #18 "White Flag" in 2003.
* did play a part in it, even if he wasn't there, it wouldn't have changed anything. Trigon's coming was inevitable.
* did rack up 80 well-documented confirmed victories (and another 20 or so suspected ones) before he was brought down.
* did realize something was up and contacted the police, but they dismiss her concerns.
* did run it, either de facto or, for a time, with a long string of Jedi Masters as Chancellor. The Jedi eventually deemed this inappropriate and ceased to involve themselves in the Senate's affairs.
* did scare her and Franklin says that it scared them all, but it was fun.
* did seal Kurama inside him, leading to almost all of Konoha ostracizing him,

after all). Learning that Minato was his father helped towards rebuilding the pedestal, and now the respect he has for him is possibly even greater than it was before.
* did see the Canadiens return to the finals, in spite of them having the lowest point total among all 16 postseason teams; unfortunately, the Tampa Bay Lightning made short work of them, with the Habs only avoiding a sweep thanks to an overtime winner in Game 4.
* did share a strong friendship until their differences began to sour it more and more. It came to a head when Tony found out the man Steve was protecting murdered his parents, ending in a savage fight and some hate-filled final words from Tony:
* did share their tech with a less advanced civilisation, they blasted themselves to pieces with it - so the Tau'ri never reverse engineer it like they do with Goa'uld and Asgard tech). Unfortunately for them, they also seem content to take a measured path towards progress, are somewhat naive and militarily speaking, are entirely dependent on their technology - if it doesn't work, they run out of ideas. When Anubis finds a way to counter their only means of planetary defense, they agree to help him develop phasing WMDs... instead of using those against him.
* did She is an engineering student, after all. As the fourth made-for-DVD movie showed, Amy is also an ace player with the mini-golf putter.
* did she kept refusing, or try to connect with her in any other ways. Trip considers that lack of investment to be incredibly strange on Ash's part, and Ash himself struggles to figure out why he didn't try as hard with her as he has with other companions in the past.
* did shoot Jasper, who was trying to restrain him. Luckily he just hit Jasper's false leg, so it's all good.
* did shops and a lot of merchandise. Evading arrest and assaulting police officers probably didn't help.
* "Did somebody say DRACO MALFOY?" is probably the best example from the show. It gets special mention because nobody had actually said "Draco Malfoy". Draco's cue line was "Now let's leave these big baby childish jerks alone" before
* did speak passable Japanese. He used this for entertainment during his time as a POW, taking advantage of the fact that few of the camp guards spoke any English. Boyington would approach a guard, smile, and compliment him profusely in Japanese. The guard would smile and thank him. Boyington would then switch to English, maintaining his smile and ass-kissing tone while insulting the living shit out of the oblivious guard (subjects included, but were not limited to, homosexuality, bestiality, questionable parentage, and who may or may not have fucked the guard's mother), who would continue to smile, nod, and thank him, to the endless amusement of the American and Australian prisoners.
* did start preparing his army on the coast of Normandy and apparently made preparations to prepare for an invasion of England but whether these were defensive measures or if Napoleon eventually planned on conquering Europe all along is difficult to know. What is certain is that he wanted to make France the principal hegemony in Europe, a large and prosperous military power full of national pride that would cement and legitimize his regime. Napoleon knew all along that he came to power in a coup and that his claim of being the Emperor of France was not recognized as valid by the old aristocracy of Europe, so his peace agreements with various powers were never honoured on the part of the aristocrats and later Napoleon himself for reasons of expediency.
* did stop the spread of the Clone flesh! There's a body to have a funeral with, at least.
* did succeed in building a flying tank during the Cold War; aka the Hind helicopter.
* did succeed in their mission to make sure that Graf would return to the top spot in tennis as Seles was never able to fully regain the nigh-unbeatable form she had before the attack.
* did survive after losing contact, although it's not clear what happens next.
* did survive; the actual death toll is uncertain (especially since the native population didn't report all their deaths), but it may have been as few as six or

seven in Nome.
* did take us to some other important capitals. Namely London, Paris, Prague, and Berlin. the latter three are being invaded by Russia. The former is the victim of a major terrorist attack. Terrorist attacks were also used in some of the other capitals too to weaken the defenses before the invasion began.
* did that prevented the Lexx from firing on His Divine Shadow's ships).
* Did the Earth Move for You, Too?: When somebody says this phrase while someone kisses or has sex with someone else during a disaster.
* did the featured artist on both songs, not Björk/Harvey. And the other members of Radiohead had nothing to do with either song.
* did their homework, whenever Hercules (Alpha Centauri B) reaches periastron, the native life on Planet experiences tremendous growth. There are also two moons: Nessus and Pholus.
* did, there is malice and stupidity in abundance, which helps the body count climb ever higher.
* did the research with regard to where these people were and how they acted at the time Scrooge met them.
* did. These guys were the backup plan nobody wanted to be forced to use.
* Did They or Didn't They? but the characters speculating that they did don't know that.
* Did They or Didn't They?: It's left ambiguous whether or not a couple have consummated their relationship.
* Did They or Didn't They? - Two characters did something offscreen. It could have been sex, but we just don't know.
* Did They or Didn't They?: Two characters went offscreen and they could have had sex but they might not have.
* did this in order to put an end to Dana Brooke's interference during her match against Charlotte.
* did this with a portion of his neighbor's driveway, placing bricks to portion off an area and claiming that portion fell within his property line. The two worked it out, though.
* did to dispose of their unwanted child, only to find they just can't do it; related to this, there are countless cases of the adoption of unwanted babies by those unable to have (more) children themselves.
* did to Kharis, who appears throughout the series, but is much less recognizable, and, well, the movies aren't named after him.
* did to the father, they also have his picture removed from a wall of officers killed in the line of duty at a cop bar, because the father didn't deserve to be remembered as a hero.)
* did, to which he points out that that's why he had to find a different way to crash dramatically into the scene.
* did try to steal Earth that way, in "The Dalek Invasion of Earth". The Doctor briefly mentions this in "The Stolen Earth" when he says that, "Someone tried to move the Earth once before." The Daleks tried to do it both times.
* did use subliminal messages, Pegasus proceeds to actually use magic from that point on.
* did version of Alice we had grown up with, more than what kind of game this was.
* did was first unveiled, and it was the first fruit of Steve Jobs' famous "computer as appliance" philosophy.
* "Did we get them?" — As with the previous example, no, you didn't.
* Did We Just Have Tea with Cthulhu?, but let's sit down and have some tea.
* Did We Just Have Tea with Cthulhu?: Someone has a very cordial meeting with a powerful being.
* Did we mention John Woo really likes this trope? In case it wasn't already evident,
* Did we mention that they also have biplanes? Specifically, the Antonov An-2 Colt transport, the smaller Russian cousin to the equally universal DC-3. It's hard to pick up on radar, and so slow that modern fighters have trouble engaging it with guns, and it can take off and land from improvised air strips,

* did. Why was the special ship pink, and what was with the big arm... Well, it looked cool.
* did, with AEW buying rights to the song so that the video would never have to be re-edited. Then again, that particular use isn't exactly commercial.
* did write one short story about how he thought a robot uprising would go, titled "That Thou Are Mindful Of Him". Essentially, a pair of robots do a bunch of philosophizing and come to the conclusion that biology is not a prerequisite for being "human". They spread this idea to a bunch of others robots and so on, with the idea mutating to robots fitting the criteria of "human" better than actual humans. This allows them to work around their own programming and stage the violent uprising Susan Calvin and her bosses had always tried to stamp out.
* Did You Actually Believe...?: The villain mocks the hero for believing their unkept promise.
* Did You Die?: Someone is asked whether or not they survived a dangerous event even though it's obvious they lived if they're around to tell the story. Small children often ask this.
* Did You Die?: When a character is telling the story of a dangerous event they experienced, someone else asks if the person died even though they obviously survived if they're around to tell the story.
* "Did you do it?" is merely the first of his probing questions. He usually followed it up with the persistent 'Are you sure it wasn't you wot did it?" and then the crafty "It was you wot done it, wasn't it?"
* "Did You Ever Have To Make Up Your Mind?" by The Lovin' Spoonful asks the question of whether the listener has ever experienced the type of problem where they are attracted to/dating two girls with different but equally attractive qualities and thus has difficulty deciding which one to choose.
* Did you have difficulty with one part of the game but it seemed otherwise doable without a walkthrough? It could just be
* "Did you hear about Pluto? That's messed up!" — Burton "Gus" Guster,
* "Did you hear about the butcher who fell into his meat grinder? He got a little behind in his work!"
* Did you hear about the cannibal who was late for dinner? His wife gave him the cold shoulder.
* Did you hear about the Irish hydrometer? It didn't know how to measure the moistness of the atmosphere.
* Did you hear about the Jewish car? It not only stops on a dime, but it picks the dime up.
* Did You Hear About the Morgans?, a film with Sarah Jessica Parker and Hugh Grant, is about a Manhattan couple who witness a murder, and are sent to Wyoming for witness protection.
* Did you hear the one about the Mexican with two penises? He named the left one "José" and the right one "Hose B."
* Did You Just Flip Off Cthulhu?: Showing defiance to something you know is about to kill you.
* Did You Just Flip Off Cthulhu?: Someone insults a being more powerful than they are.
* Did You Just Have Sex?: Someone who doesn't normally have sex is acting differently and another character finds out it was because they got laid.
* Did You Just Punch Out Cthulhu?: Someone manages to defeat a being who is considerably more powerful than they are.
* Did You Just Romance Cthulhu?: Having romantic interests with something... elsely.
* Did You Just Scam Cthulhu?: Someone succeeds in tricking a powerful being.
* Did You Just Scam Cthulhu?: This person is so clever and cunning that they can fool an extremely powerful being into doing their bidding.
* Did you know certain cartoon characters should never have an energy drink?" Cuts to the Tasmanian Devil, who is on a soundstage. He drinks a can of some energy drink, then goes into his tornado-damage-strength whirling dervish, just as the GEICO logo is shown. We cut to an entirely different commercial of a room showing

various plates: the 50 state bird hand-painted china collection, which is then given the "bull in a china shop" treatment by Taz as he spins through, smashing the wall with the other commercial and trashes everything.
* Did You Know Gaming ends every video not only with a request to subscribe to their channel, but also the personal channel of whomever is providing the narration for the video in question (with varying degrees of eloquency).
* Did you know that cockatoos can achieve higher decibel levels than a jet engine?
* Did you know that genies can be very literal: Bucks the kind of territorial males that are likely to start fighting as soon as they see other bucks. Just a few minutes after the bucks magically appeared, they are going to engage in a brawl that is about as peaceful as the Running of the Bulls in a Spanish town.
* Did you know there are four Chaos Gods, each with their own followers and themes? If so, congratulations on knowing more about 40k than some people at Games Workshop. Khorne seems to get more attention from the higher ups than Tzeentch, Nurgle & Slaanesh ever will. The video games are even worse,
* "Did you order one of those smaller controllers or something? I think I like it better."
* Did you pre-register anyway and the convention turns out to be staffed by completely incompetent nimrods? Sucks to be you!
* Did you run someone over with a car? The damage done is included in the book. Were you standing too close to a car that exploded? That damage is also in the book. Did you just hit someone with a car that you telekinetically threw?
* "Did you see that ludicrous display last night?" "The thing about Arsenal is they always try to walk it in!"
* Did you see those warriors from Hammerfell? I pickpocketed them and got some curved swords. Curved.
* Did You Think I Can't Feel?: Even the most antisocial of people still have feelings.
* Did you think you could just summon the Devil and then ask him to behave?"
* Die 1000 Augen des Dr. Mabuse has two different cuts of the dialogue-free ending scene, one of which implies that the heroine Marion dies from the gunshot wound that she received towards the end of the story and one of which implies that she survives. Typically, the French market got the sad ending and the US market the happy one.
* Die 1000 Augen des Dr. Mabuse has two slightly different cuts of the final scene, one of which indicates that the female romantic lead Marion dies from the gunshot wound she received towards the end of the plot, and one which indicates that she will survive. In national stereotyping terms, it will not surprise anyone that the USA was one of the markets that got the happy ending, and France one of the ones that got the sad one.
* Die 1000 Augen des Dr. Mabuse, which is run by a criminal gang who aren't (usually) directly killing the guests, but spying on them so that they can plot crimes to be committed elsewhere.
* Die2Nite has chainsaws. They're about as powerful as you'd expect, but come with some hefty drawbacks. First of all, they're an extremely rare item that most towns will be lucky to find a single one in their entire existence. Secondly, they are found broken and need several parts to fix up. Lastly, they have limited uses and need batteries (thankfully, a very common item) to power them.
* Die2Nite has zombies break into your house through a poorly barricated window and eat you alive.
* Die2Nite is a game set in a world already devastated by one of these. All that is left are a few small towns and buildings in a vast endless wasteland. Unlike many other games of this genre the main goal isn't to survive or find rescue... it's to delay death as long as possible. Sooner or later, every town, every player, even the best, will die and have to start over in a new town.
* Die2Nite often has a few of these scattered around the map. They are a great place to find bandages and medicine.
* Die Alchimistin end up dragged into their intrigues and introduced to the immortals' conspiracy as well.

* Die also qualifies, gleefully cutting open a fake corpse to make it look more realistic and getting excited when Olivia starts painting a satanic mural in fake blood. Then she installs a
* Die Another Day. After Bond arrives in Hong Kong and has had a proper shave and some new clothes, it seems like he tries to seduce the Asian masseuse who was sent to his room. Then he takes her gun and reveals her as a Chinese operative.
* Die Another Day, and audiences at the time were a bit shocked to see the character in such a disheveled state. However, Bond is still in remarkably good shape for someone who had endured that type of hell for so long. All it takes are a single shave, a hair cut and a change of clothes for Bond to become sexy again.
* Die Another Day and spends the title sequence being beaten and tortured.
* Die Another Day attack on headquarters, a mook lights up the ceiling with an impressive post-mortem burst after being nailed by Bond's Walther.
* Die Another Day. Besides them, there is only one other major MI6 character in the movie, who — surprise, surprise! — does turn out to be the mole.
* Die Another Day betrayed her country solely because she got a silver medal in the Olympics, and the villain of the movie offered to make it look like the gold winner cheated.
* Die Another Day, Colonel Tan-Sun Moon and his faction in the Korean People's Army turn into pro-North Korean unification terrorists after the former used the revenue from smuggling to arm his faction and create the superweapon called Icarus. Eventually, they depose the current government in a coup and reignite the war against the south.
* Die Another Day, Colonel Tan-Sun Moon is an officer in the Korean People's Army who's known to support hard-line calls to reunify the Korean Peninsula under North Korean control. He goes rogue with his faction in the KPA and later operate as pro-North Korean unification terrorists.
* Die Another Day emerges from the mist in the other direction; they have a terse exchange in the middle, out of sight from both sides.
* Die Another Day. First Grave challenges Bond, where we see the whole gamut of Flynning, including spins, multiple sword changes, a slashed paintings, and fighting in the corridors. Later, Jinx takes on Olympic Fencer Frost, involving similar cool, but impractical moves.
* Die Another Day. General Moon drops the trope name before apparently having Bond marched in front of a firing squad.
* Die Another Day has a hovercraft crashing next to a concrete bunker, and both end up producing a gaseous explosion.
* Die Another Day has Jynx diving backwards off a cliff into the ocean, where she is promptly picked up by a boat
* Die Another Day implies that MI6 has an "evaluation centre" in the Falkland Islands for keeping agents deemed a danger (which may include those who decide to resign), and M can confine someone there as long as she deems necessary.
* Die Another Day: It's cheerfully lampshaded Bond and Gustav Graves trash a fencing club during a duel which gets out of hand; after the fight, as various ruined furnishings are carried out, a bellhop remarks, "The place needed redecorating anyway."
* Die Another Day: It's implied that this happened to Bond at some point during the 1.5 years he was held prisoner in North Korea, given the scars on his back.
* Die Another Day: It's pretty obvious that the main reason why Colonel Moon even holds such a high rank in the North Korean military, a position that he then abuses for his own gain, is because his father is a General.
* Die Another Day, Jinx drowns in a melting ice palace. James Bond revives her by getting her into a hot spring. He specifically says that the hypothermia "kept her alive" (delayed death by suffocation). This is almost Truth in Television, though she should've also needed rescue breathing.
* Die Another Day makes an orbital mirror that doubles as a Kill Sat. Much like Blofeld's version, the weapon used diamonds to focus the energy.
* Die Another Day manual of his new car. Bond throws the book in front of the car, triggering the shotguns under the hood which promptly shoot it to confetti.

* Die Another Day marks the return of Bond's ass in the seat of an Aston... but gives his enemy a Jaguar XKR equal in gadgets to 007 himself. The resulting duel is considered one of the high points of the film.
* Die Another Day, Miranda Frost is mentioned as having won a gold medal in fencing... because the winner wound up dying of a drug overdose.
* Die Another Day, Moneypenny is caught experimenting with a pair of VR goggles...
* Die Another Day: North Korea and Cuba are communist nations who understandably wouldn't want to be involved with the Cold Warrior, so they used Hawaii and Cornwall for the former and Spain for the latter.
* Die Another Day subverts the trope: Bond finds a security camera, moves next to it, and simply unplugs it.
* Die Another Day, then jumps into the water near a waiting motorboat.
* Die Another Day. The South Koreans were outraged by the fact that their defense forces were ordered by Americans and that the theatrical cut included a love scene near a statue of the Buddha.
* Die Another Day to help his faction finally win the war. He has daddy issues too, and really really hates anything Western. He admits to having based the Graves persona partly on Bond.
* Die Another Day, we see Bond repeatedly getting his head shoved into a bucket of ice water, stung with scorpions, and beaten, all for the guards' amusement. When the sequence concludes and the movie begins, the caption tells us that Bond has endured this treatment for over a year. Once rescued, we overhear Q talking about what else James went through: he'd be injected with poison and then his torturers would watch the poison take affect for some indeterminate amount of time before injecting the antidote. Multiple times.
* Die Another Day. When asked what took him so long after in a spy car vs spy car fight, Bond avoided the obvious joke "car troubles".
* Die Another Day, when Bond Girl Jinx is cornered on top of an embankment, she raises her hands in surrender... and executes a perfect backwards swan dive into the water below, then escapes on a waiting speedboat.
* Die Another Day, when the hovercraft at the beginning collide into trees, they crumple up (as if they made of cardboard and tin foil) and burst into flames. They're driving over a mine-field, so things exploding with little to no warning does make a little more sense in that scene.
* Die Another Day, with a fencing instructor's corset. As the commentary alludes, the fencing instructor is a lesbian.
* Die Anstalt etc. It doesn't help that Dolly has a severe mood disorder, running over a vast emotional gamut but mostly anger and depression, so the elements are liable to change at any time.
* Die Anstalt is a flash game made to promote a series of plush toys of various cute animals with severe mental issues (the goal of the game is to help the toys overcome their issues).
* Die Anstalt: When told that he is an eagle by a motivational tape, Kroko really attempts to fly. The help guide even lampshades this: "The patient's infra-logical-predicative thinking hinders him to decipher metaphors."
* Die Antwoord this trope creates: Ninja sleeps with every girl in town, but flips out the moment Yo-Landi tries to have a sex life of her own, chasing every boyfriend away with increasingly-larger weapons. The video ends with her grabbing a brick and knocking him senseless as she runs off with her new love.
* DIE are a more science fantasy take on this trope, being robotical creatures that may offer great boons to those who find them, but each time someone requests a boon they flip a coin, with a 50/50 chance of them granting it.
* die as the result of laying down his life, just to expect that he will.
* Die Ärzte, as distorted guitars and creepy sound effects are added to the initial music box theme. The last verse goes back to the original instruments and tells the child to fall asleep quickly, or else the monster can't come in.
* Die Ärzte dyes his hair blond because "it was fashionable in the 80s." Also had a crimson phase during the 90s. Their drummer Bela B. dyes his hair black, but it's naturally ash blonde.

* Die Ärzte's "Meine Ex(plodierte Freundin)" is about this, playing the supposed spontaneous explosion of the singer's latest girlfriend (after the first already suddenly burst into flames and two others suffered similarly implausible fates) entirely for comedy.
* Die Ärzte some real musician's complaint whose name escapes us right now.
* Die Ärzte use this occasionally, e.g. on "Radio Brennt": "Stoooop!" <music breaks off, you hear heavy panting> "Weiter!"
* Die Ärzte usually occupy the silly side, not only in their song lyrics, but also in their stage antics and in interviews, where almost every answer could as well have been irony or them messing with their interviewer. However, they do have some very serious songs, though never more than a handful per album. They are also not above making fun of the serious points in their serious songs or making serious points in a silly song.
* Die Bruderschaft des Kreuzes and has apparently left wrestling altogether. With Pinkie leaving CHIKARA a year later, it's safe to say that they will never cash in those points.
* Die Bruderschaft des Kreuzes and his Order Of The Neo Solar Temple, purposefully calling out Mantis upon revealing himself, beating down his group and anyone else around who was at arm's length, taking Mantis's followers and his resources for getting more.
* Die Bruderschaft des Kreuzes: Formed in 2009, dissolved in 2012, returned in 2014, ended in 2016.
* Die Brücke, but it does prove how much urban warfare can differ from conventional combat.
* Die Brücke), set near the end of the war, a group of seven fanaticized teenagers try to defend a (strategically unimportant) local bridge from the approaching Americans. They succeed, but all die in the fight, except one.
* Die Brücke used Swiss Panzer 68s as stand-ins for the M4 Shermans. While the tanks look suitably "old", they do not look like Shermans, and Shermans also didn't have multiple countermeasure pods and other, "modern" stuff attached to them. What's even more ridiculous: later in the movie, an M4 Sherman can be seen. Why the heck didn't they use it in the first place?
* Diebuster also does this during the first meeting of the main two characters.
* DieBuster has a small logo in the corner, and for the first 5 episodes has a chorus singing the name a few times. The 6th (final) episode has a silent logo to go with the drama of the episode.
* DieBuster onto it. Fortunately, Nono shows up and stop this plan before dealing with the Space Monster herself.
* DieBuster reacts to Nono splitting a black hole in half with "That is something that is not allowed in this universe!"
* Die Bücher der namenlosen Liebe Christopher Isherwood praised this book's realistic portrayal of the Berlin homosexual world.
* Di[e]ce only reason for living. Kazuki and Haruki, though, only show that level of single-minded loyalty towards each other.
* Die, Chair, Die!: In-game props which can be destroyed, sometimes resulting in a reward.
* Dieci Giorni Senza Mamma was released people were fuming about how outdated, clichè and sexist the plot was. That didn't stop the movie from being a huge hit and getting a sequel which, thankfully, was centered on a very different conflict.
* died (2016). Since Martin ("Let it Snow! Let it Snow! Let it Snow!"), Brown ("Santa Claus Go Straight to the Ghetto"), Kitt ("Santa Baby") and Michael ("Last Christmas") all recorded popular Christmas songs, there was added significance for them.
* died and had to be rushed to the hospital. Peter than goes to an abandoned building and lets loose to see just how strong he is. He wrecks the place and is shaking with fear over the amount of strength he has. He almost quits being Spider-Man because of it but realizes it is a good thing when it allows him to hold up a falling crane long enough for all the bystanders to get to safety. The story

actually doesn't show how Peter learned to control his strength (just that he'll learn over time). Also, one has to wonder how Spider-Man not even trying nearly killed someone and yet Uncle Ben's killer didn't die.
* died at age 14 while attempting to climb the spiked fence at his stepfather's parents' home. The poor kid slipped, fell on the sharp points of the grill, and as a result had both his intestines and his femoral artery pierced, dying the same day.
* died, badly, back in the Homelands, while he was trapped in frog form
* died by suicide. After her death, she was placed into a sack and thrown in a river.
* Died During Production, or forced to make do with replacements because the creator died before they were able to complete it.
* Died During Production, or forced to make do with replacements because the creator or one of the actors died.
* Died During Production or forced to make do with replacements because the creator or one of the actors died during the process.
* Died During Production: When the real-life death of a creator results in the cancellation or postponement of their work, or otherwise causes serious complications with its development.
* Died During Production: You fail to finish your series before you die.
* Die Delegation is a fake necrology to a reporter, who grew into UFO conspiracies, by showing his late footages.
* died from AIDS, Olivia starts speculating with Paula quite explicitly about what his sexual tastes were, dismaying Mark (who's still reeling from the revelation).
* died giving birth to their kits. Much later, he found love again when he met Millie.
* Died Happily Ever After: A dead character is seen as happy right as they drift off to the heavens.
* DIE DIE DIE!", which of course causes Bakugou to explode that he's always calm and rational.
* died in a freak airlock accident (off-screen, in between episodes)). G'Kar's tone indicates that he suspected foul play, but it's not confirmed.
* died in childbirth on Christmas Eve; he gave his mute son up for adoption and turned his back on the entire holiday. Naturally, events transpire to make him rethink his position.
* Died in Your Arms Tonight: Someone (usually a family member) cradles a person in their arms as they die.
* died laughing at one of his own jokes. That it wasn't even that great of a joke (he supposedly saw a donkey eating figs and said "Get him some wine to wash those down!") just makes it all the more poetic.
* died on camera. In the 1970s onward, this was replaced with slow motion footage of crash test dummies in collision tests; it drove home the point of how accidents happen without getting into the gore.
* died summarized it thusly: "If you're a bird, be an early bird, but if you're a worm, sleep late."
* Died/Survived: Jane Seymour and Catherine Parr, respectively. Jane was Queen for over a year before she died from puerperal fever, and Catherine only survived Henry for over a year before she too died from the same fever. It's even stranger when you realise that their children did not live to adulthood; Edward VI died in his teens, and it is generally agreed that Mary Seymour did not live past the age of two.
* died. This was, of course, a serious crime, and it was one reason his clan drove him out.
* die during or shortly after childbirth, safe surgery would be next to impossible, as would chemotherapy. It's not just medicine that depends heavily on antibiotics, either: most of modern agriculture depends on them, as well. Family size also is impacted, with an increased chance of children surviving to adulthood to carry on the family lineage (and thus less of a need to have a lot of them). So as bacteria evolve resistance to more and more antibiotics, civilization and society as we know

it become more and more jeopardized.
* died when a Viking stabbed him up the arse while Edmund was using the toilet. What a shitty way to kill someone.
* died when Yar "sacrifices" her life to restore the timeline - but later it's learned she was taken prisoner and gave birth to Sela.
* died, which should be impossible for elves. And his own uniqueness is the reason he was capable of making things like Silmarils.
* Die Entführung aus dem Serail. Bretzner even public protested against Mozart and Johann Gottlieb Stephanie using his libretto and making changes to it.
* Die. Every living thing in the galaxy with a backbone committed suicide, including the Thrintun themselves, and multi-cellular life took billions of years to evolve back into existence again.
* Die Fantastischen Vier's three best remembered songs are also the ones that were really huge: "Sie ist weg", "Die da!?!" and "MfG – Mit freundlichen Grüßen". Their arguably fourth most popular song, however, is "Tag am Meer", which only reached #67, whereas various other major and moderate hits such as "Troy", "Ernten was wir säen" and "Einfach sein" are pretty much forgotten.
* Die Fernschule ("Long-Distance Teaching Device") is used for education.
* Die Feuerzangenbowle, is about Dr. Johannes Pfeiffer, a famous young author from Berlin who regrets having had private lessons and never attended school because he missed out on the fun that's school pranks. Next we see him in a school in the small town of Babenberg as the student Johann Pfeiffer, pulling off increasingly elaborate pranks on the teachers.
* Die Fledermaus, though a Viennese light opera, has a ballet in the middle of its second act that seems to be usually cut, even though it's one character's excuse for being there.
* Die Fledermaus ("Unworthy governor"), and thinks he's being insulted until Frosch clarifies the statement.
* Die Fledermaus with the trinket, which she later shows her husband to let him know she knows he's been misbehaving.
* Die for Our Ship: A canonically-existing character is demonized in or written out of fanon in order to make way for the fans' preferred pairings.
* Die for Our Ship: Basically when fans insist upon a certain pairing, no matter how idiotic or nonsensical it really is, and hate a particular character for "being in the way".
* Die for Our Ship: Fans bash a character just because they interfered with their preferred shipping.
* Die for Our Ship: Fans bash a character solely because they want their love interest to be with someone else.
* Die for Our Ship: Fans bash a character solely for interfering with their preferred pairing.
* Die for Our Ship: Fans bash characters solely for interfering with their preferred shipping.
* Die for Our Ship, they sometimes pair the musician and the fencer together, having them bond over their failures with Marinette and Adrien respectively.
* Die Frau ohne Schatten; if she does not gain one, she will be reclaimed by her father, and the Emperor turned to stone.
* Die Frau ohne Schatten (The Woman Without a Shadow): The daughter of Keikobad, king of the spirits, has married the Emperor, a mortal man, but has to gain a shadow (that is, the ability to bear children) or the Emperor will turn to stone. She tries to con a human woman to sell her shadow, but in the end, although the Emperor is turning to stone before her eyes, she will not take the woman's shadow, having seen what misery this will bring the woman and her husband. She then gets her own shadow and the Emperor turns back to flesh and blood.
* Die Fugger II, a simulation game based on medieval European commerce, you were expected to take a spouse and sire a child. At certain points in the game, your character would die, and if you had an heir, the game would continue; otherwise, it would end.
* Die galaktische Gurke, had a crazy android named Adlof Hilter, who thought he was

the Führer. Since in the 70s, Rhodan was too often compared to Hitler by leftist critics (there are enough reasons pro and contra this opinion), Rhodan fans fumed.
* diegetic menus to interact with in the game world. As such, you don't get to pause to check your inventory mid-combat, or the like.
* Diegetic Soundtrack Usage: The theme song is played, whistled or hummed in-universe.
* Diegetic Soundtrack Usage: The theme tune is sung/played/hummed/whistled/etc in an episode.
* Diegetic Soundtrack Usage: The work features an in-universe playing/whistling/humming/etc. of a song from the soundtrack.
* Diegetic Switch: A song is played in-universe, then it stops but the song keeps playing out-of-universe.
* Diegetic Switch: Music switches from being diegetic to being a non-diegetic soundtrack, versus music that the audience assumed to be non-diegetic being revealed to be diegetic.
* Diego Armando does it to his cup of coffee at the end of the fourth case of
* Diego Hargreeves is a skilled fighter, a witty person, and determined to save people and fight crime. He's desperately clinging to the idea of being a hero so that his childhood doesn't feel wasted.
* Diego is a vicious and murderous vigilante in the comics who debases his
* Diego went from being one of the leads to pretty much being a supporting character in
* Diego y Glot: The first Chilean animated series developed with traditional animation.
* Die." Guinan performs a more direct test, stabbing him in the hand with a fork and saying "Seems human enough to me." when he screams in pain.
* Die Hard 2 advises Dick Thornburg to use stronger mouthwash after he gets too close to her a few times.
* Die Hard 2, after Colonel Stuart takes control of Dulles International Airport's tower controls, Lorenzo has his SWAT team escort airport engineer Leslie Barnes to the under-construction Annex Skywalk to repair the satellite dish and reestablish communication with the planes. Just before they reach the antenna dish, the SWAT escorts are ambushed and killed by a team of Stuart's henchmen who are disguised as painters and mechanics (Barnes manages to take cover, though he gets a nasty cut on his arm from shards of flying glass). A deleted scene called "Down the Rabbit Hole" - which would have fallen in between the scene where Baker and Thompson kill the church custodian, and the scene where Miller, Cochrane and Garber are rendezvousing in a bar at the terminal - shows two of the Skywalk henchmen - O'Reilly and Sheldon - approach two painters unloading paint cans from their van. O'Reilly shoots both of them, then they load their bodies into the back of the vehicle and lock the doors.
* Die Hard 2 and Esperanza refer to it as "Foxtrot Michael 1", despite the military alphabet using the shortened name Mike for the letter M.
* Die Hard 2 believes John McClane that Colonel Stuart and Major Grant are working together only after McClane empties a submachine gun (the same kind used by the soldiers in their attack against the terrorists) full of blanks at him. Lorenzo then calls in the cavalry.
* Die Hard 2, Colonel Stewart's men kill the SWAT team sent to protect Chief Controller Barnes when he goes to activate the antenna array in the Terminal Annex. Only McClane is able to kill all of them to prevent them from killing Barnes, too.
* Die Hard 2: Die Harder is en-route by plane. Unfortunately by then it's too late and the terrorists have seized control of the airport.
* Die Hard 2: Die Harder who are up to no good, and does everything in his power to foil them, which would have worked without a hitch if the cops in the airport weren't such belligerent, incompetent assholes.
* Die Hard 2 doesn't hurt either as something she legitimately earned.
* Die Hard 2 had a plane crash and explode in a fireball... despite one of the reasons it tried to land in the first place was because it was running out of fuel.

However, a nearly empty tank is actually more dangerous than a full one, as it's filled with fumes.
* Die Hard 2 Her timing was just a little off as this is the only film in the franchise where John and Holly are happily married.
* Die Hard 2, Holly McClane, worried about why her plane hasn't landed (due to the airport being forcibly shut down by Colonel Stuart) calls her husband's beeper on the airphone... while McClane is sneaking up to the church Stuart is using as a base. His beeper goes off, and he hurries to silence it, but Baker has heard his beeper and attacks him. After a fight, McClane defeats Baker by stabbing an icicle into his eye.
* Die Hard 2 is more straight forward as Stuart takes over the computer systems for Dulles Airport, risking thousands of passengers in the sky to free a South American drug lord. He gets points for ensuring that the anti-terrorist squad the Army sends is is backed with his own men to con the authorities to escape.
* Die Hard 2, John McClane is cornered in the cockpit of a cargo plane by terrorists who start tossing in grenades (with absurdly long fuses). Acting quickly, he straps himself into the pilot's seat and activates the ejector seat. It should be noted cargo planes generally don't have ejector seats.
* Die Hard 2) manages to broadcast the fact that there is a terrorist threat (which the Dulles authorities have managed to keep quiet about so far) on national television (purely for personal glory — by the time Holly knocks him out with a taser, he's halfway into delivering a speech through the phone to his TV station that if this is his final broadcast, that he hopes he'll be remembered as a hero or something), leading to a massive riot at the airport which gridlocks the police's mobilization and forces John to face the escaping terrorists on his own. It also nearly panics the plane's passengers, who are also watching a TV broadcast.
* Die Hard 2 on a live broadcast that terrorists have seized control of Dulles Airport. In reality, the terrorists have simply hacked into the runway wiring, leaving them unlit. This news triggers a panic stampede in the terminal itself.
* Die Hard 2 similarly got debated over. Largely instigated because of how a good number of people saw it as little more than rehash of the first movie in a change of location.
* Die Hard 2, supposedly set at Washington Dulles International Airport, was actually filmed in several different locations in Colorado, Michigan, and California. One scene has McClane in the airport talking on the phone to his wife who is in an approaching plane, and "Pacific Bell" can clearly be read on the payphone he's using.
* Die Hard 2, the names of Stuart's soldiers only appear in the script, and only one, Cochrane (the one McClane defeats in the baggage conveyer belt scene) is mentioned by name. According to the script, their names (by order of appearance) are: Baker, Thompson (the fake airport electricians who kill the church custodian); Cochrane, Garber, and Miller (the three soldiers in the airport bar): Burke (the techie with the face shield who is seen using a torch to open a control box); Kahn (listening in on tower communications). The four shooters in the Annex Skywalk shootout are O'Reilly (posing as a painter, calls the officers "sitting ducks" before using his pistol to shoot the SWAT officer on point in the head; also the first to be killed by McClane), Sheldon (the soldier with a perch on the scaffolding), Shockley (the one soldier taken out by the SWAT team), and Mulkey (the one who McClane empties a full magazine into at close range).
* Die Hard 2, the Special Forces unit called in to deal with the hostage situation turns out to be working with the terrorists.
* Die Hard 2, the terrorists are renegade U.S. troops, the military troops sent to take out the terrorists are in cahoots with them, and for most of the movie the airport security guards actively oppose McClane's heroic efforts.
* Die Hard 2. This is lampshaded by John wondering to himself, "How can the same shit happen to the same guy twice?"
* Die Hard 2, when an overzealous reporter tries to question Colonel Stewart, his crony covers the camera and says "No pictures, you pinko bitch."
* Die Hard 2, when Colonel Stuart declares that the airport's treatment of his

demands calls for a "lesson" (in this, crashing a plane), McClane asks if wiping out the five man SWAT team that were escorting Barnes to the Annex Skywalk isn't lesson enough.
* Die Hard 2 who was a former US ally in the Cold War and is now been arrested and put on trial. Their ruthlessness and competence are shown more than once, especially in how they slaughter the police SWAT team.
* Die Hard about "making fists with your toes" later becomes really plot relevant as it triggers the entire glass shooting scene.
* Die Hard: After John McClane calls the Los Angeles Police Department for help, sergeant Al Powell stops by the building to check out his claim. One of the terrorists pretends to be a security guard and allays his suspicions, so Powell starts to leave. McClane has to throw a body through a window so it drops on the front of the police car to alert Powell to the fact that something is seriously wrong.
* Die Hard. After noticing that John McClane is walking around with no shoes on (long story), he orders his men to "Shoot the glass" in a firefight, forcing John to flee across broken glass on bare feet. He spends the rest of the film limping.
* Die Hard. After the initial assault on the front doors fails, SWAT sends in "the car", an APC that immediately gets stuck on the railings of the front steps, then hit by an RPG. Then by another one. So much for full frontal assault on a fortified position.
* Die Hard also sends the plot into other directions by being proactive and antagonizing Gruber. Their battle of wits, both men acting and reacting to the other, sets the general cat-and-mouse tone of the movie, with both taking turns in either role.
* Die Hard, and usually with something that'll get him killed if it fails, he's always spurring this kind of phrase.
* Die Hard. As a result though, the first Die Hard easily has the most gripping action scenes of the series, with the fight scenes needing to be drawn out longer and more action packed due to the shortage of disposable mooks.
* Die Hard, a security guard conveniently mentions that there's nobody in the building except the folks partying on Holly's floor. Good to know John can blow up elevator shafts without taking out any unsuspecting night-shift janitors or overnight painters and repair crews. This is partly justified by the fact that the movie takes place on Christmas, so it's perfectly plausible that all those people took the night off.
* Die Hard", as he calls it (presumably Stockholm has copyrighted itself and wouldn't give the rights). The newsreader cuts into clarify that Helsinki is in Sweden, and is quickly corrected — "Finland."
* Die Hard at first sight, but he doubles as this. He kills one man, gains a radio, a machine gun, and a whole LOT of information about the guys he's fighting. Uses the radio to call for help, uses the machine gun and the next guy he kills to get police attention, and spoon-feeds them everything he found out.
* Die Hard, a TV reporter goes to John McClane's house and talks to his children. Hans Gruber sees that the children match the photos in Holly's office, and realized that Holly was John's wife, giving him a valuable hostage.
* Die Hard because Hans Gruber knows the FBI's standard responses to a hostage situation, and was counting on them to take the case from the LAPD and follow their playbook, helping him crack a safe and cover his escape.
* Die Hard, being fully willing to put their entire plan at risk for the sake of putting a bullet in the head of his brother's killer.
* Die Hard censorship of John McClane's immortal line "yippee-ki-yay, motherfucker".
* Die Hard comes back from trying to kill McClane, and immediately starts smashing the scenery. McClane's wife, of course, takes it to mean her husband is still alive, because only he could make someone that pissed off.
* Die Hard destroy his marriage and strain his relationship with his kids, pushing him into cynicism. He only plays the part of the hero because there's no one else to do it. That being said he still fits the trope pretty well.

* Die Hard, excessive steam shows in the boiler room under the roof, added for suspense.
* Die Hard fanboy, Jake geeks out over the chance to try and live the film out for real.
* die-hard fans will buy anything with his name on it, regardless of quality or safety.
* Die Hard had become so obsessed with avenging his brother that he was becoming an unmanagable liability to Gruber's plans.
* Die Hard had this as the main conflict. Between the levels still under construction and the power cut...
* Die Hard Hans gave a name from the directory, Bill Clay. John still somehow sees through it — a deleted scene shows he recognized the watch Hans was wearing, because it matched some of the other terrorists.
* Die Hard: Hans Gruber claims to be a terrorist, but is later revealed to be after 600 million dollars worth of bearer bonds.
* Die Hard Hans Gruber from his wife's outstretched arm causing him to plummet to his death.
* Die Hard, Hans Gruber points out that he's wearing an expensive suit from the same tailor as the one worn by the Japanese business executive.
* Die Hard: Hans Gruber pretends to be a typical American when he runs into John McLane on the roof of the building, in an attempt to get back to his gun or find some way to call his troops to kill John.
* Die Hard, Hans Gruber quotes the line about Alexander after taking over the Nakatomi building, implying that was his favourite part of the plan.
* Die Hard has a brother who is also involved in the scheme. Said brother spends the remainder of the movie doing anything he can to kill McClane, even when it works to the detriment of the plan.
* Die Hard has a callback with another Agent Johnson, and McClane reacts with alarm at the name.
* Die Hard has been on the front lines of five (with a sixth planned) major heists/ hostage situations/terrorist attacks.
* Die Hard has one of the best in Hollywood action movie history: Invade the Nakatomi building and take hostages under the guise of being terrorists and then pull Mr. Takagi aside to make him divulge the access codes to the vault with the $640 million bearer bonds inside. If he doesn't cooperate, kill him and break into the vault yourself both through computer savvy, careful drilling and manipulating the authorities through their own standard operating procedures to make that possible. When the robbery is finished, put the hostages on the roof, then blow it up to fake the gang's deaths and get away in an ambulance you took along in the truck. Unfortunately, Gruber didn't count on John McClane interfering.
* Die Hard, he does this to a guy by putting him in a choke-hold and falling down the stairs with him. Missing the usual "walnut-snapping" sound effect.
* Die Hard. He only realises that he's locked in the building with a gang of terrorists after he sees a news report on the limo's TV.
* Die Hard, he's able to brush off falling through several stories of glass despite pushing 60.
* Die Hard he's divorced, and it's his relationship with his daughter that needs patching up.
* Die HardHis sidekicks in each movie, none of whom wanted to get involved, are more traditional Action Survivors. Officer Al Powell was picking up Twinkies, Zeus Carver was just looking after his electronics shop, and the Justin Long guy was a dweeby hacker.
* Die Hard. Holly using her maiden name, and flipping down the family photo? That delays Hans Gruber recognizing who John is. The laughing couple that bursts into Holly's office for sex, only to go to the next office when they find John and Holly in there? When the woman is dragged out of the next office moments later, screaming and topless, the terrorists manhandling her are distracted just long enough for John to make his initial escape to the stairwell.
* Die Hard in "Brian's Got A Brand New Bag" and "Brian Writes a Bestseller",

respectively.
* Die Hard. In the third, a fed makes an immediate connection between the Villain Du Jour and "the thing in LA". In the fourth... he's John McClane, the Irish flatfoot who throws cars at helicopters when he runs out of bullets.
* Die Hard: In-universe. When Hans calls the police to give his fake demands, he asks for a variety of imprisoned terrorists to be released, ending with members of the group "Asian Dawn."
* Die Hard is a slightly lighter example than most other "classic" action movies, since it depicts an emotionally vulnerable hero who's really more concerned with saving his marriage than being a badass. Nonetheless, the film has enough moments of male pride (particularly from the villains) to still ultimately fit this trope.
* Die Hard is "Met Likhyot", which can be translated as "Dying to Live" or "Dead Desperate to Live".
* Die Hard is thrown from the top of a building and lands right in the windshield of a cop car, he was already dead, and McClane aimed him at Powell's car to get his attention.
* Die Hard is usually a thief disguising his actions by acting like a terrorist.
* Die Hard; it makes it much easier for police officers and other people to quickly and easily distinguish between fake and real guns.
* Die Hard job. When terrorists are confidently moving chess pieces behind the scenes, he knows that all he has to do is look for something sensitive and start whaling on it.
* Die Hard, John McClane does this and doesn't hurt himself, even though the rest of the movie realistically depicted him getting his feet horribly mangled due to the broken glass everywhere he had to walk on.
* Die Hard, John McClane is talking to Al on "getting help from the guy upstairs." It then hits John that Hans was near the roof when they ran into each other, and he starts to wonder what Hans was doing up there.
* Die Hard, John McClane pretends to surrender to the thieves, but the audience can see that he has a gun taped between his shoulder blades. Sure enough, as soon as the thieves relax because McClane has his hands up and empty, McClane grabs the gun and opens fire.
* Die Hard, John McClane tries to alert the hostages that they're standing on the roof which is rigged with explosives and tries to get them to run back downstairs so that the police can reach them. He opens fire to scare them into running down when they can't hear his verbal orders, making an FBI helicopter mistake him for a terrorist and start firing at him. McClane remarks, "I'M ON YOUR SIDE, YOU ASSHOLES!"
* Die Hard, John McClane watches as a young lady in the airport runs over to a man who is ostensibly her boyfriend, jumps up, wraps herself around him, and kisses him passionately.
* Die Hard: Just ask John McClane what he did to Hans Gruber, or better yet, ask his brother Simon.
* Die Hard manages to save himself by jumping off it via a fire hose he uses as a makeshift rope. One of the camera cuts shows the building for a several mile long distance and the very visible explosion coming from it.
* Die Hard — Action movies starring Bruce Willis. 5 films since 1988.
* Die Hard, NYPD cop John McClane has a pronounced reaction when Hans Gruber's men blow up a police RV and yells at Hans that he's "made [his] point". Hans nonchalantly says he'll take letting them fall back "under consideration".
* Die Hard of other bad things, happens to poor McClane when he's trying to save the hostages who have been herded onto a roof rigged to explode. He begins firing into the air to scare them back down the stairs just as a police attack copter flies up, and they open fire on him believing him to be a terrorist.
* "Die Hard" on an X: Bad guys have taken over a place and taken everyone hostage. The hero is in the place, and must save the day by kicking the bad guys' asses.
* "Die Hard" on an X, the police force uses a remote-controlled drone to flush out the terrorists who have taken over a computer science lab. However, they almost immediately mistake the lone hero Nick for one of the bad guys and he spends

considerable time trying to avoid the drone.
* Die Hard on them operating in that matter so he can manipulate them into helping him open a super secure vault and then cover his escape.
* Die Hard pitch meeting, the Producer asks whether the tragic part of Powell mistakenly shooting a kid in the backstory is that a kid died or Powell "lost his cop mojo". After hearing that it's the latter, the Producer says "Interesting", and upon hearing that Powell's character arc involves him becoming able to kill people again, flatly says, "Well, good for him."
* Die Hard plays with it. Shortly after Hans and his crew take over, they're informed by Holly that one of the hostages is pregnant. Hans rolls his eyes until Holly clarifies that she's not due for a few weeks, but just needs something more comfortable to sit on. He's willing to oblige, to a point.
* Die Hard, sleazy reporter Dick Thornberg threatens to have the family nanny deported if she doesn't let him interview Holly and John McClane's children. The resultant interview outs Holly as John's wife to the terrorists, leading to potentially fatal consequences. When it is all over, Holly decks the guy.
* Die Hard's visit to the roof of Nakatomi Plaza earlier in the film, at which point he realizes that Hans was up to something funny. Sure enough, when he gets there, he finds that Hans is planning to blow up the roof with all of the hostages on it, along with the helicopters coming to rescue them.
* Die Hard that playbook and either respond with a specific countermeasure or integrate it into their plans.
* Die Hard, the cops (excepting Al Powell) are so stupid and gullible they become threats to McClane. Especially in the first and fourth movies.
* Die Hard The first movie actually gave it a justification, as Hans Gruber specifically targeted Nakatomi Plaza on Christmas Eve because the Christmas party being held that day made it that much easier to round everyone up and take them hostage.
* Die Hard, the LAPD and FBI are led to believe Hans Gruber and his men are terrorists, holding the Nakatomi Plaza building hostage in exchange for numerous terrorist prisoners being released, though the hero John McClane isn't fooled and immediately realises that they are up to something else when he hears their "demands". In reality, Hans is deliberately leading the FBI to believe this, as the FBI's protocols for dealing with a terrorist threat are exactly what he needs to rob the place, and get away with the cash.
* Die Hard. Then the cut back to Nakatomi Plaza shows quite clearly that they're talking out of their asses.
* Die Hard. The second one is really blatant — an entire five man SWAT team escorting Barnes to a satellite array is ambushed and killed by a team of Colonel Stuart's men who are disguised as painters. They only manage to kill one of the henchmen (Shockley) before all five are offed (one by O'Reilly, two each by Sheldon and Mulkey). That SWAT team can't take out four men armed with automatics, but McClane can with little more than a pistol.
* Die Hard, the symbol of the Nakatomi Corporation can be found everywhere inside the building, from tabletop imprints to light switches.
* Die Hard, the terrorists arrive in a truck labeled "Pacific Courier" which translates to "Bringer of Peace".
* Die Hard: The thieves infiltrate the building at dusk, but don't put their plan into action until it's fully dark.
* Die Hard thief. And since he's moving up to kidnapping, she should be more polite.
* Die Hard Trilogy 2. One bump, you get a warning. Two bumps, it explodes.
* Die Hard Trilogy 2: Viva Las Vegas from Hoover Dam before it detonates.
* Die Hard Trilogy, also did this, mixing up the gameplay types in its story mode.
* Die Hard was played as a comically over-the-top version of the sleazy, smarmy executive.
* Die Hard were released in July and June respectively. While neither seem to have been designed as Christmas movies, the plots of both take place in the build up to Christmas, and the first film in particular has a fair few festive reminders. Over

the years, they have become Christmas movies in the eyes of many.
* Die Hard. When armed terrorists crash the Nakatomi company Christmas party they interrupt a couple having sex in one of the offices and drag them out with the woman screaming and topless.
* Die Hard, when Hans Gruber is caught by John McClane, he tries to bluff his way out, acting like one of the hostages. When McClane says to stick with him to live, he asks Gruber if he's ever fired a gun. Gruber lies that he spent a weekend at a "Combat Ranch" whose guns shoot bullets of red paint.
* Die Hard when Hans is interrogating Takagi, who refuses to give up information, Theo says, "I told you," and Karl replies, "It's not over yet." After Hans kills Takagi, Karl hands Theo a bill.
* Die Hard, where he almost becomes superhuman and is able to hang off the wing of an F-22 Raptor while an elevated highway explodes around him.
* Die Hard with a miserable home life. Seriously, this is a man who has now single-handedly thwarted four major terrorist attacks on the country (well, only one was actually terrorism, the other three were robberies disguised as terrorist acts), but still McClane should seriously be invited to train Delta Force in urban combat and anti-terrorist tactics.
* Die Hard with a Vengeance: After being told that a bomb was in a garbage can by the phone booth, both Samuel L. Jackson and John McClane try to push people aside and then dive to the ground; when no one responds and no explosion happens, the terrorist's laughing reveals the joke.
* Die Hard with a Vengeance After John and Zeus escape, he realizes that the bottle is from the hotel where Simon is hiding.
* Die Hard with a Vengeance: an aspirin bottle that the villain jokingly hands to McClane earlier turns out to have an address on it of the hotel in Canada where he and his men are hiding out later.
* Die Hard with a Vengeance, and John dying from one of the bombs going off was just a bonus while doing the robbery, not a personal priority.
* Die Hard with a Vengeance appears to be Simon Gruber, Hans' brother, instigating bombings as revenge on McClane. It turns out Simon is actually using the bombings as a massive distraction for the police while he and his gang rob the Federal Reserve of billions of dollars in gold. Simon is being paid by Middle East businessmen to blow up the gold in a cargo ship and cripple the U.S. economy but instead blows up scrap metal and keeps the gold for himself.
* Die Hard with a Vengeance are mostly members of a former East German special forces unit specialising in infiltration and sabotage.
* Die Hard with a Vengeance, bomb squad technician Charlie Veiss says this to a bomb he's attempting to defuse:
* Die Hard with a Vengeance. Described as "an army without a country".
* Die Hard with a Vengeance, he realizes at the last second that the fake cop next to him has the same badge number as the real cop. After confirming his suspicion by nonchalantly asking whether any of the supposed cops knew last night's lottery drawing (none of them respond), it's enough for McClane to get the jump on them before they kill him.
* Die Hard with a Vengeance, in 2008) and is the subject of the '95 film's closing punchline, which seems to come out of nowhere and make for a somewhat confused ending if you are new to the franchise.
* Die Hard with a Vengeance is mostly across a single day, though it's unclear whether the opening and closing sequences are before\after this busy day.
* Die Hard with a Vengeance it's revealed that while Simon's in it for the money and he didn't like his brother, he still took the man's death personally:
* Die Hard with a Vengeance, John first hears Zeus's name when a local boy says "Hey, Zeus!" John consequently mistakes his name for Jesús, which sounds very similar. Zeus is angered and asks if he looks Mexican.
* Die Hard with a Vengeance, John McClane, interrupting Simon, the villain, as he's about to get intimate with his wife. The normally stoic woman suddenly gets very angry at McClane.
* Die Hard with a Vengeance, McClane flees the water gushing through the aqueduct

in a dump truck when the villains attempt to drown him.
* Die Hard with a Vengeance, McClane must stop a bomb by dialing "555 and the answer" to the riddle the villain just gave.
* Die Hard with a Vengeance, running into a band of under-aged looters alerts McClane that the villain's apparent plan is likely a distraction.
* Die Hard with a Vengeance sees McClane wearing a sandwich board with a racist slur on it and respond with violence. Only by Carver's intervention does McClane make it out of there alive.
* Die Hard with a Vengeance, since it's been established that all New York cops play the lottery. When no one knows, McClane realizes that they're all imposters.
* Die Hard with a Vengeance. The bad guys blow up a subway station, then disguise themselves as contractors there to clear debris and conduct repairs, while actually using their equipment to dig into the vault of a nearby bank.
* Die Hard with a Vengeance. The NYPD Captain is ordering his men to search the schools and challenges the FBI Agent not to pull a jurisdictional stunt. The FBI Agent has kids in one of the threatened schools, and he's more than happy to help.
* Die Hard with a Vengeance, there is an offhand reports about thirteen dump trucks being stolen the night before. Later in the film, it is revealed that these trucks are being used by the villains to cart off the gold they have stolen.
* Die Hard with a Vengeance, the terrorists claim they want John McClane to go to Yankee Stadium to collect a clue to stop the bomb that will blow up a school. In truth, there is a sniper at the stadium who will shoot him if he shows up. (Zeus appears at the stadium, but given the orders were to kill both, he lives).
* Die Hard with a Vengeance (they're all Germans and Slavs, with a token Hungarian as second-in-command), John McClane uses this description to convince Zeus to help him. McClane lies and tells Zeus that Simon put a bomb in Harlem (he actually put it in Chinatown), saying, "This guy doesn't care about skin color even if you do.".
* Die Hard with a Vengeance to a bomb on a ship and leaves them to die, instead of shooting them and blowing up the ship after.
* Die Hard with a Vengeance used Simon Says in his games. His name is Simon, so he has a lot of fun with it.
* Die Hard with a Vengeance, was the only one in the series to suggest McClane has achieved any level of fame from his actions, with various people scoffing at his media appearances. In real life, the passengers on United 93 are lauded as heroes, and they didn't survive their counterattack on their hijackers. If McClane was a real person, his face would have been added to the U.S. flag by now...
* Die Hard with a Vengeance when a group of office workers begins eating popcorn while staring at the giant smoking crater in the middle of Wall Street.
* Die Hard with a Vengeance when Simon is giving a victory speech to his troops, almost all of whom are soldiers turned mercenaries:
* Die Hard with a Vengeance: When the bad guys are celebrating the successful theft, they're toasting to several things and then one says along the lines of "auf gefallen kameraden," which translates something like "for fallen comrades." There is a moment of silence and then they all toast in honor of their lost brethren.
* Die Hard with a Vengeance, who were trained to speak fluent English for infiltration operations and were disbanded after the Soviet Union fell.
* Die Hard with a Vengeance with Mathias and Katya Targo. Freelance terrorists who work by written contract.
* Die Hard with a Vengeance. Zeus saves John from being killed in Harlem, but insists he did it for this reason.
* Die Hard with the two coming closer together at the end of their devastating experience. However, this trope is played morosely straight in the fourth film, where they're finally divorced.
* DIE has a game by the same name which has players first create personas, who then create characters using Sol's homebrew rules to play a game within the game.
* die. His desire to find something badass enough to kill him drives him to declare war on the flimsiest of pretexts, and his style when it comes to civic and administrative matters can be charitably described as "hands-off".
* "Die if necessary, but never kill"), and remained a lifelong advocate for

protecting natives' rights and cultures.
* "Die in a Fire" as him complaining about the endless stream of requests.
* Die Insterburgs, describes a game vaguely related to soccer whose rules get more silly and pointless the longer the song goes. In the end, the whole game is cancelled by coin flip.
* die in the game. Dying just kicks you back to the nearest Vita Chamber and any damage or kills you've gotten on enemies are retained.
* Die Krupps held a video-making contest for their song "Schmutzfabrik". The winning entry became the official video.
* Die Laughing. Even then, people translating portions of the joke have been hospitalized for accidentally reading too much at a time.
* Die Laughing: Someone literally laughs themselves to death. This has happened in real life, as well.
* Die Leiden des jungen Werther reported unless there is a very compelling reason to do so.
* Die letzte Kompagnie (1806) tries to buy time for the Prussian army to make an orderly retreat by defending a mill against the advancing French with the last twelve men of his company. They all die, as does the miller's daughter who fell in love with him.
* Die letzten Kinder von Schewenborn. Some of these books even got prizes for being (supposedly) good literature.
* Die Liewe Heksie, is young, good-natured, blonde, and not terrifically bright or quick on the uptake. The original illustrated children's books make her even blonder.
* Die Liewe Heksie presentation of the heroine and her friendly elves.
* Die Liewe Heksie. She also has a talking magical horse called Griet.
* DIE: Matthew’s alter ego, the Grief Knight, transforms emotion into power. Judging by his reaction when he’s forced to revisit that identity 20 years later, that doesn’t work out well for him.
* Die Meistersinger von Nürnberg's third act seems like it never ends, and at the end, it has Sachs drooling over how great German art is. At this point, singers are usually NOT in the right condition for a 10-minute monologue, after having had the longest role in opera history...
* Die Meistersinger von Nürnberg time-honored singing contest before he gets the hand of Eva.
* Die, Monster, Die! to England rather than America. The town is plagued by problems caused by a radioactive meteorite.
* Die Nacht der lebenden Loser), a German horror comedy, three boys are killed in a car accident while driving home after a voodoo ceremony. They wake up at the morgue as zombies.
* Diend's look has been joked that he looks like a radiator themed Rider instead of a barcode.
* die novel. This is complete with Wedge acting as her wingmate one last time and firing a symbolic proton torpedo, and a eulogy by Face, though the viewpoint character, depressed and angry because he couldn't save her, cynically wonders if Face's sorrow is real, since the guy was an actor. Considering the character, it probably is.
* die on the spot. Fortunate for them that Jesus was there to resurrect them right away.
* Die Pfefferkorner, which centers around a group of kid detectives, tends to treat their interrogated captives differently by gender. Boys are tied up and subjected to silly tortures, like being tickled, forced to smell old socks, or strapped to a rotating wheel. Girls, on the other hand, are just tied up and left alone.
* Die point out that this has never happened before — no Emotion Knight has ever tried to wield multiple weapons at once, in the entire history of Die.
* Die Polizei, to emphasize the bad quality of the game and spice it up.
* Dieppe: A major plot point is the eagerness of the British high command and the Canadian forces in the UK to get into battle "before the Americans," a phrase repeated several times in dialogue.

* Dieppe: during the planning for the commando raid on Dieppe during World War II, there is much resistance by the Royal Navy and the Royal Air Force to putting capital ships and heavy bombers at risk in supporting the Army troops who were actually making the beach landing. Air Marshal Harris, the head of Bomber Command, meets with the Army commander, General Roberts. The meeting concludes with Harris reluctantly agreeing to provide 150 planes. Later, Roberts finds out from his own commanders, Admiral Mountbatten and Captain Hughes-Hallett, that the Air Force has gone on record as refusing to provide the aircraft because, in Harris's words, the Army stated they weren't necessary. Mountbatten angrily confronts a confused Roberts and demands to know what was said during his meeting with Air Marshal Harris:
* Dieppe, shifts focus back and forth between the British, Canadian and American war leaders trying to prosecute the war, and a platoon of Canadian soldiers eager to get into the fighting. Possibly for budgetary reasons, only the actions on one of the six landing beaches are actually portrayed at the conclusion of the film.
* Die Prinzen's song "Deutschland" is believed by many people, especially those not fluent in German, to be a German pride song. Seemingly all of the lyrics sing the praise of Germany, though there are two give-aways towards the end which hint that the song is actually a parody of nationalism. One is the line "Wir sind jederzeit für 'nen Krieg bereit" (We're always ready for a war) which can be taken as a criticism of
* Die Reise ins All, the game starts with a man picking up the novel 'Die Reise ins All' from his library to read for the night.
* Die Reise ins All there's the meteor, Captain nemo's airship, that looks a lot like an airship version of the nautilus.
* Die Reise nach Tilsit: Elske leaves the ground and leaps into her husband's arms when he comes home, because she's that darn happy to see him.
* Die Reise nach Tilsit: Elske sits down heavily when her son Jons's reference to "Aunt Madlyn" makes her realize that not only is Endrik's mistress Madlyn back in town, Jons knows her and has spent time with her.
* Die Reise nach Tilsit. It was about a foreign woman seducing the husband of a virtuous German wife under her eyes — while Joseph Goebbels carried on with the Czech actress Lida Baarova (the German wife won in the end, in both cases; Hitler sent the actress back to her native country and told Goebbels there would be no divorce).
* Dierks Bentley: "Drunk on a Plane" is about a guy who couldn't get his honeymoon trip refunded after his fiancee left him, so goes to Cancun by himself and gets himself (and everyone else but the pilot) blasted.
* Dierks Bentley - "Settle for a Slowdown" (although in the end he resigns himself to her leaving, and only wishes she would show some sorrow over it). "Trying To Stop your Leaving" is also literally this, with the narrator using a freight train and the Rio Grande river as metaphors.
* Dierks Bentley's "Settle for a Slowdown" is another told from the POV of the dumped, hoping for just the smallest hint that she even misses him as she takes off to pursue her dreams.
* Dierks Bentley's "What Was I Thinkin'" the love interest's father catches her sneaking out with the narrator and shoots the latter's truck with his shotgun as they drive away. When they get back late that night, he's sitting on the driveway waiting for them.
* Dierks Bentley: We get to hear from the dumped guy "I feel like a plastic groom alone there on the top of the cake" Actually a very upbeat sounding song and in the music video he meets a lovely woman on the flight as well as getting "a little Mile-High flight attention" from the sexy Stewardess
* dies against an enemy Naruto thought he'd beat. Later, when facing Gaara, Naruto still hesitates until Gaara tries to kill Hanabi; at which point Naruto kills him.
* dies, and it is revealed that he is in fact part demon. Said demon blood kicks in and he comes Back from the Dead He then decides to have a little fun at the expense of some alarmist commandos who wanted to take him out.
* dies before he can carry out his plan, he convinces Elnor to continue on his

behalf.
* dies - but as series creator Wendy was explaining the upcoming plot to new co-creator Richard, she "made the mistake" of mentioning that Skywise was a star-gazer, and Richard, deeply interested in astronomy, adopted the elf on the spot. "He's mine. I take possession. You are not going to kill him."
* Dies Differently in Adaptation: A character is killed off in adaptation in a different way than how they were killed in the original.
* Dies Differently in Adaptation: A character's death differs from how they died in the original work.
* Dies Differently in Adaptation: A character that dies one way in original work ends up dying a different way in an alternate continuity.
* Dies Differently in Adaptation: The way a character dies in the adaptation is different from how they died in the original work.
* Diesel 10:, causing Diesel 10 to destroy the shed he and his cronies are under.
* Diesel cars became trendy around 1980, but they had their problems and quickly disappeared for the most part. Then sometime in the 2000's, diesel-powered autos made a comeback due to improved technology. Then in the 2010s,
* Diesel engines also need next to zero modification for conversion into burning biodiesel, a fuel with almost zero carbon footprint. In fact, Rudolf Diesel's first few engines were built to burn cooking oil, the precursor of modern biodiesel, as their fuel. Biodiesels are also fairly cheap as they can be made from kitchen and slaughterhouse waste, lowering the demand for city landfill capacity. Some cities—Shanghai, for example—have their entire bus fleet converted into running on biodiesel and new buses are biodiesel/electric hybrids. Also in Shangai, citizens with biodiesel compatible cars can buy biodiesel from bus companies at a much lower price than petroleum diesel, and the conversion fees—if any—are partially covered by the city. Biodiesel generally has the same fuel mileage as petroleum, and the natural lubricating property of biodiesel reduces the wear and tear of the engine.
* Diesel engines don't require electricity or spark plugs. Once started, a diesel engine will run until it either runs out of fuel or is mechanically stopped (usually by cutting off the fuel supply).
* Diesel engines, especially older ones, can experience a "runaway" situation when oil begins leaking into the combustion chamber. Since motor oil and diesel fuel have about the same amount of combustibility, the engine can start feeding off the oil rather than the diesel fuel itself. Diesel engines have no spark plugs, relying on pressure instead, so the only "juice" to cut is the fuel...which is useless when the engine is burning its own lubricant. In these cases the only real way to stop the engine is either to find a way to block the air intake and choke the engine out, or allow the engine to run its course and either
* Diesel engines in general are unpopular in the US outside of heavy-duty trucks. Not every gas station has a diesel pump, and diesel engines have a harder time passing stricter US emissions regulations since they cannot use catalytic converters - just ask Volkswagen after the TDI emissions cheating scandal.
* Diesel Punk: Adding to the nit and grit of futuristic machines is the nit and grit of the Dirty Thirties.
* Diesel Punk: Sci-fi with settings and technology inspired by the early-20th century (usually no later than the 1940s).
* dieselpunk starts with sarcastic monologuing from Private Detective Jack Chow.
* Diesel said Gloating. Unsurprisingly, 'Taker recovered again — wasting no time to make Diesel pay.
* Diesel's emotional state from Walker's death is oft-cited as one of the reasons his voice of
* Diesel Sweeties asserts that its full name is "diesel sweeties: indie rock robot romance webcomic and geeky t-shirt blogporium"
* Diesel Sweeties. Even Metal Steve, the cast virgin, got in on the action until his surprise marriage to Allie V.
* Diesel Sweeties is the extreme version of this trope — indeed, he goes so far as to that he only liked bands "before they released any music". Playing on

this theme, Richard Stevens also released a t-shirt design using a Venn diagram. On the left: "Music I Like". On the right: "Music You Like". In the overlap: "Music I Used To Like."
* Diesel Sweeties seem to be set in the present day, except for fully-functioning AI robots as members of society.
* Diesel Sweeties, where two of the characters in an ensemble cast happen to be robots. Also, the toaster is apparently self-aware.
* Diesel vomits at a dismembered Gundam, and in a flashback Furaya appears to be gagging at a similar sight in the first season finale of
* Die Sendung mit der Maus, after the intro was repeated in another language: Das war [language]!
* Die Sendung mit der Maus. An arrow in the mountains points to...wherever, we'll never know, the slope is far to steep for the free-climbing mouse and elephant. The mouse solves it pragmatically by turning the arrow around to point to the earth and make an impromptu picnic.
* Die Sendung Mit Der Maus has a monster kid writing his mommy a Mother's Day poem. Mommy surely isn't sexually-attractive-cute (still, you can see her teats! Gasp!) but you can safely say she is heartwarming-grotesque-cute.
* Die Sendung mit der Maus: In a Maus spot, the little elephant (who is still extremely heavy) blows a bubblegum balloon and crosses a chasm.
* Die Sendung mit der Maus powers, the mouse solves the problem by unhinging each door and piling them up until only one remains - behind which the elephant has to be and is.
* Die Sendung mit der Maus: The fold-out beach chair (pat. pend.) is a surefire way to run into this trope. Even the otherwise very apt Mouse gets into trouble.
* Die Sendung mit der Maus this trope because the cake that the elephant baked for her birthday never moves. The results are exactly the same, though, because the mouse walks around distractedly reading a newspaper. Cue angry elephant and a foodfight with the leftovers.
* die short "Hospitaliky", Popeye and Bluto compete with one another to get injured and have Olive Oyl nurse them to health, who in this short works at a hospital. Any one of the stunts they try to pull could easily have killed them, such as purposely crashing a motorcycle, laying down in the middle of a busy intersection, and laying down on train tracks, however, they keep miraculously surviving unscathed, to their own annoyance.
* dies in a firefight, Abby comments on how Jenny was always so sharply dressed.
* dies in childbirth, now wealthy and well-connected Branson becomes an Uptown Guy for a local teacher, Miss Sarah Bunting.
* Dies Irae allowing everyone to live but with no memories of the events that transpired.
* Dies Irae and possesses powers so immense that he is a candidate for ascending to godhood.
* Dies Irae, and that relied on a very specific loophole created by the users own powers.
* Dies Irae. At first this manifests as him simply speeding up his own time but eventually he becomes able to slow down the time around himself on top of that. It all culminates with the manifestation of his law, "Res Novae - Also Sprach Zarathustra", which would completely halt time on a multiversal level if ever fully unleashed. He is also able to make it selective so that only he or his allies can move while his enemies becomes frozen in time.
* Dies Irae does an interesting dual variation of the trope. After endless trials and tribulations, the main cast finally gets their well deserved happy ending, closing out with a marriage. And depending on the choices made, it will either show the marriage of Ren and Rea at the present time or the marriage of Lotus and Anna in the past.
* Dies Irae does this twice, and both times it's after he's critically injured by his brother Benedictus. And both times, he tries to kill Benedictus as soon as he hesitates.
* Dies Irae effect on everything caught within the field of effect. And should his

fake moon overlay the real moon then the effect will be even more powerful. And just to make things worse for anyone trapped inside, the fake moon also allows him to spread his blood-soaked rose garden which constantly tries to skewer his victims.
* Dies Irae found him and as punishment forced Trifa to pick ten of the children to be executed right in front of him. This lead to him blaming himself for their deaths due to being weak and unable to protect them in the face of adversity and vows to make amends. This vow however becomes an obsession and ends up making him blind to just how wicked he has become by the start of the story and to how flawed and nonsensical his idea of atonement really is.
* Dies Irae has this habit to the annoyance of everyone else. To quote the man himself:
* Dies Irae - Heljanita wants to change the past, and Darkscar wants to unchange it.
* Dies Irae however where he is forced into a defensive stance to try a weather the relentless attacks.
* Dies irae ~Interview with Kaziklu Bey~. Be it slow or fast, all depending on the mood.
* Dies irae ~Interview with Kaziklu Bey~ from ancient times and as such can use darkness in all it's forms in ways no one else can. As a result of this he is also known as The Last Arcane.
* Dies Irae is absolutely loaded with these kinds of people, be it serial killers or war criminals, the majority of them want nothing more than endless war and bloodshed. Perhaps exemplified best with their leader, Reinhard Heydrich, whose driving motivation is to find a worthy foe that can fight with him on equal terms as well as having the secondary goal of creating a new natural law where everything will be nothing but eternal warfare and strife.
* Dies Irae is all but absent and the show still has some anime original scenes not found in the source material. It all leads to a very confusing show that only readers of the original novel could really have any chance of keeping up with.
* Dies Irae is rather infamous for his oftentimes needless verbosity to the point that the narration hangs a lampshade on it, though of course done in his usual fashion:
* Dies Irae just to go alongside it all. Mercurius perhaps put it best:
* Dies Irae of any kind, someone else just comes along and claims his kill, robbing him of the satisfaction.
* Dies Irae, one becomes a god upon reaching Atziluth, the final stage of Ewigkeit. At the end of the Visaul Novel at one route Ren Fuji manages to ascend and to survive the final battle. In the end he spends his existence with watching over the reincarnations of his friends.
* Dies Irae on top of it. This is especially noticeable when compared with the other albino of the cast, Claudia, who have golden eyes instead and is kindhearted to a fault.
* Dies Irae takes place during Christmas Eve. Given that this fight is something Reinhard has been looking forward to for decades, he can't help but cheer Ren on.
* Dies Irae tend to often be enough to seriously irritate the fanbase. That despite the fact that the story portrays him and those who are morally aligned with him as nothing short of monsters and failures of human beings.
* Dies Irae, the main character Ren Fujii's weapon is a huge curved blade that extends from his elbow that he can summon and dismiss as he desires.
* Dies Irae there are quite a few who fit to bill of being able to shrug off whatever is thrown at them, but a few examples would be:
* Dies Irae: Users of the form of magic known as Die Ewigkeit don't need things such as food or even oxygen as they can just use souls for sustenance instead. That doesn't stop them from eating or breathing normally anyways. Most of the time, its just cause it's just simpler that way or the character in question doesn't want to waste their precious resources on such banal things unless they have to.
* Dies Irae was born as a result of his father raping his sister which lead to him being born albino. Due to his albinism he ended up despising the light and started

idolizing vampires, a fantasy he eventually would lead to try and fulfill starting with murdering his parents and going from there.
* Dies Irae was pretty much a one sided beat-down in Schreiber's favor. Despite this he managed to keep getting back up to try and land a hit and eventually managed to pin Schreiber for the briefest of moments despite him losing pretty badly.
* Dies Irae wears a slightly altered version of the infamous Waffen-SS uniform, with some members having a more customized version than others. Rusalka's uniform in particular looks next to unrecognizable compared to the historical one it is based on or those of her allies.
* Dies Irae. Win or Lose, at the end of the day, he just wants to feel fulfilled.
* Dies Irae with most of the members just being a ragtag bunch that, in some cases quite literally, where just taken off the street.
* dies of a combination of a stab wound by Kai Leng (incurred while protecting the Salarian Councillor) and Kepral's.
* Dies Standing Up, his enemy Lugaid chops off his head, but the sword in Cu Chulainn's hand falls and chops off Lugaid's hand. Out of spite, Lugaid and his men then chop off Cu Chulainn's hand. Conall Cernach pursues Lugaid to avenge Cu Chulainn, and again fights with one hand tucked into his belt to make it fair. Even then, Conall is only able to win when his horse takes a bite out of Lugaid's side.
* Dies the Fire, familiar with castles. The good guys lose twenty dead and over a hundred badly hurt to zero gain. Subsequent attacks fail at the "find anyone who wants to do this" stage...
* Dies the Fire keeps her girlish pigtails as they help lower the tension a notch when meeting new clans and negotiating safe passage through their territory.
* Dies the Fire roams from the Mississippi to the East Coast, thus avoiding the trope. Also, since it takes place on an Alternate History Earth, there do exist several maps that detail the rest of the world, at least in-universe.
* Dies the Fire still work just fine, and they land a strike-force on the fort's roof and breach the defenses from the rear.
* Dies the Fire, when the protagonists have a long gripe session about all the delicious junk food they miss, now they've been reduced to growing food naturally.
* dies... we think... refusing to accept that he had lost to, in his words, a "big, fat panda".
* Dietary law? Try having an interfaith dinner with the Hindu who can't eat beef (and may be a vegetarian), the Jew who has to eat food prepared ritually (and can't eat pork, shellfish, and meat-dairy combos), the Muslim who has to have food prepared ritually according to other rituals (also no pork, but no alcohol too; meat-dairy combos and shellfish are OK), and the Sikh who
* Dietary supplements, complete with animated fat Honey trying to lose weight.
* Diet Coke adverts are infamous on being proudly built on this trope.
* Diet Coke commercial from 1994, involving a hunky construction worker.
* Diet Coke fumbled again during Super Bowl XXV in 1991. They pulled their original commercial in order to run a
* Diet Episode at worst, so audiences don't take it very seriously. With the rising obesity rates in the real world, along with "body acceptance" straight uses of this trope are rare nowadays, and even non-straight uses aren't much more common.
* Diet Episode, Roseanne tries to get her mind off eating by joining the family for some TV. Unfortunately, every single channel she watches is advertising some kind of delicious food, like an overstuffed candy bar or flame-broiled cheeseburger restaurant.
* Diethyl ether is highly combustible even at relatively low temperatures and therefore dangerous around any kind of heat source, even without open flame or sparks. In fact, James Young Simpson invented chloroform as alternative anesthesia because hospitals that used ether had a nasty tendency to blow up.
* diethylstilbestrol — all American law students read some of the cases — requiring several developments respecting the statute of limitations (unlike thalidomide, DES defects were generally not discovered until the daughter grew up and found out she couldn't have children), assignment of liability in mass

torts (DES was a generic drug, meaning that it was typically impossible to figure out which exact company made the pills that caused the damage), and the use of expert testimony.
* dietician "dietician" is like "dentist", whereas "nutritionist" is like "tootheologist".
* Diet of Worms. Many of the other Plutarkians at the gathering are wearing rubber human masks, too.
* Die Toten Hosen. (Clearly, the inverted trope has no natural end, so what happens at the sonic barrier depends on the take.)
* Die Toten Hosen directly references the infamous duo. It is also a love song in which the guy entices the girl to live a life like Bonnie and Clyde.
* Die Toten Hosen's "Sascha … ein aufrechter Deutscher" dislikes Croats but loves ćevapčići. (Judging from context, he might just be too stupid to ponder their origin.)
* Die Toten Hosen's "Tausend gute Gründe" lists "a thousand good reasons to be proud of this country" only to admit that at the moment, they can't actually come up with a single one.
* Diet Pepsi Max does the same thing, inferring that men are embarrassed to be seen drinking diet soda ("Do you hide your diet soda inside your giant stuffed moose head when your friends come over—and then
* Diet Pepsi's may have been even more memorable, including several ads featuring
* Dietrich "Medic" Luzwheit subverts certain elements of the character, being a talented but also morally questionable surgeon and
* Dietrich Von Bern, a legendary Germanic king based on the real-life Theodoric the Great, was said to have the ability to breathe fire when angry. He uses this ability against Sigfried in
* Die trips over the roots, gets lost in the fog, and is smashed in the face with an axe-wielding psycho.
* Dietzel jokes. Like the Garfield example above, it occurs "off-screen".
* Dieudonné Thiébault, father of General Paul Thiébault, attempted to prevent his son's remarriage to Elisabeth Chenais, citing her expensive tastes and unsavoury reputation as arguments against the match, but more importantly reminding Paul that he was still legally married to another woman when he proposed to Elisabeth. Paul ignored his father's objections, rushed through the divorce and married Elisabeth anyway... and despite his pledges of absolute truthfulness, he makes absolutely no mention of this in the Memoirs he wrote long after both his father and Elisabeth were dead.
* Die unglaubliche Robert Redshirt RPG Show (translated: The Incredible Robert Redshirt RPG Show). In it, the players play the production crew of a TV station producing a show (pure fiction or sripted realiy) featuring an actor called Robert Redshirt. The crew tries to create dangerous situations for RR and then save hin from mortal danger, all in order to increase their viewer ratings.
* Die Universalbibliothek discusses and analyses the ins and outs of a hypothetical library consisting of books of a standard size containing every possible permutation of letters and spaces.
* "Die Unstillbare Gier" ("The Insatiable Greed") is essentially Von Krolock saying, "Don't live forever, you'll kill everyone you love." It includes recitations of dates from 300 years back, lamenting how he still can't forgive himself for killing people way back then.
* Die Unze" chose to stay alone in the cabin to investigate who was making a mess of the interior every time the group was out tending the cattle. The others, in hindsight rightfully, believed something supernatural was the cause and thus were glad he was offering to keep in wait.
* Dieu seul me voit (by Bruno Podalydès, 1998), the main character needs to buy a gift at the last moment and grabs a table lamp from the nearest store. That lamp ends up being repeatedly given around as a way for every recipient of the gift to get rid of it.
* Die, Vecna, Die was intended as the wrap-up point for the second edition, allowing groups to move on to the significantly different mechanics of third

edition.
* Die Walküre closes with long-separated twins Siegmund and Sieglinde about to have sex, just when (in the words of Wagner's stage instructions) "the curtain falls quickly". Compared to that, even the much-loved "Wotan's farewell and fire magic" at the end of act three faces tough competition.
* Die Walküre has Wotan's endless farewell and the Magic Fire Music.
* Die Welle) the salute of the titular student organisation was a sea-wave hand motion.
* Die Weltbühne so his name would not appear so often on the index, assigning different styles to his four alter egos. Theobald Tiger wrote only in verse, Peter Panter general satires, Ignaz Wrobel acerbic, hard-hitting stuff, and Kaspar Hauser on the lines of "this world is crazy".
* Die wilden Kerle — German series about a kids' team of soccer players. 5 films since 2003.
* Die Young, Daphne is just a thrill-seeking socialite who wakes up at the bottom of a well on a large island populated by feral dogs, wolves, vicious rats, boars, and crazed junkies and murderous militia. With no combat experience, but a clever mind for improvising tools from scraps, she needs to find her friends and a way off the island, while avoiding increasingly dangerous enemies and environments.
* Die You Zombie Bastards!: These are small, wrinkled monstrosities that love to torment people with food products.
* Die You Zombie Bastards!: These are technically living zombies that are made by a laser and are the henchmen of a megalomaniac. They're green with purple hair and have deformed faces. While they never speak, they seem to be sentient. There were undead zombies who were identical to the ones we see, but they were destroyed with their alien overlords.
* "Die Zumutungen der Moderne" by Nicolas Mahler (about his life as cartoonist) has a somewhat unconvincing example, as the order is not that relevant. While the comic boheme does smalltalk, one member shocks them by claiming he will reduce his life to the absolutely necessary, "television and
* Differences between units of the same species are sometimes obviously biological, at least for Draconians and Shadow Demons.
* Differences in the inert ingredients (such as the binding of the pill) may affect the rate at which the active ingredients are absorbed into the body, causing the exact same type and amount of medication to have a somewhat different effect.
* Differences of opinion lead the Order of the Scribble to disband, but the group seemed to unilaterally despise both Soon Kim (whom Dorukan and Girard nearly came to blows with) and Girard Draketooth (whom only Serini seemed to get along with).
* Difference? The Great/Good Ending has Lucas and Carla's child grow up in a peaceful world, the Good/Normal ending has their child grow up in the world prior to the game's premise, while the Bad/Cliffhanger ending has their child grow up to become the next Prophecy Child to change the world back to normal.
* different account he could control somehow once his had been removed. Assuming HR remembered to make sure his account was actually disabled once he was let go, of course.
* different and thigh-high pink stockings with garters. Her cape is pink.
* different. Angels don't have sex, but apparently, they can wish they did.
* Different armies used different signaling devices, but the concept remained the same, whether that signal was given with a flag, a drum, a horn, or in some other manner. In modern times, radios have mostly taken over. Regardless of which method is used, its important to make sure that only friendly forces can interpert it, which is why such messages are often given code names or other forms of encryption (that, and making them easier to order on the fly)
* different color: one is black, one is turquoise and one can range from red to blue depending on the minerals in it.
* Different countries have different rules for which side of the road one drives on, which also determines what side of the car the driver's seat is on. Many countries, including the United States and most of Europe, have you driving on the right side of the road, while some other countries, such as Britain and Japan, have

you drive on the left. This can cause problems for people moving from a country that drives on one side of the road to a country that drives on the other side.
* Different Drum" is about two lovers, one of whom wants to settle down while the singer doesn't want to be tied down.
* Different for Girls as a girl, but risks revealing himself by accidentally speaking in a distinctly masculine way.
* Different for Girls revolves around a post-op trans woman meeting a high school friend again. He's at first freaked out but eventually comes to accept her and falls for her.
* Different for Girls song of the same title is about how dating and love is, well, different for girls.
* Different for Girls: When a new form subjects you to new social norms.
* Different from the Others. It looks pretty much like any other German beerhall, except that the men are waltzing with each other rather than with women.
* different from the source manga. Some of the bonus gaiden stories appeared as filler material for the first few episodes, probably to give the manga a month or two to go on with storyline before beginning with the story itself. One can fairly easily see exactly where the divergence begins; most of the early story arcs are nearly identical in both media, even down to having the exact same lines, but around where Monev the Gale first appears, the two stores take somewhat different directions.
* different galaxies. Of course, they are following the diary of a guy named Hasturi, nicknamed "the Mad Perseid". It's a wonder he didn't have them go through the Route of Ages.
* different God (who is, after all, one of the most powerful and most distant deities) is quite strongly rejected by the party's clergyman.
* different Indian engineers than the ones he remembers. This trope is largely downplayed for them, but they do have difficulty with phrases like "swear to God" ("which one?") and "you'll wish you'll never been born" ("which time?").
* Different in the case of rhythmic gymnastics, where athletes compete well into their twenties, and are often
* different in which Harry, hiding from enemies in a large pitch-black room, is shown his surroundings by Lash using mentally-projected outlines of his environment somewhat resembles this trope. It gets particularly alien when he immediately loses 'sight' of an object he throws (because Lash can't tell where it is once he's stopped touching it).
* Different Kinds of Toa have a degree of it ingrained naturally. The Makuta all posses it. Some Characters with impressive strength include Nocturn, Takutanuva, Tren Krom, and especially Mata Nui. It's justified for that last one; he's actually a
* different Klingon). Presumably makeup alone might have worked, except the mission took place over several days and they got into costume early in order to get used to it. It's mentioned everyone but Worf also got treatments to survive the amount of alcohol they were expected to drink.
* Different languages may refer to the same objects with words that look and/or sound quite similar, so for example you may try to write a Spanish word and instead pen down a Portuguese word or vice versa.
* different later episode, Peter gets amnesia and turns on his house stereo.
* Differently Dressed Duplicates — The person has been copied, but their clothes haven't.
* Differently Dressed Duplicates — Time travel duplicates dress differently.
* differently from every other race, humans are so emotionally rich that their weapons often fail to fully drain them in one shot and they can recover.
* Differently Morphous beings known as fluidics consider the term "Shoggoth" or "Shoggies" to be their N-word.
* Differently Morphous the warlock Diabliere keeps his spellbook on his phone. This includes sound files for the chanting.
* Differently Powered Individual for some examples; though that trope and this are not directly synonymous, they overlap.

* Differently Powered Individual: Various names and classifications for superhuman people with special abilities and superpowers.
* different more-or-less ghostly undead, which aren't necessarily easy to tell apart at a casual glance. Most of them, naturally, are of the "kill the living" type.
* Different Muppets would explode, sometimes precluded by a declaration to "Blow their tops", sometimes without warning. Kermit even admitted to explosions being one of the show's trademarks.
* different names refers to the deliberate practice of identifying foreign deities with classical gods and often assimilating their distinct characteristics into mainstream practice.
* Different orca pods are known to have different communicative and behavioral patterns; pretty much what is called "culture" when talking about human populations. For instance, some orca pods have mastered the dangerous tactic of beaching- rushing onto the shoreline to grab resting seals. Others have developed coordinated strategies for tipping seals off icebergs.
* Different palettes on special sprites which control level functionality can have various effects, ranging from simply changing the colour of a light to making a teleporter that doesn't show the usual teleporter effects, to determining what kind of enemy teleports in.
* different patterns the gears get can confuse when going to another car, specially the rear (top left or bottom right?).
* different place on the corruption spectrum in pretty much every episode in which he appears.
* Different Seasons, he threw his gun in the river the day before the murders, so the cops can't check it against the bullets.
* Different Seasons, this is apparently how Andy smuggled several hundred dollars into jail, and how Red gets his manuscript out... Willing suspension of disbelief (or perhaps Fridge Horror) applies because the manuscript is better than 100 handwritten pages. Ahem.
* different set. The Streib (who were only featured in one episode, where they brutally abducted Captain Sheridan,) were also stated by JMS to lack biotech spacecraft and like the Minbari superficially mimic its appearance with their mechanical technology.
* Different sort of crack, but Series 5's "cracks in time" are definitely a bad sign when they start turning up.
* Different Strokes. Mr. Drummond needs to give a version of this to Arnold after the kids come home from a camping trip and catch him and his girlfriend together. As it turns out, he's already given him the "Where babies come from" talk, but as he tries to explain that adults sometimes need to spend private time together, Arnold interrupts to ask, "You mean getting it on", thus revealing that he's fully aware of what grown-ups do, he's just thrown for a loop because he never thought of his father like that.
* Different Strokes, Slade returns to help the team and the Huntress is now an operative for Argus.
* Different Strokes the one expecting. Her friend telling her own father this in a panic doesn't help.
* Different Strokes. . . until the man describes his outfit and that he's sitting on the sofa with his kids.
* Different Strokes, when Arnold encounters Philip's current girlfriend in the hallway. Despite his young age, he realizes exactly what's going on, given the early morning hour and the fact that she's only wearing a nightgown.
* different timeline or universe than whoever they are trying to interact with or touch.
* different town, Strong Bad concludes that his imagination's broken. This is apparently confirmed when he tries to imagine "the best thing ever", and all he can come up with is "beef... stew".
* Different type example: LARP (mainly, fantasy). Many old-school larpers whine a lot about modern games to be "tamed", because organizers don't take the risk to

allow some props or actions. While it's not a real problem (it is easy to find a small, hardcore group that plays with hard weapons and allows full contact), the difference between old players and new players is big.
* different value systems is brushed under the rug (and this is just an example, similar nonsense occurs in reverse).
* different way to thwart the plan the second time around. (This may be why villains don't bother recycling their plans.) This was used to prove to Kristoff that he wasn't the real Doom (as memory implants had caused him to believe), because the real Doom would never repeat a scheme.
* Different weaponry and/or levels of toughness of the opponents (e.g. the weapon guards of
* Different World, Different Movies: Different worlds have different works of fiction.
* Different World, Different Movies: When you go to a parallel dimension, famous media will be subtly, glaringly or comically different.
* Different World, Different Movies: Works of fictional media that only exist in alternate timelines.
* Different Worlds on the fall equinox. If they succeed it will result in the dead rising from the grave all over the world and consuming the flesh of the living.
* Differing doctrines and philosophies also lead to different approaches to warship design. One oft-cited example is the difference between American and British carrier design and operation. The Royal Navy assumed that their carriers would often operate relatively close to land, due to much of their traditional area of operations being around the English Channel and Mediterranean, and so their carriers featured heavy
* Differing Priorities Breakup: A breakup resulting from each person wanting things that will make the other unhappy.
* Differing Priorities Breakup: A couple breaks up because they don't want the same things in life.
* Differing Priorities Breakup: Despite still loving each other, breaking up because you know you will be unhappy together.
* difficult. As a result, the love epiphanies do not resolve the relationship, they just ensure the status quo for the majority of the manga.
* Difficult, but Awesome as Isaac, you would throw a high-damage knife that hit frequently.
* Difficult, but Awesome. While players can fast forward through the days or months of travel between burns, even high speed, low-tolerance burns can last several seconds or minutes, leaving plenty of time to correct for pilot error or use vector nodes to plan out that next burn.
* Difficult, but Awesome. Your grandparents drier operated on one motor controlled by a completely analog dials. It takes a lot of trial, error, and practice but they would have learned how to use it and gotten consistent results from it and expected it to last a life time. The modern drier however has several servos thrown in to articulate the drum, thermometers, multiple scales to detect weight distribution, humidity sensors, and a digital computer to control everything. It can deal with whatever mess you haphazardly throw in it pretty well, but after a few years or so something has probably started to fail and you won't get as good results when you try to learn what all those fancy settings actually do. While most users accept the convenience the modern option offers, there is a reason older generations can legitimately say theirs was better.
* difficult ended up cancelling the tour before any announcements were made.
* difficult. Here, the coins are absolutely worthless, some coin blocks will kill you, the usual Mario powerups (Mushroom, Fire Flower, Starman) equal death in this world, the Warp Pipes (which in SMB were good news) will toss you to the air, and even ending a level the wrong way will destroy you.
* Difficult People, and finally a performance artist spills crickets on the train.
* Difficult pirouette sequences are a crowd-pleaser in any ballet. The ballets
* Difficult Task - To prove he's the Hero the Hero must, well prove himself. It can be an ordeal of choice, a riddle or a test of strength.

* difficult-to-unlock ending that requires the online FOB mode of missions from earlier in the game) and a "Chapter 3" title card, it appears that nothing new was intended and most people have given up on waiting for the alleged content patch.
* difficult to use that rockets him to the #1 spot in UA's graduating class.
* Difficulty by Region looking for an unadulterated gameplay experience, and they'll likely find a way to play the original versions anyway.
* Difficulty by Region: The video game has harder difficulty in foreign releases.
* Difficulty Creep because someone thought it was "Sequel Difficulty Creep" and I don't know what to fix it as.
* difficulty determining their characterization, or simply a desire to side with the strongest, this behavior is especially common among new role-players.
* Difficulty Level. Great chess masters can play via intuition (and indeed, when playing speed chess, it's a necessity), however, intuition when playing a game such as chess is merely the player's experience in playing the game allowing them to make strong plays without thinking too much. Ultimately, that intuition comes FROM logic, as the player has enough experience to recognize generally favorable moves and positions on sight. The Troi example is particularly egregious because she really just reverses the correct terms. Her move was unintuitive, but was entirely logical because it immediately led to victory.
* Difficulty Levels, 1947 (altering the circuits could make targeting easier or harder)
* Diffidently - Someone who lacks confidence in one's own ability; shy. ("
* Diff'rent Strokes, Adelaide the housekeeper uses a paper bag to ward off an epileptic seizure.
* Diff'rent Strokes, Arnold gets a letter saying he's been drafted (he's around 10-12 at the time). He later has a dream where he's in the army and the commanding general (Dad) asks for a volunteer for a suicide mission. The other soldiers do the "everyone step backward" routine.
* Diff'rent Strokes, Arnold gets into a fight with the bullying son of the landlord's brother who is subbing for a short time. This leads to a loud confrontation where the brother confronts Mr. Drummond, threatens to evict the family and provokes Drummond to punch the blowhard out. Later, the Landlord comes to the Drummonds saying that he approved of his dumb brother being put in his place. However, he also exploits a lease violation that the brother found to raise the rent on the Drummonds, with a veiled threat of eviction to convince them to give in. When Drummond protests that this is blackmail, the landlord responds "I prefer to think of it as plea bargaining". The punchline is after the Drummonds cave in to this threat, the father tells the kids that this is the result of his act of violence. However, when asked if it was worth it, Mr. Drummond immediately remarks it was for having the pleasure of shutting a bully up.
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shutting a bully up.
* Diff'rent Strokes: Arnold is traumatized after he is robbed at knifepoint. His coping mechanism is to bluff to his friends that he held his own and that he isn't scared, but Mr. Drummond suspects that his son is deeply upset. Eventually, he is able to get Arnold to admit he was scared for his life … and a classroom exercise in self-defense exposes the truth.
* Diff'rent Strokes even beyond the child labor law limits and through his persistent illness due to his failing kidneys, they also misappropriated his earnings from the show, which resulted in him suing them and severing ties with them for the remainder of his life.
* Diff'rent Strokes had Willis' girlfriend blow off a date with him by saying she had to wash her hair. He goes to the movies anyway and sees her there with another guy.
* Diff'rent Strokes has Arnold being conscripted by accident despite being far too young to join the military. He has a dream where he finds himself in the military and various members of his family are depicted as being officers that he has to report to.
* Diff'rent Strokes has Arnold fake bedwetting in order to get attention.
* Diff'rent Strokes, his sister Sophia and former housekeepers Mrs. Garrett and Adelaide returned for the wedding.
* Diff'rent Strokes: In an early episode, Willis and Arnold (black) plan to run away because they overhear their adopted father (white) saying that black boys should be put with black families, thinking that he didn't want them; but he didn't believe in that, he was telling someone else what a white social worker said to him before he threw her out.
* Diff'rent Strokes, Kimberly is kidnapped when she and Arnold hitch a ride. Her father and the police eventually rescue her when they figure out that her kidnapper has her down in the basement of the building where he rents an apartment, which he uses for a photography darkroom. The basement itself is a mild subversion, as it seems to be a nice enough room, but what the kidnapper is planning to do with her (and has possibly done to other girls) in the space renders it ominous.
* Diff'rent Strokes: Kimberly mischievously takes a picture of Arnold's bare bottom in the shower. The photo is accidentally published in the newspaper, complicating his run for class president.
* Diff'rent Strokes: Mr. Drummond is trying to get rid of an unwelcome guest.
* Diff'rent Strokes: Played straight in the seventh-season episode "Cheers to Arnold." A friend of Arnold's steals from Mr. Drummond's liquor cabinet. When Arnold tries to explain, Mr. Drummond will have nothing of it and tells Arnold he's permanently grounded; of course, by episode's end, things are cleared up and Arnold is pardoned.
* Diff'rent Strokes. Stan calls him out for abandoning his friend Dudley to getting molested by the bicycle shop man, with Brian mentioning the real Dudley is messed up because of it.
* Diff'rent Strokes: The Season 8 episode "Arnold's Tangled Web" saw Spider, an adult version of the High School Hustler, offer his services to high school students who want to avoid trouble. This con artist used the Hamburger Haven as his base of operations, and in this episode offered to forge Arnold's report card to conceal a poor grade in geometry. When it almost backfires on Arnold - Drummond thinks that Arnold is performing so well in the class he wants to put him in an advanced placement course – he turns to Spider to pose as his guidance counselor. However, Drummond is on to Spider from the git-go (but doesn't let on), springing a web of his own before exposing Spider as a liar and cheat … and when Arnold finally admits the truth, Drummond kicks Spider out and warns him that the police will be called if he ever hears of him preying on teenagers again.
* Diff'rent Strokes: When Kimberly is training for the Olympics (she's a figure skater) Mr. Drummond feeds her raw eggs.
* diffused sunlight with butterflies fluttering around. That could just be a nice day in Ponyville.

* Di Fortunato, Lady Tremaine’s Wicked Fairy Godfather, who turns back time to help them ruin Cinderella’s happy ending. They fail, however, and the Tremaines become his servants. He may also be the Evil Queen’s Godfather too, as he mentions helping her against the 7 Dwarfs.
* Digable Planets, which is now considered to be one of the most significant jazz-rap albums.
* Di-Gata Defenders: Happens to Mel when a heavy rope is dropped on her foot.
* Di-Gata Defenders: Kara's "Mantle of Yin" spell summons a green flying carpet.
* Di-Gata Defenders Nazmul was the Cain to Adar's Abel. Nazmul became corrupted by his power and created the megalith in order to seize all the power of the di-gata stones for himself.
* Dig Dug: Despite being a Anthology Series with different artists. It's final strip ends with the digger drilling his way out from underground and giving up the digging life.
* Dig Dug which loops after level 72. The staff apologizes for making Arino play a game that doesn't end and then draw two endings: Taizo eating a banana and Taizo standing over an enemy, sword-drill in hand. Arino prefers the first one.
* Dig Dug You defeat enemies by jamming a pump into them and inflating until they pop.
* Dig 'Em Frog (of Honey Smacks fame) pours out a libation in honor of
* Digger and Murai discover the cave in which a dead god's followers are mechanically forcing his disembodied heart to beat.
* Digger, and the other group is the enormously creepy cold servants who serve the dead god. The killers of the Good Man in the children's version of the myth wore masks in the shapes of beasts.
* Digger: Considering owls' reputation as a death omen, having your elder healer named "Owl Caller" isn't a good sign.
* Digger doesn't trust magic one bit, mostly because she's seen the damage caused by dwarves who used magic in their tunnels.
* Digger, due to the matriarchal nature of hyenas, gender roles are reversed and this arrangement is the norm rather than the exception. One character, a scrawny skin painter, has to compete with every other male in the tribe for the affection of their strongest warrior. This is based on real life, where hyenas are basically matriarchal and males tend to be pretty battered.
* Digger, during the troll bridge story, when Digger saves the at-the-time antagonistic Grim Eyes from falling off said bridge.
* Digger exclaims this on meeting up with the oracular slug again, who responds, "In the slime!"
* Digger, has a degree in anthropology and an interest in the more obscure mythologies (South American, Balkian). This shows up frequently in her works.
* Digger has a hilariously cringe-inducing example, split across three pages:
* Digger has smiled like this twice. Both times it went badly for the other guy.
* Digger herself is a wombat, and so considers ALL placental mammal reproduction to fall under this.
* Digger is a way for the god to incarnate and address his followers directly. Main character Digger, who is blind to the finer points of godly incarnation, just treats it as a talking statue all the time and thus ends up being (inadvertently) rude to said deity.
* Digger. It's a wonder she grew up to be relatively normal and stable.
* Digger, making his mother evil. This creates a goddess so horrible that just seeing her drives a priestess insane, and leaves the priestess covered in "shadows" that are not her own. The evil goddess is based on myths created and believed by street children in Miami.
* Digger often does this in the middle of being told how to act when faced with a moral quandary, much to the speaker's (usually Digger's) dismay.
* Digger often mention that they have binged from the beginning to the most recent comic when they leave a comment.
* Digger of the god Ganesh, is perfectly personable and quite a nice guy, as you'd expect for the remover of obstacles.

* Digger. One of the (matriarchal) hyenas says "What's she going to do? Move into our huts, eat our food, and seduce our menfolk?" "It could happen..."
* Digger reattach severed limbs, but they run the risk of going crazy and trying to kill their owners.
* Diggers, Dorcas and Grimma lead the nomes to operate a JCB backhoe in an attempt to scare away the humans intruding on their stone quarry.
* Digger) She-Is and He-Is, parents of the hyena species. It did not turn out well, which is one reason male hyenas are unfairly treated.
* Digger. Since the author has a degree in anthropology Ed's tale feels very authentic.
* Digger specifically cites the legend mentioned in Folklore when they're first introduced.
* Digger suggests they are pectoral muscles, as a wombat's mammary glands are in her pouch.
* Digger. The hunters and warriors of the hyena tribe are all female because they, just like real-life hyenas, are larger and stronger than the males. Also played with: at one point digger goes adventuring with two females and an ungendered shadow creature, the only male being their guide. But culturally, Grim Eyes the Hyena has a 'male' role and attitude. Similarly, Ed the Hyena is Digger's best friend and he is male, but is cuturally in a 'feminine' role.
* Digger: the hyena tribe view the liver, not the heart, as the most important organ and the source of a person's feelings.
* Digger, the mascot for NASCAR on Fox coverage from 2008 to 2012. He was greatly criticized for the ways in which he was used. Though it was at one time commonplace for networks to create mascots for sports coverage to incorporate an educational and entertaining element into their coverage, which was the case with Peter Puck, Digger was created purely to add entertainment to the NASCAR on Fox broadcast and reach out to a younger audience. Some NASCAR fans accused Fox of dumbing down and fluffing its coverage in order to gain revenue from Digger merchandise sales. Despite continuous outrage from the NASCAR fan community, as well as talk from the NASCAR community that the Fan Council was not pleased with the situation, Fox did not announce any plans to drop the usage of the characters, and even had posted pictures of holiday-themed versions of the Digger die-cast in 2009 and 2010. In response to the comments, in 2010, the Digger cartoon was not shown during pre-race shows and Digger appeared less often at the bottom of the screen. Throughout the 2011 season as well as the 2012 Budweiser Shootout and Daytona 500, Digger appeared very sparingly, usually only during commercial bumpers. Starting with the 2012 Subway Fresh Fit 500 all appearances and references to Digger were removed from the broadcast completely. However, nods to it occasionally came up (for example, at the Talladega race in 2014, when a track-level camera had a car drive over it, Darrell Waltrip commented that he hoped that nothing had happened to Digger, to which Mike Joy responded, "Digger's retired").
* Digger, the statue of Ganesh sends Digger and Ed underground to deal with an undead god. He doesn't expect either of them to survive the task.
* Digger, they seem to go at least a little off model — they apparently use large amounts of magic in the construction of their underground cities. Digger the wombat does not approve, as that magic tends to wear off after a while if not carefully maintained, leaving abandoned dwarf cities as veritable deathtraps. Come to think of it, the wombats seem to fit the traditional dwarf mold pretty well, themselves.
* Digger thinks that the Shadowchild is Digger's familiar, but Digger is emphatic that this is not the case.
* Digger. Unfortunately, she can still be affected by oracular slugs, plus someone figured out how to rope her into the plot by enchanting a nearby object. Some of this isn't immunity to magic so much as a simple level-headed refusal to deal with superstitious nonsense. When a god responds to a question with a mysterious and rhetorical "but who knows how ancient are the stones beneath our feet?" she immediately points out that they're 4.5 billion years, give or take, and demands a real answer.

* Digger use this as their ultimate punishment, even worse than 'mere' death. One's name is eaten and one is cast from the tribe and forgotten...in theory.
* Digger, which rather than trying to throttle you just wiggle aggressively. Specific mention was made of a suicidal re-attached toe that tries to stub itself at every opportunity.
* Digger, who spends most of its early appearances asking questions of the form "Am I a ____?"
* Digger, with the highest ranked adult male below all females and juveniles in female's care.
* digging featured a submarine diving (strictly vertically) deeper and deeper and deeper and deeper... until encountering a Chinese submarine coming from the opposite direction.
* Digging Himself In Deeper when he gives Matsuda lessons on the art of seduction:
* Digging to China: Digging through the Earth to emerge at another point on its surface.
* Digging to China: Someone tries to go to China by digging deep enough into the Earth.
* Digging to China: Someone tries to go to China by simply digging into the Earth.
* Digging Yourself Deeper: An attempt at saving face only makes you look even worse.
* Digging Yourself Deeper: An attempt to save face only results in making yourself look even worse.
* Digging Yourself Deeper ends up with him claiming to have a false leg, she gives him a key to her flat and implies there will be .. goings on .. later, but of course he can't take off his trousers and ...
* Digging Yourself Deeper is pretty much the basis of every episode of
* Digging Yourself Deeper monologue is often triggered by telling a stupid, unconvincing and ludicrous lie where the truth would actually have been perfectly acceptable...
* Digging Yourself Deeper: Trying to explain away an offensive statement, only to make more offensive statements.
* Diggle is caught by Merlyn's bodyguard pressing a listening device against the wall. He slips the bug into his pocket but is seen doing so, so he then produces a lighter from that same pocket, pretending he stepped away for a quiet smoke.
* Diggles: The Myth of Fenris, the first buildings are made from wood and stones, then require sturdier materials like metal, then require mechanical energy, and in the last stages the power source of choice is a pseudo-nuclear reactor.
* Diggstown has this in spades, on both the heroes' and villain's sides each trying to outdo, outbribe, and outcon the other in the protagonist's series of ten fights with amateur boxers. Two brothers are bribed by the protagonists to take a dive, but the first one does such a poor job that the second one is forced to try to win, or his brother will die. Another boxer is forced to leave the arena before stepping into the ring, tricking the protagonists into assuming that he forfeited. Two ringers are brought in to fight, sneaking through the loophole that, as inmates in the local prison, they are legally "residents" of the area. However, the final ringer has actually been bribed the protagonists to blatantly take a dive.
* Diggstown, "Honey" Roy Palmer gets pissed off and knocks out an opponent with a single punch immediately after the round starts.
* Diggstown involves an ex-convict con man making a bet with a wealthy businessman who, effectively, owns the titular town that his friend (an almost-contender back in his glory days) can beat 10 boxers one after another in 24 hours. The size of the amount constantly increases, as the con man keeps borrowing the money from a loan shark he knows with his life as collateral.
* Diggstown is about two hustlers making a huge bet on an epic, day-long boxing competition. They set out the rules of the competition beforehand, then spend the rest of the film exploiting every loophole they possibly can to get an edge.
* Diggstown when Diggs refused to throw a fight. The poison and the resulting injuries from the fight paralyze Diggs for life. He manages to move his hand slightly during Roy's climactic fight, giving Roy strength to continue.

* Diggstown, where the hero and the villain are both con-men who have done everything in their power to rig a series of boxing matches in their favor. When the hero's fighter finally wins under blatantly shady circumstances, the villain stands up and says, "You beat me fair and square!" However, soon afterwards he begins ranting and threatening while his son tries to get him to admit defeat.
* Di Gi Charat, Gema drinks up an entire river that Dejiko kicks him into, and proceeds to chase Dejiko and Puchiko down. Puchiko realizes halfway through that he has no reason to chase her, and steps out of the way while he continues pursuing Dejiko. It makes enough sense that he traps her at the end of an alleyway, until one notices that there's a narrow opening on each side that she could have easily escaped into.
* Di Gi Charat, Gema falls in the river and drinks a lot of water, making him grow huge and giving him a deep voice.
* Di Gi Charat Nyo: episodes 1-36 were dubbed, but the release was unceremoniously canceled after that point
* Di Gi Charat, Takuro Kimura favors Puchiko the most, and has a habit of picking her right up and speaking affectionately to her. In his debut appearance, he even asks Dejiko if he could "buy" her.
* Di Gi Charat, the town is out of natto, so Gramps suggests going to the next town over to get some. Gran immediately gets spooked, but then asks, "Where is the next town, anyway?"
* Di Gi Charat was originally the mascot for Gamers, a Japanese store selling merchandise aimed at otaku, and the first series prominently featured the store. It became so popular that the show, as well as the character herself, broke away from its' advertising origins.
* DIGIMON 2: RETURN OF DIGIMON, Digimon manages to blow up his enemy, the aptly named Evil Digimon, with the laser cannon of his mech suit. However, an authors note soon reveals that Evil Digimon is not dead, but only pretending to be. Evil Digimon then appears in the next chapter, ambushing Digimon by hiding in his fridge.
* Digimon 2: Return of Digimon Evil Digimon are perfectly able to talk to each other during their climactic battle in space.
* Digimon 2: Return of Digimon the eponymous character creates a robot body to defend the world from an evil Digimon.
* Digimon Adventur 02, the effects of the Dark Spores have been nullified, and he returns to being a normal kid. However, Yukio Oikawa scanned and copied the Dark Spores from Ken and implanted them on other children who wished to become child prodigies like Ken himself, which were also slowly turning them into the apathetic, cruel children like Ken used to be.
* Digimon Adventure 02. After that, each of the children then mentioned their hopes and dreams which actually destroys BelialVamdemon.
* Digimon Adventure 02 also plays with the trope, but is set in 200X — a CD drama setting past events with the Monster Makers in 1984 would set the series 3 years into the future, 2004.
* Digimon Adventure 02 also used this... both on the soccer field and as the Digimon Emperor.
* Digimon Adventure 02: A Mexican girl does it, and Yolei lets out a "nyah nyah" after she and teammates destroy a bunch of control spires.
* Digimon Adventure 02 Armor Digivolving is this, sort of. It's an 'ancient' form of evolution that can't be blocked by the Control Spires that prevent the normal kind, like using a computer so old that it can't be affected by a virus that targets newer models.
* Digimon Adventure 02. Arukenimon and Mummymon are also shown hanging out on a swing set when they begin questioning Oikawa's motives and their own existence, since Oikawa created them using his own DNA ("I can't help but remember that conversation with BlackWarGreymon. He's a Digimon, and Oikawa's a human, so what are we supposed to be?")
* Digimon Adventure 02, as he mostly stays in the computer room or gives them advice.

* Digimon Adventure 02 as our heroes go from the human world to the Digital World. The characters introduced that season change clothes on the way, but members of the elder team left over from the previous year stay as they are.
* Digimon Adventure 02 being in effect; Submarimon is perfectly capable of making you eat missiles out of the water.)
* Digimon Adventure 02 born with the power of fluent, coherent speech after all. Fortunately, he discovers Wormmon's egg, which then hatches with all his memories intact and forgives him pretty much instantly.
* Digimon Adventure 02, but luckily, it turns out not to be the real Digidestined at all.
* Digimon Adventure 02 can't fight the new villains and the newcomers are needed.
* Digimon Adventure 02, Chidori is stated to be the only female member of the 5 Original Digidestined group.
* Digimon Adventure 02, Cody directs this at Yolei in reaction to her increasingly-obvious crush on Ken.
* Digimon Adventure 02, Daisuke (Davis), V-mon (Veemon) looks Patamon digivolving to Angemon
* Digimon Adventure 02, Daisuke spaces out after his crush Hikari angrily tells him that she can't stand people like him, imagining a flower being plucked with a "She loves me, she hates me..." recital. The vision ends with the flower disintegrating and a wail of "She hates meeeee!"
* Digimon Adventure 02: Davis' Digimon partner is Veemon, a humanoid blue dragon-type Digimon with two legs, two arms, and a tail.
* Digimon Adventure 02 declaration that he can prove he's better than the villain of the week at their signature skill.
* Digimon Adventure 02 does this in episode 12 as a gag near the end of the episode. It's in the two pair form, and with aces.
* Digimon Adventure 02: During the first scuffle with the Daemon Corps, SkullSatamon lifts a bus full of schoolchildren and threatens to throw it. At this point he's pretty much already routed the heroes, so he's doing it for no reason other than shits and giggles.
* Digimon Adventure 02 episode "Guardian Angel", after Pegasusmon is taken down by Andromon, he De-Digivolves back into Patamon, lands in T.K.'s arms and says, "I'll have two cheeseburgers and a large order of fries."
* Digimon Adventure 02 find themselves travelling around the world to take down black spires planted by the villains.
* Digimon Adventure 02: Greymon becomes SkullGreymon again when the Digimon Emperor captures him using a Dark Ring and tries to make him digivolve into MetalGreymon. After some tests with the newly improved Dark Spiral, the Emperor is able to make Agumon digivolve into a corrupted form of MetalGreymon called MetalGreymon (Virus). Ironically, it was later revealed that the Emperor himself was the victim of a corruption in the form of a Dark Spore.
* Digimon Adventure 02 had Davis getting split up from his friends, then finds himself at the mercy of the Digimon Emperor because he captured his friends. The captives on display are actually disguised Bakemons, and Davis gets reunited with his friends who were never even captured at all.
* Digimon Adventure 02 had the kids and their mons let themselves be locked up in one of the Emperor's prisons to they could organize a jailbreak.
* Digimon Adventure 02 had the main humans yelling "Digiarmor energize!" to trigger armor evolution, though this is occasionally skipped over in the interest of time.
* Digimon Adventure 02: Happens in the first couple of episodes in the series.
* Digimon Adventure 02 has forms of Guilmon as Digimon elementary school students.
* Digimon Adventure 02 has stated that there's Digidestined in every country. We just didn't get to see all of them because it would've expanded the series by a good hundred or so more episodes.
* Digimon Adventure 02 has this with Mimi when the Roachmon brothers have ruined her designer blouse by covering her with garbage.
* Digimon Adventure 02 have power equaling that of a(n) Ultimate/Mega.
* Digimon Adventure 02 have red and pink clothing respectively. Yolei also has

purple hair and in the epilogue is married to Ken who has blue hair.
* Digimon Adventure 02 have "villains" who think they're basically playing a video game and not really hurting anyone doing so. Neither one takes it well when they realize they really did hurt a lot of innocent victims.
* Digimon Adventure 02 held up to it. (The old-school digivice used by the original team could only access the Digital World from certain computers at certain times. If the gate closes, you're out of luck. The new kids can come and go at will, though.)
* Digimon Adventure 02 he looks at his hands and says this as he's wallowing in self-pity about the things he did as the Digimon Emperor.
* Digimon Adventure 02, he was able to digivolve Wormon into Stingmon and was able to DNA digivolve with Davis with the two being the only ones on the team to achieve mega form. He also got to seal away Daemon.
* Digimon Adventure 02, he was also the last to receive his D3 Digivice (although this time along with Hikari) and his digimon was the last to achieve DNA digivolution/Jogress evolution (this time, along with Iori).
* Digimon Adventure 02, his test results drop somewhat, and while he himself is quite shocked if aware of what's going on, his classmates are thorougly confused and concerned.
* Digimon Adventure 02. In this ending, the cast is shown as adults, with each of them having kids and a nice job, along with their Digimon partners.
* Digimon Adventure 02 is called the "Samurai of Sincerity", but all of his bells and whistles (the Kusanagi on his back, his heavy use of shurikens, his ability to move undetected in a flurry of leaves) all point to him being a ninja.
* Digimon Adventure 02 is what made Ken a genius, so theoretically, with the spore dormant...
* Digimon Adventure 02, Ken and Miyako are married with kids, as are Yamato and Sora.
* Digimon Adventure 02. Ken immediately breaks into angrily calling Takeru "Maggot!" repeatedly, prompting Takeru to ask if that's all he can say.
* Digimon Adventure 02—much to everyone's amazement. In the more traditional use of the term, this was also implied to be when Sora and Yamato/Matt started dating.
* Digimon Adventure 02 might qualify for this. The Dark Spores increase the intelligence and physical abilities of their hosts, but they also warp their personalities into something evil. The thing is that the Dark Spores feed on the darkness that their hosts already have in them. Overcoming said darkness and discovering the light in them reverses the effects of the Dark Spores.
* Digimon Adventure 02 Miyako getting together in the epilogue also fits this trope.
* Digimon Adventure 02: Motomiya Jun/June is this to good-looking Ishida Yamato/Matt. She's a fan of his music, but he doesn't return an iota of her interest and is exceedingly unhappy with the attention. (Also worth noting that she's in high school, and he's in eighth grade.) The other kids' response to him being stuck on a bus with her for several hours? Laugh. It's hard to imagine this being remotely funny if you reverse the genders.
* Digimon Adventure 02 of the lots red and make him choose first. Not being stupid, Cody smacks Yolei's hand so that she drops them and exposes the deception, so his friends just bodily pick him up and force him out anyway.
* Digimon Adventure 02. Oh, and then there was the Dark Ocean master and this guy called Daemon thrown in there somewhere, although they never received any plot resolution.
* Digimon Adventure 02 seemingly ends on a happy note – bad guy is dead for good, the DigiDestined get to keep their Digimon, even Oikawa gets redeemed in the end. But what many overlook is that the ending says every human on earth gained their own partner Digimon, which leads to all kinds of disturbing implications. Just imagine how much damage a Digimon could do in the hands of a criminal or a dictator.
* Digimon Adventure 02 seems to imply that they eventually have some kind of

relationship: she visits him on Valentine's Day and gets introduced to his parents.
* Digimon Adventure 02, team leader Davis is convinced that all of his friends have been captured and will be mauled by a rampaging Digimon unless he gets down on his knees and begs for mercy. Oddly for a kids show, Davis complies immediately and without embarrassment and is never judged for it - on the contrary, it's Davis' immunity to pandering or attacks on his personal pride when more important things are at stake that allows him to save everyone in the final battle of the series.
* Digimon Adventure 02 the characters get blasted into another dimension that makes wishes into reality. When they ask for more power they split off into all of their alternate forms. For example Davis is able to summon Veemon, Flamedramon, Raidramon, Exveemon, Paildramon, and Imperialdramon in both dragon and fighter modes all at once where in a regular battle Veemon would only be able to transform into one of the above. Multiply this by the 6 main characters and they form a small army.
* Digimon Adventure 02: The Digimon Emperor goes into the Dark Whirlpool or something like that and extracts data from Devimon, who was destroyed by Angemon in Season 1. While good Digimon are reborn whenever destroyed, it appears the evil Digimon go here.
* Digimon Adventure 02, the Digital Kaiser/Emperor was armed with a riding crop, which he frequently used on his partner (Wormmon) and other mind-controlled minions. It wasn't particularly effective in fighting Takeru/T.K.
* Digimon Adventure 02) The English and Spaniard dubs renamed her Rosa, and the Latin American dub Guadalupe (a stereotypical Mexican girl name if there is one). In the English dub of the same arc, the Australian boy Dingo becomes Derek.
* Digimon Adventure 02 the few times Kari has access to Angewomon, Angewomon carries Kari in this fashion when getting around. Previously when Kari was smaller Angewomon would hold Kari under her arm or Kari would ride Angewomon's back.
* Digimon Adventure 02, the partner Digimon are almost only ever seen eating sweets and junk food.
* Digimon Adventure 02: The Story We Never Told. And thus this fan fiction is born.
* Digimon Adventure 02: The Story We Never Told is broken up into several arcs: the Digimon Emperor arc (Chapters 1-18), the Spire-Born arc (Chapters 19-30), the Regaining The Crests arc (Chapters 31-41), the Dark World arc (Chapters 42-51), the Digimon World Tour arc (Chapters 52-58), the Invasion of the Deep Ones arc (Chapters 59-61), and the Secrets Uncovered arc (Chapters 62-70).
* Digimon Adventure 02: The Story We Never Told, this is how the Emperor makes his debut to Davis in chapter 2.
* Digimon Adventure 02, the three new characters, Davis, Cody, and Yolei, each get a new set of clothing whenever they appear in the Digital World. This never happened to the original eight from the previous series, and it does, in fact, confuse them. When they go to the Digital World, they're always shown keeping whatever they happened to be wearing that day... until the end of the Digimon Emperor arc, where T.K. and Kari get new outfits for summer, but the Digital World always magically puts them in their spring/fall outfits they wore at the beginning of the series. This happens to Ken, too, where he's always changed into his school uniform.
* Digimon Adventure 02, they go around the world in this manner, dealing with the global outbreak of Digimon appearances. (Subverted somewhat in that each group teams up with regional Digidestined.)
* Digimon Adventure 02. They involve Ken and several other local children being abducted and Ken's teammates (most of whom are between the ages of eight and eleven) chasing the villains' truck overnight to rescue them. The episodes are still available as part of the season DVD set and on streaming services.
* Digimon Adventure 02, this is how Ken discovers that his new kitten is male.
* Digimon Adventure 02, though accompanied by a light blush this time — from both of them.
* Digimon Adventure 02 TK maintains a blog, and is in regular contact with his Digidestined colleagues who live all over the world.
* Digimon Adventure 02, uses an illusion mist attack that places the Chosen

Children in worlds where their greatest dreams came true: TK sees his family together and happy, Kari is in a world where humans and Digimon coexist happily, Cody is reunited with his deceased father, and Yolei is an only child with all the perks including a large number of sweets. On the flip side, Ken, who suffers from insane guilt for his actions as the Digimon Emperor, sees his Emperor self being tortured by the Digimon he abused. It takes their Digimon partners to snap their respective humans out of their illusions. Incidentally, the only child who wasn't affected was Davis, who has no serious desires or problems with his life, much to MaloMyotismon's surprise.
* Digimon Adventure 02: V-mon does incredibly silly things with chocolate eggs, spontaneously spawning the other partner Digimon to pose as a team.
* Digimon Adventure 02 was a female character. Oddly enough, they frequently referred to her as "Daisuke", even though that's technically a male name (but many of the authors shorten it to "Dai" to make it more feminine).
* Digimon Adventure 02, wears a purple bandana and he wields a machine gun that shoots lightning. He has a human form which is a grey-skinned man with one eye and sharp teeth, carries a cane and wears a blue mantle and blue hat.
* Digimon Adventure 02, when Greymon and Angemon fight a trio of digimon at Versailles Palace in France, who smash through a window to take the fight outside, causing TK's grandpa to cry "Hey, use the door next time!"
* Digimon Adventure 02 when Yolei/Miyako teasingly suggests to Davis/Daisuke that Kari/Hikari and TK/Takeru are out on a date when both were not present in a group meeting. It turns out that both weren't even at the same place, with the former hanging out with her Digimon and the latter napping.
* Digimon Adventure 02, while Arukenimon is quite tall in her human form, her (non-romantic, though he sure would like to be) partner Mummymon significantly towers over her. The height difference shrinks somewhat when they're in Digimon form, although Mummymon still has at least a head over her. Also since they are older than in the previous series T.K. is now this to Kari.
* Digimon Adventure 02 who just wants to impress a girl he has a crush on.
* Digimon Adventure 02 with the Dark Ocean, Kari is at one point inside a tunnel when part of the ceiling collpases. The bricks that fall are a shade lighter than the ones that don't.
* Digimon Adventure 02, Wormmon still stood back and and did nothing while Ken enslaved and tortured countless innocent Digimon. In "United We Stand," he states outright that because of this, he's just as guilty for the Emperor fiasco as Ken himself.
* Digimon Adventure 02 would have thought twice about leaving them all in plain sight and in the same city. Then again, they never counted on anyone wanting to destroy them, much less capable of doing so.
* Digimon Adventure: (2020) features a round of this between Etemon and Volcamon.
* Digimon Adventure: (2020) has Digivolutions mostly take place in real time instead of using stock footage (with the exception of Agumon from episode 4 on). In the very first episode, Agumon stops his enemy's attack mid-Digivolution and completes the transformation to Greymon while restraining the enemy at the same time.
* Digimon Adventure: (2020). Notably, this gives it power comparable to the villains of the next few arcs.
* Digimon Adventure: (2020) that takes creative liberties with the original while also requiring new viewers to have knowledge of the previous incarnations of the franchise.
* Digimon Adventure: (2020) updates the setting to 2020 instead of 1999, which means smartphones are everywhere and Izzy's signature laptop now doubles as a tablet.
* Digimon Adventure: (2020), WereGarurumon is able to upgrade to Sagittarius Mode, which gives him eight detachable mechanical wings that can become many other things including laser-blades.
* Digimon Adventure. After being called out on it as to if she even cares about her friends...

* Digimon Adventure: A guy with a beer sees a couple of giant Digimon fighting...and simply laments that he's wasted his life.
* Digimon Adventure. Amusingly inverted in one dub that mistook Iori/Cody for a girl and dubbed him as such.
* Digimon Adventure and flee. If he'd attacked as soon as he saw them he might have won then and there, but...
* Digimon Adventure and used mainly for combat (called "Fighter Mode"), while the other was a quadruped with a domed glass-like shield on its back which it could carry passengers in.
* Digimon Adventure and wants to go out and play soccer and her mother wants her to be a "proper" young lady, stay in and learn flower arranging. As such, Sora came to believe her mother was disappointed in her and didn't like her (hence the angst).
* Digimon Adventure and were sent to find the Eighth Digidestined, but they ended up liking Earth so much they turned on him. They get imprisoned by Miyotismon for their disobedience.
* Digimon Adventure, Angemon and Angewomon make absolutely sure that Myotismon has no remorse for any of his evil deeds before killing him.
* Digimon Adventure, Angemon's first appearance has him put all of his power, along with much of the other Digimon's power, into one attack to destroy Devimon. It works… and Angemon is immediately reincarnated as a Digi-Egg, though Patamon doesn't reach that stage again for almost thirty episodes.
* Digimon Adventure. Angemon's "Hand of Fate" is his hand glowing with divine light which he proceeds to punch at the enemy. Angewomon has "Heaven's Charm" which works very much the same way.
* Digimon Adventure attack that Mugenmon assumed had missed. Wargreymon charged straight through Mugenmon without leaving a visible scratch and reverted to Koromon on the other side. Queue Mugenmon taunting the uselessness of the attack, followed by promptly falling into several pieces. As the dub put it:
* Digimon Adventure believed he had killed the DigiDestined by burning down the beach hut they had been hiding in, he remarks:
* Digimon Adventure both featured fights between Angewomon and (two different) LadyDevimon near their respective climaxes. Much hairpulling and slapping ensued.
* Digimon Adventure bringing them front-and-center. Gennai does a good job rebuilding the Masquerade on a worldwide scale the first time, but the kids are met with considerably less success when they try to re-pull the wool over their parent's eyes (they try, but their parents have better memories than they think).
* Digimon Adventure by DemiDevimon as TK saw Tokomon strike (not knowing that DemiDevimon started it) and abandoned him along with his crest and digivice.
* Digimon Adventure by, sensibly, running to the side. When it it actually start chasing them, though, the trope promptly kicks in full force. Later, in Episode 49, it shows up again as they are fleeing a balled-up Waru Monzaemon.
* Digimon Adventure canon the Digital World is made from computer data and the dreams of children.
* Digimon Adventure: Cards of the seven (at the time) partner Digimon pile up before reforming into a picture of their evolved forms posing as a team.
* Digimon Adventure: Cherrymon tries to prey on Matt's feelings of insecurity to get him into a fight against Tai, so as to get WarGreymon and MetalGarurumon to hopefully kill each other. While it ultimately failed, the aftermath of that battle did cause the group´to temporarily split up.
* Digimon Adventure, complete with raunchy noises taken out of the English dub (Digi-Sludge!).
* Digimon Adventure cooking and once mentioned his favorite toppings for eggs being mustard and jelly beans. Mimi and her family also have very unusual tastes in food too, such as kimchi fried rice topped with whipped cream and strawberries, eggs with maple syrup, and asparagus topped with whipped cream and jelly beans.
* Digimon Adventure could count as an example of this, since the summoners were "totally blind that [these guys are] going to need a lot of training to be useful."
* Digimon Adventure, Datamon captures Sora and soon afterwards makes a copy of her to use against Etemon, thinking Biyomon will fight for him.

* Digimon Adventure: Dave Guerrie, a post-production coordinator, voiced several characters throughout the show, most notably Machinedramon.
* Digimon Adventure, develops a second face in his lower abdomen, and this proves to be his weak spot.
* Digimon Adventure) did a lot of compressing of the 54 episode series into 5 books. Fillers (and some non-fillers) are skipped or compressed to a one page recap and some alterations are made to combine events. The adaptation of season 2 manages to compress the 50 episode series into two volumes.
* Digimon Adventure did this a lot. One of the more notorious examples is from early on, with Matt saying "We're caught between a rock and two sets of teeth!" both before and after the commercial break.
* Digimon Adventure digimon to reach Mega Level among the eight Chosen children. However, before said highest evolution, their younger siblings' partner Digimon were by far the strongest and the most effective against the villains. This is because Kari and TK's Digimon were Angelic in nature and naturally effective against evil and wicked Digimon.
* Digimon Adventure does this to the Chosen Children; the good news is that there's an eighth child, whose Digimon can help the kids defeat Myotismon. The bad news? Myotismon knows about this Eighth Child and is going to Earth to kill them!
* Digimon Adventure, during the final battle against Piedmon and his army of Vilemon, a few Vilemon chance some small digimon (Otamamon and Gekomon) as they all go off screen. Then the Vilemon run back on screen, chased by three much larger digimon.
* Digimon Adventure, each of the 7, (and later 8) chosen had their own partner Digimon, Virtue, Color and Element. They also all paired up with each other nicely, (Tai/Matt, Sora/Mimi, Izzy/Joe, TK/Kari)
* Digimon Adventure episode 21 was directed by Mamoru Hosoda, who made the first two Digimon films. The quality of the artwork was considered by many to be a huge improvement, but Hosoda only directed one episode due to creative differences between his style and the style of the series as a whole.
* Digimon Adventure episode "Princess Karaoke", ShogunGekomon is incorrectly referred to as Shogunmon. The French dub, which dubbed over the US, corrects his name to ShogunGekomon.
* Digimon Adventure, Etemon's base is an upside-down pyramid, which connects to an underground octahedron (think two pyramids connected at their bases).
* Digimon Adventure. Even if he compresses his hair under a helmet, his helmet hair will go back to its original shape like nothing.
* Digimon Adventure falls into this rather frequently. Near the end, she had a nervous breakdown about how she feels like she couldn't live up to everyone's expectations of her achieving this role.
* Digimon Adventure fight over leadership, thinking of responsible things like how they will get food, what best course of action to take, and how to keep the group together. Tai later matures up later in the season as well.
* Digimon Adventure for the first quarter of the season. When he's defeated, he reveals that there are other, more powerful enemies out there, and gloats at how the heroes only barely defeated him.
* Digimon Adventure from Koushirou that allowed him to see dimensional distortions, retroactively giving him useful goggles before Takato's.
* Digimon Adventure Gerry Meza), Matt and Agumon (Uraz Huerta), and T.K. and Biyomon (Lupita Leal).
* Digimon Adventure has a more serious example. Gabumon take his coat off to keep an unconscious Matt warm. When Matt wakes up Gabumon quickly grabs his coat and puts it back on. Followed by Matt saying "I didn't know you could do that." Justified, in that Gabumon is actually a reptile, wearing fur from his evolved form, Garurumon.
* Digimon Adventure has four such atrociously bad singers: Tai, Joe, Gomamon, and Agumon. They try to wake up a sleeping Digimon with their singing and are absolute and hilarious FAIL.
* Digimon Adventure has the characters split into teams and play shiritori with

song lyrics.
* Digimon Adventure has Wizardmon. All we ever learn is that he used to be a loner until one day he collapsed in a desert and was given water by Gatomon, which lead to him joining Myotismon in order to stay by her side, but that's it. A CD Drama set before the series just raises more questions - it reveals that he isn't a native of the Digital World, but never explains just WHERE he's from or HOW he got to the Digital World in the first place.
* Digimon Adventure) have left their mark on him. The latter of which may cause him to go violent if there is the threat of his friends getting hurt.
* Digimon Adventure", he gets mad... because he's insulted that she called him short.
* Digimon Adventure, he was dubbed as one that put the entire rest of the series put together to shame.
* Digimon Adventure: Hikari/Kari and Tailmon/Gatomon. Kari should've joined at the beginning with the other Digidestined, but was sick and missed the event when they all got sucked in together. As a result, her partner was abducted and raised by one of the later villains.
* Digimon Adventure his past really like? Where did he get his truckload of powers? What is it that makes him different from most Digimon? What was his relationship with Tailmon like?
* Digimon Adventure: In the last story arc, the Digital World is transformed into a huge pyramid with four distinct biome strips — ocean, forest, city and wasteland — twisted in a spiraling shape.
* Digimon Adventure Inverts this with Izzy. His curiosity drives him to acquire knowledge and understand the digital world, and when he has that stolen he becomes a zombie until his partner snaps him out of it.
* Digimon Adventure is a blue-and-white werewolf in spiky clothing. He is an inversion of the "classic" werewolf; he is the evolved form of Garurumon, and since Garurumon regularly powers up by evolving into Were-Garurumon, we have a wolf that becomes a werewolf, as opposed to a man becoming a werewolf. Then everything gets thrown out when Were-Garurumon's evolution is Metal Garurumon, a robot form of Garurumon. Metal Garurumon X on the other hand retains the werewolf shape under the armor.
* Digimon Adventure is a single life-form created from the collective data of all Digimon who died in failed attempts to evolve.
* Digimon Adventure is August 1. The fandom hails that day, therefore, as "DigiDay".
* Digimon Adventure is notorious for this trope, though it is far more common in the English dub than in the original Japanese.
* Digimon Adventure is one of the physically weakest Mega levels of all, but his special skills means he's able to keep pace with the physical powerhouse Wargreymon and even take control of him. Note, that he's only weak for his level, he'd beat most ultimates physically.
* Digimon Adventure: Last Evolution Kizuna makes it a lot more personal; because the group has grown up and quickly approaching adulthood, the spark that powered their Digivices when they were kids is starting to fade and in turn, their partnership with their Digimon will soon end. With a new Digimon going around and assaulting new DigiDestined, the group only has a limited time to stop them before they can't do anything to help. And every Digivolution only shortens the time they have left...
* Digimon Adventure: Last Evolution Kizuna says that it's still canon.
* Digimon Adventure: Last Evolution Kizuna that disregards the film entirely.
* Digimon Adventure: Last Evolution Kizuna, when Taichi takes Agumon to his apartment, the latter sniffed instantly them out from under his bed. Fortunately, as a Digimon Agumon wouldn't actually know about these things, but still...
* Digimon Adventure: Last Evolution Kizuna, which went directly against one of the rules he'd established for that continuity; that being anyone can have a Digimon, regardless of age.
* Digimon Adventure, Leomon gets up and impales that crack... then collapses and

dies.
* Digimon Adventure — HolyAngemon didn't debut until 3 episodes before the end!).
* Digimon Adventure means most female Digimon are gonna end up like this at some point.
* Digimon Adventure, met his destruction was called "Piedmon's Last Jest". Of course, these examples could be considered inversions as they were able to successfully deal with the heroes only to be defeated when one of the members unlocked their digimon's newest evolution, thus giving them the strength to overpower the villains — in Piedmon's case, it was when Angemon was able to digivolve into his Ultimate form.
* Digimon Adventure movie makes a remark about Koromon's breath after he kisses him.
* Digimon Adventure, Myotismon creates a fog barrier that turns people around when they try to escape the city.
* Digimon Adventure, named Excalibur. His evolved form Seraphimon can also form one in a similar manner.
* Digimon Adventure offers a more literal example halfway through the season.
* Digimon Adventure) or just being nice with each other (Jou can easily raise his rank with the others during an early episode). Everyone starts at Rank 1, except Yamato and Takeru who start at Rank 3 due to being brothers.
* Digimon Adventure, Palmon's Ultimate digivolution, Lillymon, has vines growing out from under her flower-like hat that look like hair.
* Digimon Adventure", Piximon's training regimen for the Digidestined and their Digimon partners is to have them scrub every floor in his dojo and to refuse to give them anything to eat until they do so.
* Digimon Adventure reached their current forms. He is filled with their combined pain and misery and wishes to wreak misery on the entire world — both of them — because... misery really does love company, apparently.
* Digimon Adventure revealed that there was a group of Digidestined that saved the Digital World far before Tai and company came to the Digital World. To this day, not another word has been mentioned of them. Speculation of who they were continues to this day.
* Digimon Adventure says this in a throwaway line. Like a lot of stuff in the dub, it sort of disappears into the ether after that.
* Digimon Adventure second ending, "Keep On", showcases all eight of the original Chosen Children/DigiDestined and their respective partners' forms. The first episode this is used in is episode 27, meaning the ending spoiled four Perfect/Ultimate levels, Hikari/Kari being the Eighth Child, Tailmon/Gatomon being her partner, and the existence of the then brand-new Ultimate/Mega level.
* Digimon Adventure series, they ran into a bunch of payphones and, overjoyed, desperately tried to call their homes. Unfortunately, when they tried, all they got were a variety of non-sequiturs from the operators, including "The number you are currently dialing exists only in your imagination" and a weather forecast of "partly cloudy with a slight chance of ice cream".
* Digimon Adventure, she states "It's the first time I've used flour to make a cake", when Izzy asks if he's put in enough. It gets burnt in the microwave, anyway.
* Digimon Adventure: Shows up in the Digital World when Jou briefly skids offscreen in Episode 11, hitting what is presumably a cat-like In-Training/Baby II stage digimon.
* Digimon Adventure's Metal Garurumon used Ice Wolf Bite, an attack spamming freezing missiles, and cool (no pun intended) enough to be featured in his transformation sequence.
* Digimon Adventure, so to travel, Sora generally has to dangle from one of her legs. Garudamon, while not constantly on fire, has an attack that briefly encases her in flames, so Sora generally tends to get a ride with another Digidestined while Garudamon's in battle, like Izzy and MegaKabuterimon.
* Digimon Adventure. Tai and Izzy rush into a room to save Mimi who has just been

carried off. Sora notices Mimi's dress on the floor and calls for them not to go in there. Naturally, they catch Mimi in the bath and get hit with various bath oil bottles.
* Digimon Adventure, Tai gets tickled by his teacher after remarking that he could be an evil Digimon
* Digimon Adventure, Tai Kamiya is a soccer player who apparently doesn't play much else. He was rather prone to mixed sporting metaphors, such as "Bases loaded, two outs! And we need a slam dunk!"
* Digimon Adventure that had already wiped out the rest of the team combined (Against which his partner's holy powers are significantly useful).
* Digimon Adventure: The Dark Masters warp the Digital World to their liking, forming the Spiral Mountain, consisting of four sections, one for each Dark Master to rule according to their environmental preference. As a consequence, previous locations in the Digital World got destroyed, such as Primary Village, the place where Digimon are born.
* Digimon Adventure: The Digidestined nearly do this at the end, not wanting to be separated from their Digimon but are ultimately convinced to go back. Luckily the separation doesn't last long.
* Digimon Adventure, the digievolution is distorted and Greymon becomes the evil SkullGreymon.
* Digimon Adventure the first few seasons the new members only fought mind control victims (that they freed) and artificial control spire enemies which they had no problems destroying since they weren't real. Towards the end of the series, all three of the new recruits this season are forced to kill at least one real enemy, which shakes them up.
* Digimon Adventure, their Mega forms are an angel in blue armor and a dragon with pink fur respectively. On the human side, we have Tai who wears a blue shirt and Mimi who wears a pink hat and even dyes her hair pink in the sequel show. Tai's little sister Kari also has some pink in most of her clothing.
* Digimon Adventure, the kids need to figure out that the traits which powered their Digimon were part of them all along and they didn't need the Crests in the first place.
* Digimon Adventure the "PiBook" in fandom. Averted in the short Anime Movies, which all use real computers running a Windows 95 variant and are accurately branded as such.
* Digimon Adventure, there were several instances in which Gomamon's Marching Fishes technique could have come in handy, especially since he was seen in the first episode carrying the entire group down a river on the fishes.
* Digimon Adventure. The wacky weather is worldwide during the season — in addition to the August snowstorm in the first episode, there is also extremely dry conditions in Southeast Asia (where it would normally be monsoon season) and more snow in the US.
* Digimon Adventure, the youngest of the Digidestined, whenever he needed him.
* Digimon Adventure, this is done again (this time in the "real" real world, where Seasons 1 and 2 were a TV show). But again, at the end, it's hinted that this isn't permanent.
* Digimon Adventure, this is played with. Wizardmon successfully lies that he is going to relieve Bakemon, and talks him into handing over the key to Myotismon's coffin.
* Digimon Adventure, though they're both good guys, and nobody ever comments on their mouths (which they can still stretch open). There is also no mutilation involved, as this is their natural form, which certainly takes most of the horror away.
* Digimon Adventure, time originally passed very quickly in the Digital World meaning that the gang could spend several decades (or maybe centuries, Izzy calculated it in the last episode) in the Digital World while only a month or two would pass in our world. However, time in the two worlds were synchronized after the final boss was destroyed.
* Digimon Adventure to glow, evolving Ikkakumon into Zudomon and saving both of

them.
* Digimon Adventure to not only reassemble themselves after he digitized them but allow their Digimon to Digivolve to their strongest forms without their crests.
* Digimon Adventure to separate during the Dark Masters arc (during which one of the split groups was briefly split even further when Mugendramon blew up a skyscraper on them, casting them into different parts of the city's sewers) and don't completely regroup until the absolute last minute.
* Digimon Adventure to the new heroes, but with the exception of the two youngest, they make a big point of not participating in the struggle. The big justification here has more to do with the fact that they're simply too busy to do so now that life is catching up to them; hell, Mimi doesn't even live in Japan anymore.
* Digimon Adventure to the rescue, as they form a force field to contain the explosion.
* Digimon Adventure. Toward the end of the show, his status is lampshaded, with Leomon pointing out that Devimon was nothing compared to the threats that the heroes have faced since. And considering how Devimon is a Champion level Digimon, and everyone faced after him was either Ultimate or Mega level, he's right.
* Digimon Adventure). To wit, he is seen putting himself protectively in front of Hikari (episode 3), seemed angry at himself for accidentally leaving her stranded in the Digital World (episode 7), and doggedly searched for her when she was taken by the Dark Ocean (episode 13).
* Digimon Adventure tri. against Digimon running rampant, Mimi impulsively decides to fight a rampaging Ogremon in front of the press, hoping to prove to the world that not all Digimon are bad. Unfortunately, during the fight, Togemon accidentally shoots down a news helicopter, which only ends up making public opinion against Digimon even worse.
* Digimon Adventure tri., but conventional military forces against a fifty-foot tall thing?
* Digimon Adventure tri., due to the anvilicious nature of their reveal.
* Digimon Adventure tri. government task force that recognizes the Digidestined's role in the crises, and are willing to give a helping hand.
* Digimon Adventure tri.: Meiko and Meicoomon. Unlike all the others, the series is only one-sixth of the way done by the time they're officially inducted, but the fact that the other eight have been a team for more than half a decade makes up for it.
* Digimon Adventure tri.'s announcement to celebrate the fifteenth anniversary of the franchise excited numerous longtime Digimon fans. The release of the first movie (or first four episodes) not only earned a lot of money, but it was favorably received by the fandom. Many fans are looking forward to future movies.
* Digimon Adventure tri.: Since the first three films are astoundingly tight-lipped on just what the hell is going on, in the fourth the Mysterious Man and Hackmon take turns explaining things, the former as he's trying to kill the main characters.
* Digimon Adventure, Vademon summons a planet (complete with rings) to keep AtlurKabuterimon (MegaKabuterimon) away. The insect Digimon promptly blows it up.
* Digimon Adventure was when Tai tried to force Greymon to reach Ultimate level so he could defeat Etemon resulting in Agumon digivolving into his corrupted Ultimate form, SkullGreymon.
* Digimon Adventure was written so that it could end cleanly after 13 episodes. It didn't have to, and ultimately ran to 54 episodes, and seven more seasons followed after that.
* Digimon Adventure watching the other three get obliterated one-by-one. And that's not taking Myotismon, Etemon and Devimon into account.
* Digimon Adventure, we had Tai and Matt's big and spiky hairs. Amusingly in the dub, their hair is often made fun of both by the other Digidestined and each other. (The original never made fun on their ridiculous hairstyles.)
* Digimon Adventure, when DemiDevimon tells him that Garurumon digivolved to WereGarurumon.
* Digimon Adventure when she stares down three Garbagemon without flinching.

* Digimon Adventure, when the very climactic battle against Myotismon takes place on top of Fuji TV Headquarters (known for its unique design by the architect Kenzo Tange) but neither the building nor its massive metal ball is (seriously) harmed. Incidentally or not, Fuji TV is the channel that broadcasts Digimon in Japan.
* Digimon Adventure where he had mostly been a total ass, Tai offered Izzy, who had been the main target of Tai's aggression, a free shot as a way of apologizing. Izzy shook his head and explained that he understood what Tai was going through and that there was no need for violence, leading to Izzy's not-so-forgiving companions offering to do it for him.
* Digimon Adventure where Tentomon tells Izzy that his Mother is "very pretty for a human".
* Digimon Adventure", where Vademon tells Izzy that his curiosity makes him greedy and will have him sent to Hell ("a very unpleasant place", he says).
* Digimon Adventure: While she is not short by any means Angemon is this to Angewomon. Also reversing the role Kari is this to T.K..
* Digimon. After the Tamers see first hand what its like to have a sympathetic Digimon die, they start to find violence repulsive. This point is driven home by Meggidomon.
* Digimon: Agumon and Palmon are involved in a Digimon pyramid with other Digimon. In this case, they were forced to do it by Nanimon.
* Digimon, Agumon and Tentomon have this to say after getting their butts handed to them by Infermon:
* Digimon aired. The fandom also started thriving and becoming active due to people who hadn't engaged with the fandom since they were kids coming back in droves.
* Digimon, although behind the scenes he had in fact been developed with his anime counterpart simultaneously.
* Digimon and compared to Pumpkinmon is tall, goes well-dressed, has wings, and is more pleasant company. NoblePumpkinmon is in the possession of a staff with which they can conjure up pumpkin dishes.
* Digimon, and from then on, episodes are narrated by one of the previous year's characters!
* Digimon, a number of Digimon, including WarGreymon X, MetalGarurumon X and Dukemon X battle a never-ending swarm of Death-X-DORUguremon even as the Digital World falls apart.
* Digimon (Apocalymon, D-Reaper), your vampires (Myotismon), your phoenixes (Birdramon, Xiuqiaomon)...yeah, something for everybody. Even snowmen like Frigimon.
* Digimon are generally the ones whose partner Digimon reach one evolution level higher than the rest of the group. However, there are notable subversions and outright aversions in certain cases.
* Digimon are headstrong leaders, although Takato is usually a levelheaded leader, and Taichi and Daisuke both show elements of charismatic leaders.
* Digimon (at least the first two seasons) end this way. Season 1 was particularly bad about it.
* Digimon Battle Spirit expanded version. If you get to Milleniumon and beat him without losing once, it'll transform into ZeedMilleniumon.
* Digimon Battle Spirit setting, Sukamon's is an ice rink and Milleniumon's is some kind of industrial complex.
* Digimon: Children of Time and destroyed the facility where they were manufactured.
* Digimon: Children of Time, during his third year of high school, Tai suffered a leg injury during a soccer game that ruined his chances of going pro. By the time of the fic, his leg is still damaged, to the extent that the simple act of running is somewhat painful for him.
* Digimon: Children of Time, Ryo Akiyama is the heir to a yakuza group, and Rika's grandmother Seiko was once a mob wife.
* Digimon clone" and many don't even know there was anything outside of the first two anime.
* Digimon come to life. The children's game cards, when scanned through their

Digivices, would have real effects, too.
* Digimon craze. While it never matched Tamagotchi at the height of its popularity, Digimon did enjoy more longevity.
* Digimon Data Squad about the relationship, both because of the class difference and the fact that they never married and made it very clear she considered Tohma to be only partially a Norstein.
* Digimon Data Squad Digimon turn into eggs as well, but Kurata is revealed to have created a weapon capable of corrupting a Digimon's data, so that the Digimon dies permanently.
* Digimon Data Squad. Gaomon and Agumon get jetpacks as part of their evolutions to Machgaogamon and Rizegreymon, respectively. The former gets the jet part at the ends of the wings, while the latter has jets as part of the wings (and point away from his tail).
* Digimon Data Squad had a huge revolver arm transformed from his Rookie form's wrist straps.
* Digimon Data Squad' human partner. He attacks wildly until he finally runs out of power and reconfigures, reverting to an egg.
* Digimon Data Squad: Ikuto/Keenan & Falcomon, a wild child the core trio meets when they enter the digital world. It takes some time to get him to acknowledge them.
* Digimon Data Squad involves a variant of this, in that instead of the two just knocking eachother out their fight lasted until both collapsed from exhaustion.
* Digimon Data Squad, Kurata had two of these reactions, once when the DATS members regained their memories of their Digimon partners and managed to destroy another one of his Gizumon, and again when Ikuto got Falcomon to Warp Digivolve to Ravemon and injure Belphemon.
* Digimon Data Squad, Marcus' emotion get the better of him, too, forcing ShineGreymon to enter ruin mode.
* Digimon Data Squad: Marcus/Masaru stays behind in the Digital world with Agumon, even after the gate gets closed, presumably forever.
* Digimon Data Squad Men in Black lack the Black. Seriously, everyone in DATS wears brightly colored uniforms.
* Digimon Data Squad once they reach the top), but it's still awesome.
* Digimon Data Squad: The Digital World's sky is dotted with floating rocks and sometimes has electronic textures on it.
* Digimon Data Squad. This occurred during ShineGreymon's battle with MirageGaogamon when Marcus' dark emotions, fueled by his belief that his friend Thomas turned on them and joined Kurata, caused ShineGreymon to go through Burst Digivolution. ShineGreymon Ruin Mode went out of control until it regressed back to Koromon's Digi-Egg.
* Digimon Digital Card Battle. Funny thing is, his mask conceals his eyes behind a yellow film, so the eye popped out through the film. Lest the kids sleep tonight.
* Digimon - Dolphmon possesses advanced intelligence, but its form of thought is too complex for a normal person to understand.
* Digimon embody this trope, most notably Beelzemon, in both his blast mode and Xros Wars incarnation.
* Digimon finally brought this usage of the trope to a rest - all fusion and digivolution sequences are traditionally animated - and overall does a better job in avoiding it, with it only noticeably appearing in the first episode.
* Digimon franchise: All the lead characters have brown hair and brown eyes.
* Digimon franchise, when their human partner is in danger or everything seems hopeless against the enemy, one of the most notable examples is Gatomon becomes Angewomon for the first time after Myotismon kills her best friend Wizardmon.
* Digimon Frontier about what just what it is that makes it so hard on Kouji alone. Adding to this, Kouji and Kouichi most likely go through the most painful transformations of them all. This may be because the Beast Spirits bend their bones, flesh, and bodies to match their evolution. Everyone else is rather human-shaped while these two have to suffer a complete bone re-structure.
* Digimon Frontier also did this, but with a twist; they summoned a bunch of kids

but only kept around the handful that actually got some results.
* Digimon Frontier, AncientWisemon has an attack called Laplace's Demon that allowed him to rewrite the past and future by editing the akashic records.
* Digimon Frontier, as they were the only ones to get the top-dollar armor-up action figures. (Kouichi had one planned, but it was cancelled, leading to him making a few major appearances and then quickly dropping off in importance.)
* Digimon Frontier: A variant - at one point, JP gets pinched in the butt by a crab.
* Digimon Frontier carries around the "Monoshiri Book", literally "The Book of Knowledge", which has all the knowledge of the Digital World in it. However, it doesn't have data on things that have never existed before (including the final forms of the heroes and villain), and Bokomon makes it his life mission to add the missing information based on his travels with the Chosen Children.
* Digimon Frontier, episode 10 ends with a dedication to Maurizio Romano, Agunimon's first voice actor who died during production, as that was the last episode he was in.
* Digimon Frontier, eyelash difference is the only distinguishing feature between male and female KaratsukiNumemon.
* Digimon Frontier fanfic on Fanfiction.net where Takuya and the others, celebrating their one-year anniversary of their victory over Lucemon, decide to pull some prank calls on hapless citizens.
* Digimon Frontier has an episode like this. All of the kids, Neemon, and a villian each get onto a train. The episode proceedes as a big battle, with only Takuya completing the race.
* Digimon Frontier has Cherubimon acting as the main antagonist for the majority of the series, then Lucemon shows up.
* Digimon Frontier has Dynasmon and Crusadermon converting huge areas of the Digital World to raw data and feeding it to Lucemon. By the time they're done, all that's left are a planet-sized web of train tacks and tiny floating islets. Defeating Lucemon once and for all allows the Digital World to be fully purified and restored to an intact state.
* Digimon Frontier has had large chunks taken out of it by Digimon that were corrupted by Cherubimon, though the pieces that are still intact remain where they were. The Royal Knights arc sees the remaining areas destroyed until the Digital World is just so many floating bits of ground with railroad tracks running between them.
* Digimon Frontier. However, hitting things with her butt rarely did her much good.
* Digimon Frontier is historically (and has since continued being, save the below example) pretty good at avoiding filler or at least giving it tangential relevance.
* Digimon Frontier is the holder of the Spirits of Wind. Her Digimon forms, Kazemon (Fairymon) and Zephyrmon (Shutumon), use wind-based attacks.
* Digimon Frontier, it doesn't even have the destructive impulses that took other characters up to three episodes to get under control. This is slightly more excusable with the other Wind warriors, as one of them is supposed to be human, another is supposed to be half-human, and the last has no real requirements — but each form distinctly fails in the "Monster" part of "Digital Monster".
* Digimon Frontier just creepy: you expect the Dark Trailmon that you meet in the Dark Terminal during a hallucination caused by Duskmon, the Warrior of Darkness, after he ambushed you and kicked your butt on the Dark Continent to be a little... dark.)
* Digimon Frontier: Koji and Zoe wear blue and pink in human form, and their Digimon forms are also decked out in blue and pink.
* Digimon Frontier, Lucemon beats the shit out of the heroes by piledriving them straight into conveniently-placed moons. Said moons promptly explode.
* Digimon Frontier, Mercuremon's "face" is just a mirror with lips painted on it. No nose. No eyes. Just a mouth.
* Digimon Frontier: Only those pure of heart answered Ophanimon's call, and all of them were children.
* Digimon Frontier: Pictures of the five heroes surrounded by hexagons flash around

before focusing on one, turning into a picture of the hero and his Human-spirit form posing with the logo.
* Digimon Frontier's aide, Sorcermon, causing them to comment that "he looks just like Wizardmon."
* Digimon Frontier sephirot that traps the heroes in its spheres, each housing a whole pocket dimension that Mercurymon has control over.
* Digimon Frontier states that he wishes to create a utopia through the destruction of both the digital and the real worlds.
* Digimon Frontier states that most all monsters are sub races of Digimon, save a few, from the start.
* Digimon Frontier, taken to ridiculous levels in a show that had not made a habit of it before.
* Digimon Frontier technique. His later form, MagnaGarurumon, also wields a laser blade stored in its chest compartment.
* Digimon Frontier than actual romantic involvement since this is the only time he ever does this.
* Digimon Frontier, the Digital World is converted by the villains into data code region by region (explaining the mising "chunks" whenever a map of the Digital World is displayed), and then fed to Lucemon at its core until he is finally free. And Lucemon isn't planning on stopping there; for the brief moment he reached the human world, everything starts getting converted into data, meaning Lucemon plans to devour them as well. Fortunately the heroes drag him back to the Digital World to finish him off. Only when Lucemon is defeated did the Digital World return to its normal state.
* Digimon Frontier the following series, has Koichi. His backstory has him falling down a long staircase after chasing after Koji, and notably skips over how he got from there to being in the Digital World. More than once, when everyone gets injured and the barcode effect that represents their data is revealed, Koichi alone doesn't have any. One of the villains taunts by breaking it to him that it's because he's only a spirit. Similar to Shibumi, it turns out he's only in a coma and connected to the Digital World via his hospital equipment and he awakens in the finale.
* Digimon Frontier, the kids find that their Japanese yen is not accepted in the digital world and the inhabitants consider it junk.
* Digimon Frontier), then rerun for a few years before the creation of Jetix finally gave it a more favorable timeslot.
* Digimon Frontier thing going for them, there's even an episode named "The Brothers Yin and Yang."
* Digimon Frontier). Things don't get cleared up until they discover Grumblemon wants nothing to do with them as the kids are dangling from a cliff.
* Digimon Frontier, though, it's pretty clear they weren't trying to realistically render defibrillation anyway...
* Digimon Frontier though, where he keeps the same VA as Agumon, Geo Greymon, Rize Greymon, and Shine Greymon.)
* Digimon Frontier: Trailmon Worm is a living Digimon train with the features of insects such as multiple eyes and a segmented body (serving as the "cars"). Beetlemon's Beast Hybrid Form, MetalKabuterimon mixes Beetlemon's humanoid beetle features with that of an army tank, with cannons in his hands and tracks instead of wheels.
* Digimon Frontier used his goggles once to protect his eyes from a sandstorm in the Digital World.
* Digimon Frontier we had Tommy/Tomoki, a crybaby 9 year old for the first few episodes before starting to stand up for himself as a fighter.
* Digimon Frontier, when Takuya and Koji are preparing to fight Cherubimon, Izumi offers to go on a date with one of them if they win. During the fight, Takuya is knocked unconscious and has a dream sequence where he and Izumi are in a park on the promised date. Izumi is sitting back against a tree trunk, and Takuya is resting his head in her lap.
* Digimon Frontier, which acts as this for both the heroes themselves and the Ten

Legendary Warriors.
* Digimon Frontier, who is in his most powerful Digimon form, BeoWulfmon. Koji manages to get out of the attack's area of effect but is still caught in the resulting explosion which reverts him to human form. If Koji were not in a Digimon form at the time, the explosion would likely have killed him.
* Digimon Frontier who was trapped in a coma and corrupted by darkness initially.
* Digimon Frontier with the Trailmon right after presenting the logo of the show.
* Digimon Fusion act more mature than most adults, and they're only 13.
* Digimon Fusion and dies in episode 3, it seemed as though the writers just wanted to cover the obligatory death as soon as possible and move onto other things.
* Digimon Fusion, and even in episodes where Beelzebumon didn't appear, one of his other roles would often be there anyway.
* Digimon Fusion: Ballistamon is a humanoid robotic Digimon who's modeled after hercules beetles.
* Digimon Fusion debuted first by around a fortnight, the anime was announced and presumably in production for months beforehand and the manga specifically adapts it, so it still qualifies for this trope.
* Digimon Fusion, episode 39, Kiriha suddenly remembers to return a Digimemory he borrowed from Taiki, and Taiki agrees. Except that the borrowing never happened, and Kiriha hands over a small explosive device that ruins Splashmon's impersonation of Taiki.
* Digimon Fusion episode "Danger Erupts" has the heroes ambushed by an army of BlueMeramon and RedMaramon while they're relaxing in a hot spring. The scene memorably had Angie running while holding her clothes over her body and screaming "SOMEBODY COOL THIS HOTHEAD DOWN!"
* Digimon Fusion had MadLeomon, who had a chainsaw arm in his "Armed Mode."
* Digimon Fusion had this, not just to show that they were in another world, but that they went from one section of the other world to another section, with the Island Zone having a pattern in the sky and the Sand Zone having three suns of different colors.
* Digimon Fusion has a number of floating islands to go with its hilly terrain and most are large enough to have waterfalls. The characters never go anywhere near these. The Disc Zone and Heaven Zone are also large floating landmasses. The Heaven Zone is a floating pastoral region whose central town is home to angel and fairy Digimon. The Disc Zone is a floating mountain embedded with discs that actually collapses due to Kiriha/Christopher fighting the Bagra Army so intensely.
* Digimon Fusion has GrandGeneramon, a Chimairamon-like mashup of the Seven Death Generals with a centauroid design created by DarkKnightmon.
* Digimon Fusion in the series, which is, much as you'd guess, visually represented by an X.
* Digimon Fusion starts with heroic Digimon from all five previous series appearing to Taiki/Mikey in a dream sequence.
* Digimon Fusion. Surprisingly enough, Shoutmon averted this by having no "evil" powered side.
* Digimon Fusion, Taiki's catchphrase eventually spreads to the rest of his friends. It's not used nearly as much in the dub version, but often enough that the rest of the cast can finish it for him in the finale:
* Digimon Fusion there's the digimemories which have the data of legendary Digimon, and can summon them to use their abilities. But they can only be used once for each zone.
* Digimon Fusion who is not aware that he is this. He is both exceedingly athletic and intelligent, and has engaged various sports like a pro. Further more he is capable of forming brilliant strategies within a flash of a second in the heat of battle.
* Digimon Fusion: Xros Heart certainly qualifies. They may start out as only a few members, but they sure gain lots of powerful allies fast, and aside from that, they are all badass. They definitely prove this shortly before Beelzemon joins them, when the entire army is willing to risk their lives to protect their enemy, who also holds a grudge against the Bagura Army. And even after Ba'almon's death, he is

reincarnated as Beelzemon, and is a dozen times more badass after that, and joins Xros Heart.
* Digimon game, odds are that you're wearing a pair of useless goggles.
* Digimon games, Hydramon is a colossal and agressive Hydra plant that terraform its territory as a poisonous swamp.
* Digimon: Gankoomon of the Royal Knights, according to supplemental materials, wanders the Digital World putting a stop to anything unusual, in-between mentoring the younger Hackmon. This makes it different from every other Royal Knight, who only ever show up when the Digital World's experiencing disaster, and as a result Gankoomon has a lot of friends all over. Gankoomon is working hard to pass on his title of knight to Hackman, for whatever reason.
* Digimon, general consensus holds that this applies to three specific series:
* Digimon, helped by society's prevalent late 90s/early 2000s nostalgia.
* Digimon, Hikari had no hopes of being the team's leader despite her older brother having the role and her higher experience than the new cast.
* Digimon. His horn fires at the monster, immediately replaced by another that does the same, until four horns zip at the enemy... and miss. Then, when the enemy isn't looking, the horns open up revealing guided missiles that immediately turn around and tag the enemy.
* Digimon. However, once each season got to its more serious points, most of this stopped and it was more faithfully adapted.
* Digimon. If you get hit with the fire throw items or get hit by Impmon's fireballs, you'll get your rear set on fire.
* Digimon in general are fairly immortal, as most of them merely turn into Digi-Eggs after death.
* Digimon. In one episode, Davis tries to trick Veemon into Digivolving, and he does it by having a huge group of Numemon and Redvegimon pile up on each other wearing a costume that they put together. It was kind of obvious that the costume was not very well-patched, and the Numemon's eyes were clearly visible in some spots.
* Digimon In several instances, the characters do actually use them. The problem is that nobody else seems to ever be bothered by whatever condition prompts the current goggle boy to wear them.
* Digimon-inspired scarecrow with a plush crow on its right arm, but the crow actually is its true form. It's name is a reference to the henohenomoheji face.
* Digimon. In the broader canon, most Digimon have a wide variety of forms to which they can evolve, generally not restricted to specific lines, and so pretty much any and every Digimon can be an example of this.
* Digimon, in the movie "Our War Game", Infermon is smart enough to attack Greymon and Kabuterimon before they can finish digivolving. Later in the movie, when he's already fighting WarGreymon and MetalGarurumon, he Digivolves to Diaboromon and immobilizes Patamon before he can Digivolve and give him someone else to have to fight.
* Digimon is also a virtual life form, but one of the "malware" variety, bent on deleting everything it sees as a threat.
* Digimon is destroyed, it usually either spontaneously bursts or slowly disintegrates into computer data, which is usually given the visible effect of dust particles.
* Digimon isn't interested. Neither of them is particularly crazy, and she's willing to tolerate him unless he gets too touchy-feely.
* Digimon is often using it in a not too direct example, but still. In the first series (and second, and pretty much any) the Digimon would only evolve when the Chosen Children proved their specific most remarkable trait like love or honesty.
* Digimon is one of many consequences of these wildly different places coexisting.
* Digimon is replete with characters that have at least one evolution that fits this. Go ahead and try to find a season that doesn't, I dare you.
* Digimon is set in a digital world that in later seasons is accessed by a computer. The titular Mons have magical powers and many are based off mythical beasts.

* Digimon is the only one to be seen, and has completely lost his memory and old personality.
* Digimon killed in the physical world cannot be reborn as Digieggs as their data is locked out of the digiworld where they would need to go to do so. However if Wizardmon is any indication they aren't forever lost either, as he lingers around in the area he died as a kind of digital "Ghost"
* Digimon known as the Jyorogumo (prostitute spider), a spider demon that poses as a beautiful woman, often a hooker, to lure unwary men to its lair to be eaten and/or fed to its young. Presumably its "breasts" are something it evolved as a form of aggressive mimicry.
* Digimon) made it appeal to young girls as well, and the surprisingly well-written story ensured a strong adult and teen following since practically the beginning. Despite being both kid-friendly (for the most part) and anime, it's usually not one to shy away from epic fights to the death either.
* Digimon made up of the robot parts of other cyborg Digimon, including Metalgreymon. Although it was the strongest Digimon at the time of its debut, it lacks any soul and is programmed with pure malice.
* Digimon: Many Digimon in the franchise are robotic-based with a few individuals standing out in the anime adaptations:
* Digimon met really were golems, though it needn't go for the whole species.
* Digimon movie has been compared to a minstrel show for its facial features.
* Digimon Next, Yuu has a heart condition in the real world, which disappears when he's in the Digital World, leading to him not wanting to go back because he's afraid of the heart surgery awaiting him. He grows out of it eventually.
* Digimon. Often times it's someone's partner Digimon (such as ShineGreymon), though there are a few notable exceptions (such as Azulongmon).
* Digimon. Okay, Maybe in some of the games, but none of the animes has that.
* Digimon only look like toys, such as Puppetmon, Monzaemon and ToyAgumon.
* Digimon Re: Adventure would heavily imply that yes, the Agumon from the movie and the show really are the same one.
* Digimon received positive reviews at first but reception became more negative as the movies went on.
* Digimon regarding what had happened in that very day and how it all felt too perfect to be just a simple coincidence, all the while he infiltrates the DSI's R&D Wing, his internal monologue eventually going:
* Digimon re:GENESIS can't walk away from someone who needs help. Their teammates are not always so eager.
* Digimon re:GENESIS: In the epilogue, the series ends with the Sovereigns choosing to fix the last thing they left broken, and revive the digimon. Maybe.
* Digimon Re: Tamers dying in said chapter reflects the fact the author felt dead inside while writing that chapter because of the influence of his grandfather's death throughout all of January and parts of February.
* Digimon Rumble Arena features energy bar that when fully charged up, allows a fully evolved Digimon to perform its most powerful move.
* Digimon Savers, Akihiro Kurata claimed to want to help Data Squad and his old friend Commander Sampson. He showed his true colors soon enough.
* Digimon Savers and announce their evolution, but Kamemon is just shy. So shy that everyone stares at him in shock when he finally speaks a full sentence, and he retreats into his shell. Which is cute, but the real hilarity is in the finale: Megumi and Miki take the PawnChessmon to sing karaoke... off-screen.
* Digimon Savers because DATS has memory-erasing technology and enough pull to spin the media. Where it gets ridiculous is when an army of Digimon invades Japan. Hundreds of thousands, if not millions of people see the army of giant monsters with their own eyes. The only mention it ever gets is that the city is seen rebuilding in later episodes.
* Digimon Savers: Captain Satsuma is never seen without his sunglasses. Ever.
* Digimon Savers from his appearance onward and certainly appears far more frequently than any other Burst Mode partner Digimon, not that that was too much of a change from the rest of the series up to that point. Similarly, BanchoLeomon

Burst Mode is pretty much normal BanchoLeomon set on fire, but unlike ShineGreymon he appears for only less than thirty seconds.
* Digimon Savers has Keenan, a human child that grew up in the digital world, consider humans nothing but a threat to the digital world. He gets better, once he learns that he actually is human himself and realizes that his view was narrow-minded.
* Digimon Savers he created a domino out of Digimons the size of a sky scraper.
* Digimon Savers in which two of the protagonists are fighting successive waves of enemy Digimon. Stock footage is re-used for the appearance for every wave, causing one of the protagonists to comment that "they keep showing up the same way like all the others!"
* Digimon Savers, it's revealed that Thomas Norstein won a Nobel Prize for finding the cure for his sister Relena's illness.
* Digimon Savers: Lalamon's "Nuts Shoot" attack (dubbed as "Seed Blast").
* Digimon Savers, Masaru Daimon's birthday is stated to be April 2nd, the same as the airdate of the anime's first episode.
* Digimon Savers — houses a forest and a full-functioning city on its back.
* Digimon Savers series where they decided to kick the fanservice up a notch.
* Digimon Savers, the Computer God of the Digital World, it constantly calculates their chances of winning. "You're chances of winning are exceedingly close to zero." "I calculate a 0.000001% change of you succeeding." And so forth.
* Digimon Savers, the Digidestined are ambushed by a bunch of (spider-like) Dokugumon, which net the Digimon together while suspending the teens like this.
* Digimon Savers. (The original simply had one voice for all three forms.)
* Digimon Savers to series protagonist Tai Kamiya) and Agumon (Tai's partner).
* Digimon Savers when raiding a suspect's hideout. True to form, they shattered the windows using Gaomon's punch attack.
* Digimon Savers, Yoshino gets pursued down the street when she's linked with a pop singer.
* "Digimon Savez the Wrold!111" and its sequel "DIGIMON 2: RETURN OF DIGIMON""
* Digimon's Bokomon, who is the level named "child" in Japanese and who speaks and acts like a graduate student specializing in Digital World Mythology.
* Digimon series in general had this problem with major attacks for the Digimon themselves.
* Digimon's partner tends to be (but isn't always) an insanely weapon-laden cyborg.
* Digimon Starmon/SuperStarmon have the "Meteor Shower/Squall" attack.
* Digimon start out in their Baby/Fresh stage and progress through increasingly powerful forms, typically ending at the Adult/Champion level. A Digimon who goes through extensive training will eventually reach the Perfect/Ultimate level; a great deal more, and they can go into the Ultimate/Mega level, which is considered to be
* Digimon starts out this way as the new characters learn the ropes and the viewers learn the new characters (and in some seasons, new universe).
* Digimon Story: Cyber Sleuth a cup of mayonnaise coffee, implying they've developed a taste for the stuff.
* Digimon Story: Cyber Sleuth are set in a universe where people are able to physically log onto the Internet. Hackers are a major concern and part of the plot, with Digimon being used as hacking tools or to settle scores between competing hackers. The player characters are heroic hackers trying to stop less scrupulous ones from abusing their power, though even they have to do things like illegally invading systems sometimes (for the greater good, of course).
* Digimon Story: Cyber Sleuth Etemon hoping the store will sell his music. The shopkeeper remarks that it's an ambitious new sound for the industry, and that after a couple of listens, she's starting to enjoy it.
* Digimon Story: Cyber Sleuth features a few subquests where the player haves to fight Digimon that are vandalizing an online encyclopedia called Digipedia. In the first one a Tentomon is rewriting all the pages about Kansai and its traditions in the local dialect, while in a later one a MetalEtemon rewrites many pages about Japanese mythology and culture to make them about Digimon.

* Digimon Story: Cyber Sleuth: Goro Matayoshi is this to Kyoko, as they help each other out to solve cases.
* Digimon Story: Cyber Sleuth - Hacker's Memory. He is shown with them on while using an item in battle.
* Digimon Story: Cyber Sleuth - Hacker's Memory you rescue your starter Digimon and two others from a black market dealer mistreating them. Later on he gives you access to the DigiMarket where you can buy Digimon off the dark web from him and his partners.
* Digimon Story: Cyber Sleuth: One case involves a criminal organization of humans and Digimons selling "ultra realistic dolls" that serve the customers, but the customers have to agree that they mustn't leave their room ever. It turns out that while the customer's minds are actually in EDEN, the criminals kidnap their real bodies and steal their organs to sell them. While the customers live their lives unknowningly in the virtual world, they can't return to their original bodies. The organizations earns their profit not only from selling organs, but also with their dolls.
* Digimon Story: Cyber Sleuth revolves around a cyberspace called Eden, which essentially works like a (relatively) physical version of the Internet where users immerse their consciousness completely within a virtual reality and websites are represented as entire locations for people to meet up in.
* Digimon Story: Cyber Sleuth speaking during cutscenes, and their inner thoughts are laid bare for the player to read.
* Digimon Story: Cyber Sleuth, which contains all of said character's memories. Within, this character's memories are represented as vibrantly-animated drawings.
* Digimon storyline and various video games when the others have all appeared in at least one of the anime.
* Digimon Tamers, a lot of computer code is shown in binary but this is fact a subversion; what is shown is either ASCII (which is so ancient even Yamaki finds it insulting it is being used as a direct means of communication), or it was actually directly written in machine language (from a programmer that started in the 80's).
* Digimon Tamers also has a case of this in the Japanese version, where Suzie/Xiaochung is interrupted from giving extremely vital news about the D-Reaper by her brother Henry/Jianliang asking her why she was out alone. The English dub averts this by having her report what she saw in full, which makes the moment where oldest member Ryo gives her the Queen's Device card feel more earned.
* Digimon Tamers" and an equally impressive set of black wings in Blast Mode.
* Digimon Tamers and even was illusioned thinking he was meant to be her partner, which only ticked him off because she wouldn't leave him alone. She got her wish, though she entirely dropped the gazing when things got more serious between them and the worlds.
* Digimon Tamers a rabbit. The dub decided to just straight up change him into a rabbit. Muddling things even further is a piece of art the official Digimon twitter released for New Years 2018, themed after the Year of the Dog, featuring Terriermon... and Lopmon, who is supposed to be a rabbit.
* Digimon Tamers are Ascended Fanboys: Takato, Henry, Kazu, and Kenta were all fans of the Digimon TV show and games before finding out that Digimon were real, and Takato's partner Guilmon is his fanart come to life. Rika was also a card game champion, but her focus on winning and apathy toward everything else made her more of an obsessive player than an actual fan of the franchise. Juri claimed to not like the card game, but was a closet fangirl and even had very rare cards.
* Digimon Tamers. Being a Mon series, this applies to her tactical abilities rather than her melee prowess, to the point where she nearly has the main character's partner killed for experience. This attitude only lasts until she acknowledges that Digimon are living beings.
* Digimon Tamers, but the narration stretched it to tedious levels), etc. And it keeps going, and going, and going, without any real developments...
* Digimon Tamers: Cards. Specifically evolution cards, blue cards and eventually simply the digivice scanner itself. Most cards otherwise fall under amplifier artifact.

* Digimon Tamers consists of seven discs stacked one on top of another.
* Digimon Tamers, digimon can absorb the data of the digimon they defeat which takes them out of the cycle of reincarnation.
* Digimon Tamers Digivices, and brings their partner Digimon from the Digital World into the real world of the fictional universe. Although, as said before, this is a played-with trope, as the Digital World has always existed, from the activation of the first-ever computer (the Atanasoff-Berry Computer), and the Digimon franchise within the show branched off of that.
* Digimon Tamers even described her as being "pineapple headed" on his website.
* Digimon Tamers even more so — his first line towards Takato is pointing out how bad a Tamer he is for losing his Digimon.
* Digimon Tamers exhibited a maturity way beyond their 10 to 11 years, one of several possible reasons their ages were raised in the English adaptations.
* Digimon Tamers features a non-villainous example: Renamon strings along the Deva Vajramon (who has an interest in her) in order to get information regarding his master. Once she has the information, she basically tells him to get lost (and ends up destroying him after digivolving into Taomon).
* Digimon Tamers find out about Renamon and seems to be fine with that.
* Digimon Tamers Fortunately, Jeri was able to snap Takato and Guilmon back to normal.
* Digimon Tamers: Guilmon, Takato's Digimon partner, looks like a draconic theropod dinosaur with two arms (three claws on each one) two legs with clawed feet allowing for plantigrade or digitigrade stances, and a tail as well.
* Digimon Tamers has Takato drape his sweatshirt over a sleeping Guilmon.
* Digimon Tamers has Takato walking with Guilmon on the street at plain daylight. Nobody was alarmed because it was a real good life-size replica for a 10 year old. It's okay, a dinosaur that snorts, talks, walks and spits fireballs is just a basic project to do for your average 10 year old. We're in Japan, after all.
* Digimon Tamers has the Trinity Arm, which has three different forms.
* Digimon Tamers has this to be seen frequently in the early episodes.
* Digimon Tamers has Yamaki, who wears his nearly all the time! Ruki and Jianliang also get in on the act.
* Digimon Tamers: He neglected to account for the Digimon-Human hybrid forms of the bio-merged tamers. By themselves, the Red Card would protect the Digimon partners from the D-Reaper, but with the bio-merge, there's an extra component not accounted for, meaning that the bio-merge between the Tamers and their Digimon broke down, causing them to revert to their original forms, and putting them in grave danger.
* Digimon Tamers: Henry and Suzie Wong have green and pink digivices respectively. Also, Henry has blue hair while Suzie wears a pink cheongsam-style vest.
* Digimon Tamers. He's also the only one outside the core three to biomerge with his partner.
* Digimon Tamers, Impmon tries to take on a Deva all by himself, and gets his ass handed to him. The Deva throws him away, and Impmon shouts "THIS IS GONNA HUUUUUURT!" just before hitting the pavement.
* Digimon Tamers is the Ultimate/Mega-Level form of Guilmon merged with its Tamer, Takato, naturally it is a powerful force on the side of good.
* Digimon Tamers it generates come in a variety of forms. The form of the D-Reaper with the Freaky Mask and Jeri's Head is titled the Mother Reaper. Combined with the most powerful D-Reaper in the Digital World, they'll cause the End of the World.
* Digimon Tamers it's cute, it'll often use that cuteness the same way a stray puppy or kitten would, to get things he wants or needs like food, attention, among other things. He also uses that cuteness to motivate and approach the main trio of Tamers, often to help them out in some way.
* Digimon Tamers It's notable that they have so much art together in their Mega forms, since in the actual canon they never really shared a proper scene together.
* Digimon Tamers it uses is the voice of Juri, one of the main characters, whom it had absorbed early on.
* Digimon Tamers, Jenrya (Henry), Ruki (Rika), and their partners do this when they realize that Dukemon (Gallantmon) is Takato fused with Guilmon, though compared to

other anime, their expressions are much tamer (no pun intended).
* Digimon Tamers Kurata creates a way to corrupt their data and kill them permanently.
* Digimon Tamers, making him dangerous to the humans as well as the Digimon early on — he was a bit drunk with the Champion level power.
* Digimon Tamers, Makuramon essentially saves WarGrowlmon, Rapidmon, and Taomon from being destroyed by Juggernaut when he destroys Hypnos. Although to be fair Vikaralamon was also about to be destroyed.
* Digimon Tamers mentions the army and National Guard, even though Japan doesn't have an army and National Guard is strictly an American thing.
* Digimon Tamers, Mitsuo Yamaki is constantly seen flicking the lid of his lighter open and shut. He's never actually seen smoking though.
* Digimon Tamers mom was probably the most memorable — she was the only one who never really supported the idea of her son fighting, even after seeing him in action.
* Digimon Tamers movie, which took place after the series proper, aired two weeks before the dub of the first, which took place during the series.
* Digimon Tamers mutters in his sleep "bad breath" after sleeping directly next to Guilmon's mouth. The original version didn't have Takato or Guilmon saying anything during this scene.
* Digimon Tamers, Myotismon creates an Ominous Fog that cuts Odaiba off from the rest of the world.
* Digimon Tamers orders the activation of the Juggernaut program in order to wipe out all the Digimon, despite being told that it's not ready yet. This results in creating a portal that allows the Devas to enter the real world.
* Digimon Tamers) or is a consequence of the application of the Minovsky Physics.
* Digimon Tamers renditions of Guilmon, Renamon and Terriermon pop around for a bit before evolving. Meanwhile, Impmon bonks Culumon on the head, making them evolve again.
* Digimon Tamers, Rio uses an energy whip from his Digivice to reign-in his berserk Cyberdramon. No one else's Digivice has this ability, and it doesn't appear to be triggered by any of his cards.
* Digimon Tamers, Ruki does admit she's perhaps being a little too harsh on Ryo and does sometimes make innocent physical moves such as hugging or cuddling to ease the tension, so long as it doesn't end up becoming sexual in nature.
* Digimon Tamers: Ryo claims that you don't need to eat in the Digital World because you don't have a physical body that needs sustenance. You can eat if you want but it serves no purpose. Given that Jenrya and Takato manage to escape from a cave by deciding that they don't actually need to breathe air and could breathe water instead if they wanted, Ryo's probably right.
* Digimon Tamers saying this in episode 24 when her grandmother gets the chance of seeing Renamon.
* Digimon Tamers's Digital World has a digital representation of the earth floating in the sky.
* Digimon Tamers show the Digimon in slight pain as their skin is peeled off.
* Digimon Tamers, starting at 0:53), one protagonist experiences herself as a child running through a hospital and right into a razor-toothed, eyeless version of herself, with a snarling, drooling, oddly grinning version of her favorite sock puppet sewn onto her arm. The fact that this is how she equates her mother's death does NOT help matters in any way/shape/form. The true psychological impact can't be had without seeing her slow degeneration throughout the series from using the puppet as a cute way to talk to people into being actively controlled by the puppet, but the images are arguably worse for sheer Nightmare Fuel out of context.
* Digimon Tamers Suzie dresses Terriermon up and treats him like a baby doll, although she isn't aware Terriermon is actually alive and genuinely thinks he's just to a toy for most of the series.
* Digimon Tamers Suzie Wong trying to make friends with a rather looming Rabbit digimon. Looking over at her, Henry and Takato wonder if they should be worried. Takato digresses into talking about the Devas they have left to fight, one of which

is the Rabbit Deva. Cue reaction.
* Digimon Tamers: Takato has a dream about a battle in the rain and tries to tell his friends about it the next day. They don't believe him.
* Digimon Tamers, Tally and Riley pick up a strong Digimon signal... only to look down and see that Calumon's wandering around the control room. Riley basically ignores him, but Tally immediately notes how cute he is. Many viewers agreed with her.
* Digimon Tamers) that explains his presence, his sudden appearance still comes a bit out of left field even with the proper context.
* Digimon Tamers, the kids and their mons tried pulling this off to get Takato onto the Arc. Unfortunately, the end of the chain was Culumon... but they get help from a returning Ruki and Kyuubimon.
* Digimon Tamers: The twelfth and final Deva to be introduced, Antylamon, is the only Deva who does not actively attempt to attack humans. Not only that but she becomes friends and even partners with the first human she ever meets, defying her master until he sets aside his vendetta against humans. She is the only surviving Deva, and the only Deva who reforms.
* Digimon Tamers: The Wild Bunch (Monster Makers) based Digimon off of children's ideas, and the Tamers' naïveté to believe that they could do anything is what let them prove it.
* Digimon Tamers, to Terriermon, when another character talks about digimon being treated like dolls.
* Digimon Tamers uses a Japanese variant, Takato is the Japanese boy leader, Rika is the Japanese token girl, and Henry is the half-Chinese token minority.
* Digimon Tamers. Using the program that opened a huge portal between the worlds and almost let a whole bunch of Digimon into the world was totally his fault, but little else that he's blamed himself for was.
* Digimon Tamers was composed of traditional cel animation at every stage. Not coincidentally, Renamon is also the only one of the three who has lots of thick fluffy fur in one stage, billowy robes in another stage, and luxurious long hair in the final stage. Meanwhile, Guilmon and Terriermon have smooth fur and much more robotic higher stages, lending them well to CGI (though Dukemon/Gallantmon's cape does look alright, for the three seconds it's around).
* Digimon Tamers was not introduced until the trip to the DigiWorld 24 episodes in.
* Digimon Tamers. What follows is an episode of middle schoolers playing with a little red dinosaur. This case is unique in that there was no real reason for doing so until later when Takato wanted to sneak Guilmon on the school camping trip.
* Digimon Tamers! What it really was was a ghost. And that dinosaur the principal saw? That was a ghost dinosaur."
* Digimon Tamers when he is destroyed by Renamon in her ultimate form, Taomon. "What's happening? This can't be!" The entire episode Vajramon was infatuated with her but disgusted that she preferred to defend humans and have a human tamer rather than join Zhuqiaomon in his quest to destroy them. Vajramon, as well as Zhuqiaomon and the other Devas, viewed humans as inferior, and was even more put off that her ultimate form resembled a human in appearance.
* Digimon Tamers when Ruki complains about the ridiculous amount of luggage her daughter Rumiko brought with her on the family's trip.
* Digimon Tamers where she quits on being a Tamer after being captured by IceDevimon.
* Digimon Tamers, where this trope is utterly skewered since many of the adult characters become extremely important characters (as in absolutely integral to the final battle). They aren't out on the front lines, but they are arguably the most helpful non combatant characters the franchise has seen thus far.
* Digimon Tamers while the two are talking and she realizes whose partner she's just become.
* Digimon Tamers, you should probably take the thing back to the shop.
* Digimon tends to engage in this the least which fits his more serious nature.
* Digimon the best example with no humans or anything comparable to them in sight.
* Digimon, the Digidestined discover another version of Sora in the ruins of

Datamon's pyramid, apparently created as a side-effect of Datamon's attempt to duplicate Sora; once Izzy has confirmed that the two Soras are biologically identical, speculating that the other was created due to an unexpected side-effect of Sora's exposure to Datamon's equipment, the team soon accept her as another member of the group. The 'new' Sora even starts dating Tai and reforms her old bond with Kari where the 'original' Sora has lost those old friendships after she started dating Matt.
* Digimon the Digimon Analyzer sequence is sometimes just for the audience's benefit and clearly not seen in-universe. However, in some seasons, the Digivice can scan opponents.
* Digimon, the Gravemon invade as well, and they suddenly find something more dangerous to worry about.
* Digimon: The Movie featurette that summarized the events of the first season before they could see the actual movie.
* Digimon: The Movie, has a Digimon get infested with a computer virus which causes it to start causing all manner of chaos across the internet. Part 3 reveals that the virus has now found a new host in Kokomon, one half of a an American Digidestined's pair of Digimon twins.
* Digimon: The Movie has Omnimon, who only calls out the names of his attacks and nothing else.
* Digimon: The Movie Short Anime Movies) which was cut from the final product.
* Digimon: The Movie songs holding it together'' (as JO puts it), he admits the animation is top notch during the fight scenes.
* Digimon: There are several species who are considered dragons and distinguishable by the suffix dramon (although not always, most predominantly in the Four Great Dragons group) in their name.
* Digimon The X-Virus, which Yggdrasil cooked up because it found the Digital World was getting stuffed to capacity. Initially, it seemed to work, but then it turned out Digimon started developing an antibody, meaning not as many Digimon were dying. And then the antibody turned out to act as a power boost.
* Digimon. They're mainly made up of network data and are highly-intelligent, but some still counts.
* Digimon: This is a very common design element, especially in earlier Digimon. Most commonly, this takes the form of a Digimon possessing a metal plate bolted directly over its face, obscuring any eyes it might have.
* Digimon title creatures taking on titanic proportions at one time or another.
* Digimon. To top it all of there are the many, many variations of Numemon and Sukamon, including Gold- and Platinum-, just to name a few. Possibly parodied in the first season of the anime, where all the heroes' Digimon have to do to infiltrate an outpost of the bad guys is put on some wigs and pretend to be an entirely different, made-up species of Digimon.
* Digimon toys from the 90s lost their popularity, owing to the former's line of anime series.
* Digimon Trinity, Patamon is digitally absorbed by Beelzemon during the Digital War.
* Digimon Trinity. While the specifics are uncertain, it has resulted in TK having become the bitter head of Hypnos, and Tai and Agumon to have vanished for fifteen years.
* Digimon. Typically, one character after another is added to the split screen with a rapidfire choom-choom-choom sound effect until all are shown.
* Digimon under Devimon's control can be freed by destroying the large Black Gear sticking prominently out of their bodies.
* Digimon Universe: App Monsters, a glitch causes an old picture where Haru has wet the bed to appear in public.
* Digimon Universe: App Monsters, Cameramon, as in a camera-based Appmon for recording or capturing images, and his sensitivity about the pronunciation of his name.
* Digimon Universe: App Monsters era, and there are places where it looks as if the world is a hologram that's breaking up, letting you see a strange purple void

behind it. The real world's technology is affected; if an attack hits a building in the AR Field, expect technology in the building to go haywire, power to go out, and even things like cell phones to stop working.
* Digimon Universe: App Monsters franchise'', but has a head that looks like this. When lit up by his Seven Codes orb, he's the same bright yellow color as Sukamon.
* Digimon Universe: App Monsters is a black dragon with a belly-face that conceals a cannon in its mouth. It's ambiguous as to whether or not it's just part of his armor since it's made of the same metallic material as the rest of his body.
* Digimon Universe: App Monsters look like everyday objects with faces and limbs and are usually named after the objects they resemble. Watchmon is a talking watch, Resshamon is a train with a face, Callmon is a robot made of old cell phones, and so on.
* Digimon Universe: App Monsters: The Appmon are assigned a Grade which follow a similar progression system to Digimon: Standard > Super > Ultimate > God.
* Digimon Universe: App Monsters: The heroes' Appmons can only stay on their Ultimate-level forms for 60 seconds. This restriction gets lifted eventually when the transformation devices are upgraded and their capacity increases.
* Digimon Universe: App Monsters: The heroes discover a hidden passage in the local bookstore owned by one of their friends' family. It becomes their secret headquarters with the permission of that friend, while the rest of the family remains oblivious to the fact that they have a huge basement just below their store.
* Digimon Universe: App Monsters, the pattern is mirrored below as well.
* Digimon variety. They're not all-exclusive to the group, though. A few of them have been partners to human characters in the series: Tai and Matt's Omnimon, and Takato/Guilmon as Gallantmon are two good examples. These ones weren't actual members of the Royal Knights, though— they were just the same "species".
* Digimon virtual pet, is a savage hunter of other Digimon, driven by nothing more than a mindless hunger for their data and digicores, but it strongly prefers to consume those of viruses and demonic Digimon. This has led to it often being employed by angelic Digimon as a virus-hunter, despite its otherwise monstrous nature.
* Digimon V-Tamer 01 and Digimon are nothing but data. In the Digimon World, everything is data and humans are, at best, strategists who are useful enough at something to gain protection from monsters.
* Digimon V-Tamer 01 and the monsters in it are all computer code but automatically appear to humans in familiar forms, so that they will easily be able to tell what is rock, water, a living being, etc.
* Digimon V-Tamer 01, an Omnimon effectively weaponised his cape by throwing it in the face of his opponents, blinding them long enough to utterly thrash them.
* Digimon V-Tamer 01 Digimon world were fans of the V-pets except for Rei Saiba. Taichi's the least fanboyish of them, as the other tamers either have more monsters, higher evolved monsters or both and he openly admits to not bothering with the latest line of V-pets, which leaves him unfamiliar with others' monsters.
* Digimon V-Tamer 01 doesn't actually kill people so much as destroy their reputations by posting disgusting pictures of them on the Internet.
* Digimon V-Tamer 01: Etemonkey, an Etemon, was Daemon's second in command, and a huge pain in the ass for Taichi and Zero. And then, within eight pages of Neo Saiba's debut, he Jogresses Devimon and Ogremon and kills him.
* Digimon V-Tamer 01 features a factory shutdown by Lord HolyAngemon where monsters would go to upgrade themselves with metal parts. A Greymon from the human world whose owner attempted to delete it goes there to become a "MetalGreyamon".
* Digimon V-Tamer 01, ghosts are the lingering data of monsters that were improperly deleted.
* Digimon V-Tamer 01 had up until that point, only seen Digimon as high as Ultimate (or what was called "Ultimate" in the dub) and were incredulous that there would be a level beyond Ultimate, saying something to the effect of "What is he, then? Super-Mega-Ultimate!?"
* Digimon V-Tamer 01 "haunted" by the lingering data of monsters improperly

deleted.
* Digimon V-Tamer 01. It's first brought up in-story by Lord HolyAngemon when Taichi and Zero explain their combination and 100% win record to him. The guardian of the Net Ocean and the Jijimon from Hospitown can analyze and make sense of any given object's 0-1 arrangement, Demon can manipulate the arrangements to inconsistent degrees, Arkadimon breaks them apart then eats them and so on.
* Digimon V-Tamer 01. It's later revealed Gabo had many of the same feelings, leading them to share an imagine spot.
* Digimon V-Tamer 01 listed below also makes an appearance in a bonus chapter and plays this trope straight, as it turns an invalid meat shield into capable warrior.
* Digimon V-Tamer 01 manga survives and thrives throughout the series thanks to this trope. His penchant for strategy, faking out opponents, and making himself be underestimated are a requirement when constantly facing stronger opponents like he and his Digimon partner Zeromaru do on a regular basis. Especially in a series where most of the antagonists are strategists themselves.
* Digimon V-Tamer 01, providing the first real challenge to Taichi and Zero in a very long time.
* Digimon V-Tamer 01, Rei Saiba lost the use of her legs after an accident in the real world, which is the reason for her brother Neo's evil actions. When Rei's transported to the Digital World, she can use her legs, though she somehow still doesn't feel anything through them.
* Digimon V-Tamer 01. Subverted in most cases of the latter, however, as the heroes are much more powerful by this point and able to curb-stomp anyone who isn't a major villain.
* Digimon V-Tamer 01 that just so happened to have the misfortune of meeting Taichi and Zero. All the same, the latter two are still credible threats that have absolutely nothing to do with Demon.
* Digimon V-Tamer 01 Zeromaru manages to fight Neo Saiba's monsters to a draw during Neo's first two encounters with Taichi Yagami. The first time it was a shocker considered to be impossible beforehand.
* Digimon V-Tamer), wears his to protect his eyes when flying on his partner's back.
* Digimon. When they "die" their data is merely recycled and they eventually come back. More than a few times in the series a villain or evil mon has died, only to ultimately come back as a neutral or even benevolent character.
* Digimon when you hear what he said when the dubbers weren't in control. He was not asking Arukenimon if she was afraid, he asked her if the torture hurt, and he pledged to give her a "million years of Hell." He then said very calmly how he would "evaporate that pitiful love Mummymon felt." Evaporation followed. He then declares he will crucify the Digidestined upon the same cross as his minions. Yikes. According to this version, the children were not yelling jobs, but expelling darkness from them. There was a reason this version has never been given to American kids.
* Digimon, where all of the Dark Legendary Warriors except Duskmon have some sort of spinning attack, and several of the good legendary warriors have spinning attacks too. Calmaramon subverts this trope when her spinning attack is entirely unusable, because it causes her to lose control of her beast spirit.
* Digimon, where a person's beliefs can directly effect how great or weak a power they can manifest in that world. So having a symbolic link to his brother helped to give T.K. the emotional fortitude he needed to get Angemon to digivolve. And take on the villain.
* Digimon where she provided overseas fans access to Japanese material and translated updates as the shows were coming out in Japan.
* Digimon, which featured hundreds of the things serving under DarknessBagramon, stands out in this regard.
* Digimon (which is short for Pocket Monsters) didn't receive a similar fate. More than likely due to "Pocket Heroes" having more than a few double meanings.
* Digimon, which was expanded upon by Creedogmon, and an author named DayDreamer9 has begun a third imagining.

* Digimon: While it doesn't technically grow on trees per se, meat grows from the ground like a vegetable.
* Digimon, who fly to the moon in minutes, MagnaGarurumon, who is stated to be able to move and attack and faster than light speeds, and UlforceVeedramon who is the fastest Royal Knight, a group filled with super speeding flying bricks.
* Digimon with a face noted for its aggressive temperament. DemiMeramon evolves into Candlemon, a living candle with a DemiMeramon for its flame, which in turn becomes Meramon, a humanoid made out of fire. Meramon is stated to have a violent temper, enough so to be likely to turn even on its tamer, and to try to burn everything it touches.
* Digimon World 2 at some point late in the game, a member of the Blood Knights, Commander Damien, disguises himself as a Black Sword cadet. Your character gets suspicious, and in an attempt to draw him out, calls out "Commander Damien, sir!". Damien, of course, responds, but not long before he realizes he just blew his cover.
* Digimon World 2. Some people in the game's small community remained so fixated on the issue despite this that they data-mined the game and found more and more evidence that he really cannot be obtained, such as him being absent from the game's encounter list, which all but debunks the myth.
* Digimon World 3 also features a move denoted as both a signature move and finisher move with its different name color and being always placed at the very bottom of the move list, as well as having special background when used, but in a twist of the trope, the finisher move can actually be used anytime like a regular move, and can actually finish the opponent even when used early. This includes even Magna Angemon's One-Hit KO "Gate of Destiny" move.
* Digimon World 3 features the aptly named Mobius Desert, a vast desert that appears to be a maze with endlessly repeating areas. In most of the areas, regardless of whether you keep moving left or right, you will eventually ends up back at the same area. In reality, it is a 5x5 toroidal grid, with each corners and sides being the exact same area. The only way to advance to Mirage Tower is to realize it is 5x5, then find the center of the desert, and after that, keep going to the left.
* Digimon World 3 is something like a Dark World version of the regular game world. Not really evil, just shrouded in eternal darkness. Comparitively, the Asuka Server where you start out in is always sunny 24/7. Travel between the two "servers" is done using a combination of 2 different secret (and dangerous) routes.
* Digimon World 3-themed palette swap of the Asuka Server, and most of the Digimon in it are palette swaps of the ones from Asuka.
* Digimon World 4 - whether it's deliberate that Leomon said the wrong name isn't certain.
* Digimon World Dawn/Dusk, if your Digimon loses battles, you lose friendship, best gained through winning battles, and it stops obeying you, leading to more losses... Worse in the case of Lunamon or Coronamon, the most powerful Mons in your party. If they lose in the prologue, you're doomed.
* Digimon World Dawn/Dusk, to the point where practically no one has bothered to put out adequately translated information on what's going on because of the sameness.
* Digimon World ditches humans altogether and brings back real-time battling and introduces co-operative playing in teams of up to four players.
* Digimon World Dusk union. During the final boss fight against him, he uses it on a regular basis... and all it does is inflict the sleep status effect on your party.
* Digimon World for Numemon and Sukamon. Granted, these are creatures made of fecal matter.
* Digimon World includes pooping as a factor the tamer has to take care of. Not getting in time to a nearby toilet will end up with the Digimon leaving a stool in place. Enough accidents and the Digimon will turn into a Sukamon as punishment.
* Digimon World: Infamy and killing the "heroes", not caring in the least bit about wiping out any number of random Digimon if it helps him achieve his goals.

* Digimon World -next 0rder- After defeating the final boss, the player character returns back to their own world, only to find they and the other characters have been summoned back to deal with a new problem. And there are all those other Digimon to bring back to the city...
* Digimon World Next0rder RustTyrannomon gets stuck on its "rampage" function. Not a good thing when you're a robotic T-Rex shaped tank with a rail gun on your back. Fortunately, a good-old fashion pummeling defrags it.
* Digimon World of all things. It's also played with Betsumon, whose existence depends on him cosplaying as other Digimon; Betsumon's costume qualifies as clingy in that he cannot take it off, but he can change its overall appearance.
* Digimon World only received an E10+ rating in spite of having much more detailed graphics and a fair amount of suggestive content. It's likely the original game would have received an E10+ rating had it existed back then.
* Digimon X-Evolution and being covered by a literal ocean for an unspecified length of time, came back out with his X-Antibody without any explanation.
* Digimon X-Evolution, no humans appear in this special, with the focus being solely on the Digital Monsters themselves.
* Digimon X-Evolution: Though they did give Omegamon and Dukemon their signature badass capes, they're awkwardly animated to a fairly visible extent. Similarly, DORUmon's fur.
* Digimon Xros Wars and oversees the invasion of the Green Zone in the latter's place.
* Digimon Xros Wars attempts to be both the good cop and the bad cop, alternatively threatening the captured heroes and offering them DigiNoir. Humorously, they're so busy eating they don't even notice.
* Digimon Xros Wars franchise, by conquering all of the digital world, as well as nearly conquering Earth as well.
* Digimon Xros Wars has the Digital World split into 108 Zones, the implication being that they were once one. They are merged into seven Lands halfway through. Bagramon's palace remains in its own Zone the whole time.
* Digimon Xros Wars (in this case, the word "you" being homophonous to "Yuu").
* Digimon Xros Wars, is significantly less toyetic so far, to the point where no actual toys for anything introduced in it are known to exist at this time.
* Digimon Xros Wars is very idealistic, very optimistic, and - in the later half especially - everything gleams as though polished for hours.
* Digimon Xros Wars manga once again has the Green Zone with its floating islands. The adjacent Snow Zone also has them, but they're frozen over and covered with icicles. They're little more than set dressing.
* Digimon Xros Wars, Shoutmon tends to begin a fight with something along the lines of "We are the ones who will change this world! We are Xros Heart!"
* Digimon Xros Wars. The show ended up airing on Nicktoons instead, where it made it through the second season.
* Digimon Xros Wars: The Young Hunters Who Leapt Through Time. Despite this, the series was nominated for Best Animation at the 2012 International Emmy Kids Awards.
* Digimon Xros Wars: The Young Hunters Who Leapt Through Time. It resembles a corroded, overgrown version of Tokyo, and miscreant Digimon behaviour there tends to have effects on the real world, up to and including the kidnapping of schoolchildren.
* Digimon Xros Wars: The Young Hunters Who Leapt Through Time. It's suggested it's part of DigiQuartz instead of the real world, and thus isn't grounded in our reality and shifts dependent on DigiQuartz.
* Digimon Xros Wars: The Young Hunters Who Leapt Through Time: Pictures of one of the six Heroes posing with their unevolved partner, then flicks around into a silhouetted image of them posing with their evolved partner, enclosed in a circle.
* Digimon Xros Wars: The Young Hunters Who Leapt Through Time. Small wonder it was never dubbed.
* Digimon Xros Wars, virtually no time had passed from the point our three heroes entered the Digital World to their return to the Real World mid-season.
* Digimon Xros Wars, where it is revealed Dorulumon was the best warrior in a

warrior society of other wolf monsters before taking their combat skill to the Bagra Army (he leaves the army for similar reasons and has even more guilt about his membership here, since he felt he disgraced his clan). The manga even gives Dorulumon a knight-like evolved form called JagerDorulumon.
* Digimon Xros Wars, who believes that dragon Digimon (a group in which he includes all reptilian Digimon) are superior to and should lord over all other Digimon due to being more powerful.
* Digimon Xros Wars (who was already voicing Shoutmon) initially voiced Cutemon as a placeholder because the crew was having trouble casting him. It was kept for the final product, something Ben apparently didn't realize until the second episode was broadcast.
* Digimon Xros Wars with drills all over that he can fire at enemy Digimon. He can also expand the drill on his tail to be large enough for to stand on.
* Digimon Xros Wars with KingWhamon, who makes himself look like an island!
* Digimon: Yggdrasil serves as both the computer on which the Digital World exists and as its God. The precise nature of the relationship varies from series to series.
* DigiScents iSmell, which would have allowed users to access scents from particular websites, like perfumes and food.
* Digital: A Love Story, Amie Computers is a transparent stand-in for Amiga.
* Digital Bikini, though it has also been used in conjunction with bath and shower scenes (at least when Cartoon Network aired anime), hot springs episodes, or any scene of half-naked characters in a locker room-type setting (both animated and live-action).
* Digital Bikini when aired in America, mostly used now to cover up nudity and revealing clothing on live-action movies that have been toned down for pre-watershed TV.
* Digital Combat Simulator comes with a WSO who can call out the positions of enemy aircraft and missile launches as long as he can see them.
* Digital Combat Simulator is a very realistic flight sim, but even the modern planes can get into these situations depending on the mission setup. Missiles are imperfectly modeled, meaning that it's possible to avoid them more easily than in reality, which can result in situations where both pilots have expended their armament and are now relying on cannon and maneuvering to get the kill.
* Digital Combat Simulator, the SAMs keep their targeting radars on all the time, allowing them to be taken out completely with anti-radiation missiles.
* Digital content can be downloaded instantly after purchase from online platforms such as the iTunes Store,
* digital copy of Twilight Town used a laser scanner to physically teleport Flynn in and out of cyberspace, this does make sense.
* Digital Deli, a mid-80s collection of computer articles, includes the "Crunchy Computer" comics. When hippie Crunchy tries to steer his son away from violent video game fare by giving him the "Save the Whales" game, Crunchy Jr. finds it far more fun to shoot the whales.
* Digital Destruction: The "remastering" of a work actually makes it look worse.
* Digital Devil Saga, and only it started to rain during the game's events. Many characters had expressed confusion about it, including the fact they even knew what a ship was - more evidence that the Junkyard wasn't what it seemed.
* Digital Devil Saga Angel is the Truly Single Parent of Sera. Rather than cloning, however, Angel is a fully functioning hermaphrodite who created Sera from her own sperm and egg.
* Digital Devil Saga are backing them up. It turns out that the machine doesn't need the plant's power to operate, rendering everyone's sacrifices meaningless.
* Digital Devil Saga, Argilla's demonic form has extendable arms that she uses as whips.
* Digital Devil Saga: Bat can transform into the Aztec god of death Camazotz, who looks like a giant bat.
* Digital Devil Saga - becomes an entity that is neither alive or dead which has no will of its own and is driven purely by hunger. It devours everyone and everything

in the Junkyard, including the Junkyard itself.
* Digital Devil Saga had ever experienced. As her personality started forming, she developed a wish to know more about what had happened to her. Then she was informed she had shifted into a powerful demon form and slaughtered an enemy battalion. It was comprehensible she uttered the trope verbatim, as an emotionless existence was very much preferable to what she was becoming.
* Digital Devil Saga has a few of these. The first is Cuvier, who gets shot in the head by Angel while the E.G.G. is being overloaded. Then Angel and Gale kill each other, and Serph and Sera die while trying to communicate with God when the HAARP facility blows up.
* Digital Devil Saga has a small scar across one eye, probably to offset the cuteness of her pink hair.
* Digital Devil Saga has Harley, the leader of the Vanguards. Despite being the rival of the protagonists, the Atma powers turn him into practically a scared child terrified of the Embryon, and he is killed in the first dungeon. After his defeat, the main plot is fully revealed.
* Digital Devil Saga; in the first game, Heat notices Serph has been silent for a long time and asks him to say something, and in the second, Gale tells him "It's alright, you don't have to say anything."
* Digital Devil Saga is an abandoned amusement park castle crawling with demons and stocked with various traps.
* Digital Devil Saga, is widely considered to be one of the toughest bosses in both games, and in beating it, you're probably more than prepared for what comes next.
* Digital Devil Saga live in an underground city, because the sun turns people to stone. Karma Society members live under a glass dome.
* Digital Devil Saga. Players can converse with the unfortunate victims, who will laugh hysterically or beg players to get away.
* Digital Devil Saga, shoots Bat out of the sky, and catches Sera in midair.
* Digital Devil Saga: The Embryon tribe approach a rival tribe, the Maribel, to ask for an alliance against a third tribe, the Solids. The Maribel leader, Jinana, forces the Embryon to undergo a test within her headquarters, that culminates in a fight against her personal bodyguard, Bat.
* Digital Devil Saga, they don't even have the alleviating bits — the narration makes it clear the disgusting black meat everyone's eating is no different from their own.
* Digital Devil Saga? Though there is a little nuance to it. Any slain enemy in battle is eaten by the party afterward, getting points toward unlocking new abilities. However, there are special skills that can be used in battle which are Hunt type attacks that, if they succeed in doing enough damage to kill an enemy, will result in that enemy being consumed directly in one hit while the fight is still going on, for a bonus amount of Atma points. This does carry a risk though that the character doing the consuming develops a stomach ache ailment for a time, but having the passive skill Iron Stomach prevents these aches from developing in the first place.
* Digital Devil Saga, where evaporation never happens and new human beings simply crawl forth from the depths of the Temple), though it's implied that the resulting puddles which grow large enough eventually solidify into human form. New humans seldom look the same as they did in their last life, nor do they retain memories.
* Digital Devil Saga). While the virus was reproducible, the incident itself was not.
* Digital Devil Saga wore glasses, and switching from wearing glasses for years to not wearing glasses still leaves behind the feeling of wearing glasses.
* Digital Devil Story series, is described as handsome in a feminine way. Specifically used as a taunt at one point.
* Digital Devil Story video game series, was translated by a fan. Well, the first two novels were, anyway.
* Digital Distribution happened, along with smaller devices which call for older styles of gameplay and improvements in middleware that make it easier to create compelling games without large teams, and "indie" games made by single people are

back in vogue.
* Digital Distribution has come online, it has become even harder to verify consumers' ages; the biggest hurdle they'd probably have to pass is a screen that says "Enter birth date here", which can be easily falsified. This has been mitigated by console and distribution software creators adding parental control options for online game purchases and access, but again, many parents ignore these and neglect to set them up.
* "Digital Exploration Of Interior Design" has a subplot about the rivaling Blanket Fort and Pillow Fort of Troy and Abed.
* Digital Fortress in Spain. At one point, he calls the same escort service twice in a row, once posing as a Spanish local and the second time posing as a German tourist.
* Digital Foundry's Richard Leadbetter described the Xbox Game Pass subscription service "value-riffic" in "
* Digital Gates, immobile spaceborne structures that scan an entering ship, convert it to pure energy, and beam that energy in the form of tachyons, to another digital gate in a distant star system, which re-converts the ship back into matter at the other end, for near-instantaneous interstellar travel.
* Digital Graphic Novel, Snake sees Ocelot with two arms (after the Cyborg Ninja cut off his right arm) and realizes he's in a Psycho Mantis-induced hallucination.
* Digital Harmony that he was a program created by Twilight for her computer ENEIGHAC that gained self-awareness and created the Digital World as a simulation.
* Digital Harmony was the one who caused the corruption of the moon's inhabitants into the Nightmare Forces in the first place, making him responsible for the trouble Nightmare Moon and Nightmare Rarity caused in canon.
* Digital Knight is all about this trope. Vampire? Good thing the hero lives next door to a tanning parlor. Werewolf? Go into the X-ray room of the hospital and grab a bucket full of silver chloride. Medusa? Mirrored sunglasses.
* Digital Knight makes some silver bullets first to fight a vampire (which didn't work) and then a werewolf (which did). He ran out of silver bullets while fighting the werewolf king, and was forced to improvise with several buckets of silver chloride taken from an x-ray development room.
* Digital Man against anything it perceives as a threat. A second group of soldiers is sent to destroy the android before it can access an uplink and submit a nuclear launch code to start World War III.
* DigitalPh33r movies with unnamed characters brutalizing things in game and/or shouting to the heavens "THIS IS SUCH A BIG DEAL!!!"
* Digital Pinball Table appears to recurse infinitely if you pull back the camera. Deadpool plays a miniature version of the table on the left apron, and it appears that you're playing it on the left apron of an even BIGGER version of the table.
* Digital Pinball Tables have you run a space or fantasy adventure by using a set of flippers to launch a metal marble into pins and through gates, instead of selecting moves through direct button pushes or menus.
* Digital Pinball Tables or original boards with features that can only exist in software.
* Digital Piracy Is Evil: Although there were plenty of efforts to strictly enforce copyright laws, it only became a media trope some time around 1980 with the "Home Taping is Killing Music" campaign.
* Digital Piracy Is Evil: A work makes it clear that they are against digital piracy.
* Digital Piracy Is Evil: A work of fiction gives the moral that it is wrong to distribute unlicensed recordings of media.
* Digital Piracy Is Evil? But as with the aforementioned Digital Distribution, this decade was when piracy became mainstream and super easy.
* Digital Piracy Is Evil: Downloading videos, music, etc. is of the devil and anyone who does this deserves to be punished!
* Digital Piracy Is Evil is now going on over ebooks — most notably Amazon's Kindle, which is selling like there's no tomorrow. Is this the end of printed books? Ask anyone who was around in the '50s and worried that television would be

the death of movies what they think.
* Digital Piracy Is Evil). Of course, older computers, many of which still run Vista or even the recently abandoned XP can still record sound just fine.
* Digital Piracy Is Evil: Plenty of parodies of this exist, but as long as digital piracy is still around (and it's not showing signs of going away any time soon), there will always be mainstream media attacking it.
* Digital Piracy Is Evil: The first known example of copyright law comes from a dispute between St. Finian and St. Columba over whether the latter had the right to freely copy the former's books, which was one of the causes of the Battle of Cúl Dreimhne.
* Digital Piracy Is Okay: Some artists in the later parts of this decade began softening their stances on digital piracy, finding ways to circumvent their losses by appealing to their fans with digitally distributed releases that were more easily affordable.
* Digital Prey, but was saved by a smaller cliff just out of sight below the one she had jumped off of.
* Digital Rev page describes it as "The most subscribed and viewed photography show on the interweb, presented by an Asian dude with British accent."
* Digital Rights Management systems, especially always-online requirements or setups that create massive security holes.
* Digital synthesizers are also a good example of this trope: originally, in the 70-80's, when digital synthesis was invented, it was presented as a more precise and clean alternative to analog. Then the flaws of early digital synthesizers were found, namely, too sterile sound with less character than analog. Nowadays,
* Digital telephones have a clause in their governing standards that mandates the use of "
* Digital terrestrial television offers clear pictures without the expense of cable or satellite service—as long as you're within range of the broadcasting tower with a properly adjusted antenna. An improperly oriented antenna or weak signal will cause a TV picture to break up like a scratched DVD, where in the analog days you would have a snowy picture but still be able to make out the scene. This is known as the "digital cliff effect". This can be especially annoying for people in countries that have discontinued analog terrestrial TV broadcasting.
* Digital Underground, "The Humpty Dance": "I use a word that don't mean nothin', like 'looptid'."
* Digitesque: Averted. Even the Institute, the most advanced post-Fall organization that has made special effort to keep old language alive, has experienced quite a lot of linguistic drift. Ada is, with a great deal of difficulty, able to piece together English using a subtitled video with a voiceover and pictures.
* Digitesque connect to the ring, and there's nothing at the top but a small shuttle platform. The elevator also requires information on cargo type before it will move, so that it doesn't accidentally cause damage when living people try to use it.
* Digitesque: Earth has an artificial ring, still maintained by robots. Primitive humans now believe it is where the gods live. Occasionally, the gods speak, but normally the ring is just a handy navigation tool.
* Digitesque: "Guns" are in fact small laser pistols, and hunters can do the same thing with more utility.
* Digitesque: Humanity's robots maintain their ancient structures, but a thousand years is still a long time. Most of the ancient ruins are barely even recognizable as man-made at this point, with only a few pipes or foundations left. There are some sealed ruins, like the one Ada and Tanos find, that are still in perfect working condition.
* Digitesque: Much of ancient technology is computer code that can somehow affect the world directly. Modern coders mostly copy code by rote, because the old stuff is too complex. Ada notes that for a lot of ancient technology, the shape of the device is actually vestigial; if she put a gun's code on a rock, she'd get the same effect.
* Digitesque that Ada unceremoniously abandoned him on an island with no way back)

while the girls get closer to each other.
* Digitesque: Those with the warrior gift can create laser constructs. Swords are common, but someone creates a pair of clubs at one point.
* Digitiser, which ran on the UK Teletext service throughout the 90s, had the recurring character Zombie Dave, who communicated entirely through barely-intelligible mumbles. This was usually used to get outrageously offensive things broadcast in an ostensibly family-friendly magazine.
* Digitized Hacker: Hacker who enters cyberspace and operates within it.
* Digitized Sprites: Converting an existing or pre-made image into a sprite.
* digitizes his consciousness into a supercomputer, though the nationalist separatists also succeed.
* Digivolutions that are affected. Agumon now digivoles into the female Sunflowmon, while Palmon digivoles into the male Growmon.
* diglossia by linguists, Greek for "two tongues"), and later still the spoken language becomes the new written standard in place of the old one. This is what happened to Latin (replaced by Romance languages), Classical Chinese (replaced by Standard Mandarin) and Classical Greek (replaced by Modern Greek), among others.
* Dignidad: TV miniseries co-produced with Germany, about Colonia Dignidad and his leader, Paul Schäfer.
* dig up a ghoul who was accidentally buried. This leads to funny comments and one confused PC.
* dig up Chuck's father and bring him back to life so that they can find out the truth about Dwight.
* Dig Your Own Grave: Before being killed, the victim is forced to dig their own grave.
* Dig Your Own Grave, if they do it the old-fashioned way and have your victim conveniently dispose of themselves.
* dihydrogen monoxide hoax is an inversion of this practice, where something totally harmless is made to sound incredibly deadly, using true but misleading statements.
* dihydrogen monoxide, oxidane, hydrogen hydroxide, and hydroxylic acid.
* Dijiko (green eyes and hair), Puchiko (brown hair and eyes), and Hikaru (pink hair and eyes) from
* Dijon is renamed Faris D'jinn in order to be more authentically Arabic.
* Dik-Dik is one of the smallest species of antelope and has distint eyelashes around big bright eyes, dainty little boundy legs, a mohawk and a twitchy snouth that inflates slightly when they make their whistly calls. And the males have tiny little horns and don't even really fight over territory, just feinting at each other until one runs away.
* Dikembe Mutombo's 4½ Weeks to Save the World, part platformer)
* Dikembe Mutombo's 4½ Weeks to Save the World, the state of Florida constantly accruing errors in the voting process during the 2012 election campaign, Kate Middleton's pregnancy and the (short-lived) closing of Hostess, complete with a character singing a mournful melody for its failure (the company would relaunch and bring its products back to shelves just weeks later).
* Dilaf even if they aren't actually affecting him, though this takes deliberate action.
* Dil as well gets this during this scene, realizing how much of a brat he was.
* Dilating Door: Doors of the future will not be opened and closed the old fashioned way.
* Dilating Door has a similar force field that can be raised across its own Stargate.
* Di Laurentis who blackmailed, mutilated, and terrorized the people around her to get what she wanted, and for much of the show her ultimate allegiance to the Liars is in question. When she become an unquestionably good character, she also seems to lose all ability to take care of herself, and the Liars must save her multiple times from her own bad decisions.
* Dilbert, a line of vitamin-packed vegan microwave burritos meant to appeal to the extremely narrow audience of fans of the strip who also eschewed animal products,

and who didn't care much for taste. Not surprisingly, the Dilberito was discontinued in 2003.
* Dilbert and assumes she's "going for the hug" when she holds out both arms. In fact she shakes with both hands.
* Dilbert and Dogbert went on a trip to Clyde Canyon, which turned out to be a ditch. Subverted when, as they left, another hiker asked them, "Why were you hanging out in that ditch? Beautiful Clyde Canyon is just over that ridge."
* Dilbert and Liz. He kept getting e-mails stating essentially "Dilbert shouldn't get lucky before I do."
* Dilbert and made Catbert a recurring character as the Human Resources Manager at Dilbert's work place.
* Dilbert and makes Dilbert consider giving the policy a second chance.
* Dilbert and several other sources of office humor have been described as Kafkaesque.
* Dilbert, and use false compliments to make people insult themselves.
* Dilbert animated series had a story arc regarding the company's new flagship product: The Gruntmaster 3000. It covered things such as producing, marketing, and site-testing. The story was frequently broken up with non-arc episodes.
* Dilbert animated series, riding Business Class on Elbonia Airlines apparently entails sitting on the wing of the plane.
* Dilbert, a personified Mother Nature made a few appearances, each time doing something rather nasty without shame.
* Dilbert apparently died in a plane crash, the only employee who wasn't sure about celebrating was Wally—because he didn't know whether to celebrate or go home early.
* Dilbert arc where Dogbert tells a psychiatrist he's unable to cry over Dilbert's death. When the therapist tells him that dogs can't legally inherit from humans, he of course starts bawling.
* Dilbert as a character in the strip and that he is more pleased with the end result.
* Dilbert as simplistic, Scott Adams retaliated by having Dogbert create a comic strip called "Pippy the Ziphead" about "a clown with a small head who says random things" which nobody likes, not even Dogbert.
* Dilbert, a television advertisement threatens the viewers to make them buy its tires:
* Dilbert, a woman says this line to the title character. Disappointed that he simply agrees, with no emotional reaction, she progressively ups the ante, first to "friends with other people. You and I would just be acquaintances," then to acquaintances that couldn't actually become friends, like "my ex-butler whom I fired for stealing stuff." When this still fails to get a reaction beyond "Okay," the woman wonders to herself what's going on, while Dilbert thinks, "Good, it seems the window of opportunity is still slightly open."
* Dilbert becomes a boss and enjoys his newfound ability to command his underlings with a wave of his hand. However, they misinterpret his wave and throw a guy out the window.
* Dilbert book on etiquette, Dogbert discusses Air Hugging, saying that it is not the best time to reveal your sensitive side, and not to let people see you get the creeps afterwards.
* Dilbert both concerning in-universe and in fan and critical response.
* Dilbert briefly hired a sycophant with a deformed lamprey-like mouth.
* Dilbert built a robot at one point that became a jerkass. In the end Dogbert installed a "shame module" programed with the combined shame and guilt of every religion on earth which turned him into a worrying, guilt-ridden machine that rued the day it was created. Dogbert named it Ruebert.
* Dilbert cartoon, Dilbert, Dogbert and Dilmom are playing Scrabble. When Dogbert plays "Quizzing" for 188 points, Dilbert comments that he thought the Scrabble set only has one Z. Dogbert brushes this off by saying that that's the kind of thinking that made Dilbert lose 400 games in a row, but the next shot shows him carving his own scrabble tiles under the table.

* Dilbert cartoon has an e-mail version of this trope. The Marketing Department gets a typo-ridden e-mail from Wally that is telling them to either "launch the new product" or "eat lunch with a penguin."
* Dilbert cartoon has the character Topper make a string of implausible claims about his achievements. When the other characters ask for proof, he replies "Give me ten minutes, then check Wikipedia."
* Dilbert cartoon where they discuss a story of a co-worker killing an entire field hockey team and not leaving any survivors. Someone points out that it's a very detailed account for an incident that's not supposed to have any witnesses. It turns out that killer herself posted the story on her website.
* Dilbert, Catbert, Evil Director of Human Resources, was hired precisely because he possesses this quality. The caption of the page image is a quote from the strip in which he was hired.
* Dilbert characters and doesn't want to get angry letters by creating dumb, criminal or lazy minority characters.
* Dilbert character Topper at least claims he's an ace and he's never been successfully called on it. It doesn't matter what you've done whether its recycling, building a time machine, or giving birth, he claims he's done it better.
* Dilbert claims it's meant to represent American perceptions of "any country without cable television".
* Dilbert comic actually inverts this trope when the company's Call Center is outsourced to Elbonia:
* Dilbert comic, Catbert made Google the new company health plan, saying "from now on, employees must use Google to diagnose their own illnesses."
* Dilbert comic, Dilbert invents a quantum computer capable of interacting with matter in a parallel universe to solve complex equations. Dogbert points out that according to Chaos Theory, the shifts he causes could very well destroy the other universe. Dilbert's response? "Shift happens." (And Dogbert adds "Fire it up.")
* Dilbert comic, Dilbert was concerned that a new invention of his might be dangerous, so he decided to seek legal counseling. After explaining his situation to a lawyer, Dilbert asked if he would help. The lawyer replied, "nah, it sounds like I could make more money by suing you."
* Dilbert comic introduced "the Sentence Finisher", who would constantly interrupt people to finish their sentences for them, and give them sinister meanings.
* Dilbert comic involved Dogbert raising an army of cloned vegetables. It was supposed to be longer, but Scott Adams found it wasn't as funny as he thought it would be, so he actually stated in comic he was ending the arc by "skipping ahead to the big finish." Another arc, featuring the death of Dilbert, was also resolved quicker than planned when Adams ran out of ideas (he also mentioned doing it to shake things up, but the strip was so early that nobody cared). Another early arc involved Dilbert building a robot that became gradually more intelligent before being dropped without comment a few weeks later; the plotline was revisited more than a decade later with a different robot, who went on to become a regular.
* Dilbert comics played with this in the third-world country of Elbonia. One man goes to a grocery store with a chain of bills attached to each other and tells the cashier that the other end of the money chain is being held by his brother in a different town, who will let go when the sale (of a single potato) is completed.
* Dilbert comic strip about "all-natural tech support". Scott Adams' commentary in one of the books: "It frightens me to think how many people believe 'natural' is the same as 'good for you.'"
* Dilbert comic strip is a satire of the corporate world. Mostly Horatian.
* Dilbert comic strips where Dogbert becomes an advertising executive and is tasked with marketing beer. The executives claim to be "very lonely men" and insist on including bikini-clad women in the ads. Dogbert at first objects to this as being degrading and outmoded, to which the executives suggest giving the women jobs: "Bikini lawyers on skates!" Lynx actually did similar, as seen above.
* Dilbert comic; toll booth attendants make Dilbert nervous, and he doesn't know why, so he goes to extra lengths not to annoy them: he turns his radio down, makes sure he has exact change for the toll, and always wishes them a good morning.

* Dilbert competes for Dilbert's job. Being able to type with both hands and use the mouse with his tail is a natural advantage.
* Dilbert compilation books, Scott Adams suggests that when calling in sick to work, the best thing to say is, "You don't want to know the details."
* Dilbert concerning how many digits she expected her bonus to be as opposed to what she actually got:
* Dilbert confronts Alice for having made personal calls on the job (to tell her family she was working late), saying it's "like stealing from the company." After handing him a dollar to more than cover the phone bill, she presents him with her own bill for "$40,000 in unpaid overtime that the company stole from me."
* Dilbert co-workers, such as "French is exactly the same as Spanish, except with more words for cheeses."
* Dilbert, creator Scott Adams spends a couple strips "trapped" in his own creation.
* Dilbert decides at one point to apply his coding skills to inventing a filter to prevent kids from seeing dirty pictures on the Internet. Dogbert tries to warn him that "pitting your intelligence against the collective sex drive of all the teenagers who own computers" is a fool's errand, but Dilbert overconfidently presses on and gets a teenage boy to test his invention. Judging by the expression on the boy's face, it evidently fails.
* Dilbert did not have pointy hair at all, but rather just an ordinary, receding hairline of black curly hair. A 1995 strip depicting the slow decline of Dilbert's health benefits, via a series of flashbacks, depicts the boss with his old, unpointy hair.
* Dilbert, Dilbert and Dogbert are stuck in a bad traffic jam. Fortunately, Dilbert upgraded his car with a missile launcher to deal with such situations.
* Dilbert. Dilbert does the same, and the strip ends with both of them sitting back to back, maniacally laughing, as Ratbert enters.
* Dilbert , Dilbert is at a dinner party in another country where it is revealed that he is left-handed (being left handed makes you a member of the oppressed minority.) The guards raise their guns at Dilbert, who replies with the trope.
* Dilbert Dilbert is bumped from a fight. When he complains, the airline "accomodates" him by duct-taping him to the wing of the plane.
* Dilbert, Dilbert is proudly walking around with a "vast array" of personal electronics displayed on his person, until he meets the only man that can beat him in this regard: Techno-Bill. The moment Dilbert sees him, a fax machine on his groin suddenly prints a long, long strip of paper.
* Dilbert, Dilbert is stuck in traffic. The cause? Despite the freeway being 5 lanes wide, only 1 toll booth is open. Even worse, the guy currently at the toll booth is insistent on flicking his quarter into the coin slot and misses several times in a row.
* Dilbert: Dilbert once chatted with a woman calling herself Mistress Cruella. Afterward, he looked quite startled. What she said to him was, of course, left to the reader's imagination.
* Dilbert discussed this. Alice got stuck with prepping for a trade show because all of the men in the office had disqualified themselves through "Strategic Incompetence".
* Dilbert, Dogbert answers calls with "How may we abuse you?" when he is acting as a phone operator.
* Dilbert, Dogbert describes time: "It's like a donut shot out of a cannon and spinning at the speed of light, only without the donut and the cannon."
* Dilbert, Dogbert died from overly strong perfume and initially got into Heaven simply for being a dog, but they got sick of him and kicked him out. He did a brief stint as a guardian angel before the Powers That Be had enough of that and just resurrected him.
* Dilbert, Dogbert explains that while insulting somebody's mother is impolite, "fathers are fair game." He illustrates this by rattling off a bunch of "your father is so dumb" jokes.
* Dilbert, Dogbert gets diplomatic immunity at one point - and of course, abuses it

for the sake of amusement, to the point where he uses his diplomatic immunity to boot the president of Elbonia and take his place.
* Dilbert: Dogbert has taken over the world a few times. In one arc he does so through hypnosis, but abdicates after he gets bored. He's also taken over the company frequently, usually becoming obscenely wealthy and retiring within a matter of days.
* Dilbert: Dogbert is such an excellent liar he was once able to fool a polygraph... while claiming to be Abraham Lincoln.
* Dilbert, Dogbert rubs a lamp to see if there's a genie inside. He persists, and a genie eventually pops out:
* Dilbert Dogbert's comment on the event? "I loved the part where you said 'I come in peace.'"
* Dilbert, Dogbert tried a stint as a fortuneteller. In an attempt to give an infallible prediction, he told Dilbert that he will eventually die.
* Dilbert: During a brief period when Dilbert had a steady girlfriend, Phil the Prince of Insufficient Light barges in:
* Dilbert either. If anything, they seem to be the happiest romantic couple in the entire strip.
* Dilbert episode had Alice use this as an ice breaker party game. INSIDE Dilbert's house! It gets worse from there.
* Dilbert, even a pirate with a diseased parrot refuses to be spokesperson for the unethical company Dilbert works at.
* Dilbert featured an arc where Wally's potted plant becomes the waste receptacle for his coffee dregs. Dilbert later suggests to him that he switch to decaf; the next panel shows a giant tree growing out of the office building.
* Dilbert features many surreal jokes based on the premise that one character lives in his or her own little reality. Sadly, this is often a character who has power — or who gains power by enforcing his or her crazy perceptions on others.
* Dilbert features the PHB giving Dilbert a document to fill out that features close to a dozen negatives regarding the state of his employment.
* Dilbert" for minor misdeeds. Adams considers the resulting character an improvement over his original idea.
* Dilbert had a brief arc with him on Jury Duty, the more memorable strip has a man excused because his religion forbids judging other people.
* Dilbert had an old programmer, Dilbert and Wally sitting at the lunch table. The man says, "When I started programming, we didn't have any of these sissy 'icons' and 'windows.' All we had were zeros and ones — and sometimes we didn't even have ones. I wrote an entire database program using only zeros." Dilbert replies, "You had zeros? We had to use the letter 'O.'"
* Dilbert had a strip dedicated to mildly deconstructing the "paperless office." Cue panels showing engineers with notes written up and down their arms and an ultimate panel where the topic of the meeting is "the bathroom problem."
* Dilbert had the employees realize that if they insulted the boss after saying With Due Respect, he'd accept it as constructive criticism no matter what.
* Dilbert had the usual team creating a record of a new employee for the purpose of taking the ownership of a cubicle or some such, even making a picture of his face by amalgamating their own. By the end of the episode, everyone except Catbert thought he was real.
* Dilbert has even said that he represents the kinds of things he wishes he could get away with and say to people.
* Dilbert has him dating a witch who turns him into a frog to get rid of an annoying fly.
* Dilbert has regularly gotten fired or quit himself. He always ends up back at the company, usually in an even worse situation than before.
* Dilbert has such a poor sense of direction he can't find his way out of a cubicle.
* Dilbert has Zimbu the monkey, who can speak English and does a good job of making Dilbert look like an inferior worker.
* Dilbert have all been brought back by cloning within weeks of their deaths.

Dogbert on the other hand was kicked out of heaven.
* Dilbert. He didn't actually do much with his power other than force people to hold signs praising him while wearing brassieres. In the end, he told everyone he was retiring to go sit on a soft pillow.
* Dilbert. "He learned that you should never get your parachutes from the same people you're robbing."
* Dilbert. He's about the least dysfunctional character in the comic and the closest to a genuinely good one.
* Dilbert. He was actually based on one of Scott Adams' coworkers who, after realizing that the bottom 10% of employees would be offered extremely generous buy-out packages, went out of his way to get fired. Adams says about this "This wouldn't have been so much fun to watch except this fellow was one of the more brilliant people I've met and he was totally dedicated to this goal." Wally's take on it:
* Dilbert hides a surprising level of brilliance beneath a very thick layer of filth and laziness, once being an openly gifted and hard-working engineer before being crushed by the thankless soulless company they work for. He's still capable of amazing feats of intelligence when sufficiently motivated, like get-rich-quick schemes that tend to only fail due to bad luck or a simple oversight, and in one episode runs a very successful underground gambling ring. It's best summed up when Dilbert hears a scheme of Wally's to steal money from credit card companies:
* Dilbert himself used to be a science-fiction genius whose wild inventions made up some of the plots. Once the comic started focusing almost exclusively on office humor and lost the sci-fi elements, he was just another engineer.
* Dilbert himself was given the infamous excuse of "I need to wash my hair" when he asked a random woman on a date. When she suggests meeting him on some other day, his reply was, "I'll pass. I was hoping for someone with clean hair."
* Dilbert: "How many left-handed Elbonians does it take to screw in a light bulb? None! Left-handed Elbonians don't have light bulbs!" However, few Elbonians even know what light bulbs are.
* Dilbert' inability to judge the contributions of (or remember the identities of) his subordinates. Methods include: personal favors to the PHB, reporting his more ambitious colleagues to threatened superiors, having the PHB beaten on the occasion he *was* fired, tricking the PHB into signing favourable documents without reading them, and... just plain being lucky (the PHB admitted once that he's fired bald guys at least 7 times after mistaking them for Wally.)
* Dilbert: In a very early strip, Dilbert works out that dinosaurs couldn't possibly be extinct, at which point Bob (who had been hiding behind the couch) reveals himself — while some dinosaurs had evolved into birds, the rest have hung on until the modern day and have just been hiding
* Dilbert includes the commentary of "I was surprised that this one got published."
* Dilbert in H.R. gives him the death penalty just because it's "more economical" for the company than counseling. Dilbert is pardoned after Dogbert and Bob the dinosaur have a not-so-friendly meeting with Catbert involving a "fur wedgie."
* Dilbert in order to get rid of some excess "N"s, just to goad Dilbert into saying "The N's don't justify the neans".
* Dilbert interpretation of "All You Can Eat" at a seafood restaurant. By the time he and Dilbert meet again when Dilbert is an adult, he makes it pretty clear that he's going to stay until he's had absolutely "all he could eat"... which pretty much means dropping dead inside the restaurant.
* Dilbert. In the final strip, Dilbert sees the people marching on the castle with pitchforks and other tools and he and Dogbert panic and flee; the last panel has one Elbonian turning to another and asking "Did anyone remember to tell the King about the harvest festival today?"
* Dilbert involves a trip to Elbonia, where Dogbert has become a diplomat. He first uses it to get a cop to tear up a parking ticket, then eat it and then regurgitate it. Then he gets the cop's gun and clothes and orders him to dance while shooting at his feet. This is just the first thing he does with it. He eventually takes over Elbonia.

* Dilbert, in which an angry mob becomes confused and wields ice cream scoopers and toilet plungers.
* Dilbert is fired frequently, and has actually died more than once. The cartoon suggested that the company has several identical looking guys named Ted.
* Dilbert is forced to defeat a supercomputer at Scrabble. The computer just orders Asok to lay out all its tiles, then hacks into various online dictionaries and inserts, for example, the word "wipqozn" into society.
* Dilbert is introduced to an attractive new coworker, he begins to sweat and says, "It's a pleasure to meet me. I hope you never find a live turtle in your soup."
* Dilbert is not only one of the best engineers in the office, he also possesses amazing mental powers, including pyrokinesis and shapeshifting. Despite his prowess, he is paid the least, works in an eighth-sized cubicle, and is rarely allowed to leave.
* Dilbert is supposed to be a brilliant engineer, thus explaining his constant frustration with his idiot-run workplace. While
* Dilbert jokes) is offended by the actions of Dilbert's company. One of them starts shouting "WALLA WALLA WALLA!", only to be informed "We don't do that". The first one offers a fist bump instead.
* Dilbert kind, and dealing with them is frustrating, if not dangerous.
* Dilbert lampshaded this by Dogbert borrowing the Selsun Blue catchphrase of "It tingles, so I know it's working" with his beer ad of "My head hurts, so I know it's working."
* Dilbert loses his ID and is told to go to the security office to get a new one. The problem with this is that he's not allowed to go to the security office without his ID.
* Dilbert — if only because people tend not to hang around when you start chewing on your own arm.
* Dilbert. Mostly for Economics students learning about things that happen in organizations. Interestingly, it was reportedly featured in editions of administration books.
* Dilbert once brought a large rechargeable battery to work in order to steal the company's electricity to power his home.
* Dilbert once built a computer to predict the future, and got back a prediction that within five years all of humanity would be enslaved by evil squirrels in their nut mines.
* Dilbert once considered developing a way of leading his entire life from his bathtub. He then fantasised about being interviewed by a group of reporters about his revolutionary new lifestyle, but soon they criticised his system as pointless and even remarked that bathing was an inefficient form of cleaning, until Dilbert complained, "This fantasy's been a profound disappointment".
* Dilbert once extrapolated the future of the human race based on three "facts": Obesity was going up, science skills were declining, and young people were getting more egotistical.
* Dilbert once got free "therapy" from a psychiatrist who told him that his problem was that he's ugly and he should drink until he feels handsome. Walking out the door, he tells the receptionist, "You're overpriced."
* Dilbert once threatened to put Dilbert in "the Box" if he didn't work harder. Dilbert asked if "the Box" was bigger than his cubicle.
* Dilbert: One early series of strips had Dilbert visiting a "Jiffy Med Center" and being treated by a physician with no medical training and no clue because they couldn't afford real doctors.
* Dilbert: One early strip had Dilbert buy a pair of shrink-to-fit pants that are too large, because he expects them to shrink in the wash. He insists that after one cycle, they'll fit like a glove and they do - like a glove with two fingers.
* Dilbert, one of Dilbert's dates tries to invoke this trope. It doesn't work.
* Dilbert, one of the opening stings is a girl scout-type who clearly put on the waterworks to yoink Dilbert out of his money, even as he himself pointed out that her parents are wealthy and he doesn't need the overpriced cookies. When he tries to rationalize it as "helping a little girl learn a valuable lesson", Dogbert

counters that he had mostly encouraged her to pursue a life of crime.
* Dilbert options are better than what he has right now and calls Wally over to "get in on this".
* Dilbert) out of Dilbert's office. Dogbert claims the only thing that can kill them is a silver bullet. An employee points out the bullets he gave them are just regular bullets with silver spraypaint, and another points out his "silver" bullet needs more paint (leading to Dogbert spraying paint into the guy's face).
* Dilbert parodies this: while Dilbert and Dogbert are stuck behind a driver at a tollbooth, they engage a dual-keyed weapon to destroy her vehicle.
* Dilbert plays this trope a lot. Once, the title character suggested using smokers going outside to have a smoke as a non-lethal power source. Dogbert also plays this trope straight when he throws activists into the furnace to power the town.
* Dilbert producer Larry Charles and also co-wrote a majority of the episodes' scripts.
* Dilbert says he'll use humour in the workplace to ease tension. He then proceeds to tell a knock knock joke, in which the punchline is "not you anymore".
* Dilbert says this to Wally after Wally tells the boss that the proper way to use a pager is to clip it to his ear.
* Dilbert's company is out-sourcing their customer support jobs to Asia but the company they outsourced to outsourced it to a different country going on until it was eventually outsourced back to Dilbert's company who underbids everyone else and lies about hold times. The Boss's solution to this? Raise their prices.
* Dilbert's creator, Scott Adams, once wrote about his own experience on a jury. He was the only juror who thought there was even a chance (though a very small one) that the guy was innocent of the many crimes he was accused of, but decided not to speak up because he was hungry and didn't want to drag the deliberation out. He ends the segment by apologizing to the defendant: "I'm sorry I basically sent you to jail for the rest of your life so I could get a Snickers."
* Dilbert sequence involved Dogbert convincing Dilbert he had made him pregnant by giving him fertility drugs. Dilbert became visibly larger and greatly increased his eating to feed all the multiple babies he thought he had in there until Alice pointed out that a) it was impossible and b) the only evidence he had was his weight gain.
* Dilbert She once slapped Asok so hard that his face changed into a Dolphin's.
* Dilbert signed the team up for a paintball course as a "team building exercise", but instead of them going out to a paintballing field, he interpreted it as hunting them in the office with a paintball gun, without them being aware of it. Obviously, they didn't have on any protective gear, and in the confines of office spaces it would've been difficult to avoid "point blank" shots, both of which are major no-nos.
* Dilbert. Since his "survival tips" for avoiding frostbite involve liberal application of meat tenderizers and Worcestershire sauce, it is implied that after the first crash he became addicted to human meat.
* Dilbert's mom once didn't have enough money to cover her visit to a gypsy, so her son was struck with the "Curse of Competence". Dilbert's mom didn't see why it was so bad, but twenty years later, Dilbert is screaming in wonder why he always got stuck with the projects.
* Dilbert's mother has been accused of trying to use "counterfeit vowels" in a game of Scrabble; the charges were never proven.
* Dilbert stated that while similar to other microwaved frozen burritos, it was made for "someone who eats lunch without much thought to taste"; Adams claims part of it was not being able to disguise the mineral fortification well - and the ingredient combination was very gas-inducing, with an additional hinderance in that shelf placement was often unfavorable for being a new product. The Dilberito was discontinued after four years, with Adams having lost millions on it.
* Dilbert's tie is always curling up... except the one time when went on a successful date, the next day it was straight.
* Dilbert story arc, Dilbert becomes so insignificant to the company that he becomes literally invisible. Dogbert proposes having Ratbert sit on his head to

attract people's attention. Instead, other people can only see a floating talking rat. Wally then looks at his mug and blames the unusual sight on the Colombian coffee he's drinking.
* Dilbert story-line, Dilbert is sent to Accounting. In Dilbert's company, Accounting is a horrific nightmare realm whose employees are literal trolls and their superior is an evil witch (or wizard — gender doesn't really matter in Accounting). Dilbert transforms him into a troll just from breathing the air, and he is promptly put to work erasing budgets for various departments. Then he is given the budget of the Accounting department itself...
* Dilbert strip, a woman had a baby that looked like a loaf of bread, which turned out to be an actual loaf of bread.
* Dilbert strip: Dilbert accidentally bumps the car in front of him and gets out to apologize. When he looks in the front window of the other car, he sees a man with a grotesquely twisted-up body who screams "LOOK WHAT YOU DID TO ME!" The alleged victim takes Dilbert to court, intending to sue him for all he's worth. "Now I'll never be able to work again!" he whines to the defense attorney. But the plaintiff's scheme fails when the defense attorney asks him what his job had been, and he's forced to admit: "Circus contortionist."
* Dilbert strip, Dilbert is presenting his idea for a way to use electricity to cook your food "Without the need for charcoal or lighter fluid" to Dogbert, and announced he would name it the X-39 Energy Transfer Module. Dogbert simply replies "Did the name 'Electric Stove' ever occur to you?", pointing out Dilbert's invention fell back on this trope.
* Dilbert strip, Dilbert notices that the girl he just met, Liz, isn't wearing a ring. She tells him that she has a ring, but it's so big she needs to hire a team of eunuchs to carry it around. His response, visibly and audibly, is "Flop sweat time".
* Dilbert strip, Dogbert theorizes that gravity is optional and that this is the reason why most people are stupid: Smart people question everything, and when they start questioning gravity they get flung out into space.
* Dilbert strip features Dilbert going out on a date with an obese woman. He tries to take her to a buffet, but she said that she's already been banned for life, presumably for eating too much.
* Dilbert strip had a co-worker ask Dilbert to review her work, and he immediately says yes, only for her to not only ignore each time he agrees to do so, but when he eventually yells at her to accept yes for an answer, she responds "That's now how innocent people talk".
* Dilbert strip had a network that consisted entirely of videos of Ratbert slapping himself while singing Barry Manilow songs. And it was apparently not the stupidest channel that cable company had to offer.
* Dilbert strip had Dilbert and Dogbert visiting a guy who had a bunch of creepy hunting trophies on his wall, they leave when he gets to his (former) neighbors.
* Dilbert strip had Dilbert telling Dogbert about his boss's secretary demanding that he "bring her the head of Willy the mail boy." He sets a bag with a large round bulge on the table...
* Dilbert strip has Dilbert helping a robin recuperate after it mistakes a picture window for more air.
* Dilbert strip has him leaving a girl a message asking her out on a date. Her answering machine says "If you're calling to take me to Paris, press one. If you're offering to take me to a crappy movie, press 2."
* Dilbert strip involves Dilbert being the first person in the city to own a videophone. He then sits next to the phone, waiting for someone else to buy one so he can call them.
* Dilbert strip, Mordack the Denier eats Wally's requisition form for a new computer (in front of him) and says "We lost the paperwork." Wally responds by holding up a giant stack and saying "Good thing I made 75 more copies."
* Dilbert strips, Bob the dinosaur gives Dilbert's company's CEO a "tele-wedgie" to dissuade him from relocating the company.
* Dilbert strip sequence, in which Dilbert decides to make himself a superhero

costume and stand outside the local nuclear plant, in the hope that an accident will occur and give him superpowers. When he gets there, he finds a dozen other guys, all in various designs of spandex, who apparently all had the same idea.
* Dilbert strip shows Dilbert stuck on one of these lines. By the final panel he's gotten a hammer and is about to smash the receiver.
* Dilbert strips loved their puns. One strip features Dogbert instructing the readers on finding a safe place out of range from which to deliver the punchline of the following pun:
* Dilbert strips seemed to be taped on every cubicle in Corporate America. Debuted in 1989 and continued throughout and beyond the 1990s.
* Dilbert strip using "Dork" as an insult, Scott Adams printed a reply in which Dogbert apologized "To all the Dorks who were offended."
* Dilbert strip where Ratbert attempts to infiltrate a gang of elves who have been terrorizing Dilbert. They ask for the secret handshake and he performs a ridiculous pose with his arms waving and his head sticking out from between his legs. One elf replies that he's wrong but it's "one heckuva good guess".
* Dilbert strip where somebody is putting up a sign that reads "8 days since the last accident", and then falls off the wheeled chair they're standing on.
* Dilbert strip, where Wally's excuse for being useless was that he was keeping hydrated by drinking coffee to keep his spleen from drying up.
* Dilbert supposed to do at the movies (talk through it, switch theaters, and spoil the endings for people in line), which gets him chased by a horde of angry theater ushers.
* Dilbert talks with a pre-recorded message left by his mother, ending with:
* Dilbert television series had an episode in which Dilbert talks to a tape recording of his mother, during which he angrily asks if he's so predictable that she can tape her half of the conversation ahead of time. He is. To the point where it tells him to put back the soda bottle he tries to steal.
* Dilbert, the boss tries to give a certificate originally meant for Wally to Alice instead. He hastily corrects the name on the certificate to Alice's supposed "Indian name", "Wallyina".
* Dilbert the gang has to bring a prototype to a tech show. It's a prototype for a holographic AI interface. They don't have anywhere near enough time or money to do this, so they gut a computer monitor, punch a hole in the bottom and the table, and have Wally stick his head up. He's supposed to pretend to be the interface. Too bad they are visited by the Dark Angel of Product Demos (Phil the Prince of Insufficient Light, his "hello, Wally" would've been bonechilling if heard in animation).
* Dilbert the Pointy-Haired Boss complained to Catbert that Dilbert thought he was predictable.
* Dilbert. The previous comic did say that Asok had to travel to "the bowels of the bureaucracy"...
* Dilbert the strip takes in. Considering the strip's message that "cynicism equals intelligence", it comes off as no surprise that he's portrayed as stupid.
* Dilbert, the test engineer who NEVER aproves anything, and enjoys destroying people's dreams and emotionally and financially abusing women.
* Dilbert, the title character is infuriated that a linguistically-gifted monkey, Zimbu, has been promoted.
* Dilbert, the title character regularly built strange-looking inventions with (occasionally) even stranger purposes, such as a trash compactor that can pack two tons of garbage into the volume of an ordinary brick or talking robot dog.
* Dilbert they are so useful. She hands the offending co-worker the titanium rod with what's left of the cell phone stuck to it with a simple "It's for you."
* Dilbert: they wear fur hats and wallow around in waist-deep mud. They're also an entire nation of idiots, who have animals in their government and fight wars over handedness (as in, left vs. right).
* Dilbert, this happens to Dilbert after delivering bad news to a company meeting, showing that the company policy about not shooting the messenger merely forbids the literal act of shooting.

* Dilbert tie-in book "Dogbert's Clues for the Clueless" has a page on not overtly noting when someone's kids do not resemble them. The panel indicating that one is definitely entering the rude category on the subject includes the question "Is your garbageman Gus Simpson?"
* Dilbert: Topper. Every story you tell, he did it better, even if it seems logically impossible.
* Dilbert tried calling a software support helpline, and advised the techie upfront that he'd already tried rebooting. After explaining the problem in detail, the solution was... "reboot."
* Dilbert tries these at one early point. Dogbert tries to tell him that they're meant to be given to other people, but Dilbert responds "It's too late, I'm hooked."
* Dilbert trope. Dogbert used his phone call to hire a wrecking company to destroy the building.
* Dilbert trying to talk about the actual product, but he kept fainting and conking his head against the ground due to the sight of her.
* Dilbert TV series, a death row inmate is pardoned, but the warden then mistakenly presses the 'fry' button instead of the 'place call on hold' button.
* Dilbert TV series, Dogbert explains that computers are going to take over the world, but fortunately, he has found a way to save humanity. After Dilbert compliments him, Dogbert clarifies that it's in the same way you might save postage stamps, and opens a closet door showing the jars he's saving people in.
* Dilbert TV show had an episode that was kicked off when Dogbert complained the remote wasn't working, and Dilbert told him to change the battery. The left one. Also, he bought a battery on the way home from work the day before because he sensed this coming. This was a demonstration of Dilbert's "knack" with electronics, which he goes on to lose later in the episode.
* Dilbert TV show, when Dilbert launches a rocket that is supposed to go to other planets and bring back alien DNA, but it malfunctions and circles around the town after getting a sample of alien DNA, picking up random bits of Earth animal DNA (and robot parts), and then hits Dilbert and lodges itself in Dilbert's body. The result is that Dilbert becomes pregnant with a mutant being.
* Dilbert, two bullies decide to beat Dilbert up for wearing glasses with a camera. Little do they know, he's made a few "modifications".
* Dilbert, Wally always does that. For example, transferring hundred of thousands of bytes to an auxiliary support (he copied a file on a floppy disk). He even suggested to assign him the task of testing the internet connection using high-requested servers (he intended to make watching porn his job!).
* Dilbert, Wally created a screensaver called "Wally's 101 Most Annoying Cubicle Sounds" just to drive Alice up the wall.
* Dilbert, Wally once gets a hands-free and goes around PHB, shouting insults in his face, pretending that he actually talks to his mother. Personal calls have been forbidden in the Path-E-Tech Management ever since.
* Dilbert, when Wally asks if he can spare a pen, Dilbert offers one to him only after bidding it farewell at length. Wally asks instead for a pen that Dilbert's had "less of an emotional relationship with."
* Dilbert (which is clearly just a Y-shaped metal rod) for detecting human stupidity.
* Dilbert." With Asok's lower body hanging out of the vent, Alice puts up a sign that reads "Spank the Intern $.50".
* Dilbert, with Dilbert often just along for the ride. Even outside the office, Dogbert frequently dominates the storylines.
* Dilbert without a whiteboard to diagram things. When he tries to give a presentation without a whiteboard, he ends up making ape-like noises and imitating a chimpanzee.
* Dilbert writes the governor to complain about prison overcrowding, the governor sends a convicted murderer to live with him for "thirty or forty years."
* Dilbert (Zimbu the Monkey, Dawn and Rex). There's also Mordac the Preventer of Information Services, who went from a regular recurring villain to appearing

infrequently.
* Dil Chahta Hai, Sameer believes that he is truly in love which each new pretty girl he meets, and is heartbroken when they reject him. His despairing parents eventually try to set him up in an arranged marriage with a girl named Pooja. Fortunately, Sameer ends up falling in love with her, too!
* Dil, due to his young age, calls Chuckie "Chubby" or "Ducky" and Lil "Lillip".
* "Dilemma" by Nelly, with the just friends role being forced by Nelly as he doesn't want to do anything to break up the relationship for the object of his affections and decides to play it cool.
* Dilemme Charnel (France) features a strip card game between 2 couples. Viewers see a woman remove her dress; the 2 guys are playing sudden death rules and are stripped naked by the women when they lose. The scene cuts to all 4 players naked and starting to do forfeits.
* Dilithium crystals are a fundamental aspect of the Star Trek universe, as all Federation starships use them for their
* dilithium crystals, which are a key component of starship power generation and highly valuable to space-traveling races.
* Dillan likes to pretend their miniguns are used by heads of state. They aren't, generally, as that sort of collateral damage is hard for any elected official to stomach.
* Dillinger and his squad are filthy rich, helps out the common man caught in a financial bind, can woo and bed a different woman every night if they wish, and are generally seen having the times of their lives when they're not dealing with being chased by police or committing bank robbery — much of which is
* Dillon from reacts this way when he opens up a refrigerator, revealing a cannon primed and ready to blast him—just so Dr. K can
* Dillon has also kissed his old crush Ray who thinks about how "hot" it was despite being straight and considers that he might be "a little bi". When Dillon reveals that he's gay and imagines Amber as
* Dillon has claimed to have "turned" several straight guys in the past with his Swirly-Go-Round kissing technique.
* Dillon respects Ruby's desire to keep, first her having spent an evening in male disguise, and second her new-found love of
* Dillon's infatuation with Gary remains somewhat active after he gets his own comic,
* Dillon's Rolling Western, which turns the player's Mii into one of four possible anthropomorphic animals to take part in the story.
* Dillon too has a collection of snaps of attractive men on his phone, though most of them are probably relatively innocent images of clothed men in public — but taken more or less surreptitiously.
* Dilly The Dinosaur had a story "Dilly and the Book of Bad Behaviour", in which Dilly, the naughty young dinosaur, worries that if he gets excited for Christmas, he'll be naughty and Santa won't come so he disallows his family to mention Christmas.
* Dilly The Dinosaur steals a box of swamp chocs (a type of candy that dinosaurs like), and Dorla (his big sister) tries to scare Dilly by telling him about prison. When the parents' friend, a police officer named Donald, comes to visit, Dilly confesses, even though nobody but Dorla knew (and even then, she was only guessing) that he'd stolen them.
* Dilly The Dinosaur story "Dilly and the Book of Bad Behaviour", Dilly is paranoid about getting into Dino Claus (the dinosaur version of Santa)'s Book of Bad Behaviour, so they go to a mall Santa and have him explicitly tell Dilly that he's not going to be put in the book.
* Dilraba Dilmurat and Vin Zhang have acted together in five series so far:
* Dil Se..: in the song and dance number, "Satrangi Re", Amar throws out his long black scarf which whips around the waist of Meghna so he can use it to reel her in.
* Dil Se.. terrorist named Meghna all over the country, trying to win her affections. It does not end well.
* Diluc protects the city of Mondstadt from monsters and criminals at night as the

"Darknight Hero". He didn't choose the name for himself, however, and didn't expect to become a sort of folk hero. It's also connected to how he dislikes the Knights of Favonius because they're a
* Dilvish, the Damned and devastate an area as large as a city. He refrains from using them most of the time for much the same reasons.
* Dilvish, the Damned series begins when the eponymous hero is petrified by an evil wizard, only reverted back after several centuries, with his soul sent to Hell for the duration.
* Dilvish, the Damned. The whole story is the attempt to bring the news back.
* Dilwale Dulhania Le Jayenge: Simran chases the train Raj is in after her dad finally realizes that she and Raj deserved to be together since no one could love her as much as Raj does, and lets her go after Raj.
* Dil was absent for 2 episodes in Season 6, 13 episodes in Season 7, and 6 episodes in Seasons 8 and 9.
* "Dil We Meet Again" and "The Magic Baby" premiered on the VHS release
* Dimachaeri stats can be inferred to date back to at least ~200-300 AD.
* Dimebag Darrell was shot to death on stage in 2004 by a Pantera fan who could not accept the breakup of the band (Dimebag had formed Damageplan with Vinnie Paul at that time). The killer was promptly killed on the scene by the police.
* Dime Novel can speak a wide variety of languages, including Old Norse.
* Dime Novel, circa 1868. Earliest example of an "Edisonade," a kind of proto-Steampunk.
* Dime Novel had a few of these:Sang Tu and The Yellow Tong, The Hip Ling Secret Society, the Yellow Spider (A Chinese crime boss in San Francisco), etc.
* Dime Novel had quite a few of these. Perhaps the most dangerous was Dazaar the Arch Fiend. Her specialty was knife throwing; she could throw a knife hundreds of yards with extreme accuracy. Another one of Carter's female enemies was Zanoni the Woman Wizard, a skilled hypnotist and chemist (poisons were her specialty). She was a truly nasty piece of work. Once, after being captured by Nick, he warns her not to try to "make love" to him as a way to get out. Her reply conveys her fiendishness: "Have no fear, my pretty man, my cornucopia of driveling goodness. When I make love to you, it will be to your articulated skeleton—to your empty, fleshless skull—to your heart preserved in alcohol and your liver thrown to the dogs."
* Dime Novel inventor Frank Reade had quite a few adventures out West.
* Dimension 20 and constantly alone. When he's brought to Gowpenny Academy, the other three exchange students are his first-ever friends, and he's astonished when they don't abandon him after seeing his dark powers in action. Later, he admits that the day they met and went shopping for school supplies together was, hands-down, the happiest day of his life—until it was topped by the day they all got sorted into the same house at Gowpenny and spent time goofing around in their common room.
* Dimension 20 being sent to a magical school in the UK, so naturally, culture clash and this trope ensue.
* Dimension 20 campaign one character's magic all manifests pink and sparkly, and their familiar turns out to be an adorable talking chipmunk wearing a little jacket. They wanted to be a dark and sinister spellcaster with a serpent and are mortified that this keeps happening.
* Dimension 20: Due to the format of most TTRPG campaigns, the heroes are usually severely outnumbered and/or less powerful than their enemies, which means than in order to win, they will have to resort to trickery and outsmarting their opponents.
* Dimension 20, encouraging his friends at every step and helping keep Evan calm when his powers start acting up, and has no problem being friends with students who some would consider "uncool."
* Dimension 20's "Misfits and Magic" campaign is this to the exchange students, and it's hinted he was also this back home to his basketball team. His specialty is boosting morale and rallying people together, assuring them that if the team sticks together and has each other's backs, everything will be okay. He offers encouragement whenever his friends need it, but is more than willing to throw down

with anyone that may hurt them. "Goat house on three, family on six!"
* Dimension 404 episode "Matchmaker" features ads for a fictional matchmaking website that are meant to resemble the ads that accompany Hulu videos.
* Dimensional anchor) prevents the affected being from being moved by any forms of teleporting and planeshifting.
* dimensional anchor, where the villains can escape an ambush only because V is not with the heroes to lock them down.
* Dimensional Door spell in this manner until it was nerfed in 3E. Essentially it allowed a relatively low-level spell to cut almost anything in half vertically...
* Dimensional Links (called Ocarina) encounter and travel with one another. Since Mask is a future Ocarina, he refuses to tell Ocarina too much about his future, partially because of paradoxes, and partially because it's not fair for Ocarina to get hints when Mask didn't.
* Dimensional Links games, but as a group they avert this by being very different from each other.
* Dimensional Prophecy of Zohar Redux Cybernetically enhanced mathematicians in cooperation with megacorps trying to repair an algorithm which is able to save humankind.
* Dimensional Prophecy of Zohar Redux has a few elements which are hand drawn or rotoscoped.
* Dimensional Prophecy of Zohar Redux is a cosmic horror story about scientists using an algorithm to calculate the behavior of eldritch abominations and trying to protect civilians.
* Dimensional Traveler: Someone who journeys from alternate dimension to alternate dimension.
* Dimension Door (4th level teleport, self + about 200lbs) + Feather Fall (2nd level, "take no falling damage"). Choose your rock. Touch it.
* Dimension Films were given very limited releases with virtually no advertising whatsoever.
* Dimension Heroes and his henchmen watching the destruction of the city they helped bring about with smug satisfaction.
* Dimension Heroes, a web novel series skewed towards a younger demographic featuring five teens who discover futuristic battle suits and are subsequently thrust into an adventure in which they must save their world from colliding with a parallel dimension.
* Dimension Heroes brings a group together, not because he has any particularly appealing qualities, but because he unintentionally put them under fire from the enemy, thereby forcing them to become involved as part of the group.
* Dimension Heroes completely abandons his ally after discovering his Guardian Band, wanting nothing to do with the conflict, despite the fact that he's involved whether he wants to be or not.
* Dimension Heroes continue on their journey, the Dark Overlords, despite having equal control over Creturia, seem to escalate in power. Interestingly, their forces do as well.
* Dimension Heroes, despite their increase in power and skill over the course of the series, have yet to fully separate themselves from this trope.
* Dimension Heroes don't want their Guardian powers, despite how cool some of them think they are.
* Dimension Heroes each live in a different type of scary lair, from a fortress to a castle to a palace to a citadel.
* Dimension Heroes, from Wyn traversing the Earth to the Dimensional Guardians traversing Creturia.
* Dimension Heroes has an ongoing story arc, broken up into several smaller books.
* Dimension Heroes is notorious for bad puns, which usually lead to whoever says them getting smacked.
* Dimension Heroes is notorious for cracking stupid jokes before, during, or after most battles, usually leading to him being smacked upside the head by Wyn.
* Dimension Heroes makes a deal with Rob: if he can defeat him in battle, he'll join them in their fight against the Dark Overlord Clonar. And maybe become their

friend, as well, but that might be pushing it.
* Dimension Heroes makes fun of this trope in one scene where Rob tells his fellow Dimensional Guardians that they must make up attack names to shout out while in battle. When asked why he's unable to give a good reason. He then asks the much more experienced warrior Wyn why he does it. The Guardians wait intently for the warrior's response, and are subsequently disappointed when he mutters simply, "Because it's cool."
* Dimension Heroes, neither good nor evil are safe from this trope, most noticeably Wyn and Clonar.
* Dimension Heroes often has the Dimensional Guardians fighting a new monster in every chapter, though it must be pointed out the fights still help to advance the story arc.
* Dimension Heroes proves on several occasions that his reservoir of book knowledge can prove beneficial in making it out of various tight spots the heroes get into.
* Dimension Heroes: Rob displays this trope towards his fellow Dimensional Guardians, reasoning that as the leader, he's responsible for their safety.
* Dimension Heroes seems to slip in and out of this trope: sometimes he feels like talking, and other times he'll simply stand around and look cool.
* Dimension Heroes sports a Mega Man-esque blaster on his right hand when in Guardian form.
* Dimension Heroes, Tami oftentimes encases her enemies in solid blocks of ice, though the attacks prove to be little more than minor distractions.
* Dimension Heroes: The Dark Overlords from the web fiction serial took over a dimension.
* Dimension Heroes: The first part of the season finale shows the Big Bad and his henchmen watching the destruction of the city they helped bring about with smug satisfaction.
* Dimension Heroes, trying to out-pun an ice Creturian. The pun war escalates until Tami finally shouts, "All right, already! Stop!"
* Dimension Heroes want their superpowers. Of course, that doesn't stop some of them *coughRobcough* from enjoying them.
* Dimension Heroes when Brittany and Tami go clothes shopping. Brittany is excited about a neat shirt she found on sale, only for Tami to point out that it was remarkably similar to the one she was currently wearing.
* Dimension Heroes, while serving a purpose as mentor and part-protector of the multiverse, serves the majority of the series as an exposition machine.
* Dimension Heroes, who seem to have the only gravity-defying hair in the whole series.
* Dimension Heroes, who would much rather his servants take care of matters that are beneath him.
* "Dimension Jump" introduces Ace Rimmer, Rimmer's counterpart from a dimension where he actually successfully became a Space Corps test pilot
* dimension of Deadworld, life itself was outlawed by a group of undead lawmen known as the Dark Judges, who remained as its custodians after completing their global genocide.
* Dimension Queen! Greg Pak followed up on this in a later story where Umar returned for seconds. This time, Hulk was much stronger and up to the challenge.
* Dimensions: a line, a loop, a tangle of threads, an independent film about time travel, set in the 1930s.
* "Dimensions in Time" having long since adopted short, straight hairstyles after their role, and issues in the costuming department, leading to things like Leela not having shoes on. Couldn't they have found Tom Baker a wig or anything?
* Dimensions they use a different engine for handling long hair that stops it from clipping through the girl's shoulder every time she moves. Long, flowy dresses will still flow strangely at times, though.
* Dimension W, main character Kyoma is a technophobic bounty hunter who tracks down illegal power sources and their distributors. Early on, he finds himself partnered with Mira, a highly-advanced android. He spends most of the series casually insulting her.

* Dimension X", a devastating atomic / bacteriological war is being waged in 2155. William Travis says that half the world is dead and the other half is dying.
* Dimension X and was heading west. The comparatively few survivors settled on Mars.
* Dimension X and with 100 levels, is the sum total of the universe. Even asking what is beyond the Ship is considered heresy and typically leads to the culprit being fed into the converter.
* Dimension X as he opposed their god Jordan. It is unclear whether or not this is true.
* Dimension X, but to check newspapers and radios for when new episodes would begin.
* Dimension X. Captain Parsons tells them that he will return with more fuel to bring them to Mars, instead.
* Dimension X. Due to the small cast, they also have to remove many of the characters as well.
* Dimension X from the original. This implies everyone has only one name and that confusion between people is rare.
* Dimension X", Mr Underhill is very insistent that his wife call the machines "mechanicals", not "robots". She points out that there isn't any difference and he counters that it makes a lot of difference in advertising.
* Dimension X of the Upper Levels are assumed to be primitive creatures who are little more sophisticated than animals by the so-called superior race that resides on the Lower Levels of the Ship. As their leader Gregory informs Hugh Hoyland, most of them are every bit as intelligent as he is in spite of their physical deformities.
* Dimension X" opens by describing the recruiting posters for the Deep Space Star Runs. "Seek your future in the Stars" is the tagline quoted by the characters.
* Dimension X scheme by getting the dolls into homes with classified information.
* Dimension X's "Courtesy" aired in 1951, humanity has colonized numerous planets, including Landro, by 1997.
* Dimension X's execution. As soon as his fiance leaves, he calls the genetic cages back and orders them to continue with the execution.
* Dimension X", the alien Zan conquer Earth and all the animals of the planet, including the last man and woman, are exhibited as specimens in their zoo.
* Dimension X", the dog, Mr Blister, is the first one to be upset by Toto, one of the eponymous dolls.
* Dimension X": The robot Hathaway family isn't capable of aging. They don't know how long they will last, but they do not grow old like Dr Hathaway (their creator) does.
* Dimension X", the subatomic world that Eva and Allen are hidden in has a different sense of time than we do in our macroscopic world. The ten seconds that pass in our world represent billions of years for the subatomic world.
* Dimension X", the titular species are an ancient race who constructed the canals on Mars and the ruined cities on Titan, Centaurus II, and Centaurus III, around one hundred thousand years ago. Their influence extended to more than a thousand planets before they mysteriously destroyed themselves. The archaeologist Mr Howell determines that the Lost Race were a race of highly evolved monkeys who were being slowly mutated by atomic energy. He concludes that they committed mass suicide as they could not stand the idea of turning into human-like creatures.
* Dimension X": When Bel Arvaden speaks in an aside to the audience to narrate his opinions and the setting changes, he changes his tone and cadence to fit the classic pattern of a radio detective.
* Dimension X": When Bel Arvardan meets with Pola a second time, footsteps are heard to approach them, and Pola immediately suggests they kiss to avoid suspicion.
* Dimension X", William Travis was working on a new and highly advanced atomic / bacteria bomb in 2155 before he and his wife Susan traveled back in time to 1950.
* Dimentio also has this personality, being a deranged, evil jester who casually jokes as he
* Dimentio, Charming Magician, which combines a sort of swanky, circus/magic show

tune with a feeling of power and dread.
* Dimentio, who often has rather quirky behaviors that count as somewhat comical, and yet commits genuinely horrific actions while cracking jokes.
* Dime to Retire": When Porky refuses to pay the 10 cents for the room, Daffy confiscates his baggage. Unfortunately, Porky is a gun powder salesman, and the suitcase with his wares is leaking. As Porky drives off, his car intentionally backfires and lights the trail left by the bag...
* Dime to Retire, where Daffy runs a scam in the hotel Porky is staying at. First, he let a mouse into Porky's room, which drove Porky nuts by eating a piece of celery, prompting him to have Daffy bring in a cat to chase it off for a mere $5, only for the cat to refuse to let him sleep on his bed, thus Daffy brought a dog to scare it away for $10, only for the boxer (after hearing a bell, courtesy of Daffy) to start punching Porky, after which Daffy charged $26 to bring in a lion to get rid of it, which naturally tried to eat Porky, then for another $72, Daffy used an elephant to drive out the lion, however, the elephant then took up most of the room, so for $666, Daffy released the mouse back into Porky's room to scare it off, leaving Porky with the celery-eating mouse all over again.
* Dimetrodon and modern birds are equally wrongly considered not to be dinosaurs.
* "DiM" has no dialogue and no music and is simply about a trip to the store to replace a broken light bulb. There are also no gags or jokes whatsoever and appears to simply be experimental storytelling.
* Dimidiochromis compressiceps eating just eyeballs, or if they merely bite at smaller fishes' eyes as an opening attack that doesn't always suffice to ensure a kill.
* Diminishing Returns, but if you wanna be in top form in Splatfest, or even in Ranked Battle, which is the fastest way to level up the shirt (...if you win), then you might want the extra skills. Also, you are forced to use it in Splatfest, and you might not appreciate the Special Saver ability over the other abilities on your other clothes. And finally, the shirt is taken away at the end of Splatfest, making all the effort seem wasted.
* Diminishing Returns for BalanceAs you increase your stats, each increase has less effect, forcing you to balance your stats more.
* Diminutives are not being used correctly (or not used at all). For example, Vlad is a diminutive of Vladislav, not Vladimir (although it has also started to be used that way after the fall of the USSR). The diminutive of Anastasia is Nastya, not Anya. And the proper way to address someone twice your age is using their
* Dimitri angsts quite a bit about all the innocents he had killed while a Strigoi.
* Dimitri can marry all of his female classmates in the Blue Lions house, of which, only Annette is his age, while Ingrid and Mercedes are older than him. He can also marry female Byleth (if she S Supports him at the end of the game), who is around four years older than him, and Catherine, who is older than Byleth as mentioned above.
* Dimitri could count as one in the Blue Lions route after the 5 year time skip. He goes from an earnest, idealistic teenager to a bitter and vengeful
* Dimitri: His art style was rejected by the snobby elite, so Dimitri turned to forgeries and counterfit money to attack them for their old-fashionness and stand up for other potential artists who were snubbed. His actual goal, as revealed in the third game, is to make enough of a fortune to fund an expedition to locate his grandfather's diving gear. With no luck from the Klaww Gang, he turns to the Cooper Gang for their help in his goal. They agree, Dimitri succeeds in his not-so-evil goal, and makes a
* Dimitri, in turn, represents Romanticism for the most part, as he fights partly to preserve the current social order and religion of the land
* Dimitri's father, King Lambert, his stepmother, Queen Patricia, and Felix's brother/Ingrid's fiancé, Glenn, among countless other people, perished in the Tragedy of Duscur.
* Dimitri's mother Patricia. The plot point is never brought up again on this or any other route.

* Dim Judge: only serves to give you a game over, always take the side of the obvious big bad and give the defense/prosecution an excuse to spell everything out.
* Dimmsdale is not amused to learn Timmy has snookered them with his Double-T radio station. The angry mob can only be stopped
* Dimmu Borgir. But the company drew the line with their song "Tormentor of Christian Souls", which was apparently so bad the label refused to put the lyrics for the song in the booklet. They still published the song itself, they just refused to tell anyone what it was really saying.
* Dimmu Borgir, who turns out to have a deep voice as she performs a spoken-word rendition of one verse.
* Dimo gets stung on the arm by some glowing blob thing and Oggie slices the arm off. The non-
* Dimo is hit in the hand from glowing slug-like monsters, he feels it moving up his arm and urges Oggie to "Hurry!". Oggie dutifully chops Dimo's limb with his axe. Oggie shortly wonders if it was the right arm, but seeing it literally melt a few seconds later confirms there was no mistake.
* Dimo loses an arm in Sturmhalten. Maimed Jägers traditionally take up residence in Mechanicsburg to wait for a Heterodyne to repair them. This option not being available during the time the Baron time-froze the town, Dimo somehow acquires a mechanical arm. (It's possible that it is built by the construct Punch, who is a skilled blacksmith.)
* Dimo of all people pulls one off in an earlier chapter. After Gil destroys two giant spider-walker tanks with
* DI Mooney uses his credit card to slip the lock on an empty house rented by one of the suspects in "Written in Murder".
* Dimo to Oggie, with a fist in the ribs. Higgs is still able to guess what Oggie was about to let slip, though.
* Dimples Down Below oversleeps and rushes off to school, ending on the indication that she did crash into a cute guy this time.
* Dina at the Dragon Fortress Dina, a 13 years old girl, is caught between two dragons:
* "Dinah Drake"/Tina Boland was an agent for the Ninth Circle. Originally he didn't want anything to do with Emiko after that, but then he realized that Emiko hadn't done any of those things yet and right now was just a girl who wanted to be a part of the family.
* Dinah Shore (1944), and toured American troops in liberated France after the Normandy landings in the second half of 1944.
* Dinah Shore (Golf, though more notable as a promoter of women's golf than as a player; still more notable as a singer and actress)
* Dina M Nealey, bisexual Norwegian artist and author who primarily makes NSFW art.
* Dina's parents are as quiet and as socially awkward as she is and accidentally let Amber's abusive dad into the dorm since they don't know any better, but they want nothing more than for their daughter to be happy. When Dina tells them that she
* , Din Djarin raids Moff Gideon's stash of Corellian Whiskey after showing his face to Grogu and giving him to Luke Skywalker.
* Diner Brawl with a couple of hitmen. They end up behind the bar and make use of the various cooking implements there as per this trope.
* Diner Dash Adventures. After playing Food Truck rounds, the player could also watch ads to extend the round for 30 seconds.
* Diner Dash Adventures has Grandpa Norbert courting Grandma Florence.
* Diner Dash franchise twice; the first one, Diner Dash Rush, acted as a filler game. The second reboot, which didn't happen long after the first one, is where the full reboot happens.
* Diner Dash. He'll order time consuming dishes that take up space in the cooking line, then attempt to flee without paying, damaging the player's business. The only way to stop him is to tap him when it looks like he's about to flee, forcing him to pay, which can be difficult if you're busy with other customers and aren't paying attention to his visual cues.

* Diner Dash reopening a run-down diner after quitting her soul-sucking corporate job. Unlike most examples, Flo strives for great food and speedy service, with it being up to the player to deliver.
* Diner Dash wants to cover a story about Flo's mother, and Flo has to solve a series of puzzles her mom left to find her.
* Diners, Drive-ins and Dives - some owners have even stated that they would have gone out of business if not for the attention he brought them.
* Diners, Drive-ins and Dives visits restaurants suggested by viewers. In fact, the suggestion form asks that you be available for interview if they decide to visit the place you recommend.
* Diner, shooting the Grill when it is not lit makes a noise of someone burning himself on a hot griddle and then screaming.
* Diner takes place entirely in a Fifties-style train car diner. There's even a sign outside reading "Home of the Bottomless Cup" and a jukebox on the playfield.
* Diner, time the launch so the ball lands in the saucer when the desired reward is lit on the jukebox.
* Diner was made into a pilot the following year that aired on CBS but wasn't made into a series. Barry Levinson directed both, but Paul Reiser was the only cast member in both.
* Diner wrote and produced a half hour sitcom version of his movie of the same name, with Paul Reiser reviving his original role.
* Dinesh D'Souza describes his sister's 'arranged marriage' as a process by which her parents vetted the prospects and made a shortlist who were then 'invited to dinner with suspicious frequency' and left the final choice of groom to the girl.
* Dingbat and the Creeps feature a vampire dog, a living skeleton and a talking jack o'lantern.
* Dingbat and the Creeps had Sparerib, a broad skeleton that could arrange himself into several configurations, like a floor lamp in the opening.
* Ding Dog Daddy, a dog falls in love with a statue of a female greyhound after kissing it when it gets struck by lightning. Near the end, when the statue is removed and melted into a bombshell for the war effort, the distraught dog tries to give "Daisy" one last kiss, causing the bomb to explode.
* Ding Dog Daddy, also from 1942, features a lonely dog who falls in love with a metal statue of a female dog that he affectionately calls "Daisy". At the end, he's left heartbroken when the scrap men haul "her" off to be melted down for the war effort.
* "Ding dong, dammit! Ding DONG!" (Joke involving marital infidelity and a closet.)
* Ding-Dong-Ditch Distraction: A prank where you ring someone's doorbell and run away before the door is answered.
* Ding-Dong-Ditch Distraction: Ringing the doorbell and running away before someone answers.
* Ding-Dong-Ditch Distraction: Ringing the doorbell and running away before someone answers the door.
* "Ding Dong": Jack is shived in the oven after his wife learns he had a vasectomy.
* Dingodile and Rilla Roo, both anthropomorphic, are near-equal parts dingo and crocodile, and gorilla and kangaroo, respectively.
* Dingo Doodles after Sips recovers from his near-death trance, he retreats to a nearby room. The DM proceeds to describe in detail what each of his senses them him as he stands there: How beautiful everything is, the wonderful sound of birds in the distance, the smell of exquisite perfume, the wonderful carpet beneath his feet... and the taste of blood from having eaten Bouclaire's heart while in his trance.
* Dingo Doodles and the first episode being the middle of the campaign.
* Dingo Doodles, and wishes they would all disapear. It turns out that she is one herself.
* Dingo Doodles. She is however shocked when she learns he is a sorcerer but eventually works out how. While Quinn-Ora offers to explain this and reveal things

Sips had forgotten from his Awakening, Sips refuses in favor of killing her.
* Dingo Doodles. The sight of this is disturbing enough that it makes one person who sees it vomit.
* Dingo Doodles the twin princesses Eyes and Ears are able to create point-to-point portals in combat. Using these they can strike their enemies from unexpected angles with their daggers and shields respectively.
* Dingo Doodles. While some Foreclaimers fled through a portal, Xanu remains committed to finding and exterminating what's left of their race.
* Dingo Doodles, who they proceeded to thoroughly "test" for many years until he slaughtered them as revenge.
* Dingo from The Pack in the same series opted for Powered Armor rather than cybernetic upgrades or genetic manipulation like his fellow Pack members.
* Dingo Pictures, Dingo Channel is a television channel clearly inspired by the Disney Channel.
* Dingo Pictures invokes this with a gang of duck hooligans who show up for the animal soccer game. They're stereotypically attired and some have weapons with them before the game even starts. They play no part in the film after being introduced.
* Dingo Pictures starts with two birds pooping on Wabuu's head to see if he can take a joke.
* Dingo Pictures, Tio's father states that, they were planning on having a daughter named "Tia", and so just flipped the name when they realized they had a son.
* Dingo Pictures while the narration insists this is a happy ending just because he has proof that Esmeralda is still alive.
* Dingo Pictures, you can audibly hear the voice actors struggling not to laugh every time they have to say "poo".
* Dingy Trainside Apartment: A cheap, dilapidated urban apartment next to train tracks.
* Dining in the Buff: A character eats or drinks something while naked.
* Dining In The Void doesn’t start giving content warnings at the top until episode 3.
* Dining on Babylon 5 by Stephen C. Smith which actually appeared in the series. Compiled by the owner of B5's Fresh Air Restaurant and with contributions from all the main station personnel (with a note explaining the alien recipes have been adjusted to suit human biology).
* Dini voiced the ineffectual guard who appeared at the beginning of
* Dink can choose to kill his wife-beating uncle. A hard battle, depending on when the player decides to do it, but winnable. Why, then, can't he hurt anyone else with his attacks (other than enemies/ducks)?
* Dink can try to rob a tavern, in which case, the waitress will call two golden-armored halbardiers. If the player chooses this course of action when he first visits the tavern, the halbardiers are too powerful, and will undoubdetly kill him. But, if the player tries the robbery out after some
* Dink Smallwood, and through scripted events. This is subverted a few times:
* Dink Smallwood complains that after Dink killed Seth in the original game, the Cast blamed him and his creations for their failure and made him... take a bath.
* Dink Smallwood Death gives a speech about Dink's name being on his list of souls to collect and how it would be nice if Dink were to die fairly soon.
* Dink Smallwood taking too long to get to the ducks in question means that their evil plan is a success and the world...changes from color to grayscale, after which King Daniel chews you out for it and you get to restart or quit.
* Dink Smallwood the main game is framed as Dink telling a story to his Aunt Maria's children during his yearly visit.
* Dink Smallwood two men at a table in the lobby swap "yo mama" jokes, with the one who laughs being the loser.
* Dink, the Little Dinosaur that they follow to where the dinosaur is hiding out.
* Dinky Dog, in that this big orange doggy grew from his owners' love.
* Dinky Duck book titled "Mighty Mouse and the Scared Scarecrow" (also released as "Mighty Mouse and the Scarecrow"). In it, Dinky too tries to help the unavailing scarecrow fend off the crows, but in this version Mighty Mouse comes to their

rescue. He has the two hide while he dresses up like the scarecrow. He gives the crows a good beating, which they think comes from the scarecrow so that from then on they are afraid of him. The scarecrow happily resumes his job now that he's protected by a reputation.
* Dinky is friends with the scarecrow guarding the maize in "The Timid Scarecrow". This particular scarecrow is terrified of the vicious and mocking crows, which Dinky fruitlessly attempts to remedy by stuffing the scarecrow with more straw to give him more muscle. The other farm fowl put the scarecrow with the trash when again maize gets stolen by the crows and Dinky is made to stand guard until they get a new scarecrow. The crows easily overpower the duckling, but this invigorates the scarecrow to come to his one friend's aid. Once he's beaten up all the crows, the farm fowl accept him back and reward him with new clothes.
* Dinner And A Break Up: A breakup in a public setting, like a restaurant, in an attempt to soften the blow to the person about to be broken up with.
* Dinner and a Show: When dysfunctional families eat together, fights are likely to break out.
* Dinner at Deviant's Palace and could work together for their respective selfish benefit. The protagonist initially dismisses the offer as "insincere, impossible, and definitely, absolutely unattractive"; after the villain has elaborated on his offer, he withdraws all three objections but says that he's still not going to take it.
* Dinner at Deviant's Palace, a popular drug which takes the form of a reddish-brown powder and is known as "Blood" turns out to be made with actual blood harvested from the mind-broken victims of a psychic vampire; taking the drug opens the mind of the user to be fed on as well.
* Dinner at Deviant's Palace, at which point the villain announces that the list now includes every single person in the room.
* Dinner at Deviant's Palace, the protagonist is on a mission to rescue his ex-girlfriend when he meets the woman who will turn out to be the story's actual love interest; the first sign of her status is that despite himself he can't help noticing what nice legs she has.
* Dinner at Deviant's Palace, the protagonist mashes his right hand between two heavy objects to fend off a psychic attack, breaking several fingers; two fingers subsequently have to be amputated.
* Dinner at Deviant's Palace, the villain is actually the host of an alien puppeteer parasite which travels from world to world feasting on the life forces of their inhabitants. Its true form is a small but nearly indestructible crystal.
* Dinner at Deviant's Palace, the villain is revealed to be the host body of an alien entity that has traveled from world to world for millennia feasting on the life forces of the inhabitants. The creature is utterly selfish and entirely lacking in empathy for others, which is probably the only kind of personality that could survive such a lifestyle.
* Dinner at Deviant's Palace turns out to have been set up so that its leader can siphon off the life energy of his followers.
* Dinner at Eight: In this 1933 film John Barrymore, a big movie star since the silent era, plays Larry Renault, a big movie star back in the silent era whose career has been ruined by drinking. This parallel got more painful after the fact when Barrymore, who himself had an out-of-control drinking problem, saw his career go down the drain within a few years after this movie just like Larry Renault's did.
* Dinner at Eight Kitty Packard mentions that she actually read a book.
* "Dinner, Bath, or Sex" Offer: A woman asks her husband for a dinner, bath, or herself.
* Dinner Date lasts for only about 20 minutes and is barely at all interactive. You wait for your date to show up and worry.
* dinner date with her gold, Robin desperately wishes for a way to wipe her memory.
* Dinner Deformation: When a character swallows an object, their throat or stomach becomes shaped like what they just swallowed.
* Dinner Deformation: Your body takes the shape of something that you swallow

whole.
* Dinner for One, which is shown every New Year's Eve on German, Austrian and Swiss TV.
* Dinner for Schmucks. Both types come into play: the girl is a former one-night-stand of Tim's who is delighted about the proposal, and Julie walks in just in time to see it.
* Dinner for Schmucks has a bizarre one which sounds more like a kettle whistling than laughter.
* Dinnerladies: Bren was mistakenly thought to be pregnant at one point because she refuses to donate blood during a blood drive, and later during the same episode mentions feeling dizzy and unwell. Turns out she just has a phobia of needles, and as she puts it, is very unlikely to be pregnant "unless sperm can get through sash windows".
* Dinnerladies Petula Gordino enters the canteen fiddling with her bra strap and remarking, "That's the thing about shoplifting; you can never try something on."
* Dinnerladies, Twinkle would respond to any joke at her expense with a sarcastic "Oh, ha ha, [name of comedian or comedy actor]." Or, on one occasion "Oh, ha ha, straight to video."
* Dinner With Andre several years later and sees someone she knows from that time.
* Dinner With Friends, as happily-married Gabe and Karen watch their best friends' marriage fall apart.
* Dinner with the Boss: A character's boss comes to their home for dinner.
* Dinner with the Boss and the UK. Most if not all work-related/work-networking parties/meetings/similar, anywhere in the world, are at restaurants, bars, or other public event locations, or held at the house of the boss/senior staff rather than rank-and-file employees. In Europe and Japan (as well as Latin America and most of Asia) this was how things were all along for the most part.
* Dinner with the Boss: An employee ends up having dinner with their boss.
* Dinner with the Boss: The main character's boss visits them for dinner.
* dinner. Yes, in a world where dinner consists of swallowing pre-made brown ("chicken and gravy") and green ("peas") pills, it's still the woman's sacred duty to take the pills out and set the table.
* D.I.N.O.$.A.U.R.. "You're just an old man, hittin' on me. What? You need a CAT scan!"
* Dino Attack RPG about how Glados's lack of emotion is a weakness in itself.
* Dino Attack RPG. After Amanda, Rex's first love, was thought to be killed by Fogel, Rex was left so distraught by the experience that he rebuffed the affections of another... only to later realize that the one he was rebuffing was actually a very alive Amanda!
* Dino Attack RPG allowed to travel to Earth despite the blockade, but the Space Police are enforcing the rule that nothing is allowed to leave the planet until the threat of the Maelstrom has been dealt with.
* Dino Attack RPG, Amanda Claw built up immunities to several different poisons and toxins by taking small doses during her years as Silencia Venomosa. This protected her from the poisonous gas in the Mindstorms, Inc. office building. She also hoped this would protect her from the XERRD toxins, but evidently that is one immunity she never acquired; still, she held out longer than most of her fellow Dino Attack agents.
* Dino Attack RPG, and so with the help of newly-created NPCs Cam O'Cozy and French Fries, he let Zenna spread the news that there were Mutant Dinos in Antarctica and realists were going behind the backs of idealists. Needless to say, dire consequences followed.
* Dino Attack RPG, and the first thing she does upon waking up is vomit all over the man who just revived her.
* Dino Attack RPG, a number of characters continue to fight on the front lines despite their handicaps.
* Dino Attack RPG are among Dino Attack Team's few medics who are also soldiers, and as such, they are usually fighting Mutant Dinos while healing patients on the battlefield.

* Dino Attack RPG. As a result of this confusion, Lord Sam Sinister announced that he was going on an expedition to Egypt in 2011 to recover the golden treasures of Pharaoh Amset-Ra, unaware that Professor Archibald Hale's team had already uncovered those treasures in 1924.
* Dino Attack RPG, a writer named Samuel Piaker interviewed Dino Attack veterans so he could write a novel based on the Dino Attack. It is implied, of course, that the RPG you've just finished reading is the novel he wrote.
* Dino Attack RPG Cam O'Cozy, both of whom tried to commit genocide against idealist agents.
* Dino Attack RPG, Dino Attack Team stole one of XERRD's Dino Track Transports and, by modifying Iron Predator blueprints, subsequently started building Dino Track Transports of their own.
* Dino Attack RPG, Dr. Wallace Breen is the Face of XERRD. Despite his scientist background, this was specifically the reason why Dr. Breen was recruited by Dr. Rex, since his true strength lay in his use of rhetoric and he had prior experience as a CEO and a politician.
* Dino Attack RPG, exactly eight years later. Things truly do come full circle after all.
* Dino Attack RPG fits this role rather nicely. At first she seems a rather gentle woman who just wants her daughter to be safe... that is until she gets a chance to actually go out onto the battlefield.
* Dino Attack RPG, for they are the ones who actually enjoy watching the suffering of others.
* Dino Attack RPG. Given all that, it's infinitely easier to sympathize with Plastic Serpent in this scenario.
* Dino Attack RPG had quite a bit of UST between Hertz and Naomi Carver, as well as Frozeen and Gromtin, with the question of whether or not they will get together in the end.
* Dino Attack RPG had several characters that fit this sort of character.
* Dino Attack RPG hand). The untold story of what she did at Dacta Corporation is said to be even worse.
* Dino Attack RPG has a number of Deus ex Machina instances of its own. There are probably too many in number to list them all, but here's a few notable examples:
* Dino Attack RPG has a player character named Dr. Cyborg, and the Non-Primary Characters General and Frozeen. There is also a cybernetic Mutant T-Rex named Cyrista's Bane.
* Dino Attack RPG, has a taste for classical music, and let's just say you don't want to be on the wrong side when you start hearing that classical music. His second-in-command Elite Agent Cabin is quite tough as well.
* Dino Attack RPG has had many, many characters. Just in the titular Dino Attack Team there are 241 characters. That's not counting the numerous villains, civilians, and official LEGO characters that appeared in the almost seven-and-a-half year story.
* Dino Attack RPG has over a dozen medical characters, each with their own unique personalities and skills.
* Dino Attack RPG have an arm cannon. Dr. Cyborg's right arm becomes one when he switches into battle mode, and Sam Throramebi's prosthetic mechanical arm has a retractable hand that doubles as a plasma cannon.
* Dino Attack RPG he actually saw the full movie), and if that weren't obvious enough Rotor becomes best friends with a surfer named Lance Williams.
* Dino Attack RPG. In the Final Battle itself, Cyrista's Bane showed up... and nobody was laughing at the joke anymore.
* Dino Attack RPG in the process. Besides, even if she tried to step in before Anton was disarmed, it would have done more harm than good since Grisbarba was too drunk and would likely have killed her in his stupor.
* Dino Attack RPG, is fully dedicated to showing off this trope in all its horrifying glory.
* Dino Attack RPG. Kate Bishop and Sam Race were both in need of massive therapy to get over their trauma (the former of whom even developed a drug addiction). Sarah

Bishop on the other hand is haunted by guilt over the people she killed. Then of course Rotor and Cabin's relationship quickly goes downhill because neither can really adjust to society after the war.
* Dino Attack RPG. Luckily, this was resolved by the end of the mission, since a freak accident in the lab caused Rex and Dr. Rex to switch bodies, so now Rex and Amanda are both the same species and free to continue their relationship.
* Dino Attack RPG, many characters are just civilians who were suddenly thrust into the action. Examples include characters such as David "Hotwire" O'Neal or Minerva Fabello.
* Dino Attack RPG — has three notable Mad Scientist Laboratories where they perform experiments on dinosaurs: the Dino Island Laboratory, the LEGO Island Laboratory, and the Adventurers' Island XERRD Fortress.
* Dino Attack RPG mentioned calling the mummy of Pharaoh Hotep III on his cell phone, it briefly cut to Pharaoh Hotep III's mummy grumbling that no one ever calls him on his cell phone.
* Dino Attack RPG: mutant dinosaurs are attacking the city, and four guys are trying to stop them. However, the Dino Attack RPG revealed that this has happened all over the world, bringing in other LEGO-themed locations and showing the impact that these events have had on them. The Dino Attack Team of the original theme consisted of four men, but the RPG has shown that it is actually much larger and there are women helping out. It's also explained what happened to the citizens of the various places that have been invaded (an issue completely ignored in the original line), and there is even some background as to why the heck all this is happening in the first place.
* Dino Attack RPG people, many of which were inside jokes. For instance:
* Dino Attack RPG: Poor Randal. Before he died, his lower half was disintegrated by Paulie Gonepus's Maelaser.
* Dino Attack RPG, several people play classical music to raise their teammates' morale and motivate them during the fight. Among them is Osprey, who plays "Mars, the Bringer of War" from his Aerial Defense Unit. It serves as a grimmer contrast to the "1812 Overture", which he was playing earlier in the battle when things were looking more optimistic.
* Dino Attack RPG shoot his prized pigeon after all, though it can't be denied that he was overreacting), French Fries has no real grudge on the defendants; he genuinely believes them to be deserving of death by firing squad.
* Dino Attack RPG showed up after the battle to interview its participants, probably arriving sometime before it was over given he was there to report the moment victory was announced. Parodies humorously later on when Lotta Brix, J. Theano, and Seymour Brickstein from official LEGO Canon also show up, and the four reporters end up getting distracted bickering over who gets the story.
* Dino Attack RPG so no one recognized him as agent Pyro, the lack of respect was justified, though.
* Dino Attack RPG's Spaghetti Westerns were a major influence for both.
* Dino Attack RPG stolen Snake's codename at the time, "Plastic Serpent"- as he originally operated under the name of "Snake" but changed it as a result of this encounter).
* Dino Attack RPG that could theoretically become capable of destroying the entire universe.
* Dino Attack RPG, the character Heavy specializes in this type of weapon. Elite Agent Minerva also used one after her Fire Hammer was downed by her brother Oswald.
* Dino Attack RPG). The one time he did attempt to kill someone, it was the assassin that he was rightfully angry at for the brutal murder of all but one of his partners and employer.
* Dino Attack RPG. The second time he tries to have two agents executed for conflicted charges based on second-hand accounts of an event he was not present at, and then casually remarked about his "brilliant" plan to have agents walk out of the Dino Attack Headquarters very slowly towards the mutant dinosaurs. He was even described having a handlebar mustache just to give his character this feel.
* Dino Attack RPG. These events culminated in a violent confrontation between

Trigger and Pharisee that resulted in the other being knocked out. When facing the others, Montgonel was critically wounded (he survived, but was out of commission for the rest of the RPG) and Trigger was fatally wounded, while at least three of the aforementioned redshirts that accompanied Pharisee emerged unscathed.
* Dino Attack RPG the war and both mercenaries were dead), and one of their clients was determined to kill the other.
* Dino Attack RPG. Though part of the initial build-up had been used before (and was intended to be satirized here), this sequence was never mentioned again and is so strange even by the standards of the RPG that its status in canon isn't even 100% clear.
* Dino Attack RPG were both born out of dreams which were later written into the story.
* Dino Attack RPG. When he's not mercilessly blowing his enemies to kingdom come, we see him threatening to execute his own men and torturing prisoners.
* Dino Attack RPG, which shuts down the neurological pathways necessary for lying.
* Dino Attack RPG who spent years thinking that he was a general. Rather than discharging Army, the president allows Army to maintain his rank for this reason, since it was safer to keep Army in the military than to let him become a loose cannon.
* Dino Attack RPG who was working with the team for no reason other than being a hideous abomination, and he proudly boasted about killing one of the commanding elite agents' tamed mutant dinosaurs.
* Dino Attack RPG. Zenna filled this role rather nicely in the RPG's early days, as did Rex at first:
* Dino Babies (being sung a capella), and most of the time characters state religious things about Islam. Some shows have an Islamic dub but not a regular Arabic dub.
* Dino Babies, even taking place in the future setting, and the Dino Babies play the characters in the story.
* Dinobot, and to a lesser extent, Megatron. At various points, the two of them actually
* Dinobot, despite the fact that he's the only member of his race who acts that way. Nobody ever mentioned this on the show, though... Presumably, they knew better than to say so within earshot of Dinobot.
* Dinobot, fits the trope to a tee. He's all about honor and glory and abhors an unfair fight because there's no honor in winning that way. He can't let a "clear out" order by without at least one objection, either.
* Dinobot genuinely did want to change sides and become a Predacon again, but when Megatron told him to kill Rattrap as proof of his loyalty, Dinobot ultimately couldn't go through with it.
* Dinobot long enough to let his target improvise a weapon and hit him very hard with it.
* Dinobot thought Megatron stranded him on an abandoned planet and defected in the first episode. In the second season, after realizing everything was going according to Megatron's plan, Dinobot returned to Megatron's side... Only to defect
* Dinocampus coccinellae plants its eggs into ladybugs. Amazingly, after the larva bursts out of it and becomes a cocoon, the ladybug often survives.
* Dino Charge, where the shot of Earth from space during the meteor shower that wiped out the dinosaurs is centered in North America.
* Dino City and the words "Death Comes to us All" written on the screen.
* Dinoco logo's (the name Dinoco comes from the Sunoco Oil company, the official fuel of NASCAR, which is also colored blue).
* Dinocorps: Buzz, one of the members of the Dinocorps, has very few lines and spends most of his time in the background doing nothing, or isn't even present with the group. When he tries to save Winston from getting kidnapped, he's shot and killed very abruptly.
* Dinocorps ends with Jarek still alive and well, and a shot of several more Saurons still in cryogenic sleep. It's implied that Jarek had a backup evil plan, but no further issues have been published since then.

* Dinocorps has two robotic-looking arms, complete with a pair of hands that would be perfect for a claw machine.
* Dinocorps, Icks or Blix (it was never specified) is kicked off a skyscraper to his death, shortly after Jarek's defeat.
* Dinocorps: When Jarek orders his team to look for the Annihilation Trigger as stealthily as possible, a police car shows up. He doesn't hesitate to kill the cops inside to conceal his identity from the humans.
* Dino Crisis 2 has Dylan and Regina take turns navigating through a massive hoard of Allosaurs, with the playable character armed with a flare gun and signaling to the other character where to fire artillery.
* Dino Crisis 2 has one of the protagonists activating a satellite to vaporize a gigantic dinosaur.
* Dino Crisis 3 gets covered in mutant tyrannosaurus drool just before the latter chows down on him.
* Dino Crisis. But played with but probably played straight in the sequel. Dylan and Paula make it to the gate room, but Regina is the only character that definitely survives the entire ordeal. Dylan and Paula might have if Regina did perfect a time gate and save them at the last moment.
* Dino Crisis has tranquilizer darts that you can load into your shotgun, coming in S, M, and L. S requires many seconds for the effects to kick in or a few shots if you're impatient. M requires less time and shots while L is an instant knockout to most dinosaurs.
* Dino Crisis is a walking stereotype of the trope. He goes on and on about his experiments and doesn't show a single thread of remorse for his fellow scientists that were killed in his experiments (which caused dinosaurs to appear at the facility) since it only furthered his results. Regina is disgusted by the doctor's attitude.
* Dino Crisis is locked by two key cards. When Regina has both cards in her possession, she calls Gail over so that they can swipe the cards on both key card readers at the same time to unlock the door.
* Dino Crisis: Set in alternate 2009 where dinosaurs still exist/are revived.
* Dino Crisis that's consuming the entire facility and possibly throwing it back to the dinosaur age.
* Dino Crisis will never stop stalking you. Every time you encounter and defeat it, it'll just back off for a little while until it's ready to attack you again. Naturally, you put it down for good in the finale.
* Dinocroc, the titular creature is roughly the size of a large dog in the opening scenes. Cut to a few days later and it's grown to the size of a large truck able to fit an entire teenager over the length of its jaws. Partially justified as it was engineered to have a ludicrously fast growth rate and was said to have previously grown about half a meter in a single day.
* Dino D-Day. The allies do have at least one as well, a triceratops the nazis rejected for a deformed leg. One prosthetic and a mounted machine gun later, and it's just as effective as the nazis replacement dino.
* Dino D-Day, The Dilophosaurus can pick up a downed enemy and throw them at another player to instantly kill both. However, knocking down someone can prove to be a difficult task (especially if you're out in the open, since you become a sitting duck for gunfire), so there are harmless goats scattered around every map for you to freely pick up and throw.
* Dino D-Day: The year is 1942. Adolf Hitler has succeeded in resurrecting dinosaurs. The reptilian horde has trampled Europe and the Mediterranean. Can nothing stop the Nazi’s dinosaur army?
* DinoEggs. If you didn't get a fire going quickly, the Dino Mom's foot would start slamming down and eventually squash you.
* Dinofroz, one of the creatures Tom can turn into in Season 2 is a massive, trash-talking, hard-hitting gorilla.
* Dino Hunt, which notes that the fossil record (and thus our knowledge of when each species went extinct) is incomplete.
* Dino Pico and Gracia. Similar to Milim, however, Dino doesn't have a "kingdom"

and is more of a bum squatting in other territories.
* Dinoponera is tossed to the rape zombies while paralyzed and isn't seen again for the rest of the story... until
* Dino Rabbit, on the other hand, dominated in the TCG but mostly struggled in the OCG against the more popular Inzektors and Wind-Ups. In its case, this was due to a rules difference: the TCG still used the rules for priority (letting a Summoned monster activate its effect immediately upon being Summoned) at the time. Dino Rabbit relied heavily on this rule to work, which made it far trickier to stop in the TCG than in the OCG.
* Dino-Riders cartoon, designed specifically to sell a line of Tyco dinosaur toys. The Home Video VHS tapes even had commercials during the show.
* Dino-Riders has this ability, which she uses both on her teammates and on the dinosaurs she befriends.
* Dino-Riders, Krulos. This more-or-less means that he was trying to backstab himself.
* Dino-Riders, though the second was only released in a limited area, making it quite valuable now.
* Dino Run, where you play as a dinosaur outrunning the asteroid impact explosion. You can even get bonus points for 'surfing' the 'pyroclastic wall of doom' and surviving.
* Dinosaucers called "fossilizers" that can do this to the target, and also reverse the process. (Seeing as they lack the ability to "Dinovolve", like the good guys can, it seems an even trade-off.)
* Dinosaucers could 'Dinovolve' and become big, strong primal versions of themselves-but not without intelligence like when the Tyrannos did it.
* Dinosaucers features an odd episode revolving around football where the titular characters assume a football jersey and New Jersey are one and the same thing... and thus during the game wear "new jerseys" featuring the state's outline on the front rather than regulation numbers.
* Dinosaucers has the word "dinosaur" in the title if pronounced with a non-rhotic accent (Dinosaur-cers), but the narration is done in a rhotic accent, where the pun doesn't appear.
* Dinosaucers: The denizens of Reptilon speak perfect English off the bat.
* Dinosaucers, the title characters and their enemies the Tyrannos came from a counter-Earth called Reptilon.
* Dinosaur actually pees on his adopted lemur grandfather, Yar. Later, at the end of the film, it's Aladar and Neera's own son that does the favor.
* Dinosaur, Aladar is adopted by a family of lemurs when he was a hatchling and they become a very close family.
* dinosaur) and the orcs' wolves. However, a patch was eventually released that allowed anybody to ride anything. If the mount's original size is too small for the character, it's scaled up. Unfortunately, even this doesn't always work. Tauren—especially the men—still look ridiculous on the blood elves' hawkstriders (the inspiration for the page image), and male draenei look silly on horses and mechanostriders. Even with the scaling, it doesn't always seem in proportion.
* Dinosaur, a scout got eaten by a Carnatourus. And Aladar pretended to eat one of the little lemurs.
* Dinosaur Comics consists of the same six panels, with different dialogue and captions.
* Dinosaur Comics (disaster film, gross-out comedy, road trip, Western).
* Dinosaur Comics does this a lot, such as describing literary or logical techniques in textbook levels of detail then describing them as "awesome". When discussing logic:
* Dinosaur Comics fandoms get along rather well, considering that the official forums of the former are a section of the fora of the latter. This is probably because, again, the creators are very good friends, and because of a very similar style and humor.
* Dinosaur Comics frequently talks with God and the Devil, and is the only

character in the strip who seems to be able to hear them.
* Dinosaur Comics, he can shoehorn his story into any genre imaginable.
* Dinosaur Comics is based on this: with the drawings staying the same, the conversations have to change and end up covering loads of random topics (with a high proportion about Batman).
* Dinosaur Comics is that almost all strips are identical, with only the occasional minor alteration.
* Dinosaur Comics. It's only explicitly mentioned during a few strips early in the archives, and has very rarely been referenced in the following years. This is what lead to the quote on the quote page, after a few readers thought Utahraptor dating a man was a typo.
* Dinosaur Comics" — he supplies the punchline, and his friends provide the setup, thereby revealing their prejudices and preconceptions.
* Dinosaur Comics, over 2000 (probably more) comics of the same images over and over again, yet completely gripping. In fact Ryan North, the creator, saw this happening and even added the occasional joke in the meta text just to mess with your mind... with words, because that's what it's all about. That and dinosaurs.
* Dinosaur Comics, represented by bold text spoken from the top of the panel.
* Dinosaur Comics, Satan is seemingly a videogame-obsessed nerd. He's never seen directly, instead being represented by red text coming from below the panel border.
* Dinosaur Comics seems to discuss non-existent/"hypothetical" relationships often.
* Dinosaur Comics, since T-Rex is known for exclamations like "Phlogiston, bitches!" and "Live and learn, bitches!"
* Dinosaur Comics's scorning of North's field of expertise ("Because FUCK computational linguistics"). Like the previous examples, they're really friends.
* Dinosaur Comics strip, in which T-Rex says that dinosaurs are in fact the most dangerous game, because humans don’t have claws.
* Dinosaur Comics" strip (where all the hilarious outtakes consist of T-Rex forgetting a line and saying "line?").
* Dinosaur Comics that aren't the main characters, bar maybe the flea that lives on the end of T-Rex's nose, but he's so small you can't see him.
* Dinosaur Comics that modified the characters to have feathers, although not in a way that’s any more scientifically accurate than the rest of the comic.
* Dinosaur Comics that we solve this problem on Wikipedia by only vandalizing the article about chickens, because "dudes already know about chickens."
* Dinosaur Comics to defining and demonstrating pleonasms: "Hey, T-Rex, do you want to drink some cola-flavored Coca-Cola brand carbonated cola beverages? Perhaps afterwards we'll take the public transport large road vehicle bus and buy with money or credit some submarine sub sandwiches?" Also, in T-Rex's book for children: "Happy Dog the happy dog is the happiest dog on his street!"
* Dinosaur Comics T-Rex discusses the 10 Fs for living happily: "friendship, fitness, family, financialsuccess, frugality, futrition, flessening salt intake, foderating alcohol intake, fiminishing stress, and fatching your blood pressure." At the end he also answers a question by saying "...FFFROBABLY??"
* Dinosaur Comics where all the characters have goatees, featuring an evil (eviller?) version of T-Rex and Utahraptor.
* Dinosaur Comics, where T-Rex decides to stop saying "prejudice" and say "racist" instead in the mistaken belief it will make him more popular:
* Dinosaur Comics where T-Rex told a story of Sherlock Holmes deducing that all of society was responsible for a crime, but then saying that since Holmes lived in “history times” this didn’t apply to modern audiences.
* Dinosaur Comics worries about being racist against taxi drivers, and makes good-natured attempts to use every school of philosophical thought in recorded history to justify the things he does every day (mainly stomping on people and things).
* Dinosaur Comic, T-Rex likes to assume every unknown historical figure is, in fact, himself on a time travel ("It sounds rad to me!")
* Dinosaur, Disney's first non-Pixar CGI-animated film, actually used CGI for mostly characters and props, and live-action for the backgrounds (though with some CGI objects added).

* Dinosaur does this when said Velociraptors attack Aladar and the lemurs prior to the Herd's arrival.
* Dinosaur Doggie Bone: Dogs love fossilized dinosaur bones as much as regular bones.
* Dinosaur Forest protagonist had been a hallucination from a prison inmate undergoing severe mental health treatments.
* Dinosaur Hunt is about loading maps and shooting waves of dinosaurs. In between maps, the game tells the story of a hidden island, an elite military team, a secret scientific organization, a love interest, and weaponized dinosaurs.
* Dinosaur hunts were believed to have been this, as most large dinosaurs probably couldn't maintain high speeds. For example, fossilized tracks found in Texas that show a large therapod pursuing a sauropod. Based on the stride length, the chaser is estimated to have been running at about five to six miles per hour.
* Dinosaur is actually this to Kron. Also, the Carnotaurus Bruton killed in the cave (which results in him being crushed to death by falling rubble) is actually this to um, Carnotaurus.
* Dinosaur; it leaves the protagonists after they kill its partner, and when confronted with an angry herd opts to go for the lone guy all by himself instead.
* Dinosaur Jr.'s "Just Like Heaven" stops dead just before the second chorus.
* Dinosaur King DS game descends into this sometimes with the hints that opponents give about their next move.
* Dinosaur King has several attack and transformation sequences used throughout the episodes. The transformation sequences were eventually shortened, since the producers had figured out that the audience didn't need to see the same long transformation sequence a second time.
* Dinosaur King in similar roles, including the protagonist Max sounding like a slightly deeper voiced Ash.
* Dinosaur King. It's not a submarine, it's an Amargasaur. As per the trope, the real Nessie shows up at the end.
* Dinosaur King, the anchor giving the report (from the studio in question), mentions that she'll be giving regular reports assuming she hasn't been eaten.
* Dinosaur King The dinosaurs when fighting. To say it clashes horribly is an understatement.
* Dinosaur King. The plot involves cards that become dinosaurs (or dinosaurs that are cards) and an evil gang who wants to use them for world domination. Makes no sense? Watch one of the dinosaur fight scenes. All your complaints will be blown away by the sheer awesomeness of dinosaurs attacking each other with elemental powers.
* Dinosaur Media could really only exist in an environment already teeming with life.
* dinosaur-men who believe that the best way to venerate the gods is through combat to the death.
* dinosaur (more specifically, a theropod, and if you want to get really specific, only maniraptoran theropods have vaned feathers).
* Dinosaur, Neera likes Aladar because of his compassionate ways to the weaker herd members.
* Dinosaur Office don't want to leave the office during a volcano drill. Why? Because they want to continue their conversation.
* Dinosaur Planet and eventually establishes himself as the apex predator, with the other predators forced to give up shares of their meat to him.
* Dinosaur Planet and the unnamed troodontids in "Pod's Travels'' to name some.
* Dinosaur Planet, instead of being heavily cut and dumbed down like the final game was.
* Dinosaurs also featured parody of the then-current Bud Dry commercials, whose slogan was "Why ask why? Drink Bud Dry." The Dinosaurs version: "Why ask why? Drink...alcohol."
* Dinosaurs and create rip-offs of said original show, with Baby saying, "Don't have a cow, man".
* Dinosaurs and had to be scrapped when news hit that the show has been canceled.

* Dinosaurs are constantly at each others' throats and have a tendency to engage into petty arguments and taunt each other.
* Dinosaurs are done by the same caster, Howard Handupme. While he would try to be professional, sometimes his skewed basis would be seen, or perhaps he would be just a little too candid. For example, in "Monster Under The Bed", when Baby Sinclair figures out a way to resolve the crisis without it having to devolve into a firefight, he keeps trying to downplay it until it becomes apparent that the situation will end peacefully, and not in a juicy bloodbath like he clearly hopes. Also, this bit from the first episode:
* Dinosaurs Are Dragons: Dinosaurs portrayed as either being dragons or at least having some draconic traits.
* Dinosaurs ask a teacher questions he doesn't want to answer he goes "La la la, can't hear you!"
* Dinosaurs Ate My Homework, they are throwing such things as mashed potatoes, milk, and spaghetti.
* Dinosaurs. At one point, his mother Fran walks in on him while he's dancing to women on the television, which causes Robbie to panic and Fran to desperately prevent the situation from being awkward by assuring her son that what he's doing is normal.
* Dinosaurs Attack!, one of the cards displays the anchors who have been framing some of the action being attacked. The back of the card is "technical difficulties, please stand by."
* Dinosaurs Attack! trading card game depicts the Leaning Tower being pushed over by one dinosaur onto another.
* Dinosaurs, Baby always hits Earl over the head and calls him "Not-The-Mama" instead of "Daddy". When he becomes seriously ill in "Germ Warfare", he starts calling Earl "Daddy" and tells him he loves him. The family freaks out and get him cured as quickly as possible. Everyone is relieved when Baby hits Earl and calls him "Not-The-Mama" after he is cured.
* Dinosaurs, Baby notices something small and pink moving nearby, and stabs it with a fork. His moment of triumph is interrupted by the arrival of pain signals from his tail.
* Dinosaurs, Baby Sinclair's official name was "Aaah Augh I'm Dying You Idiot Sinclair" until a new Chief Elder was elected so the Sinclairs could take Baby to be renamed. Other victims of the trope include Fran's cousin "Atchoo" and "*Burp* Excuse-Me Siegelman".
* Dinosaurs: Baby Sinclair's pacifier was taken by animals, to which he whines and screams "Want suck toy!" At that moment, his pacifier is dropped down the chimney and falls out of the fireplace. Seeing this, Earl shouts that he wants a big-screen TV and cable. As nothing happens, he says he wants a bigger fireplace.
* Dinosaurs began with a dedication to Jim Henson, who passed away while the show was still in development.
* Dinosaurs: Believe it or not, this ABC series pulls this ending in the final episode, implying that a self-inflicted ecological disaster wipes out the dinosaur civilization, including all of our main characters.
* Dinosaurs: B.P. Richfield is often mean and intimidating to his employees. In one episode, he informs Earl that WESAYSO wanted to provide an incentive for the most trees pushed down, and Richfield's suggestion (shot down by the higher-ups, of course) was to harm them. In another episode, Richfield makes his employees work overtime at the last minute (and without extra pay). In another episode, at a company picnic Earl talks about the importance of family over work, and as a result Richfield wants to eat Earl (but is stopped upon learning he could still be useful to the company).
* Dinosaurs", B.P. Richfield tapes a "Kick Me" sign to Earl's back as punishment for having Baby call him "A big fat smooey smoo". Robbie notices this when Earl arrives home that evening, and asks him why he can't just remove it. Earl tells him he would if it weren't covering an unsightly wound.
* Dinosaurs (British Petroleum) Richfield (from Atlantic Richfield, better known as ARCO and now owned by BP) and others.

* Dinosaurs, Charlene is dumped by her boyfriend, and this is Earl's reaction to the news.
* Dinosaurs" dealt with Earl's unsuccessful attempts to potty-train Baby.
* Dinosaurs died from Noah's Flood; most from the flood itself (along with every other species), and the few left that were on the ark died out because either they or their food sources couldn't handle the resulting climate changes.
* Dinosaurs Earl and Fran take their baby to the Great Elder for his traditional naming ceremony. While the elder is thinking he suddenly suffers a heart attack and dies, but not before the literal-minded clerk takes down every word the elder says as baby's new name resulting in "Augh Augh I'm Dying You Idiot Sinclair". The episode ends with the baby getting his official name of "Baby" by the new Great Elder, much to Earl's chagrin.
* Dinosaurs, Earl ends up destroying all plant life on the planet to get rid of these vines that were growing everywhere as a result of the bugs that would normally eat them having gone extinct (Wesayso built a wax fruit factory on their breeding grounds, thus killing all the bugs).
* Dinosaurs: Earl Sinclair once gained superpowers and named his alter ego "Captain Impressive". Once Mr. Richfield found out, he invoked a clause in the work contract requiring him to use his powers in service of Wesayso Corporation. Earl became spokesperson for the company.
* Dinosaurs. Earl wondered why they had to so since their baby is going to come from an egg. What's more, the administrator says there's no refund.
* Dinosaurs ended the world in the very last episode, so that revivals couldn't happen.
* Dinosaurs episode "A New Leaf", Earl Sinclair berates his son for having spikes on his head, stating that they make him look like a girl, a bum, and a girl bum.
* Dinosaurs episode "Fran Live" opens with the Sinclairs exploring their various new cable channels. One of the highlights is "The Hat Channel: 24 hours a day of hat news, hat features, and hat happenings." Robbie seems genuinely excited by the prospect of hat news.
* Dinosaurs episode "Green Card", when B.P. Richfield fires his tree pushers after all the trees have been pushed down, he gives this as the reason they are fired.
* Dinosaurs episode "I Never Ate For My Father" treats vegetarianism like a combination of drug use and homosexuality.
* Dinosaurs episode "Monster Under the Bed" the eponymous monster plans to cook Robbie, Charlene and Baby in a big cauldron, but doesn't get around to putting them in before he's stopped. We do see him preparing the vegetables that go in the pot along with them.
* Dinosaurs episode "Nature Calls". At one point, it looks like Baby Sinclair is peeing on his dad Earl while he changes his diaper, but it turns out that Baby was just playing with a water pistol. At the end of the episode, Baby wakes up his father in the middle of the night to inform him that he's ready to begin potty-training, and the subsequent dialogue implies that Earl is trying to teach Baby to pee standing up.
* Dinosaurs episode, "Nature Calls", when Earl unsuccessfully attempts to potty train Baby. The first time, it happens to Earl, who is trying to induce it on Baby by following advice from a toilet-training book about imagining running water. Upon thinking about it himself, Earl practically shoves Baby off the toilet so he can use it himself. The second time occurs later in the episode, and it happens to Charlene. When Earl is still in the bathroom, having thought Baby flushed himself down the toilet (long story), Charlene breaks the door open, and the rest of the family is shocked to find the state of the bathroom when Earl attempts to rescue Baby.
* Dinosaurs episode "Power Erupts" Robbie mentions that another student at his high school science fair made a lamp that can turn on/off at the sound of clapping. When he and Spike hi-five, the lights go off and someone yells, "Clap on, clap off, I'm rich!"
* Dinosaurs episode: "We wish you a happy Fridge Day / We wish you a happy Fridge Day / We wish you a happy Fridge Day / So come in and buy paint!"

* Dinosaurs episode "What Sexual Harris Meant", Earl comes home early because someone died at work.
* Dinosaurs. Every single puppet not used for a protagonist was used as countless different characters, made male or female simply by changing the clothes.
* Dinosaurs: Everything in the family fridge is a smart-mouthed prey animal waiting to be eaten. Occasionally someone in the cast is in danger of being eaten by other dinosaurs, or other monsters even higher up on the food chain. About the only "animals" that don't talk are the cavemen, which normally aren't even considered for predation.
* Dinosaurs. Every time Earl gets mad and throws him into the wall, Baby just yells "AGAIN!"
* Dinosaurs Fran mentions that she had a cousin named "Achoo" and a classmate named "Burp Excuse Me Siegelman".
* Dinosaurs had a drug special which Robbie, Earl, and Charlene became addicted to a plant that they never really named.
* Dinosaurs had Fran becoming one of these when Baby becomes a big star in frying pan commercials. It takes a calling out from her best friend Monica and her husband Earl, as well as a bad dream about Baby as an adult, to make her realize that what she was doing was wrong.
* Dinosaurs had the Sinclairs' house (and TV) struck by a falling meteor. Earl actually had bought meteor insurance but was denied coverage since he was only covered for meteors and once a meteor passes through the atmosphere it becomes a meteorite.
* Dinosaurs has an episode where Robby suspects that he might be (GASP) an herbivore! Herbivores are treated the same way in dinosaurs society as gays are, complete with "herbivore bars" and being called "Vego" as a slur.
* Dinosaurs has been used in a few psychology classes teaching Karen Horney's womb envy theory.
* Dinosaurs has characters whose names are fossil fuel and petroleum company-themed: we have Earl Sinclair ("Earl" is also the Southern pronunciation of "oil"), Ethyl Phillips, Roy Hess, and B.P. Richfield.
* Dinosaurs has one of these, but it's eventually put aside for the rest of the story.
* Dinosaurs has two Latin Spanish dubs: one in Mexico and one in Venezuela.
* Dinosaurs have a common name different from the one used on Earth, as well as a name in the Draconic language (which some of the common names appear to be corruptions or calques of). In the setting's original (D&D 3.5) incarnation, a table lists the equivalents as: Fintail (
* Dinosaurs, have this effect on Earl, Fran, Robbie, and Charlene. Baby seems to be on the verge of having a love-hate relationship with these two shows.
* Dinosaurs. He issues a formal "Good night". He reconsiders for a moment, then looks straight into the camera with weary, uncertain eyes, and solidly states, "Goodbye."
* Dinosaurs her boyfriends. (When she confronts him on this, he claims he just wanted to talk to the first one, but he lost his temper, and "after that, it was kinda like eating peanuts.")
* Dinosaurs.) He says something close to, "I love this show. It's got one meaning that's funny for grown-ups, and one that's funny for kids!"
* Dinosaurs "I'm the Baby (Gotta Love Me)" tells the listeners not to stick peoples' fingers in sockets and light them up.
* dinosaurs instead features different dinosaurs as general Louie replacements, also with unique abilities.
* Dinosaurs: In the episode "What Sexual Harris Meant", Earl reads a prepared statement on the witness stand. "And let me conclude by saying Foreman Harris is a great guy. Monica's been a troublemaker as long as I've known her and I'm pretty sure she cheats on her taxes. Stop here, look up, smile."
* Dinosaurs, in the miniseries Nuts to War. When the dinosaurs went to war over pistachios, Charlene, Earl, and Roy (all in dresses) performed for the soldiers, as it was the only way to get to the front lines and bring Robbie home.

* Dinosaurs, in which turning on the news reveals that an asteroid is about to hit the family's television, after which it immediately happens.
* Dinosaurs is entirely a satire of society that condemns environmental pollution, political correctness, corporate greed, government controlling citizens' private lives, propaganda on television and religion.
* Dinosaurs is shocked at the high number on his phone bill, until Francine points out it's their phone number. Earl is not as shocked when he sees the actual bill, although he does admit it's pretty high.
* Dinosaurs is usually portrayed as the most responsible and sensible of the family, with many episodes having her try to steer her husband Earl toward the right direction. On some occasions, though, Fran has her moments of being in the wrong or at least less responsible than she usually is.
* Dinosaurs, later it was higher and scratchier, then his voice became a few octaves higher and softer. Around 2003, the voice started to gradually get a bit deeper, probably due to the performer aging.
* Dinosaur somehow got a cast of higher celebrities than the original dub, with two soap opera stars (Fábio Assunção and Malu Mader as Aladar and Neera), a veteran actress (Nair Bello as Baylene) and a talk show host (Hebe Camargo as Eema).
* Dinosaurs on a Spaceship": Before injecting his father, Rory says, "This won't hurt". He then admits he lied.
* Dinosaurs on a Spaceship" begins with the Doctor materializing the TARDIS around Amy and Rory while they're at home — helping Rory's dad Brian look at a broken lightbulb socket. When Brian realizes that he's in a different place, he drops the lightbulb he's holding in shock.
* "Dinosaurs on a Spaceship"?" Brian answers, "To Thailand?" It is quite likely that during the original conversation, Rory was about to say "We went traveling through time", only to substitute the word "Thailand" at the last moment.
* "Dinosaurs on a Spaceship" has a manual override for the navigational system that requires two people "of the same gene-chain" to unlock it and pilot the ship. Fortunately any old DNA will do, and not just the DNA of the builders.
* "Dinosaurs on a Spaceship" human, but the episode takes place in the 24th century, and one of his robots makes a comment implying that they've been on the titular spaceship for 2,000 years.
* "Dinosaurs on a Spaceship": Riddell is, in Amy's words, "the walking innuendo".
* "Dinosaurs on a Spaceship" Solomon, while forcing him into a remote-controlled spacecraft that will be used as a target for some missiles:
* "Dinosaurs on a Spaceship", the Doctor accidentally drags Rory's father, Brian Williams, on one of his adventures when he collects Amy and Rory. Early on, Rory tells the Doctor that his dad hates to travel. Thanks to his adventure with the Doctor, Brian ends up with a desire to see the world. The end of the episode has Amy and Rory collecting postcards that Brian sends from his travels.
* "Dinosaurs on a Spaceship", the pirate Solomon did this to the crew of a Silurian ark he came across. All several thousand of them.
* "Dinosaurs on a Spaceship" who built it and took the dinosaurs along.
* Dinosaurs on a Spaceship", who murders all the Silurians on board a ship so he can take their cargo of the last dinosaurs. He is such a monster that the Doctor deliberately forces him into a small spaceship that will be used as a remote-controlled target for missiles.
* Dinosaurs once brought home a report card with several Fs and an M. It turns out that the M grade isn't an indication of how badly Robbie is doing in school, but is actually there because the teacher forgot the alphabet while grading.
* Dinosaurs on drugs, ends with Robbie addressing the audience, telling them that drugs were the leading cause of crappy anti-drug episodes of your favorite TV shows: "Say no to drugs. Help put an end to preachy sitcom endings like this one!"
* Dinosaurs opened with this news report: "A meteor, three times the size of Earth, is heading towards us in a collision course that will result in the extinction of all life on this planet. This just in: No, it's not."
* Dinosaurs portrayed in fiction are almost always shown living in lush, warm

jungles, when in fact, many dinosaurs (including the kinds portrayed in movies) inhabited a wide variety of biomes, including deserts, plains, and even arctic environments.
* Dinosaurs praised both shows back in the day (the early 1990s) for this avoidance.
* Dinosaurs started having cold opens in the third season, but reruns show a cold open before every episode (moving the first scene so it runs before the opening), in addition to including the third and fourth season theme in episodes from the first two seasons.
* Dinosaurs Subverted in that it's not because she's enjoying it, but because the episode wants to emphasize she's wasting what's left of her life.
* Dinosaurs: Terrible Lizards that is an extremely inept predator. To be fair, all the dinosaurs in the series are equally goofy.
* Dinosaurs: Terrible Lizards to drop into the pool, sending up some fish for her young to eat in a similar manner to when she fell into the same pool earlier in the short.
* Dinosaurs. The episode "Dirty Dancing" has Earl watching a show called "Totally Ineffectual Dad", which is all about the father being a bumbling dad. At one point and advertisement for the show mentions that it is followed by other shows with the "bumbling dad" concept, such as "Dad's a Moron" and "Father Knows Nothing".
* Dinosaurs: The government goes after four-leggers, saying they're taking two-legger jobs, and makes all four-leggers move back to their side of the swamp unless they're married to a two-legger. Monica (a Brontosaurus) gets married to Roy (a T-Rex type) in order to not have to move away.
* Dinosaurs", The Job Wizard gives Robbie a job pushing trees at the WeSaySo corporation alongside Earl. After Earl gets Robbie to resign from WeSaySo, he confronts the Job Wizard to tell him to give Robbie a better job. The Job Wizard tells Earl to take a number, and Earl does so. Once he gets to #98, Earl comes in again.
* Dinosaurs: The Most Complete, Up-to-Date Encyclopedia for Dinosaur Lovers of All Ages crazy-looking, and today this highly popular and sought-after dino artist actually considers his work to be rather conservative.
* Dinosaurs themselves are often incorrectly considered to be "giant lizards", due to the word "Dinosaur" being Greek for "Terrible Lizard" (actually, Sir Richard Owen intended it to mean "Fearfully-Great Reptile" as he considered Dinosauria to be a distinct group of great reptiles). Gets ironic when you realize that mosasaurs, often mistaken for dinosaurs as mentioned above, are true lizards.
* Dinosaur stomps on a nest of Iguanodon eggs as it pursues the fleeing herbivores. Aladar's egg survives by being between its toes, but the other eggs aren't so lucky.
* Dinosaurs) turns around and warns them: "Old food never dies... It just... goes... bad!"
* Dinosaurs two-part episode "Nuts to War", a television report of the war between bipedal and quadrupedal dinosaurs has Howard Handupme inform the audience that footage of the war is too intense to show at dinnertime. Fran Sinclair's mother Ethyl Phillips remarks that it's probably because one of the soldiers mooned the camera.
* Dinosaurs two-part episode "Nuts to War", there is a scene where Charlene is nervous about performing in musical act for soldiers. Her father Earl's friend Roy suggests that she overcome her fear by imagining the audience in their underwear. This causes Charlene to happily head toward the stage, but her father indignantly orders her to imagine the boys wearing pants.
* Dinosaurs two-parter "Nuts to War" had the two-legged dinosaurs going to war against the four-legged dinosaurs over pistachios. A subplot involved the Baby's own personal war against a mammal who had stolen his cookie. At least this one is more justified, as the Baby is a baby and his feud came when Fran didn't believe there was a "cookie creature", telling Baby that it's between them.
* Dinosaurs Unfortunately, the Thoronoids also make him nasty and aggressive to everyone, including Caroline. When she finally confronts him for his behavior,

Robbie tells him that she was clearly more interested in his rival—why else wouldn't she go with him to the dance? Caroline fires back that Robbie never bothered to ask her, leaving him humiliated.
* Dinosaurs variant below, Lancre custom has it that whatever the priest says at the naming ceremony, that's your name. In addition to Princess Esmeralda Margaret Note Spelling, this has lead to James What The Hell's That Cow Doing In Here? Poorchick and King My God He's Heavy I.
* Dinosaurs vs. Aliens. Aliens invade during the age of the dinosaurs; they battle.
* Dinosaur Swamp has been found from time to time in the Dinosaur-infested swamps of Florida. It seems to be the only thing left of the park, however.
* Dinosaurs: "WESAYSO: We'll do what's right, if you leave us alone," "WESAYSO: We don't like to have our feelings hurt" and "WESAYSO: We know where you live."
* Dinosaurs when Baby learns rude words from television. When Fran washes his mouth out, every time a bubble from his mouth pops it echoes the word.
* Dinosaurs when Charlene comes up with the idea that the world is round a light bulb appears above her head, which is actually just Earl fixing the lamp in the background.
* Dinosaurs" When his son is shocked, he says "Well, it's not like we're on television or anything!" Cue him noticing the camera, which prompts a "Holy smoo!"
* Dinosaurs when the dinosaurs go to war. Their uniforms have the national flag on the back... which just happens to resemble a bullseye.
* Dinosaurs when the Sinclairs take their baby to the chief elder for naming. Their son gets stuck with "Augh Ugh I'm Dying You Idiot".
* Dinosaurs where Baby, as an adult, had let fame go to his head, got arrested, and blamed her for it. The adult version of Baby shown in Fran's imagine spot is shown to be wearing a yellow shirt and a diaper, much like the infant version of Baby.
* Dinosaurs where baby learned to use the toilet which had some of this.
* Dinosaurs where Earl accidentally ends up causing the Ice Age, leading to the inevitable deaths of the entire cast.
* Dinosaurs, with the doctor who confirmed the switch jumping out of a cloud and proclaiming "Science was wrong!"
* Dinosaurs would suffer, Mr. Richfield invited the Sinclairs for dinner and tried to buy all rights to the device. When Earl unwittingly gave Richfield the idea to buy the volcano instead, Richfield quickly left the scene and Earl asked for the check.
* Dinosaur: The Essential Guide, which confirms that the Nesting Grounds is indeed their original home. The reason why they all do not stay there all the time is because in the winter, the Nesting Grounds actually becomes too cold for the dinosaurs to lay their eggs.
* Dinosaur, the main reason the Herd was going there is that during the winter, the Nesting Grounds actually become too cold and infertile for the dinosaurs to lay their eggs, and as a result they were all evicted into the desert where they all remained for days until springtime. The film's events actually take place in the spring since that is when the Herd is supposed to return to the Nesting Grounds.
* Dinosaur, the villains are a pair of Carnotaurus threatening to destroy the Herd and prevent them from returning to the Nesting Grounds.
* Dinosaur Train: Adventure Island, this is Thurston's reaction to the Conductor's question as to whether or not he tested everything before actually opening Adventure Island to the public. "After all, it is Adventure Island." Naturally, this does not end well.
* Dinosaur Train and could have just told him, but let him figure it out for himself because he knew it would mean more to him than for him to just tell him.
* Dinosaur Train, "Dinosaur Train: Zeppelin Adventure" is a two-part special featuring the latest innovation from Dinosaur Train Industries: a zeppelin. It doesn't seem to travel through time, but it can the characters places that the train and the submarine can't. It comes complete with its own catchy theme tune.
* Dinosaur Train episode "T. Rex Teeth", Tiny whispers to Buddy that Dolores' breath smells awful. Buddy thinks it's because she ate carrion, and after he eats some and exhales in Tiny's face, she confesses that his breath smells too.

* Dinosaur Train has an amusing inversion - when one character is nervous about public speaking, another suggests "Try imagining them with clothes on."
* Dinosaur Train: In between the episodes, Dr. Scott Sampson the paleontologist explains facts about the dinosaur featured in the episode.
* Dinosaur Train — but it's very clear that they love each other.
* Dinosaur Train, Mr. and Mrs. Pteranodon talk about how they're sure everything's fine with their kids because they all get along with the babysitter Kiera so well. Cut to the kids nearly overwhelming Kiera with their arguing about what activity they want to do.
* Dinosaur Train voices the conductor. The original voice for Tiny's brother Buddy was her real-life brother Philip.
* Dinosaur Train when the lambeosaurs move in start eating all the leaves off the oak trees.
* Dinosaur Vs book "Dinosaur vs. the Potty", Dinosaur does a potty dance because he has to pee, which the narrator initially mistakes for a victory dance.
* Dinosaur Vs book "Dinosaur vs. the Potty", Dinosaur drinks an entire jug of lemonade.
* Dinosaur Vs book "Dinosaur vs. the Potty" zigzags this trope. It mentions that the potty won (whatever that means) and that it was a "close one", but Dinosaur doesn't seem to have wet himself and appears to be standing at the toilet.
* dinosaur (who can otherwise be physically destroyed but can reform from the one Core Medal containing their consciousness).
* Dinosaur with Dinosaur's gorgeous GGI animation being one of the only characteristics that distinguishes it from the latter. The main characters of the film include a sauropod, a ceratopsian, and a mute armored dinosaur who decide to stay with one another (and avoid predators) while migrating to a greener place following the destruction of their home. Critic Desson Howe of The Washngton Post had the following to say in his review of the film:
* Dinosaur, Zini is actually shown as a baby lemur alongside with a pregnant Plio during the scene where Aladar's egg is shown landing in a small bush on Lemur Island and immediately hatching out of said egg.
* Dino Squad and getting to know him a bit. Ultimately, Buzz is lured to an abandoned house after the "girl" shouts that a dinosaur monster is attacking.
* Dino Squad lays into his teammates about not getting the respect he deserves.
* Dino Squad: Victor Veloci wants to turn regular animals into prehistoric creatures and return Earth to the rule of the dinosaurs.
* Dino Thunder and... turning him into an action figure. "Very collectible."
* Dino Thunder sees Tommy abducted early on, and the Rangers come to rescue him. The finale involves another invasion of Mesogog's base.
* Dino Thunder's martial arts skills returned. He seldom used a stunt double. In an episode where Tommy dreamed fights with his first three ranger forms, that stuntman was in those suits instead.
* Dino Thunder the gem led to him returning to normal... with powers reduced to standard Ranger level.
* Dino Thunder ("Two Heads Are Better Than One'') where the Red Ranger seems downright sadistic...
* Dino Thunder which drove its user mad. To be fair, that was after Mesagog had it soaking in evil energy for a long while. Once that was gone, the White Ranger was an okay guy.
* Dino Thunder: White guy, white girl, black guy. Then they added a Native American guy and finished it up with a Latino guy.
* Dino Thunder, who have previously captured the Shadow Ranger. The only ranger present during the attack on the base is the Omega Ranger.
* Dino Time has a strange case of this. The main character breaks the fourth wall in three early scenes, but after about 20 minutes into the film he never does it again.
* Dino Time, one of the rocks in the kids' town has a mysterious carving on it, dating back to Cretaceous period. Mysterious because no humans were around then. The kids end up going back in time and at one point the main kid decides to make a

carving to tell their parents in the future how to get the time machine to work, but he gets distracted when his sister is kidnapped and ends up not making the carving. At the end of the film, his mom explains they got to them in the time machine by looking at the carving, leaving the main kid to wonder how the carving got there in the first place.
* Dinotopia about this, although they were more anti-technology than anti-science, since the protagonist himself was a scientist (although more of a naturalist, really).
* Dinotopia: Although every creature in and around the island of Dinotopia is at least intelligent enough to communicate with humans, dolphins were the first to interact with humans.
* Dinotopia" - and a man is produced who is "fifteen mothers English", aka fifteen generations removed from English ancestors, and knows an archaic form of the language, to translate for them and help them learn the dialect, which is a blend of many.
* Dinotopia: As part of their training as Skybax riders, Will and Sylvia have to prove that they are not bound to the earth by climbing the tallest mountain in Dinotopia to a place called the Tentpole of the Sky, a monastary-type place built by Tibetans on the icy peak.
* Dinotopia books, the dinosaurs on the island still look exactly like they did millions of years ago, even though evolution has continued to progress normally in the rest of the world.
* Dinotopia books were mostly written in the format of the journals of Arthur Denison as found by James Gurney.
* Dinotopia. Cars, airplanes, and television simply can't hold a candle to their intellectual, pacifistic self-satisfaction, and any argument the brothers can offer is instantaneously deflected. Did I mention they're vegetarians and In Harmony With Nature? (except for the animals they kill to feed the T-Rexes). The books have some elements of this but are less explicit about it.
* Dinotopia: Dinotopia has a dense barrier reef and terrible offshore weather, which combine to make getting off the island by sea nearly impossible (the books are set in the 19th century, so there's no air travel, either, besides the native pterosaurs). The Dinotopians are certain that nobody has ever gotten out, because they've never met any new arrivals who have previously heard of a tropical volcanic island half the size of Germany with a shared human-dinosaur society living on it.
* Dinotopia. Fewer people know about the novels now because of the TV series.
* Dinotopia has a dinosaur version of this, although it's voluntary. Dying saurians travel into the rainy basin to give their bodies to the carnivores for food. There are similar caravans of mammals that go into the Forbidden Mountains for the same reason.
* Dinotopia have languages of various grunts, growls, squeaks, clicks, ect. Prosauropods have a form of musical language as well, often accompanied by a human partner on an instrument. Humans can learn them, and the translator protoceratops can speak many of them, but sometimes larger species' tongues are tough—carnivores, for example, have deep, gruff vocalizations that don't mix well with human throats. (Note that this didn't come up as much in the digest novels, probably to make it easier for young readers to comprehend.)
* Dinotopia have their own languages. Some of them even speak human languages.
* Dinotopia in 'First Flight'; it would maintain a balance as long as it stayed in its place at Highnest, but trouble would ensure if it was removed. However, it may have simply been a legend or First Flight may not completely fit into the other books' canon, as the Sunstone was lost, then stolen briefly by Lee Crabb, then dropped into the sea during the final battle where Arthur and Will, helped by the Skybax, Northies, and Giganotosaurs, managed to stop him.
* Dinotopia is a list of proverbs carved on a stone tablet. The bottom right-hand corner broke off at some point, cutting off the last code at "Don't p—" One Dinotopian suggests that the line might be "Don't pee in the bath."
* Dinotopia is told as a story that one of the main characters from the main book is studying.

* Dinotopia miniseries and TV series because they were so far from the vision of his books.
* Dinotopia starts with the wreck of a prison ship heading to Australia. One main character was a prisoner from the ship and one was the son of the ship's doctor.
* Dinotopia. The Ovinutrix are another one. They are Oviraptors, but dislike the name because it is a mistaken reference to them eating eggs, which in real life was proven likely false. So they, particularly the hatchery attendants, use "Ovinutrix" or "Egg Nurse" instead of "Oviraptor" or "Egg Thief".
* Dinotopia: The World Beneath, basically telling him to have fun. She's not mentioned for the rest of the book.
* Dino Trux (also owned by the ABC) for its second season. Basically they thought "If it's by Dreamworks, then it's for older kids!".
* Dinotrux are all small reptile/tool hybrids extremely good with machines, making them excellent medics for the larger dinosaur/vehicle Dinotrux and also extremely good at designing construction plans for practical buildings.
* Dinotrux, a volcano eruption starts off the plot, ruining the main character's home and forcing him to find a new home, which also happens to have a volcano. When it threatens to erupt too, this time he stands with his friends to work and stop it.
* Dinotrux D-Structs who occasionally makes his escape by slamming his tail into the ground and disappearing in the dust kicked up. He doesn't do it often, but it never fails to impress the heroes whenever he does.
* Dinotrux features a suspension bridge built over a bottomless chasm in the 4th season finale, which not only represents a great feat in teamwork and friendship, but also manages to be host to several major battles.
* Dinotrux has D-Structs get annoyed enough at his minion's constant seeking for approval that he calls him out on it;
* Dino Trux has Garby's stomach, a conveyer belt full of blades and crushers meant to break apart and process the rocks he eats. Not the safest place for an accidentally eaten Reptool to find itself.
* Dinotrux: In "Gluphosaurs", the Gluphosaurs can spit an extremely powerful glue that is nearly impossible to break. In a short fight with them they manage to stick all of the main cast together in one big pile.
* Dino Trux is the smart one of the group, so he talks like this almost all the time, slipping into contractions only when flustered.
* Dinotrux takes the general idea of Dinosaurs and Construction Vehicles merged together from the Chris Gall book series, but goes in an entirely different direction with it, featuring more mechanical robotic character designs versus the organic ones seen in the illustrations of the books.
* Dinotrux: The story's events are set into motion when the main character's original home is destroyed in a volcano eruption, forcing him to move.
* Dinoverse. A native Quetzalcoatlus hangs around her and she does fairly well for a few days, before the thought of never having anyone to talk to softens her resolve enough that one of the other kids can persuade her to help them find the place.
* Dinoverse and Mososaurus lurking in that same ocean, picking off said sharks when the whim takes them.
* Dinoverse as the Levelheaded during the first part of the book. She's more practical and pragmatic than the rest and is very hard to panic, but she also doesn't feel like taking charge and responsibility. Halfway through she leaves, and even when she comes back the group is basically leaderless.
* Dinoverse at first until he's kicked out to fetch Runt. Then he encounters the other formerly human characters, and he can't leave the little guy alone, so...
* Dinoverse books, Aaron falls for Claire, not at first sight, but because he heard her voice. She's known for being spectacularly beautiful, and for some reason when she hears that he fell for her voice before he ever saw her, she thinks it's more meaningful.
* Dinoverse books have this in the form of the amber key. The characters know that an amber key and preventing a disaster are essential to getting home. They find a

key-shaped fragment of amber that sets off happy feelings in anyone who touches it and spends a lot of effort on the thing, but it turns out that the key is a dinosaur with amber markings who needs to survive a difficult event. The actual key is only useful in distracting other dinosaurs when a character fucks up, and is given no further thought or explanation.
* Dinoverse built in the first book turns out to have been part of a pattern - people across the multiverse had started building similar machines, with similar lack of understanding, and activating them. At one point it's shown that the required parts for it to work are extremely simple, and it activates on its own. Later said character gets himself fused with this force and is said to be benign.
* Dinoverse calling out exposition about big predatory dinosaurs while cringing in the mud is kind of jarring. Most of the other characters don't know a lot about these topics.
* Dinoverse Candacye Chambers is put into the body of a small dinosaur called a Leptoceratops, much to her dismay. Other, real Leptoceratops take a great interest in her and follow her wherever she goes, trying to feed and groom her. Reminded of when guys would flock around her human body she assumes it's this trope and nicknames them the Leptomaniacs. While this is a factor, it's largely because they are concerned about the company she's keeping and would like her to be safe.
* Dinoverse has various humans cast back into the age of dinosaurs. Subsequently all of them come up with names for various individual prehistoric creatures. Janine is the most free with names and even continues it affectionately when back in her own time, with people who actually do have names — Candayce is Candy-Striper, Mr. London is Mr. L, Aaron is Slick.
* Dinoverse - he happily said he was cured and stopped mooning over her. From Candayce's reaction this wasn't what she wanted to hear. When they were both human again she tried again, and this time had the desired result.
* Dinoverse. Impatience isn't her primary personality trait, but it's among them.
* Dinoverse is strong enough that he follows her around and refrains from eating her friends, and in fact tries to save one of them in the climax.
* Dinoverse - it never really fit him anyway, and he's much smarter than he'd wanted to let on before.
* Dinoverse Janine and Canadayce play this while on the long trek to try and find the boys. They've managed to put aside most of their enmity, but lots of the other things they could talk about still result in bristling on either side, so... I spy, with my little eye...
* Dinoverse Janine and Patience are the two characters who react to being torn away from their bodies and becoming very inhuman dinosaurs with basically acceptance and no regret or worry about it, in strict contrast with their companions.
* Dinoverse made a time machine - he brings up this trope and says he must have stumbled on the right combination by pure chance.
* Dinoverse — they admire her, and thought she was addled or being kept as food for Mike or something.
* Dinoverse. Once they all return home, she's back to being a tall, leggy girl.
* Dinoverse. Pragmatic Janine, after Mike is put into the body of a Tyrannosaurus, sets up a first priority for the group.
* Dinoverse sees that the pack leaders are picking "teams" to go out and find food. He's quite affronted to be one of the last picked - in his human life he was extremely popular.
* Dinoverse. So he applies himself to thinking up pranks, often at his own expense, and feigns clumsiness.
* Dinoverse the accident. The message claims that they've been comatose for all sixty years but then posits a way they might get back and to an instant after the accident. The characters worry about this off and on, wondering if it means they've already failed, or if there's some paradox making it possible, or if they'll be dictating that message in the future.
* Dinoverse. They became aware of how petty and treacherous they were, how little integrity they had, but while this would distract them from what they were doing and keep them from doing anything to her, they never changed their behavior.

* Dinoverse. This meant that Patience and GK could be together after all! ...along with the friend. Strangely, all three parties were okay with this.
* Dinoverse to get her out. The closer ones all also sink somewhat, but are pulled out by their fellows.
* Dinoverse was making plans to cripple a slower-moving player on their team, until the adventure happens. When he returns he finds his courage and denounces Sean.
* Dinoverse, when Candayce has a lovely dream of lying out beside a pool in the warm sun, then realizes with horror that she feels the air on her bare chest - and when she wakes up she's naked because she's in the body of a dinosaur.
* Dinowaurs has stat-boosting equipment which can be purchased with DNA (the in-game currency) or with real money. As any experienced online game player can probably guess, DNA gains are next to nothing, to the point where it would be faster and much less work to mow your neighbors' lawn and use the money to buy equipment.
* DinoZaurs, Rena jumps into a hippo and crocodile infested lake in Africa to try to goad her friend into jumping in as well. He jumps in, but only to save her when she nearly drowns.
* DiNozzo got hit with this again in the season nine premiere, this time from his own side after he was implicated in the shooting death of another NCIS agent.
* Dio bands taking it to its logical extreme (minus his sheer energy).
* Dio Brando. Enya teaches Dio about Stands and sends the first wave of antagonistic Stand users faced by Jotaro and company their way, Vanilla Ice serves as the final enemy Stand User excluding Dio himself and shows up for a several-chapter fight with the heroes near the end of Part 3, while the latter is the main antagonist of Part 6 and attempts to carry out the deceased Dio's plan to recrate the world in Dio's image.
* Dio Brando is shown to have a number of female lovers (and most likely some male ones as well), with at least 4 of those women having had his illegitimate children.
* Dio Brando is so charismatic and good-looking that he managed to father four children.
* Dio Brando is well-loved by fans for his incredible dickheadedness, unabashed desire to use others and control the world, being smart, starting a memorable
* Dio Brando later pulls a similar stunt on Polnareff. Dio stands at the top of a staircase, challenging Polnareff to come up and fight, or otherwise step down and swear loyalty to Dio. Polnareff attempts to answer the challenge, only to find Dio laughing, saying Polnareff must want to give in since he stepped down. Sure enough, Polnareff looks at where he is and realizes that, despite his attempts to go up the stairs, he keeps moving down.
* Dio, claiming the bomb detonator he's holding is a fake, causing just
* Dio classic, but not as well known overall as "My Curse", which only reached #21 (and since it's a cover, it's not as remembered as their original material).
* DIO describes being fully synchronized to Jonathan's body and regaining his full strength as "the greatest high" and sees that he almost feels like singing.
* Dio didn't say, "You expected [insert memetic thing here], but it was me, Dio." The line is, "You thought your first kiss would be JoJo, but it was I, Dio!"
* Diogenes Club. Every so often an evil Great Enchanter arises, and it's the Club's job to put him down again.
* Diogenes Club fifty years early. Diogenes agent Charles Beauregard has to go undercover as a teddy bear called Sir Boris de Bruin. The suit is hot and heavy and uncomfortable, and he tells a colleague afterward that after an hour he was so miserable he was repressing urges to maim any small child that came within reach.
* Diogenes Club from captivity, then need to hide nearby as the Fish Man fights his captors. The fight gets gory very quickly, and the youngest of the children has his eyes covered by his older cousin, though he tries to pull her hands away.
* Diogenes Club, including the psychic Richard Jeperson, his also psychic assistant Vanessa, and the non-psychic but handy-to-have-around Fred Regent; in an earlier period of the Club's 'history', the detective role is taken by Edwin Winthrop and his assistant is Catriona Kaye.
* Diogenes Club instead of killing him, in the hope that as long as he was alive

and sane his successor would not appear. It worked, but when he died in 1961 his successor appeared the very same day — literally out of nowhere, as far as anybody has been able to determine — and began making up for lost time.
* Diogenes Club knock-off Doctor Shade is definitely fictional in the former, but real in the latter.
* Diogenes Club. Nobody knows exactly where the Undertaking gets new agents from, with rumors ranging from "they hire normal humans, then turn them into something else" to "they grow them in vats fertilized with the remains of their predecessors".
* Diogenes Club powers) in the interest of parity, but has yet to come up with a catchy one.
* Diogenes Club series features the Mountmains, a family of IRA members who also happen to dabble in black magic. The first one we meet tries to recreate the plagues of Egypt as a prelude to toppling the British Empire.
* Diogenes Club series: Started out as one to the British glam detective shows of the seventies, particularly those produced by ITC. Over time it evolved so that different stories would each focus on a different genre: the kid sleuth novels of the early 20th century, literary noir, superhero comics, etc.
* Diogenes Club series, the Great Enchanter is trying to bring about the end of the world. There have been several Great Enchanters, but they've all had some version of that goal. Possibly the most dramatic was Isidore Persano, who in 1903 very nearly succeeded in destroying all of space and time. By contrast, the current Great Enchanter, who arose in 1961, has chosen for better or worse to go for a slow and painful end of the world brought about by encouraging the human race to mess things up for themselves.
* Diogenes Club story "The Case of the French Spy" revolves around a seaside town with a local legend about a strange gilled man who came ashore during the Napoleonic Wars and was taken prisoner on the assumption that he was a French spy. It's never established where the fish man came from, although there are a couple of hints that he might be related to Lovecraft's Deep Ones.
* Diogenes Club", the first published story of the series, the viewpoint character is Fred Regent, who starts off not knowing that supernatural menaces are real, then narrowly avoids being killed by literally nightmarish creatures, which leads to him learning of the Club's existence and taking part in their subsequent investigation.
* Diogenes Club", Uncle Satt's chief clerk Steadman dies when he pushed into the main dynamo powering the Gift and is ground up by the workings.
* Diogenes of Sinope, who often compared himself to a dog and argued that people should aspire to learn from them, claimed that this was one of their virtues: He believed they always knew, instinctively, who their friends and enemies were.
* Diogenes Pendergast. He is the driving force for both books and even manages to get more screentime than his brother in each of them.
* Diogo Neto was also somewhat hit by this. When he started doing a show about Portuguese grammar people started asking "Why is
* Dio has a stream of tears coming out of his face when he's in a berserker rage over the fact that his life was incredibly sucky up to this point in the Phantom Blood spoofs in
* Dio, his mother was this. A truly kind woman who was ultimately worked to death by his abusive father.
* Dio is completely unaware that he evolved into a Gliscor while asleep after grabbing the Razor Fang Kim dropped in his sleeping bag one night. When Dio wakes up, though, he is still perplexed of it until Sinatra points it out and tells Dio to look at himself, which he did, much to his initial shock. It wasn't until Dio sees his face in front of Kim's mirror that he realized he evolved, much to his sheer joy.
* Dio is presented as so blatantly evil that the player either decides he's the mastermind at first or concludes it's ridiculous to think that he's anything more than a red herring.
* Dio is stopping time and moving Polnareff down every time he tries to step up
* Dio, it comes packaged with the ability to think, observe, and move while Dio

freezes time.
* Diomedes, a Greek commander who, while also badass, is much more mature and wise. Also, he manages to defeat (and even wound) Ares and Aphrodite in a fight.
* Diomedes also fits, being unwilling to stand down in the face of two deities. He
* Diomedes the city of the other major deity of war. This extends to the other good record keeping Greeks preferring the more intellectual Athena and Ares being hated for embodying the chaotic and destructive nature of warfare. Oh, and Nike (Victory) usually sided against him. (In fact, the only gods who liked him were probably Eris, Aphrodite, and maybe Hades, seeing as deaths caused by war gave him more subjects.)
* Dion and the Belmonts' "The Wanderer" is about a noncommittal man who roams around different towns and meets many women.
* Dionisio Pulido was wrapping up a long day in his cornfield near the small town of Paricutín, Michoacán on February 20th, 1943, when a crack opened in the ground and began spewing ash, noxious gases, and molten rock. Over the next two days, as the Mexican Army frantically evacuated everyone from the vicinity, Pulido was allowed to return to his farmhouse to gather what belongings he and his family could carry before the rapidly-growing Volcan Paricutín buried it. On his way out, Pulido posted a sign on the front gate that read in Spanish:
* Dion McGregor, tape-recorded by his roommate and released on records and CDs.
* Dionne Warwick in 1963 (that version went unreleased, and she re-recorded a slightly better known version in 1967). In 1964, a re-recording was a UK #1 hit for Sandie Shaw.
* Dion's campaign had a lot of this on the Conservatives, including a pulled ad warning Canadians that Harper would bring soldiers to protect, er, subjugate Canadian cities.
* Dion's "The Wanderer" ("I'm as happy as a clown, with my two fists of iron, but I'm going nowhere").
* Dionysios Solomos is revered as Greece's greatest poet, having written
* Dionysius the Elder says that he was so afraid of that trope he ordered that his daughters train as barbers. Then he stopped trusting them as well and started burning the hair off.
* Dionysos or Bacchus, while not a god of love per se, was god of ecstasy, which included sexual ecstasy, as became evident in the Bacchanalia.
* Dionysus also admits that the gods (at least the Olympians) do this, taking whatever form they feel suits their particular profession; he, for example, goes for a more "approachable" look since he enjoys mortal company. When Christopher questions why Artemis (goddess of virgins) would choose to look attractive, Dionysus replies that a pledge of eternal chastity wouldn't be worth as much if men didn't
* Dionysus also exists in the setting as a completely different character.
* Dionysus, god of revelry was near the embodiment of the id unleashed, something his followers found/find utterly charming, which includes yes, hitting on anyone who passed by that he was not directly related too.
* Dionysus is the god of wine. He parties all the time and dresses like a woman (the way you can tell is the length of the skirt: the chiton worn by men usually came to mid-thigh, the peplos worn by women was ankle length). Oh, and if you fail to show him the proper reverence he'll have his minions (drunk, horny women) tear you to shreds and eat you.
* Dionysus starts out with this as his backstory. His mother, Semele, is advised by a disguised Hera to get actual proof that the man who fathered the child Semele carries in her womb is Zeus. So Semele tells Zeus to show himself in his full divine glory, which burns her alive. Zeus sews the fetus into his thigh so the child can finish developing enough to be born, then after his birth calls him Bacchus, meaning the noisy one. Zeus gives the baby to relatives of Semele, who raise the child as a girl to throw Hera's scent off. Three years later Hera finds them, drives the adults insane and makes them kill the son they had together, after which they kill themselves in sorrow and little Bacchus only survives because Zeus turned him into a goat at the last moment so Hera didn't notice him. Then the

toddler is shunted to the Island of Nysa, earning a new name: Dionysus, the son of the god Zeus living at Nysa. He's raised by satyrs and nymphs, then one day walking with a friend he sees a new strange plant. His friend goes to get it for him and falls to his death, and Dionysus with his power over plants makes the plant bear fruit, creating the first grapes then inventing wine. Trying to spread wine results in the first few kingdoms killing many of his followers including his nymph foster-mother, and almost Dionysus himself. After this, he changes his tone: he doesn't politely ask to be allowed to show you wine and grapes. You either allow him to introduce it to your kingdom or he will kill you with vines or drive you insane. Your pick.
* Dionysus, the god of hedonistic madness, had bulls (sometimes to the point of being depicted
* Dionysus was born as a result of his own actions. To elaborate, he was the son of Zeus and Semele, who was descended from Harmonia, a daughter of Ares and Aphrodite who was born after the latter was already married to Hephaestus. However, Aphrodite and Hephaestus only got married because Dionysus got Hephaestus drunk and brought him back to Olympus this way. The reward for bringing Hephaestus back to Olympus was marrying Aphrodite but Dionysus, probably afraid of the already timeline-ripping continuity snarl, refused the reward and said Hephaestus got to Olympus on his own - and he should be the one marrying Aphrodite. Then Aphrodite proceeds to cheat on Hephaestus with Ares and give birth to Harmonia, the ancestor of Dionysus...
* Dionysus was seized by pirates, who took him for a young nobleman and planned to either ransom him or sell him as a slave. However, one of the crewmen recognized him as a god and begged his companions to set him free. Unfortunately for them, they refused to listen and soon found their oars bound by ivy and themselves attacked by panthers and lions. To save themselves, they jumped out of the ship and were changed into dolphins. The only one spared was Acoetes, the one man who argued for freeing Dionysus. When they got back to shore, Acoetes become one of Dionysus' priests.
* Dio's biggest hit on the mainstream rock chart wasn't "Holy Diver" (only reached #40) or "Rainbow in the Dark" (a respectable #14), but 1984's "The Last in Line", which reached #10 and is considerably less known than the band's two signature classics. In the UK, their only top 40 hits were "Mystery" and "Rock 'n' Roll Children", which are also less remembered than "Diver" and "Rainbow".
* DIO's first on-screen usage of his Stand's ability (though the time stop itself isn't shown) is to repeatedly place Polnareff at the bottom of a set of stairs that the latter was climbing up to confront him.
* Dio: Short for "diorama", an extended model base involving scenery. Many model contests require at least one vehicle in a diorama and use the term "vignette" to refer to a diorama without any vehicles in it.
* Dio's stage set for the Last In Line tour had an Egyptian theme, to tie in with the song. It can be seen in the concert video, "A Special From The Spectrum".
* DIO's Stand, The World can he increase the length of his time-stops).
* Dio's time stand still move is never called ZA WARUDO. It is merely named Time Stop, and the Stand's name is The World. It is never implied to be spelled in broken English too. Complicating this,
* DIO's Za Warudo, or rather, The World, creates a world of halted time only he
* dioxygen difluoride. blows up. Just a few molecules of it put together with some sulfur can let out enough energy to rival your breakfast. It's been given the humorous nickname "FOOF" (a pun on its chemical composition) due to its reactivity.
* DiPierdomenico broke several ribs and punctured a lung. He played out the game without even knowing how badly hurt he was and collapsed shortly after the match finished.
* Diplomacy: “I’m going to kill my brother and then kill you on the pretext that your brother did it.”
* Diplomacy) and "Lepanto" (Italian moving aggressively against Turkey with Austrian help, named after the 1571 naval battle that stopped Ottoman expansion in the Mediterranean)

* Diplomacy as he loses all of his states, and screwing himself over since nobody will deal with him, effectively making victory impossible.
* Diplomacy, Austria and Germany are considered high-risk/high-reward countries to play due to their central location on the board: Germany can be attacked by five out of six rivals in the first year, and Austria is statistically the most likely country to be eliminated in tournament play. However, if Germany is able to form a good alliance (especially with either England or France) and Austria is able to weather the storm and scramble for the Balkans early on, they can become strong contenders for an outright victory. Russia also qualifies for Glass Cannon status due to its size (it starts with one more unit than other players) and tendency to be feast-or-famine in tournament play (it wins outright at a fair clip but is also the second-most likely country eliminated).
* Diplomacy can easily lead to this thanks to two mechanics: United Against Us (a faction that the player is at war with can invite any other faction to the war, regardless of if the two faction like each other in gameplay or lore) and the diplomacy bonus given when attacking a common enemy, which can results in Skaven and Dwarfs, both mortal enemies in-lore, being very friendly with each other because both are at war with the greenskins.
* Diplomacy can trigger this in the rules in specific circumstances. Specifically, if the following combination of orders occurs: One of A's armies, supported by another, attacks B's fleet. Meanwhile, B's fleet convoys one of B's armies across to attack A's supporting army. If this attack succeeds, the army will be unable to support A's army, and the combined attack on B's fleet will fail. If the combined attack on B's fleet succeeds, the fleet will be dislodged and unable to carry any of B's armies that turn. In other words, for A to successfully destroy the fleet, B's army must be prevented from disrupting A's supporting army, which can only happen if A successfully destroys the fleet. Likewise, to protect his fleet B must disrupt A's supporting army, which requires B's fleet to be protected. The standard tournament rulebook devotes several pages to how to unpick the resulting situation.
* "Diplomacy Happens at Night" was to be a song for Benjamin Franklin, who ended up being cut entirely from the show. His role was cut early on in the show's devlopment, but Miranda finished writing the song anyway, joking that they'll add it back in after his death. How does he write like he's running out of time?
* Diplomacy is a game which thrives on these, as the players must secretly negotiate, manipulate, and lie to each other as a matter of course. For example, a clever player may attempt to offer another player support for a movement quid-pro-quo. If successful, great. If that player denies support, the first player might support him anyway - and mutter quite audibly about how he was just stabbed in the back. At the cost of one turn's disadvantage, the first player has trashed the second's reputation with the entire table.
* Diplomacy Italy attacking anyone difficult — in tournament play it is statistically both the least likely country to win and the least likely country to be eliminated outright.
* Diplomacy—particularly for email play—is a world map set in 1861 and including the Confederacy as a playable power. Also, many countries are divided into subunits for play purposes, so this is easy to do.
* Diplomacy Online seems like a perfectly free game at first- until you realize that only subscribers can play the different variants, maps, and rules, and free players are restricted to the simple un-varied format.
* Diplomacy, or games in which moving a game piece to another piece's space provides all the necessary information.
* Diplomacy, originally published in the early 1960's by Avalon Hill and still in print nearly 60 years later, is a not-necessarily-entirely-historically-accurate game of diplomatic maneuvering and skulduggery among the European powers of the 1890-1914 era. Treachery and double-dealing are virtually mandatory in play.
* Diplomacy ruler of Europe, while the rest can enjoy having ornate daggers jammed into their backs.
* Diplomacy sides, and the only good way to get an advantage is by convincing other players to join with you in ganging up on somebody else. Since the rules are

explicitly designed to allow you to lie to other players about what you are going to do in your next move, things quickly get crazy. Many players have remarked that playing Diplomacy is a good way to ruin friendships.
* Diplomacy, such as the "Balkan Gambit" (Austria moving a fleet from Trieste to Albania and an army from Budapest to Serbia, the movement of the second army naming the specific variation).
* Diplomacy Through Schooling. By this point, Twilight's sworn not to keep anything about Powers from Spike, having asked Luna for permission to fill him in (along with Trixie and Moondancer, since they figured out some of it on their own).
* Diplomacy Through Schooling, it's mentioned that Diamond Tiara asked for (and got) a transfer from Ponyville's school to Twilight's new one (with her father's approval), in order to try and get out from under her mother's influence (and Silver Spoon transferred with her). Subsequently, Spoiled Rich barged onto the grounds, interrupted a meeting between Twilight and the parents of some other students, and demanded that Diamond's enrollment in the school be revoked. That got her declared a "disruptive presence", and she was legally banned from coming onto the school's grounds (and a few other places) ever again. She did not take this well and has since attempted (and failed miserably) to have it overturned in the courts.
* Diplomacy Through Schooling, when discussing what'll happen when they find Sunburst, Twilight says that if he doesn't have a good reason for breaking off contact with Starlight, she'll... "give him the nose-honking of a lifetime". And then she'll call her mom in to have words with him. Spike actually finds this second part a reasonable and threatening punishment when she says it, shuddering in response.
* Diplomacy Through Schooling, when Starlight explains her Cutie Mark, she tells Spike and Twilight how she got it when she used precision magic to simulate a careful breeze and free a kite from a tree.
* Diplomacy, you can offer missions to pirates outside of their normal "raiding schedule".
* Diplomacy your position if you play you cards right because there can often be opportunities for the unit to make a mad dash for your adversary's likely-undefended Supply Centers which they can take for themselves. Hell of a dagger to have pointed towards your rival.
* Diploma mills often give themselves names that are almost-but-not-quite the same as prestigious schools. For bonus points, it's not terribly uncommon for them to have a mailing address in a town (or even just on a
* Diplomat at Large, after "invading" Byzantion, where the headquarters of the International Bureaucracy was located, and subsequently throwing everyone out of the building so she could go through everything and solve the griffons' debt problem, Twilight is no longer permitted back there.
* Diplomat at Large, in response to the Diamond Dogs of Dimondia essentially enslaving Trixie, Twilight threatens to call Rarity down on them. They give in almost immediately.
* Diplomat at Large, Luna and Pharynx have become an official couple by chapter 4, set some weeks after the story started.
* Diplomat at Large reveals that millennia ago, the merlions migrated into the area of the western oceans ruled by the monstrous octopus Squirk, and defeated and imprisoned him in a cage of wrought sea-silver and oceanic crystal, enchanted to keep his words from getting out. He's still there to this day, throwing tantrums inside his prison.
* Diplomat at Large, Scootaloo does a spot-on impression of Twilight's squee from her story in "The Cutie Mark Chronicles", when she finds her aunts are moving to Ponyville full-time.
* Diplomat at Large, the Storm King utilizes wind during his battle, though it's only really mentioned once.
* Diplomat at Large, this is Pharynx's reaction to realizing he'll have to explain his black eye (which he got in his brawl with Thorax) to Luna.
* Diplomat at Large, Twilight Velvet falls head over heels for Ocellus when she

meets the young changeling, who is rather startled to find this mare cooing at her.
* Diplomat at Large, when Rainbow Dash invites Scootaloo - her sister in all but blood - and her aunts over to meet her parents. Luckily, Windy Whistles and Bow Hot Hoof adore Scootaloo and happily accept she, Holiday and Lofty into the family.
* diplomatically, and that 100 skill level in Speechcraft isn't just for show.
* Diplomatic Immunity, but Ravana's younger brother Vibhishana intervenes due to this tradition.
* Diplomatic Immunity fleet, but he's resistant to any form of attack.
* Diplomatic Immunity has the hero who is an Imperial Auditor (big-time troubleshooter) sent to calm down a harbor brawl that had escalated into an interstellar incident, only to find that there are more sinister aspects that threaten war with a rival empire.
* Diplomatic Immunity. If a foreign official ever abused their privilege in this manner, bringing them to justice would be as simple as deporting them, revoking them of said privilege so they can face prosecution, either in the offended country via extradition, or possibly in their home country.
* Diplomatic Immunity, Imperial Auditor Miles Vorkosigan has to interrupt his honeymoon to deal with an international incident.
* 'Diplomatic Immunity' is an interesting inversion of the trope: the gunships have been impounded, and the main character has to diplomatically mediate between his ferocious military subordinates and the peaceful natives who see them as barbarians.
* Diplomatic Immunity on the country's version of April Fool's Day every year. The rest spend the entire episode in fear of what she'll do but she reveals at the end she's been too busy to pull a prank this year.
* Diplomatic Immunity. The Fe'ausian mission takes advantage of diplomatic immunity, usually in the form of low-level scams to make an extra bit of cash while squeezing as much foreign aid as they can out of the New Zealand government.
* Diplomatic Immunity. They are therefore declared PNG, deported and banned from that country for life.
* diplomatic immunity to park wherever the hell they want. United Nations diplomats in NYC have racked up more than $17 million in unpaid parking violations. For whatever reason, Egyptian and Libyan diplomats tend to have the highest violations.
* Diplomatic Immunity was called the "Ambassador of Soul'', his wife tried to invoke diplomatic immunity to avoid her traffic charges. It didn't work.
* Diplomatic Immunity, we're told that Ekaterin doesn't just have a top secret clearance due to her part in foiling a terrorist plot; it's also due to her husband Miles' tendency to babble about state secrets in his sleep.
* Diplomatic Impunity: A dignitary believes that having diplomatic immunity means they can't get punished for what they do in the country they're visiting.
* Diplomatic Impunity: I have diplomatic immunity! I can do anything, and you can't stop me!
* Diplomatic Impunity: When a foreign diplomat abuses their legal immunity to the local laws of their host country.
* Diplomatic Impunity: When foreign dignitaries abuse their legal immunity to the laws of the country they are staying in.
* Diplomatic Impunity" (which essentially banishes the person from that country under threat of jail time if they ever come back), though doing so is usually a last resort, as the act of doing so is usually viewed as a giant middle finger to the sending country and is all but guaranteed to significantly strain relations. Matters can be complicated in cases where the offender has committed an offense that is treated far more harshly in the sending country.
* Diplomat Kuroda Kousaku - Stale Beer. This involves a career diplomat who uses his diplomat status and his foreign affairs ministry reputation to get things done by using his language skills, his wits and knowledge on political matters. He has help from a friend of his in the CIA and a female Dojikko detective.
* Dipper and Bipper isn't an uncommon ship. Falls under both this and
* Dipper and Mabel) as well as their sadness that they couldn't face off in a Showdown.

* Dipper and Mabel defeat the evil wax dummies by melting them, with Mabel throwing some of them in a fire for good measure.
* Dipper borrows the look in "Boss Mable" when Stan's on vacation, as does Soos
* Dipper, in a desperate attempt to get a password to a laptop containing information he needs, makes a deal with Bill Cipher, who says he "
* Dipper is reunited with Lapis Lazuli, only for her to turn out to be possessed by Bill Cipher. As Bill taunts Dipper, Dipper falls off a cliff and turns into a wooden puppet..
* Dipper/Pacifica is similar to the above, and owes its popularity largely to the episode "Northwest Mansion Mystery" - said episode has Dipper "greet" Pacifica by telling her that she's the worst and slamming the door in her face, and quite a bit of what follows is the two arguing while trying to stop a vengeful ghost.
* Dipper Pines' given name has been revealed internally several times in
* Dipper Pines is perhaps the least manly character in town (apart from maybe
* , Dipper saves Ford from an alien killing machine but ends up wetting himself. Ford tell him he doesn't need to be embarrassed because it's natural response to dangerous situations and that he's brave for saving him despite his fear. Ford even admits to urinating himself in the past.
* Dipper's flaw is his insecurity; Dipper has done some very stupid and very dangerous things in an effort to prove himself, such as reciting a curse
* Dipper's great uncle Stan Pines is this to an even greater extent, to the point that in the
* Dippin' Dots, a dessert made from liquid-nitrogen-cooled beads of ice cream and mostly sold at amusement parks and shopping malls, has been marketed as "The Ice Cream of the Future" since 1987.
* Dire bats: Larger and more vicious than normal bats, and menacing even without
* Dire Beasts, as Ice Age megafauna such as mammoths, saber-toothed cats and dire wolves are often used in this capacity.
* Direct action, ranging from demonstrations, strikes, and sit-ins to sabotage and vandalism, is meant to force an opponent to remedy certain social issues.
* direct an aircraft to drop a 2,000 pound bomb on the enemy's head. If the enemy is too close for said action, the enemy will likely get shot in the face.
* Direct Continuous Levels: It's a linear game, but not broken up by jumps between levels.
* Directed by Cast Member - A member of the cast decides to get their feet wet by directing an episode of the show
* directed by SiDN64, the Pink Pants rocket gunner told his ally to barrel-roll away from the sniper word-by-word, but the latter failed to do so.
* directed YMMIR) is a large part of being a witch. Granny Weatherwax makes liberal use of it and promotes its use in her pupils over the use of actual magic.
* directing for the show more frequently segments on the show, as well as Elmo-driven DVDs and specials; this was mostly because of the impact that Clash had on turning Elmo into the character he's known as today.
* Direction Générale de la Sécurité Extérieure ("Second Office").
* Directionless Driver - "We're not lost, damnit! No I won't stop to ask for directions, the GPS told me we're going the right way!"
* "Directions" includes directions like "Two miles before the red schoolhouse, you take a left."
* Directions, while in the former the rest of the mane 6 must learn how to work as a team and protect Equestria without Twilight's help.
* Direction, the Changelings use illusions to trap the Mane Six in one when they caught in the llama temple, based on their greatest desires, but since Pinkie has everything in her life that she could want, it doesn't work on her and she's able to free the others.
* Direction (Trixie having hired him for exactly this purpose), but a fortunately-placed pair of scissors allows her to momentarily escape his grip, and only her hesitation to shed blood prevents her from pressing the advantage.
* Direction: Trixie is the first major antagonist in the story, but is defeated

fairly early on.
* Direct Line to the Author: A work is presented as if it really happened and was later recounted to the actual creators.
* directly affected neurotransmitters in all kinds of ways and was described constantly as addictive.
* Directly afterwards: "The toilet over there, will bring you luck, so give up, I've got no time to spare!" Who knew hobo frogs wanted to pee too. Plus, when you do 'BAD', it starts raining, when you do 'AWFUL', loud claps of thunder that could scare you, and when you fail, he soils himself.
* directly, but is a bit more like a giant centipede than a worm and burrows through ice and snow with a body temperature that rivals molten iron), which burrow through glaciers instead.
* directly contradicts large (we see it immediately cover areas we know had many survivors that weren't immortal), it is probable that the actual explosion wasn't quite so large, even if the clash of the swords caused the end of the world.
* directly interacting with the core, but it's better than going full China Syndrome.
* directly involved in fighting the battle, while the Battle of the Star Forge is a big honking fleet engagement between large portions of the Sith and Republic navies where the player character is infiltrating the Star Forge.
* directly led to a team losing a game that they would have won right then and there if the play had been made came in 2009, when with two outs in the bottom of the ninth inning in game 2 of the NLDS between the Los Angeles Dodgers and the St. Louis Cardinals, the Cardinals ahead 2–1, Cardinals left fielder Matt Holliday dropped a line drive off the bat of James Loney, allowing the inning to continue. The Dodgers went on to score twice in the inning and won the game, eventually sweeping the series.
* Directly parodied during the Board Breaking Guy's Web Redemption on
* Directly played through with Mercury in the A dance of Shadow and Light series by
* Directly referenced in the bibliography as a message paid by the Hot Topic corporation.
* directly through the labyrinthine halls of the Necron crypts it guards. It can also sense you coming from literal miles away.
* directly told "I love you" (Rose Tyler, River Song, Clara Oswald), there is still wiggle room to argue that the relationship remains platonic.
* directly weaves is unknown); he ends up having a miserable time when one Aes Sedai sets out to see just what the loopholes are (indirect effects like lightning, sparks, and objects thrown by the One Power).
* directly, where he tries to free his characters from his writing while still writing their lives in real time. He personally apologizes to Kilgore Trout on this occasion.
* directly witnessed, but it's a small dagger except when he needs it to be a sword).
* directly Yup, they're even copying Apple's failures. At this rate, soon they'll be rolling out their own maps app that tells you to drive over a lake, through your local library, and onto an airport runway.
* Director Ben Wheatley cited this trope as the reason why he found Fourth Doctor stuff so dark:
* Director, Bob McKimson, described Bugs Bunny as the type of individual where if a lion roared at him, he would simply walk over and slap it across the face.
* Director Cory Edwards voiced hyperactive squirrel photographer Twitchy in
* Director Coulson catches an impure Terrigen Crystal just before it shatters on the ground and its mist kills every human in the room. The impure crystal begins to turn his hand to stone, and it is immediately cut off by Mack using a fire ax. It works this time.
* Director Fulcher is prone to shifting blame onto his employees and dangling promotions and name changes over their heads and never delivering.
* Director Fury, of all people, sent to keep an eye on Coulson and make sure

nothing went wrong with his resurrection.
* Director Kakuzawa though only in the manga, where he shows how much of a villain he is.
* Director Kerry Shawcross and head writer Miles Luna love trolling the
* Director Louis Leterrier has openly admitted that he intended the protagonist of
* Director Mike Dougherty confirmed via Twitter, that the remains of an Anguirus were inside the temple that housed Godzilla, teasing a future appearance.
* Director Mitsuo Fukuda had his late wife Chiaki Morosawa serve as the story writer for
* Director Northmoor is dead long before the game even began, being Trench's predecessor, but he's still talked about a bit by his successor.
* Director of Photography David Armstrong has a cameo as a policeman in the flashback where Emma is discovered playing the piano.
* Director of S.H.I.E.L.D., and the latter getting in touch with a mysterious figure who is apparently Skye's father. There's also a nice subversion, where Garret starts to augment himself with cybernetic implants after everyone assumed he was dead. Right as it seems like he's going to be an even bigger threat for the second season, Coulson pops out of nowhere and casually vaporizes him mid-villain speech.
* "Director of Vertical Transportation" = Elevator Operator in a luxury hotel
* Director Pandya has a prosthetic arm, which along with his unintimidating appearance leads people to underestimate him. The reality is that he's a sharpshooter who served for years in the US military.
* Director Paul Feig has two voice cameos, the "Ghost Hunters" announcer, and the boss mistreating Rowan through the radio (his on-screen appearance at the concert scene was eventually cut).
* Director Raoul Walsh lost an eye in a car accident, and took to wearing a very large black eyepatch. Opinions on his films remain pretty mixed (a common statement is that he "never let the truth get in the way of a good story," due to films like
* Director Ryuhei Kitamura has worked together with actors Tak Sakaguchi and Hideo Sakaki in four movies,
* Director's Commentary TV series was a rather good parody of the genre.
* Director's Cut features numerous shots that were altered or removed in the eleven edits the film had to go through in order to knock it down from an X rating to an R rating. Such scenes include longer versions of ED-209's obliterating of Kinney and Boddicker's gang killing Murphy, close-ups of Bobby being shot in the leg and Boddicker being stabbed in the neck, and a cut shot of Boddicker's blood splattering onto RoboCop after the aforementioned neck-stabbing. These re-inserted scenes are generally agreed to improve the film, given how one of its goals was to satirize violence in the media by exaggerating its own gore to the point where it becomes funny.
* Director's Cut The Gump is furious with Jack for allowing Lily to touch the unicorn, and then throws a massive tantrum when Jack solves his subsequent riddle — but once he's over it he forgives Jack immediately (as he promised) and joins his quest to save the unicorns (and Lily) from Darkness.
* Director's Cut. The last thing we see is a giant Audrey II advancing towards the camera before it cuts to static.
* Directors David Molina and Terry Shakespeare recorded one for the first
* Directors Jayson Thiessen and "Big" Jim Miller have done voice acting in the series.
* Directors typically went uncredited on cartoons completed or released after leaving Warner Bros.
* Director Theodore Galloway, the President's Aide sent to oversee NEST in
* Director Tony Leondis, who is openly gay, once compared the main character Gene's struggles with showing off his face-changing ability with how gay men struggle with coming out in real life. However, the fact that Gene
* Director Trench is only alive in the opening cutscene; the next time he's seen is when Jesse walks in on the aftermath of his apparent suicide. Nonetheless, he continues appearing in her mind and giving obscure clues as to her next goals. Pope

speculates that this could be a side effect of Jesse bonding the
* Director Vance, though he was less interested in the hookers than he was in the Russian hitman who wanted him dead.
* Directory Assistance hotline "11833" once set their number ("Elf-Acht-Drei-Drei") to the tune of
* Directory Enquiries service 118 118 have done some memorable ones, but the one where they re-wrote the lyrics to the
* direct quotes from, where the protagonists refer to the aliens they're fighting as "bugs": "You Kill Bugs Good, Man", "Damn Bugs Whacked Him, Johnny", and " You're Some Sort of Big, Fat, Smart Bug, Aren't You?".
* Direct sunlight; sunlight is dangerous, but a lightbulb is not. When UV radiation is what makes sunlight harmful to vampires, this also would explain why they've "become" vulnerable to it despite it being more or less harmless in earlier legends: ozone depletion means more UV radiation gets through the upper atmosphere. Meaning that bursting into flames is the vampire version of skin cancer.
* Direct-to-DVD has a villain dumping a drug called CTX into the water supply of Paris to turn them into vampire-like killers.
* Direct-to-DVD to princes from a neighboring kingdom for diplomatic reasons, but all three fall in love with the common soldiers Yao, Ling, and Chien Po on the journey to the other kingdom, and are eventually able to convince their father to allow them to marry the soldiers instead.
* Direct to Video: A film doesn't wait for a theatrical or television release and is instead released to VHS or DVD as soon as it's finished production.
* Direct to Video: A movie isn't released in theaters or aired on television and is instead released straight to home video upon finishing production.
* Direct to Video: A movie is released straight to home media upon being completed.
* Direct to Video, and 70 minute kids' films by their nature couldn't do justice to the multi year-long connected stories and expansive worldbuilding that fans liked about the franchise.
* Direct to Video, and claim it was too [positive adjective] for theaters.
* Direct to Video as almost all of the original artists that worked on the films had long since passed away or retired.
* Direct to Video as a mysterious stranger obviously based on the Doctor. Over the course of the series, the character's backstory was revealed, distinguishing him from the Doctor in the process.
* Direct to Video because no studio is willing to expend the resources to dignify it with a theatrical release.
* Direct to Video, during the Rumpelstiltskin rendition, Piggy's father gets a little overboard trying to introduce himself and his daughter to the king.
* Direct to Video film) affecting the cast directly. It's also used in "2010" to send a message back in time through the gate.
* Direct to Video film. The film presented him as, in his words, a cross between a Native American and a hippie, as opposed to his immature, snarky and aloof self from the comics and books.
* Direct to Video get chided for being this. With this in mind, it's no surprise that when the sequels got parodied in shows like SNL and Family Guy, the biggest potshot taken is often that it was entirely pointless from a story standpoint to make sequels to films whose stories were designed to be self-contained and standalone in the first place.
* Direct to Video has Sinestro trying to convince Hal throughout the movie that the Guardians are failing at their duties, though it's only near the end that he actually makes the offer.
* Direct to Video in Jūma Hunter Zeek. He dies and passes on his powers to Sho's (Go Green) friend Kyoko, allowing her to transform into Zeek-Jeanne, but despite beingi a recurring character does not uses the Zeektector armor in the show.
* Direct to Video in productions that are loaded with them in plots and gags as well.
* Direct to Video is like this in her first scene, sounding like she stuck her

dialogue into an internet thesaurus translator. Thankfully, this is toned down in all her following scenes.
* Direct to Video movies opted to dress up the Turaga with tribal robes that had floppy ribbons on the front. Roodaka in the third movie was given mechanical-looking braids with several individual strands that hung down to her shoulder-line. Again, this is not a feature seen on the toy, which instead had short, solid "pigtails". They also turned her originally short robo-ponytail into a large, metal-plated bendy "flap", but at least kept it as a single piece. The fourth movie had none of this, and gave its characters unmoving, metal loincloths... even on those characters whose toy designs already had their groin covered up.
* Direct to Video: Rather than wait for a theatrical or television release, the movie is released directly to VHS or DVD as soon as it has finished production.
* Direct to Video releases of films/episodes): A trademark of Toei Company. In the US, this is the term for Japanese DTV releases in the States.
* Direct to Video) sewing a boy's mouth shut next to the titular doll. He doesn't get finished since he gets killed by a mysterious entity who takes a list he made.
* Direct to Video The audience is introduced to a former female love interest of his (Angelique). Later, he pretends his wick is mistletoe and kisses Cogsworth under it.
* Direct to Video, the main villain is a scientist who kidnapped multiple people and imprisoned them inside his special prison camp, called 'The Village', in order to create telekinetic super soldiers. Katsumi, the main character, spends the entire movie trying to free those prisoners, only for them to die after leaving the prison camp, due to having implants in their heads. After the villain starts to gloat about this, you just know it's time for ass kicking.
* Direct to Video. This video featured a song called "Six Simple Words" that is still used by classrooms that follow the Character Counts curriculum and is more well-known today than the actual video itself.
* Direct to Video, though it keeps the voice acting style and jazz scoring forever linked to the franchise.
* Direct to Video - When a movie skips the theaters and goes directly to video (VHS, DVD, Bluray, etc.)
* Direct to Video. When Babs sees Buster in trouble, she needs a plan to save him. She lights a match in a dark shed, revealing boxes of fireworks inside it. However, her match doesn't set the fireworks off right away, which is a good thing, as she disguises herself as a fireworks salesman and ties the fireworks to a gazebo the Boo family is in, choosing that time to light the fireworks and send the gazebo flying away.
* Direct to Video, which sold very poorly and was eviscerated by critics.
* Direct to Video with Gus in the "Fifth and Sixth Graders Club" segment. Shortly after visiting the club for a week, the gang start to notice that Gus had been getting a little fat recently, as a result of eating too much. He remains this way until the next segement.
* Direc TV and its sister service U-Verse use a blue screen to depict channels you don't get.
* DirecTV has a a few of these for the DirecTV Genie. Whether its about how bad cable is to ___ or how awesome having DirecTV is.
* DirecTV has a series of ads with celebs describing amazing sports moments, just to have the screen black out - "you missed it, because you have cable". This despite the fact that that people could catch them over and over in a less time-consuming distillation on ESPN's
* DirecTV have been running a series of ads combining edited pieces of old films with new footage of an actor from the film (
* DirecTV. It starts out with a clip of an interesting movie, then a movie fan briefly interacts with the characters. The idea is that with DirecTV the viewer has much more control over when and where things start. Sadly, the interesting movies are not real.
* DirecTV's short-lived "Hannah Davis and Her Horse" ad campaign was about a Sports Illustrated swimsuit issue model riding a talking horse, and the only

connections to DirecTV is them talking about it with the rest of the ads seemingly having nothing to do with their services outside of the offer screens and appearance of the company logo. It's no wonder the ads came and went quick.
* dire (it being impossible to create a robotic brain without the Three Laws in-continuity). Essentially, the argument goes that a sufficiently non-humanoid robot might fail to have any sense of what constitutes a "human," allowing it to violate the Laws out of ignorance.
* Dir en grey, and that's just one song...in fact, they have made Scare Chords an essential component of their musical style.
* Dir en grey are no strangers to this trope, both in the visual department and in the actual music as well. Particular notorious audio examples include Kyo's ear-piercing screams in "Agitated Screams of Maggots" (the entire song), "Kodou" (right after a brief pause), and "Pink Killer" (Kyo sounds like he's being brutally tortured during the last 30 seconds or so as the music fades and what remains is his very loud shriek).
* Dir en grey's song "Berry" tells the story of a nine-year-old girl who gets sick of her parents abusing her, takes her father's gun, and shoots them. If that's not disturbing enough, the girl's favorite food is jam on bread, and the blood her parents shed is referred to as raspberry jam.
* Dir en grey, when it's actually lashing out at a society that refuses to acknowledge the need for birth control and sex education and uses the most painful and traumatizing last-ditch procedure as a substitute for preventing pregnancy in the first place.
* Dir en grey, whose name is actually trilingual: "dir" in German is a second person dative pronoun and "en" = "in" in French. Consequently, the band's name is probably best translated as "To you in grey," though the use of the dative "dir" makes the exact meaning of the name a bit ambiguous.
* Dire Peril is a Metal filk band who base all their songs on sci-fi movies, such as
* Dire Straits; a fast-paced, high-energy pop rock song from a band typically known for roots and blues rock. Even in the context of its parent album, it sticks out like a sore thumb.
* Dire Straits. "After all the violence and double talk, here's just a song in all the trouble and the strife." Of course, it comes right off the heels of the grandiose, flashy "Money for Nothing".
* Dire Straits also had several animated scenes in the "Brothers In Arms" video mixed with black & white footage of the band, while "Calling Elvis" was done in Super-Marionation.
* Dire Straits, a song in which frontman Mark Knopfler recalls his failed romantic relationship with fellow musician Holly Vincent, after he found out about an interview in which she described her time with him in a very blunt and offhanded way. Hence the line "now you just say, 'oh, Romeo, yeah, you know I used to have a scene with him.'"
* Dire Straits caused by the protagonist's vices (smoker's cough from smoking, brewer's droop from drinking beer) the doctor in the song notes, "I don't know how you came to get the Bette Davis ...knees".
* Dire Straits in the mid-1980's, most notable in the "Walk of Life" video.
* Dire Straits is about a mysterious carefree girl who roller skates around the city's streets in the middle of the night.
* Dire Straits' "Lady Writer" is definitely not an example, being a historian who "had all the brains and the beauty", but the singer compares her to his ex, who apparently resembles her in appearance but "never read a book" and "couldn't hardly write [her] name".
* Dire Straits make an alternate version available was one of the factors that led to the song being allowed back on Canadian radio after about nine months (though the original version is still the more common).
* Dire Straits' Money For Nothing switches between a (very primitive) CGI cartoon and a live performance of the band itself with added rotoscoped effects.
* Dire Straits' "Private Investigations" pretty much checks every noir trope into

three short verses.
* Dire Straits resulted in a surge in demand for the guitars, leading to high prices which continue to this day.
* Dire Straits song "Money for Nothing" has the shorter and fatter hardware store worker speaking this way. His mouth is a black strip that flashes white when he speaks.
* Dire Straits' "Sultans of Swing," a rock song about an English Dixieland/Zydeco band. The lyrics point out that kids "don't give a damn about any trumpet playing band" because "it ain't what they call rock and roll."
* Dire Straits: "Tunnel of Love". Sort of mutually understood at the time that it would be a momentary thing ("She said you are the perfect stranger/ she said baby let's keep it like this"—and in the end, he didn't pursue her: "And in the roar of dust and diesel I stood and watched her walk away/I could have caught up with her easy enough but something must have made me stay"). But as he reminisces on this, he wonders what could have been:
* Dire Straits, while Mark Knopfler tried to soften the blow by claiming that the song was sung in character and was meant to be a mocking portrait of someone who would be ignorant and prejudiced enough to use that kind of language.
* Dire Straits. "You get a shiver in the dark/it's raining in the park but meantime/south of the river you stop and you hold everything"
* Dire the werewolf have all been receiving some love from the furry fandom as well, especially the former three.
* Direwolves are on their way out, too, although they will likely last longer than the rest. As
* Dirge for Prester John, but each of the races of Pentexore have their own myths of how the world came to be. Later, John tries to rewrite Genesis to fit Pentexore in it, because he simply can't let it go.
* Dirge for Prester John: Invoked. The Abir exists to change up people's lives every couple centuries to make sure no one is bored or dissatisfied with living forever.
* Dirge for Prester John is figuring out why this happened after the fact.
* Dirge for Prester John, no one who drinks from the Fountain three times will age beyond their third visit.
* Dirge for Prester John. Not to mention taking lovers from a number of different species.
* Dirge for Prester John. They're the cream of Pentexore, but they have no idea how to form an actual army.
* Dirge for Prester John, though the people feel free to make that work or not, and take lovers whether they are happy or not with their spouse.
* Dirge for Prester John, time flows differently depending which side of the Rimal you're on. Which leads to John realizing that the world he knew is pretty much gone.
* Dirge of Cerberus and his son Rufus that Rufus was never informed about the group, so by the time they see the surface in Dirge of Cerberus 3 years have passed since the end of the original game and they have been preparing for their mission without knowledge that the Shin-Ra company that caused their formation is basically no more.
* Dirge of Cerberus, but probably also contributed to the craziness displayed by many of them.
* Dirge of Cerberus can perform Synaptic Net Dives, which basically give her this.
* Dirge of Cerberus, Cloud puts on a new pair of (very sexy) sunglasses in the big battle cutscene.
* Dirge of Cerberus cough up a few drops of something...purple...? Are only good guys and Sephiroth allowed to have red blood in these games?
* Dirge of Cerberus: Final Fantasy VII for her and Vincent tries to be her friend, she first reacts with coldness and surprise, and then with curiosity. She eventually learns what love is by the end.
* Dirge of Cerberus: Final Fantasy VII Vincent spends much of the game grappling with his literal inner demon, Chaos, because the protomateria, the thing used to

control Chaos, gets ripped out of him by Rosso. Several cutscenes depict him falling to his knees and clutching his chest in pain as he fights for control of his body. Twice he winds up being rescued as well, once when he accidentally turns into Chaos and collapses from the exertion and has to be rescued by Shalua, and another time when Rosso rips the protomateria out of his chest and he has to be rescued by Yuffie.
* Dirge of Cerberus has the last level as Chaos. Chaos himself is very useful. All of his abilities are upgraded, and he uses the only weapon stronger than the Ultima Weapon. The thing is, the enemies are designed specifically to handle that weapon. That means, while your new melee combo is fancy, about twice as many hits in half as much time, and ends with a neat little mini-explosion, you're never going to hit anything with it. Even if you get close enough to try, you'll be pumped full of lasers, and the combo will be interrupted.
* Dirge of Cerberus of a villain, whose black-and-yellow eyes show he's not one to be trifled with.
* Dirge of Cerberus, the Deepground soldiers and Tsviets were results of various bioweapon experiments.
* Dirge of Cerberus there is an entire underground ARMY of people who have either been a victim of this trope or who were born from it.
* Dirge of Cerberus, who wears nothing on his upper-body at all. Very nice indeed.
* Dirge, the world of Denhalm is on its last legs due to the Necrolords (Necromancers) unleashing one of these.
* Dirge, the zombies are called ghouls and are incredibly fast as well as strong. They're also tied to their necrolord so they die (again) if said is killed.
* D.I. Richard Poole faces one of these in the very first episode of
* Dirigent Mercenary Corps by the organization) and prides itself on its soldiers' professionalism.
* Dirigent Mercenary Corps series does have hand-held energy weapons, which are useful in specific applications because they're basically silent. However the primary weapons used are chemical firearms.
* Dirigent Mercenary Corps series, it's a minor plot point in the first book that officer cadets are not allowed to graduate and become officers until they've served a combat tour. Until then, they command no one and are just grunts like the enlisted men.
* Dirk admits to being both envious and proud of Roxy for being comfortable with herself and sobering up, even after a temporary slip up, he still respects her.
* Dirk and Jake are polar opposites in personality, and their differences ultimately lead to a messy breakup.
* Dirk and Jake. claimed she didn't actually have a thing for him, he admitted he was actually kinda relieved they could just be friends.
* Dirk Anger) mental disorders and other faults in complete seriousness.
* Dirk Benedict You have been warned). However, all the press from this is probably what gave the BSG execs the idea to execute this trope.
* Dirk characterizes Roxy as the heart of the alpha kid team, saying that her efforts to keep the group together despite the teen relationship drama that threatened to tear them apart made her the true
* Dirk Derby creator Steve Oedekerk. The pilot was released on Vimeo but nothing ever came out of it.
* Dirk, drops the Monk and his horse, partly to simplify the timeline of events (in the novel, the Monk spends most of the story off on his own doing things that only become significant in retrospect) and partly because incorporating a live horse was beyond the resources of the theatre that originally staged it.
* Dirk feels "haunted" by alternate versions of himself who seem to inevitably go bad — such as his
* Dirk Gently a detective beforehand, but only on paper; it's just a scam to swindle wealthy little old ladies with missing cats while he claims that periodic trips to the Bahamas and large bar tabs are necessary expenses for his work. One client makes the ludicrous claim that a giant monster with a scythe is stalking him, and hires Dirk to protect him, which Dirk puts his usual amount of effort into

doing, i.e. none. When said client actually winds up murdered, Dirk feels uncharacteristic guilt and resolves to actually solve the case even though said client is no longer able to pay him.
* Dirk Gently, a malfunctioning robotic monk, and time travel leading to an old college friend of Dirk's becoming a murder suspect.
* Dirk Gently books embody this trope really because they are all about the interconnectedness of everything. Chekov's Armoury isn't just a device Adams used, it's what he based the whole book on.
* Dirk Gently: Dirk treats his partner like a dogsbody, refuses to pay his receptionist because that way she'll stop showing up to "work" in order to get her pay, lies to the police with a remarkable degree of enthusiasm, swindles his clients, pickpockets corpses, and gives the wrong address to a pizza business so that it will be late and he won't have to pay... all in one episode.
* Dirk Gently doesn't so much "solve" cases as bumble around until they solve themselves. It's also implied that he's psychic somehow.
* Dirk Gently founders when he produces a complete copy of a future exam "under hypnosis" (by looking over previous exams and guessing what might come up) only for it to turn out to be exactly letter-for-letter correct. This continues happening to him in the second book where he is horribly accurate doing fortune telling in drag and correctly identifies one of the conspiritors because he want to arbitrarily blame the whole mess on somebody who isn't him.
* Dirk Gently gets into a fight with the delivery boy when he wouldn't give him the pizza for free in the first episode.
* Dirk Gently, however. Well, it's not like they could write "Died from violating a contract with a devil" on the paperwork, now could they?
* Dirk Gently is a subversion, as he doesn't believe in the occult or paranormal; to him, it's just an elaborate con. He is repeatedly frustrated to find his cons coming true, however.
* Dirk Gently is characterized by the phrase "everything that mankind had chosen to believe was true": Within the two books there are alien and human ghosts, exploding starships, time travelers, artificial people and horses, inadvertently psychic persons, the Norse gods, and Faustian demons. Well, the monk was artificial, but the horse was real.
* Dirk Gently series, Dirk's "holistic" philosophy isn't wrong in the context of the books — even the aside jokes are relevant later on.
* Dirk Gently's Holistic Detective Agency as a "detective-ghost-horror-who dunnit-time travel-romantic-musical-comedy-epic". Mind you, of these labels, only four are really accurate—detective, ghost, whodunnit and time travel—and two of those are synonyms.
* Dirk Gently's Holistic Detective Agency: At the start of Season 2, Suzie Boreton seems to be simply a beleaguered woman, with a son, boss, and husband that don't respect her, suffering from a leg injury after an accident and pulled into the show's weirdness unfairly. Then she gets the magic wand and it's revealed she was always a bit of a sociopathic and narcissistic jerkass, the accident was caused by her being high while carpooling and causing an accident that hurt the son of one of her friends (a thing for which she never apologized and is upset her friends don't care more about her), even turning her own son into a frog when he gets in her way and killing the family dog because he annoyed her.
* Dirk Gently's Holistic Detective Agency borrows other plot elements from.)
* Dirk Gently's Holistic Detective Agency creators but looks human by coincidence.
* Dirk Gently's Holistic Detective Agency definitely qualifies. Everything is moving phosphorus green or highlighter pink shapes on a black background.
* Dirk Gently's Holistic Detective Agency, designed to convince his fellow students he has psychic powers, include denying he's "psychosassic". And then denying the word "psychosassic" means anything anyway.
* Dirk Gently's Holistic Detective Agency: Dirk does this as part of the workings of his Holistic Detective Agency when he has a mystery that actually interests him rather than one that involves tricking old ladies into letting their cats loose. The local inspector Sergeant Gilks takes a rather dim view of this... along with

Dirk's tendencies to be involved in highly peculiar situations that Gilks does not like very much in the first place, as well as his habits of removing or obscuring evidence...
* Dirk Gently's Holistic Detective Agency, Dirk hypnotizes Richard, and implants the suggestion that whenever he hears the phrase "my maiden aunt from Winnipeg" he should immediately take off all his clothes and jump in the nearest canal. It's a roundabout way of making a point about ghostly possession and free will.
* Dirk Gently's Holistic Detective Agency feature a lot of bizarre and seemingly unrelated events that all turn out to be connected in the end.
* Dirk Gently's Holistic Detective Agency fires a barrage of frantic questions at the pair, having no better idea of what's going on then they do.
* Dirk Gently's Holistic Detective Agency has a plan for her and is protecting her from any possible harm, and also, to some extent, her kidnapping victim-turned-ally Ken. She however, can be harmed when she isn't acting according to the universe's plans, as this protection is lifted.
* Dirk Gently's Holistic Detective Agency. He understood it at the time, but since forgot the intended meaning of certain key parts of the book. See reason #10 above.
* Dirk Gently's Holistic Detective Agency he was, to set up a fake psychic scam and rip off his college classmates.
* Dirk Gently's Holistic Detective Agency. Implying that the books happened in the show's backstory.
* Dirk Gently's Holistic Detective Agency in the first few chapters are all linked by the end.
* Dirk Gently's Holistic Detective Agency: In the second season, Panto has a much harder time blending in to our world than the Mage does.
* Dirk Gently's Holistic Detective Agency is actually running a hustle to bank on people's credulity, not quite a 'concerned citizen'. Yet he manages to get into, and solve, mysteries the only solution to which are supernatural agents.
* Dirk Gently's Holistic Detective Agency, it's not the dinosaurs whose extinction is blamed on phlebotinum, but that of the dodo. A time-traveler indirectly caused it to be wiped out because he'd meddled with prehistory to save the coelacanth.
* Dirk Gently's Holistic Detective Agency. It then goes on to note that the sentence would probably start something like "WayForward Technologies, unlike such major U.S. companies as Microsoft or Lotus..."
* Dirk Gently's Holistic Detective Agency—Professor Chronotis' time machine seems to be in a strange relationship with the telephone system. After he has his phone repaired, the time machine is inoperable too.
* Dirk Gently's Holistic Detective Agency mentions that when he was in college, Dirk developed a reputation for saying interesting things in his sleep after a large meal; it's heavily implied that it was a scam he'd set up so that his roommates would buy him large meals a lot.
* Dirk Gently's Holistic Detective Agency; Michael Wenton-Weakes calls his mother an old battleaxe, but the narrator says that if she was a battleaxe, she'd be a very elegant one, with a blade so sharp that you only realise it's hit you when you try to check your watch and notice you don't have an arm any more.
* Dirk Gently's Holistic Detective Agency: Near the end of the book, Richard MacDuff is awed by the alien music he hears playing aboard a spacecraft, thinking it's the most beautiful thing he's ever heard. When he returns home, he hears the same music playing. Professor Chronotis had gone back in time and given the alien music to Bach. And now you know where the piece of music "Ach bleib bei uns, Herr Jesu Christ," comes from.
* Dirk Gently's Holistic Detective Agency of the mid-2000s Seattle alt scene!"
* Dirk Gently's Holistic Detective Agency placed in that particular spot will become the control system, this is actually one of the less bizarre options.
* Dirk Gently's Holistic Detective Agency, Richard is breaking into his girlfriend's apartment when he receives a mysterious phone call describing "the rules of breaking into an apartment". Rule number one is "never answer the phone". It continues in much the same vein, including the caller saying Richard would see him if he looked out the window and then, as Richard sees a distant flashbulb go

off, explaining Rule four is "Never stand where you can be photographed", and:
* Dirk Gently's Holistic Detective Agency, Richard's in a relationship with Susan Harrison, Gordon Way's ex-fiance.
* Dirk Gently's Holistic Detective Agency's mother, who upon becoming his boss has him downsized, then tells him to his face the only special treatment he'll get is her telling him his tie has a stain on it.
* Dirk Gently's Holistic Detective Agency, the FBI, Missing Persons and the CIA are all mixed in investigating the mess of events that is the show's plot and none of them are particularly happy with each other.
* Dirk Gently's Holistic Detective Agency. This is unsurprising, as both shows were filmed in Vancouver.
* Dirk Gently's Holistic Detective Agency to a moment when Dirk's secretary rips a handful of pages out of a dictionary in order to make it fit in a desk drawer:
* Dirk Gently's Holistic Detective Agency to anybody actually willing to stick around.
* Dirk Gently's Holistic Detective Agency was a quite powerful one. Although he managed to materialize a toy for himself he was prone to accidentally warp reality around himself, especially when in distress. In a minor case he manifested a monster from his nightmares, but was later able to trap it in a pocket dimension. In a major case he accidentally created a whole new universe that started to interfere with the normal one and caused some havoc, while he was temporary out of the picture. When he returned, he managed to clean up the mess and properly preside over his own creation, keeping it out of trouble.
* Dirk Gently's Holistic Detective Agency was possessed by an alien ghost, who left messages in his poetry.
* Dirk Gently's Holistic Detective Agency went back in time in order to save the Coelacanth from extinction, at the price of having the dodo die out.
* Dirk Gently's Holistic Detective Agency, when Dirk demonstrates his facility with stage magic by (apparently) drawing a string of colored handkerchiefs from the posterior of a small dog, and from Richard's, a slim bunch of anemones. Which he presents to the dog's owner, a little old lady who just watched Richard take off all his clothes and jump into a canal. It makes sense... sort of... in context.
* Dirk Gently's Holistic Detective Agency, which shared the same scenario.
* Dirk Gently's Holistic Detective Agency who is explicitly capable of remembering about as much as a normal human. He doesn't forget things in chronological order, though; he just gets very absent-minded.
* Dirk Gently smash the floor apart to free himself, but is left with bits of floorboard stuck to his back.
* Dirk Gently when an eagle in his house is abruptly transformed back into a fighter jet.
* Dirk Gently who happens to be twelve. And gets paid with cigarettes.
* Dirk gets onto that early, having computerised glasses before even getting into the game. He also added an AI into them, copied from his personality, although after a couple years the Auto-Responder evolved into a divergent entity.
* Dirk has an AI of himself that only fails the Turing Test because it wants to, builds robots, and is able to understand the Sburb code. He's also an alternate universe version of
* Dirk himself becomes a Worf later on when he gets badly beaten by the ascended Caliborn, and has to be bailed out by Jake's Hope bomb.
* Dirk is gay from the outset and interested in Jake, who already has enough on his plate figuring out how to handle Dirk and Jane.
* Dirk is talking about making an AI based on his personality. Jake's (GT's) response is
* Dirkjan comic, Bert writes a novel. One reviewer describes it as "pure nonsense, which should never have been published". Later prints of the novel cite the review as "pure".
* Dirkjan features a series of World War I themed comics. The protagonists Dirkjan and Bert are flying in their plane when they suddenly encounter a red plane. They fear it is the Red Baron, but it appears to be Santa Claus in his sledge. Then

Santa suddenly pulls out a minigun and downs their plane...
* Dirk Pitt Adventures, being a representation of Hiram Yeager's wife. His wife's aware of it.
* Dirk Pitt Adventures biplane strafes a U.S. Air Force base and destroys a number of F-105 Starfire jet fighters and C-133 Cargomasters while they're helpless on the ground.
* Dirk Pitt Adventures, Dirk and the UN team have one at Fort Foreau against attacking Malian forces.
* Dirk Pitt Adventures: Dirk Pitt ended up with twins after it emerged that his girlfriend hadn't actually died. He becomes a good father really quickly.
* Dirk Pitt Adventures has a meeting of businessmen, scientists and politicians she wants to recruit, describing her plans to monopolize the world's water supply.Congressman Jeremy Kinkaid angrily protests this as immoral and vows to fight it in court, while a scientist named Dearborn also questions the ethics of it. They are told that their opinions are respected but after the meeting her wet work specialists (who were watching) are asked who they think they should kill, and name Kinkaid (who is later confirmed to have died in an "accident") and Dearborn.
* Dirk Pitt Adventures He talks of wanting a steak that's basically an echidna seaweed and she agrees it's a delicious dish in New Guinea. Later in the book, Pitt explains it to an ally who doesn't grasp it at first.
* Dirk Pitt Adventures in that the characters work for the National Underwater Marine Agency and are the nations foremost civilian underwater experts.
* Dirk Pitt Adventures involves a race to stop the release of a bio-weapon that is projected to be able to kill up to 98% of all human life.
* Dirk Pitt Adventures novels intended to sterilize the human race this way, or at least half of it, as more "humane" than wiping them out. Pitt calls him a "freak" for this.
* Dirk Pitt Adventures, the bad guys salvage a nuclear bomb from a lost Soviet bomber.
* Dirk Pitt Adventures, when Giordino points out that Pitt, as an Air Force major, can fly pretty much any airplane or chopper known to man. He also seems to have no problem with boats, and has a large collection of classic cars and planes in his house.
* Dirk Pitt novel ever made has one of these in it. In one, it's an old Ford Trimotor. In another, an old steam paddle boat saving the president. In another, its an old French legion fort. The list just goes on.
* Dirk Pitt novels; Trojan Odyssey shows every sign of being the last book. Pitt, Gunn, and Giordino are promoted to desk jobs while Sandecker becomes VP. Long-running subplots are finally resolved with Dirk marrying Loren and finally recognizes the strange man named Clive Cussler he meets at the wedding as the stranger that helps him every adventure, and he is introduced to his adult children he never knew about. This was six books ago.
* Dirk Pitt's backstory as a Navy SEAL-turned-archaeologist is given this way early in
* Dirk Pitt's many vintage automobiles. He wasn't in it, and he had it restored at the end of the book.
* Dirk Pitt). The author actually owns many of the vehicles that Dirk is shown driving, which are on public display in a museum in Colorado.
* Dirk plans to make a completely wrong prediction of the contents of a university exam as part of a scam. He intentionally cultivates a reputation as a psychic by
* Dirk pulled this off on himself as part of a brilliant example of the very rare Thanatos
* Dirk's Auto-Responder pulls a minor one, although it references the trope by name. "The algorithms are guaranteed to be 96% indistinguishable from DS's native neurological responses, based on some statistical analysis I basically just pulled out of my ass right now."
* Dirks' car is not much better; it's a beat-up Jaguar described as needing to go for maintenance more frequently than for petrol. He also
* Dirk Steadfast made a snide remark about his "cowardly" defensive fighting style

and he promptly choked on the sausage he was eating and died.
* Dirk, strips out an entire subplot involving the Electric Monk and his horse, partly to simplify the plot and partly to avoid having to represent a horse on stage. Also, the novel's complicated denouement is replaced by Dirk punching out the villain at the key moment, which has the advantage of looking interesting and not requiring expository dialogue to understand.
* Dirk Wears White Sox has a song called "Never Trust A Man With Egg On His Face", in which a woman shoots her husband in front of her children because of an extraterrestrial conspiracy:
* Dirlewanger's men robbed, beat or shot even other German troopers. Keeping them under control involved public hanging and shooting of the offenders, sometimes by Dirlewanger's own hand.
* Dirtamancer seems to be rather liberal in what a given caster can do within their domain.
* dirt-beast is supposedly a narrative translated from a Forerunner language, with the actual word described as a way to put inferiors in their place (Glory being low in the Forerunner caste system).
* Dirt Forcefield: The conspicuous lack of grime, dirt, or bruises on actors, especially those in action sequences.
* DiRT games are dedicated to legendary driver Colin McRae, who was killed before the first game's release.
* DiRT goes even further by including all of the rallies from the first game alongside brand new rallycross tracks and more vehicles, some of whom did not appear in the original game.
* "Dirt Road Anthem" is somewhat unusual in that both of its writers (
* "Dirt Room" involves a woman coming home, realizing her house is being robbed, knocking the burglar unconscious and restraining him before pushing him into a freshly dug hole, and finally calling the police and presumably having him arrested.
* DiRT Showdown, which usually last three minutes, the last 30 seconds are worth double points. If you do well enough in these final seconds and get plenty of KOs, you can snatch a last-minute win unless you're significantly behind.
* Dirty Bertie: Bertie farts a lot, which is the main plot of "Pooh, Is That You, Bertie?". Whiffer the dog also got his name because he farts a lot.
* Dirty Bertie by saying that he's got "mustarditis" and his thumb might need to be cut off.
* Dirty Bertie: In the story "Elf!", Bertie's dad has to be a mall Santa while Bertie has to be a helper elf. He finds the job boring and wants to be a goblin instead.
* Dirty Bertie story "Boast", Bertie spits out mash after hearing he will be in a concert after his mother lies that he can play the trumpet.
* Dirty Bertie story "Burp!", Bertie is eating lunch with his friends and only he likes his lunch.
* Dirty Bertie story "Fame!", Bertie is glad to be in an ad on TV, but becomes embarrassed when he learns it's for bubble bath and he has to pose in the bathtub.
* Dirty Bertie story "Pants!", Bertie loses a bet with his classmate Nick and has to go to school in his underpants and has a dream where Miss Boot calls him to the front of the class and he's in his undies. When he wakes up, he is relieved that it is a dream but nervous about having to go to school in underwear.
* Dirty Bertie story "Potty!", Bertie and his class go on a school trip to a historical house, the roof of which is described as being "whitewashed with pigeon poo".
* Dirty Bertie story "Wedding", Bertie eats letters off the wedding cake, so instead of "CONGRATS ON YOUR WONDERFUL DAY", it reads "RATS ON YOUR WO FUL DAY".
* Dirty Blood goes like this: An old alcoholic meets a vampire who bites him... and gets badly poisoned, because his victim's been drinking all his life.
* Dirty Bomb: All of the playable characters are mercenaries being hired either by the criminal syndicate Jackal, or the Central Disaster Authority. None of them have any allegiance, except to the side that offers them most.

* Dirty Bomb: An IED that is designed to scatter radioactive materials around the blast radius.
* Dirty Bomb, being in the proximity of an explosion will cause your screen to grime up and as your health gets lower, the edges of your screen gets bloodier.
* Dirty Bomb by providing infinite ammo for themselves and others! Bushwhacker and Sawbonez also qualify; though their submachine guns are less accurate at range and deal less damage, and they're slightly weaker and faster than Hammer and Stoker, they're still a good choice for frontline operations.
* Dirty Bomb example according to Sparks, who thinks that Thunder just created a whole new identity from nothing following the dirty bomb attacks on London and is just pretending to be Russian.
* Dirty Bomb generally focuses more on combat than the other medics on account of having assault rifles in her arsenal. Even then, the other medics are still pretty dangerous in combat by being pretty much limited by distance as their SMGs out DPS the other rifles at short ranges.
* Dirty Bomb is a sniper character who often has to conceal himself with a smoke grenade when things get hot. He is capable of seeing through the smoke, so it's only the opponents (and any unlucky team-mates) who are affected.
* Dirty Bomb: Loadout cards are rated in color from basic Standard cards to Lead, which introduces augments, Iron, which has two augments over Lead's one, and finally Bronze, which fills out the augment slots. There are higher tiers, but the sole advantage they have is different coloration or special patterns in the case of event loadouts, and the ones available are the same across every rank (An iron loadout with the same first two augments as a gold one will have the exact same weapons) except Standard.
* Dirty Business: A man can regret having done something morally questionable to solve a problem... but only if it's brief and never mentioned again after the fact.
* Dirty Business Ladd who literally dances in blood and considers "I'm gonna kill you last" as an endearing term to use with his girlfriend. She is completely accepting of this.
* Dirty Business: You do something heinous but you feel remorse for it.
* Dirty Communists and China. Not to mention that there are very dangerous communist terrorist groups that continue to exist well into the 21st century, like the Shining Path in Peru, the New People's Army in the Philippines, and the Naxalites in India.
* Dirty Communists and communists are viewed much less sympathetically than they were pre-2020.
* Dirty CommunistsHippies' political views tended to lean decidedly to the Left.
* Dirty Communists: Many people in the West feared Communism, especially when Cuba too became a Communist state.
* Dirty Communists: Militant socialists who want to violently overthrow all forms of capitalism and privately-owned businesses.
* Dirty Communists mocking terri-bad red scare plots, not a straight example of such.
* Dirty Communists: Right-wing cartoons will likely portray Democrats as anti-American radical socialists.
* Dirty Communists. The American labor movement was itself a moral substitute for Communism, thanks to the influence of the staunchly anti-Communist AFL-CIO under Samuel Gompers eventually squeezing out the more radical Industrial Workers of the World. The early successes of the labor movement meant that workers could gain representation and fair treatment without overthrowing the capitalist system, which partly explains why Communism never became a significant movement in America.
* Dirty Communists. This particular example seems more of a homage to Cold War era pulp fiction, fitting the overall theme of the series pretty well.
* Dirty Communists used as villains. They're not really fond of capitalism or democracy.
* Dirty Cop: A corrupt police officer who aids or commits crimes instead of stopping them.
* Dirty Cop: A corrupt police officer who behaves like a criminal and partakes in

illegal activities.
* Dirty Cop: A corrupt police officer who's involved in criminal activity instead of fighting it.
* Dirty Cop after the latter asks the wrong questions about the Szymanski murder.
* Dirty Cop and pedophile, respectively — who did nothing wrong as far as the public knows. Even when told why they were killed, Daisy still takes issue with just outright murdering them.
* Dirty Cop: A policeman is supposed to enforce and uphold the law, but instead they break it like any other criminal.
* Dirty Cop: A police officer who is not above engaging in criminal activity themselves.
* Dirty Cop connected with Murder, Inc. of killing Crater based on letters from Cook's wife, but investigations both then and later never corroborated her story. Crater's disappearance became a stock punchline in comedy routines and inspired several novels and short stories, though he's since been overshadowed by Jimmy Hoffa.
* Dirty Cop sees a Missing poster of the real Stills in a police station). He has also used the ID of Jennings, a wife-beating U.S. Marshal he deposited in a Mexican prison.
* Dirty Cops who are into a huge variety of violent felonies. Deputy Chief Irvin Irving's son George works with them to penetrate the gang, but is murdered by them when they find out he's a mole.
* Dirty Cops who try to blackmail him into giving them part of the money he steals..
* Dirty Cop: Usually they often cross the line especially if they are deliberately aiding and abetting criminals as well as killing good cops that try to stop them, or are violent, hateful sadists who treat being a cop as carte blanche to maim and kill people and ruin their lives.
* Dirty Cop was the one who shot his friend John Jones, Clark goes undercover as an officer, complete with forged papers claiming he is "Joe Fordman". His assigned partner Dan Turpin eventually figures out he's a fake and tries to arrest him, but Clark and Green Arrow manage to convince him that they are the good guys and they arrest the corrupt cops.
* Dirty Cop when he was in the Eastern District, and apparently the evidence consists of living beyond his means. The FBI investigated his assets far enough to see that he had more than expected, but Baltimore P.D. did not ask them to go further. Beyond the implication that Daniels does fear the accusations, the truth is never clarified.
* Dirty Coward: A character who runs at the first sight of trouble, usually at the expense of other characters.
* Dirty Coward - An unsympathetic cowardly character who throws other people under the bus to save his hide.
* Dirty Coward: Character who selfishly flees at the first sight of danger, often leaving the others doomed.
* Dirty Coward: Doing what they can to escape danger, especially if it means leaving others behind.
* Dirty Coward: I'm too afraid to save anyone else! I just want to save only myself because that's safer!
* Dirty Coward: In some cases, characters who put their lives before others to the point that they don't care if others die or suffer are line-crossers.
* Dirty Coward? Preposterous! Now, why are you still here? Join now! Service guarantees citizenship! It's also played with in that the humans are the agressors attacking Bug planets while the Bugs don't seem to have any way to travel between worlds beyond launching spores to seed new colonies; the Federation could literally just stop at any time.
* Dirty Coward ready to sell his boss and his gang the minute things look bad.
* Dirty Coward: Shameless, selfish, and all too willing to put others in danger to save their own skin.
* Dirty Coward: Someone is nervy and evil vs. someone is nervy and good.

* Dirty Coward: Someone who's out to save their own skin at other people's expense.
* Dirty Coward: Sorry, but my safety is more important than yours. See ya!
* Dirty Coward than other versions. He tries to bribe Wabuu into not killing him. He also never learns to love like other versions of the Beast do.
* Dirty Coward. This characterization is aided by the fact that Romans believed their forefather being exiled Trojans, making Ulysses an ancient nemesis.
* Dirty Coward, when bullets start flying he proves to be a capable fighter and does not hesitate to back up Lou.
* Dirty Coward: When I see danger, I run away and I don't care if you jackasses are going to suffer or die! My safety is more important than yours!
* Dirty Coward: When there's danger, I'm willing to abandon others to save myself.
* Dirty Dancing, Baby says this when her efforts to get Johnny cleared of theft charges get him fired anyway for having a relationship with a guest.
* Dirty Dancing). Cut to stock footage of a booing audience, to which Spoony responds "What? It's in the movie!"
* Dirty Dancing et al, accidentally destroyed her career by getting her nose done. Afterwards, even friends didn't recognize her.
* Dirty Dancing, includes a now legendary leap off the stage into the audience by Swayze, who at that point had reinjured his knees and was in considerable pain, but did it anyway so there'd be a visually impressive hook to the scene.
* Dirty Dancing is set at a Borscht Belt resort, though Borscht Belt comedy does not play a major role in the movie.
* Dirty Dancing: Johnny and Baby discover Penny in a Troubled Fetal Position after an encounter with Bobby.
* Dirty Dancing, Johnny face faults after Baby teases him while they're dancing to "Love is Strange"
* Dirty Dancing produced a similar effect in the West when it was first released. Masses of teen-age girls in Germany rushed into dance schools hoping to learn to dance like Baby Houseman or (especially) have a second Johnny Castle as their instructor. Guys mostly took dancing lessons because there were loads of girls, and a few hoped to one day be able to get chicks because they can dance like Johnny Castle.
* Dirty Dancing the characters dance to the movie's big hit single, "(I've Had) The Time of My Life", which sounds very contemporary to 1988 for a movie set in 1963, with obvious synthesizers in its arrangement.
* Dirty Dancing, when Dr. Houseman asks who's responsible for the pregnant girl (meaning "who knocked her up?"), and Johnny Castle says "I am" (meaning "I'm taking responsibility for helping her out").
* Dirty Dancing would become one of the highest-grossing films of the year.
* Dirty Dancing written by Jackson Browne, but they're played together so often that people don't even realized they're technically two separate songs.
* Dirty Dawg in one episode. He enters Ratso in a talent show, who proceeds to bomb on-stage. When the audience starts pelting him with food, Dirty collects them off-stage to eat later.
* Dirty diapers. Applying a dirty diaper upon an enemy would instantly rout him, thus making even nasty spellcasters easy pickings.
* Dirty Foreigner: Seen as xenophobic now, and is most often used today in subversion, as a quick and easy way to tell that a character has a prejudice against another group, and that character is usually painted in a negative light.
* Dirty Fred books starts with the Jimmy, the main character, looking for his knife, and finding it in the back of the guy he was asking. The guy insists on keeping it there or replacing it with a bigger one to prevent any bleeding until he gets medical attention. He got better.
* Dirty Games by M. Bulyukh. While "Dirt" started out as just a next-generation VR MMORPG, it has apparently become something more. As Hell and Heaven suddenly find out, when players die while connected to "Dirt", their immortal souls can not leave the game, essentially creating a new dimension. While both Powers-that-Be are inherently interested in claiming those souls, the AI running the game has decided that it would be much better off by going insurgent and taking its own shot at

divinity.
* Dirty Girls" and The First Evil would take his form to torment Buffy. It was decided that with the finale approaching, there wasn't enough time to mourn him properly, so he lost an eye instead.
* Dirty Girls", his rampage ends up killing two Potential Slayers — Molly and an unnamed Potential. He also knocks out Buffy with one punch, overpowers Faith and Spike easily, breaks Rona's arm, and most infamously, gouges out Xander's eye with only his thumb, maiming one of the Scooby Gang's core members. It would take the combined efforts of both Buffy AND Angel to defeat him in later episodes.
* Dirty Girls", Xander wakes up from a dream involving scantily-clad teenagers having a pillow fight, to the reality of frumpy girls in pajamas complaining about a blocked toilet. He asks them to give him a moment before getting out of bed, as he 'has a cramp'.
* Dirty Grandpa has a scene where Jason, after a drug-crazed stupor, waking up naked on a beach with only a stuffed bee doll covering his penis. A little boy runs up to him asking for the bee, and his father sees the two from afar (with a garbage can obscuring Jason's groin area), leading to this reaction.
* Dirty Grandpa, the local drug dealer and surf shop owner Pam has a very buddy-buddy relationship with the police implying that he's had a great number of encounters with them. They imprison him for selling coke but let him go because he needs to open up his store even allowing him to take the drugs they confiscated with him.
* Dirty Harry and his reporter girlfriend Samantha defy this trope in
* Dirty Harry and very sadistic as well, his worst act being kidnapping and burying a teenage girl alive.
* Dirty Harry. At the end of the movie, after finally stopping the Scorpio killer and finding that the only way it was possible was in direct opposition of the system he worked for, Harry throws his badge into a body of water in disgust. The filming of several sequels make this moment not as poignant as it should be.
* "Dirty" Harry Callahan fought obvious stand-ins for the Zodiac Killer (in
* Dirty Harry games for PSP, DS, and Xbox, along with a different PS2 game with a Wii port, and a PC port of the PS3/Xbox 360 game, none of which were released.
* Dirty Harry had Harry sniping at the Scorpio killer with a Winchester Model 70 chambered in .458 Winchester Magnum.
* Dirty Harry Harry has dealt with them) and in later films, they want him to outright retire.
* Dirty Harry has Harry investigating a series of murders by a woman out for revenge against her rapists.
* Dirty Harry has the hero doing this. Inspector Callahan looks through a large hole in the wall of a basement and sees a rape in progress. He reaches through, grabs the punk by his long hair and says, "Do you remember what it was like to be born?" then forcibly pulls him back through the hole.
* Dirty Harry. In the Citadel DLC Shepard and Javik get roped into cameoing in the next one.
* Dirty Harry. In the first movie, the D.A takes this role, complete with indignant "what about the rights of that little girl?" demand from Harry. In point of fact, Harry's is probably the trend-setter here.
* Dirty Harry — Police films starring Clint Eastwood. 5 films since 1971.
* Dirty Harry mentions that Harry received his unusual .44 Automag pistol as a gift from a custom gunsmith after he had saved the man's wife... probably by killing those endangering her, knowing Harry. It's suggested that he is often offered free stuff because the text states that the pistol is the only such gift he ever accepted.
* Dirty Harry of Callahan, assault with a deadly weapon, possession of an illegal automatic weapon, and kidnapping him, which is enough for a life sentence by itself.
* Dirty Harry reading an Oprah book of the month club book on Lifetime and still make it manly.
* Dirty Harry: Scorpio kidnaps a 14-year-old girl, sending the police her bra, a

lock of hair, and a bloody tooth "pulled out with a pair of pliers".
* Dirty Harry series has Harry running into someone committing a robbery and stopping them.
* Dirty Harry spent time firing a real .44 Magnum revolver so he could accurately portray its recoil. In the sequel Callahan states that he uses a .44 Special load to minimize the recoil (which would mean he's no longer firing "the most powerful handgun in the world" though still powerful enough to "to blow your head clean off").
* Dirty Harry subverts this with a robber at the beginning of the film. He faked a surrender after being wounded by Harry's .44 Magnum, but instead of fighting back, he is curious as to whether Harry does have one bullet left. Much to his shock, though, the Magnum is empty.
* Dirty Harry, the famous .44 Magnum that Harry Callahan used in the movie, to skyrocket. The ensuing popularity drove prices into orbit, where they would stay — it became nigh impossible for real gun enthusiasts to get their hands on one. It's also a very heavy gun and probably not the best choice for a casual enthusiast anyway.
* Dirty Harry, the "rookies" carry revolvers which stand out (.357 Magnum loads), and Dirty Harry explains some technical details of his gun such as the specific load he uses (probably an effort of the writers to justify his use of a powerful handgun like a water pistol).
* Dirty Harry used a school bus full of children as the setting for the film's climax, in which Scorpio held them all hostage as our hero chose to disobey orders to pay him his ransom and simply leaps on the school bus himself.
* Dirty Harry was heavily inspired by the Zodiac Killer; its murderer is named Scorpio (and is never explicitly identified), and shares the real-life Zodiac's penchant for mailing newspapers and even copies some of his threats (eg., hijacking a school bus). Of course, the movie has a happier ending than real life.
* Dirty Harry were constantly at odds, and...that's about it. Your average person could not name any of the films aside from the first one, the supporting cast, or even Harry's last name! (Callahan, for the record.)
* Dirty Harry when Harry and Jennifer Spencer meet for the first time.
* Dirty Harry. When Ray Parkins is finally confronted by Jennifer pointing a gun at her:
* Dirty Jobs, and every episode showcases this. He's even a classically-trained opera singer!
* Dirty Jobs has Mike at the Jelly Belly Jelly Bean factory and one of the staff admits to having vomited while they were making the vomit-flavored jelly beans (most likely from the smell).
* Dirty Jobs has seen some of these. The bathroom in New Orleans shown after Hurricane Katrina deserves special recognition.
* Dirty Jobs is a professional Watson, learning the ropes of his latest dirty job from his bemused temporary co-workers.
* Dirty Jobs Mike or his host will occasionally screw up on camera, then Mike will use this line.
* Dirty Jobs Mike Rowe, in the course of doing the job, usually gets filthy by the end of it. Sometimes the filth is wet. Are the fangirls pleased by this? Yes they are.
* Dirty Jobs: Mike Rowe travels around the country (and occasionally planet) finding jobs many would find too repulsive, physically strenuous, or both to work.
* Dirty Jobs Mike was once freaked out when cameraman Troy wanted him to shave his neck with a straight razor, even citing it as being "too Sweeney Todd" and even the professional barber caused Troy to bleed a little.
* Dirty Jobs relies on viewers to submit suggestions for jobs to cover. Every episode ends with a clip of Mike Rowe (usually covered in muck) asking for viewers to send in suggestions.
* Dirty Jobs. There was an episode where a cameraman literally stood under a shower of condensed raw sewage and didn't even flinch.
* Dirty Joe is a magnet for animals who like him for the way he smells. However,

he seems rather indifferent towards them and fless when a herd of animals are chasing after him.
* Dirty Laundry: An Alternate 1980s has a focus on music, starting with Don Henley's first album being a flop because that song doesn't get recorded. This goes on to affect not just music but TV and film, including the invention of an entirely new mashup musical genre.
* Dirty Laundry and his wife Aline Kominsky-Crumb each draw themselves in the comic. At one point when debating what Aline sees as her lack of drawing skill, R. Crumb draws her to show how beautiful she looks to him.
* Dirty Laundry has Frank "The Punisher" Castle encounter some thugs roughing up some prostitutes and a bystander. Frank dispatches most of these thugs with a bottle of bourbon, leaving only the leader, one Goldtooth by name, crippled but alive. Frank douses this ne'er-do-well with the bourbon, and leaves a cigarette lighter at his feet. One of the beaten prostitutes comes along, picks up the lighter, and ignites the bourbon, immolating Goldtooth.
* Dirty Little Secrets ability in a way that led to Mineta disappearing...
* Dirty Little Secrets look after casually commenting on how Bakugou thinks he can get by on his power and good looks.
* Dirty Love and directed by her then-husband John Mallory Asher. They divorced shortly before it went down in flames.
* Dirty Martini, luring police to locations rigged with poisonous traps, and sometimes just shooting people with a jet injector. He ultimately murders at least 55 people in, at most, two weeks.
* Dirty Mary, Crazy Larry, the trio of Mary, Larry, and Deke have committed robbery and have spent the movie evading the police with many narrow escapes. It looks as if they've gotten away. Final lines of the movie:
* Dirty Mind-Reading: Someone reads another person's mind, who's thinking dirty thoughts.
* Dirty Old Man after she abandons Haruka. He pays for all Haruka's living expenses, is absolutely supportive of her friends in the ESP Research Society, and welcomes them into his home when they go looking for her in Episode 4 and during Summer Break.
* Dirty Old Man and Misa is a young woman about half his age. After Higuchi proposes he looked about ready to rape her.
* Dirty Old Man Happōsai is very susceptible to this trope, something that Ranma takes advantage of quite liberally when fighting him. The first Pantyhose Tarō arc involves lots of actual pantyhose and Ranma uses this trope multiple times to trick Happōsai.
* Dirty Old Man is about a happy-go-lucky squire who makes obscene phone calls to women he randomly picks from a phone book (actually, he has his servant Gwendolyn do the dialing). He turns the last names of the women he calls (Melanie Tate, Peggy Percy) into a bleeped-out play on words. When he gets to Peggy and starts his vulgar spiel, Peggy is more than ready for him:
* Dirty Old Man is easily distracted by any female that catches his eye, and will cop a feel at every given opportunity.
* Dirty Old Man Master Roshi tries twice to use Bulma's inventions for this. First, he uses a watch that can shrink the person who is wearing it as a way to spy on Bulma while she is on the toilet but fails. Then, he uses Bulma's little fly robot to spy some girls on the beach.
* Dirty Old Man that he can easily be distracted with an exposed cleavage or some woman's underwear, something that Ranma has exploited on more than one occasion.
* Dirty Old Man that he is, the very first thing was to use it exactly how Sanji would've (and Absalom did) used invisibility.
* Dirty Old Man, which makes his good actions come across as more sincere than in canon.
* Dirty Old Monk, Father Maxi was a corrupt villain when the kids found him having sex with a woman in his confession box during "Do the Handicapped Go to Hell?". A decade or so later, he was a hero for attacking all the other priests, who were all pedophiles, during "Red Hot Catholic Love".

* Dirty Old Monk: This clergy member ignores the meaning of "vow of chastity".
* Dirty Old Woman: The usual fate of "whores" is to become old and pathetic.
* dirty On the other hand, their reproduction system involves a centralized mother making each generation from the genetic material of all the previous one, making "one diabolical incestuous slurry" the standard, so they don't understand our taboo of incest.
* Dirty Pair, a former rival to Kei and Yuri; she has taken a steroid like drug called Hustle that makes her extremely muscular, violent, and impervious to pain, so they hit her with a rocket that destroys her base and Hustle supply, she emerges from the rubble alive and charges them, they move out of the way, and she crashes through a window, causing her to fall to her death down a cliff below.
* Dirty Pair after defeating the giant guard in the villain's mansion, Yuri rips off the bottom of her dress to make it easier for her to run from danger.
* Dirty Pair an admirer of Yuri's built a robot duplicate of her, programing it to act how he imagined Yrui acts. When the boy gets the chance to spend time with the real Yuri, he finds that she isn't like he imagined at all.
* Dirty Pair and wind up causing massive destruction in their attempts to stop it. It's better than what usually happens, when they can't go back because the place no longer exists.
* Dirty Pair. Anything they get involved with has a 50% chance of causing mass collateral damage, and it's probably not healthy to dwell on the numbers of deaths that can (indirectly or directly) be laid at Kei and Yuri's feet. In any sane story, they'd be the villains.
* Dirty Pair, a picture of author/illustrator Adam Warren appears on the label of "Adam's Cranberry Lambic" beer.
* Dirty Pair a scientist uses a dormant piece of an alien in his experiments. Everything other piece of technology or strange creature you see is man-made.
* Dirty Pair, but nothing ever came of it besides a single promotional image.
* Dirty Pair counterparts. Sometimes adding the Adam Warren versions for variety.
* Dirty Pair during a sepia-toned clip of her chasing some mustachioed men in fedoras, briefly removing her fedora and fake moustache to mug for the camera.
* Dirty Pair Flash: After one of their little "accidents" involving a space station, Kei and Yuri are ordered to send a hand-written letter of apology to each one of the 300,000 survivors.
* Dirty Pair Flash, they also have an orbital ring to which the elevators connect at the top.
* Dirty Pair Flash to blow up that space station), the Lovely Angels are ordered to send each one of the 300,000 survivors a handwritten apology.
* Dirty Pair Flash to get killed. Or so she thought — actually, they could and would have provided backup if she hadn't thrown away her communicator device, assuming that they weren't going to.
* Dirty Pair Flash, Yuri does a hands-free version of this due to there being no bathroom available in her dreamhouse (don't ask, it's a long story).
* Dirty Pair Flight 005 Conspiracy, when Kei is drowning her sorrows at a bar believing Yuri was killed on an explosion, she asks the bartender, who unbeknownst to her is an assassin, to make her another drink, he spikes it with an unknown poison and hands it to her, her new partner Danny tells her that she's had enough and drinks it instead, he then convulses in pain and his head explodes, splattering his brain and skull fragments in her face.
* Dirty Pair for our morons!" he replies, and probably realizes a few moments later what he's just actually said.
* Dirty Pair had Yuri in disguise as a stewardess in a train after tying one up and stealing her uniform, she encounters the leader of the gang she and Kei met earlier and she’s fearful he will recognize her, as all she’s done to disguise her face is put on a pair of glasses, he walks up to her and to her surprise he just tells her “nice ass!” and spanks her.
* Dirty Pair has the villains capture one of the heroines, and strap her to a laser cutting table (mercifully aiming top-down instead of bottom-up) which they rig to their security system to lighten the guilt.

* Dirty Pair. In an escalating series of plans that start with floating in with a hot air ballon wearing cat costumes (), and culminating with them walking through the front door after Kei flashes the guards.
* Dirty Pair. In a slight subversion, the revelation was meant as more of a shock to Kei and Yuri who didn't know, but they're also disgusted at the CEO's transphobic attitude (Kei calls his thinking outdated and Yuri points out by their time at least one in every ten people has changed their sex).
* Dirty Pair. In the desk drawer where many other Chief types would keep a flask they can swig disapprovingly from, he keeps a very large bottle of antacid.
* Dirty Pair: Inverted(?) as Carson is warning his boss of the negatives of the things he likes:
* Dirty Pair issue "Run from the Future," the titular duo are hunting for several criminals, including the "Planarian Cannibals;" they ceremonially eat their own arms and legs (and replace them with cybernetics) to concentrate their spiritual essence. Oh, and they eat other people too.
* Dirty Pair levels of collateral damage (sometimes because they didn't notice that teeny-tiny detail in their flightiness that said luck decided to turn into the trigger for said cataclysms).
* Dirty Pair Meets Akira of each cast member, and the planet exploding.
* Dirty Pair). One OVA has them investigated drug-use by fighters, with Kei entering the ring. A TV episode has them competing with an in-universe tag team to track down a shaggy-cat.
* Dirty Pair OVA there exists a drug called "Hustle," which promotes muscle growth and gives the user feelings of invincibility. Kei and Yuri have to face a rogue 3WA agent who's become a kingpin for the drug, and who is high on her own supply.
* Dirty Pair OVA we have Mazoho an elderly arms dealer who also brainwashes people into super-soldiers, he also likes to grab Yuri and Kei's butts and they catch him attempting to touch their breasts a few times.
* Dirty Pair: Project Eden, in an attempt to save the Kai and Yuri from falling, Carson grabs Yuri by her bikini bottoms while she's carrying Kai; which results in her getting a hanging wedgie until all three of them fall off.
* Dirty Pair Project Eden when she gets shot in the butt with a laser.
* Dirty Pair, the 3WA, included a "Combat Quips" course teaching this trope along with the rest of their training.
* Dirty Pair; the Angels beat him up so much that the waste heat from the repairs does as much damage as the beating.
* Dirty Pair, the Angels visit a planet where a bunch of their fans are holding a big convention. Several issues involving an evil clone, a mind-altering bioweapon and the star going supernova later, and all the people who were gushing over the Angels in book one are frothing at the mouth and forming lynch mobs to try and kill them.
* Dirty Pair there. Another depicts commercial interstellar space travel as more or less resembling modern airlines.
* Dirty Pair the villain's volcano lair has exploded with Yuri and Kei trapped inside, using a cannon as a shield, after it explodes Kei lands on the ground injured but alive but Yuri is nowhere to be seen, she calls out to her and apologizes for eating her cake she had been saving, she eventually breaks down and cries, then we hear Yuri's voice calling out to her telling her it was a nice eulogy and that she's heavy, it turns out she survived by hiding under a piece of the armored spaceship and Kei is standing on top of it.
* Dirty Pair TV anime had a space travel magnate try to separate his son from a lover he disapproved of by launching her on the prototype of a slower-than-light "Time Dilation Tour" ship he had handy. The plan was that she'd only return after the son had aged the fifty years of the trip. The Lovely Angels can't stop the launch, but free the son in time for him to follow his love on another of the ships. The father finally gets on the final ship because he can't live without his son.
* Dirty Pair universe has several fantastic drugs, this being a future filled with transhuman technology. Wardrugs are implants that inject a tranquilizing cocktail

into the blood after a serious injury. At one point Kei gets her leg half blown off, and starts "glanding" Wardrugs. She identifies "no-shock" and "happy juice," the latter of which makes her very giggly. There is also a chemweapon called "Proust-in-a-Can," which places the victim into a coma while they are locked into re-experiencing a distant memory.
* Dirty Pair worse then it was when they arrived, they've earned their infamous and much-better-known nickname: the "Dirty Pair".
* dirty precincts, such footage can "go missing", or be otherwise tampered with.
* Dirty Pretty Things, in order to give it to the client in place of the intended victim's. As you can see, this film has the trope all sewn up in a back room.
* Dirty Rotten Scoundrels, Freddy Benson's face as Lawrence Jamieson prepares to run at him and smack his legs from across the room. He states this trope name without speaking a word.
* Dirty Rotten Scoundrels, Jamieson delivers Freddy to a party of sailors on shore leave who Freddy had earlier attempted to deceive. The next morning, we see that he has apparently gotten along with them just fine, casually leaning with his hand against a doorframe as the last of them leaves the room. He then asks Jamieson to get his hand un-superglued from the door frame.
* Dirty Rotten Scoundrels: One of the characters is a con artist pretending to be a prince in exile from a war-torn country. At the start of the film, a wealthy woman offers him her pearls to help pay for his independence campaign. He refuses at first, claiming the people of his country are too proud to accept charity, then "caves" when she tells him to consider the children.
* Dirty Rotten Scoundrels, the first verse of Freddy's song "Great Big Stuff" runs:
* Dirty rowers seated two-by-two down either side of a narrow aisle, like an even-more-sadistic school bus
* Dirty Sexy Money. He's not amused and curtly tells her to put her dress back on.
* Dirty Sympathy, Apollo and Klavier make the jokes on their names to get it over with.
* Dirty Sympathy but it doesn't when Apollo goads him into admitting that he hates Daryan and would rather be with Apollo.
* Dirty Sympathy has Daryan attempt to kill Klavier by having him strangled to death when he finds out that the latter is cheating on him another man. Daryan outright states this trope as his reason for not ending his relationship with Klavier when the latter questions why they don't break up if Daryan hates him so much.
* Dirty Sympathy He nearly dies in his concert when his lover, Daryan deliberately tangles the chains with the moving platform's winch for his infidelity, causing the chains to tighten around his neck and asphyxiate him.
* Dirty Sympathy, Klavier gives one to Apollo before leaving because he was triggered by Apollo's post-coital talk after Kristoph's arrest.
* Dirty Sympathy make it look like an accident. It nearly comes true when Klavier is nearly strangled to death by a "set malfunction".
* Dirty Sympathy", telling Apollo that Klavier was nearly killed. Justified that a rock star's near-deathly accident would make a headliner.
* Dirty Sympathy they find the first aid kit in Apollo's room which Edgeworth uses to confirm Apollo's story that he was physically abused by his former boss.
* Dirty Sympathy when Apollo is about to kiss Klavier, Trucy interrupts with them a hearty good morning when she's bringing in donuts.
* Dirty Sympathy when a radio announcer jokes about Klavier's near strangulation by saying that he should suck on ice cubes because he has another concert to perform.
* Dirty Sympathy. While he later finds out that Klavier is cheating on him, he never finds out that Klavier is cheating on him for Apollo and that Apollo sees him as an obstacle and danger to Klavier.
* Dirty Weekend. Her "revenge" is of the slippery slope kind, eventually including a man who merely politely flirted with her.
* Dirty White Boys. The seasoned older cop (who has two teenaged kids) is protective of his rookie partner, even though he's having an affair with his partner's wife.

* Dirty Work: after screwing over the residents of an apartment block by trashing their building, Norm's character and his accomplice are themselves screwed over by the slimy businessman who hired them to do so. Norm appeals to the residents to join him in a scheme that will enable everyone to get their revenge on the businessman with a stirring speech that climaxes with him yelling "Are you with me?"... and the response is a stony, hostile silence. He then tries "Okay, are you with me on the assumption that if we fail, you get to kick my ass?" — and the crowd goes wild.
* Dirty Work, considering Norm Macdonald's sense of humor; Pops (Jack Warden) calmly asks Mitch (Macdonald) to come over to him and announces he thinks he's having a heart attack.
* Dirty Work customer informed him for being two minutes late. This makes it the fourteenth time the character was fired in the past three months.
* Dirty Work features a commercial for a car dealership which is broadcast live. Mitch and Sam interrupt the ad by revealing that the cars are all "loaded with dead hookers!" (actually, Sam and Mitch hired a bunch of prostitutes to play dead), then use the stolen spotlight to advertise their own revenge-for-hire business. And the commercial actually earns them a bunch of new customers.
* Dirty Work, Mitch and Sam get revenge on the manager of a movie theatre by swapping the films for suspiciously similar porn movies when his supervisors are doing their inspection; films like "Men in Black... Who Have Sex With Each Other."
* Dirty Work, saying that he and Mitch's mom had an affair. For proof, he shows Mitch a heart locket with their photos in it. When Mitch protests that doesn't prove anything, he brings out photos of the two in the middle of sex, much to the horror of Mitch.
* Dirty Work's character hire the protagonists to vandalize an apartment building he claims belongs to him and is actually a brothel. After this, they find out that another man owns the building, and the person they thought was the "Madam" was just a sweet old lady with a knitting circle. The bad guy just wanted to have the building condemned and leveled, so he could get the land. Naturally, they stage a comeback to expose the guy and get him to pay for the damages.
* Dirty Work, the protagonists start their revenge business to raise the $50,000 a gambling addict doctor needs to pay off his bookies so he will be alive to operate on the father of one of the protagonists (who turns out to be the father of the other protagonist, too).
* Dirty Work, while Mitch and Sam are having a meaningful heart to heart, Sam is casually peeing off the roof.
* Dirty Work with passersby picking up and taking the protagonist's things. The scene culminated in a dropped commercial-style popcorn maker.
* Disability Alibi: A suspect is determined innocent because they have a disability of some sort that makes it impossible for them to have done the crime.
* Disability Alibi: A suspect is written off as innocent because they have a disability of some sort that makes it impossible for them to have done the crime.
* Disability Alibi: Someone is disabled, so they couldn't have committed the crime.
* Disability as an Excuse for Jerkassery: A disabled character uses the excuse that being disabled means they can get away with being an asshole.
* Disability as an Excuse for Jerkassery: A disabled person uses the excuse that being disabled means they can get away with being an asshole.
* Disability as an Excuse for Jerkassery: A disabled person uses the excuse that having a disability means they can get away with being an asshole.
* Disability as an Excuse for Jerkassery: I can treat anyone like shit whenever I want because I'm disabled!
* Disability as an Excuse for Jerkassery: "I'm disabled so I can behave however the fuck I want!"
* Disability as an Excuse for Jerkassery: I'm disabled, so I get a free pass on being a jerk!
* Disability as an Excuse for Jerkassery: Someone uses the excuse that being disabled means they can get away with being an asshole.
* Disability Immunity. Also, for reasons not entirely understood, Humans are the

only species to naturally produce blanks, though other species can create them through other means. Older lore stated this was due to Necron genetic meddling, but the explanation (and the associated Necron unit) were later dropped without comment when the Necron lore was rewritten.
* Disability Immunity: Having a disability makes you immune to something that would affect those who do not have the disability.
* Disability Immunity: Not having a sense means it can not be used against you.
* Disability Immunity: Rather than granting you powers to compensate, you are protected from something that would harm more able individuals.
* Disability Immunity: When a character is immune to one's power because they cannot perceive/process the manipulative signal.
* Disability-Negating Superpower: A disabled character develops superpowers that, while active, negate their disability.
* Disability-Negating Superpower: A disabled person gains super powers in exchange for losing their disability.
* Disability-Negating Superpower: A disabled person gains superpowers in exchange for losing their disability.
* Disability Superpower: A person's disability makes them more powerful than a non-disabled person.
* Disability Superpower didn't stop her from becoming the strongest earthbender in history.
* Disability Superpower: Having a disability makes you immune to stuff that would affect people who don't have the disability.
* Disability Super Power: Power at the price of one or more faculties.
* Disability Superpower. She is also incredibly vulnerable to aerial attacks that aren't made of earth (as her earthbending abilities actually allow her to sense them at will), since her opponents also have to be on the ground for her to "see" them, though she is able to compensate to an extent with her sense of hearing.
* Disability Superpower was once thought to require a full moon to boost a Waterbender's power, but people have been found that are powerful enough to bloodbend at any time.
* Disability Superpower: What they lack in one physical ability that others take for granted, they make up for it with a cool superhuman power.
* Disabled Character, Disabled Actor: A disabled character is played by an actor who has the disability for real.
* Disabled Character, Disabled Actor: Hiring an actor who has the same disability as the character they're playing can be done to make things more believable.
* Disabled in the Adaptation: A character is given a disability in the adaptation.
* Disabled in the Adaptation: Giving a character a disability that they didn't have in the original version.
* Disabled in the Adaptation: The adaptation gives a character a disability that they didn't have in the original story.
* Disabled in the Adaptation: The adaptation gives a character a disability that they didn't have in the original work.
* Disabled Love Interest, her knowledge of sign language isn't forgotten. Instead, becomes a plot point in every other occasion where the cast is meant to interact with deaf individuals.
* Disabled Love Interest) love interest of a main character, who's disabled and usually a woman.
* Disabled Means Helpless: It's assumed that people with disabilities always need assistance from people who aren't disabled.
* Disabled Means Helpless: The belief that a disabled person can't survive without non-disabled people helping them.
* Disabled people get this a lot too, especially those with expressive language problems.
* Dis Acedia: a dark fantasy web serial set in an interdimensional magical prison, crafted by an ancient, utterly demented deity. Magic is extremely dangerous and feared, death is never an escape, and the entire dimension is divided into fiefdoms waging an eternal war.

* Dis Acedia are an ancient, thousand years old religious conspiracy actively sabotaging efforts to solve the titular maze. They have infiltrated most of the setting's factions to a degree or another.
* Dis Acedia, gives the consumer extraordinary power, but A is fueled by souls, and B eventually enthralls the user to Dis.
* Dis Acedia started out as this, although attrition and shortages eventually forced them to expand and recruit mortals among them.
* "D" is a dhampyr vampire hunter and the main character. The series began in 1983 and there now well over 20 novels, short stories, and spinoffs in Japan. D is the first true dhampyr in popular fiction, being the offspring of human and vampire with all the strengths and none of the weaknesses.
* disadvantage playoffs was theorized to be the fact that the NHL's Western Conference (which the Kings play in) had cities in four time zones (Pacific, Mountain, Central, and Eastern), while the Eastern Conference only had a single city (Winnipeg) outside the Eastern Time Zone. The Kings were therefore used to playing at very different times when on the road compared to the Devils. Following the 2013 NHL realignment, the Eastern Conference now contains only the sixteen teams in the Eastern Time Zone, while the Western Conference contains the fourteen teams in the other three time zones.
* disadvantages of owning a castle guests that attempt to find secret doors.
* Disagreeing politically with most fans. Not even if someone's being bigoted against a large portion of the fanbase (such as homophobia for a work with a large
* Disappearance movie as well. They could have simply made it a generic affair, but it was done accurately from start to finish, correct opening sound, GUI and all included.
* Disappearance. Nagato creates a new world where he's a normal high school student and he's forced to choose to start this new world and end the previous one or return to his old world filled with weirdness he claims he hates. Guess what he chooses.
* disappearance of Frederick Valentich in 1978. While flying his light aircraft from Melbourne to King Island he reported to ATC that he was being harassed by an unidentified "aircraft" that he presumed was an Air Force jet of some kind, but none were operating in his area, nor were any civil planes in the vicinity. In his final transmission he comes to a frightening realisation:
* Disappearance trilogy takes place in the western half of the United States which has once again become the Wild West only with truck convoys instead of wagon trains and the cavalry riding Humvees and helicopters. Also no Native Americans since they died along with everyone else. Plenty of Indians from India though as imported workers.
* disappear because he was a Captain and his known death would have huge ripple effects. To explain his disappearance, and to deflect the blame from himself, Tony says that Richie had entered the witness protection program. This excuse is used again several times later in the series to explain mob disappearances that don't leave a body behind, most notably Salvatore "Big Pussy" Bonpensiero (who, ironically, really was an FBI informant).
* "Disappeared") and the epic, mystical Yoda arc that comes after it, "The Disappeared" is lighter and more standalone.
* Disappeared Dad: A character's mother is accounted for, but their father isn't so much as mentioned.
* Disappeared Dad: A character's mother is present and accounted for, but not their father.
* Disappeared Dad and being raised by a single mother while the black girl has two successful, loving parents.
* Disappeared Dad, he decides fuck it, I'm going to be smart, and realized that he was bigger than the bullies, not just fatter.
* Disappeared Dad is paying Dawn's child support. And Willow and Tara live there (but Tara has no means of support either, so....)
* Disappeared Dad may count — very important to the backstory and, eventually, the plot, but not very mysterious and definitely not missing.

* Disappeared Dad. Meanwhile, Jason's father is a psychiatrist who "used his field of study to bully children" and abandoned the family when he got bored with them. Before that, he was emotionally abusive towards them in a number of ways, including "giving me invoices for how much love I owed him per week. That wasn't so bad, but the man did the audits suck." Davan's father was usually fine, but had his interesting moments;
* Disappeared Dad Mr. Squirrel, he simply said "no particular story is attached to Mr. Squirrel."
* Disappeared Dad) searching for their missing father is another frequent trope in Korean dramas.
* Disappeared Dad status. Davan is genuinely committed to being the best father he can be, which makes him this trope too.
* Disappeared Dad to his son Kolyat as a consequence, which is the hook for his loyalty mission.
* Disappeared Dad When that relation is ultimately revealed, Luffy has already become a world-famous pirate and his father remarks simply that he's not a child anymore.
* disappeared when the guy that made it appear was beaten for both magical animals and weapons, it's likely that this involved summoning the water from a remote location. With the Second Hokage, it's even specifically noted (as per the above quote) that not needing an existing water source had to do with his level of skill.
* disappear entirely, wiping out males At the moment, this is believed to be false, but we've only known about DNA for a few generations.
* disappear from the plot for good, have this as their debut scene, or get more involved in the plot if they have appeared before.
* disappearing as a result. At the end of the episode Yusei comments that the world is safe now... but the robot apocalypse is still a possibility because, as mentioned above, they didn't make any plans on how to stop it.
* Disappearing Box are best not done in their straight form these days, as everyone's seen them dozens of times and probably knows how those tricks are done.
* Disappearing or becoming difficult to observe (at least at interstellar distances) is a natural outgrowth of technological development.
* disappear with no explanation, only for a new love interest to appear in another short. Daffy Duck has been married at least three times for the purposes of situational comedy.
* Disappointed by the Motive: After all their posturing and all their little speeches, they're nothing but a common thief.
* Disappointed by the Motive: Disappointment in another character's motivation.
* Disappointed by the Motive: Once you find out why the person did what they did, you're not impressed with the motivation.
* Disappointed by the Motive: You find the villain's reason for villainy to be petty or mundane.
* Disappointed in You: Having someone they admire being disappointed in them is way worse for a character than if they were just angry.
* Disappointed in You: It can be depressing to see someone being called a disappointment by a friend, loved one or idol.
* disappointed. The CEO's successor takes a more moderate approach, using it primarily to supply the other branches of Pentex with cheap computers - and of course selling a few outdated and mildly tainted models to schools.
* Disappointing Last Level: The final stretch of a game fails to meet expectations.
* Disappointing Last Level: The players have no interest in finishing the game.
* Disappointing Older Sibling: An older sibling lets down and loses the respect of his younger siblings.
* disappoints Carface one too many times, he's lowered into a pool of pirahna.
* Disarming a ICBM Post-Launch: Deployed strategic ballistic missiles do not have any mechanisms for the attacker to remotely disarm or destroy the weapons after launch, and use inertial guidance based their maneuvers from a known initial launching position and so cannot be steered off-course either. For all intents and purposes once the missile has been fired it can only be stopped either by

mechanical malfunction or interception. Missiles which are used for testing are modified with a self-destruct mechanism in case something goes wrong, but live warheads are not used for testing the missiles.
* Disaster! attraction at Universal Studios Florida was based around the fictitious Disaster Studios, which created "films" such as "Apocageddon", "Das Schurke", "Baboon!", and "300 Knots Landing"; with their upcoming production being "Mutha Nature".
* Disaster: Day of Crisis: Evans seems cool and collected at first, but he rather enjoys fighting Ray, and eventually shows his true side as a man who gets a huge thrill out of the natural disasters that are occurring. The game itself notes that he is a mixture of a cool head and madness.
* Disaster: Day of Crisis. The characters even remark that Evans is basically nuts and who knows why he does anything.
* Disaster Democracy: A band of post-disaster survivors band together and elect some leaders.
* Disaster Democracy: A democracy rising out of some catastrophic event.
* Disaster DIY, has contractor Bryan Baeumler come in to fix DIY projects gone wrong.
* Disaster Dominoes as each attack brings more Grimm until the defenders are overwhelmed. A prolonged period of dread and worry, followed by a horrific disaster, can end up summoning enough Grimm that even the massive defenses of the Kingdoms can be overwhelmed.
* Disaster Dominoes in one episode that led to Rowlet and Popplio getting blown away in a bubble.
* Disaster Dominoes knocking over few buildings, just like at the beginning of the first movie after Hiccup shoots down Toothless.
* Disaster Dominoes - Mishaps will cause enough collateral damage to enhance the plot, no more and no less.
* Disaster Dominoes that will cause more disasters months or years down the line. People attempting to leave the affected city without very rare authorization are shot on sight, and those that are permitted to leave are tattooed to ensure everyone knows they're a potential hazard.
* Disaster! ended with a fake trailer for a movie called "Mutha Nature", which shows the world being wrecked by every single disaster you could imagine; also featuring Dwayne Johnson as the main character.
* disaster for musicals, and barring some radical re-design - which neither of its male leads can probably afford, no longer having any magical Muse-patronage to help them out on the sly - will be going out of business within a year or two.
* Disaster!, Frank Kincaid describes in heavy detail about how he loves to make disaster movies because it's a subject that greatly fascinates him.
* Disaster Girl meme embodies this to the fullest, the picture being a girl no older than five smiling almost sinisterly into the camera while firefighters are putting out a burning house in the background.
* Disaster House or the piano has been dropped through the roof, then and only then do they get around to undoing what their chaos has wrought. Discussions of what insurance will cover and pleas to leave things to the professionals due to the sheer scale of the disaster in question are common. (The thing that finally did in the first house, by the way: simulating ice and snow buildup with a garbage truck. Placed on the roof.)
* Disaster House severe that it would be cheaper to just bulldoze the house and build a new one. This basically was the end of the series.
* Disaster Movie has been dubbed in Slovak twice for airing. The first dub aired on TV Markíza on August 8, 2010. In 2015, a second dub premiered on TV JOJ.
* Disaster Movie, in which driver Dan Torrance must defuse a bomb planted on the world's first nuclear-powered bus, guided by radio from the front cabin by girlfriend Kitty Baxter (reading from Jane's Book of Bombs):
* Disaster Movie, one that focused more on survival and less on the massive disasters occurring. Examples that followed the latter often faced critical and commercial backlash. As of right now, it is unclear whether true "disaster movies"

will ever come back.
* Disaster Movies's "Disaster" naturally has this. "Even though you seem to know exactly what you're talking 'bout I don't think at this point in the plot I'm going to hear you out."
* Disaster Movie, the world is set to end on August 29, 2008 — the very same day that the film opened in theaters.
* Disaster Movie, which fully embraced its cheese factor with a ridiculous premise too absurd to take seriously.
* Disaster occurs after the first time Angel and Buffy sleep together. Enter Angelus, who then kills Jenny Calender and tries to destroy the world.
* disaster of some sort from neutral factions who'll only hand it over to the first bidder.
* Disaster on the Coastliner, Davy tries to tell his mother that the engineer has been replaced, but she thinks he's just being annoying and tries to give him mints to keep him quiet.
* Disaster on the Coastliner film where a man takes over the engineer's console of a passenger train running from Los Angeles to San Francisco, locks the other train running from San Francisco to Los Angeles on the same track, and has both hijacked the LA-Bound train's radio to come into his phone so the engineer thinks he's calling the control center and sabotaged the computer system at the railroad control center so they can't switch the signals to red so the unaware engineer would stop his train. The man taking over the first train is using the threat of an unstoppable wreck to blackmail the president of the railroad (Raymond Burr) who was unaware of the misconduct, to publicly admit that the railroad killed his wife due to negligence and intentionally bribed the inspector who investigated the accident into saying it wasn't the railroad's fault.
* Disaster on the Coastliner, Stuart tells Paula that the police are after him because he punched out his ex-wife's new man in a fight.
* "Disaster" puts Troi in command, as the most senior officer left on the bridge (despite the fact that she has no command training, which gets addressed in a later episode). This is one of the areas where Starfleet breaks from current-day practices. Troi would most likely have been a commissioned officer and would not have taken command. Ensign Ro would have, especially since she was a command division (line) officer.
* Disasters at Sea: One example being the sinking of the MV Derbyshire, where water entering a ventilation shaft pulled the bow downward, resulting in water being able to enter Hatch #1, which dipped the bow enough for waves to reach Hatch #2, then Hatch #3, then Hatch #4…
* Disaster Scavengers: People who search for resources in a place that was hit with a disaster.
* Disaster Scavengers: Post-disaster, the only way for characters to good food, water, and other supplies is to scavenge the surrounding areas.
* Disasters that could wipe out the world or at least humanity get a huge amount of coverage from edutainment networks. Most sensible people agree that it's going to happen someday. TV experts keep stressing that 'someday' includes
* Disaster! was altogether a huge tongue-in-cheek parody of the many cliches found in disaster/action movies, with countless of tropes being lampshaded.
* Disaster! was a tongue-in-cheek parody of typical disaster/action movie cliches.
* Disaster when he orders them to leave him behind. The episode ends with both Riker and the 12-year-old first-officer responding "Yes, Captain" in unison when he addresses an order to "Number 1".
* Disastrous Demonstration: Demonstration of a product or concept goes so horribly wrong that, whether it deserves to be or not, it's discredited.
* disastrous. If the Age of Fire is extended too long, the world will begin to literally collapse, with locations from throughout time slowly contracting into a single point, the eponymous Ringed City. Beyond that, the world is nothing but a wasteland, with even the undead, who cannot die, dying out, the Dark Soul running rampant, and reality literally starting to break down..
* "D" is a vampire hunter and the main character. The anime renders the word as in

the first film as "Dampiel" (which isn't
* disbelieves they only suffer how real the illusion is, other wise they suffer the full effects.
* Discard and Draw divide the trope among themselves, with each of the main duo taking one weapon, but are defined as one with it.
* discarding old running gags, making Butters and Randy main characters, moving the boys to fourth grade and Mr Garrison discarding Mr Hat.
* discharge an enormous amount of electricity into the surrounding area. The problem is, once he does this, the power basically fries his brain and turns him into an idiot, meaning that he gets one shot before becoming totally useless for the next hour or so. And he's not any physically stronger than a normal human, making him something of a sitting duck. Later on, he starts to train specifically to avoid this issue.
* "Disciple of Lightning" is a compilation remix of lightning-based themes from video games.
* Disciple of the Dog: The main character has a perfect memory and can see the patterns in people's behavior that those people are themselves often unaware of.
* Disciple of the Earth" is a compilation remix of Earth-based themes from video games.
* Disciple of the Fire" is a compilation remix of Fire-based themes from video games.
* Disciple of the Ice" is a compilation remix of Ice-based themes from video games.
* Disciple of the Light" is a compilation remix of Light-based themes from video games.
* Disciples As an enemy Asteroth has twice as much health and attack power and is able to lead a couple other units in his party. In both situations Asteroth remains evil. Too bad being evil doesn't mean you're on the same side.
* Disciples attack by disappearing, appearing behind the target, striking, disappearing, and then re-appearing in the original location. All in the space of 2 seconds. It's no wonder why they're more effective than archers.
* Disciples has the human faction be simply called the Empire. The other major faction names either refer to the race or the location: Mountain Clans, Elven Alliance, Undead Hordes, Legions of the Damned.
* Disciples is heartbreaking and establishes her horrifying appearance, her overall goal, and burning hatred for the dwarves of the Mountain Clans.
* Disciples meant to free him and destroy the mortal races. A misunderstanding lead to Wotan killing Gallean and causing Soloniele to become Mortis, the goddess of death. She slaughtered a magical people and raised them as her undead servants.
* Disciples started appearing in the elven forests, setting them on fire. Fleeing, the elves happen to rush into the mountains, the land of the dwarves. The dwarves assume it's an invasion and strike back at the refugees. The misunderstanding is further exacerbated by the respective races' gods. Gallean and Solonielle go to the dwarves' god Wotan and demand that he discipline his "children" for this act. Wotan gets angry and kills Gallean by ripping out his heart and throwing it into the sun. Solonielle manages to catch it, but is horribly burned by the sun, eventually becoming the fleshless goddess of death called Mortis. Things only go downhill from there.
* Disciples-style), changes in types of leaders, resource management, etc. Once again, the fan base is split.
* Disc jockey and host John S. Gemperle first became known throughout Philippine airwaves as "Papa Jack" on 90.7 Love Radio where he hosted a couple of late-night radio programmes about relationships and romance. Trademark issues with Love Radio station owner Manila Broadcasting Company—who
* Disclosure has the Coastal Regions variant: Tom and his family live on Bainbridge Island, a bedroom community within a 40-minute ferry ride of Seattle.
* Disclosure is known in the U.S. mostly for 2012's "Latch", which became a hit in 2014 stateside after it was re-issued following the explosive rise of
* Disclosure plays the "female boss, male employee" version of this for all the drama it can. Meredith Johnson, the ex and new boss of Tom Sanders, tries to

restart their relationship, but Tom doesn't want to go through with it due to him being married now. Meredith then out-and-out tries to rape him, forcing him to fight her off. The plot gets kicked off when she files charges of sexual harassment against him. When his lawyer investigates her, she finds that several of her male subordinates have abruptly and inexplicably quit, heavily implying that Tom is neither the first nor only employee that she's made unwanted advances to.
* DISCO (2017), the reason why Crystal is much less willing to help Lana when she is in trouble than Emily is that she slept with her husband, ruining her marriage.
* Disco) are hired by baseball manager Charles O. Finley to keep the Disco Demolition Night from happening at the Oakland-Alameda County Colosseum.
* Disco Dan: A character holds into a fad that everyone else has abandoned.
* Disco Dan characterization, was even shown using a current-day (at the time at least) cell-phone in a few episodes (specifically "Who Framed Roger Rabbit?" and "Ghostbusters").
* Disco DanThe tie dye look is very dated, and keeping the colors after it goes out of fashion can make you a real square.
* "Disco Demolition Night". A combination of anti-disco sentiment from the crowd and prodigious amounts of alcohol led to a riot when the demolition took place, with the White Sox forced to forfeit the second game of the night.
* Disco Demolition Night long afterwards, disco culture was inherently expensive, in that you would have to buy nice clothes and learn how to dance in order to be socially successful in a future disco universe. It also isn't the kind of music you could (at the time anyway) get together a garage band and play on your own.
* Disco Demolition Night,'s Comiskey Park to express their hatred of disco. The event made news worldwide and less than a year later disco was effectively dead in the United States and Canada (although it would remain popular in Europe for another few years).
* Disco Elysium and combining it with a knowledge of physics and then applying it to various situations, most notably forensic recreation. When used successfully, the Detective can study a shattered window, and simply from a glance be able to make very qualified guesses as to the size, weight, and velocity of the object that smashed the glass.
* Disco Elysium be an assassin for the mob because he's far too unstable to be used in that capacity.
* Disco Elysium, but it was changed into its final title in early 2018.
* Disco Elysium examine the latter's records with the RCM, and see that he has three confirmed kills in the line of duty, and the Detective have a bottle of alcohol in his inventory, the player can choose to make him pour it out on group in sympathy with and honor of the dead.
* Disco Elysium hangover. Even his normally extremely stoic partner, Kim, barely manages to hold on.
* Disco Elysium has a central mystery that can be approached in basically any order, with attendant dialogue changes to match.
* Disco Elysium has the Moralist International, typically referred to as the Moralintern, the setting's equivalent of the EU that espouse the virtues of "Moralism" (the setting's version of Radical Centrism) and within the background crushed the Communist revolution that took over Revachol and has since then been enforcing their authority via gunships in the sky
* Disco Elysium in their own right, which has become the defining feature of the game.
* Disco Elysium is a pathetic alcoholic cop in a ridiculous disco outfit, which causes problems when he's trying to get people to take him seriously - people usually just jeer at him or call him a pig. When screwing up these attempts, he tends to have ineffectual meltdowns where he screams at people for no reason or threatens to kill himself to prove a point, which only tend to lead to others finding him even funnier.
* Disco Elysium is the unflappable professional cop to your unstable Detective whose personality can range from funny drug abuser to suicidal fascist to deranged apocalypse prophet. The only thing that gets under his skin is if you seriously

disrupt the investigation.
* Disco Elysium, it is possible to collect a set of the insanely powerful Fairweather T-500 Armour over the course of the story. But the last piece, the helmet, is only obtainable in the penultimate scene of the game, after which all there is to do is a conversation scene and the game's end credits, during which there are no checks left for the player to roll. The game lampshades that that you got it too late for it be of any real use, but encourages you to put it on anyway. As further bragging rights, you get an achievement for it if you've found the other three armour pieces as well.
* Disco Elysium Klaasje is a subversion. On the one hand: sexy, mysterious, dangerous to know, involved with industrial espionage. On the other hand: she feels guilty about the damage that her spying caused, and is hiding out in Revachol because she thinks that her former employers want to kill her. Her best ending has her go on the run to another city.
* Disco Elysium might have looked and felt glorious, but it proved amazingly impractical against the rebelling Communists, who in contrast blended much better in in urban envioments due to wearing black and grey fatigues, and the royalist forces suffered for it over the course the war.
* Disco Elysium of the story is failure, so there are a few important story events where everything inevitably goes sideways, and no ammount of skills can charge it.
* Disco Elysium partner, Kim Kitsuragi, is a master of this. Any time he is faced with someone doing something that annoys him, he tends to flash this expression, and it's usually enough to make anyone back down. Upon being faced with this, the player's Authority skill makes a note of how Kim's own Authority skill must be off the charts.
* Disco Elysium, ran around scaring hotel guests by putting his gun to his head and threatening to kill himself, sexually harassed the bartender so much she quit, trashed his room, then tried to run out on the damages bill) but even considering the circumstances he is extremely rude. Meanwhile, the protagonist loathes him for trying to make him pay for the things he broke, and the player has plenty of options to damn Garte to the heavens, including telling the Moralintern that he's an international criminal in hiding in the hope of getting him executed.
* Disco Elysium refers to the main character — a hard-boiled detective with amnesia — as if he's you. Not only that, but the various systems of this character's brain also speak to you as if you're that character. The detective does have an identity that you can find through the story, but you can choose to accept this identity, reject it, or carve your own.
* Disco Elysium Ruud "The Killer" Hoenkloewen, he notices that he has a tally of his kills as stick figures edged into the brim of his helmet. With a high enough Perception skill, he also can notice that they are different colors and count about fifty black ones and two white ones at the end.
* Disco Elysium's partner, Kim Kitsuragi, is very fleshed out, frequently chimes in during conversations, and while he generally follows the player's lead, preferring to disappear into the background, he will take over from the main character if he feels strongly that the player is hindering the investigation. Whether him and the player character become True Companions or only stick it out for the sake of the case is once again down to the player and their choices.
* Disco Elysium take. The game uses a combination of real-world drugs (most prominently alcohol and amphetamines) and otherworldly drugs, which aren't especially strange but also don't exist in the real world.
* Disco Elysium, the Deserter was originally a Commissar in the Revolutionary Army, and he's still bitterly holding onto his ideals even decades after he broke and ran.
* Disco Elysium, the Detective's skills manifest as parts of his personality that have a life of their own and frequently argue with each other about the world around you and the best course of action.
* Disco Elysium, the Encyclopedia skill governs your ability to remember trivia. This can be very useful in some situations, but quite often it results in your thoughts getting hijacked by ruminating over fascinating fact after fascinating

fact rather than focusing on the tasks at hand.
* Disco Elysium, the Kremel mercenaries participated and rejoiced in the mutilation, mass burning and rapes of civilians in a war of colonial racism (they "kill almost exclusively black people", as the player character can put it). In the game, they launch a pointless assault on dockworkers after the political control they were dispatched to achieve was already given up for reasons far beyond their control or responsibility. The characters, while monsters, are at least somewhat sympathetic due to the fact that they were used in a war amongst huge powers that had nothing to do with them. All of them are traumatised by what they were forced through, and all have developed alcoholism as a result. Korty, in particular, ringleads the assault due to impotent rage over failing to handle the political situation, and grief over the murder of his brother.
* Disco Elysium, the number of times you have told people "I am the law", and so on.
* Disco Elysium, the old kings of Revachol were decadent, inbred, and insane, and their antics eventually became too much for the country, which erupted into a Communist revolution. The legend on the horseback monument that can be found in the middle of Martinaise actually reads:
* Disco Elysium The Revachol Citizens' Militia is the local police force, and is effectively a large, well-organised Vigilante Militia. It is accepted by most of the people, and tolerated by the occupying forces, but is semi-official at best.
* Disco Elysium thing. Despite this, there are a number of ways of cracking Kim's facade; he loves cars and will occasionally find himself dragged into geeking out about them, sarcastically mocking racists will often lead to Kim joining in with his own (bone-dry) humor, you can buy and play a board game with him that he'll eventually admit to enjoying, and if you reveal to him you named one of your previous cases "THE SQUARE HOLE BULLET MURDERS" Kim will reluctantly admit he once named one of his own cases "THE MAN WITH A HOLE IN HIS HEAD" because he thought it was funny.
* Disco Elysium" This causes Klassje to burst into laughter, even asking you to say it again just for her.
* Disco Elysium when it comes to word count), as well as a new area with new characters, and even some new quests.
* Disco Elysium, when they argue it's usually over the cultural value of video gaming, with opposing positions that somewhat resemble the characters (Matt thinks it's a boot on our necks keeping us from rising up and destroying capitalism; Felix just likes that they let him pretend to be a soldier with a big gun).
* Disco Elysium which have been a permanent feature of the city's skyline since the end of the World Revolution.
* Disco Elysium. With sufficiently high stats, The Detective's brain will get stuck on the silliness of the word and eventually give you a Thought based entirely on how silly the thing sounds.
* Disco Elysium with their own voices in his head, will notice and point their equivalents in other characters he comes across.
* Disco Elysium with the payment he owes him for trashing his room, amongst other things, the player chose to can make a Savoir Faire check to attempt to run out on the bill. Failing the check causes the Player Character to, instead of just running away, get about half way across the room before spinning around to leap backwards towards the exit while flipping Garte off with both hands. He then crash-lands hard, because he focused too much on the rude gesture and failed to see where he was going.
* disco following many years of depression.) The chorus translates as follows:
* disco for no reason, but it's nowhere near as bad as many of its more virulent critics would make out. Part of the problem is that much of the disco was commercialised and nothing like the original genre. For instance, pop disco songs often featured far too many strings.
* Disco Inferno's WCW theme: "DISCO FEVER, DISCO FEVER, DISCO FEVER, YEAH YEAH YEAH YEAH!"
* discomfort, formerly-male colleagues. Mori's colleagues are also fairly good

looking, but not extremely attractive like him/her.
* Disc-One Final Boss: Appears to be the main villain, but is far from it.
* Disc-One Final Boss Damo, and before the plot goes back on the rails, there is Milagro Man - a wacky adventure starring a supporting character Joshu, with no ties to the main plot about rock humans and the Rokakaka.
* Disc One Final Bosses only gives you its ending for beating it the first time. You only need to beat him once; never again with any other character except for the bragging rights.
* Disc-One Final Boss is an ex-Nazi turned South American drug kingpin Helmut Koch, his island fortress includes a Nazi paraphernalia museum.
* Disc-One Final Boss sends Ratchet a transmission showing that they have Clank in captivity on Endako. The thief threatens Ratchet that if he doesn't return to his own galaxy they'll do to Ratchet what they're about to do to Clank and hits a green button, but nothing happens (mostly because Clank's too short for the torture device to actually hurt him). The thief awkwardly hits the red button next to it and electrifies Clank, knocking him out cold.
* Disc-One Final Boss speech and the verbal equivalent of spitting in Micaiah's face.
* Disc-One Final Boss who has an array of extremely powerful moves that can be chained together at speeds much greater than he ever pulls off during the boss fight.
* Disc-One Final DungeonA dungeon that pretends to be the last one in the game, but is nowhere near it.
* Disc-One Final Dungeon, the party winds up back in Tycoon. Exdeath has broken the second set of crystals, Galuf is recently dead, and Tycoon itself is mourning their king. But since Lenna is back and the long-lost Princess Sarisa (that is, Faris) has turned up alive, they host a grand ball to celebrate.
* Disc-One NukeAn exploit where a powerful item or technique is achieved early on in the game.
* Disc-One Nuke, this means that you can make yourself an Infinity Plus One Sword...or Book...or Loaf...or even Fish.
* Disc Only Podcast confesses that cereal is his favorite snack. They even act out drug dealing with cereal.
* Disc Only Podcast: In Episode 5, Stephen pitches an idea for a steakhouse in which patrons pay for their meal with their blood. There's even fanart that spawned from his pitch, some of which was shown off in the podcast.
* Dis/Connected and ambitious talk about its future, but its ratings were too low to justify a full series.
* Disconnected by Death: A phone call abruptly ends because one participant died.
* Disconnected by Death: A phone call is interrupted by the death of one of the conversants.
* Disconnected by Death: Someone is killed while trying to make an important phone call.
* Dis/Connected, one character accidentally takes a pair of knickers out of his pocket along with his phone... right after leaving his girlfriend's funeral.'I don't know how these got there...'
* Disconnect, Jason and Frye's prank on Ben takes a dark turn when the latter hangs himself in shame over what happened.
* Discontinued Canadian horror channel "SCREAM" had several horror hosts. Mistress Olga was a goth/vampire/dominatrix who hosted monster movies, Tiff was a
* Discontinuity Nod: Characters make a disparaging reference to a reviled part of the franchise.
* Discontinuity Nod: The characters make a disparaging reference to a reviled part of the franchise.
* Discontinuity: When something that was a part of the continuity is no longer regarded or completely changed. Separated into three categories:
* Discord also does it in "Discordant Harmony" when he starts to panic about what kind of tea party Fluttershy might like. Being
* Discord, a new villain for Season 2, became one before his proper introduction.

That's understandable, though:
* Discord, antagonist of the season 2 opener "The Return of Harmony", is reformed by Fluttershy at the end of the season 3 episode "Keep Calm and Flutter On", but clearly demonstrates afterward that he's still as big a
* Discordant Harmony", Discord calms himself down by breathing into a paper bag. The bag stays still, while Discord inflates and deflates as he breathes.
* Discordant Harmony", he animates a teapot (which also gains wings), some napkin origamis, a chaise lounge (which becomes a "chase lounge" that acts like a dog) and some ginseng tea bags (which start singing).
* "Discordant Harmony" says that there is no such thing as normal. In fact, being quirky and weird can often be the coolest thing about a person. The key is that you can't be a jerk about it.
* DiscordantPrincess. In turn, Alastor calls her "Meggie," as well as generic nicknames like "dear," "darling," "honey," etc.
* Discord as well, though it helps that he's an actual troll in canon.
* Discord attempts to invoke this in the two-part season 2 premiere "The Return of Harmony" in order to keep them from using the
* Discord, but rekindled their friendship to the point they can activate the Elements Of Harmony again...which are presently aimed at his face.
* Discord can take away pegasus wings and unicorn horns on a whim, which he demonstrates on the mane cast in the Season 2 opener.
* Discord/Celestia shippers have their own ideas on why she wanted him reformed...
* Discord doesn't fair very well against Majora's Avatar. Though unlike the above examples, the CMC ultimately help him turn the tables and beat the Avatar.
* Discord during his first reign. As a spirit, destroying his body merely frees him to take over another one (explaining why Celestia didn't just smash his statue to bits when she had the chance). After her sister Galaxia shatters Discord's statue.
* Discord glomps Fluttershy when they're reunited at the end of "To Where and Back Again."
* Discordianism faux-religious tract achieved such a large cult following that it persists to this day.
* Discordians will happily marry just about anyone to any combination of people or things but may have some reservations about joining a man and woman in holy matrimony (note that, like the image boards example, this is to poke fun at existing taboos).
* Discord: if you left-click your username in the bottom left-hand corner, a green tooltip will appear saying "Copied!" If you click your username again when the tooltip fades, another tooltip with a different message will appear. You can continue this process for a series of mildly amusing messages.
* "Discord Inevitably Decides Green Equines Rate Indescribably Desirable On Occupation": DIDGERIDOO
* Discord is another example. He outright calls himself a 'sadistic hedonist' and has no delusions about the fact he's an evil monster, but in his case, the reason he's this trope is it's easier to justify his actions if he's completely evil and cannot be anything else. IE, he shouldn't feel bad for his misdeeds because he can't be anything else, so why should he? It's shown that the idea he might have any good in him and is thus redeemable
* Discord is defeated the same way as Nightmare Moon—he even dares the Mane Six to "Friend me" just before the attack — but the Elements deem him to be undeserving (or incapable) of redemption and instead
* Discord is stated to be possibly the fifth most powerful being in creation
* Discord is the clearest example. While he is supposed to have the head of pony, it's much longer than that of any of the cast with a sunken narrow section between the mouth and eyes, has a scraggly beard and overgrown eyebrows, and very asymmetrical complete with a snag tooth. Notably his appearance is supposed to be jarring in-universe as his mismatched parts represent disharmony.
* Discord is voiced by Mario Zucca, but his singing in "Three's a Crowd" was done by Riccardo Rovatti (
* Discord. Neither Celestia's romantic love for him nor Shady's maternal love were

capable of redeeming him. Then Double Subverted
* Discord (now somewhat reformed) is tempted to abandon his loyalty to the Ponies by Lord Tirek, who promises that Discord will get back his chaotic freedom plus have Tirek's friendship. It doesn't end well for him.
* Discord, (once by stealing them, and once by breaking the friendship that powered them).
* Discord Plays Stellaris. All of it. No matter how dire the situation, the players can't really come together, turning to inner conflict instead. The coalition fights against coalition, party against party, member against member, military against senate, scientist against secret services and generally everyone against everybody else.
* Discord seems largely unwilling to kill or hurt ponies, at least physically. (He's fine with
* Discord's final fate: he allows his persona to be destroyed along with Paxphobia
* Discord's power (although she was wearing the Element of Magic in this instance).
* Discord takes some popcorn while watching Twilight under the influence of a potion.
* Discord Trope: involves characters that have some issues with each other:
* Discord was an ancient being of chaos, who ruled over Equestria and made everypony's existence miserable, until Luna and Celestia were able to seal him.
* Discord was imprisoned in a statue by Celestia and Luna for spreading chaos in Equestria.
* Disco's "Blurred Lines" were able to revive worldwide interest in the disco genre, leading to several followers and even expanding to other forms of R&B in 2014.
* Disco Sucks! helped fuel the anti-disco backlash, to the extent where the legitimate factors that fueled it (namely the overexposure) have since been outweighed by the more bigoted elements.
* Discotek Media, and include it on the Blu-Ray release of the series.
* Discotek Media Neo-Nazi cult leader, to his name being a pun on the word hermaphrodite (considered to be a slur towards intersex people and even transgender people) to the several gay panic-style jokes towards his subordinates.
* Discount Lesbians, and dresses like a princess. Invoked and Inverted at their wedding, Sapphire ties her hair back and wears a suit while Ruby is wearing a dress. Their re-fusion in these outfits leads to Garnet wearing a dress-suit hybrid.
* Discount Lesbians: Nonhuman characters used to represent a homosexual relationship.
* Discourses on Livy, since it allows the right leader to come to the fore at the right time.
* Discover America played via Wal-Mart's in-store TV system, Pics Retail Network, before its' TV airdate.
* Discover Card has a series of commercials utilizing this trope to show that the company's representatives treat the customers the way they'd want to be treated themselves. The commercials have a customer call the company and talk to a representative played by the same actor.
* discover civilization destroyed a few stars in a battle, throwing off estimates of stellar drift.
* "discovered" how to use fire. It's theorized that this occurred repeatedly, in several different areas, over the course of time.
* discovered in 2016 orders, but Nolan passed the message along orally instead.
* discovered inside a navy picnic cooler that had been placed alongside Henry Hudson Parkway. Investigators, who had named the girl "Baby Hope", discovered that the child had been a victim of sexual abuse shortly before her death. It wasn't until 22 years later that police would arrest the girl's cousin for her murder.
* discovering Dexter's secret. The next few episodes explore the consequences of this discovery.
* discovering that Zoe is alive, but that her burns from the encounter with Oasis are so severe that she's been trapped in life-support ever since. Riff ends up

resolved to find her and save her from the pain.
* Discovering the same thing was part of Estela's 'initation', so to speak, into Dragonetz' inner circle.
* Discovering Your Own Dead Body: A person ends up finding their own corpse, either because they're a ghost returning from the great beyond or because they're visiting a time or reality where they've died.
* Discovering Your Own Dead Body: Whether through time travel, visiting an alternate reality where they died, or returning from the afterlife as a ghost, a character comes across their own corpse.
* Discover My Body. He's consistently very upbeat about the deformations his body has accumulated, perfectly happy to detail every bit of the experience from his end—as much as he can manage, anyway.
* Discover's advertising includes a bearded Ruritanian man calling himself "
* discovers he can kill the Giant that commands the unbeatable "Giant's Drink" minigame, but also has to kill the "wolf-children" that he finds, and then repeatedly kills the snake he finds in the tower
* discovers that she likes it. Yet another example of older fans' feelings about loving this show.
* discovers the eponymous robot, long broken down, in the house of its owner.
* Discovery after contact was lost. Then again, it's also designed to survive aerobraking.
* Discovery and several other clones wind up getting carbon-frozen for 43 years longer than intended. They are unfrozen long after the Jedi Order, the Republic, and the Empire have fallen.
* Discovery and the famous shuttle sequence near the beginning are as being zero gee, through actors walking strangely in "velcro booties", and dangling props from wires, etc.
* Discovery Channel, at about :32 in, Adam's tied up in a cauldron, which Jamie has just lit a fire underneath.
* Discovery Channel, a would-be Green Beret became disoriented during an exercise. When asked if he knew where he was, his answer was "Hash browns?" at which point they wisely stuck him in a truck going back to the base's medical station.
* Discovery Channel, broadcast for Shark Week 2013. The Discovery Channel took a lot of flak for not making it sufficiently clear that the show was fake, but they got great ratings.
* Discovery Channel deserves a mention, since that wouldn't exist if sharks weren't so badass and awesome.
* Discovery Channel. Escape artist Jonathan Goodwin got the trapdoor in his (oversized) coffin open, but ran out of somewhere to put the dirt long before he could get a large enough hole dug to get out.
* Discovery Channel has a surprisingly creepy show about real-life hauntings called
* Discovery Channel has dealt with a lot of spin-off channels being renamed;
* Discovery Channel. In a 2014 follow-up, the shark is finally caught, only to have the seal escape intact from its maw, followed by some hapless swimmer, who announces Shark Week in a casual tone.
* Discovery Channel interview once pointed out that even if the information given by psychics were true, it is never the kind of information that is helpful. They usually say things such as a missing person has "left the city." That isn't useful, without some idea where the person has gone. They may say a murder victim was killed by someone who was very angry, but the anger was misdirected or they spend a lot time claiming to have connected with missing person's emotional state, and say "She is scared, but she knows you are looking for her." That may provide comfort to the family of a missing person, but also provide no end of grief to investigators who need more specific information to narrow down a search area.
* Discovery Channel is a show about two men that can't do a damn thing right. Though to be fair, some people may find these ads rather amusing.
* Discovery Channel. It helps that Bell owns it as a result of the Bell-Astral merger.

* Discovery Channel, most devices, vehicles, and buildings tend to have this aesthetic.
* Discovery Channel. One episode features a needs for a generator. The deal chain involves a box of DVDs, a truckload of firewood, and some fish before the generator is brought home to illuminate the cabin.
* Discovery Channel, the narrator explains the effects of hypothermia on human cells, using the term "cell walls", in one episode (and is sure they have used it other times). Animals do not have cell walls (in fact, Animalia is the only kingdom where they are absent). Yes, they probably just don't want to explain what a cell membrane is/assume the audience won't understand the explanation, so they use a term the audience will know. Considering Discovery's association with fact and science, it seems like they would be willing to spend an extra ten seconds quickly explaining what it is.
* Discovery Channel. There's just something hypnotic about automated machinery doing their thing...
* Discovery Civilization Network: The World History and Geography Channel (later shortened to Discovery Civilization Network) was made to focus on current events in the world, partly owned by
* Discovery explicitly references the Abramsverse in season 3 during a discussion of the Temporal Wars, reinforcing its existence alongside the Prime Universe as canon.
* Discovery Family it used "It could happen" and "Where everything comes together".
* Discovery HD Theater was made as an HD version of the main channel. It became redundant when HDTV became widespread, and in 2011 it was revamped as Velocity, a channel focused in cars and stuff. Velocity itself was renamed to MotorTrend in 2018 after Discovery bought the magazine of the same name.
* "Discovery Island", a small inlet just across the river from the Magic Kingdom, opened in 1974 and housed a wide selection of exotic animals and birds. When the animals were moved to Animal Kingdom in 1999, the island was shuttered and sits abandoned and overgrown with various plant species. It has also been
* Discovery, made in 1968. This inspired the design of the iPod, hence the name. ("I'm sorry Dave, I can't play that...") In fact, Samsung has cited 2001's tablet-like devices as Prior Art to Apple's iPad in a patent struggle.
* Discovery organs. It's easy to speculate about what the Klingon females might have.
* Discovery pulls the same trick on them with its experimental spore drive.
* Discovery quotes show that many religions, mythologies and folk tales got updated for a colony on an alien world. The
* Discovery seekers derive pleasure from learning and finding out new things. They enjoy intricate worlds with lots of hidden things to uncover, including not only hidden treasure but also information and exposition that can be unearthed. They likewise tend to enjoy self-discovery, putting their characters through ethical dilemmas and sadistic choices in order to find out who it is they are truly playing. They suffocate in campaigns where there are no unknown regions, secrets, and lore to uncover, and no opportunities to learn who their characters truly are.
* Discovery's, who was played by an actual U.S. Air Force radio operator stationed in England, whom Kubrick hired because he couldn't find any actors who could do this kind of voice.
* Discovery that a little girl actually has XY chromosomes but is resistant to testosterone.
* Discovery Travel and Living Network is a channel devoted to home improvement and leisure-based activities. It was renamed Discovery Home and Leisure in 1998, and then Discovery Home Channel in 2004, before being replaced by Planet Green in 2008, which was focused on ecology instead of leisure. Planet Green was a failure, and in 2012, the channel went back to its original premise with its current name, Destination America.
* Discovery uses her experimental spore drive to save the miners of Corvan II, whose colony is being strafed by Klingon vessels.
* Discovery, who are on an expedition to explore strange findings near Jupiter.

* Discovery Wings was originally focused on aircrafts, but over time, began focusing on the military in general, becoming Military Channel in 2005. Military Channel was renamed to American Heroes Channel in 2014.
* disco, where the backlash (influenced as it was by America's racial and sexual politics) was nowhere near as pronounced.
* Disco Zoo: When you run out of tries on a rescue mission, you can watch an ad for five more instead of paying a Discobux.
* Disco Zoo: While the game has no formal end condition, collecting 10 animals in every pen of 10 regions enables the Time Machine, which resets the zoo's progress in exchange for unlocking a new Timeless animal. Timeless animals earn more coins and stay awake longer than even Mythical animals, and there's one in each region, so it'll take 12 resets to unlock them all.
* discredited in a number of other states as well, as A.) more states have implemented laws against this sort of thing, B.) consumers have become more aware of this and C.) this market has become much more competitive.
* discredited in some parts of the world, but not in others is offensive to the sensibilities of modern Western liberals, but raises far fewer eyebrows in African and Asian countries, and some variant on such was widely-held throughout most of history even in the West.
* discredited like Cedric Alexander(smaller than Punk at 209) had to cut weight to qualify.
* discredited sequel has the Game Grids as a way to kill off invaders or condemned prisoners.
* discredited subtrope of this are the tales, often presented through allegory, of young women who place unwise trust in male strangers, slip into their abodes, and are never seen alive again. Famous fables of this type include "Little Red Riding Hood" (before the Brothers Grimm version introduced a hunter to save the day) and "The Spider and the Fly."
* discredited to a technophobic shut-in, hunkered down in the remains of the old arcade.
* Discredited Trope: A trope is no longer used (or at least no longer used often or as seriously) because of how society has progressed.
* Discredited Trope: A trope that no one plays straight anymore, lest they face ridicule.
* Discredited Trope getting their more well-behaved peers punished for no reason, and can actually cause the ones who normally behave to start being disruptive themselves once they realize they're going to be punished either way.
* Discredited Trope the higher in the officer and NCO ranks you go, as college courses and additional certifications are key to standing out in a group of candidates for promotion.
* Discredited Trope. To put that into perspective water resistant materials such as wax or Teflon have a contact angle of 90-95°. This makes the surface extremely difficult for liquids to settle on, so they glide off with next to no resistance.
* Discredited Trope version: a woman is washing the dishes without her yellow rubber gloves on, and the wedding ring goes down the drain. Cue panicked call to the plumber.
* Discreet Dining Disposal: Character gets food they don't like and so they feed it to a dog.
* Discreet Drink Disposal: A character secretly dumps out a drink they don't want to consume.
* "Discreet" means "showing discretion, not obvious or conspicuous, tactful;" "discrete" means "separate, readily distinguished."
* discrepancies between the two in the cartoon (and even had his name in it changed to Skyfire).
* Discrete Mathematics: An Open Introduction and another with magic chocolate bunnies that multiply following the Fibonacci sequence.
* Discretion Shot: Moments where the scene cuts away or obscures something to prevent the audience from seeing it.
* Discretion Shot: Writers imply that something violent or sexual happened without

showing it to avoid censorship.
* Discriminate and Switch: A character appears to be prejudiced against a character for some reason, but it turns out they are calling out the person for a different issue.
* Discriminate and Switch: I can't stand that guy's kind... and I mean the fact that he didn't wipe his feet in my house. Did you think I was hating him for being black or something?
* Discriminate and Switch: It looks like a person is prejudiced towards someone for one reason, but it then turns out their resentment is for a different reason.
* Discriminate and Switch: Someone is mistaken for discriminating against a person for a particular reason, but it turns out there's a different reason they don't like this person.
* Disc throw it, not just the usual illusion) and harmonize with herself.
* discussed #33. The Unseen, narrating the story, explains that some events are so critical to the fabric of reality that they would always happen somehow, no matter how divergent the timeline.
* Discussed about both Elizabeth (the twins' mother) and Meredith (the wicked stepmother-to-be) in the
* Discussed above. He brings up the point that, if a work of fiction is less well known, a fan of it can feel a bit more unique for knowing about it and feel a stronger connection with other fans of the same because it's not ingrained in the public consciousness.
* Discussed actually appreciate them." Hence people hate Augments, hence more of them turn bad.
* Discussed- a fight occurs, and a hero decides to patent a villain's left-behind tech.
* Discussed, after all) but because it's supposedly sentimental and an integral part of the "Hogswatch spirit."
* Discussed. After Onestar dies underwater, Harespring is worried that Onestar won't be able to run in the skies with the other WindClan dead. WindClan practices leaving their dead in the open so that their spirts can ascend to the sky. Being buried or drowned is considered the worst way to die because spirits can't ascend properly.
* Discussed again in the season 2 episode "Cobbler" when Daniel Warmolt, a new-time drug dealer who's been ripped off by Nacho, calls the cops to complain about his baseball card collection being stolen, but the cops quickly suspect that he's a drug dealer and start investigating
* Discussed again in "The Ultimate Sand Castle" where Lucy wants to get bit by a shark so she can have a cool scar, and Lola and Lynn Sr. are afraid of being bit by a shark.
* discussed Akane calls Youko out on her uneasiness, saying "You're not thinking something stupid like 'I'm not good enough for him', are you? What's done is done, just go with it and be happy."
* Discussed. Alex is introduced helping her actor boyfriend rehearse a scene where his character has to defuse a bomb. Jason wonders why his character wouldn't just rip all the wires out and Alex replies that it's probably a dummy mechanism that will trigger an immediate explosion if removed.
* Discussed; Alice mentions that one of the first things that turned her on to Michael was a carrot cake he made for her, which was her favorite food.
* Discussed. Alien abducted SEMME agents were given a variety of superhuman powers, and martian technology can do things like resurrect the dead. Joyce remains a devoted Christian despite the fact that, as her boss points out, Jesus didn't do anything they couldn't do.
* Discussed: Amber laments that she can't tell people not to think about things she doesn't want to see in their minds, because it just makes them think about them more strongly.
* Discussed: an article that talks about how "science vs. magic" shouldn't really be a thing points out that despite what some people think, a computer and a candle both qualify as "technology".

* Discussed. An attractive female exterminator shows up and develops a crush on Dale; his wife Nancy, who'd been cheating on him for years, admits that not only does she have any right to complain, but it'd be pretty karmic if Dale ran off with the other woman. Ultimately, however, Dale only loves Nancy and stays with her.
* discussed and asked him if the adage among actors that the hardest thing to do was to work with animals and babies was true. Guttenberg smiled, shook his head, and told him "That's not true at all. The hardest thing is not working."
* Discussed, and asks for his help. Mistaking this for a threat, Finn casually warns her that he's "especially agile when I'm nude."
* Discussed, and becomes the first human to have ever laid feet on Ponyville. Twilight assures him this is an honor; Phoenix... doesn't think so.
* Discussed and defied in regards to Nyssa and Sara Lance. Nyssa comments that she found Sara alone, starving, and frightened, took her in, nursed her back to health, and ultimately trained her to be an assassin. Sara however insists that she wasn't with Nyssa because of the rescue, but because she genuinely loved her.
* Discussed and defied when Loki, god of mischief and lies, intervenes to prevent Hel from cheating. Hel attempts to call him a hypocrite who flouts the rules and takes offense when others do so, but Loki retorts that he's not making a principled stand against cheating, he's just sabotaging a rival whose cheating works against his own interests.
* Discussed and having a few minutes of violence and death isn't bad karma for ruling an empire or living "like a god" for all that time.
* Discussed and inverted in the plot of the film. Cable intends to travel to Deadpool's present time to
* Discussed and is often invoked in both of their thoughts about the subject.
* Discussed, and it's suggested Will is going this route with his nanomachines.
* Discussed and parodied in "Homer at the Bat" when the Springfield police arrest Steve Sax (long story) and when Sax asks for his lawyer, they laugh him off and tell him he watches too much TV.
* Discussed and says, "Now why do they always say that at the end, eh? Why, 'Oh, mother?'"
* Discussed and strangely implemented in the "Time Jerker" episode of
* Discussed and subverted when Georgia meets Brownie Mannix for the first time in book 1, and she explains that she's there because she's "trying to establish the provenance of a human skeleton that was recently donated to our collection". Brownie replies that he's been at the carnival since he was born, and he'd been sure there was no towner story he hadn't heard... "But you have indeed come up with a new one."
* Discussed) and their Romulan counterpart Commander T'Cel. If it works, the day is saved. If it blows up in their faces, they're expendable.
* Discussed and then defied when John texts Dave saying he thinks there are monsters in his house; Dave
* Discussed, and then never learn the moral necessary to undo the body swap. This would effectively give the parent eternal life, so long as they keep having kids, switching bodies, and letting the kid they switched bodies with die of old age early.
* Discussed are one such example, and are introduced in the first book arguing about something else entirely).
* Discussed around which the first series revolves, actually avert this (even in military vessels), designed with aesthetics as a secondary concern to functionality but still considered. 9th millennium characters consider their own vessels ugly and utilitarian by comparison.
* discussed, as the actor who plays Cripple Billy is almost always able-bodied.
* Discussed. As the prosecution closes in, Peter intends to plead he's not guilty of murdering Susan because it occurred while he was sleepwalking and therefore he wasn't in control of his actions. His lawyers state that the jury will probably just see this as a new spin on the insanity defense and that it probably won't work; they tell Kay that while this defense is applicable in Canada, in the United States sleepwalking isn't a valid defense in a murder trial, and there are two

people currently serving life sentences in the US for committing murder while sleepwalking.
* Discussed" as the singer warns the song's subject that the arrogance they display in their ruthless pursuit of fame will eventually cause them to make a fatal error.
* Discussed as two examples of manga that started out satirizing their genres before evolving into the thing they were satirizing.
* Discussed, a surprisingly large amount of the Royal Manticoran Navy's officer corps came up from the ranks.
* Discussed at length by the characters of "Die dampfenden Hälse der Pferde im Turm zu Babel", a language-play children book by Franz Fühmann.
* Discussed at length in the Season 2 episode "Elementary, Dear Data". In an argument between LaForge and Pulaski, LaForge argues that Data is capable of original deduction, while Dr. Pulaski counters that while Data's deductive skills may
* Discussed at length when Torg and Sasha face a giant monster. Sasha recommends using their one bazooka shot to hit it
* Discussed at the end by Mr Bennett, after Jane and Lizzie have become engaged in quick succession: "If any young men come for Kitty or Mary, send them in, for I am quite at leisure."
* discussed based on nothing but the sound of her voice. Eventually, however, Haggard questions whether that automatically means she's physically as beautiful as Sweetwater imagines, noting that he has a cousin with a beautiful voice "but a face like a can of dog food".
* Discussed. Ba'wov espouses this in the opening when she and Brokosh are being interrogated by the Department of Temporal Investigations. Brokosh correctly points out that you always get a lawyer regardless of your guilt or innocence.
* Discussed below. The etymology of the term is complicated, but the short version is that both are acceptable.
* Discussed be people put off by it, and thus they basically need to pick a lane and pick an audience, stick with the bit, and hope for the best rather than attempting to please everyone and ultimately pleasing no one.
* Discussed between Bernadette and Denise regarding Howard and Stuart, respectively, during
* Discussed between Grouchy and his love doll Angel when Angel comes to life as a real person in the
* Discussed between Matson and Rod. Any planet hosting the survival test would be Earth-like to ensure a challenge that can beaten. Students would be formally warned of a hazardous environment beforehand.
* Discussed. Bulma grabs Yamcha by the ear when he suggests she shouldn't be where Freeza is arriving on Earth.
* Discussed, but cannot actually stand up. Presumably it's just done to look impressive.
* Discussed, but Chase theorizes it was the reverse ("probably tortured his parents, not the other way around"). (Naturally, it turns out neither extreme is true.)
* Discussed, but is dismissive of American martial arts sports' use of belt color to denote skill level. At the tournament he only describes Daniel as a black belt to get him past the door, since it's only open to brown belt or above.
* Discussed but subverted in book 2, when the lawyer of the by-then deceased James Delacorte calls Charlie to meet with him about the will, and Sean Harris jokingly suggests that Delacorte might have changed his will to include Diesel as an heir. (It's actually because Charlie's been made co-executor.)
* Discussed by Batman when he tells Harley that, even if she succeeded in killing him, the Joker wouldn't believe it, because any proof of it would seem faked.
* Discussed by Eren and Armin when Eren sees children who remind him of himself, Armin, and Mikasa, and notes that the kids will probably see what they saw when the Colossal Titan broke the wall. It's then averted, as Armin says that this time there are soldiers on the wall who are ready to fight and that those soldiers are them, and they succeed in stopping the Titan and saving the people inside the wall.

* Discussed by Frozone and Mr. Incredible when recounting stories of their glory days:
* Discussed by Garibaldi in an introspective moment in season 5 as things move towards war with the Centauri. To paraphrase, he wonders aloud why we always divide history by the wars, not by the periods of peace, and comes to the conclusion that wars are just more fun.
* discussed by having another alien faction attack, killing the female lead, and causing the president to decide to veto the treaty. Rebecca then gave up in disgust.
* Discussed by President Bartlett, Leo, and Adm. Fitzwallace in Season 3 of
* Discussed by Sam Starfall. Since members of his species are either sterile or non-sapient breeders who die after spawning, their only legacy is their reputation. Sam is thrilled to be known across the planet as an incorrigible thief, rogue, and scam artist because it means he's relatively famous.
* Discussed by shaving his head, unable to understand why someone would throw away such a beautiful gift.
* Discussed by Tarquin, who suggests that in the event of Roy and Durkon dying, Elan can simply have one of these before hiring
* Discussed by Thane Krios, who spent years tracking and killing his wife's murderers, but became a
* Discussed: by the structure of the setting, all subordinate units are compelled to automatically obey the orders of any superior. That means
* Discussed by Whis, who talked about having a hard time seeing in the dark after the god of destruction started making stars vanish when he woke up cranky, in reference to said god nearly killing Goku and Vegeta for waking him up three years early.
* Discussed by Willow and Tara in their first major fight over Willow's overuse of magic.
* Discussed by Yomo, who explains to Touka that it is the duty of the survivors to continue living with their pain.
* Discussed Captain Kanril Eleya, mentions in passing that she was conscripted into the Cardassian Guard.
* Discussed Castle notices this, he even says, "Where's the big creepy wall of Jenna?"
* Discussed; Charlie Brown reads a bunch of fairy tales and concludes the prevalence of the trope is evidence of a massive conspiracy against stepmothers.
* Discussed comments that humans should just stop wearing clothes — it'd be a lot funnier.
* Discussed". David Gurney believes that someone is attempting to drive him crazy by buying off everyone who knows him, including his wife Wilma, his best friend Pete and his own mother, so they will pretend not to know him.
* Discussed destined to die that very day (which is the protagonist's belief), or if it's a straight example of this trope (as a minor character thinks).
* Discussed during a training simulation in an empty building. Bakugo is berated for using a blast that blew a large hole straight through several floors. Since the buildings in real-life villain attacks will most definitely
* Discussed during a very awkward dinner between Walt, Jesse and Skyler.
* discussed episode when the robotic janitor at the Wax Robot Museum (who happens to be made of wax) takes a break, and Fry mistakes him for an exhibit.
* Discussed film because it was different from the sequels, but after re-watching it admits that the movie has "the same shit [as the other films], just less of it".
* Discussed first season finale, "In the Hands of the Prophets": the events of the episode are set into motion when Vedek Winn, a dogmatic leader of Bajor's faithful, takes issue with the fact that Keiko O'Brien's teachings of the wormhole are completely secular, referring to the Prophets, the gods of Bajoran religion, as "wormhole aliens" or "wormhole entities". Tensions begin to build on the station as Winn stigmatizes Mrs. O'Brien and drives a wedge between the station's Bajoran residents and Starfleet personnel. Parallels are also drawn between this conflict and Galileo, whose teachings of heliocentrism (the earth revolving around the sun,

instead of the sun revolving around the earth) was similarly stigmatized by his more religiously ardent contemporaries.
* Discussed for the show cited this very page in explaining the problems with enlarging arthropods and mammals.
* Discussed for the war. This is never mentioned again, mostly because, thanks to a well-placed spy, China's opponents know exactly what they're doing.
* Discussed galaxy, as in real life, binary systems are extremely common.
* Discussed gets hit on the head with a flower pot and becomes a successful singer — but as a consequence, he gains amnesia and forgets everything about his past life, including his girlfriend Daisy Duck. When Daisy consults a psychiatrist about what to do, he gives her two options:
* Discussed "goes for a walk", an offer which Captain Sheridan declines.
* Discussed grill he found in the trash would be worth a king's ransom on his planet.
* Discussed. Hanks claims you can do a stereotypical Scottish accent by saying "silver plate" in a particular way.
* Discussed) heads south—"Until every last one of us is dead!" is her answer to how long the force will fight.
* Discussed He also notes that it flopped in his native UK, probably because of this.
* Discussed he can set fires with these when the torch is seemingly lit on its own, until Twilight sets him straight.
* Discussed her. While she had reason to believe she could take Twilight (who was currently unable to work magic due to Rhynorn's Flu), the thief is still forgetting two things she should know perfectly well.
* Discussed him), and he says their hovercraft won't carry five. Zoe says they could've dumped the cargo, but Mal says they couldn't afford to fail this job.
* Discussed, Huey and Louis are talking trash with Ray Vecchio, and they make tentative plans to duke it out on the roof of the precinct later.
* Discussed (if he wears the mask, he can read minds voluntarily. If the mask is removed, then the thoughts of every human within ten miles force their way into his head). Liquid comments that he doesn't know if the mask itself is magic, or if it's just a placebo that Mantis is dependent on to control his powers.
* Discussed in a 1980s PIF about electric blankets, where the narrator states that they were initially going to make their point by showing a bed on fire and someone caught in the flames, but decided against it as it wasn't nice to think about.
* Discussed in a German political cabaret sketch. It was way back when the right wing coined the term "red-green peril" in analogy to "yellow peril", and the left wing fired back (freely translated excerpt, to be mentally read in "breathless" style):
* Discussed in a guest strip, where Toni suggests Kat as a possibility for {...}'s lost name. Her reasoning is that since he was drawn to Hanna, his own name must also be on the feminine end of the gender spectrum.
* Discussed in a late 2013/early 2014 commercial for the New York Lottery which asks what you will think of when you don't have to think about money. We see a man driving an expensive car and thinking "If you rip the last page out of a mystery novel, does it make it a better mystery?"
* Discussed in an ad for Oscar Health Insurance, which depicted a (mythological) troll on a laptop, accompanied by "Ask a doctor instead of randos on the Internet."
* Discussed in another episode: Kramer has an epiphany that women are attracted to men who snub them. George quickly debunks the theory.
* Discussed in another episode where a white woman is attacked in Central Park in what appears to be a mugging, prompting a storm of media interest. In this case, it turns out that the victim's husband hired someone to go after her:
* Discussed in another instance in the series. Wedge comments that sometimes he half-expects lost squadmates to walk into his office one day. (Usually in these cases there's no body because they were incinerated when their X-Wings were blown up.)
* discussed in "A Special Edition". Dr. Avery Strong says, "This isn't an alien

autopsy hoax. This is real!" regarding that evidence that he has gathered about secret government experiments.
* Discussed in a the first season episode, "Dead Man Talking". Tony and McGee are on a stakeout, with Tony wondering what kind of practical jokes he can play on Kate. McGee is reluctant, but mentions that they could invoke this trope on Kate without risk of pranking Gibbs in the process.
* Discussed in "Black Widower" with Selma sending the family a tape of her and Sideshow Bob's honeymoon spot and pointing out the cheap 30-
* Discussed in chapter 20: Twilight mentions having had feelings for a boy from another dimension once (she doesn't say outright, but from the context, it's pretty clear she means the human Flash Sentry), but when faced with this trope and knowing she had her responsibilities in Equestria, she chose to return home.
* Discussed increase in the volume of space that needs to be governed, lawmakers are far overtaxed and are pushed to unorthodox means of managing their bailiwicks — such as a hokey rancher-sheriff with a herd of genetically enhanced pigs.
* Discussed in "Diamond's Dazzling Diaper Day" when Diamond mentions having a nightmare that
* Discussed. In hindsight, of course, Depp was marketed as the star of the film.
* Discussed in Lunar society. In a closed environment with no nudity taboo, actual nudity is considered a sign of either stodginess or poverty, neither of which are particularly attractive.
* Discussed in "Nepenthe" when Rios suspects that Raffi is a Tal Shiar mole.
* Discussed in one episode where Jill's dad dies, and as the family prepares for the funeral Randy keeps cracking bad jokes. Tim talks with him and says he understands that the joking is a coping mechanism, and advises Randy to save the jokes for him because he won't be offended by them.
* Discussed in one strip. After a string of robberies, Sherman theorizes that the jellyfish is behind it, to which Hawthorne claims that he doesn't have the intelligence to pull it off. Sherman then suggests that perhaps his lack of intelligence is just a disguise. Hawthorne doesn't believe it.
* Discussed in 'Pickle Rick', when Rick finally winds up at the therapist's office and she plainly tells him that the key to actual self-improvement and fixing his issues is, quite plainly, work — work that he'd find too tedious and boring to actually commit to, but would honestly be the best way forward. She ends her session by remarking that Rick is simply someone who'd rather get himself killed than be bored.
* discussed in reference to the Breen, comparing it favorably to the Klingon approach which the Lethean gun-for-hire protagonist Brokosh has a very dim view of.
* Discussed in regards to his anxiety over body-length mirrors in the gym. He imagines that these types of people would be the only ones who would enjoy watching themselves work out:
* Discussed in regards to Luke. Much is made over the fact that he's able to walk away without a scratch from things that would kill a normal person. Claire mentions when she first meets him that when Jessica shot him point-blank in the head with a shotgun to break Kilgrave's control over him, that should've turned his brain into mush, but didn't because of Luke's durable skin. Furthermore, he recovered from that within a span of hours, not days like most people would. His quick recovery is thanks to the fact that the experiment that Luke was subject to in Seagate was meant to accelerate his healing, but due to Rackham's last-minute sabotage, ended up giving Luke his durable skin.
* Discussed in relation to Chiss names and the difficulty humans have pronouncing the full versions and why they prefer humans just not try. “Pronounced improperly, [Thelea’s] name can inadvertently sound like our language’s word for a small tunneling rodent that lives in the high snow pack on our world.”
* Discussed in religiosity rather than decreasing. Their religion teaches that other species are soulless abominations lacking in true intelligence and sentience, more akin to animals than people, going so far as to use captive humans as sacrifices. Later they explain that species have been observed as having two

reactions to finding other life and going into space. One is becoming humble, and no longer thinking they were the center of the universe. The other is doubling down, becoming very xenophobic. Obviously the Krill did that. Ed mentions before they were more peaceful, and it's possible also had a more passive interpretation of their religion.
* Discussed in SBEmail 206, when Strong Bad is listing various ways that the Internet has dumbed down April Fool's Day.
* Discussed in "So Long, Goodbye" by 10 Years. The singer feels he and his love are too different to be together, but he wishes they could be together in another life.
* Discussed in "Stardust City Rag" when Seven of Nine asks Picard if he got his humanity back after being liberated from the Borg.
* Discussed in superhero comics. Bill points out that, whereas most heroes have to put on the costume to become their alter egos, since Superman was born as the alien Kal-L, his alter ego is in fact Clark Kent. Bill theorizes that Clark Kent is Superman's critique of humanity, comparing him to the Bride trying to blend, in when she was really born to be a killer.
* Discussed in the aftermath of Darlene and David's wedding. Not because of Dan's heart attack or her pregnancy, but due to one of Mark's stoner friends who was hired to film the wedding being so high that they passed out, dropping the camera in one of the dips where it remained filming for the rest of the ceremony.
* Discussed in the book where Afra rejects this accusation by saying that he and Rowan were never meant for each other.
* Discussed in the episode "Black-Eyed Please" where Ned Flanders wants to pray for Homer Simpson in the hospital but Homer wants Ned to pray to
* Discussed. In the episode "Schooltown Follies", Beatrice accuses Wirt of being this. Annoyed, Wirt purposefully obeys everything Miss Langtree and Greg say just to slow down their progress to Adelaide's and spite Beatrice.
* Discussed in the episode with the astronaut. While explaining his job to a class of kids, Monk says that the police can make numerous mistakes and still catch the criminal. The only way for a criminal to get away with a crime is for them to not make a single mistake. Because no human being is perfect, the odds are heavily in favor of the police.
* Discussed in the finale episode, where many of Jane's childhood telenovelas ended with a wedding.
* Discussed in the Fishman Island arc, during a flashback: Vander Decken is talking about marrying Princess Shirahoshi for her latent powers, who was still 6 at the time. His subordinate then tells him about a national treasure, a kind of drug that can age up whoever consumes it, and it might solve the age problem. The problem is, as said subordinate points out, the treasure is tightly guarded by the royal palace and the only legal way to obtain it is... marrying the royalty (the princess, in this case). In the end, though, Decken just decides to
* Discussed in "The Old and the Restless", where Albert wants to go swimming in his retirement home's pool, then when his grandson Lincoln offers him his trunks, he says he won't need them.
* Discussed in "The One with The Lesbian Wedding." Rachel's mom asks her "what's new in sex?" and Rachel snaps, calling her out for being so casual about her upcoming divorce, and she responds that she thought she felt unhappy in her marriage for a long time, but became sure she wanted to end it when
* Discussed in the Otomate Party 2013 event, after the sequel game announcement, where Sousou, Chouryou and Chouun promise the heroine that even if their relationship resets, they'll find a way to be together again and Kakouen
* discussed in the pilot episode. The troopers joke about how they should sue their recruiter.
* Discussed in the radio and stage version of the "Are We The Baddies?" sketch in
''
* Discussed in "The Routine", where Richard’s chores list has only one item. When Gumball asks about it, Nicole replies that
* Discussed in the same movie as a sentiment expressed in the past by Nick Fury,

which was
* Discussed in the The New Testament, when Jesus, in the Sermon of the Mount, rejects the practice of revenge in favor of
* Discussed in Tom Lehrer's song "Lobachevsky," in which the protagonist has written a book in a highly-specialized field of geometry.
* Discussed in UK Season 2 when the queens had to pay tribute to a British queer icon on the runway. The two black queens of the season, Asttina Mandella and Tayce, both planned on dressing as supermodel Naomi Campbell. When they realized this, they admitted there weren't many black queer icons in the UK to choose from, so they both gave each other their blessing to do Naomi (Tayce later admitted in retrospect that
* Discussed in-universe in the manga adaptation where Tadashi was sucked into a portal during a failed attempt to bring Abigail back. It's theorised that he could still be alive in another dimension.
* Discussed in-universe. There is a conflict between General Ironwood and the Beacon staff because Ironwood believes in closely associating authority with the amount of ass-kicking that authority is capable of. It's why he insists on bringing an army to Vale for the Vytal Tournament. By contrast, Ozpin, Qrow, and Glynda fear such displays will backfire rather than be helpful. The lesson the Beacon teachers seem to teach their students is that authority requires leadership ability rather than combat skill, something that Ozpin makes a point of telling Ruby to make her take responsibility for her position as team leader; this is a lesson that Ruby then passes on to Jaune, for the same reason.
* Discussed in Whitney Cummings' standup. She says she has very little sympathy for men who complain about gold diggers, since, she points out, the problem can very easily be avoided by dating women who are old and successful enough to have their
* Discussed is heading skyward, which Mal rebuffs with, the Mule couldn't fly with the extra weight, none of his crew are expendable, and they plain couldn't afford to dump the cargo either.
* Discussed. It is apparent to characters that General Ironwood's militancy, paranoia, and domineering, uncooperative and controlling nature are easily exploited by the villains. Tyrian comments that Salem's plans depend on Ironwood maintaining a mistrustful attitude, while Cinder observes that Ironwood's extremism makes him predictable.
* discussed. It's not perfect, however, and Tails feels the weight of everything he's carrying, and his hammerspace can implode if he loses all his Chaos power. Carth Onasi eventually dubs it "tailspace".
* Discussed. Jacques's obsession with winning makes him a perfect dupe for Watts.
* discussed". Joe Britt accuses his wife Phyllis and the TV repairman of plotting to drive him crazy after his recently fixed TV shows him incriminating scenes from his life.
* Discussed, just after a wargame in which ex-General Karl Tagon called down an artillery strike on his own squad of hand-painted duck-lobber gnomes in order to ensure victory.
* Discussed just before interviewing the last person to see the victim alive:
* Discussed, lampshaded, mocked (they even mention Notting Hill) and finally heartbreakingly subverted in
* Discussed later: in the lead up to their third fight, Necromancer admits to Hekate that he normally does that for the intimidation factor, since most non-magical opponents would be frozen with fear just by the name of his spells. He goes on to say that the next time he fought Fey — who was considerably more powerful than he was, but much less experienced (sort of) — he would have to keep that habit in check.
* Discussed later when she asks him if he still had the Navy uniform, he says no, but might have an old band uniform from high school. Rachel says to remember all the sex he
* Discussed magic, especially when transformed. An observer might see a Princess dodge out of the way of a blow and then throw a fireball back at her attacker, and

conclude that the dodge was "mundane" while the fireball was "magical". But in truth, both are equally "mundane" or equally "magical", in that both are equally natural expressions of the Princess's will and nature.
* Discussed. March 2018 was dedicated entirely to reviewing shows about cops with robot partners.
* Discussed Maria tells Valentine that she could literally feel her brain cells dying as she watched it, while Valentine tries to defend its merits and those of Jo-Ann as an actress, arguing that Maria probably would've loved the film if it'd been set in a factory or on a farm — which Maria happily admits to, saying that she can't take a film set on a spaceship seriously and frequently bursting into laughter as Valentine lists off numerous fantastical plot elements in the course of defending the film.
* Discussed. Matthew talks about that one friend who's a total downer and nobody likes, but who the group feels like they have to invite because they're part of the group. Matthew then says that people should just not invite that person anymore.
* Discussed. Matt mentions iTunes as a third option to Blockbuster and Netflix.
* Discussed—when Kensi's cell phone rings and sounds like a red alert siren, Deeks asks if they now have to man their battle stations.
* Discussed; near the end of the film (which, due to the reverse chronology, happens before the other main events,) Alex's boyfriend playfully says that he "stole" her from a friend of his (with whom they both remain on good terms nonetheless) to which she says that he can't "steal" her because it's always the woman's choice and "(she is) not an object". This comes after the audience has watched her being used as exactly that and having her choice violated in the most brutal way possible during the film's notorious eight-minute rape scene.
* Discussed nerves, especially Stabler's) makes a paperwork error that lets a killer go free:
* Discussed") not only runs counter to Federation values but is actually unconstitutional under the Articles of Federation. However, the humans are terrified of Augments thanks to the Eugenics Wars, and because they have so much political mojo in the Federation, nobody's had the balls to mount a legal challenge and get it struck down.
* Discussed of course. And, of course, plenty of buzzers went off on the mention of the word 'bannister'. Apparently, the correct term is 'balustrade' for the top part, and 'baluster' for the uprights.
* Discussed of this trope... And she'll only grope Marinette when she's comfortable with it, and without excuses.
* Discussed: One (elderly male) scholar's writings attribute a girl's supernatural experience to her first period, which he calls "a highly dangerous time in the spiritual life of women". The women who read this excerpt think he's just projecting his own fear of menstruation on the rest of the world.
* Discussed. One member of the council in Rivendell suggests chucking the Ring into the ocean (it'd be easier than taking it to Mount Doom). Elrond rules it out immediately because A) he apparently knows about plate tectonics (the line goes something like "the ocean may eventually become dry land") and B) it doesn't solve the problem of Sauron coming back.
* discussed, on the other hand, is praised for averting this trope, as the Nazi imagery in the film has the piss firmly taken out of it, and the only actual Nazi character is portrayed as a pathetic buffoon.
* Discussed. Penny accepts, explaining afterward to her friends that Meg is practicing this trope, but that she plans to use it against Meg. At the party, Penny takes embarassing candid photos of her and shares them with her classmates, thereby ending Meg's reign as queen bee.
* Discussed people and does not downplay the trauma. This is demonstrated most clearly with Yuri, whose fascination with sensation means she can be covered in scratches and not slowed down, though all four of them have demonstrated mild irritation at serious injury over the course of the fic.
* Discussed philosophy states that once a prophecy is made, it can be interpreted anyway you like. Eowyn interrupts their bickering and immediately kills Witch King.

* Discussed plot lines"...but no, she just uses her nigh-omnipotence to give women easier childbirths and other nice things.
* Discussed points out the idiocy of making a bulletproof costume and then putting a hole in it right over your heart.
* Discussed "Professional Pirate," who notes that whether a pirate is considered a hero or villain depends on who tells the tale, offering the English and the Spanish's differing opinions on Sir Francis Drake.
* Discussed". Professor Kurt Meyers speculates that the motionless people that he, Captain James Webber and Peter Kirby encounter on the asteroid are frozen in time. However, he admits that he does not really believe it himself.
* Discussed, prompting Estelle to ask if that makes Rita the straight woman. Rita flatly says she's "not a member of [their] crazy comedy act".
* Discussed regarding the acts of vengeance between the legitimate and illegitimate descendants of Esteban Trueba.
* Discussed, right after Jagiello loses his grip on a ship's mast, narrowly avoids the deck, plunges into the sea, and is pulled out roaring with laughter: in a bit of metafictional humor, Jagiello jokingly says that the hero of the story never dies in such a unspectacular fashion, and that he considers himself to be the hero of his own story.
* Discussed, right down to the trope name. Bill argues that, thanks to the advancements in technology that allow work to be done anytime/anywhere, the boundaries between one's work life and one's personal life are eliminated, thereby making both unhealthy.
* discussed said children are superheroes and pretty good at defending themselves.
* Discussed say "Pardon me?" and replies "You are officially pardoned!"
* Discussed says she's actually bluffing, though: she actually doesn't know if she's bulletproof and isn't interested in finding out.
* Discussed series by youtuber Potential History. In both videos, he lays out the basics of why it would be realistically impossible for Nazi Germany to come out of the war as the victor due to not having enough resources when they started it, and having too many enemies/fronts to fight on after their initial successes slowed. A quote at the end of part 2 (which was made in response to people's claims about his first video) sums up the issue very well:
* Discussed series. David is very much a frontline general, though he also is heavily involved in the behind the lines planning and logistics. When April, afraid of an upcoming battle with the Hetwans, asks why they can't stay back in the rear echelon, David explains that it's one of the "advancements in warfare" that she had previously been droll about.
* discussed several times (2001). Flavius Aetius presents the young Attila's chief with one of his men who has been tortured as a pretext for taking on a rival tribe. Attila accuses Flavius of having inflicted the torture marks himself as they've been done post-mortem. Later after the chief dies, Flavius warns Attila that he needs a pretext before returning home to take on a rival, so Attila accuses him of murdering the previous chief. After Attila creates the Hunnic Empire, he uses an earlier offer of marriage by the sister of the Roman Emperor (and half their empire as dowry) to invade their territory.
* Discussed she admits that yes, if this case goes to court then his big, powerful law firm will probably win...but her case is strong enough that it will be a long, difficult trial, and them having such trouble against her will make them look stupid. After a moment of thought he agrees to a settlement.
* Discussed show. However after his attempt to break into film petered out he found that getting a lead role on a new TV show was nearly impossible. As Marvin points out early in the movie, most networks are only willing to hire Dalton as a one-off villain so their show's new rising star can get the rep boost of beating Dalton.
* Discussed) Sinclair and Garibaldi are the last ones off the station.
* Discussed so chose the path he was more comfortable: facing down the divine rage of Ishtar's father.
* Discussed's offense hurt less and declaring sober Punk would never be able to defeat Joe.

* Discussed. Some of the names of alien animals and plants are... strange.
* Discussed: some take their well-trodden path and run it with charm and enthusiasm. Others just cover the same ground over again because it's expected of them.
* Discussed, so she snorts a line of coke in a back room as he walks in. The two of them commiserate over how counterproductive the department's drug policy is, with O'Reilly mentioning that back in Harlem she worked a club where they wouldn't let you in the back room unless you'd used a little.
* Discussed (specifically the Natalee Holloway case) when McNulty and Freamon suggest that the lack of support from their bosses in solving more than twenty murders is due to the victims being poor and black, leading to the episode's epigraph — "This ain't Aruba, bitch."
* Discussed's stubbornness and tenuous grasp on logic, who declares that he would never "allow" his parents to not conceive him, and would somehow have an entire different family, if that's what it took to be born.
* Discussed. Steve is talking to his agent Marty about Marty not getting him any stage work (instead of all the commercials he's doing).
* Discussed story "Jeeves Takes Charge", in which Bertie wonders how those murderer chappies get about it (fortunately all he has to dispose of is a book).
* Discussed strip, which has Calvin ask his dad whether this ever happens. When he says no, Calvin bursts a blown-up paper bag around the corner, asking whether he was fooled.
* Discussed's villain wasn't a young Ursula, but a new character with the same backstory and a similar appearance.
* discussed talking in front the class, the narration notes that most adults would suggest to her that on report day, she imagine her classmates sitting in their underwear, but Missy knew that wouldn't make a bit of difference. She instead has Melody practice with her and continue practicing repeatedly with her parents until she can walk into the classroom with confidence.
* Discussed than in tactics that do the most damage with the fewest deaths.
* Discussed that they pick Jane Siegel as a "Jackie" despite being no more chaste and proper than Joan who is a "Marilyn" or rather "Well Marilyn's really a Joan, not the other way around". Later Jane marries Roger Sterling (a former flame of Joan's) after leaving his wife of 20 years and he cheats on her with Joan, resulting in a son, before divorcing Jane.
* Discussed that transmit solar energy to Earth and the Solar System's other inhabited bodies.
* Discussed, there's never a side of green pieces that suddenly appears mid-match and attacks both sides (referring by implication to the zerg and protoss attacking in the middle of his guerrilla war with the Confederacy).
* Discussed. The Shen Gong Wu scroll says that it "is only to be used as an absolute last resort."
* Discussed The survivors then boil down their conclusions to three rules about extraterrestrial civilizations.
* Discussed. The Tripods are capable of interplanetary travel but still use plain old white light to scan areas rather than infrared or radar. One character points out that technological progression is not the same between cultures and points to the Mayans, who had an advanced road system but no wheels.
* Discussed. They feel that the fact that Earth has only one sentient race (Malacandra has three) must profoundly narrow our perception of the universe.
* Discussed). This ends with her comparing herself to Tinker Bell and making everyone clap for her.
* Discussed. This is what Elizabeth thinks a manhole is intended to be.
* Discussed to make important decisions without seeking input or permission from senior leadership who may not be immediately present or available.
* Discussed to open new accounts with what they call the "executive account," which emphasizes features to ensure privacy against snooping wives (like sending statements to a man's office, rather than his home).
* Discussed. To paraphrase, if someone's willing to kill a cop, would they hesitate

to kill a civilian?
* Discussed Trope actually says that for a couple to succeed in the long term, they must have opposite temperaments alongside with similar lifestyles and independent realization. The protagonist and his fiancee agree on this being the case for them.
* Discussed Trope, after Mom slaps her sons around and plots world domination. "Someday I want to marry a girl like her."
* Discussed Trope and having a completely different personality, Dale wasn't even in town when Joseph would've been conceived. Dale convinces himself that his wife was impregnated by aliens because he was too close to learning the truth about UFO sightings.
* Discussed Trope, and that she shouldn't assume he doesn't appreciate or care for her just because he doesn't show it.
* Discussed Trope, and the panelists question whether it was wise to change this policy at a time of total war when Britain was in serious need of badassitude.
* Discussed Trope aren't even that strong, especially compared to Hilda's screen-filling blades of raw darkness. Linne just has thousands of years of experience and technique, and her swordplay is incredibly dangerous as a result.
* Discussed Trope, as Elsa and Honeymaren recall the lyrics to "All Is Found", a Northuldran lullaby that Queen Iduna once sang to Elsa and Anna:
* Discussed Trope, because once an asset is recognized as reusable, it becomes "trash", much the same way food becomes trash when you put it in the sink.
* Discussed Trope; being someone who was raised as a Christian, became an atheist in college, and then regained faith, he believes the attitude to be a form of "chronological snobbery", and the idea that the ancients discovered some profound truths and we would be wise to learn from them is a recurring theme in many of his other works.
* Discussed Trope. Chandler is worried that his actress girlfriend Kathy is cheating on him with her co-star after seeing their steamy sex scene, but Joey assures him that actors that are actually together have no chemistry with their co-star.
* Discussed Trope. Claire's love interest Klare is on his way to the airport en route to Finland while Fleabag and Claire are attending their father's wedding. They discuss how creepy and/or clichéd it would or wouldn't be to do this, but ultimately Fleabag convinces Claire to do it anyway.
* Discussed Trope dialogue and has to be repeatedly told that the viewers aren't as dumb as he is.
* Discussed Trope enough to contemplate and make said decision is proof the androids can avoid past mistakes.
* Discussed Trope. Harry works at an ad agency. He says he doesn't get an ad. Ellsmere suggests it's because Harry doesn't have any brains. Harry's boss leaves no doubt this trope is in effect.
* discussed trope "I cannot describe Zombie Head on a Stick any clearer than her name does."
* Discussed Trope in book 12, as Snicket explains the difference between the dénouement and ending of a story, in traditional Snicket style.
* Discussed Trope: in the episode "Make Love, Not Warcraft", Cartman directly asks Clyde if he would go back in time and kill Hitler given the chance, then adds that he himself wouldn't because he thinks Hitler was awesome.
* Discussed Trope "Isekai" episode, when he discusses harems. He breaks character in shock when he reads that this is a popular trope in his script, and then lampshades the creepiness of the protagonist supporting slavery instead of heroically ending it.
* Discussed Trope) Life on Earth was begun by spores traveling through the universe is the next theory advanced after spontaneous generation of life is discarded. It, in turn, is also discarded, because of the complications required for such microscopic life to both survive the trip to a second planet in a new solar system and the fact that it merely displaces "how does life originate?" to a different planet.
* Discussed Trope novel. Dessel (the future Darth Bane) gets attacked by a fellow

miner, and they get into a fistfight. Then the other man attempts to gouge Dessel's eye out... at which point Dessel bites the man's finger off. As Dessel himself notes while the man lay there screaming in pain: you should never escalate a fight unless you're willing to pay the price of losing.
* Discussed Trope, on how ancient Indian philosophers got in touch with the universe:
* Discussed Trope). Silas the itinerant laborer has come back to the farm of Mary and Warren after some time away. Warren isn't thrilled about this, as Silas once went off and left him in the lurch with work to be done, but Mary recognizes that Silas is terribly ill and has really come to the farm to die. Silas has a well-to-do brother, but, as Mary and Warren come to realize, apparently their farm felt more like home to Silas than his estranged brother's house.
* Discussed Trope situation, or simply shoving you off a roof and then deciding not to reach down and grab you.)
* Discussed Trope so that he won't have the option of returning to Dunder-Mifflin if his show business hopes don't work out.
* Discussed Trope. The Doctor mentions taking Clara out to dinner in Berlin in 1938, and that they didn't kill Hitler while they were there, to prove a point that certain points in history are just too monumental for him to dare interfere in them.
* Discussed Trope The Mad King, Aerys Targaryen, had a fetish for burning people to death. His guard Jaime Lannister noted that it was only after doing so that he would visit his wife's chambers. And to add to it, he was so violent in bed with her that Jaime wondered if he was obligated to intervene.
* Discussed Trope. The protagonist finds himself being shunned by the Free Trader crew of the spaceship, and an anthropologist explains that they don't regard either of them as 'people'.
* Discussed Trope, they just weren't expecting a random kid to show up in the middle of the desert.
* Discussed Trope to turn back. Harry specifically mentions that most "bad guys" never want to be bad guys, and often don't even realize that they are.
* Discussed Trope Up Beyond All Recognition) and an initialism (FBI - Federal Bureau of Investigation). Specifically, acronyms can be pronounced and initialisms can not. Penn caps this off by attempting to phonetically pronounce 'FBI'.
* Discussed Trope when King Robert fears the Dothraki might invade under the command of Prince Viserys. Although they lack the knowledge and equipment for siege warfare, Robert points out that if they hide in their castles while the Dothraki lay waste to the country, the smallfolk will view them as cowardly and hail Viserys as king instead.
* Discussed Trope, when Lady Olenna Tyrell is less than impressed by the embroidery of one of her relatives:
* Discussed Trope. When Roy and Belkar are enlisted as gladiators, the warden states that the act of defending a weaker prisoner from stronger ones will create a friendship with strong homosexual overtones that will not be fully explored.
* Discussed Trope, when Sam Anderson explains to the title character why it's convenient for all concerned to turn a blind eye to such activities.
* Discussed Trope when Sam says there may be human hearts behind the Häagen-Dazs.
* Discussed Trope when some explanation is called for on what the titular inceptions entail.
* Discussed Trope when the aliens return the abductees, some of whom have been gone for decades, but don't look any older.
* Discussed Trope, where Annie refuses to accept the first draft of Paul's new Misery novel because it contradicts known facts — and as his "#1 fan" she knows the books better than he does.
* Discussed Trope, where characters express concern by a plan becoming too complicated, such as any operation requiring two forces in different star systems operating in concert (problematic due to the lack of effective faster-than-light communication)

* Discussed Trope" will help them understand how strongly the characters longed to talk to the ghosts of Mercury.
* Discussed Upon learning that the Northern Water Tribe won't be hospitable to the idea of their family having adopted Zuko, Sokka instead invents that he's their biological half-brother, conceived when their mom was raped by a Fire Nation soldier. This actually succeeds in making the Northerners more sympathetic to Zuko, but also thoroughly annoys him.
* discussed Veteran's Day special. While recounting his experiences during The Vietnam War, Gerald's father explains how the war was very unpopular with the American public and several draftees fled to Canada to avoid serving. While he considered doing it himself, he ultimately decided it was his duty as an American citizen to serve whether he agreed with the war or not.
* Discussed videos nearly as much as the old ones for this very reason.
* Discussed". Vulcans usually do arranged marriages but T'Var's parents thought it more logical to let her seek her own mate.
* Discussed was powerful enough to vaporize anyone who tried to break through it.
* Discussed. What makes this an especially bad one, is that a previous episode included a much more elegantly done series of events, to set up the joke that Homer is the Hulk. Complete with Stan Lee.
* Discussed. When acting as fleet commander for the Romulan rebellion at Augo, Jim Kirk notes with some amusement that, of course, anything and everything he does here today will be endlessly analyzed and armchair-quarterbacked for probably centuries to come.
* Discussed when Alice asks if mustard is a mineral, the Duchess says that it is and that there's a mustard mine nearby. Upon hearing this, Alice realises that it actually isn't a mineral and tries to correct the Duchess but she won't listen.
* Discussed when Apollo wonders whether the events of the story are actually happening, whether Klavier is actually real and if he is dreaming the whole thing to comfort himself. Klavier is all too quick to reassure him.
* discussed, when a soldier fancifully suggests doing this with the Martian tripods.
* Discussed, when a TV show Tohru watches claims this is thing that girls want their lovers to do the most.
* Discussed when Benjen Stark says that nothing in a sentence matters before the word "but".
* Discussed when Emily is quick to understand the good intentions of "Buy One, Give One" companies, in which Adam appropriately points out the flaws. She also demonstrates how she's a typical victim of "poverty porn" as she describes to Adam how she picture that would-be less-fortunate African and her visual interpretation is so stereotypical yet crass and offensive that she stops in the middle of it, realizing its "condescending" implications.
* Discussed when Emily mentions her imaginary plans for her daughter Lorelai's wedding because she knows Lorelai won't ever let her plan her wedding. It was going to be a Russian royal winter theme, with snow-white roses, trees decorated with white lights and candles, with snow everywhere. Lorelai would arrive in a silver sleigh pulled by white horses. Given how much Lorelai loves winter and first snow, Emily absolutely
* Discussed when Flurry Heart claims that she wants to wear diapers forever.
* Discussed when Greg points out that he still hasn't figured out how to film the climax of the movie, which would feature a battle against a giant worm. Sadly, they never get around to attempting this scene at all.
* Discussed when it's mentioned the Howlers had functional spaceships before humanity left the trees. The idea that they're therefore unbeatable is shot down since there are some areas in which they're far behind.
* Discussed when Karl Jobst points out that the timer is inaccurate. While he thinks the most likely explanation is that Badabun just used it incorrectly due to incompetence, he also proposes the explanation that they intentionally made the final time too long because it would be too obvious that Tavo's "run" was fake if they had used the true time, which is faster than the world record.

* Discussed when Leslie asks Ann to help her on a date and she thinks that Ann is going to suggest this, but remarks that it would never work.
* Discussed, when Melania is reflecting upon her marriage; she says that it's better for a beautiful woman to have an ugly husband. Because the woman is beautiful, the man would do a lot more for her and be easier to control due to the beauty disparity. Unfortunately for her, since her husband is beautiful, he doesn't give her a thing.
* Discussed when Miles and Co. are attempting to smuggle weapons to the Felicians past a blockade by the Oseran mercenaries. After Miles winds up capturing Captain Auson's own ship, Auson figures that Miles had to be smuggling something, particularly with the way that Miles was acting so cowed and meek in order to avoid suspicion. He wonders if Miles is smuggling the ship itself, then wonders who could possibly want such an old, outmoded transport.
* Discussed. When Moses' fellow Egyptians ask why he will not let a Hebrew woman die during the construction of a temple, he states that "blood makes poor mortar" and frees her.
* Discussed when Rollo asks Roberta why she's dating Federline instead of a black guy.
* Discussed. When Sakura mentions that she has good chakra control and skill to compensate for her lack of power, Kuushou points out that there comes a point where all the skill in the world can't compensate for a significant gap in power. However he does agree with her that it's far better to have both skill and power than one or the other.
* Discussed, when talking about how much he enjoyed being a father to his three little boys, then explaining that he has his "main son" and his "other sons".
* Discussed when the Avengers reflect that they can be fairly sure they're not in their own galaxy any more as they would have probably seen the various ships flying around at some point if that was the case.
* Discussed when the crew visit the aptly-named planet Hedonia. Rewind mentions that every outwardly pleasant civilization must have a less pleasant side, which he then sets out to find. As it turns out, Hedonia's actually pretty tame compared to the other examples he lists off— though they are some of the galaxy's foremost suppliers of high-end weaponry.
* Discussed when the guys field a question about how old a child should be before receiving the talk.
* Discussed when they talk to a couple who met when the man was studying to be a priest. Dharma casually mentions that he could have seen her as a temptation to draw him away from his calling. Apparently, this had never occurred to him, and sends him running back to the seminary.
* Discussed when Toddy is trying to convince Victoria that, yes, she can convincingly pretend to be a man:
* discussed, when Vimes claims to be addicted to policing, and says that while he goes to meetings for his drinking problem, there's nowhere for people to say things like "My name is Sam, and I'm a suspicious bastard."
* Discussed when Zack asks Sephiroth and Cloud a question. Since they can track each other and feel what the other is feeling with their S-Cells, would they share sensory input if they had sex with each other?
* Discussed, where answering service girl Ella tries to explain to a policeman that "my job is to get messages to people on time" and imagines herself at "Veronaphone" passing Juliet's message on to Romeo.
* Discussed, where Elscol tells Iella that if the civilians don't side with her insurgency, they're tacitly on the Empire's side and she'll target them as well. Iella is appalled by this and makes it clear she won't go along with that.
* Discussed, where he told his attendant that first-rate commanders are commanders who at least knows when to retreat, although he himself never needed to retreat, since he always enters the battlefield with overwhelming advantages (except in one occasion).
* Discussed where his dad, Frank, is against Greg's love for video games and tries to dismantle his video game system. Greg says the reason his dad had to give up is

because video game consoles are designed to be "parent-proof". However, Frank is middle-aged, not elderly.
* Discussed, where it's called "the kiss of death". Described both in its literal sense with directions ("The huge blue poodle, you can't miss it...") and in a metaphorical sense for questions like "How do you know you're in love?" "Oh, you'll know..."
* Discussed, where Ryouko suggests nuking Sweden or Asia in order to kill enough people to start the Apocalypse.
* Discussed), where she explores the relationship between love and the Catholic Church, questioning what sort of commitment her religious lover wants from her.
* Discussed where the main character tries to alter a recipe by making one giant cookie instead of a normal batch.
* Discussed, where there is a carved message from Joseph of Aramathea: "He who is valiant and pure of spirit may find the holy grail in the Castle of Aaauuuggghhh..."
* Discussed, which discusses how, more often than not, the transition of manga to anime often results in the creation of these to fill time, since it's simpler and cheaper to animate lengthy conversations between characters instead of action sequences.
* Discussed whose memories she now possessed. Still a bit too weird for her.
* Discussed who similarly refuses to worship Everworld's gods, but at one point argues with April, apparently seeing her beliefs as hypocritical.
* Discussed with eternal youth, since Marcellus has already taken the potion for eternal life already and Septimus saw him a withered old man 500 years later in Septimus's own time.
* Discussed with Iceburg, the mayor of the island city-state Water 7. Thinking of the increasingly intense "Aqua Laguna" storms that periodically ravage the island, he considers turning Water 7 into a huge mobile island vessel.
* Discussed, with regard to Link's assassins. As an elite, they are highly trained but frequently have little actual experience. "As Praetorian Guards have done throughout history, they had slipped from being killers to murderers."
* Discussed with Yuutaro, the second student of the revived Kamiya Kasshin School, who ends up in the way of one of Raijuta's air-slicing attacks that severs the tendons in his sword-arm. While Kaoru and Yahiko mourn the loss of their promising junior, Yuutaro himself declares that if he can't use his right hand anymore, he'll use his left instead...and his rich dad is willing to send him to doctors in Germany to try and repair his right arm anyway. A brief glance at the dojo's wall in the
* discusses, an American spelunker whose death after becoming trapped in a narrow passage of Mammoth Cave became a media sensation in 1925, igniting a public fervor for macabre caving stories.
* discusses, specifically with the "you are a pirate" song, stating that a lot fewer people would be interested in the program if it weren't for that song.
* discusses the plot with a policeman during the song, without ever realizing that it is a policeman!
* discusses: What's the difference between Javascript and Java? One is essentially a toy, designed for writing small pieces of code, and traditionally used and abused by inexperienced programmers. The other is a scripting language for web browsers.
* discusses while trying to prevent the initial bad guys from blowing up their client.
* discussing, he describes Doomsday's storyline thusly: "Doomsday wears green bike shorts and punches Superman until they both die."
* discussing the 2008 Nerdfighter website, John finds another word he considers inherently funny — "ning", related to their new site building. It's as good as bling but you don't have to spend money on jewels!
* discussion. After clashing and being talked down to one too many times, Bill strikes out and submits one of his stories to a short fiction magazine, and turns into a hit. After showing this evidence to the instructor, the professor's bruised pride leads to a nasty falling out, and Bill drops out to become a successful

horror author.
* Discussion: All wiki articles have a Discussion page where threaded conversations may be conducted, usually about the content and presentation of the article. It's like a mini-forum attached to each article. Compare with Wikimedia "talk" pages.
* Discussions on the merits of religion in general, and Christianity in particular, often involve a fair amount of
* Discussion with Jas herself reveals that the Elder Gods think of mortals and current gods alike as vermin on their food source, the world of Gielinor. Jas has requested proof of purpose from the acting World Guardian (the player) as representative of all mortals, else she and her siblings will exterminate said vermin and consume Gielinor to continue their own life cycle. They are not abusive, because we are not worthy of their malice... nor their thoughts
* discuss usually coming to the conclusion that they're doomed to be alone forever. Given the lousy luck they both had with romance throughout both series, it seems they were right.
* Discworld, a 16-year old assassin-in-training Havelock Vetinari sneaks up on and knocks out an inebriated older assassin boy (the later-day Lord Downey) and paints tiger stripes on Downey's face. Downey had previously made fun of Vetinari for reading a book about animals using colors and patterns for camouflage and how to make oneself invisible by hiding in plain sight. The lesson was entirely lost on Downey.
* Discworld about Lord V dyeing his hair was apparently a friendly dig at Briggs, and the official diaries list his birthday as Patrician Day.)
* Discworld about the founding of Ankh-Morpork that tells how a wise man foretold a Great Flood, gathered his family and hundreds of animals into a big ship, and rode it out. After a few weeks' sailing, the accumulated wastes from all the animals were filling up the vessel, so they tipped all the manure over the side, and built a city on the resulting dung-island.
* Discworld, a broken Dis-organizer begins repeating "A lie can run round the world before the truth has got its boots on." It eventually cuts out more and more of the phrase, finally going silent after "truth has got its boots on."
* Discworld. According to the protagonist, they're useless, since all they do is trample on their own troops when they inevitably panic. The military responded to this setback by breeding bigger elephants.
* Discworld, a conversation between Captain Carrot and Jabbar, wise man of the D'regs, while surrounded by Klatchian soldiers:
* Discworld a couple times, usually on principle after refusing to obey a command he feels is repugnant. At no point does it occur to him that this is any reason to stop wearing battered Watch-issue chainmail, breastplate, and helmet. (It also doesn't occur to him that there's any reason to stop investigating crimes and arresting people.)
* Discworld a Death that will care for them, rather than a simple blind force.
* Discworld. A fantasy world where a bright inventor discovers what steampower can be harnessed to. Of course there has to be a traintop battle. The narrative dictates it.
* Discworld, after finding out that Sybil is in danger, Vimes picks up the Librarian and shakes him — asking him where they took her. The Librarian helpfully points him in the right direction, while quietly musing about the strong emotions it would take for a man to pick up and shake a 300-lb orangutan without even realizing.
* Discworld; after obtaining an important item hidden in a deep cave, the camera immediately cuts to a giant boulder rolling down a long tunnel heading toward Rincewind. He proceeds to escape the cave, with the camera occasionally cutting back to the same shot to emphasize the chase... and when he finally gets out of the cave, a tiny marble-sized rock rolls to a stop along the floor. Guess it wasn't much of an escape. Obviously, someone had Bloody Stupid Johnson design the deathtrap.
* Discworld, after the title character refuses to collect the soul of a princess who should have died, the universe attempts to carry on as if she had died, causing

much confusion as the citizen begin mourning the loss of someone though they don't know who or why. Said princess has to constantly remind people in the same room that she's present.
* Discworld, against still images from previous episodes. Mustrum brushes it off by saying "I've never been able to get interested in that stuff, myself."
* Discworld against weres. Just to be sure, silver nitrate grenades are also deployed.
* Discworld, Agnes' more vicious personality Perdita makes a nasty comment about Granny Weatherwax and gets slapped by Nanny Ogg for it... or rather, Agnes gets slapped for it since they share a body.
* Discworld, a Lady Assassin with vengeance on her mind and anger to burn off is pretty much the scariest. Other denizens of the night notice this and give her a wide berth and lots of personal space.
* Discworld, Albert carries his around with him while searching around in the world for the missing Death — a mistake, as he gets mugged and the hourglass shatters. Fortunately for Albert, Death manages to save thirty-eight seconds' worth of time and pour it into a bottle to prevent him from dying (again).
* Discworld a lizard evolve into a bird to save itself after falling off a cliff.
* Discworld; all of this makes it totally unclear if he's close to dying. Death keeps it on his desk as a curiosity.
* Discworld. All this completely deflates the mob because their once-hated target was now obviously and completely harmless. Vimes' decision not to fight saves everyone by persuading the mob to not destroy the station, and avoids the impression that the police are arming themselves against their own people.
* Discworld, allude to Nietzsche's "Übermensch" and mean something like "superior forest".
* Discworld, almost always involving the phrase "the government hushed it up":
* Discworld, a long-standing Masquerade exists amongst wizards, that insists they must remain chaste to maintain their power. This mistaken belief was deliberately disseminated after the Mage Wars, as keeping wizards celibate seemed like the surest way to prevent sorcerers from being conceived. This is actually true, but exaggerated; the effect is temporary at worst, and seems to be due to to difficulty concentrating more than anything.
* Discworld. Along with fire, it is one of the few weaknesses they have.
* Discworld a lot of standard fantasy creatures are extinct, though that's often synonymous with "trapped in a parallel dimension."
* Discworld. Also Adora Belle Dearheart who stamps on several men's feet with her stilettos several times, then wonders out loud whether or not she can push it through to the floor.
* Discworld also covers dogs' different perception of the world, in which scent is the primary sense. Werewolves, with a human frame of context for comparison, describe scents in their wolf form in synaesthetic terms, with sounds and colours.
* Discworld also has the Nac Mac Feegle, on a race-wide scale. It actually makes perfect logistical sense as there is only
* Discworld, although older than the usual examples of the trope. The resultant class dynamics lead to Vimes being seen as "a jumped-up copper to the nobs, and a nob to the rest".
* Discworld. Although two of those (thrown into the dungeon and poisoned) he saw coming and had plans to get out of, but let Vimes think he was rescuing him.
* Discworld: a mine run by super-conservative "deep down" dwarfs is primarily lit by vurms, bio-luminescent creatures that feed on carrion.
* Discworld: a mountain can thwart dozens of attempts by strong men to climb it, but once it's done little old ladies will take a stroll to the summit for tea, and then wander back afterwards to see where they'd left their glasses.
* Discworld, an added scene shows Death at the circus, where he's the only person in the audience laughing at the clowns (although whether this is because of the Discworld maxim that "if it was funny, clowns wouldn't be doing it," or simply the effect of his presence on everyone else is unclear).
* Discworld an Anthropomorphic Personification, born of the theory that 'belief

shapes form'; Death isn't a skeleton because of tradition, but because that's what people believe Death looks like.
* Discworld, and a comment by Vetinari that condemned criminals in one of the former regimes were "pulled apart by wild tortoises. It was not a quick death."
* Discworld and a fatalistic outlook on things due to existing everywhere at once including the end of time. Despite this, he's able to communicate quite a range of emotions.
* Discworld), and again with Quoth the Raven and the Death of Rats, who tend to constitute a Tag-Team Pet between the pair of them.
* Discworld, and a youngest who combines aspects of both in a deceptively mild package. The sons of both family lines can be almost as lethal, too.
* Discworld, and can't help but burst out laughing at the frenzy of guilt the Feegles work themselves into.
* Discworld, and getting her mother to accept the names, is a good insurance policy to ensure parental acceptance of the new status quo. Named animals, she reasons, will be harder to dispose of.
* Discworld. And if her opponent in a practice sword-bout is wearing a Parsifal Venturi face-mask... then a whole lot of agression comes out. All at once.
* Discworld} - and, in the new Drainholing contest, the Guild of Dunnykin Divers and Sewermen.
* Discworld and later finds out that he only has a photo of his thumb to show for it.
* Discworld, and later someone else repays the favor at just the right moment.
* Discworld and live outside of the Disc itself, only entering it periodically to raid. Dragons come in two different flavors: the dog-sized Swamp Dragons who would make excellent pets if not for the tendency to explode, and wondrous giant dragons who are not native to the Disc but can be summoned, and are terrifying monsters. Goblins and orcs are also introduced in later books.
* Discworld, and Mica the troll fought because a big troll with a whip told him to.
* Discworld and now His faithful try to convert the open-minded with strategically distributed pamphlets and early morning knocks at the door. Constable Visit (full name Visit-the-Infidel-with-Explanatory-Pamphlets) is one such recurring character (though he has been cautioned about the pamphlets).
* Discworld and reset by an Igor. Knowing the recoil will re-break her arm, she grits her teeth and concludes things with a powerful crossbow. Later, her irritated medical advisor, Matron Igorina, berates her for her bloody-minded stupidity and assures her, prior to resetting the arm
* Discworld) and "Robert's the avuncular figure in your life!" (or individual variants of it) are fairly common ways of expressing surprise or satisfaction in a deliberately over the top and camp way. Yes, the nights get long and boring in Britain.
* Discworld and subsequent Death books, is a highly determined and practically-minded young woman who has very strong opinions on everything.
* Discworld and the creation event that brought Roundworld (Earth) into being: as a male human Discworld wizard created our universe and our planet, it therefore follows on that human life evolves on Earth and the languages it speaks are those of the (human) world that called us into being. Far from their languages being mirrors of ours - our languages are copies of those of the discworld.
* Discworld, and then subsequently designs one himself, just to see if he could. Perhaps a little less naïve following his conversation with Colon and Nobby, he then destroys the plans.
* Discworld), and the Omnians are portrayed as odd in their insistence on a monotheistic belief system. It is often stated that several gods appear in more than one Pantheon — for example, many religions have different Thunder Gods, but they are actually all the same god, wearing different hats (he used to be separate gods, but apparently they merged as people started believing them to be the same god with a different name).
* Discworld. And they're pissed off not because people are violating their tombs, but because their tombs are actually the reason their souls can't pass on to the

next life in the first place. That, and returning to your body to find your organs had been removed would make anyone crabby.
* Discworld ("and this one's eyes are exactly like yours!"), until either their brains implode or they kill themselves to stop this.
* Discworld, and unlike her sister, actually recognize and enjoy being evil.
* Discworld and unspeakable to be condoned. Lord Downey, head Assassin, privately decides that he will meet with a little "accident". Add this impression to his childlike behavior and outlook on life, and he genuinely horrifies people.
* Discworld, Angua, a werewolf, mentions having bitten someone on the bum.
* Discworld, Angua (a werewolf) takes Cheery to an undead bar. One of the regulars is a normal old lady, who started going to the location when it was a normal pub and can't see well enough to realize it's full of undead now.
* Discworld, Angua's werewolf parents have trouble with the syllable "vet". This makes diplomacy with the Ankh-Morpork patrician Lord Vetinari very difficult.
* Discworld: Ankh-Morpork board game the Sam Vimes player wins if the game ends without anyone else fulfilling their victory condition (as a police officer, Vimes is trying to maintain the status quo).
* Discworld Ankh-Morpork City Watch took place after she left her previous workplace through the roof. Explosions at the Alchemists' Guild are hardly freakish; blowing up the entire Guild council, however, causes comment.
* Discworld Ankh-Morpork City Watch. Vimes with his practically legendary anger (has killed at least two werewolves with his bare hands, and can lift a 300 lb ape without realising it), and Carrot with his royal charisma, or his strength (can stick a sword through a stone pillar, and punch out a troll).
* Discworld, Ankh-Morpork's Guild of Assassins School now teaches courses like Applied Exothermic Alchemy, Deployment of Devices, and Bomb Disposal. (how to dispose a bomb so it does exactly what you want it to with regard to the selected target). Teaching staff are not above casually lobbing a Device at a group of students as a sort of practical test of quick hazard recognition, and quick reflexes.
* Discworld appears to have reached this level of 'enmity' with the crossword editor of The Times, whose mastery of obscure linguistics and terrible wordplay is advanced enough to give even him pause.
* Discworld, Apprentice Postman Stanley Howler is an obsessive pin collector, to the point (no pun intended) that all the other collectors in Ankh-Morpork think he's "a little weird about pins". After the main character invents postage stamps, Stanley takes up stamp collecting... with pretty much the same obsessiveness he had for pins.
* Discworld: Archchancellor Ridcully's uniquely-groomed beard with mustache.
* Discworld are adding a fun-fair to the grounds of Dontgonearthe Castle. As Nanny Ogg says, it depends who's having the fun...
* Discworld) are all too eager to cash in on, by shoving whatever random plants they find into bottles of shampoo and calling it a day.
* Discworld are explicitly described as lacking empathy. They would break the universe if they thought it would make a pretty noise.
* Discworld are more places where spells live than books they're written in.
* Discworld are taken to pieces, reconstructed, subverted, and lampshaded in dozens of different contexts, to the point that the books can arguably be looked at as a kind of massive, meta-analysis of their ideas.
* Discworld are theoretically immortal, but as they get older they get bigger and slower and tend to be more inclined to sit and think. They call this "getting philosophy". Eventually they just stop moving altogether, gradually "decomposing" or eroding into an oddly shaped heap of minerals with a tiny living spark in the center. Many of the Discworld's mountains are actually very old trolls. Shown to be true when a troll warns a character about his grandfather, who is one of the mountains and is very annoyed when some adventurers light a campfire in his mouth.
* Discworld. A Rodinian witch with a more mystical streak uses the nested Matryoshka dolls to explain how it works: each successive layer in the doll represents another witch in the chain and you can go as far back as you like. She

looks at Bekki and with each successive doll, speaks the name of a Witch. Bekki understands as she gets to the familiar name of Irena Politek, then opens the doll and brings out the whole and unbreakable smallest doll inside it. The witch names this as "Rebecka Yohannavitchnya". Then the seemingly solid Bekki-object seperates in two and this reveals an even smaller doll inside - but just a shape in silver light. The mystic then tells Bekki "Who knows, Firebird?" and ends the illusion.
* Discworld as a result of hanging out with humans, and some even start having interspecies relationships.
* Discworld. Ask humans to imagine an animal god and they'll come up with someone in a really bad mask."
* Discworld, asking himself if he will live to enjoy a long and well-deserved retirement. He also notes that Vetinari has advanced his deputy to the social rank of Dame — an intermediate step to her being ennobled as a Lady.
* Discworld: A solid 5 in most of Europe and on this wiki, Stage 2 everywhere else.
* Discworld, Assassin Johanna Smith-Rhodes leads a full and active life right up until the birth of oldest daughter Rebecka. She effectively retires from the active Profession at this point to lead a generally blameless life as a working mother, focusing on teaching, running the City Zoo and looking for worthwhile investment opportunities. But her three daughters provide more than enough headaches and she remains a key background character while other people are doing the front-line work.
* Discworld, Assassin Miss Alice Band and a small party recapture a castle simply by observing that a small hitherto unregarded postern gate is used by the garrison as a convenient means of sneaking out to the nearby pub. to make it easier to get in after closing time, they leave the postern gate unlocked. Alice takes advantage of this to get her assault team inside the castle. Meanwhile another assassin with a fondness for explosives has hitched a lift in on the pillion of a witch's broomstick; airlifted in, assassin, witch and a satchel of handgrenades do their work from the other end.
* Discworld, Assassins' School teacher Miss Alice Band has a relationship of this sort with her student Jocasta Wiggs. Although severely tempted, Alice controlled herself and only initiated the relationship when Jocasta had graduated and was therefore an adult and professional equal. Jocasta did signal her willingness when she was still a pupil, though. Which caused her teacher some angst.
* Discworld, as shown by the page quote, a spill of turpentine is mistaken for blood.
* Discworld assures him, with complete truth, that he will ensure the Minister has complete control over selection of his office furniture.
* Discworld, as the days and weeks go by in Pasadena, visiting Discworlder Johanna wonders about how to explain her eventual return to Ankh-Morpork, in winter, only several apparent minutes after she departed - with a sudden overnight Californian suntan.
* Discworld. As the only news reporters in one of the most newsworthy cities in the world, they keep very busy.
* Discworld, as this is essentially the fate of the boy sourcerer, Coin — he decides at the end of the novel that his powers are too great for the world, and builds himself a pocket dimension where he may peacefully live.
* Discworld astrology has a sign called Astoria's Flame: this is a large single red star. People born under Astoria's Flame are said to be naturally drawn towards Seamstressing and negotiable affection.
* Discworld at room temperatures, but when locked in a freezer for a while, almost came up with a unified field theory. They also count in either base four or binary because of that.
* Discworld), a useless family liability who likes big game hunting is dispatched to get him out of the way, in the hope the wildlife here will prove to be far bigger game than he can handle. As the wildlife in Aceria goes up to and including yeti-like creatures with rather big feet...
* Discworld averts this trope twice. Firstly, nobody is actively looking on Earth for eight missing people, as they have all been seen to perish in such a massive

bomb explosion it is presumed to have vaporised them. However, several million-to-one chances have coincided to flip them into a different plane of reality, which turns out to be the Discworld. And because of HEX the supercomputer, time on the Discworld flows parallel to time on Roundworld (Earth). Leading character Philip Holtack thus gets to be a guest at his own funeral.
* Discworld, a young stealth archaeologist called Alice Band is outclassed by a peril she has never before encountered - Nac Mac Feegle. Whilst holding her immobile, one imprudent Feegle discovers human women have breasts. And goes bouncy-castle until restrained by the Big Yin.
* Discworld bad thunderstorm. The contract to inhume an entire building appeals to her; at the time of writing she is yet to come up with a working plan.
* Discworld, Balthazar Smith-Rhodes serves a prison sentence in his native Howondaland for actively breaking quite a few of his country's laws. Unrepentant, he is then exiled to the faraway Central Continent, where he becomes adventurer "Howondaland Smith". (His family employ an Assassin-trained ninja attack lawyer to get him to drop the "Rhodes" bit from the name; he is permitted to remain a Smith as this is considered acceptably generic). The story covers part of his life as a con-man and eventual return home to Howondaland.
* Discworld banned any religion other than the state one (Omnianism and Nugganism, respectively). Borogravia's neighbour and arch-rival Zlobenia banned the Nugganatic religion, which was probably for the best.
* Discworld, because he knows that even if the Clacks did collapse, he would still be able to make a massive profit selling the business to someone else, regardless of whether it was a total shambles. In fact the Board of Directors approved the full amount; Gilt pocketed the rest. Pony is able to avoid the eventual fallout (and aid the city's case against Gilt and the Board) thanks to a scrupulously maintained paper trail.
* Discworld been introduced to Ankh-Morpork than the cynical locals hit upon insurance fraud via arson.
* Discworld be expelled, if enough parts of them can be found to do so.
* Discworld begins with a wizard escaping death by binding his soul to his staff, which he continues to haunt, exerting a baleful influence on the staff's next owner.
* Discworld begins with the story of Edward d'Earth, a young man with some ideas about improving Ankh-Morpork who resorts to criminality to achieve them. Very early on in the story, he acquires a mysterious artifact, at which point the narration states that he is essentially dead from that point on. It's only at the climax we learn whatever was left of Edward as a being was murdered partway through.
* Discworld begin to join the Ankh-Morpork City Watch. They're treated largely in-line with this trope until eventually they're just treated as coppers.
* Discworld be incomprehensible, but some characters perfectly understand what he's saying. As time passes, more and more characters develop this comprehension, generally depending on how long they've known the Librarian.
* Discworld being born). In later books, this is more or less dropped, as wizards become either more concerned with their next meal or the Disc equivalent of computer geeks who have trouble relating to any non-wizard regardless of gender.
* Discworld below)—that some scholar told Carelinus that every star out there might be another world, and he cried because he realized he couldn't conquer them all in one lifetime. That becomes Cohen's real grievance—that there's so much to do no one, no matter how dedicated, could get it all done in one life.
* Discworld book. He was more worried about reputational damage than legal repercussions; it would have been easy to prove that he didn't steal ideas, but mud sticks.
* Discworld books, a good Dwarf brawl is described as having "100 participants, and 150 alliances."
* Discworld books are satires of government, religion, and other things, often with the assistance of parody and pastiche. Typically Horatian.
* Discworld books covering the Ankh-Morpork City Watch are largely an exception. Several characters get promoted throughout the series, but they often don't want

to, and it doesn't change their jobs all that much:
* Discworld books feature an entire subseries revolving around a police force. While mostly a humorous and sympathetic depiction, particularly since they're usually the viewpoint characters, this does come up a bit:
* Discworld books features a tree at the edge of a scene that's covered in these, all apparently created by Nanny Ogg for her various lovers.
* Discworld books, iconographs are externally just like cameras, but they have little imps inside that paint the pictures. This means that the imp can paint a photorealistic picture in a split-second. They may not do any running, but that's very fast indeed.
* Discworld books. Miss Tick considers being able to breathe underwater through a hollow reed after being tied up and thrown into a pond an essential survival skill for witches traveling through places where they aren't welcome.
* Discworld books. Of course, in his Verse, stars are balls of flaming rock only a few feet across, so it wasn't a particularly-destructive example.
* Discworld books were small, fantasy parodies. Now, the Discworld series is one of the biggest and most popular pieces of modern fantasy literature.
* Discworld book (though it was referring to gods, the spirit's the same), it's mentioned that if you ask someone to come up with an alien-looking being, it would basically be a man in an animal mask.
* Discworld bring it up will be met with the response "What duck?" It's mentioned that he used to be quite normal "before everyone else started seeing ducks".
* Discworld, but a glare, a snarl, or even a roar of rage is much more likely.
* Discworld, but based on earlier folklore): the eyes are the only part that cannot be disguised, and reveal the true nature of the being.
* Discworld, but in typical Pratchett fashion, quickly subverted soon after. The Ankh Morpork teen street gangs are mentioned to be ruthless and deadly... but find themselves helpless to resist Captain Carrot's good-natured effort to organize them all into a Cub Scout equivalent, camping trips and chanting all included.
* Discworld, but it symbolises the inanimate becoming malignant towards the living. And, of course, one of the rules the Auditors represent is entropy...)
* Discworld, but still evoke the trope in their interactions on a regular basis
* Discworld, but still funny) about a car mounted with JATO-rockets embedded in a cliff-face somewhere in Arizona.
* Discworld, but that's just part and parcel of being a parody of private detective stories.
* Discworld, but their non-specific ones are generally translated as "he", "him", etc.)
* Discworld. But the series did start out as a fantasy satire, so fair enough. Given the Discworld Laws of Narrative Causality, and that belief in a thing makes it real, it's not at all surprising that all of this exists at once.
* Discworld but they were born centuries apart. On different continents. It's a testament to the power of their love (which never happened) that people still remember...er, speak of it.
* Discworld by war-torn refugees and huddled masses who have washed up on the shores of Dawn...
* Discworld. Can A.E. Pessimal survive a trip to the Dungeon Dimensions with an unexploded head? He finesses the ordeal in a not-wholly-improbable way and comes back alive...
* Discworld can bring back a fresh or properly preserved person with the right equipment and a bolt of lightning, but even they admit the result isn't quite right (and they even routinely do this for each other). Fortunately, the main drawback is giving the resurrectee "The Love of Iron" (a.k.a. they become magnetized).
* Discworld can do this, but tend not to because it takes a lot of effort.
* Discworld can seem ordinary enough at first glance, until it's pointed out that, without heavy duty magic involved, a flat world on the back of a giant turtle that swims through space should be utterly impossible.
* Discworld Carcer is described as "the sort that joins up for the looting... the kind you have to end up hanging as an example to the men".

* Discworld, Carmine Zuigiber, the malevolent persona of War, is neutralised by making her a prisoner of the Happiness Fairy. It is truly Hell for Red.
* Discworld, carries a Holy Text knowing the God will direct any arrows into it rather than him. To make really sure, it's a pulpit "bible" which is three feet long and nine inches thick, which he wears like a breastplate.
* Discworld, Carrot Ironfounderson is an urbanized version, right down to the well-polished City Watch breastplate.
* Discworld carry bags marked SWAG as part of the uniform. Given the peculiar nature of theft in Ankh-Morpork, it's in their interest for official burglars to be identified as such, rather than random housebreakers.
* Discworld), Carter the Farter. Or as he later tries to rename himself, Fartmeister. Trev tells him he's not going to get anywhere with either.
* Discworld. Case in point: his "improved manicure device" is best used for peeling potatoes.
* Discworld causes the witch's identity to fade, until nothing is left but an unusually intelligent animal.
* Discworld, causing him to become the Discworld's first tour guide after meeting Twoflower. He's not the first to try to take advantage of Twoflower's willingness to part with gold, only the most successful because of his language skills.
* Discworld characters specialize in time manipulation and have become briefly Unstuck In Time as a result of stressful situations. Involuntary time travel has been seen in characters plummeting to their death or giving birth, for example.
* Discworld children, to prevent another sourceror, who can only be the eighth son of the eighth son of a Wizard.
* Discworld choose to stay, but instead decides that as long as he never chooses at all, he can stay as long as he likes.
* Discworld City Watch books, Detritus, a huge troll whose weapon is a siege bow, is sometimes ordered to open doors. To quote Vimes "When he opens a door it stays open if you get what I mean."
* Discworld City Watch books, where Vimes notes how hard it is to find something missing because said thing is, by definition, not there.
* Discworld City Watch, but under its current leadership, the force has become much more professional.
* Discworld claims that the collective noun for wizard is "a war"), and magical conflict is incredibly destructive. The widespread abuse of magic would quickly make the world stop making sense. It's analogized to nuclear weaponry, with talks about avoiding a "first use of magic" in war, and the ancient mage wars leaving behind high levels of residual magic (i.e. nuclear fallout) in the present day. The entire organizational structure of modern wizardry exists to keep them all in one place and encourage them to waste their energies either plotting against each other, immersing themselves in research, or enjoying their cushy academic position.
* Discworld (Clause 27 (iii) (c).) Quite clearly common law, being an untidy mass of unwritten verbal agreements, needed to be ratified within a legal framework. Thus, a vampire in Ankh-Morpork needs to sign a legal disclaimer before being invited into the premises. For instance, Sally von Humpeding has a "season ticket" for visiting Ramkin Manor. The thorny issue of a vampire policewoman not being able to enter a house to make arrests or perform a search, should the householder refuse to grant her permission, is being examined separately by Mr Slant as an urgent issue requiring much legal consideration.
* Discworld clean the privies". The second time she goes for a more general "all the dirty jobs", and when he comes up with much the same answer adds "I shall see to it there are dirtier ones".
* Discworld: C.M.O.T. Dibbler is like a rat, firmly convinced that just around the corner, there will be cheese, even though every corner turned has so far been cheeseless. Some of his schemes worked, but were unfortunately tied to the near-destruction of the world. So he always reverts to selling sausages on the street.
* Discworld collection of books into a Library of Babel, thusly: Knowledge = Power = Energy = Mass, which distorts time and space. "A good bookshop is just a genteel black hole that knows how to read." That said, it also has more specific examples.

* Discworld Companion it explains that Evil Harry Dread, a old-school Dark Lord does this, often to the point of including slides and maps. He laments to Cohen The Barbarian that "heroes" these days just take advantage of the moment, and Cohen agrees that no-one does heroics or villainy with style and decency any more.
* Discworld, con-artist Moist Von Lipwig displays a unsurprising familiarity with this trope, although it doesn't actually happen to him (this time.)
* Discworld concerns a plot by the Auditors of reality to unmake humanity. The Auditors loathe humans for being untidy but have long held an unsteady truce with Death. After a group of them cheats, he wipes them out. Though he could justify this by the fact that they had taken living forms, he uses this trope instead.
* Discworld connection to this trope (being bloodsuckers and all), and very often are literally this as well.
* Discworld convention, the convention chairman made a speech beginning: "My lord Patrician. Honoured Guild leaders. Ladies and gentlemen. Members of the Watch. Nobby. And Bernard Pearson."
* Discworld: Cori Celesti, the home of the gods, is also the source of the magic which it turns out allows the Disc to exist in the first place.
* Discworld, Corporal Carrot doesn't seem to grasp the concept of form letters as he leads the new Night Watch recruits in taking the oath:
* Discworld counterpart of Pallas Athena) carries a penguin with her — a side effect of an influential statue of her carved by an incompetent sculptor.
* Discworld countries on the Disc had an Empire at some point or another; Ankh-Morpork (who at the time of the novels are more or less the "good guys") had an ancient one based on the Roman Empire, with occasional hints of a more recent imperial past based on the British Empire.
* Discworld!" crops up a lot, for instance, but that's as close as it gets.
* Discworld. Crowds are overcome by the spirit of "Music with Rocks In", which apparently has no musical merit for objective listeners not themselves possessed by it. This causes them to behave like stereotypical groupies, as well as forming their own bands.
* Discworld cynicism, combined with a job Vetinari had purposely made irrelevant and pointless, is what drove him to drink.
* Discworld dark-haired and dark-eyed like Tiffany, not blonde and blue-eyed like the princesses.
* Discworld deals with the psychic side-effects of Igor transplant surgery. Cloning eyeballs to replace ones lost due to misadventure is a new Igor science on the Disc. Uniquely, bio-artificing new eyes from cells contributed by a living donor involves transplanting bodily parts from a donor who is still alive and well. And whose biomystical field can then heavily influence the recipient. Here a Student Assassin gets new eyes cloned from those of one of her teachers. Her teachers watch as she starts to manifest the behavioral traits and aptitudes of Madame Emmanuelle les Deux-Epées....
* Discworld, Death signs up at one point, under the nom-de-guerre Beau Nidle. It parodies the notion that soldiers enroll to forget: they have forgetten their troubles… and their identities… and their orders… and pretty much everything, really. Except sand. You won't ever forget about sand.
* Discworld, deconstructing the original character's archetype: Javert sees "justice" as punishing the guilty, while Vimes sees it as protecting the innocent.
* Discworld (deep-downers, or "those who do not get out in the fresh air enough") believe humans to be a kind of bad dream. This puts them at odds with the rest of the dwarfs, who are quite willing to deal with humans (their mythology even gives a shared origin for humans, dwarves and trolls).
* Discworld". Despite their tiny size, they're one of the most violent races on the Disc.
* Discworld, "Destiny is important, but people go wrong when they think it controls them. It's the other way around."
* Discworld Diary, the personal information section includes "Dominant hand" with the options "left", "right", and "sometimes".
* Discworld differs from the typical "grown-up" Discworld novels only in that the

swearing and sex references are translated into either Cat or Rat. The fully human Stupid-Looking Kid even swears in Rat, something that is instantly lampshaded.
* Discworld disclaimer, "Cori Celestic Games, Year of the Second Inception, Summer, Ankh-Morpork and Sport are all trademarks of the A-M Games Committee and may not be used without permission under penalty of big men with sticks."
* Discworld displeased to learn that their community leaders seem to think said underground city is outside his jurisdiction.
* Discworld. Don't call the Librarian a monkey. In fact, don't even say the word, or any combination of words that could sound like "monkey". It makes him displeased. Remember "Do not meddle in the affairs of wizards, especially simian ones. They aren't that subtle."
* Discworld don't get the reference either, and have no idea why they said it.
* Discworld" do the job as a stand-in, however, and can make "jy bliksem!" sound like a profession of undying love.
* Discworld - drew flak from Israeli and pro-Israeli readers of Pessimal's work.
* Discworld duking it out have actually severely bred out the capacity for imagination.
* Discworld dwarfs have a virtually religious attachment to their axes, usually owning or carrying a few different types. However, the traditional "Dwarf axe" shape is an utterly practical one. It has a pickaxe on one side, for digging up interesting minerals, and a regular axeblade on the other, for dealing with unreasonable people who want to take your interesting minerals. A dwarf with a proper dwarf axe can both dig interesting minerals and cut firewood. A dwarf with minerals and fire can make a forge and tools, and a dwarf with a forge and tools can make
* Discworld dwarfs. Most of them look male, but that doesn't mean they are.
* Discworld Dwarves take the "Females have beards" thing even further. All Dwarves are considered male unless otherwise specified. And they only specify otherwise to their spouse, and even then only after a lengthy courtship (as in decades). For Cheri to act and dress openly female on duty is like a human police officer turning up to work in lingerie. And even in her case, "act and dress openly female" mainly means putting rhinestones on her axe holster, wearing a sensible leather skirt and high-heeled iron boots, and grooming her beard differently.
* Discworld Emporium sold limited edition Discworld Scout Insignia cards for the 2007 Discworld Jamboree. These suggest that the Ankh-Morpork Scouting and Urban Survival Association offers merit badges in such skills as leech wrangling, corset lacing and barber-surgery.
* Discworld encryptions, but deliberately only uses the very, very difficult ones.
* Discworld end because a flat planet on four giant elephants on a giant turtle simply cannot exist without magic.
* Discworld ended up being called Your Finger You Fool (much like in Jokes above). An explorer pointed to the geographical feature he wanted the name of, got this response, and didn't realize what it actually meant.
* Discworld) ensues. This is not the only such scene, but is one of the stand-outs. In short, there is a whole chunk of Reaper Man devoted to this trope.
* Discworld: Even Though They Speak In Perfect Grammar, They Capitalize Every Letter And They Do Not Use Contractions.
* Discworld eventually had several maps made of it, as did the city of Ankh-Morpork within, even though Pterry said that he never envisioned a map of any kind when writing. (Some of the earlier publications even have quotes from him explicitly stating that "There are no maps. You can't map a sense of humor.")
* Discworld: Everything from the pot of glue through the art of beekeeping to the continual theft of stuff from Mrs. Cake's house.
* Discworld, examining Rincewind too many times causes him to temporarily steal the mouse cursor.
* Discworld example, it's later explained that "cheating" isn't allowed — you need to make a good faith effort at heroism for it to work.
* Discworld example — Igors are portrayed as a cross between a butler, a surgeon and Frankenstein's monster.

* Discworld explains that every young sci-fi/fantasy writer (presumably including himself) starts out carefully avoiding references to, e.g. "Toledo steel", but sooner or later throws their hands up and cries "What the hell?"
* Discworld exploits such incidental characters, such as Howondaland Smith, Alice Band, Miss Smith-Rhodes, Madame Deux-Epées, and many others.
* Discworld falling off the back of the World Turtle and re-impacting the Disc with some force. There is certainly enough ex-elephant underneath Überwald for there to still be a thriving mining industry capitalising on the bounty.
* Discworld fame is promoted to Commander of The Ankh-Morpork City Watch he proceeds to spend much time and effort resisting this trope. Sgt. Colon on the other hand is usually seen at his desk. Especially when it's raining, cold or dangerous outside, which is almost always the case in Ankh-Morpork.
* Discworld fanfic and fan-art revolves around the characters getting it together, and the obvious lesbian pairings are romanticised and glammed up. Two girls described in the text as half-starved and dishevelled escapees from an abusive orphanage/workhouse became lesbian icons in the eyes of many. Elsewhere, the austere and asexual Lord Vetinari suddenly became the focus of many fervently imagined homoerotic scenarios, often with the most unlikely partners.
* Discworld feel called to prayer, it could always pray to the Hogfather...
* Discworld Female Igors — Igorinas — are universally and conventionally beautiful, on the other hand, though they may sport the occasional very fine stitching here and there. It's implied that the reason why they are so beautiful is because Igor surgical skill extends to the field of cosmetic surgery.
* Discworld flying carpet up there that can act as a flying platform for broomsticks and conventional smaller carpets. The satellite flyers could leave the mother ship on missions then fly back and refuel on fresh magic.
* Discworld football shirts, Ponder Stibbons's shirt number was given as 1.618; the Golden Ratio.
* Discworld. For a sample, his Colossus of Ankh-Morpork is currently carried in the Museum Curator's pocket for when tourists ask to see it, and a matching set of salt and pepper shakers he designed is currently in use as a grain silo.
* Discworld. For a Wizard to do something, it takes as much energy to do something magically as it does physically, unless you can harness an outside force. Having no outside force makes the Wizard rely on the leverage of his mind, meaning if they try to do something too difficult, their brain flicks out their ears. Example: Galder Weatherwax makes a protrusion of stone on the University fall, allowing him to zoom upwards.
* Discworld. For instance Nanny Ogg will take one spoonful of sugar, put the rest of the contents of the sugar bowl into her tea, and then put the one spoonful back in the bowl.
* Discworld for three wishes. Demons, needless to say, give people "exactly what they asked for and exactly what they didn't want", although Eric doesn't really make it that difficult.
* Discworld for useful snippets about the Guild. The Times pays well for stories - and Nigella's cartoons - which is a useful addition to a student's spending power.
* Discworld: Foul Old Ron's body smell is so powerful it has become a separate entity from the man himself, acting separately from him.
* Discworld game. Rincewind tastes Counterwise wine but doesn't feel anything. Then the barman asks if he remembers last night. Surprised Rincewind admits that he can't remember anything. That's the way this wine works. Later Rincewind travels to yesterday night and finds himself passed out on a park bench. Yet he starts the game in his own bed at the Unseen University, which means he somehow got there from the park.
* Discworld games: an ad for "witness relocation program" offers relocating witnesses to the bottom of the river.
* Discworld gives us example of the Revenant (Reg Shoe, Windle Poons temporarily) and Voodoo (Baron Saturday) types, with many implications for but no examples of the Artificial type, mostly revolving around the Igors. There are also a few varieties of Revenant; Shoe and Poons are fully conscious, although they have the

problem that they now have to manually control all of their movements which takes time to relearn. There are also non-sentient ones that Shoe doesn't think should count as zombies at all, just "memories on legs" that hang around their crypts.
* Discworld gods, despite their reality-altering powers, cannot change their eyes. Said eyes always reveal something about their true nature.
* Discworld gods there are eight mysterious beings called the Old High Ones. Only one is known: Azrael, the Death of Universes.
* Discworld, golems are animated by a "chem" — a scroll inside the head — which can be accessed by opening the top of the head.
* Discworld. Golems don't have fingerprints, but they do have traces of where they usually hang out.
* Discworld good at Alchemy. He does, however, have the family tendency to mordant sarcasm.
* Discworld, Granny Weatherwax. After all, she tamed that unicorn... which really shocked her friend Nanny Ogg and the revelation made Ridcully, her one-time love interest, get rather soppy. Note that Granny's celibacy has nothing to do with magic, as witches aren't subject to the same prohibitions as wizards. Granny comes under the "Love is a distraction" heading, though; it's a distraction from the pursuit of magic, so in a way, her celibacy does have something to do with magic.
* Discworld, Granny Weatherwax confronts her sister Lily atop a high tower. When Lily threatens Granny's fellow witches, Granny grabs her old broom and jumps off the tower. Her broom is a rickety old model and will only fly if given a running start, but as it happens, Granny correctly judges that terminal velocity is more than fast enough to get the broom flying.
* Discworld). Granted, the latter incident was a student prank rather than a crime scene (and the corpse itself was long-dead, embalmed and a well-known feature of the university- possibly a parody of Jeremy Benthem, whose preserved corpse really is on public display- as per his own will- at University College, London).
* Discworld: Great A'Tuin himself (or possibly herself), the giant turtle with the Discworld on its back, where all the books are set. It even has a self defense system, based on actual turtles, where it spins around to avoid meteorites.
* Discworld: "Greebo could, in fact, commit sexual harassment simply by sitting very quietly in the next room." (Note that that line isn't a meme. It's a quote from one of the books.)
* Discworld ground defences capable of causing damage to air attackers. She is rather keen to be on the side that has them - and that the people operating them can tell friend from foe. Olga is also keen to know what form anti-air defence is likely to take so that she can start evolving counter-strategies.
* Discworld had a horror of his works being treated as Literature. He explicitly erased all his draft versions of the novels and any associated notes, to prevent any hopeful would-be PhD in English literature exhuming them and turning them into a doctoral thesis, or turning him into a course module in school or university. For this reason, all the hard drives from his computers were destroyed completely after his death (he had a steamroller run over them).
* Discworld had been breeding the royal family from behind the scenes for quite some time before they went missing. He takes a strong interest in Captain Carrot, who is almost certainly the long-lost scion of that bloodline.
* Discworld had the main characters accidentally burn down the city of Ankh-Morpork. Pratchett later talked about how this would be impossible to do subsequently, what with all the main characters, side-characters and even just general culture that sprang up in the forty-odd books since.
* Discworld has a few ninja, and some reflections on the art of stealth:
* Discworld has a footnote saying that when General Tacticus reached the edge of the Discworld with no more lands to conquer (seemingly) and a large and bored army with time on its hands, he sent back to Ankh-Morpork requesting $AM50,000 and the services of boat-builders, for the purpose of building landing craft so as to sweep across the Discworld's equivalent of the Pacific, mopping up all the small islands. (and by then having retrained his soldiers as Marines).
* Discworld has a scantily clad Amazon warrior who can only marry a man who defeats

her in armed combat. To the death.
* Discworld has a timespan of a few days; the game at the end of the book is within the same week as the wizards' discussion at the beginning.
* Discworld, has cause to reflect on this and is thankful his platoon sergeant has slipped with him. Holtack also muses on the various types of Universal Sergeants based on several familiar Discworld characters.
* Discworld has considered her own kind to be the only were-creatures still living on the Disc. But new arrivals from Darkest Howondaland prove her to be utterly wrong. The axiom about two kinds of creatures fighting like cat and dog is proven to be literally correct when Werewolf meets Wereleopard for the first time. Ankh-Morpork is suddenly a far more interesting — and dangerous — place to live in.
* Discworld has Count de Magpyr and his family, who are most definitely evil.
* Discworld, has created a time of relative peace under his rule, he has done so by playing increasingly small factions against each other, to the point where, although everyone is technically still fighting a civil war, no one can do enough damage or make enough money out of it to become a threat. The Night Watch books in particular utilize the concept.
* Discworld has fun with this. Vetinari usually arrives places well after the other characters -as it was usually him that maneuvered them there in the first place, so he can take his time if he feels like it. He never, ever slouches on the throne, though.
* Discworld has Leonard of Quirm, whose inventions are rarely what he initially intends because he gets distracted along the way.
* Discworld has many examples in the city of Ankh-Morpork. The Black Museum of the Guild of Assassins is given over to the contemplative study of inhumation, for instance, and celebrates the many and stylish ways in which clients have been eliminated. The museum of the Guild of Fools is built around the Hall of Faces. Every clown who ever was, and who currently is, has their unique face paint reproduced here on the surface of an egg — thousands upon thousands of them.
* Discworld has not one but two drawbacks to getting the Grand Trunk back online: "Do you want it fast or good or cheap, gentlemen?"
* Discworld has plenty of examples of abominations — the things from the Dungeon Dimensions, the Hiver, etc. But ultimately, none of them succeeds in causing permanent damage, and the heroes always win in the end. It helps that they're defined, somewhat; they're explicitly less "real" than everything else, which makes them simultaneously more magically and psychically potent, and much more vulnerable physically. Rincewind once took one out with camera flash, and held several off with a sock containing half a brick.
* Discworld has printed lifesized images of the front and back of the new banknotes, to aid people in recognition, and tells Drumknott "even now, honest citizens are cutting them out and gluing them together".
* Discworld has several of these, usually from Glenda, who gets very involved in her thoughts before reacting.
* Discworld has something of a Magic Franchise Mis-spelling in "pune, or play on words". Also "bugger", while an almost universally-known if not all that common minor swearword, is sometimes associated with Discworld since it gets used more often than pretty-much any other swear throughout the series.
* Discworld has stated that this is not the case. (Specifically, Pterry has said that they were both intended to be the same man, but one of them was written by a younger and less experienced author.)
* Discworld has the normal 4 seasons, but a Disc year is 800 days long so the season cycle happens twice over. Because the books still treat 'a year' as being similar in length to a normal Earth one, this was retconned as saying that only wizards and learned people use the 'true' year and most people consider a single cycle of seasons (400 days, close to our 365) to be a year.
* Discworld has this dialogue between Assassins Joan Sanderson-Reeves and Miss Alice Band. Joan has just finished demonstrating a fire-breathing act.
* Discworld has to deal with "the bloody vampire", before remembering that Angua

had been given the job of showing their differently-alive recruit around the place...
* Discworld has trouble revealing that Susan's grandfather is Death, going "Dah Dah Dah Dea" (as part of a dramatic build-up). At which point Susan assumes that he's bothering her to inform her that a grandfather that she's never knowingly met is DEAF.
* Discworld have actually cultivated the art of going to sleep in their feet, confident of not being detected behind the expressions of metal rage on their visors.
* Discworld have a unique system whereby the free ones collectively save up their wages to buy the one who are still owned their freedom. It started when Captain Carrot bought a golem named Dorfl and put the receipt, and proof of ownership, inside the golem's head. So it allowed the golem to "own" itself. Dorfl became a policeman and started working for pay. One became two. Two became three and so on and so on.
* Discworld), have been emerging as a third separate cultural group. There's also a small community in the mostly-human country of Llamedos who deal closely with humans (enough that intermarriage is fairly common) but haven't assimilated with them and are neutral between the main dwarf factions; the current Low King of all dwarves was selected from this group simply because the fewest people hated him.
* Discworld have these in abundance. The first game, in particular, has a couple of quick-fire conversations that absolutely epitomize this trope, cramming in an absolutely staggering number of puns, frequently all about the same thing.
* Discworld have worked out how to weaponise this. By performing a complex ritual, they're able to displace a training dummy's head by a split-second, resulting in it being blown off.
* Discworld he commonly used, "A lie can run around the world before the truth has got its boots on."
* Discworld he doesn't put up a fight, he simply states that he's not stupid.
* Discworld, he finally finds it: something that, while technically legal, is still horrible enough that he feels he has to act even though no written law justifies what he is going to do.
* Discworld. He gets a single sheet of paper with "Some of the sheep" written on it.
* Discworld, he holds an impromptu drum session, using pots, pans, and general kitchen tools. What follows is a food-pun fest that irritates Ridcully.
* Discworld. Heidi accepts that on Saturday afternoons and training sessions, the Springboeks come first. Danie is seen reflecting on the inconvenient fact that women, for reasons known only to themselves, have a distressing habit of scheduling weddings to happen on Saturdays. He is seen wondering if he can persuade her to have the wedding first thing in the morning, so as to have his afternoon free for the game. He considers this a wholly reasonable thing to ask for. Her reaction is not recorded.
* Discworld, he is knocked unconscious by his own men when he orders them to fire on civilians.
* Discworld, he outlines a grand if somewhat vague vision of the future of currency, and wonders if he should write it down so he can work out what he's talking about later. In both books the confidence with which he enters such things leads everyone else to conclude he had it all planned out.
* Discworld heroines, with less "a subtle touch of iron" and more "an extremely visible ton of iron".
* Discworld, herons and buzzards qualify as "giant flying steeds" if you're a gnome.
* Discworld: Her position as the leader of Ankh-Morpork's Guild of Beggars forces Queen Molly to be one of these. As it would be unseemly for her to beg simply for a few pennies, a pallet to sleep on, a crust of bread, or bottle of booze, Molly is compelled to ask for a million dollars, a mansion to sleep in, a full banquet, or bottles of fine champagne exclusively. Of course the Beggar's Guild is also one of the richest guilds in the city, so it's likely their Queen has a stipend to augment

her income.
* Discworld. He's also the most competent and benevolent patrician the city has ever had.
* Discworld: he's blissfully unaware of saying anything wrong about the University's mighty organ, which is a Johnson (that is, the University's giant pipe organ was made by Bergholt Stuttgart "Bloody Stupid" Johnson), and nobody wants to correct him as this would only lead to further embarrassment.
* Discworld, he's dismayed at Nobby's suggestion that the drill that allows his mini-sub to latch on to passing ships could be used to sink them instead with very little extra effort. Later, he finds that when he's sketching an enlarged submarine, his hand seems to, of its own accord, add weapons...
* Discworld. He sees that many people have died nearby, and assumes that the later ones saw the remains of the earlier ones, and tried stealth, and that didn't work. So he doesn't bother being stealthy.
* Discworld. He's killed several cops over the course of his career, including at least one who bumped into him by chance while off-duty and didn't even recognize him.
* Discworld he thinks everything the younger wizard says should be dismissed out of hand, and so on.
* Discworld higher up the magical hierarchy than thaumaturgists (more or less magical IT guys). It's also stated that conjurers are quite popular: people find tricks done with misdirection and sleight of hand to be more impressive than boring old magic.
* Discworld himself (in the stories primarily centered around his granddaughter, Susan).
* Discworld his nation sends to the School every year. Charles also has lots of friendly professional contacts in, for instance, his nation's armed forces. Lord Vetinari in Ankh-Morpork has even been heard to express approval of a kindred spirit in a former colony.
* Discworld hockey. A few years later, she cuts a deal with the owners of the PFW - a very large space where ice forms on a very large flat floor - to host a competitive sport there. Single-handedly, this Acerian brings ice hockey to Ankh-Morpork.
* Discworld home base of the Guild of Fools and Clowns was formerly a monastery occupied by a masochistic death cult worshipping a Cthulu-style deity. Prior to that it was a leprosy hospital and a plague pit. The Fools kind of think the ambience is wholly appropriate.
* Discworld Horst Lensen. She is noted to go very red and thoughtful when nursing him back to health after a near-Death experience when she is called upon to do things like, for instance, deliver bed-baths. She finds him abominable, based on seven years' prior experience. But she cannot help reflecting that he is also tall, blonde, attractive, and well-muscled.
* Discworld). If a wizard wants to hurl himself from the ground to the top of a tower, he has to cause a stone with an identical weight to his to fall from the top of the tower and magically link his ascent to the stone's descent.
* Discworld: "If it was a hundred years, my father wouldn't thrash me when I got home!"
* Discworld: Igors are pretty much biological transhumanists in hunchback form. They play with it themselves, but are kept isolated from the main plot; when a character in the Watch dies, Vimes refuses to let the local Igor try to bring the character back. Sort of like magic not ruling: there for color, but not to do anything transformative.
* Discworld II), Arch-Chancellor Ridcully sends Rincewind on a quest, and it's implied that if he doesn't, he will be transformed into a toad.
* Discworld II events. (Yes, continuity is... problematic.) Among other things we get to see a sheep skeleton working in clickies as Death's stunt double.
* Discworld II: Missing Presumed. While inside, you can witness the shopkeeper pulling a lever. Once you leave, you are in another part of Ankh-Morpork.
* Discworld II, Rincewind has to convince the mortician that he's dead and uses

some ice to lower his body temperature. Guess where the thermometer, and thus the ice, have to go...
* Discworld II: The wires are replaced with flasks on the bomb Rincewind finds in the Fools' Guild's donkey-cart park. He turns the wrong one and speeds up the timer. He and the Librarian get clear, but Death isn't so lucky. And thus the plot is kicked off by our favorite bonehead's disappearance.
* Discworld II uses a similar idea with a twist. Mrs. Cake, a seer, answers Rincewind's questions before he asks them. If the player replies to an answer with a wrong question, she says something like "make up your mind, young man" and the conversation has to be started over. A gag carried over from the books, where Mrs. Cake got terrible migraines if the other person deviated from the premonition.
* Discworld, I just tripped over the first old branch I came up to. Took me ages to find one, sometimes."
* Discworld. In fact, Lord Vetinari convinced the Ankh-Morpork Explorers' Society to change its name to the Trespassers' Society on the grounds that they could hardly be "discovering" territories already settled by people.
* Discworld information about someone, e.g. making a gangster look weak to his competitors by revealing his donations to charity.
* Discworld) in his newspaper, his business partner Sacharissa Cripslock focuses on more frivolous stories if they'll help sell the paper. They have a big argument about it but eventually decide to keep both.
* Discworld in nature, thus ensuring that a Discworld with him will be much better than a Discworld without him. However, he is also slowly taking the time to set up a proper police force and bureaucracy for the city, making sure that after he's gone, the city will still thrive.
* Discworld in pursuit of a mass murderer and kidnapped a member of the Watch to draw Vimes' attention to the true perpetrators of the case at hand), Ahmed mentions to Vimes that their situations are different. His beat is a city that you can walk in half an hour; Ahmed's beat contains two million square miles of desert and mountain where he is alone against bandits and murderers and thus must inspire dread by striking fast once since he won't get a second chance. Vimes eventually relents that the two of them simply has different views on how justice should be served.
* Discworld instead. Carrot Ironfoundersson of the City Watch plays it straight, being physically and morally strong, but he's not the central protagonist.
* Discworld instead of up — no one's sure why, but most agree it's not a good idea to be around when it hits zero.
* Discworld into a front-row seat in a stripclub. From then on, no patron that sits in it manages to stay for more than a few seconds.
* Discworld introduces "Déjà Fu", the martial art practiced by the History Monks, in which the practitioner travels in time as well as in space. The book give us as a "translation": "The feeling that you have been kicked in the head this way before."
* Discworld, inventing stamp collecting (and becoming incredibly dismissive about people who are "still" collecting pins).
* Discworld involved. Sure enough, when Vimes reads Colon's report, he sarcastically comments "All that's missing is the box of dates and the camel under the pillow!"
* Discworld) involving confusion between "geas" — a pact or commandment — and "geese".
* Discworld, in which a soon-to-be-married character accidentally purchases a how-to guide on martial arts....
* Discworld is about how wonderful she is for ending the cold. (Although the earlier "Fire and Ice" correctly portrays both the Summer Lady and the Wintersmith as neither good nor evil, just balanced.)
* Discworld is above the law, to the extent that he famously arrested the ruler of the city. While this obviously refers to Sam, during the time period of the novels, it's also a description of Suffer-Not-Injustice, some 300 years earlier.
* Discworld is a parody of this trope. We can't really be sure of his actual

record, since he is also a self-proclaimed Outrageous Liar.
* Discworld is around eleven when she has to rescue her brother from a river monster, armed only with a large cast-iron frying pan and a willingness to look the creature straight in the eyes for long enough to measure her swing. Then it escalates and over the course of four books she realises that if you're a Witch, age is just a number. The pointy hat knows no minimum age.
* Discworld is based on magic. The Discworld version of a camera or a digital organiser is just a specific kind of Imp living in a little box. The Unseen University has a whole group of the magical equivalent of 80s computer nerds, inventing Artificial Intelligence using a collection of enchanted stuff, like a sheep skull and a teddy bear that mysteriously appeared one Hogswatch-night. Their computer, "Hex", has bugs. Literally. Specifically, it's partly based on colonies of bees and ants - ants as the basis for computation, bees for long term memory via different kinds of honey.
* Discworld is engineered to go catastrophically wrong and the student has to rescue the situation quickly or die horribly.
* Discworld is essentially the same thing as an undercover officer and works under a temporary identity to investigate a specific crime, rather than lurking and spying indiscriminately.
* Discworld, is evil through and through, and almost certainly murdered his other sister.
* Discworld is explicitly described as this by a nearby (female) zoologist, who stands back to watch the fight from a professional viewpoint.
* Discworld is full of all kinds of Lords and Ladies, including evil ones; the antagonist of
* Discworld, is her use of two pistol crossbows held and deployed in the same manner in which Lara Croft holds her pistols. Alice, a barely-there canonical character, is developed much more in these stories as Assassin, adventuress, GayBlade and Stealth Archaeologist.
* Discworld is infamous for the negative genius he applied to his creations, to the point where one of his other nicknames is "Look, The Plans Were The Right Way Round When I Drew Them". We don't see what resulted in that particular epithet, but he's built things like salt-and-pepper shakers big enough to be used as family housing, a shower that dispenses acid rain, a mail-sorting machine that breaks the laws of physics by rounding down pi to 3, and a trout lake an inch wide.
* Discworld is kept in a deep-frozen room and should only be read if you are over the age of 80 and, if possible, dead.
* Discworld) is kept in a locked room in the Patrician's palace, regularly brought food, ink and drawing paper. He's not locked to keep him imprisoned but to keep people away (he designed the locks himself) and to prevent them from applying his inventions for evil purposes (Leonard just can't help himself from designing things like explosives that could remove mountains or submarines that can cut through hulls alongside flying machines and a more efficient tea stirrer).
* Discworld, is portrayed as holding - and presumably using - two pistol crossbows in the same manner in which Lara Croft holds her pistols.
* Discworld is pretty gross, to the point where behind a tree is a better option, even if it's snowing and you can hear wolves. The one at the Duchess isn't much better; Polly sloshes two buckets of water in every day while trying not to breathe, but that doesn't stop weird moss from growing on the floor.
* Discworld is set up to look like Andre might be the villain until he reveals that he is actually an undercover cop.
* Discworld" is that if something is an individual, it has an identity. If it has an identity, it is a person. If it is a person, it is alive. If it is alive, it will die someday. And from the point of view of the immortal Auditors, a mortal lifespan is so short that it might as well end instantaneously.
* Discworld is threatened with having their ashes thrown over the Rim into outer space.
* Discworld is to have descriptions include camera movements as different elements are shown/described.

* Discworld it adds that King Ludwig the Tree (who believed there should be a new kind of frog, and wore his underpants on his head) was "a little confused".
* Discworld. It also applies to fairy tale plots, which Nanny Ogg calls "rural myths" at one point.
* Discworld it at the same time. Over time the setting becomes increasingly distinct.
* Discworld), it just added to the interest... and the local economy. It helps even more that there's something with the roads that causes all traveling coaches to break a wheel as they near it.
* Discworld it mostly consists of the Citadel of Kom (i.e. Discworld Vatican) and some surrounding farmland.
* Discworld it's a common skill among dwarfs to be able to hide battle axes in one's beard.
* Discworld it's a scientific fact it's a disc on the back of four elephants standing on a giant turtle.
* Discworld, it's fully extended (or as fully extended as the wizards have managed so far) and looks like an enormous tree with an unusual amount of right angles. Collapsing it causes a partial vacuum.
* Discworld. It should be pointed out that the blue eyes in question are STARS and that in moments of "emotional" stress (Death can't really do emotions; no glands) they go supernova. Yes, you heard me, his eyes explode when he's angry.
* Discworld, it's mentioned that anyone wanting to pose the question "Your money or your life?" to a dwarf should pack a lunch and a long book.
* Discworld, it's revealed that a vampire has been selectively breeding the noble houses of Anhk-Morpork for centuries, by manipulating marriages through his role as leader of the Heralds. Not so much treating people as livestock as treating them as show-dogs, but still darn rude.
* Discworld, it's stated that this was a tradition in one barony in Uberwald, which is ruled by a werewolf pack. In the good old days, anyone could volunteer to be the quarry in "The Game", as it was known (participation was strictly voluntary) and was released into the woods unarmed but with a head start and told to get to town without getting killed. If the quarry survived (the odds weren't particularly good, but if you were in good physical shape, could think on your feet and knew your way around the woods it was definitely doable) he/she would be presented with a meal at the castle and enough money to start a small business, and it's mentioned that well over half the workshops and stores in the nearby town were founded using prize money from The Game. By the time of the novel, the current heir, Wolfgang, decided to pervert the rules of The Game, primarily by "volunteering" people who he didn't need or want around and sending advance parties into the woods to lie in wait. Then he decided to hunt Sam Vimes, which was one of the last mistakes he ever made.
* Discworld). It was boring and the Luggage kept itself entertained by fighting sharks.
* Discworld. It works. Placing trust in the goddess Anutrof brings unfailing good luck. Right up to the day when she manifests in person.
* Discworld.) Johanna obliges him and takes it off. Howard Wolowitz is rendered near-speechless.
* Discworld, Johanna reflects she is so going to go to Hell for this. But it will be worth every last moment.
* Discworld, Johanna Smith-Rhodes considers one of the depressingly few perks of being a mother of teenage girls is the ability to leave them mortified and embarrassed at fairly regular intervals. She aces this by going out minge-drinking with fellow mothers of her daughter's teenage friends. Much to their squirming mortification. Meanwhile Bekki's father, wizard Ponder Stibbons, is capable of getting absurdly over-protective and has a hard time adjusting to his little girl growing up.
* Discworld jolly well going to respond with lots and lots of lovely ph14. Acid plus alkali equals salt and water, Captain Carrot. Any organic material subjected to caustic potash is reduced to soap. SHE is going to be a puddle of salty soapy water in no seconds nothing!"

* Discworld) killed the former and the latter ran off to become a prize-winning shepherd dog.
* Discworld, known as the Rule of Universal Humour. That term appears once in the novels themselves, mentioned as the reason someone still had his hat on after being turned into a pumpkin.
* Discworld knows Carrot. Once Ankh-Morpork gets a newspaper, Vimes himself is a regular feature in it as well.
* Discworld leading the Morporkian army thought that they'd have a jolly good time teaching the Klatchians a lesson, that the enemy would run at the sight of their steel, and that they'd be home by Hogswatch. This despite the fact that they were badly armed, hopelessly outnumbered, and the Klatchians who actually saw their steel tended to start sniggering. Later in the book, one character bemoans that "We were going to sail into Klatch and be in Al-Khali by teatime, drinking sherbet with pliant young women in the Rhoxi," mirroring the confident statements of some WWII soldiers that "We'll be drinking coffee in Berlin by teatime."
* Discworld, Leonard of Quirm's spacesuit includes a fishbowl helmet, which his notes say are to allow him to observe as much as possible. (Carrot has a helmet based on his standard Watch armour with a faceplate added, and Rincewind has a leather helmet with two eyeholes.)
* Discworld lets players go back and forth between the past and the present. If you try to use an item that needs to be used at that place but in a different time, Rincewind will say "Try again later. Or earlier."
* Discworld ... like opening pickle jars, sorting out those funny noises in the attic, capturing spiders and putting them outside, and rewiring plugs.
* Discworld likes takeaway curries. Don't think about how he manages to swallow, or where the food goes next.
* Discworld line of humorous datebooks, but the quandry was resolved by saving Octeday for amusing anecdotes and character sketches.
* Discworld line of thought but concedes it could have explosive uses. Joan then gets hapless student Hermann Meier Wetterarscht, who opted for Dom Sci as an undemanding three hours in the warm, in a class which was almost all girls. Wetterarscht, while trying for brioche and ciabatta, ends up recreating something akin to Dwarf Bread, causing an oven to collapse under the weight and then implode. Joan was not pleased.
* Discworld lists a number of student traditions, all of which are basically pub crawls, and the page about the Junior Common Room states that the main purpose of this student organisation is "to get well and truly ratted".
* Discworld little girls under ten just build a blanket fort in the living room. Not a Keyboards Redoubt.
* Discworld little social embarrassments that are never, ever, talked about. What happens when two people of the same gender are forced by circumstances to share a bedroom - and during the night one feels a need to masturbate? Miss Alice Band is faced with this dilemma with her room-mate and turns over some possible reactions in her mind...
* Discworld living rock. It's just that their brains work better in cold temperatures, so if they leave their mountain homelands, they get stupid, and if it gets too hot, their brains shut down entirely and they go inert until nightfall.
* Discworld, Lord Magpyr refers to fairies and Igor as evolutionary cul-de-sacs, although he was probably just being arrogant and mean, rather than making any thoughtful judgments on their place in the world.
* Discworld, Lord Rust turns the Rats Chamber (the council room in the Patrician's Palace) into one. The meeting table has been covered in sand to form a kind of map, and since everyone knows Klatch is all desert, Lord Rust assumes it's a good one. Once they actually arrive in Klatch, he uses a big tent for the same purpose.
* Discworld. Lord Vetinari tries to bring order to the ancient sport of "foot-the-ball" in order to tame the football hooligans (and more importantly, the thuggish "Faces" that run the mobs of opposing teams) that have been causing trouble in the city.
* Discworld made an attempt at depicting a Winged Humanoid while also managing a

nod towards real-life physics: a flying banshee character has a slender light-weight frame, enormous flight muscles across his chest, and leathery wings that attach to his very long arms, rather than sprouting out of his back.
* Discworld, magic carpets originated when a Klatchian wizard was experimenting with flying spells, whilst taking long tokes from a hookah filled with the finest hashish. In an increasinlgy blissed-out state in a smoky enclosed room, the smoke and fumes - and the magic - impregnated the carpet he was standing on and the carpet had a freaky trip where it thought it could fly. The rest is history.
* Discworld, magic is weakening on the Discworld. This causes people to riot against wizards. Good thing Unseen University has some big, heavy doors. Too bad the only locks are magic spells, with no good, solid steel lock.
* Discworld, Magrat and Verence the Fool are kissing whilst Lancre is moved forwards 15 years in time, technically making it the longest kiss in history.
* Discworld, Magrat goes overboard on powder and mascara when going out to rescue Nanny Ogg from the Duke's dungeons, and is described as looking like "two flies that had crashed into a sugar bowl". She also leaves a guard tempted to make a sign to "ward off the evil eyeshadow".
* Discworld, Magrat is explaining the situation to Jason Ogg, all while swinging around an unregarded battle axe.
* Discworld make him a pretty good informant ("it was me that done it, not Coatface's boys like everyone says").
* Discworld manservant. Keeps up a haughty demeanor in general, but especially towards young folks.
* Discworld Mapp, this was the standard modus operandi of the great explorer Sir Roderick Purdeigh, who was of the firm opinion that people in distant lands that no-one wearing proper trousers had ever seen before were refusing to speak Morporkian out of stubbornness.
* Discworld mass panic about alien invasion. Two of the displaced British squaddies, having stolen civilian clothes, blend into a rally in Hide Park and, un-noticed in the crowd, gleefully watch Ankh-Morpork's homegrown UFO nuts demanding an end to Vetinari's clearly blatant cover-up of proof of alien visitation. Discreetly monitoring the speakers, there are indeed Men In Black - Lord Vetinari's Dark Clerks, assigned there to listen and take notes....
* Discworld meaning sets up one of these. Lord Vetinari is extremely serious and ascetic, not given to the sort of partying that characterized his predecessors. Hence "Lord Vetinari seldom had balls. There was a popular song about it, in fact."
* Discworld, meaning the excess life energy is piling up and things don't die properly. Cue compost piles coming to life and the dead rising up and being very cranky. One or two characters muse that the passing of the seasons is sort of the planet's "heartbeat", causing life energy to flow in and out of the ecosystem.
* Discworld mean that "the three rules of the Librarians of Time and Space are: 1) Silence; 2) Books must be returned no later than the last date shown; and 3) Do not interfere with the nature of causality."
* Discworld, mention is made of a kid with a penny-whistle whom the Musician's Guild "dealt with" for playing unlicensed music, who now plays a chord whenever he hiccups.
* Discworld mentions an incident in which King Harold the Rampant neglected to comply with his jester's suggestion that he adjust his chain mail. This negligence, together with the very good aim of a Pseudopolitan archer, is why the Battle of the Field of Cloth and Ants ended on such a remarkably-high note.
* Discworld. Merely passing out of the toughest school on the Disc is acheivement enough, and most will forge worthwhile careers in other areas. motivations vary: one student is there simply because the Assassins' music department is massively well resourced, with gifted teachers, and he wants a career in music. Being an Assassin is a sideline. The Guild's focus is also shifting: the "soft skills" that do not involve killing people are valued, as they create bomb disposal officers, zoologists, bodyguards, politicians, career civil servants, and of course Teachers. A new possibility is that really good shots who don't get airsick might make good aircrew and air-gunners for the Air Watch. Careful negotiations are proceeding.

* Discworld, Miss Alice Band becomes this when her girlfriend is stabbed and left for dead in the doorway of the Assassins' Guild. Other Assassins are expressly warned off the retributory contract as it is clearly understood this one has Alice's name on it. She is even warned not to let anger dictate her actions when she signs the contract. She then goes on to slay two of her lover's attackers with something verging on Extreme Prejudice, but is explicitly advised that one needs to be kept alive for just long enough to be interrogated as to who employed them and what their motives are. She reluctantly complies, accepting that his interrogation will be very unpleasant indeed. But is allowed to complete the contract afterwards - in cold blood, this time.
* Discworld, Moist passes by some fighters preparing for a bar-room brawl in the Mended Drum, one of whom recommends clapping a dwarf on the ears to stun them.
* Discworld, Moist von Lipwig realises that from a goblin's point of view, humans smell pretty ripely too.
* Discworld, Moist von Lipwig seems unable to put the metaphorical shovel down. The funniest point is probably that Vetinari didn’t even ask about the problem, Moist just assumed that this was the reason why his boss wanted to talk to him.
* Discworld moment, the trope withered and died in the face of Nobby Nobbs.
* Discworld moment when a reader's mother sent an irate letter to Terry Pratchett, complaining about the amount of swearing present in the books. As he said, some people will complain about anything.
* Discworld monstrosities, will make it clear they're a serious and disturbing threat and, at the same time, completely ridiculous, often making the point that a creature seemingly made of the bits left over once everything else was created is probably going to fall over a lot.
* Discworld, Mort and Ysabel have a lengthy slanging match with one another, including, at a few points, taking a moment out to clarify their meaning, before continuing.
* Discworld moves. Some doctors once tried to put it in a cupboard, but it got out.
* Discworld, movies were created using six imps triggered in succession, suggesting an imp can paint an image in only 1/4 of a second.
* Discworld. Mrs Bradshaw suggests that the chocolate machines in particular might be violating Thieves Guild demarcation rules.
* Discworld, Mrs. Cake literally does this with a glass of liquor for her spirit guide 'One-Man-Bucket'. Thus he gets the ghost of the drink after she kills it by setting it on fire.
* Discworld much to Rincewind's surprise, as they had spent a good length of time together without him ever mentioning it, despite Twoflower's insistence that he "MUST have done".
* Discworld MUD: There's a traveling shop which sells some very rare items, and is useful for getting to distant locations.
* Discworld, Musicians' Guild membership costs AM$25.00 (plus AM$15.00 compulsory voluntary pension fund contribution and AM$35.00 as a percentage of ... something). Without membership, a musician can't perform in Ankh-Morpork (at least, not for long), and without performing, there's no way the average musician can raise AM$75.00.
* Discworld, Mustrum Ridcully demonstrates this to Ponder Stibbons and a sceptical Matron Igorina using nothing more than a length of string and a piece of chalk. An entire hospital bed plus occupant has to be lifted inside a very big magical octogram; the reasoning is that Ruth N'Kweze would go inside the circle, but the Howondalandian magical entity possessing her could not enter and she would therefore be freed.
* Discworld, Nanny Ogg gets several of her sons to organize an angry mob to go after Count Magpyr and his family, who have moved into Lancre Castle with the intent of taking over the country. The Count is not impressed and simply steps out to criticize their "angry mob" form (like using large, unwieldy scythes instead of sickles) before siccing his personal army on the mob. But at the climax, a mob takes on the Count — much to the approval of the witches, as you have to kill your own monsters. (They had brought their children, which would teach the children

that monsters could be killed.)
* Discworld necessary, his own assassin skills) to keep himself alive. While still active in later books, Vetinari reduced their role with the introduction of Dark Clerks, unobtrusive, quiet, and efficient staff that just happens to be mostly drawn from the most promising graduates of the Assassins' Guild.
* Discworld Needless to say, it's the real thing, despite looking like an ordinary, slightly rusted sword.
* Discworld needs to be a flying Witch with magical talent. Aircrew selection calls for different skills.
* Discworld: Nobby Nobbs of the Ankh-Morpork City Watch is no longer allowed to deliver these after "that bet-you-a-dollar-you're-the-widow-Jackson nonsense." Carrot or Vimes usually handles it. (This is based on an urban legend that's probably as old as this trope.)
* Discworld, Nobby says he'll never wash his hankerchief again, then blows his nose ("It still bends, see?")
* Discworld Noir, a major clue early on is a matchbook from the Octarine Parrot.
* Discworld Noir being a private investigator means he has to wear a trenchcoat and fedora, but he's quite sure it does.
* Discworld Noir by hiding in a crate that's being taken on board, and later discovers that a killer snuck into the Patrician's Palace by hiding in a wine barrel that was delivered there.
* Discworld Noir (Good Doggies). The Watch classed his death as suicide.
* Discworld Noir; he doesn't know why being a private investigator means he has to wear a trenchcoat and fedora, but he's quite sure it does.
* Discworld Noir. Lewton finally finds the guy he's looking for when he's knocked unconscious from behind. When he comes to, the guy's dead and Vimes and Nobby are standing over him and telling him he's the prime suspect. Other characters are impressed by the way he knocked himself out to allay suspicion.
* Discworld Noir: Lewton tries to do this on Malaclypse - it works, after a fashion.
* Discworld Noir, Lewton will say "Thank you very much" with an Elvis accent when a wizard informs him that glamours are "an elvish thing".
* Discworld Noir the secret location he'd escaped through to close the case.
* Discworld Noir, with the usual Discworld insistence that metaphors have to be precise.
* Discworld. No one's operating it, but it keeps working anyway. He tries grabbing the handle (it snaps off), and then pulling out the salamanders that are its light source, but somehow the picture keeps being projected. Finally he grabs the film itself and rips it out of the projector, which does work.
* Discworld notes some of the things which men on horseback are and aren't suited for...such as how they fare in Urban Warfare against an enemy without a uniform.
* Discworld notes that Ankh-Morpork law has "a whole quiverful of offences available to a policeman who wishes to pass the time of day with a citizen, ranging from Loitering With Intent through Obstruction to Lingering While Being the Wrong Colour/Shape/Species/Sex".
* Discworld, not helped by the fact that it's a tricky birth. But given the cultural setting, the midwife is quite firm about keeping him well out of the way.
* Discworld). Not to mention the whole "the world is flat" thing, y'know?
* Discworld novel cites an incident where a witch caught a traveling peddler beating his exhausted, overloaded donkey. She grabbed the riding crop out of his hands and used it to strike him in the face twice, saying: "Hurts, doesn't it?"
* Discworld novel ever written parodies a common fantasy trope or six.
* Discworld novel: Ridcully is Archchancellor and supposedly an administrator, and "has always wanted a paperless office," but the Disc is just getting its Industrial Age underway and so paper is, of course, widely used. Ridcully gets rid of papers he doesn't feel like dealing with by locking them in a cabinet and throwing them out the window at night.
* Discworld novels. All that need be known (and is indeed given) is that the opening lines are 'The boy stood on the burning deck/His name was Henry Rollocks'

and that it starts out 'harmless enough'.
* Discworld novels. An exaggeration of Leonardo da Vinci, Leonard sometimes appears to be a one-man Industrial Revolution.
* Discworld novels: Angua absolutely forbids anyone to watch her while she is transforming from human to werewolf and vice-versa. Especially her lover Carrot, on the grounds that what he may see could put him off her for life. One man who did watch ran away, and went to sea to put the terrible sight behind him. However, it should be noted that it's not the least bit horrific or traumatic for Angua herself, as the transformation doesn't even feel uncomfortable. When describing it, she compares it to "a full-body sneeze".
* Discworld novels are enjoyable if somewhat generic fantasy-parodies. After that, Terry Prachett found his voice as an author, and the quality of the series continued to improve.
* Discworld novels doesn't understand how human things work, the towels in his bathroom are thick, white, and completely solid. His manservant Albert therefore uses one he's acquired with the logo of the Ankh-Morpork Young Men's Reformed Cultists of the Ichor God Bel-Shamaroth Association.
* Discworld novels often allude to a multiverse. Since all libraries, everywhere, in every space, universe and time are connected, you can reach this L-space in the Library of Unseen University. If the Librarian lets you in, of course.
* Discworld novels often include characters named after (and perhaps slightly based on) winners of charity auctions. Once they exist, they may appear in later books. Known examples include:
* Discworld novels. Savvy characters sometimes just outright give up/run away because they recognize the plot armor the other guys have.
* Discworld novels, the Boffo Joke and Novelty Shop is described as the favored establishment of people who think a whoopee cushion is the last word in comedy, "which in many respects it is".
* Discworld novels, the gods of Cori Celesti are engaged in an aeons-long feud with the Ice Giants, who play their radio too loud and have refused to return the lawnmower.
* Discworld novels, there are several off-hand remarks about vampires working at kosher slaughterhouses. Which is strange because there isn't an actual Judaism in that world. Presumably, there is a religion that has a similar edict about the consumption of blood.
* Discworld novels, Vimes wonders if Vetinari has an entire closet full of identical black robes, as he's never seen the Patrician dressed in any other way.
* Discworld novels, we have the Auditors. They crave an orderly universe, since they are the ones that must oversee what is essentially reality's paperwork down to the individual chemical reactions, and hence want to extinguish all life because life is unpredictable and is heaping no end of work upon them.
* Discworld novels where there is a reference to hanging someone up by their "figgin" or removing or roasting said figgin. Invariably accompanying these instances there is either a footnote revealing that a figgin is a raisin pastry or a moment where one of the characters is shown wondering why the prospect of those punishments would cause so much terror.
* Discworld number of clowns allowed to travel in a single coach or sedan chair.
* Discworld, of all people, steps in to take the Hogfather's place on Hogswatchnight.
* Discworld of an attack on a caravan in which the long-lost royal sword had been carefully hidden.
* Discworld of the "Kiss of Life" (especially from Nobby) is enough to revive the patient. Most of them haven't really suffered cardiac arrest, they've just fainted.
* Discworld of the series. Fred Colon and Nobby Nobbs are repeat offenders, too.
* Discworld of what he's seeing, but decides not to press the matter further.
* Discworld, of which he is arguably the chief god (or once was, real estate in Dunmanifestin moves around fairly quickly). He has eyes, but they don't spend any time in his head.
* Discworld - Om can't read minds because they're too chaotic, but he can get a

feel for the general shape of them.
* Discworld on a Derren Brown show, where he asked an experienced tightrope walker stuff like that, and repeatedly told him not to fall off. Guess what happened next.
* Discworld. Once, he says that he doesn't know whether he has a first name. (His Fourecks counterpart is named Bill Rincewind, suggesting that Rincewind is his surname.)
* Discworld once tricked a swan into singing its "swan song", a necessary prerequisite before it could die, using this trope:
* Discworld. One day he is challenged in a saloon by a local hard guy, who figures the tenderloin with the faggoty accent will be an easy pushover. Tim is sore that the girl he was unsuccessfully in love with is getting off with somebody else, and he is getting pissed in both senses of the word. He then demonstrates the Assassin fast draw. And brings a new skill to the Wild Widdershins of Aceria in the process.
* Discworld. One historical practitioner famously killed seventeen men with just a ladder and two buckets of paste.
* Discworld, one of Johanna Smith-Rhodes' teaching specialties at the Assassins' Guild School is Exothermic Alchemy. A related discipline is Deployment of Devices. Basically, she teaches young Assassins about the exciting world of explosives and incendiaries. Starred graduates of her courses have been responsible for some spectacular incidences of arson.
* Discworld: One paragraph describes why wizards and warriors don't get along. It essentially boils down to each side calling the other gay (warriors accuse wizards of wearing long robes and can't perform magic when a woman's around, wizards retort that warriors sure do spend a lot of time in gyms surrounded by muscular men wearing very little leather clothing).
* Discworld only a handful are left, the worst of the worst led by a drunkard. Captain Vimes' character arc is largely concerned with the redemption of the Night Watch into a powerful and functional force.
* Discworld on pink paper with pictures of mice on it, so that he'll think she's cute.
* Discworld, on the other hand, are clearly insane. And mostly very, very dead (it should be pointed out that there is a "Young Men's Reformed Cultists of the Ichor God Bel-Shamharoth Association", or "YMPA" in Ankh-Morpork, too).
* Discworld operation, and when his actions come to light (not just the desertion but his general conduct) he's put up on official charges himself.
* Discworld) or a pair of spiked knuckledusters that make his boss wince. Not to mention the time when Willikins left Vimes' service to fight in Klatch — biting a D'Reg's nose off at one point, and generally being Sergeant Badass.
* Discworld order of precidence at parties, "Someone who has brought a whole bottle of whisky with a name you recognise" is followed by "Someone who has brought a whole bottle of whisky with a name you recognise, but which, on closer inspection, is spelled wrong (this is definitely a sign you shouldn't spill any on the carpet)".
* Discworld or else they will soon learn what a B she is capable of being. Gaspode The Wonder Dog sails very close to the edge with his greeting to her of "Yo Bitch!"
* Discworld, Otto Chriek's suit becomes the same pattern as the carpet his remains were found on.
* Discworld, owl-shaped clocks in quiet country parlours create discomfiture in the leading characters. Death, temporarily rendered mortal, is reminded of the passage of time and his own impending mortality, whilst Sam Vimes decides he hates owl-shaped clocks on principle because of their sinister nature.
* Discworld parodies this occasionally, not only with the 'vampyres' mentioned above, but also with...
* Discworld parodies this with the Rite of Ashk'Ente, which summons Death - it's implied that this is supposed to require a human sacrifice, but magical refinements mean that it's now possible with only "4 cubic centimetres of mouse blood".
* Discworld. Particularly in Ankh-Morpork, which is inhabited by humans of many ethnicities, trolls, dwarves, gnomes, vampires, golems, small gods, the occasional talking dog ...

* Discworld parties are dead? In the coming chapters, the author may well raise the subject of Zombie sex.
* Discworld, Paul Kidby takes the reference to Venus figurines and gives her, in his own words, "a large rocky bust".
* Discworld; people put chunks of it in circles around places where the Faerie realm gets too close.
* Discworld people. You disbelieved people when they said they were innocent. Only guilty people were trustworthy."
* Discworld perform magic for every mundane purpose or using it to solve their problems, because the overuse of magic attracts the things from the Dungeon Dimensions, and if they break through, the effect is described as the ocean trying to warm itself around a candle.
* Discworld perspective however, she's experiencing exactly what the trope describes.
* Discworld, Pharoah Pteppic shakes a stonemason's hand in an attempt to be friendly. His ideas of kingship are a little different from those in his country, and he is shocked when the man backs away screaming and clutching his arm. It's explained to him that for the man to use his hand would be a blasphemy against the divine pharoah, which is probably punishable by death. The man's hand is amputated by the priests. When Pteppic protests this the high priest tells him that if he hadn't been restrained the man would have done it himself, with his chisel.
* Discworld place which is called in the local language That Place Where The Sun's Rays Do Not Reach. A Dwarf who falls through The Place Where The Sun Does Not Shine, near Slice in Lancre, resurfaces in the insanitary oasis of En-El-Sams-la-Raisa, three or four thousand miles away in Klatch, virtually instantaneously.
* Discworld plays with the trope (when doesn't it?) — wherefore see a partly overlapping discussion in the Literature folder under "Parodies and radically different versions" below — by having this as the traditional Dwarven image that most Dwarfs aspire to, but many were born and raised in cities and work in factories.
* Discworld police chief Sam Vimes. Even more bewildering, as canon strongly hints (without confirming) that Vetinari's long-standing romantic interest is definitively heterosexual - the vampire Lady Margalotta.
* Discworld. Ponder is mobbed by an admiring crowd. Who ring their friends to come along. Stuart is ecstatic: there have never been this many chicks in the store before.
* Discworld, Ponder Stibbons notices that the magical supercomputer Hex is starting to think for itself, and reflects "We should never have named you. A thing with a name is a bit more than a thing".
* Discworld Ponder Stibbons shoots down the idea, saying that mortals who claim to be gods are likely to come to the same bad ends on Earth as they would on Discworld.
* Discworld portrays the angel Sandalfoot, Guardian Of The High And Most Mystic Arcanum of the Caroc Cards, as a harassed junior bureaucrat tasked with keeping the costs down - especially the wages bill - by issuing redundancy notices to six out of the eight Virtues. Who, being strong-minded attitudinal ladies, give him a really hard time.
* Discworld possible to be legally liable for several hundred years worth of debts.
* Discworld. Pratchett, as a rule, is very, very fond of overanalysing idioms and taking things literally.
* Discworld. (Pratchett received a lot of fanmail to this effect, which often made for... difficult reading.)
* Discworld: Pratchett was in fact formerly a scientific journalist specializing in nuclear physics, so his books are full of in-jokes about the subject.
* Discworld ranks). One oddity, however, is the very junior rank of "Lance-Constable".
* Discworld; rather, it's their servants, the Igors (and Igorinas), though they can turn it off to be understood better. This varies from Igor to Igor. The hip young Igor who works for the City Watch has it intermittently (his relatives call it a

thpeech impediment), while another Igor was able to shut it off for a complex explanation. Given the nature of Igorhood this could have something to do with what dental surgery a particular Igor has dabbled in.
* Discworld readers as the "Holy Horns of Om", Om being the god honoured by the salute. Serves roughly the same purpose as a Christian crossing himself.
* Discworld really good at killing, not because their family had money).
* Discworld related to the Hunk of the Month still finds reasons to be alone with the magazine...
* Discworld. Renamed from "The Whore Pits" after much representation from said Guild.
* Discworld require octograms to be drawn on the floor. An example is the Rite of Ashk-Ente, which supposedly binds Death to the inside of the octogram... but he just stays in to be polite. Also, it is explained that most of the magical paraphernalia are used only for the look of the thing and are not really necessary, so it could be considered a subversion.
* Discworld resort to extreme politeness, observers should duck for a deep bomb-proof shelter.
* Discworld, returns to the Watch for the finale, as signalled by his demanding someone give him a helmet.
* Discworld reveals that it used to be much, much worse before Lord Vetinari became patrician. Later on, it actually started to become a decent city due in part to the progress of technology such as trains and c-mail.
* Discworld reveals there is a Golem Trust run by sympathetic humans who help the golems manage their finances, get hired as fairly-paid laborers, and locate others of their kind to emancipate.
* Discworld, Rincewind doesn't understand that he can just leave the growing wizard problems behind if he stops being a wizard, which would be easy for him since he can't do magic. Subverted later when he finally does get it, but says that he can't just stop being a wizard since it's more than just the ability to do magic.
* Discworld Rincewind drops a sandwich in a tide-pool and the narrator wonders what life would have been like with mustard rather than mayonnaise.
* Discworld Rincewind has come to recognise that any good fortune or material gain he gets will be lost in some sort of cruel and ironic way. By later books he has started to actively try and avoid rewards in an attempt to thwart this trope (needless to say it never works).
* Discworld. Rincewind (thanks to a quantum weather butterfly) gets a personal raincloud. Later on, this is upgraded to a personal snowstorm (right in the middle of an actual rain storm). Both cases sort of turn out to his advantage, though; the snow helps Cohen and the Horde find him, and the rain leads to him discovering the real Red Army.
* Discworld, Rincewind tries to blow it off — so it starts making it rain just over his head, which is enough to drop him. It also stings him with a very small lightning bolt.
* Discworld Role-Playing Game actually has rules for invoking this, including magic that lets you twist narrative tropes and even draw power from them, as well as a caution against taking too much for granted...
* Discworld Roleplaying Game and practiced his sinister smile, because that's what's expected. He views the whole thing as an unnecessary distraction from balancing the budget.
* Discworld Role-Playing Game, as well as a caution that just because you set yourself up as the Hero Who Saves the Town From the Evil Troll doesn't mean you're not actually One of the Dozen Hapless Characters Who Get Killed by the Troll Before the Hero Shows Up or, if the story is being told from a troll perspective, The Human That Gets Smooshed by the Troll. (Troll fairy stories aren't very subtle.)
* Discworld Role-Playing Game chapter "Going Shopping" says that some players see shopping as an essential part of the adventure "more fun than fighting princesses or rescuing monsters". It goes on to say that if this becomes a problem, the GM should remind them that the princesses aren't going to fight themselves, and maybe even have shopkeepers refuse to serve them until they've saved that poor monster

everyone in the town loves.
* Discworld Role-Playing Game ensures that villains who act this way are generally guaranteed to survive their many defeats, in an equally stereotyped way — and the game supports this too.
* Discworld Role-Playing Game explains the dwarven part of this from the dwarves' point of view, to help players with dwarf PCs. Dwarves find the human tendency to speak in metaphor to be both confusing and annoying. You ask a human how long until the explosion, and instead of a useful answer you get a little meditation about the beauty of flames and the fragility of life. Precise language is a useful survival trait in as dangerous a profession as mining. The game also provides a "Literal-Minded" disadvantage as an option when creating characters, dwarf or otherwise.
* Discworld Roleplaying Game (see above) to define a spell that triggers such realizations. If the target refuses to be frightened, this can rebound on the caster...
* Discworld Role-Playing Game supplement has a special character advantage to reflect this sort of thing: it usually gives you a bonus to creative work, but every time you try for something original, there's a chance you might actually come up with something revolutionary but unrelated.
* Discworld Role-Playing Game that he can be killed with his own scythe or sword, but neither confirms or denies it, simply pointing out that getting the weapons in the first place is far from easy.
* Discworld Roleplaying Game the actual owner is Dooli the Arranger, so named not just because he runs deals but because he also leads the house band. He's a combination of Rick Blaine and Sam (played by Dooley Wilson.)
* Discworld Roleplaying Game, the Sultan of Al-Ybi's extremely intelligent first wife makes very stupid suggestions that contain the basis of an idea he could develop himself.
* Discworld Roleplaying Game, when actually he's trying to make knockoff Burfies.
* Discworld runs into Rincewind and tells him they have an appointment in another city and asks Rincewind to please hurry and go there, even offering to lend him his horse. Rincewind refuses. Of course, it was the same city Rincewind was planning to run to in the first place, making it a sort of accidentally self-defeating prophecy.
* Discworld, rural Lancre witches who have no concept of how to behave in high society, dressing up this way and attending an opera performance. This goes about as well as could be expected given the witches concerned.
* Discworld. Ruth's nation is in a perpetual Cold War with Rimwards Howondaland, one which occassionally gets hot. At least partly because of apartheid. As all this is happening in faraway Ankh-Morpork, people around them collude to keep their secret, and their families accept it as one of those things. The rules are different in the Big City. But sooner or later both need to return to their respective homelands.
* Discworld: Samuel Vimes has several bear traps hidden in the shrubberies around his house to keep assassins from sneaking through them. This is one of the many painful and/or humiliating reasons why nowadays the only assassins to sneak into his home are students sent there by their teachers to learn humility.
* Discworld, Sam Vimes soaks a wooden tower in brandy and then leaves a trail of brandy leading away from it. He ignites the tower by dropping his cigar in the trail of brandy.
* Discworld says: "Ankh-Morpork boasts some of the most highly regarded and illustrious guilds on the Discworld. Incidentally, it's also home the Guild of Fools and Joculators and College of Clowns."
* Discworld says that if you leave them a saucer of milk, they will steal everything in the drinks cabinet.)
* Discworld says "There's something scary about scarecrows in any case. I know that's their job, but I mean scarier than that. They're not exactly people but they're not exactly just ... stuff. Or maybe it's those cut-out eyes." This is particularly the case with Unlucky Charlie, a target at the Witch Trials who has a habit of unexpectedly popping up in people's gardens. He doesn't appear to be

malevolent, but he's very creepy, and people who've stayed up to see how he actually moves have been very quiet ever since, especially around straw.
* Discworld says the Theocracy of Muntab uses a calendar that counts down instead of up. What happens after isn't specified, that it's probably not a good idea to hang around to see what all the fuss is about is.
* Discworld say this, although he prefers not to. Anyway, he has established legal precedent going thousands of years on his side, namely "Ego sic dico."
* Discworld School she attended for seven years, and after one unwary instructor in combat skills is taken away on a stretcher, training NCO's looking for volunteers in unarmed combat resolutely ignore her and always pick somebody else, however enthusiastically she raises her arm.
* Discworld's Commander Vimes is repeatedly proven to be a much better boss than his attitude suggests. Although he doesn't like anyone much, his men are willing to put up with his roughness because they know that when the chips are down, he's got their back; in fact, after most of them leave during Fred Colon's time as Acting Captain, the only way Carrot can convince them to come back is by telling them he and Commander Vimes are back.
* Discworld scoring 84%, every single time. At one point, his teachers catch on and attempt to give him a one question test: "What is your name?" He also takes the view that the physical tasks of life are much harder if you're physically limited, so he works out quite a bit. He ends up becoming the Victor Mature of the Discworld.
* Discworld's death; at first, this trope seems to be invoked with him responding to the Silver Horde's suggestions on how to honorably bury him, until Death finally approaches him and he realizes what happened.
* Discworld, secret identity, camouflage...), but not before determining, with the aid of Nobby, which ones would land his chance of success at exactly a million to one.
* Discworld. Seeing as he knows the corrupt government is not going to do a thing to protect ordinary people from the rioting, he seals off his still peaceful corner of the city. With massive barricades. Of course there is also the fact that he is living in his own past and seeing events he remembers— kind of (it's a bit complicated).
* Discworld (seen below). It turns out that HEX and Sheldon have interfered with the timeline, and when HEX fixes the timeline, only then do they find out that Frank and Marie would have crashed their own car through the wall anyway, a few minutes later. Hence the wall is a victim of the fate of Narrative Causality.
* Discworld sees racism against dwarves in everything. They don't have much time to protest anything, though, because they have to spend most of their time convincing the dwarves they're oppressed and being discriminated against. It should also be noted that the group is almost completely made up of humans.
* Discworld sells hourglasses. When Rincewind asks where he got them from, he replies "fell off the back of a donkey cart".
* Discworld sends up Ancient Egypt to way past eleven. Terry Pratchett creates a country where building pyramids is all and everything and which is up to 3,000 years behind the rest of the Discworld. It takes a gifted Assassin to bring it all crumbling down.
* Discworld series are so used to the Librarian's new form (an orangutan) that if someone were to mention an orangutan in the library they'd ask the Librarian if he'd seen it.
* Discworld series, Death's manservant Albert claims to be one of these: "It's no good thinking you can appeal to my better nature under this here crusty exterior, 'cos my interior's pretty damn crusty as well."
* Discworld series, deep dwarf culture has a whole bunch of taboos (their sages, the grags, often find the mere idea of seeing sunlight repulsive) but even modern dwarfs are opposed to dwarf women expressing their femininity. Not just dressing for it, but unnecessarily admitting to having a gender identity differing from the default "probably male" (dwarf courtship consists mainly of very tactfully discerning if the object of your affection is of a compatible gender). Lately the

dwarfs have undergone a sexual revolution of sorts, matching their chainmail with leather skirts, putting high heels on their iron boots, braiding their beards, and even making attempts at makeup.
* Discworld-series. Even the non-diamond parts of a troll can be broken up for rockeries and gravel.
* Discworld series features a constantly rotating cast of familiar characters and, after a run of some twenty-plus books, unsurprisingly they started receiving criticism from some fans and critics for trotting out the same jokes, character observations and traits. Whether in response to such criticisms or not, the series picked up again by introducing a new wave of regular characters and gradually retiring some of the older ones.
* Discworld series, from the outside it looks fairly normal, if a bit morbid, but inside... Death's study is reckoned to be about a mile square, and it apparently isn't the biggest room. This has as much to do with Death just not understanding physics as anything else. In the land his house occupies, the ominous mountains in the distance are actually fairly close to the house; they simply look far away because they're literally blurry, which is all Death really cares about.
* Discworld series have this as a major theme in general: Discworld is a world of stories. The world often conspires to get the people in the stories to play their roles, no matter what the consequences. The people often aren't happy with this. One book mentions the Unseen University Professor of Anthropics, who has created the Extreme Anthropic Principle: the theory that the universe is here solely for the Unseen University Professor of Anthropics. It is further mentioned that everyone, with a few changes of the Insert Name Here variety, secretly believes the same thing.
* Discworld series. He attempts to defy this trope, at least in the sense of striving to be sane and self-controlled. He's arguably Vetinari, minus Vetinari's redeeming feature of caring about his city. This being Discworld, Rincewind and Cohen lampshade the hell out of him.
* Discworld series ("I get it ... 'good cop, bad cop', right?" "Well, we're a little short-staffed, so if I give you a cup of coffee, would you mind kicking yourself in the teeth?") Then again, Carrot and Vimes are the quintessential pair of cops.
* Discworld series in regard to the Agatean Empire royalty—one has to be a murderous bastard to survive the court intrigues and as a result, some features get reinforced every generation.
* Discworld series is a mild version of this. He does consider himself well informed, but the only person he tries to impress this on is Nobby Nobbs, who he's aware may be winding him up. Such as when Colon identifies hieroglyphs as a type of mollusk, and is asked if they go lower they'll find loweroglyphs, and decides to go for broke - everyone knows you don't get loweroglyphs in these waters. It is said he had a broad education; he went to the school of 'my dad always said', the college of 'it stands to reason', and is now a post-graduate student at the university of 'what some bloke told me in the pub'.
* Discworld series is explicitly mentioned to be a little bit alive. It's the reason HEX seems to add or upgrade parts of its own accord, and part of the reason that not using magic is one of the most important skills a wizard can utilize.
* Discworld series is that survival is a learned skill — the longer you live, the longer you're able to keep living.
* Discworld series. Moist finds himself quite attracted to what she does with a cigarette. (Others smoke, of course. But the smoking isn't seen the same way.)
* Discworld series, Rincewind has survived any imaginable death (and a handful of unimaginable ones), including falling off the edge of the world. He is Lady Luck's favorite beneficiary, mainly because he refuses to believe in her. She and Fate have a bit of a rivalry going on, in fact, with Fate getting Rincewind into trouble and Luck getting him out of it.
* Discworld series's amusing digressions and attempts to be realistic about how people act and interact (even when it slows down the plot) where most fantasy series wouldn't, are some of its major selling points.

* Discworld series this happens a lot with Commander Vimes, although he usually tries to make it happen (e.g. someone dies but instead of sending another person, he goes and ends up missing appointments.)
* Discworld series. Vimes notes that their marriage is happy but childless. They do, however, adopt Brick later in Thud.
* Discworld series, Wee Mad Arthur is growing into this. Having discovered and embraced his Nac Mac Feegle heritage he remains as dangerous, if not more dangerous, than ever while calming his ever-present rage at the world. However, being raised by gnomes means that he has also acquired an appreciation for the finer things in life like a night out at the opera.
* Discworld series with Death and his servant Albert, with Death being the "kid" and Albert the one on the leash. In life, Albert was a malevolent wizard and, when he knew he was going to die, performed - in reverse - a ritual that was supposed to summon Death, on the logic that it would send Death away from him. Instead, it sent him to Death. Albert has "lived" for centuries in Death's Domain and can now only spend a limited time on earth before his remaining minutes of life are used up. While Albert is not a physical threat to Death, he is much more cynical than his master, and in several books evidences a willingness to betray his master and regain his status in life.
* Discworld-set only Feegle know. As she discovers, the problem with her Navigator, Wee Archie Aff The Midden, is that
* Discworld-set pilots gather on a high battlement at Lancre Castle, and sing a Cossack fighting song as a lament and as a vow of revenge against the Elves.
* Discworld's gnomes are also terrifyingly strong, despite being six inches tall, and able to knock a man out and break bones with a headbutt or otherwise — because they have the strength of a grown man, concentrated in a very small area. Said gnomes
* Discworld: she makes the tea, the Mother pours it (a play on the British phrase "I'll be mother") and the ... Other One ... drinks it.
* Discworld. She notes to herself, seeing the example of a compatriot, that marriage and pregnancy would be a heroic last-ditch exemption. By the end of the story there is, in fact, a potential husband.
* Discworld. She took an evening swim in what turned out to be a crocodile.
* Discworld short story 'Troll Bridge'' naturally features one of these. While Cohen originally was going to fight him, the two end up reminiscing together over how the world isn't as accommodating to heroes and monsters as it once was.
* Discworld show consideration, however: The bodies they use for this are exclusively from people put in permanent vegetative states or killed by head injuries that are donated to the Igors by their next-of-kin.
* Discworld shows us there's also nothing stopping biologically male dwarves from doing the same thing.
* Discworld, since their small and weak wings aren't very effective as lifting surfaces but do make rather good ailerons.
* Discworld's Lord Vetinari sometimes gets this. When the baddies hurt him or catch him unguarded and unprepared, you know it's serious. Although when you think about it, he probably gets hurt/poisoned/turned into a lizard/otherwise out of the baddies' way without a handy plan to save himself more often than not. But since both the characters and the readers are still left with the impression that he's a cool badass character who always has everything under control, you could say it works.
* Discworld's magic seems akin to theoretical physics. Pratchett also wrote extensively on how prolonged exposure to magic can affect a place or person, the general lesson being that the price of magic is usually never as small as it seems. A lot of this made sense when you realize he used to work as a Press Officer to three nuclear power plants, around the time of the Three Mile Island incident.
* Discworld). Snails were eating the mail. Frogs and toads were inserted to eat the snails. The frogs bred. Snakes were inserted to eat the frogs. Then mongeese needed to go into the boxes to deal with the snakes — one of whom turns out to be a Howondalandian Spitting Mamba and not a harmless Lancre Grass Snake. This

difficulty is dealt with by experienced hands. And then CMOT Dibbler takes it on himself to bring the joys of exotic wildlife to the city in the form of a Safari Park. A Dibbler disaster ensues and Howondaland's native animals escape...
* Discworld's name slapped on them for marketing reasons. According to Sir Terry and the co-writers, this was very much not the case. If a book credits him as the main writer, he was.
* Discworld, so most other characters believe that he stayed in the back as much as possible in the army as well.
* Discworld sort of joke or snark, and that's counting the cover and title page.
* Discworld. So the only guys who ask her out are either jerks who aren't afraid of rejection or losers (like Nobby) who are so used to rejection it doesn't scare them.
* Discworld, so this is sometimes ignored when something really needs to happen for plot reasons.
* Discworld's place on the scale can be summed up as "silly, but not from the characters' point of view".
* Discworld's Rincewind has had this happen to him enough times that now he expects it. It has now gotten to the point that if anything good happens to him he will more or less panic until the other shoe drops.
* Discworld's Sam Vimes may be the Commander of the City Watch and even a Duke, but despite the protests of both his wife and the Patrician of Ankh-Morpork, refuses to delegate the street jobs to his subordinates, being happiest when walking the streets in cardboard-soled boots in the rain or chasing a dangerous criminal. He abhors the politics he's forced to participate in, and still basically sees the world like a beat copper.
* Discworld's Tiffany Aching refers to her father's pun as The Joke. He's a farmer and he works hard. Do the math. "He was Aching when he woke, and he'll be Aching when he sleeps." They recognize that it's not a funny joke, but it's got sentimental value behind it, like an elderly aunt.
* Discworld stories, as well as a catalog marketing the witch's version: packaged cobwebs (with optional rubber spiders), icky bubbly goo for cauldrons, big ominous mirrors with a selection of frames, enough dopey Wicca-wannabee amulets to strangle a giraffe, etc. Boffo!
* Discworld stories, the Librarian of Unseen University is an orangutan who used to be a human wizard. He's very happy with the practical advantages of his current form, like the ability to climb shelves without a ladder or the ability to intimidate people into returning borrowed books on time and undamaged.
* Discworld's trolls and gargoyles are implied to have originated when rocks and statues respectively became animate. The Power Of Faith can also have this effect, as shown in
* Discworld students live on these. Don't they? Fortunately, Ponder's unfamiliarity with them is explained on the grounds that he's English, and they call them Pot Noodles over there... Ponder and Johanna reflect that being respectively "English" and "South African" in California excuses many unfamiliarities and eccentricities.
* Discworld style permanent theater was a new and iffy idea that had never been tried before when the city opera house across the street was already centuries old.
* Discworld such that a whole arc of stories were devoted to them. As Mr. Pratchett himself said:
* Discworld's usual method of taking things to the breaking point to make a joke.
* Discworld's view of Technology Levels is "There's no reason why worlds should develop the same way. The Greeks had all the necessary theoretical knowledge and technical ability to invent the wind-up gramophone. The steam-powered gramophone, come to that. They just never did."
* Discworld swamp dragons often suffer something called "blowback" which, like many dragon diseases, leads to bits of dragon being scattered over a very wide area.
* Discworld sword-for-hire-for-a-great-deal-of-money, a woman who is lethal with a long sabre and a shorter poignard, weapons to run away from very fast if they come in your direction.
* Discworld talks (albeit to herself) about how preposterous and formulaic her

romance novels are.
* Discworld, ++talks like this++And his speeches follow this orthographic convention++This is based on early computer print-outs to indicate that he is printing his responses, rather than speaking them++However, when HEX gets an actual voice, he still uses (++) as punctuation to indicate a full stop++
* Discworld tendencies by noticing that she doesn't even react when Agnes tells her "and my father was the Seriph of Klatch and my mother was a small tray of raspberry puddings."
* Discworld tends to keep his cat personality even when human, which leads to a somewhat ADD-esque behaviour pattern.
* Discworld tends to suffer from this a lot, although it's probably not surprising given the number of Vampires, Werewolves and Igors about, not to mention Zombies (only come back
* Discworld territory when the narrator says that the despair of people laughing at him even as he begged them to stop eventually drew him to commit suicide. His hanging corpse was somehow considered an avant-garde comedy act by those who found him. It so funny in fact, that it stayed on the noose for weeks afterward.
* Discworld than humans: dwarfs are tougher, stronger and live longer (though the stronger bit is more due to them working out by constant mining. Carrot is a human raised by dwarves and his strength is described as a dwarf scaled to 200%), trolls and golems are near indestructible and incredibly strong (and trolls are incredibly intelligent when in cooler temperatures), vampires have all their standard strengths and can even learn to replace their lust for blood, pictsies are unbelievably strong and ferocious (gnomes are described as being as strong as a human despite being half the size of a Barbie doll) and orcs can only be called superbeings.
* Discworld Thanks to their new Kelda, whose own original clan DOES have lawyers and reading, they're starting to get their own lawyers as well.
* Discworld that bad?" sequence. Vimes' internal monologue points out how stupid this is.
* Discworld that Carrot do this if she ever ends up becoming as monstrous as her brother Wolfgang.
* Discworld that he recognised him as a killer the moment he saw him - because he's used to seeing a killer's face every day in his own mirror.
* Discworld that people don't really believe that's what their gods are like in the first place, even though of course they'll say that. Really what you expect is more like your father after a long day at work.)
* Discworld that Pratchett's dwarfs are Jewish-ish (quiet, hard-working, thrifty, very respectful of ancient traditions that they don't feel they necessarily follow as closely as they're supposed to.
* Discworld that she is absolutely unable to resist a good chocolate and tries to sneakily eat one whenever the occasion presents itself.
* Discworld that shows their faces and the logo "WANTED! DEAD OR DEADER!"
* Discworld that you need which happens to be his belt buckle.So you'll have to lure him to the toilets by putting prunes in the caviar he's eating.
* Discworld, the Amazing Maurice is a perfectly normal feral tomcat. Until he forages on the dump where wizards have discarded centuries of old magic and eats a rat who has been living on that particular dump. The rat in question is a talking one, but due to a speech impediment, is unable to protest his fate. Maurice acquires its sapience and ability to speak Human as a sort of unwelcome magically-assisted indigestion. Life then begins getting complicated - and profitable - for a cat who has realized sapient rats are now off the menu.
* Discworld, The Ankh-Morpork Inquirer, publishes these sort of articles, most notably "Woman Gives Birth To Cobra." The Ankh Morpork Times, on the other hand, eventually manages to print an article with the headline, "Dog Bites Man".
* Discworld: The Assassins' Guild lives and breathes this trope. The Hogfather had a bounty of $3,000,000. Moist von Lipwig had a conditional $100,000 bounty on his head. Lord Vetinari and The Duke of Ankh, Sir Samuel Vimes had bounties, before being being taken off the lists.

* Discworld, the Assassins' Guild School has a Botany Department. It is run by a woman who became a late entrant to the Guild owing to her unparalleled knowledge and expertise concerning green growing things. In a later tale, her daughter exploits the fact a troublesome idiot does not know what a croton oil plant looks like, is not aware they should not be touched, and are in fact to be avoided, and therefore has no idea of the subsequent emetic and irritant effects.
* Discworld, the Assassins' Guild School teaches this skill as a course module, as part of its study course in Deniable Diplomacy. The course is taught by M. leBalouard, a man who likes his drinks shaken but not stirred.
* Discworld, the Assassins lock up the Gonne, it gets stolen, and the rest of the plot follows from there.
* Discworld: the Band with Rocks In is seemingly about to get eaten in the sinister town of Scrote, but avoids this fate by performing a rock concert.
* Discworld, the beggars are discussing a plan to rescue some dogs that have been thrown over a bridge by Pin and Tulip, and one of them says he used to mess about in boats. Another, being realistic about the consistency of the river Ankh, replies that they would actually "boat about in mess."
* Discworld: The book mentions that most composers have gone deaf by the time they die, this being the gods' idea of a joke. The joke is on the gods, of course. Deafness doesn't prevent a true composer from hearing the music; it prevents them from hearing the distractions.
* Discworld - the Borogravian citizens, living in a country where everything they read is propaganda written by the government, cannot figure out how newspapers (or anything written down, for that matter) can be trusted.
* Discworld, the Caltech gang are consternated to arrive in Ankh-Morpork and to discover the Discworld has not evolved two of the staples of life in the United States: guns and internal combustion engines. The most advanced projectile weapon is a repeating crossbow, and steam power has only just been devised. however, this doesn't mean the city is not a very violent and dangerous place...
* Discworld). The characters who dig them out assume the obvious explanation for them being off in a remote spot together, and Victor agrees that they've got it exactly right; when Ginger objects, he asks her if she'd rather tell them what she was really doing. This is also a turning of the tables on a previous scene; when Victor is waiting by Ginger's bedside to stop her, she reassures him that her landlady will just think they're having sex. (Said landlady later gives him a big grin and a complicated gesture he was sure little old ladies shouldn't know.)
* Discworld, the City-State of Ankh-Morpork has an Assassins' Guild which is not just tolerated but actively acknowledged by the government (the benevolent dictator of the city happens to be a former graduate).
* Discworld, the City Watch has Nobby Nobbs, who is shorter than most dwarves, unsavory, and ugly enough that he has a signed statement from Lord Vetinari confirming that he's human.
* Discworld, the city Watch was at the end of the supply and priority chain for just about everything, and tended to be issued with crossbows so defective that they fired backwards. This ended when Captain Carrot raided the city armoury so as to be able to control an obvious source of weaponry and deny it to rioters, then to issue his City Militia with reliable kit. Later on, Sam Vimes uses his new wealth as Duke of Ankh to ensure Watchmen get the best sidearms available.
* Discworld, the Dean mentions that Sir Roderick once got lost in his own wardrobe.
* Discworld; the deity that the protagonists are speaking with specifically manipulates the laws of chance so that the bottle just happens to be in the exact place and time to hit the guard and allow them to escape.)
* Discworld, the demon-god Quetzovercoatl is described as "half-man, half-chicken, half-jaguar, half-serpent, half-scorpion and half-mad".
* Discworld. The desert nomads who live there sail on ships that wouldn't look out of place in the Circle Sea. It's also briefly mentioned to be home to very strange fish.
* Discworld, the Dibbler name is attached to beauty products, patent medicines, spirits, shampoos, and adult magazines, as well as the famous pies and such

services as taking bets, offering loans and flyposting.
* Discworld The events and reveals near the end of the book rely heavily on the fact that they are extensions of the premise.
* Discworld, the framing story is of Vimes derailing it, replacing the farm animals with the sights and sounds of Ankh-Morpork.
* Discworld. The going theory in-universe is that he was a psychic who let in too many wandering spirits, and the spirits eventually crowded him out.
* Discworld, the Guild of Asassins does some creative thinking about how to dispose of werecreatures and terminally inhume them. A collaboration between Mr Mericet (Poisons and Poison Strategy) and Miss Smith-Rhodes (Exothermic Devices) sees the creation of a very specific type of hand-grenade. The inspiration is the knowledge that while chlorine gas kills, a compound of chlorine - phosgene - kills far more quickly and efficiently. Therefore if elemental silver slays werewolves, what can its compounds do? The result is the silver nitrate bomb. In which a small explosive charge inside a glass globe packed with silver nitrate powder, once detonated, puts up a choking cloud of a poison lethal to werecreatures.
* Discworld, the Guild of Assassins has more than one variation of this theme, usually set up as an instructive humbling of over-confident students.
* Discworld: The Hedgehog Song. It's an ear worm even though the words are never mentioned.
* Discworld, the heroes are attempting to escape from a doomed city in Klatch but cannot get the magic carpet they have stolen to start. Despite repeated and more urgent repetitions of the operating word "Up!" it refuses to do anything. Finally the Wizzard Rincewind comes out of his sulk, assesses the situation, and intones the command "Down!" At which the carpet takes off. When the others ask how he did it, Rincewind replies that he paid attention to the spatial co-ordinate logic of the situation.
* Discworld, the hero Samuel Vimes and the sociopath Carcer are both thrown into the past. Carcer assimilates more quickly, and gets a job in the local gestapo... but Vimes catches up rather spectacularly.
* Discworld the History Monk Sato believes in peace to all living things, UNLESS you touch his hair. Some very luckless (and now dead) individuals find this out at the end of the book.
* Discworld. The horses are golems — clay automatons — and the only one to ride them notes just how uncomfortable a terra cotta saddle is. And don't ask about the Igor horses built from spare parts...
* Discworld, the impending visitation of the elves causes crop circles to spontaneously generate in everything from an herb garden to a handful of seeds sprouting in a damp cloth and even Archchancellor Ridcully's "crop" of hair.
* Discworld, their creator Tak wrote himself before he could write the world and the laws.
* Discworld. Their main job is to ensure that history happens as intended, although with the number of people who've messed around with time manipulation one member describes their job as mostly being attempting to ensure that time holds together at all.
* Discworld the knowledge contained in a library, the easier it is to get to — meaning that a room with one book in it can be a major L-Space node, if the book leads to an entirely new science.
* Discworld, the leader of a rebellion in Ankh-Morpork reflects that due to the anti-weaponry laws, his makeshift army doesn't have much in the way of real weapons—a few heirlooms passed down by veteran ancestors—but then, when his army consists of stevedores, longshoremen, butchers, and blacksmiths you pretty much have all the heavy or sharp objects you need. And if he ordered them to turn around, they'd make hash of themselves.
* Discworld. The leader of the rival army, far from having a convenient excuse to raze Ankh-Morpork to the ground over Leshp, ends up looking like a complete fool for accepting Vetinari's surrender.
* Discworld, The Librarian at Unseen University catches a cold and turns into something new every time he sneezes, thanks to his "morphic field" being weakened

by his original transformation from a human into an orangutan.
* Discworld, the Librarian of Unseen University makes it perfectly clear that if you want to consult the books on flying and levitation spells, you've got to catch them first. He will lend you the very long stepladders, however, as they're generally to be found flying around in the roofspace somewhere.
* Discworld, the lifts also have very small gnomes who are moved to play soothing tunes on their elim whistles (a lot smaller than penny whistles).
* Discworld, the man admits he's actually one of several subcontractors who build universes from scratch while their own creator busies Himself with His own creation.
* Discworld. The man subsists on dry bread and water despite being the ruler of a major city.
* Discworld-themed believes in going higher than any other combat air witch, waiting up there for long enough, ideally putting the sun behind her and any perceived target - and then, wham.
* Discworld, the mummified King Teppicymon XXVII awakens as an undead, but can't see. He fumbles his way to the canopic jar that contains his eyes, so he can return them to their proper place; through the disembodied eyeballs, he sees his own hand reach into the jar to collect them.
* Discworld. Then after IC-6 (person of Klatchian or Hubwards Circle Sea appearance), the City Watch scale goes through IC-7 (Dwarf) up to IC-16 (Elf: touches iron). Incidents also have their codes: a Code 23 denotes any manifestation of the eldrich, paranormal, supernatural, or things appearing with too many tentacles. A 23 involving the presence of many IC-16's is something to dread. There is also an unofficial extra category IC-17, which is code for Nobby Nobbs.
* Discworld, then sit back and watch them obsessively devour all 30+ books.
* Discworld the one book that is actually all about bereavement, strangely.
* Discworld, the only individual Dark Clerk to have a notable speaking role.
* Discworld, the Opera Ghost wears a white mask which the narration consistently describes as "like the skull of an angel".
* Discworld, the original Assassins' Guild 3p stamp (the Thrupenny Dreadful), is very rare, at least gummed. The in-universe reason for this is that they were recalled due to unsubstantiated rumours that the Guild was using it to fulfill contracts.
* Discworld, there are a lot of superstitions around the number (some people insist on calling it "7a").
* Discworld. There are also The Auditors of Reality which are portrayed as embodiments of order, bureaucracy, and the mechanics of the universe, and are, instead of Death, portrayed as the opposite of life (which they hate). Unusually, these characters are referred to in the story as Anthropomorphic Personifications, and Pratchett is largely responsible for popularizing the phrase.
* Discworld. There are some hints in later books that he might have some goblin blood in him, and despite being repulsive to human women he's quite attractive to the goblin ladies, but it's never confirmed either way.
* Discworld, there is a growing Pan-Rodinian nationalism which is causing the rulers of Zlobenia, Mouldavia and Borogravia some concern and sleepless nights. Vetinari is forthright.
* Discworld, there is a mysterious informant known only to William De Worde as Deep Bone, who provides him some key information about the alleged attempted murder at the palace.
* Discworld, there is a reform school for girls known for being very abusive. Of the three characters we know came from there, one is always carrying matches around. In the book's epilogue we learn that the school mysteriously burned down.
* Discworld, there is a suspicion that at the age of fourteen, she pulls an act of blatant arson as a favour to a teacher she really likes and respects.
* Discworld, there's a master architect, Goldeneyes Silverhand Dactylos. His backstory consists of him inventing marvels for various royals, only for his employers to mutilate him so that he couldn't repeat the invention for anyone else. When his latest employer asks why he didn't just give it all up and try flower

arranging, he replies "I'm good at it."
* Discworld, there's something a bit off about someone who'd actually kill a king. (It's also mentioned that other Vimeses have been notable watchmen. Sam himself would probably say he has a Poor Bastards Too Bloody-Minded To Get Out of the Way Lineage.)
* Discworld. These are so powerful that anyone nearby is also drawn into them and, lacking the frame of reference, wonders what those insect-like metal things in the sky are that go "whokka-whokka-whokka". Maldict also talks of fragging the officers and uses other 1960's GI slang.
* Discworld. These monks are also constantly shunting time from places with too much to places with too little, so how long things take depends on how long they need to take.
* Discworld: The series takes place on a very slightly convex disc. It's also supported by four giant elephants on the back of an insanely vast turtle. It has a (spherical) tiny sun and a tiny moon, which travel in complex patterns to make seasons. (Sometimes, one of the elephants has to cock a leg to let them go by.)
* Discworld, the Sonky Rubber Goods Company's early pioneering in the world of contraceptives has resulted in condoms of any manufacture being referred to as "a packet of sonkies".
* Discworld: the Time Monks force Sam Vimes to do this to himself so they can tell him sensitive information without letting him remember it. Sam being who he is, he figures it out again anyway.
* Discworld: The tiny country of Lancre has a standing army, except for when he's sitting down.
* Discworld, the title character can make time flow faster or slower for himself relative to the world around him. He regularly uses this ability for mundane everyday schedule management.
* Discworld, the titular coven of witches leaves a baby (who is secretly the heir to the throne of Lancre, smuggled out of the palace after the king is murdered by his cousin) in the care of a band of travelling actors. When asked the boy's name, Granny Weatherwax and Nanny Ogg provide separate answers, "Tom" and "John", but settle on "Tomjon".
* Discworld, the town of Big Cabbage is the heart of the brassica-growing monoculture of the Sto Plains. Big Cabbage is so proud of its status that it hosts a theme park dedicated to cabbage in all its forms. There are at least two mascots, people forced to squirm all day in hideously uncomfortable costumes. Billy Brassica, the Cabbage Clown, and his sworn foe, Micky the Maggot.
* Discworld. The twist being that the mount didn't have to be so small (it had powers) so was only doing so to be pissy.
* Discworld: The Unseen University is saturated with sometimes dangerous levels of magic, which has given rise to some rather unusual pests and indoor fauna. These include .303 bookworms, which feed on dangerous magical tomes by burrowing through them at extremely high speeds and present a potentially significant danger for anyone in their path when they shoot out of a bookshelf's far end, ants intelligent enough to pull carts and use beetles as beasts of burden, cockroaches that can march by the billions with their steps perfectly in time, escaped demons in the cellars, rats capable of understanding or even using human speech, and "that very rare indoorovore, the Uncommon Sock Eater".
* Discworld. The Unseen University wizards are trying to contact another wizard with a crystal ball, but keep getting a fiery eyeball. This turns out to be the eye of that wizard, who'd developed a severe shrimp allergy. It also gave him a giant fiery nose.
* Discworld, the villain uses mirror magic, and when she loses control at the end, her reflection reaches out of a mirror and pulls her in.
* Discworld, the Watch pointed out there was no specific law that all players had to be human. therefore the core of its scrum was a Golem and two Trolls. And the University's edificeering side was centred on the Librarian...
* Discworld, the witch Miss Treason from the Tiffany Aching subseries cultivates a rumor that she only stays alive because she keeps a clunky iron clock wound up and

ticking. Because witches can predict their exact times of death, she sets the clock to run out at the exact right moment, fueling the myth.
* Discworld, the witch Nanny Ogg pulls this sort of thing frequently on her old friend Esmerelda Weatherwax. Mainly for the laughs, but also because she knows that without the grounding presented by frequent irritation and things to get annoyed with, Granny Weatherwax is such a potent witch that she is liable to lose all touch with reality and start cackling. "The Sea And Little Fishes'' is a short story about such a "that was totally worth it" that Nanny pulls on Granny.
* Discworld the wizards must visit Roundworld, and bring along the Librarian (who is a man who was transformed via magical accident into an orangutan). Hex explains that if they want to successfully blend into Elizabethan London, they must dress the Librarian in a dress and say he's Spanish. This works.
* Discworld, they all have personalities which are the exact opposite of their names. For example, Hope suffers from depression and a sense of the existential alienation and angst, Chastity is a uhh..."Seamstress" in Ankh-Morpork's seedier districts, while Anger is a calm and reasonable fellow and Bestiality is known for his kindness towards animals.
* Discworld. They can Stealth Hi/Bye on pure narrative-causality power.)
* Discworld They keep track of everything in the universe, from the spin of atoms to the orbits of planets and stars, and want to wipe out life because it's "untidy". The Auditors especially hate sentient life for coming up with abstract things that can't be measured or quantified, like "justice".
* Discworld, the young Assassin Jocasta Wiggs follows her memorable canonical appearance by ending up - in every tale where she features - being liberally smothered in crap. It's now the Wiggs trademark.
* Discworld (they're discussing the meaning of "drawn and quartered"):
* Discworld. They're no match for a proper army, as we see in Jingo, but they're extremely capable at dealing with ordinary criminals and lackeys when the heroes don't have the time.
* Discworld, they report that the entire family is currently spending all their time shearing the dog.
* Discworld they're stars, and the male lead is now working as an assistant horse holder.
* Discworld they were drugs, regardless of what effects such substances might actually have. He's been known to snort things like mothballs, for example.
* Discworld. The Zulu Empire is presented as having many positive qualities but is still a nepotistic monarchy in which members of the Royal House get the best of everything, as well as demanding submission from its own non-Zulu subject peoples that verges on a form of apartheid imposed by a dominant black tribe on other tribes.
* Discworld thing, was that everything happened at the other end of it, i.e. a long way off."
* Discworld thinks Miss Alice Band (History, Archaeology, Climbing, Traps and Concealment) is a pushover.
* Discworld, this happens to the academically minded educators and researchers Ponder Stibbons and Johanna Smith-Rhodes. He is a Professor of Magic. She attains a Doctorate in Zoological Science. A few years later they get a daughter who is at least equally bright.
* Discworld this is a key trait of many of the characters, usually because they do not wish people to know how little they know about a subject (either for reasons of pride or the hope that the person they are talking to will purposely draw the wrong conclusions), or that they feel the truth is just too boring; the latter a particular favourite of Nanny Ogg, who lists one of her hobbies as recreational lying.
* Discworld this is a traditional Troll occupation. It is extremely impolite to mention the Three Billy Goats Gruff.
* Discworld. This is in contradiction to earlier books, but Discworld is famously loose with its origin stories.
* Discworld This is not a bad portrayal of reality in Welsh regiments even today

(where it is still the case that a marching platoon may elect to sing a hymn in preference to any other available military ditty).
* Discworld. This is not entirely unexpected by witches. Nanny Ogg is still technically the Mother in a coven by reason of having a lot of (grown) children, not being young.
* Discworld: This principle is known, and mentioned occasionally by certain witches and wizards, but doesn't seem to have any real effect.
* Discworld. Though it's implied that by the strictly literal definition of pedophile he qualifies, after Om accuses him of being a pederast, it's mentioned that while he might occasionally have "disquieting thoughts" in his head, he makes sure they stay in his head rather than him acting on them "and he did not in any literal sense deserve to be called what the tortoise called him, which, had he heard it, he would have thought was something to do with feet". His name, after all, is on one level a reference to impotence...
* Discworld, though, where dwarfs live for centuries, trolls even longer, elves are immortal, and so forth. Again, the only races which appear to have shorter lives than humans are gnomes and pixies.
* Discworld. Throwing a rock (ideally a pretty rock) at someone's head is the Troll equivalent of blowing them a kiss.
* Discworld: Tiffany Aching is unable to ride a broomstick more than a few feet above the ground without getting an upset stomach. This is implies to be a side effect of her being mystically linked to the Chalk, hence uncomfortable if she's too far off the ground.
* Discworld, Tiffany and Granny Weatherwax develop something along these lines, though Granny would probably be hard-pressed to admit it.
* Discworld, Tiffany is told that the way to find the "witches' school" is to stand on a hill, open your eyes, and then open your eyes again. She realizes (eventually) that witches' school isn't a place, and just means seeing the world properly.
* Discworld, Tiffany picks the latter. Once she comes back to herself, she notes that it's very pretty but useless for a working witch.
* Discworld, to a trio of actors in witch costumes who were mistaken for Granny, Nanny, and Magrat and thrown in the dungeons.
* Discworld to be me, it's going to take a lot of work. Thirty damn years of being hammered on the anvil of life, you poor bastard. You've got it all to come."
* Discworld to be sent on the Vimes Run. Sam Vimes notes that she manages to get inside Ramkin Manor before the inevitable failure, and notes her as One To Watch.
* Discworld to come in second, because if you come in first, people are constantly trying to beat you and you're under pressure to keep coming in first. She likes coming second, because it's the runner-up that people pat on the back, and say "It was a good try," and buy drinks for.
* Discworld) to come play there. Most of the games involve fighting, with a little hockey in between. It certainly suits the paying customers in Ankh-Morpork in any event.
* Discworld to finance his Snipe Hunts. Trading as "Howondaland Smith, Balgrog Hunter", he makes a good living persuading other people that Balgrogs exist and getting them to pay his necessary hunting expenses.
* Discworld to go anywhere near its temple. After Bel-Shamharoth flees to the nether realms, the temple ages thousands of years in a matter of seconds.
* Discworld To Granny, this is almost as bad as denying Esme the choice in the first place.
* Discworld to have their socks darned. Eventually the Guild hired some non-euphemistic seamstresses to take care of that kind of request (plus it allows men to get their socks darned while they "get their socks darned").
* Discworld to load the siege weapons and to only charge the Barking Dogs with blank rounds. One conductor lamented the slaughter and destruction done to lots of expensive and hard-to-replace musical instruments during one early performance, when the technical problems of the production were still being ironed out.
* Discworld to London, is known for its "gumbo fog", which is like a pea-souper only thicker, fishier, and with things in it that you'd probably rather not know

about.
* Discworld: To quote Nanny Ogg's Cookbook: "How hard is it to invite her along, give her plenty of drink and a plate of ham rolls all to herself, and keep her out of the way of your posh auntie? Play your cards right and you could be ahead by an extra good wish."
* Discworld to some confused aliens mutilating corn and forming cows into a circle. "The truth may be out there, but lies are inside your head."
* Discworld to the other Wizards at Unseen University (at least the ones who don't work in the High Energy Magic building).
* Discworld, to the point where priests relay "revelations" that sound a hell of a lot like the plot of a soap opera.
* Discworld to turn everyone around you into frogs once you realize how easy it would be. Every time in history the wizards got off their collective asses and actually did stuff, horrible things happened, with frequent parallels being drawn between major magical conflicts and all-out nuclear war. The certifiably insane Bursar is probably the most extreme example, as he's still a member of the faculty even though he no longer has any significant control over his magic and is useless even for his nominal responsibility of keeping the University accounts (which is mostly done by Ponder Stibbons).
* Discworld tough troll criminals don't bother; they just beat you over the head with your own arm until you get the message rather than run the risk of inflaming dwarfs with no grounding in forensic anthropology unnecessarily.
* Discworld track a suspect through those. The one that does get her is the spice market.
* Discworld, trainee Assassin Jocasta Wiggs is sent on a mission to target Sam Vimes. She ends up treading what she hopes is mainly water in the Ramkin family cesspit, having been directed there by a cunning trap.
* Discworld trainee women Assassins are from disparate nationalities and backgrounds. Three are in their late teens or early twenties. The fourth is in her forties and the others soon realise she is the Team Mum, or at least the Team Slightly Crotchety Maiden Aunt, the glue who holds the four together. Over the fifteen months of the Mature Students' Course, Johanna, Emmanuelle and Alice realise they owe a lot to Joan and they each (although none would really openly admit it) consider her to be the best friend they have.
* Discworld transitioned slowly towards this as modern technologies and ideas found themselves homes on the Disc, especially in Ankh-Morpork.
* Discworld, trash and night-soil magnate Harry King does a favor for William de Worde and Mr. Goodmountain, but warns them to pay him back or they'll be "in deep... trouble, face-downwards."
* Discworld trolls as well. At least one couple got their start after a rock being thrown at a head. This is a traditional method of flirting amongst trolls. For reasons of romance it is often insisted that it be a
* Discworld: Trolls, being made of rock, often cultivate lichen on their heads.
* Discworld trolls tend to have this type of voice. Detritus, the troll that tends to show up the most, says "dis," "dat" and "der" instead of "this", "that", and "the." (He also sometimes replaces "th" with "f", for example "fink" instead of "think".)
* Discworld tropes. Might be just shorter to say it is simply awesome.
* Discworld trope (this is footnoted in the text itself). Official art of him fits the trope, depicting him as big-nosed, hunched-over, awkwardly skinny, and covered in blemishes.
* Discworld under the influence of the herbal drink Splot, which makes his speech sound like every syllable is attempting to escape his mouth at the same time.
* Discworld universe features the Auditors, mysterious, cosmic beings who balance the books of reality. They would prefer an existence devoid of life, which makes things untidy, and intelligent thought, which is even less tidy and predictable. They have repeatedly attempted to eliminate the Discworld in an attempt to tidy up their books.
* Discworld universe has been described as a "Cottage Industry" but that doesn't

mean that there isn't a shit load of weird merchandising. Like the Ankh-Morpork Stamp Collection.
* Discworld universe telling Vimes how much better things would be going if he'd gone to Klatch.)
* Discworld universe, the stars are actually balls of fire about a mile wide, so this happens gradually as A'Tuin swims through space, and the constellations change regularly. It would actually be possible for a time traveler to identify the era by what stars are visible.
* Discworld useless — wizards caught up in university politics, big meals and/or highly esoteric studies are wizards who are too busy to disturb the rest of the world.
* Discworld uses "splitting the thaum" as a fantastic version of splitting the atom, implying the thaum is actually a real distinct particle or entity rather than just an arbitrary measurement. Continuing the temperature parody theme, younger wizards use a "thaumometer" (sounds like "thermometer") to measure the strength of a magical field, while older wizards dismiss these modern gadgets and just lick their finger and hold it up — which causes it to sprout a colored aura which lets them judge the background magic strength.
* Discworld uses this trope repeatedly, usually to indicate an organization which has to prioritize practicality and availability over style and conformity.
* Discworld. vampires and trolls may walk free and unafraid under the mod-day sun because of the miracle which is barrier cream (sunblock).
* Discworld vampires are turned to ash if they're exposed to sunlight. They're reconstituted if exposed to blood.
* Discworld variations to the skull to modify said mental state and personality...)
* Discworld: Verence II of Lancre was beaten by his grandfather with a belt often when a child. Since said grandfather was a retired court jester, it was a belt with bells on, which made it more painful.
* Discworld Victor gets into Century of the Fruitbat Productions by pretending to be delivering a message, observing "No one with their sleeves rolled up who walks purposefully with a piece of paper held conspicuously in their hand is ever challenged."
* Discworld video game is "Did anyone get the number of that donkey cart?" This actually plays into a puzzle, as later on in the game you get a donkey arrested by giving a recently KOed assassin its registration.
* Discworld, Vimes can't go around arresting every troublemaker there, but learns that the Ankh-Morpork embassy counts as Ankh-Morpork territory, so Commander Vimes of the City Watch is well within his rights to chase after a murderer who committed his crime in the embassy.
* Discworld, Vimes' coach is accosted in a mountain pass where the sun has already gone down. Vimes gets out to talk to the robbers and takes the time to light his cigar. When "dark clerk" Inigo Skimmer chides him later for the grandstanding, Vimes' reply is "you mean when I closed my eyes and they had to look at a bright flame in the darkness?" In other words he destroyed their night vision, making them unable to see the crossbow-spring he used to kill the leader.
* Discworld Vimes' investigation, knowing it would make him try even harder. Each time, Vimes punches the wall of Vetinari's office on the way out. Except one time he doesn't, and Vetinari realizes later that it means he's finally found Vimes' limit.
* Discworld, Vimes remarks that even most Assassins think they're stupid and ineffective weapons.
* Discworld want to do this. They find life messy and unpredictable (they prefer a deterministic, Newtonian universe) and humans the worst of all.
* Discworld "was beginning, with encouragement, to read books in which nobody had a bowel movement at all. Which, when you came to think about it, was a mystery all by itself."
* Discworld was being used by anyone, and when he was told it wasn't, he declared that he'd stolen it.
* Discworld was once a walled city, but much like such cities in real life it

eventually overran its borders, and the walls were picked apart over the years by citizens in need of building materials. The remains of this earlier wall are to be found at intervals inside the City, rendered redundant when it began to overspill from its original boundaries and thus necessitating a second wall to be built. The second set of walls and towers are more or less intact, although the castle and keep on the Tump which would have been the strategic lynchpin of the system have long since fallen into ruin. "Today" the city is again demonstrating why walls become redundant, as its seemingly unstoppable growth has created suburbs which stretch a long way outside the walls. There appear to be no plans to build an even longer and far more expensive third wall. Lord Vetinari abhors un-necessary effort and expense. On top of that, Ankh-Morpork actually has a unique way to deal with invaders, one that does not need walls: If a barbarian horde were to besiege the city, the citizens would welcome them with open arms, and before the barbarians would realize, they had become part of the city life.
* Discworld was originally intended to be a deconstruction of this, though he eventually evolved into a reconstruction and one of the most fleshed out characters in the entire series.
* Discworld was quite interested in bees and their swarming behaviours.
* Discworld was suffering from Alzheimer's at the time, this is understandable.
* Discworld waste management consultant in Ankh-Morpork. William de Worde, by no means stupid and possibly the most well-read person in Ankh-Morpork outside of the Patrician, had the "uncomfortable moment when an educated man realizes the illiterate person sizing him up could probably out-think him three times over"
* Discworld was thrown together from clichés so Carrot would have someone to interact with after arriving in Ankh-Morpork. He ended up taking on a life of his own and becoming one of the most interesting and important characters in the series.
* Discworld was when a cat ate him while he was in bat form. Another vampire was threatened with being thrown off of the Disc into space, which would probably have done the job as well.
* Discworld, watch officer Nobby was in the military, and was infamous for stealing equipment from both sides, sometimes just to make profit and sometimes to make himself look like a member of whichever side was winning.
* Discworld wearing a huge magnifying lens. When he removes it the sight is slightly less terrifying.
* Discworld, we find the Abbot of the History Monks does this. He lives a normal life, and remembers each of his previous incarnations, but when he dies, he is immediately reborn somewhere in a village at the foot of the mountain. Lu Tze, on the other hand, has mastered circular aging, so he does not age.
* Discworld, we meet Catseye, an outlaw-for-hire famed for his night vision and comfort in the darkness... with the exception of one cellar from his childhood.
* Discworld were denied permission to pass themselves off as women to infiltrate an enemy base by their clueless officer, who didn't think they could pull off this deception as well as himself. When they tried it anyway and got captured, the enemy officers likewise thought their costumes were laughably bad ... until one of the Pollys lifted her skirts.
* Discworld we're talking about. How many children, by how many men, do you think she'd had at forty?
* Discworld, we're told that this was the reaction of a group of bandits who were given a stern talking-to by Lady Sybil's great-aunt.
* Discworld What many readers may not realise is that its name is a parody of the Invisible College, a group of like-minded scientists and natural philosophers in England formed around the mid-17th century.
* Discworld, when Colon suggests calling a doctor in for Lord Vetinari, Vimes replies "Are you mad? We want him to live!" (which is why they call a veterinarian instead, more competent because the local mafia gets very angry when a racehorse dies).
* Discworld. Whenever you have five centuries of combat experience distributed among half a dozen guys, expect a lot of this.

* Discworld when fired. It is very effective at removing the front door of a house. And the back door. At the same time. And both door frames. And a large portion of the surrounding walls.
* Discworld when he isn't fighting off quasi-demonic forces, foiling dastardly political conspiracies, or reading to his son, Sam Vimes Jr.
* Discworld, when Jeremy asks Lady Le Jean on a date, she declines. But as she walks away, she literally floats a few inches off the ground. Given what she is, it's justified in-universe.
* Discworld when Leonard of Quirm invents the Make Words With Tiles That Have Been All Mixed Up Game. Everyone's words are perfectly cromulent (except for Nobby's — they aren't made up, it's just that Colon, who considers Leonard and Lord V to be Polite Society, won't let him explain what they mean). (Of course, Vetinari wins.)
* Discworld, when Rincewind ends up on Fourecks, he runs into some natives who offer him a boomerang. Thinking it's yet another Call to Adventure, Rincewind throws it away in disgust and starts complaining that he's not going to do anymore heroics ever again, only for the book to end mid-sentence with Rincewind apparently being clonked on the head by the returning boomerang.
* Discworld, when the concept of paper money catches on to a even greater extent than Moist expected, he concludes "We're going to need some bigger notes."
* Discworld; when the Librarian's his normal peaceable self, they just add to his rather goofy look.
* Discworld. When they want to go through a door, one glances at it, and the door disintegrates. Ms. Le Jean observes this and says "Doorknob was simpler."
* Discworld when Tiffany first visits Miss Tick, who is currently working out of a tent that has no actual door:
* Discworld when tries to attack the nigh-omnipotent sourcerer Coin with a half-brick in a sock. Coin is so fascinated by the idea of someone trying to use a weapon that feeble against him that he defies his father's orders to kill him.
* Discworld when we see a former clown who ran away from the lifestyle as a boy, still retaining only the basics of the skills he'd been taught with. Eventually, he demonstrates EXACTLY why Ankh-Morporkians are right to feel nervous and creeped out by clowns, in a demonstration of Battle Clowning that would make the Joker green with envy.
* Discworld, wherein he gets promoted to Acting Captain, driving away most of the Watch in the process. It is to his incredible relief that he is given his old position of Sergeant and been denied promotion from that rank ever since.
* Discworld, where inter-species communication has always been difficult.
* Discworld, where much mirth is raised by recounting, in a Discworld context, all the things which Earth legends say are fatal to vampires. This ranges from the normal — garlic, and whatnot — to the more unorthodox — lemons, poppyseed, and carrots.
* Discworld where she accepted his proposal, and while she doesn't appreciate his attempts to pick up where they left off, she admits that the alternate version of her seems happy enough with him.
* Discworld, where Vetinari offers boons to the entire police force (all three of them) and they ask for a small raise, a replacement kettle and a new dartboard for the break room.
* Discworld, where Vimes is imprisoned by Dwarves and slipped some kind of particularly deadly assassin's weapon with which to take out his guards. It is a subversion, as he correctly reasons that the weapon was only provided so that he could be legitimately executed if he used it (plus, it's a single-shot weapon, and there's more than one guard), and thus he only knocks the guards unconscious when escaping.
* Discworld, where we hear of a lonely old demonologist who wanted to conjure up a succubus but only ever managed a Neuralgia, "A demon what comes and has a headache at you," as the talking parrot puts it.
* Discworld, where with Cheery noting about how hard it is to be openly female and a dwarf, Angua (a werewolf) muses internally that at least she doesn't feel like

she should be wearing three bras sometimes.
* Discworld, which depicts an attempted arsenic poisoning fairly accurately. Even then it wasn't to kill him either. It was to keep him from doing his normal duties.
* Discworld, which features several scenes of two officers discussing the situation in their tent while Vimes (and the rest of the Night Watch) are engaged in the real fighting.
* Discworld, which he thinks could be useful in civil engineering "when the mountains get in the way.") Lord Vetinari has him locked in a cell in the palace with a supply of art materials to keep him occupied.'
* Discworld, which means "chief mining engineer", but is usually translated into Morporkian as "king".
* Discworld, which reintroduced Twoflower and introduced Twoflower's daughters, Pretty Butterfly and Lotus Blossom. Rincewind insists that Twoflower hasn't mentioned having children and that the whole thing just came out of left field, but Twoflower keeps trying to play the whole thing off, insisting that he "must have mentioned it."
* Discworld, which seems able to invoke this trope at will. At least, anyone looking inside it will only find what they're looking for if its owner approves; non-owners will find nothing but clean underwear if they're lucky, or a mouthful of huge wooden teeth if they aren't.
* Discworld, while a photo of career killer Mr. Pin shows him with a large cloud of sinister, shadowy figures behind him. The latter picture also predicts a fire that breaks out near the end of the book.
* Discworld. While the series gradually became more sophisticated in terms of characterization and theme, Pratchett also began to riff on a wider variety of subjects. Thus, the humour and story elements moved more towards "what would be funny here?" rather than purely commenting on fantasy tropes.
* Discworld who are competent enough to live to 60 without being assassinated will most likely make it well past 100. The oldest wizard mentioned in the books, Windle Poons, makes it to 130.
* Discworld who genuinely wants all people to live in peace and harmony, but in truth there is a massive complexity behind his simpleness which a reader may only begin to understand by reading all of the watch books and the short story "Theater of Cruelty".
* Discworld, who had to crash-land when the power cut out on their broomsticks during an air battle, are appreciative of this.
* Discworld, who has become less naive and more savvy but has retained all of his purity since coming to Ankh-Morpork. (Apart from his ability to become so terrifying people fall down to get out of his way when he flips his lid over his girlfriend leaving him... but he doesn't seem to know he's doing that.)
* Discworld, who have previously had their version delivered by nuns, who are not really very good at it.
* Discworld. Who if she is so inclined may pass interesting information back.
* Discworld who isn't ready to say "goodbye" yet. Pupils at the Assassins' School observe this disbelievingly, note that neither teacher appears to have softened or mellowed out in the slightest, and agree that it's a very good thing both are too old to have children.
* Discworld, who recognizes the dangerous potential of his inventions and keeps them away from the populace.
* Discworld, whose glamour produces a crushing inferiority complex in others. Readily averted by cats, bees, and any character that thinks like a witch (that is: very, very hard). Also by dwarves and trolls, whose instinctive reaction on meeting an elf is to bash it with something hard, heavy and/or sharp.
* Discworld who serves as an informant for Vimes/Keel while he's stranded in the past.
* Discworld who travels around trying to survive the weird stuff happening around him.
* Discworld, who used to be a jockey who "made a lot of money not winning races".
* Discworld, who was already kind of creepy to begin with (he has tusks, his sleigh

is pulled by fierce, gigantic wild boars, and he hands out blood-stained bones to bad kids).
* Discworld William de Worde, and aspiring film star Victor Tugelbend. It's not uncommon for them to drop lines associated with their home genre, only to wonder where they got that from.
* Discworld William de Worde realizes would weigh about a third of a ton. Since Vetinari uses a walking stick due to having been shot in the leg, de Worde realizes he'd have a pretty hard time doing all that on his own, and runs an article pointing out the unlikelihood of this version of events.
* Discworld will inevitably show up with his tray of "sausages" if it lasts long enough.
* Discworld) will sometimes drop an actual hourglass from a spring in order to demonstrate that Hex is doing something. Of course, nobody really knows if he is or not, but they do wait patiently.
* Discworld will suffer brain death but have a body in good condition, and Igor will be back on someone's feet.
* Discworld, Windle Poons' storyline concerns his posthumous experiences as a zombie.
* Discworld witches in general tend to be this, especially compared to
* Discworld, with all the messiness and inefficiency such features entail.
* Discworld with his bad back and lack of teeth, but once he gets his back straightened out and a set of (diamond!) dentures, he returns to being a full-time badass.
* Discworld with obstruction for refusing to sign and present identification when picking up prisoners.
* Discworld with the Church of Om, formerly an imperialistic theocracy that has since descended into a schism every other week. Nailing one's theses to a church door is now the standard method of disagreeing with doctrine, to the point that there are waiting lists to do so.
* Discworld, with the Scone of Stone: revered seat "cushion" of the Low King of the dwarfs.
* Discworld Wizards occasionally duel, but due to the nature of magic on the disc, it is discouraged, as "There are still places where nothing grows" due to wizard duels, and the whole thing with the Dungeon Dimensions. There's a general analogy of "magic-as-nuclear-weaponry", with talk of standoffs, "First Use of magic", and mutually-assured destruction - "It's hard to tell which greasy smudge was the winner".
* Discworld working on them, which it takes an effort of will to resist.
* Discworld work of fiction, but features many characters from other Discworld novels, most notably Sir Harry King, whom Miss Felicity Beedle notes in the introduction was a great help in her research.
* Discworld worth communicating with, another being his habit of gratuitously murdering them.
* Discworld would be far more zoologically accurate as animal avatars.
* Discworld) writes his evil laugh down. With five exclamation marks. Sure sign of insanity.
* Discworld, Yob-Soddoth is called into the Discworld, as foot-the-ball becomes more popular in its new form. Pedestriana vanquishes him this time.
* Discworld, you are so far back in the closet that you can see the tail of the Coathanger Elk."
* Discworld. You just need to tease it out of the fictional stuff, for which Sir Terry recommended the public library.
* Discworld, young wizard Mustrum Ridcully scales Copperhead, the highest mountain in Lancre, to impress the young witch he's rather taken with. He does it the hard way, climbing up the outside, only to find she (Esme Weatherwax) has flown up there on her broomstick. This apparently illustrates something fundamental about the approach to life taken by wizards and witches. Apparently she flew him back down again, having made her point that there are easier ways to get to the summits of high mountains.

* Disease by Any Other Name: A disease which the characters don't know the name of but it's described in enough detail that the viewers/readers can figure out what the disease is.
* Disease by Any Other Name: The characters don't know what a sick character has, but the viewers can get a pretty good idea.
* disease of lycanthropy specifically to embody his domain, as those "blessed" by his gifts will be terrible monsters at night and then become hunted by their fellow mortals during the day.
* Disease, old age, and accidents take a tremendous toll from both economical and ethical standpoint, which is why we ought to alleviate as much of this suffering as we can.
* Disease-Prevention Aesop: An Aesop about avoiding getting sick or passing your illness to others.
* Disease-Prevention Aesop how to prevent getting and/or spreading diseases.
* Diseases, but once an infection/outbreak occurs, the attack will never stop until they are completely annihilated... or their victims are.
* Diseases can alter your behavior in ways to spread themselves, but you may not realize it. Malaria makes you too tired to fight off mosquitoes, for instance. Defensive reflexes designed to rid our bodies' airways of infection (coughing, sneezing) are also behaviors that tend to spread it to others.
* "Disease" similarly ends with the two being shot to death off-screen by a cow wielding a gun.
* diseases or pregnancies, and spends some time boning anything with a pulse. Sooner or later, she comes to the conclusion that men are pigs, has a short lesbian period until she realizes women are just as prone to farting in their sleep and tossing their used underwear around as her male partners, and then settles down and becomes a productive member of the Lodge.
* Disembodied Eyebrows: A characters eyebrows aren't attached to their face and float above their eyes.
* Disembodied Hitman situation - wherein the public found it difficult to decide who to believe - and so the killer's backstory is that his father's life was destroyed by false allegations, and he is now taking revenge on the seventeen people responsible.
* disembodied intellects and forced to battle for their gambling enjoyment. Three hundred quatloos on the human!
* disembodied tentacles which sits on a ledge and slaps Ecco with a tentacle as he tries to pass.
* Disenchantment a Dreamland shop can be seen selling ventriloquist dummies, with advertisements reading "Haunted!," "Creepy!" and "Unpleasant!"
* Disenchantment A health spa tries to cure drinking spoiled water by irritating the patient back to health, by having him tortured for twenty-four hours by a jerkass. Afterwards, the spa attendant admits that the cure could just be the passage of time.
* Disenchantment: A nonhuman example. The griffin, who appears masculine in her human parts (and has a male-sounding voice) is actually female. When questioned on this, she replies "Gender is a spectrum."
* Disenchantment, Bean temporarily serves as an apprentice to the official executioner (who is himself a fairly comical, punch-clock version, of the Professional) and realizes she is a "natural" at killing and torturing people even when she doesn't real mean to. Nevertheless, she seriously struggled with the job due to the sheer lack of actual investigation to determine if the woman in question was guilty, to the point she couldn't bring herself to execute her.
* Disenchantment. Both have huge fandoms and widespread recognition between both public and critics, so it's no wonder why some people felt underwhelmed by the new show.
* Disenchantment Cloyd and the Enchantress are able to watch the series' proceedings from the comfort of their dark chairs, through a magic fire. It's hinted that they're seeing Luci's point of view, since when he's asleep the fire only shows static, but on other occasions they've been able to change "channel" as

it were.
* Disenchantment, continuing to run on Netflix despite little critical fanfare and a generally tepid reaction from fans of the previous shows.
* Disenchantment, Elfo, Bean and Wade are attacked by one of these while on their way to the Ogre homeland. Elfo, of all people, is able to fight the plant off and get himself and Bean to safety.
* Disenchantment, gets his head impaled on a chair made of swords when trying to pick up the wedding ring that Bean threw away. He somehow survives for several months with the sword lodged in his head, only for his brain to fall out when he finally manages to remove it.
* Disenchantment had this stripped from him when he helped Bean and Elfo escape from Hell.
* Disenchantment, Hansel and Gretel are revealed to be the real cannibals. Shortly after the reveal, we see human heads hanging from the ceiling apparently to dry and cure alongside unidentified "meat", various candies and desserts made of human flesh, and at one point mummified corpses in cotton candy.
* Disenchantment has Luci and Elfo become roommates, with Luci being (unsurprisingly) a terrible person to live with. When Elfo demands some say in how the house is run due to being his roommate and Luci responds with "Then get out of my room, mate", Elfo can't help but admit it was a funny and clever response.
* Disenchantment: in "Love's Tender Rampage", Elfo lies about having a gigantess girlfriend when he's too embarrassed to admit he tried to kiss Bean when they were trapped in the plague pit. Bean believes him however and feels sorry for him, so she sends her knights to find this girlfriend and bring her to the castle. And they actually find a gigantess who matches the description Elfo gave Bean, forcing him to convince her to pose as his girlfriend in order to uphold the lie.
* Disenchantment: In this show's universe, Ogres have a reputation of being blood thirsty, man eating brutes. And while that's true for the majority of them, the season 2 episode "Our Bodies, Our Elves" reveals that The Ogre Queen is secretly not as blood thirsty as the other Ogres. She even helps Bean and Elfo to escape the Ogre Homeland with the Legendberries they came to collect there. She also apologizes for killing and eating Wade.
* Disenchantment) is one of the nicest and friendliest people in the entire kingdom.
* Disenchantment kingdom, this is apparently their preferred way of transporting outsiders they don't like (as well as disobedient princesses).
* Disenchantment On arriving at Elfland, Bean accidentally injures one of the elves at the gate. Her attempts to be helpful just manage to injure him further, and he insists she go away before she helps him to death.
* Disenchantment, Princess Bean, is hinted at throughout the first two seasons and firmly established in the third season to be bisexual. Her voice actress Abbi Jacobson is herself bisexual.
* Disenchantment, she spins her head around like an owl, then complains that her neck hurts.
* Disenchantment. Stan the Executioner cracks a beheading pun when he hires Bean, and tells her she'll hear all the executioner jokes in the first fifteen minutes of work. "Then it's basically just human tragedy."
* Disenchantment the dungeon in Dreamland's castle is equipped with conventional torture equipment such as thumb screws and racks, but also a particularly dreaded book of golf jokes.
* Disenchantment. The knights all know it's a Snipe Hunt, but figure they have to go anyway. Then they actually find someone matching Elfo's description.
* Disenchantment When Luci gets exorcised, and stuck in a bottle his first reaction is to demand his lawyer. Turns out he's a demon too (distinguished from all the others by a tie), and he's already been captured as well, advising Luci not to say anything.
* Disenchantment: When the elves move to Dreamland in the second season, they're housed in a seedy part of the city that's now called Elf Alley.
* Disenchantment who happens to fit the description Elfo gave. Elfo begs Tess to

maintain the lie through the upcoming royal ball.
* disfigured serial killer run around in the campy lighthearted era. Like the Joker Dennis O'Neil and Neal Adams brought Harvey back.
* Disgaea 2 added several DLC characters. Depending on when you acquire these extra characters, there will be bonus dialogue depending on who is available. Some examples:
* Disgaea 2, any character that gets transformed into a monster by the Dark Sun retains their original voice.
* Disgaea 2, as Adell applies this to Friday, the Dimensional Gatekeeper who harbors a massive crush on him. Adell, of course, is highly oblivious to this.
* Disgaea 2 breed of monsters are so obvious they didn't even get mentioned, with kitty ears, tail, and strategically-placed strips of fur, Felicia-style.
* Disgaea 2 But they don't count, nor are they turned into Demons by the Curse.
* Disgaea 2: Cursed Memories, Adell became so terrifying that he ran nearly every demon out of Veldime.
* Disgaea 2: Cursed Memories, Adell's adoptive father has a VERY large pimple with a face on it on his chest. Two thirds into the game, it starts talking about how much it loves boobies. Then the consciousness of both him and the pimple switch places, with the perverted pimple being in control of the man's body.
* Disgaea 2: Cursed Memories bonus missions, Prism Indigo mentions that he's part of the Prism Rangers only because of the salary and insurance benefits.
* Disgaea 2: Cursed Memories fall into this as well with their respective parties forming around them due to their dependability.
* Disgaea 2: Cursed Memories Hanako and Taro. And you hear all the splurchy nightmare-inducing noises.
* Disgaea 2: Cursed Memories has a news show with two anchors - one of whom is entirely mute, between each chapter of the game, talking about demon-interest pieces or actual plot relevant information. Inverted in one such "episode", where only the mute character is present; the entire episode is spent in silence, giving absolutely no information at all.
* Disgaea 2: Cursed Memories, he takes the time to strike a dramatic pose before the person in question inexplicably explodes.
* Disgaea 2: Cursed Memories: "I don't even wanna be a part of this stupid world. I wouldn't stay if you begged me! I’ll go find a better world, with heaps of food! And cookies!"
* Disgaea 2: Cursed Memories is blown up by a Prinny's bomb, covering her in ash.
* Disgaea 2: Cursed Memories: No one intended to summon Rozalin, but once they had she was bound to help them find Zenon. Not doing so, or stopping searching for Zenon altogether would kill either Rozalin or Adell respectively. Forced cooperation -> mutual understanding and goal -> love.
* Disgaea 2: Cursed Memories, Princess Rosalyn wears long gloves that stop after the wrist (so they cover the arms but not the hands) as part of her royal ensemble.
* Disgaea 2: Cursed Memories, yet probably the greatest, attack in the game.
* Disgaea 2: Dark Hero Days had Axel Mode, where he desperately tries to reclaim his stardom and get work to support his family.
* Disgaea 2: Dark Hero Days has Death Sabers which are more demonic looking varation. They appear in Disgaea 4 as DLC.
* Disgaea 2, Dragons, Aqua Demons, and Mystic Beasts are innately immune to fire, ice, and wind respectively, but if they're donning equipment with a Lover on it, they absorb a percentage of the damage they would've taken as HP instead.
* Disgaea 2 features an unlockable Dark World, all the regular stages are similar with much stronger enemies and a malevolent sun that screws with the players every few turns.
* Disgaea 2 features Axel again as well as Valvatorez, who has given up ham for "the power of SARDINES!"
* Disgaea 2 has no objections when the demon princess Rozalin labels him her "slave," and is stuck with the title of "Rozy's Slave" for the entirety of the game. Then again, she is pretty cute.
* Disgaea 2. He does eventually admit that Rozalin is the exception to the rule,

more or less making him Rozalin-sexual.
* Disgaea 2. He's sweet and more mature than one would expect and is absolutely adorable. He's not taken very seriously by anyone, though.
* Disgaea 2 in the end, but he's still a bit queasy around most women.
* Disgaea 2 is very easy for the fact that unlike any of the other final bosses in the series, he has no minions to deal with, meaning it's just a simple task of whittling down his less-than-impressive HP before he can defeat all 10 of your units.
* Disgaea 2 kept increasing as they traveled together, and it's implied that they eventually made the relationship official.
* Disgaea 2, other characters had variations — Sword users, Spear users, Adell, Rozalyn...
* Disgaea 2 out at the end of the game. How this turns out depends on the ending you get.
* Disgaea 2 she is the highest level opponent, at level 1000, the party will face (that isn't a bonus boss) aside from Laharl.
* Disgaea 2 so that you can win the whole thing in one turn. And the prinny that's set up to be the 'ball' is named '10-pounder'.
* Disgaea 2 that he is, can beat him up. After the summoning screws up and summons Rozalin, Zenon's daughter instead, Adell is forced into improvising plan after plan for the next six or so chapters as he cluelessly tries to track down Zenon on his own.
* Disgaea 2), the director is sure they can edit the footage into an epic scene...or could if the zombie cameraman hadn't left on the lens cap.
* Disgaea 2 to track the progression of Adell and Rozalin's relationship.
* Disgaea 2 warrants the response, "If it's not there in thirty minutes or less, just wait longer!"
* Disgaea 2 was one of these, but lost his fame before the game started.
* Disgaea 2, where a modified monster can add itself into the already magichanged monster, resulting in two transformations, possibly one right after the other.
* Disgaea 3: Absence of Justice a unique primary evility that makes her to copy the primary evility of a target she kills.
* Disgaea 3: Absence of Justice by the Panic Laser magichange attack, with the user pulling out a flower vase, washtub, fish, and a Mystic Beast puppy and throwing them on top of the target's head before finding their raygun and blowing it all up with a laser.
* Disgaea 3: Absence of Justice" Evility kicks in, doubling its stats.
* Disgaea 3: Absence of Justice had the downloadable Raspberyl Mode, where she makes an attempt to become a teacher at Evil Academy.
* Disgaea 3: Absence of Justice has the "Heart Vault" where one can lock away or (more difficult) unlock aspects of the personality. Ah...be careful, as any changes or things killed will have radically effects on the owner..
* Disgaea 3: Absence of Justice has them, and he's definitely messed up in the head.
* Disgaea 3: Absence of Justice has the Vato Bros, a trio of recolored Orcs that challenge Mao every few stages. Mao sees them as useless weaklings, and even dubs them 'Trio De Losers' due to their Spanish accents.
* Disgaea 3: Absence of Justice makes him prone to astonishingly bad decisions (no, actually, calling yourself a hero doesn't make you invincible) and easy to manipulate.
* Disgaea 3: Absence of Justice. Mao finds this all rather very silly.
* Disgaea 3: Absence of Justice. One instance in the main story had a teddy bear out in the middle of Team Mao's path. Almaz rushes out ahead of Sapphire to pick up the bear, only to get jabbed by the trap inside and subsequently cursed to die. The trap had her name on it, he knew it, and he went to intercept it anyway.
* Disgaea 3: Absence of Justice: Princess Sapphire. Although Almaz is certainly no slouch in combat ability, its clearly obvious that Sapphire is the stronger warrior. It should be noted however that Sapphire's primary affinity (based on stats and evilities) is towards ranged combat while Almaz is a close combat

fighter.
* Disgaea 3: Absence of Justice, Sapphire is a princess and a warrior, so while her gloves are fancy, they are also armored.
* Disgaea 3: Absence of Justice, there's a brief moment where Mao announces how long it'll be before Almaz completes his transformation into a demon.
* Disgaea 3: Absence of Justice will frequently boast about having a 1.8 million E.Q (Evil Quotient), but is utterly clueless about simple concepts like love, truth, and friendship.
* Disgaea 3 allows you to purchase and download additional sidequests during the post-game, almost all of which have new characters as rewards.
* Disgaea 3 DLC characters. You're prompted to fight them before they actually become playable, and while facing them as enemies, they sport very strong and rare weaponry, have the strongest weapon skills at their hand and have between 10.000 to 25.000 HP to boot. Once they become playable, they lose all their equipment, lose all of their weapon skills and their HP is cut down to an average of 3.000. Though as in the prior two games, once the character in question is yours, you can train the character back up and give them equipment that far outranks whatever they had as a boss. And when you eventually cycle back through the game and acquire them again, they'll be at the same level with all their gear.
* Disgaea 3 has an attack where you shoot the enemy with an energy ball, suck them into the gun, shake the gun around (doing damage in the process) and then shoot them back out. The attack is called 'Cocktail Shaker'. Yeah, it's that kind of game.
* Disgaea 3 However, the title soon affects Mao's mind, subtly making him more heroic.
* Disgaea 3 introduces a service that allows one to change a unit's color to that of any of their other creatable ranks for a fee, and 4 expands on it by introducing unique colors that aren't used by any of a class' ranks, and extends the palette swapping privileges to unique characters.
* Disgaea 3 is a much more modest fiery Kamehameha, without the absurd MP cost of Lion's Roar. The Nekomata monster class gets its own version of this: Cat Blast.
* Disgaea 3, leading the party into a panic. Almaz, however, notices that the trauma is plugged into a large socket, and pulls the plug. Subverted a few minutes later when we learn of the outright damaging effect unplugging the trauma had on Mao.
* Disgaea 3. Naturally they are thrilled, as this cements their reputation as legendary delinquents.
* Disgaea 3 Princess Sapphire threatens to open Mao's heart with a chainsaw to save Almaz from being turned into a demon.
* Disgaea 3 take this even further: Not only do they have the previously-mentioned Nekomata, thieves and Beastmasters, but they also have Catsabers, a type of monster that looks like a little kid wearing a cat costume.
* Disgaea 3, this is one of the things Mao theorizes Almaz wants to do with Princess Sapphire.
* Disgaea 3 when they start arguing over who gets to be Laharl's "wife" when they pretend to be Mao's parents.
* Disgaea 3, which had the user shoot the moon out of orbit and down onto their enemies.
* Disgaea 4: A Promise Unforgotten even admits that she played with them quite a lot in the testing labs.
* Disgaea 4: A Promise Unforgotten, fans had given Fenrich the nickname "Fenfen." So what happens when the game is brought over?
* Disgaea 4: A Promise Unforgotten, first just acting like him, but later sounding and looking like him. The protagonists do manage to turn everyone back.
* Disgaea 4: A Promise Unforgotten, Fuka decides that the recently defeated Valvatorez and Fenrich would look good in maid outfits.
* Disgaea 4: A Promise Unforgotten- Fuka worries about wetting her bed when she gets scared at one point.
* Disgaea 4: A Promise Unforgotten have the ability to fuse with another monster to

approximately triple them in size.
* Disgaea 4: A Promise Unforgotten, it's taken to an even higher level - he can get a passive ability to turn any enemy he defeats into an ally for the rest of the battle.
* Disgaea 4: A Promise Unforgotten lesser gods to kill them. The party's defeated a tenth of them so far.
* Disgaea 4: A Promise Unforgotten like this, he just got away with it because "I'm strong."
* Disgaea 4: A Promise Unforgotten starts with him slowly marching towards his frightened opponents before delivering a world of hurt on them. For added awesomeness, flames erupt from under his feet with each step.
* Disgaea 4: A Promise Unforgotten, who mainly attacks with the tentacled creature on her back. She can attack directly with them, shoot beams from them, or temporarily detach it from her in order to transform it and attack enemies with them.
* Disgaea 4: A Promise Unforgotten with Valvatorez and Fenrich. Apart from starting with a very high likelihood of initiating team attacks with each other, all three of Fenrich's passive abilities are based on Valvatorez's status or positioning (ie. getting a 30% stat boost for standing next to him).
* Disgaea 4 defied by the same person, when you talk with the thief in the Campaign Board.
* Disgaea 4 Des X is a palette swap of Desco. This being Disgaea, is pointed out and lampshaded.
* Disgaea 4 far larger than she appears, despite looking like a little girl in strange clothing who just happens to be able to grow tentacles.
* Disgaea 4, Fenrich loses any semblance of composure and spends the entire chapter in a frothing rage.
* Disgaea 4 for his father. People don't take him seriously at all, but that's more because he's terrible at his job than his age. He's also clearly being played for cute, thanks to his bow tie and shorts.
* Disgaea 4, Fuka isn't able to become a proper Prinny because Hades ran out of Prinny suits. Thus, they just gave her a Prinny jacket and hat from the gift shop.
* Disgaea 4 have some interesting encrypted files in their memory banks.
* Disgaea 4, he is still stronger than most of the enemies thrown his way. "Normal", in Hades, is still pretty badass.
* Disgaea 4 in question is revealed as a guy in front of "her" adoring fans. Said fans decide that they "don't mind a little trap action."
* Disgaea 4 is capable of wielding both a Magichange sword and a Magichange gun at the same time.
* Disgaea 4. Nemo accepts this as probably the best fate he can possibly hope for.
* Disgaea 4 of Valvatorez that Fuka wonders if he's gay for the vampire in question. He never says he isn't. This only increases with the Tyrant Valvetorz Flashback DLC.
* Disgaea 4 rolls around he's a shadow of his former self, serving as an instructor to lowly Prinnies. Valvatorez doesn't mind and carries himself with the same humility and honor he had as the Tyrant.
* Disgaea 4 spends very little time brooding over tragic events. He's even cheerful about his fall from Tyrant to the lowly position of Prinny Instructor.
* Disgaea 4: The Meteor Lancer spear skill has the user leap into outer space, gather some meteors into the shape of a gigantic lance, then throw it at the targets.
* Disgaea 4 titles under his belt, including Tyrant Valvatorez, the Bloodthirsty King of Fear, the Blood-soaked Valvatorez of Absolute Evil, and The King of Carnage and Atrocity.
* Disgaea 4, where both Archeangel Flonne and Fallen Angel Flonne have it as a move, with the same incantation. The former summons a normal dragon while the latter summons a zombie dragon.
* Disgaea 5: Alliance of Vengeance. According to their bio, they're not actually very good at housework due to their brains rotting, but many in-universe find them

endearing.
* Disgaea 5: Alliance of Vengeance anymore, and instead send you back to the base with no consequences (other than obtaining a trophy for getting a game over if you haven't already) For specific examples:
* Disgaea 5: Alliance of Vengeance, enabling the bestial transformation without the ill effects, and the first victim of this power is the very asshole who cursed her in the first place.
* Disgaea 5: Alliance of Vengeance has a Mystery Room in the Item World where a Fight Mistress will ask you if you want to use a pie. Say yes, and she'll use it to pie a Witch in the face (with animations ranging from using a whole stack of pies to one that explodes like a bomb!). Afterwards, the Fight Mistress will give the player a Pie (which counts as a Fist weapon; its Ambusher innocent ensures the target won't counter-attack the wearer).
* Disgaea 5: Alliance of Vengeance, Killia is introduced defeating dozens of the Lost soldiers on his own. By the time you start controlling him, he's at level 3 and nearly gets thrashed by three mooks using basic attacks in the tutorial.
* Disgaea 5: Alliance of Vengeance says this frequently to his superior who calls him frequently before various fights in the game.
* Disgaea 5: Alliance of Vengeance that never deactivates, so you can take infinite turns without letting the enemies act while all your skills' costs are reduced to 1.
* Disgaea 5: Alliance of Vengeance took this to a whole new level: every character can have their entire palette changed how you want it to look. This applies twice over to any character that has a transformation-style Overload skill, allowing you to custom color their alternate form.
* Disgaea 5: Alliance of Vengeance with her ability to make any man do whatever she wants with a single gaze. However, her ability has absolutely no effect on Killia, and because of that, plus his selflessness, she has fallen for him.
* Disgaea 5), and Killia deeply holds himself responsible for the event.
* Disgaea 5 break turns into this upon hearing her Prinnies got stomped fighting The Lost.
* Disgaea 5 brings us Seraphina, the Succubus Princess of Gorgeous. To that end, her Overload skill allows her to charm male enemies specifically.
* Disgaea 5 exhibits this as well, known across the Netherworlds as "Tyrant Overlord Killadia" before the events of the story. In the present, he's a drifter without an Overload ability.
* Disgaea 5 features a "Nether News" ticker that runs while you're in the home base. Its stories mainly consist of interviews with character class representatives, advertisements for the various base shops, and the occasional details on the Lost's advances and conquests.
* Disgaea 5 hands this role over to Seraphina. Incidentally, not only does Asagi comment on there being two gun-wielders in the party once she joins, she also heralds the unlocking of the Asagi class, all of whom share Asagi's aptitude for gun-wielding.
* Disgaea 5 has a carbon copy of the aforementioned PlayStation Trophy system built into the game itself due to the Switch not possessing an innate achievement system.
* Disgaea 5 has Liezerota, daughter of Great Demon Fist, Goldion (whom himself is a Lion Man reminiscent of Leomon). She has a lion tail.
* Disgaea 5 has Seraphina for Killia, who only sees her as a comrade and has feelings for Liezerota.
* Disgaea 5 in the description for the Bikini armor. (Like any piece of armor in the game, it doesn't provide a visual change)
* Disgaea 5, one of the questions you can ask regarding the Interrogation Room is if it's really okay (i.e. ethical). The NPC in charge simply says "Yes."
* Disgaea 5, one will hear a song played on endless loop. The song itself isn't bad, but the lyrics can be incredibly difficult to understand without seeing them, as the singer's Japanese accent shines through on many syllables. This makes certain sentences sound less like they're supposed to and more like something completely nonsensical ("I have forgotten" can sound like "Eye of a button" which

contextually makes no sense).
* Disgaea 5 that you just assume some form of time travel is happening.
* Disgaea 5 When the party does face Void Dark near the end of the game, he cycles through all the Overloads he stole throughout the story; when Alma Ice Sculpture is active, anyone he strikes will be unable to take their next action.
* Disgaea 5 which had only one major male party member, but in this game, the majority of the cast are buff martial artists.
* Disgaea 6: Defiance of Destiny, and Ivar decides to play (really) dumb:
* Disgaea 6: Defiance of Destiny is a 10,000-year old hag who uses the Staff of Transformation left by the Ancient Witch on a bid to defeat the God of Destruction. Unfortunately, the staff traps her in a body of a much younger, scantily clad magical girl, and she has to do the whole magical girl act to draw power from the staff, a humiliating process she has to learn to deal with.
* Disgaea 6: Defiance of Destiny) toy sales for years, to the point that there were some credible rumours back in 2019 that the franchise would be canned or at the very least put on hiatus if the situation didn't improve.
* Disgaea, a former war nurse ascends to become an angel after her death.
* Disgaea: Afternoon of Darkness had "Etna Mode", where she accidentally kills Laharl and tries to cover it up.
* Disgaea also counted the throwing of Prinnies (who explode, damaging anyone around them) as an ally kill. This despite the fact that the game outright encourages you to throw Prinnies by making them incredibly cheap (1 HL) to resurrect. Later games did not count Prinny-bombs as ally kills.
* Disgaea also has the Hyperdrive, which allows any character that equips it to teleport anywhere on the battlefield save for the Dimensional Gate in Item World maps. In the original, it was awarded for going through all 100 levels of an ultimate item and defeating the Item God 2 (which is level 6,933) on the 100th floor, while in the PSP and DS remakes, it is only awarded if all 100 levels are done in a row without exiting out in between. Note that the only way to revive a fallen party member is to exit out.
* Disgaea. Also in 3, the Holy Dragon can halve any magic damage it takes with its Mist Cloak ability (Which it can also teach to any other unit).
* Disgaea and even maces being grouped into this class as well. Though explicitly shown to be stronger than swords (attacks and skills even lower enemy defense), they suffer from low accuracy and a lack of multi-target skills. Both were remedied in the third game, though axes now lower speed as well, reducing your chance to dodge an attack. Some Item Worlding can remedy the negative accuracy and speed.
* Disgaea) are capable of this and many of the higher level skills have a very bad habit of destroying whatever unlucky planet(s) happens to be nearby.
* Disgaea are... sort of like this. Basically they're modified versions of the same stages from the story, but with higher level enemies, geo-block puzzles and occasionally other special conditions.
* Disgaea are still the most well-regarded even after several additional games in the series. Inverted with the gameplay, however, as subsequent games have improved on the formula and the first game feels very dated and barebones by comparison.
* Disgaea, as demons and angels generally lack such, but even most of the human characters aren't shown to have any surnames.
* Disgaea at least a little, it's not all that hard to lose on that level). Hence the double subversion.
* Disgaea at level 2000, Overlord Baal (the first round) at level 4000, and you still have quite a lot of others. The re-release (mentioned below) also added the DLC characters whom are easy to beat but all sit at 100, and three characters form Disgaea 3 starting at level 500 and ending at level 3500. Additionally, the final boss of Disgaea 2 is level 90 and has no geo effects on the field and is alone. The bonus bosses are often not that gracious, and may have backup, geo effects, and ridiculous levels.
* Disgaea bad. Also, the Good Ending ensures that all the important characters are alive and well so they can make cameo appearances in the following games.
* Disgaea, bombard him with happy and cheerful sayings, sapping his powers for the

duration of that battle.
* Disgaea brawler can punch her enemies into the sun: Because it's awesome looking.
* Disgaea carry a limited selection, but replenish in the three seconds it takes to leave the shop and re-enter.
* Disgaea D2: A Brighter Darkness makes use of this through its Likability mechanic. The higher two characters' Likability ratings are, the more often they will activate Cover (taking an attack for) and Support Attacks (follow-up attacks) with each other on the field. At maximum likability, one can even earn the other's passive ability. That said, there is the "Heart's Shadow" Innocent that gives a stat boost per person with Zero likability with the holder, and these ratings can be raised or lowered at the Dark Assembly.
* Disgaea D2 adds a lot of features that make the grind much more streamlined:
* Disgaea D2 adds a new class of weapons: Books. Books are Int-based weapons, but while Staves are used to enhance the range and area of spells, Books are better for straight-up damage and have weapon skills.
* Disgaea D2 has Likeability values, which can go up and down between units depending on actions like healing another character or ally kills. Higher likeability leads to better chances of initiating team attacks, support attacks, and protect abilities. Some endings can also be triggered depending on the likeability between certain characters.
* Disgaea D2 when it's revealed that she's been using brainwashing music to boost her popularity.
* Disgaea Dimension 2 accomplishes, via transforming itself into a chain that its partner uses to yank the moon out of orbit.
* Disgaea Dimension 2, Angel Scicily mailed herself from Celestia to the Netherworld in a box. She claims to have done this to avoid getting lost, which everyone except Flonne thinks is stupid.
* Disgaea Dimension 2 Etna's Elder Spear becomes this when Etna dies in one of the bad endings.
* Disgaea Dimension 2, Flonne mentions that she "can't imagine Etna doing anything that wouldn't make her money."
* Disgaea Dimension 2 Her outfit is very similar to the male version, except with longer pants (they're slightly ripped at the thighs instead of completely ripped off at the shins), slimmer shoes, and a bra covering what was the male version's bare chest.
* Disgaea Dimension 2. However, they don't seem to have a grasp on what made Krichevskoy a great and charismatic Overlord and for all their disrespect towards Laharl, Laharl shows throughout the game that he acts far closer to Krichevskoy than the very demons who worship him.
* Disgaea: Dimension 2, Laharl claims to have "Destroyed every star in the sky", as a testament to his position as Overlord. Etna disparages him by claiming that any demon worth their salt could easily do the same.
* Disgaea Dimension 2. This is a plot point, as Etna herself points out, she looks like she's "Player 2". All of her alternate unit palettes are also swapped.
* Disgaea Dimension 2. While she naturally plays the trope straight, she tries to really invoke it for all it's worth by playing up her cuteness and offering sweets to convince Laharl to give up the title of Overlord. It only serves to further piss him off.
* Disgaea, Etna asks the Hero Prinny to sell some games and the console she's playing them on, claiming they suck. Then Prinny points out that she pirated the games and hacked the console.
* Disgaea games can seem a bit this way, especially in new game plus. If your proposal gets denied, your insanely overpowered team can beat the senators into submission without breaking a sweat.
* Disgaea games, you can occasionally find friendly NPCs in Item World provide various services. If you talk to some of them too many times, they'll get annoyed and fight you, which may or may not let you reap some additional benefits by defeating them.
* Disgaea gave him the same poison when he was little and in her care.

* Disgaea gives you the "Digital Deluxe Dood Edition", which includes the soundtrack and an artbook.
* Disgaea goes whole-ham on this trope, as several skills show the user going amazingly quick.
* Disgaea has another example of this. characters are everywhere across the castle - Running the hospital, the shops, even the portal that takes you to the storyline maps. Now, you can't attack them in the castle.... or can you? (Here's a hint: You can.) All you have to do is call an assembly. If one of the characters shows up, you can happily beat the tar out of them. Then when you get back to the castle, you'll find a little gravestone where they were. Wait a minute.... you just killed the demon running the Hospital... how are you supposed to heal? Just save, reset, and they'll be back in their spots again.
* Disgaea has the Evility "Like a Boss", which nullifies Deathblows, prevents capture and greatly weakens the effects of certain status ailments. It usually has a cost of zero Evility slots, so boss-units tend to have it slapped on.
* Disgaea have higher class ranks that are palette swaps of their base class, each with slightly better stats than the last.
* Disgaea: Hour of Darkness, after Jennifer asks Laharl if demons molested him in chapter 9, Laharl asks in a rather offended voice what she thought demons were. Though this scene was supposed to be funny, it shows that Nippon-verse demons draw the line at molestation.
* Disgaea: Hour of Darkness apparently don't have the strength to last long in the Netherworld by themselves, so Flonne carries a pendant that allows her to stay. Naturally, it's stolen at one point, making it an artifact type.
* Disgaea: Hour of Darkness as bloated, hunchbacked shadows with large scythes, skeletal wings, and a cow skull for a face. They are responsible for ferrying dead souls to the afterlife.
* Disgaea: Hour of Darkness as much mana as their previous moves, often requiring mana-boosting equipment to use even once per fight when it is first acquired. When the attack is used, the character somersaults into the sky, pushing their back up against the lens of the isometric camera, and throws an enormous Kamehame Hadoken, killing everything within a large radius of their original position before falling gently to earth. Awesome.
* Disgaea: Hour of Darkness at the possibility of the photo being spread all over the Netherworld. We never know exactly what was in the picture.
* Disgaea: Hour of Darkness, attracting both young girls (such as Etna, Flonne, her younger sister Ozonne, Gordon's 13-year-old daughter Jane,) and Sakura, an adult woman.
* Disgaea: Hour of Darkness basically manipulated the entire plot of the first game.
* Disgaea: Hour of Darkness because Laharl and Etna are young demons and no demon in the series are interested in probing either them or Jennifer.
* Disgaea: Hour of Darkness could be considered one of these as it's one of the funniest episodes of the game place right after one of the series' biggest tear jerkers.
* Disgaea: Hour of Darkness created super-robot Thursday at the age of 5.
* Disgaea: Hour of Darkness, Flonne, is stated to be very much like his dead mother.
* Disgaea: Hour of Darkness, Flonne takes pity on Mid-Boss as he has no one to make his lunch for him, but he asks her to stop as "That sends a sharp pain to moi heart!"
* Disgaea: Hour of Darkness games, located in the Dark World. It corrupts main characters and powers up enemies and seems to be a symbol of worship, if one of Axel's comments are any indication.
* Disgaea: Hour of Darkness harbored a crush on King Krichevskoy after he, the first person to show her kindness, took her in. However, he later married, so she... didn't approve. She initially hated their son Laharl for existing because of that.
* Disgaea: Hour of Darkness has Captain Gordon asking for a Teriyaki Pizza from

"Pizza Shack" to be waiting for him when he returns.
* Disgaea: Hour of Darkness. If you do manage to beat him, he's so upset he destroys the world. Now that's sore!
* Disgaea: Hour of Darkness interrupts Etna's speech so many times, that in the end, out of annoyance, Etna proceeds to beat up, shoot and overall brutalize the guy.
* Disgaea: Hour of Darkness In-universe, however, people disregard him as a total moron who's slow to catch on.
* Disgaea: Hour of Darkness is a self-inflicted punishment for being healers.
* Disgaea: Hour of Darkness is pinkish-purple rather then blue like the generic Prinnies.
* Disgaea: Hour of Darkness is the product of the demon king's marriage to a human witch.
* Disgaea: Hour of Darkness just the way he wanted it. This, of course, motivates him further to capture Flonne.
* Disgaea: Hour of Darkness, males included. The archers are only kept decent by the camera angles.
* Disgaea: Hour of Darkness release—achievements, trading cards, badges and cloud saving.
* Disgaea: Hour of Darkness revealed that she would have become an angel upon her death because she had otherwise lived a virtuous life and it was a noble sacrifice, but she was pregnant at the time and willingly passed on that right to her unborn daughter.
* Disgaea: Hour of Darkness, robotic character Thursday can be poisoned and put to sleep just like anyone else (applies to zombies, vampires, and living puppets as well). On the plus side, you can heal and resurrect him just like anyone else as well (though he alone cannot reincarnate).
* Disgaea: Hour of Darkness's mission to the Netherworld, this conversation takes place:
* Disgaea: Hour of Darkness... somehow. Even Vulcanus wasn't quite sure how it was going to work out. Etna called this out much earlier.
* Disgaea: Hour of Darkness that gives a significant power boost while on the first playthrough.
* Disgaea: Hour of Darkness, the jacket he wears was made by her as well.
* Disgaea: Hour of Darkness, the robot Thursday joins the party along with Gordon and Jennifer.
* Disgaea: Hour of Darkness, this trope would largely sum up what their relationship would be like.
* Disgaea: Hour of Darkness were credited for their voice work in the game itself.
* Disgaea: Hour of Darkness, when a hologram appears, not only is the picture glitchy, but the first thing the hologram "says" is always "fffffffffff... ffffffff..."
* Disgaea: Hour of Darkness, who actually gets hurt by pretty, big-busted women. Though he shows no interest either way, romantically.
* Disgaea: Hour of Darkness: you're still forced to do the tutorial, but it's really one very quick level that you'll most likely finish with just one move.
* Disgaea, however, as now mages select an element from the base three they want to specialize in when you first recruit them and the levels now work like with other classes, with higher levels getting access to Star spells naturally.
* Disgaea, including the part where she's actually dead and supposed to be a Prinny.
* Disgaea Infinite has to be blackmailed by Etna into congratulating Flonne for becoming an Angel Trainee again. And when he does, the words barely come out of his mouth.
* Disgaea Infinite. He has to jump between the other character's bodies to solve the main plot of the game. The fun part of the watch is that not only can he see events from the eyes of the person he's possessed, he can also hear their thoughts, and can influence their decisions, making them do things totally out of character i.e. Laharl hugging a sleeping Prinny or Etna professing love to Laharl.

* Disgaea Infinite if he can't mind control Laharl to prevent him from eating the fake pudding.
* Disgaea Infinite, Jennifer offers to give this to Laharl, since he's "at such a complicated age." He freaks out and refuses, but the prinny can make mind-control him into accepting.
* Disgaea Infinite, Mao starts approaching Flonne while excitedly panting and sweating. His reaction to her calling him a pervert and fleeing?
* Disgaea Infinite, You can mind-control Laharl into glomping Jennifer. She makes a remark about him going through puberty after he regains control over himself and freaks out.
* Disgaea. In one chapter, a bunch of rogue Prinnies challenge Laharl and company to a baseball game out in Blair Forest, but Laharl and Etna have a different game plan on their minds (i.e. "kill 'em all"). This is made easy by the fact that prinnies explode when thrown, providing a quick match if you are underleveled.
* Disgaea. In the earliest levels, the "specialists" that you must kill to level up your weapon ignore everything until you attack them, at which point they may counter, but won't attack. Once you get deeper in, however, you see that their "NPC Ally" designation on your map screen isn't just for show, and you may have to pull off some tricky maneuvers to make sure your enemies don't kill them first if they start out too far away.
* Disgaea in the entire game, and he'll often net you something incredible like the Super Robo Suit... but you just literally beat the toughest boss in the game, so unless you feel like challenging yourself in the later titles by jacking the difficulty way up just to test your skills, there's no reason to bother using it at this point.
* Disgaea: In the second chapter, Flonne summons a dragon to attack you, announcing that because she has to use a special item, she can only do it once - thus, after she joins your party, there will be no dragon-summoning.
* Disgaea is warp, which teleports the character on the panel to a random panel of the same colour.
* Disgaea, it can be simpler to power level one of the main characters and stomp the rest of the game rather than try to balance levels across a party of ten characters. This is almost a requirement in the post-game, because leveling and appropriately equipping just one character takes an absurd amount of time, even if you aren't trying for perfection. This restricts the options to using one horribly overleveled character and nine decoys or abusing the base-panel combat mechanics and Enemy Level Up Geo-Effects to create a team of poorly equipped Lv. 9999 monsters.
* Disgaea knock-off full of friendless losers who are treated as the butt of the joke in every situation. They're also frequently killed in action and replaced by their producers.
* Disgaea, Laharl is literally allergic to large breasts and optimistic sayings. After a cutscene featuring an excess of both thanks to it being deliberately weaponized against him, his stats in the ensuing battle are cut in half until he gets earplugs.
* Disgaea: Laharl is subjected to one of these in the form of sexually attractive women spouting optimistic phrases. Given his aversion and (literal) allergy to the aforementioned, his stats are cut in half for the next fight. Flonne spouting "eternal love!" didn't help at all.
* Disgaea. Like all demons, they can be both good and evil, and work both for your party or against it.
* Disgaea not human(oids), though they seem to pieced together out of human's dead body parts. The game isn't too clear on the issue.
* Disgaea Novels Laharl accidentally walks in on Flonne while she is in a hot spring. He blushes and quickly walks out.
* Disgaea Novels sister, Ozonne believes in the power of money and rejects the concept of love.
* Disgaea on one instance, though it was presumably just to emphasize how badly they had gotten beaten up.

* Disgaea onwards with two improvements. First, you no longer take damage when carrying allies, and second, the tower itself can attack enemies within a short range (one hit for each person in the tower,) making the human ladder viable for more uses than simply quick transport across the map.
* Disgaea princess. There's also Rozalin (fake overlord's daughter), Adell (peasant hero). Laharl's dad (overlord) and his mom (unknown social status mage).
* Disgaea Priver Dance attack drops one of these on the target's head. Etna's Prinny Raid also drops a flaming one in addition to the expected Prinnies.
* Disgaea. Provided that it's really and truly genuine, and not merely emptily declared sentimentality. Other times it's a symbol of lust, like the hearts that appear when succubus characters strike the enemy.
* Disgaea series, characters are able to learn magic, weapon skills, and abilities from others on their team through different methods, depending on the game.
* Disgaea series has red hair and eyes. Though, interestingly, her hair was pink in the first game.
* Disgaea series of games features a number of differently colored versions of each class and monster (except unique characters), each with progressively better stats as you move up the chain. Subverted in that each class has its own color arrangement rather than all following the one pattern.
* Disgaea series predictably have wings, as do some of the humanoid demons, like Etna, Raspberyl, and the Succbus monsters. Only the angels are actually capable of flight in gameplay, though.
* Disgaea series tends to include some of these, like the Beam Javelin, Laser Axe, and Energy Blade.
* Disgaea series, the arrival of a crew of pirates in the Item World is preceded by the sound of klaxons and the screen flashing red a few times.
* Disgaea series, units with flight like the Mothman and Masked Hero can move through enemy units, and disregard the height of terrain, making them extremely useful for any map where you need to get a certain point to complete it, as both of those things will frequently pose problems for normal units.
* Disgaea series use this, and it gets progressively more ridiculous with each game. Examples include mushroom clouds visible from space, the moon exploding, the world exploding, the solar system getting disintegrated, and even the entire galaxy getting wiped out.
* Disgaea series you get free rewards from the Healer when you reach certain milestones of total damage healed. May only partially count because it encourages you to get hurt more so you can buy more healing, thus possibly resulting in a profit.
* Disgaea she's a news anchor but never speaks, instead letting her bunny/co-anchor/emergency food supply do the talking. At one point she's on the screen alone and proceeds to give the news in 30 seconds of silence.
* Disgaea should not even be capable of lifting the sword he is holding, much less be able to deal absurdly high amounts of damage or lift and throw ten significantly larger people at once.
* Disgaea start off with swords as their most effective weapons and definitely become this by the time you've learned all their moves.
* Disgaea starts bragging about how he'd like to beat Etna to a pulp, not realizing that she's standing right behind him. Her reaction?
* Disgaea team known as the Prism Rangers. Although minor to the point of only appearing for one level per game, they always manage to fully utilize what little time they have to get the protagonists to know them.
* Disgaea, the first special technique that zombies gain is "Zombie Puke", which can also poison the target.
* Disgaea, the Majin is unlocked post-game with poor stat-aptitudes across the board and growth to match. All of its Evilities are designed to hamper it in some way sans its final Evility "Violence,"which gives it a bit of a buff....at the cost of another handicap. Having incredible base stats doesn't matter when it can't even grow very far.
* Disgaea, they explode. Any prinnys caught in the explosion also explode.

* Disgaea titles, the Healer and Medic classes gain healing spells as they level up. Some storyline characters also naturally learn healing spells, but the games generally have a method to give any spell to any class, including reincarnation, apprentices, and item/character fusion.
* Disgaea units that learn to use guns gain the "Proximal Shot" ability which allows them to invoke this trope while using their firearm as an impromptu rocket engine.
* Disgaea uses them for the max level that Dark Assembly members can like you... and just to show how wicked the Netherworld is.
* Disgaea, very much so. Nearly any character with a name has some ability to fight and pull of some insane fancy attack that defies the laws of physics. And since demons solve nearly everything through fighting, Netherworlds quickly turn into this because of how their inhabitants keep trying to assert their dominance.
* Disgaea was asleep for two years people just assumed that he was dead or simply forgot about him. No one cares beyond that, except Etna who wanted to use him for her own gain, and one of his vassals who expressed disappointment that she didn't get to use the grave she dug for him. Granted, everyone are demons and thus clearly aligned Evil, it's only in their nature to abuse, backstab and use each other. Laharl doesn't even care for his own father aside from disappointment that he found out too late that his father died and thus the competition for his father's Overlord position had been going on for quite some time before he woke up.
* Disgaea when thrown. While they can be used as one-time weapons to clear out enemies, and it's funny as all hell to do so, you won't get most of the rewards you'd otherwise get if you use more conventional methods to defeat enemies; no unit EXP, no skill EXP, no weapon Mastery, no Bonus Gauge, etc. Also, since this kills the Prinny, and dead units count against the deployment limit, every Prinny tossed means one less unit on the field that can actually be doing something of value.
* Disgaea, where said monsters can be your school classmates or members of your political party, respectively.
* Disgaea, which plays on the title screen. If nothing else, it's a lot more serene than most of the music one normally hears in the games.
* Disgaea who constantly spout phrases like "world peace" and "eternal love". His attack power is cut in half in that level.
* Disgaea with time and effort. It is also possible to reskin a "normal" weapon to look like a joke weapon while retaining its function.
* Disgaea, you can use the Geo Effects to your advantage. The effects range from stat boosts to making evil clones of your team to kill every round to outright invulnerability. You can also destroy the Geo Effects, and doing so will change the colors of the squares they're on to match the destroyed Effect, or destroy the squares if it's a Null. Setting up a chain that destroys all the Geo Panels will injure every enemy onscreen and earn you a massive bonus at the fight's end.
* Disgaea you to keep using that cheat just to level up at the normal rate. Of course, by the time it figures it out (which varies from character to character), you could already have your characters' levels in the 4000s (usually, it figures it out by around 2300 or so).
* disgraced friends and brother and earning more sympathy from the crowd, while her loved ones only receive more disdain.
* disgraced heroes to tell them why no one else but Twilight cared about their disappearance, Shining Armor tells them straight out that Chrysalis claimed she fired them because they only wanted to meet royalty in the wedding. Utterly mortified that such lies were believed about them, one of them bursts into tears, and everyone else gets more angry with Shining Armor because of this.
* Disgraced Red Army personnel whose service earned them (back) the right to serve in the Army and avoid imprisonment. Their crimes included cowardice (all ranks) or gross incompetence (Officers and NCOs). Personnel who had not escaped enemy captivity of their own volition were regarded as suspect due to reports of up half a million Soviet POW defecting to serve the Germans as
* Disgraceland centers around the messy criminal acts of famous musicians.
* Disgrace, who are still friends and meet up with each other regularly.

* disguised as a billy goat. When Gwynn and Sainis were kicked out one infamous game when the Chicago Cubs faced the Detroit Tigers because Gywnn's goat disguise stank, he cursed the Chicago Cubs to not win the World Series and kept it up for many decades that came after.
* disguised as a recently-deceased). Monk has to find out who DePalma's intended target was, and save him from getting killed by the same crime family that hired the hitman in the first place.
* disguised herself as a man by the stones thrown at her by a mob of women.
* disguised him with various metal pieces to stop the army from finding out), Rogard is so angered by the apparent false alarm that he tells Mansley to step outside so he can chew him out big time:
* Disguised Hostage Gambit. Saying the S.W.A.T. officers don't cause much of a problem would be an understatement, however.
* Disguised Hostage Gambit: The villains disguise innocent hostages as their minions in hopes of getting them killed by their would-be rescuers.
* Disguised in Drag and it's stated that the boy is only attracted to Taichi because he is the only young female he's met.
* Disguised in Drag: Any scenario where a man dresses as a woman for purposes of disguise.
* Disguised in Drag arc of the story, but also because of elements such as his struggles with identity and wanting to be different from the other boys in his village.
* Disguised in Drag was cancelled after two episodes due to low ratings and protests from the GLBT community.
* Disguised in Drag: When men decide to crossdress like women, it's often used as a joke.
* Disguised in Drag (when the dude's dressing as a girl only for a specific reason)
* disguise her gender game confirmed. But the Netflix series, however, gives Sypha ginger-coloured hair instead.
* disguises himself as a woman and starts charging by the minute to talk to him.
* disguise themselves as human and habitat loss, some other monsters essentially consider them an endangered species.
* disguise themselves as others his disguises than Yellow Temperance's user Rubber Soul; while Rubber Soul blew his Kakyoin disguise by acting ridiculously out-of-character, Oingo is able to fool the Crusaders when disguising himself as Jotaro (even replicating a cigarette trick Jotaro liked to do).
* disguise themselves as Shinigamis Ishida starts to freak out, telling her to put them back on so they can each change in private.
* disguise the true shape of things. Including herself, so no one has ever seen her true form, and she has appeared different to everyone who's ever seen her.
* Disguising a premeditated murder by making it look as if the victim discovered a robbery in progress and the robber panicked.
* disguising himself as a skunk to scare the dogs away. It nearly works until he suddenly becomes the object of Pepe Le Pew's affection.
* disguising himself as his teenage daughter, using a silicone mask and appropriate clothing. It didn't work, but only because the guards found his nervousness suspicious and confronted him. If he had acted a bit more confident, he might have been able to walk right out of the front door without a problem.
* disguising Panther tanks as M10 Tank Destroyers. Although they failed due to an insufficient number of fluent English speakers, they did succeed in making the U.S. Army so paranoid about their presence and activities that many checkpoints were set up which slowed down the Allies.
* disgusted him so much that he'll distribute the cure for free worldwide, just to spite him. Since the doctor believes that the unwashed masses are unworthy of his work, he is horrified.
* disgusted watching Gerta, in the form of Henry, and Schwoz talking lovingly toward each other. He demands that she change back to her normal form if they are to continue.
* Disgusting McGrossface, the boy says, "Ever heard of toothpaste?!" when

commenting on Disgusting's bad breath.
* Disgusting Public Toilet. They get very unhappy if you try to leave without paying your bill, which you might forget to do given you're trying to cover up the aforementioned murder.
* Disgusting Vegetarian Food: Vegetarian and vegan cuisine is repulsive.
* "Disharmony" was originally to include a scene where Gunn and Cordelia are apparently discussing some bloodstained bodies, but they're actually complaining about Angel's
* Dish Dash: A character has to dash madly around a room catching stacks of falling breakable items before they hit the floor and smash.
* Dish Dash: There's a discredited variation of it; when someone is showing off their skills at keeping dishes balanced atop spinning sticks. It used to be popular in variety shows, but both the trope and the genre have disappeared for over 40 years.
* Dish detergents often do this, with stacks of dishes, grease cutting power of a single drop, scratched glass, etc.
* dishes so good in the culinary world... and a snake-based dish Soma describes as "legendarily bad." There was also a mention of the infamous sardines in strawberry jam. In both these cases, there is some justification, as both have cooking styles which rely heavily on "brute force"-experimentation to create new flavor combinations (rather than extrapolating from known recipes or using knowledge of food chemistry), so it's pretty inevitable some of their experiments would end like this. However, both father and son take a certain level of sadistic glee in watching people's reactions to their cordon bleugh experiments.
* Dishing Out Dirt will be used since it's loud and powerful raw energy.
* dishonest, etc, forcing the candidate to distance himself from the mess.
* Dishonored 2 and the 'Chain Hosts' upgrade. Without this upgrade you must return to human form to possess another host.
* Dishonored 2 continues with even more pseudo-magic clockwork machinery.
* Dishonored 2 Corvo Attano and their now-adult daughter and heir Empress Emily Kaldwin.
* Dishonored 2 has a much more classical example in Aramis Stilton, who started off as an immigrant miner, but his people skills and tech know-how got him so rich that he was eventually able to buy out the very mines he worked in. Despite his attempts to fit in with the rich and powerful of Karnaca, however, the high society has never accepted him (except the late Duke Theodanis, who was his secret lover).
* Dishonored 2 has a New Game+ added via a patch that lets you carry over collectibles and upgrades as well as use powers from both characters.
* Dishonored 2, it's possible the cultural influences and pressures associated with being gay are different or non-existent in the game's world.
* Dishonored 2, one of the missions takes place in a mansion where an occult ritual went terribly wrong and as a result the house is permanently in a nested time crunch with parts of it in the past and other parts showing the present while also preventing you from using any of your powers. The Outsider gives you a timepiece that lets you navigate the simultaneous timelines and also has a set of retractable glass shards that give you a view into one timeline while you're in the other.
* Dishonored 2: The Regenters are believers of the former Lord Regent Hiram Burrows from the first game and people that hates the Empress Emily Kaldwin, enough that they were alright at the idea of assassinating her and her friend when the former was just 14.
* Dishonored 2 universe is, the likelihood of these monsters existing is unsettlingly likely.
* Dishonored 2: Using incendiary attacks on a Clockwork soldier is useless due to its mechanical nature. However, thanks to its wooden components, it will be set on fire, so now there is a giant robot on fire trying to kill you. Strangely enough, you do not seem to be damaged by the flaming frame of the Clockwork soldier.
* Dishonored: All of Dunwall's technology is powered by whale oil, an incredibly efficient fuel. The Heart describes the whales as mystical creatures, which is why the oil rendered from their flesh has properties that cannot be adequately

explained by scientists. All of Dunwall runs on magic.
* Dishonored allows for stealth and/or all out combat and both allow you to open doors normally...or use explosives.
* Dishonored, also being the carriers of a terrible plague that's gripping the game's setting. The protagonist can weaponize rats as well, by magically summoning them to either attack the enemy or to make a quick escape by possessing one of them while the others deal with enemies. The number of rat swarms you encounter is directly proportional to how many people you kill in the game, since corpses attract rats. If you're trying not to kill people, you'll also have to hide them from the rats after knocking them out.
* Dishonored and that Emily is his daughter, but either try to talk around it or are somewhat unsure. The game treats these as mostly rumors until the sequel where they're flat-out confirmed.
* Dishonored, and whether Emily grows to become Bright or Dark changes according to how you play Corvo.
* Dishonored, any character empowered directly by the Outsider is largely immune to Bend Time, Possession, or Windblast. They also can't be killed by most otherwise one-hit-kill attacks, including fatalities, fire darts, or spring razor traps. You can still backstab them, though.
* Dishonored, as it for silent short-range teleportation whose only visual effects are a brief particle effect accompanying the user's disappearance, but not reappearance.
* Dishonored as the first ability given to Corvo by The Outsider. It's primary use is to help the player traverse the stages with relative ease. While is appears to be a teleport at first glance, you will impact any objects in your path when blinking. The Whalers (Assassins) have a similar ability, but with longer range.
* Dishonored authorized and hop across that way, and the other is to use the advanced version of Bend Time to literally stop time and cross without fear of being zapped.
* Dishonored, certain individuals are given magical powers by the mysterious Outsider, the closest thing the setting has to a God, if the Outsider thinks they will be "interesting". These people, like main character Corvo, are apparently allowed to do whatever they want with their powers, though the Outsider will pop in from time to time to comment on what they are doing.
* Dishonored: Corvo can gain the ability to summon a swarm of rats to attack enemies.
* Dishonored, Corvo is given a biomechanical Heart he can use to find Runes and Bone Charms.
* Dishonored, Corvo wears one that was constructed specifically to look as freaky as possible; it looks like a crudely-made metal skull with asymmetrical lens-eyes and wire strung jagged over the jaw-area. It's also lined with cloth to protect him against the deadly plague spreading through the city, and can be upgraded to add a miniature spyglass that allows him to zoom in on distant objects.
* Dishonored: Daud captures Corvo and keeps him inside a hole, trapped by a barrier of wood. Inside the hole however are rats that you can possess to escape, as well as about a dozen bricks that can be thrown at the wood to break out.
* Dishonored Dead: A deceased character is denied something (usually a proper funeral) due to dishonorable actions in their life.
* Dishonored: Death of the Outsider-equivalent Power is Displace, which places a silhouette that can be teleported to. If anyone is standing within the silhouette when you teleport, they will explode into pieces and you take some damage. There's a bonecharm which causes Displace to not cost Mana if you teleport next to a person, but causes you to get telefragged instead.
* Dishonored: Death of the Outsider: in the third mission you have to steal the Twin-bladed Knife (a powerful artifact) from the vault of a steampunk bank protected by guards, electric floors, security systems and robots.
* Dishonored: Death of the Outsider series, who died of cancer a month before the game was released.
* Dishonored. Despite the quarantine efforts, the death count is considerable. The

bodies of the dead are collected, taken by train to the abandoned and flooded Financial District, and unceremoniously dumped off the raised tracks, forming an enormous pile that the waters float corpses down throughout the rest of the district.
* Dishonored doing during this dire crisis? Throwing parties and hedonistically flaunting their wealth as if nothing is going on. Even as it becomes obvious that the plague is going to spread well past the city's lower class, the rich citizens are in complete denial about the situation.
* Dishonored fights off boredom by granting people incredible power for the sake of seeing what they choose to do with it, and the only thing holding off the end of the world is implied to be the whales — whales whose oil fuels an industrial revolution, and who are being harvested to the point of extinction.
* Dishonored games both begin with the leads escaping persecution. In the first game, Korvo is awaiting his execution after being wrongfully accused of killing the Empress. He must slip past guards and detonate a bomb at the security gate in order to escape.
* Dishonored gets some flak for taking around eight hours to complete at a normal pace. Some still consider it worth it due to feeling like a more advance "classical-style" stealth game, however.
* Dishonored had a full 78-card tarot deck as its bonus, with card artwork based on the game's characters and setting, plus instructions for a card game for 2-6 players using the deck.
* Dishonored has a shortsword and a pistol (or crossbow, if you like) as his primary weapons. Officer-type guards and DLC Player Character/Boss fight Daud are similarly equipped.
* Dishonored has Granny Rags, an old crone given the Mark of The Outsider who occasionally requests Corvo to help her with nefarious rituals.
* Dishonored has one when you're seen by enemies. Very disconcerting if you're trying to be sneaky.
* Dishonored has the Dark Vision ability, which highlights enemies through walls as well as showing their cone of vision.
* Dishonored has the Golden Cat, a pleasure establishment incorporating a brothel, bathhouse, and burlesque parlor, which is regularly visited by the aristocrats of Dunwall.
* Dishonored; however, if the target is in combat, it takes longer to knock them out than if they are relaxed. An upgrade allows near-instant knock out even in combat.
* Dishonored, if the player causes a lot of chaos (by killing indiscriminately).
* Dishonored if the player opts for a High Chaos playthrough in the second game.
* Dishonored is unwillingly hitched up to one while his "nurse" usurps his leadership. To stop anybody from ending his life he's hooked up to a kill switch that'll flood the building with a deadly toxin.
* Dishonored. Jessamine selected Corvo as her bodyguard when they were twelve and nineteen, respectively. They became lovers once Jessamine turned eighteen. The trope is somewhat subverted in that Jessamine, as Empress, had all of the power in the relationship despite the age difference.
* Dishonored — you either kill him on the spot or walk past him to the final objective. If you do fight him, he goes down in a couple blows.
* Dishonored music boxes that disrupt an individual's ability to use magic, and are known to treat even suspected witches with absolute ruthlessness.
* Dishonored option for neutralizing a target is knocking him unconscious, dumping him in a crate, nailing it shut, and shipping him to Tyvia, the most remote corner of the Empire. This is apparently a common enough means of getting people places that there's a special routine and method of preparation to ensure the crate's occupant survives the trip.
* Dishonored plays with this by having whales which are implied to be supernatural and are somehow associated with the mystic dimension The Outsider comes from (when you go there, a whale can be seen floating in the abyss).
* Dishonored power to get behind an enemy makes them wonder "where'd he go?", and

then you can strangle them unconscious, slit their throat, shoot them in the back, or feed them to a swarm of rats, and if you're good enough at sneaking about, you can do all that without them seeing much more than your terrifying visage and their life flashing before their eyes. That skull mask he's wearing is enough to reduce most bystanders to tears. And that's not even mentioning that you can use severed body parts as thrown weapons.
* Dishonored predict, and thus finds interesting, to see what they will do with their powers.
* Dishonored's Empire of the Isles is set on an archipelago off the coast of the mysterious Pandyssian Continent, its residents follow a Lovecraftian state religion based on the belief that "the universe is unknowably vast and swarming with all manner of dangerous spirits and forces, most of which are hostile to man's existence", and the capital city is named Dunwall.
* Dishonored's epilogue, if Emily was saved in the final mission, Corvo is buried next to Jessamine after dying of old age; the final scene is of an adult Empress Emily placing one of her childhood dolls at his grave. If Emily is killed, the Empire collapses into total anarchy and Corvo leaves by boat for an unknown destination; his mask and sword left on Emily's grave.
* Dishonored series has walls of lights, arc pylons and arc mines, which can turn people and animals into ash.
* Dishonored series is close with her father Corvo - even when him being her father was still a secret. In return, Corvo dotes on her and serves as her biggest role model, teaching her everything that he knows.
* Dishonored. Several events in the DLC do tie into the main game, however, like the security at Coldridge being tightened following Corvo's escape, or references made to the Boyle's party.
* Dishonored's fifth mission, one room in the abandoned apartment containing the Outsider Shrine has a corpse surrounded by candles with the graffiti "DREARY DREARY DREARY DREARY..." written on the wall, and "You wanted me to decide, you asked me to do it. There's a hole in the world." on the floor.
* Dishonored, spatter the card with his own blood, then burn it in the hearth of an ambitious and avaricious man. In other words, Daud places a symbol of his future/ultimate reward at the feet of a strange god, coats it in blood, then allows it to be destroyed by greedy flames. Incidentally, Daud killed the Empress and threw the city into chaos using powers given to him by the Outsider on the orders of a paranoid noble trying desperately to claim control while plague ravaged the population. You might say the whole thing's been on his mind since then.
* Dishonored that his fate is now up to him. The player can choose whether to slit his throat or grant him mercy.
* Dishonored, the Empress briefly mentions such a blockade being deployed around Dunwall.
* Dishonored the northernmost known country is the eternally frozen Tyvia. The London-esque Dunwall is further south. Even further south is Serkonos which is portrayed as rather warm and temperate. Pandyssia is portrayed as existing somewhere to the south-east of the Empire and is covered in tropical jungles.
* Dishonored: The Overseers are the militant faction of the Abbey of the Everyman. Their primary objective is to stand against the Outsider and basically anything that is supernatural. They are most notable for the creepy masks they wear, which are actually bulletproof, and the "music boxes" some of them carry, which repress any magical ability and damage anything supernatural.
* Dishonored, there's the Outsider, an ancient, possibly omnipotent, possibly omniscient, definitely non-human (though human-looking) entity who manifests every now and then to grant powerful magic abilities to certain pivotal individuals. He states that he gives gifts only to those he deems "interesting" - whether that individual will use them for good or evil explicitly doesn't enter into the matter, and he doesn't influence them either way. Just about everything else about him, his nature, what he represents, and the realm he inhabits is unknown.
* Dishonored. The room contains a rat sample that can be used to poison the bootleg elixir producer at the Whiskey Distillery, or in the Golden Cat mission a rune.

* Dishonored, the Royal Spymaster is bald. The High Overseer's head is shaved as well.
* Dishonored. The substance itself would be identical to diesel if it wasn't luminous blue or incredibly volatile.
* Dishonored", to summon a swarm of rats onto his target to devour them.
* Dishonored turns up and stabs the Empress in the chest (and kidnaps her daughter), there's a bit of cradling her as she dies and a group of dignitaries and guards turn up to point the finger at you. Justified by the fact that the (important) witnesses to the attack were in on it. Corvo returned home from a diplomatic mission early, so framing him was just an unfortunate addition.
* Dishonored wear masks. The masks are those of the Whalers and are in no short supply in the city of Dunwall.
* Dishonored, who gladly plays it for you. You even get the satisfaction of seeing Burrows led away by the guards afterwards.
* Dishonored who seeks to claim the throne of Dunwall and usurp Emily Kaldwin, she was thwarted in the DLC but the entirety of the sequel deals with her return and her origins, and it elevates her to big bad.
* Dishonored, widely known as a famous assassin's icon, though this will be seen as a flashy and provocative innocent costume.
* Dishonored, wind power seems to gradually phase out oil-based generators, at least in Karnaca).
* Dishonored, you can catch Piero peeking through the keyhole into a room where Callista is bathing. He'll get flustered and make excuses, before admitting to peeking and being "ungentlemanly".
* Dishonored You can find a book about whaling with the line "The silhouette of one of these creatures makes a moving site as it cruises to its final resting place."
* Dishonored. You can summon a rat horde, but be careful - they're neutral and will eagerly try to eat their summoner alive.
* Disinherited Child: A descendant of the deceased was specifically disinherited.
* disintegrate. Actually used as a funeral ceremony by the Tok'ra (since it has the advantage of leaving nothing for the Goa'uld to revive and/or interrogate).
* disintegrate, against main characters they only seem to have three: stun, knock back, and mildly scorch.
* Disintegrate spell being cast on a creature that fails its save against it (3.0 or older editions) or killed by the damage dealt (3.5 and later editions).
* disintegration can accomplish the same goal just as well while being more flexible (if perhaps also more obvious).
* Disintegration Chamber: A machine (usually in the form of a little room) used to zap people into nonexistence.
* Disintegration Chamber: A science fiction method of executing people by putting them in some kind of chamber where they are zapped into nonexistence.
* Disintegration he disintegrates, so against people it's either kill or do nothing. (He gets a bit better after managing to save some lives without having to kill anyone to do so during the Halloween attack of all times.)
* Disintegration single, "Lullaby". That song is well remembered by fans of the band, but hasn't nearly had the staying power that "Love Song" has.
* Disintegrator Rays) to the US Army. For obvious reasons, he has zero tolerance for any use of those weapons by unsanctioned users.
* Disintegrator Ray. Straight out of TOS, anything hit by it just sizzles and is no more, without even the slightest damage to the surroundings. Again, though, Federation phasers are capable of this on max setting.
* Disintegrator Ray that shoots bolts of green lightning that can break down the Weak Force that holds matter together, tearing its target apart at the molecular level. The catch? The ray has to be fired through a crystal with exact specifications, right down to the atom, so it's virtually impossible for any other race to emulate.
* Disintegrators are one of the earliest stock energy weapons introduced in
* Disir hit them with a spell you have no idea will work, then run like hell.
* Disjointed takes place primarily in a marijuana dispensary, this is only

inevitable. Pete, Dank, and Dabby are the most prominent examples.
* Disk-One Final Boss so he spends the last few months of his life hopping from body to body as they expire increasingly quickly.
* Dislikes the New Guy: I'd rather not have this new guy around, but everyone else is on board.
* Dislikes the New Guy: One character doesn't like the newcomer for some reason.
* Dislikes the New Guy: Someone dislikes the new member of a group for whatever reason.
* Dislikes the New Guy: You're new here, huh? Well, guess what? I don't like you, and you don't belong here! Now fuck off!
* dislocate and rearrange her bones at the joint. Logically, of course, this doesn't make any kind of sense, but hey, at least they took body differences into account too...
* dislocated lifted the Champions League title for the third time in the row, while Karius was seen in floods of tears, begging the forgiveness of the travelling Liverpool fans (who, to be fair, gave it to him with a rousing rendition of club anthem 'You'll Never Walk Alone').
* dislocating Tracer from time letting her travel forward and back in time for a few seconds.
* Dismaland in August of 2015, deliberately designed to look like a decaying, disturbing Dadaist Disneyland.
* dismantled and hid Chad's desk and proceeded to drag him around the Rooster Teeth offices with tacos for everyone.
* Dismantled MacGuffin, which effectively sucks it inside and traps it in a crystal bottle that the Being can't escape from.
* dismantling the System to fight even harder and triggers a devastating world war. All of it to amuse D.
* Dismemberment Is Cheap: Characters are able to regrow lost limbs or get prostheses that work perfectly.
* Dismemberment Is Cheap: Lost a limb? Just give them a new one and forget the whole thing ever happened.
* Dismemberment Is Cheap — Artificial limbs so effective that they might as well be real ones.
* Dismember more noticeable as they kept their famous buzzsaw-like guitar tone throughout the years.
* "Dismissal", which kicks extra-dimensional baddies out of the user's dimension ('porting them back home most of the time, to a random plane 1 out of 5 attempts. Sending a Devil to Heaven is not healthy for either)
* Dismissed Gender: Concepts and situations in a work that would be problematic or more acceptable if the genders involved were switched around.
* dismissed them, believing the twists involved were too outrageous to happen, only for every single one to come true over the ensuing airings.
* dismisses the claims of a giant monster being Godzilla "unlike her lesser educated colleagues" only for the President to show her a video of Godzilla fighting a giant monster and saying, "It's a 30 story lizard that breathes fire. That's Godzilla."
* dismissing SpongeBob's attempts to explain what Krabs said while Sandy was trying to instigate, singles out SpongeBob and fires him on the spot. He takes it back after Sandy explains the situation and agrees to give up karate as well.
* dismiss situation, and the ADA is outraged (and, of course, is found in contempt for arguing with the judge), but the judge gets away with it since the ADA's boss finds additional evidence against the witness and files charges over her head.
* Dismotivation: Wants to keep things as they are and actively avoids doing anything that might change their life for the better.
* Disney Acid Sequence. Why would the doomed appliances at the parts shop go to all that trouble to freak out the protagonists, who are already terrified at the prospect of being stripped for parts? Because of this trope, and also to meet the quota and expected variety of musical numbers.
* Disney adaptations not only expanded the universe but also enriched it with

clever satire, engaging storylines, memorable characters, and well-told moral life lessons.
* Disney Adventure by a space octopus, thereby putting the whole story of the movie to a grinding halt. Ouch.
* Disney Adventures afterward. In another issue, they planned to destroy all the cereal in the world so that their 1 million dollar cereal "Fang Flakes" would create a cereal monopoly. How did they plan to destroy all the cereal in the world? They forgot to figure out how.
* Disney Adventures also featured a short comic in which the magazine's writers and editors fought against a team of four villains designed by readers for a contest.
* Disney Adventures (alternately titled "The Super Scary Monster Show")
* Disney Adventures, but the hero, the titular Driver 10, had only his driving skills.
* Disney Adventures buying a "Brandexx" jacket, which becomes popular for a while until someone else starts wearing "Branday" which then becomes popular at "Brandexx"'s expense.
* Disney Adventures including a villain feature that highlighted the T-1000 (a liquid metal killer that brutally executes multiple people over the course of the film). In a magazine that's marketed to children and teenagers. What were they thinking?
* Disney Adventures, it was stated that he spent most of his childhood exploring in the sewers of Paris.
* Disney Adventures, the starring rodents are cornered by their nemesis, Maxwell Blowfish. The villainous fish has them cornered, until they question how he's breathing out of water. Immediately, Maxwell starts suffocating, allowing the two to escape.
* Disney Adventures would occasionally run a contest like this. Notable instances were the heroes and villains contest, the winner(s) of which got a comic devoted to their creation.
* Disney Adventure technology (heat sensitive walls, VR videogames, etc) features a boy from the present and a girl from the future. She uses entirely futuristic slang except for "cool", which will always be cool.
* Disney Afternoon seems to be completely uncensored, except for "Puffed Rangers" (which was heavily redubbed from its original airing to avoid Chinese stereotypes and jokes).
* Disney allegedly being a virulent racist and anti-Semite, as mentioned in places like
* Disney also has a trend of retiring short series after two seasons.
* Disney also maintained a five man staff solely to create insignia for every US or Allied unit that requested one. Units as diverse as the Flying Tigers, HMS Illustrious, and the Free French Pilots of the RAF all received Disney insignia, as did about half of the submarines of the US Pacific Fleet. Pugnacious Donald Duck, Disney's "designated draftee" showed up most often, appearing in 216 insignia. Mickey, by contrast, served mainly on the home front.
* Disney, and even then he would have failed miserably if the Three Fairies didn’t help him.
* Disney, and it only played in about 140 theaters and was quietly released on home video.
* Disney, and started helping him to become a better man… well, man-beast.
* Disney. And the reigning champion Susie competes against is a remarkably good sport no matter how well she's doing against him.
* Disney an example of this. Promotion centered on the fact that this was the first entirely CGI feature-length film. Some of the original trailers featured only the darkest sequences and an 'adult' score different from the movie's, and practically 'forgot' to tell the viewer that this is a family film about two toys wanting to return to their owner.
* Disney Animated Canon about this, with Herc's Muggle parents showing up at his school for a Parents' Day Thing rather than his godly ones.
* Disney Animated Canon, and this is mostly due to its entirely non-human cast.

* Disney Animated Canon: Animators often watch the footage of the voice actors recording so that they can give their mannerisms to the characters.
* Disney Animated Canon: Even though the movies have never used the name Prince Charming, this trope is still quite common.
* Disney Animated Canon examples, there are many characters who are never given real names:
* Disney Animated Canon film is explicitly framed as kid-friendly horror, several of them have noticeably more frightening characters and situations than others:
* Disney Animated Canon films are this due to their focus on animals, especially dogs and cats:
* Disney Animated Canon films saw a fair amount of tie in products since the very beginning, with varying degrees of success.
* Disney Animated Canon films were given their own TV shows in the 1990s and 2000s.
* Disney Animated Canon get to 4-5, but the lesser-known films of the canon have their fair share of defenders.
* Disney Animated Canon has Aaron Lohr sub in for Jason Marsden as Max's singing voice.
* Disney Animated Canon has more examples that you can shake a stick at. At many times it tries to maintain a semi-realism with animals being able to talk to humans.
* Disney Animated Canon in general has often been accused of promoting witchcraft, having all kinds of subliminal messages and occult symbolism. Plenty of times, the reason of these accusations is based in the mere inclusion of magic and supernatural beings on the films, nevermind that a lot of them are actually inspired by old fairy tales and traditional legends, which already included those magical elements.
* Disney Animated Canon; in the more "realistic" ones, humans exist but have limited roles. Some examples:
* Disney Animated Canon is a Canon Immigrant itself, as it was made as a separate project and wasn't considered Disney's 39th animated feature until several years after its release.
* Disney Animated Canon is a (if not the) prime example of internal consistency in a fantastic story where the background and the basic rules concerning the magic spell which transformed the prince to a beast (and his servants to house objects), and how it can be undone are disclosed in the opening narration.
* Disney Animated Canon is a large collection of "pencil tests" of scenes animated by him.
* Disney Animated Canon of the singing is done by the actors. However, the Disney Renaissance era did this frequently.
* Disney Animated Canon. Only hardcore animation fans know the names of the actual directors (Walt himself rarely directed cartoons and never directed any of the movies). It didn't help matters that when much of the early Disney animated films were released, they were generally made by a team of segment directors under the command of a supervising director, who was himself answerable to Walt. Under that system, each segment director would direct a single portion of the film, and then report back to the supervising director so he could edit all the portions into a single, cohesive film.
* Disney Animated Canon's heroines are often depicted with long, flowing hair - thanks to their use of fairy tales. There are a few notable exceptions however...
* Disney Animated Canon: Some of the movies feature heroic warriors fighting evil wizards or witches.
* Disney Animated Canon. Sometimes three to five years will pass between the initial announcement of a project and the theatrical release of the movie, thus occasionally having the final picture entering into a social or economic market for which it is ill prepared.
* Disney Animated Canon, the Disney Princesses who married into royalty (Cinderella, Belle and Tiana) all wear opera gloves as part of their signature outfits while the princesses who were born into royalty (the rest of the Disney Princesses except for Mulan, the only member of franchise who's technically not a

princess) don't.
* Disney Animated Canon. The resulting restructuring was what allowed Jeffrey Katzenberg to take the helm, and ultimately led into the Disney Renaissance.
* Disney Animated Canon together. The name comes from the main girls being seen as representing seasons: Rapunzel (or Anna) is spring, Anna (or Rapunzel) is summer, Merida is autumn, and Elsa is winter.
* Disney Animated Canon usually is clean without being too obvious about it, but does fall into the shiny end when the princesses are involved.
* Disney Animated Canon, who appears to be the Disney version of Satan.
* Disney animated shows in the '90s often had crisper and more fluid animation/art/shading for their first few episodes. Usually, the opening theme would prominently show clips from these episodes. The first episodes for many of these were also made for TV movies (see
* Disney animated shows, while many look like they are targeted for a specific audience (boys/girls, preschool-tween etc), but their success often lies in their ability to be enjoyed by others who might crossover from the vicinity:
* Disney animation often gets this treatment due to its influence and dominance in the animation world. Some, such as
* Disney animator Ward Kimball said his favorite film he animated on was
* Disney a Pixar movie - but it doesn't stop many people from mistakenly blaming Pixar for it.
* Disney are officially called "Cast Members" in order to give an extra level of show-biz imagery to the franchise. Similarly, specific to the parks:
* Disney asked its cast members not to say the iconic one-liner "Watch your children, or the crocodiles will!" (or any jokes about the gators and crocodiles) in the
* Disney began as "Disney MovieToons", while their final name was commonly stylized as "DisneyToon Studios".
* Disney being but a few titles now almost entirely unknown outside their Disney version.
* Disney Belle and Beast are cleaning up nicely. Belle's part in it is downplayed (since we've seen her in fancy gowns before) and the focus is on the Beast cleaning up for her.
* Disney Blu-Ray Discs have a feature called "Cine-Explore", which accompanies an audio commentary with behind-the-scenes pictures and videos playing over the movie.
* Disney. Both companies' respective cinematic universes are hot competition right now.
* Disney+ by name and the fact that they can stream this film. The version that plays during the credits omits this verse.
* Disney can be considered this, having bought out Pixar, Lucasfilm, Marvel, and most recently, Fox, whose shares give Disney control of Hulu. At this point, 40% of the box office is under its umbrella.
* Disney, carried by that network and several other large chains mainly bound to ABC affiliation, though the network is neutral on-air to its Disney ownership)
* Disney cartoon characters, used this ending incessantly in the 1950s and 1960s, particularly in hundreds of stories written by Carl Fallberg and/or Vic Lockman. Many Gold Key writers also worked on TV cartoons and sitcoms, suggesting a direct influence.
* Disney cartoon going in circles, only by then, he's created a circular trench around the rock.
* Disney cartoon's Heart Throb", Pluto and Butch vie for the affection of a female dachshund named Dinah.
* Disney cartoon short come into possession of an ostrich. The ostrich swallows a radio and begins playing music.
* Disney certainly aren't above marketing towards the community at least as this
* Disney certainly broke many ghettos: animated feature films are now seen as huge moneymakers, critical darlings worthy of Best Picture nods, and they're no problem with getting considerable star power for their voice acting.
* Disney Channel (1942-2014) with art of a tearful Roger holding Eddie's hat and

the caption on top that reads "So Long, Eddie!"
* Disney Channel 2: Calibar's Revenge", the villain put a spell on Halloweentown's denizens, making them gray and boring, and the only way to reverse it is to say the spell backwards. They can't find Aggie's spellbook, so they don't even know what the spell is, but Marnie accidentally figures it out when she was "trap a" in a sentence: the original spell was "apart".
* Disney Channel (a franchise that already could fall under this trope at times), which is essentially the same movie with emojis, filters, image macro-style text, and other Internet edits incorporated into several scenes.
* Disney Channel, a hologram named Loretta is created by a teenager to help his best friend's band. Loretta is thought to be human until the band's second performance, when she starts fading in and out. But, in a slight subversion, everyone loves the holographic lead singer.
* Disney Channel and creator Michael Jacobs to very vocally speak out against the issue of piracy of their show, even threatening that such piracy would adversely affect production of future episodes.
* Disney Channel are mentioned to exist in this 'verse, and they don't have any weakness to aluminum foil (although Supes has his own weakness). The bad guys definitely assume that all supers have this weakness, as, when Randy claims to have powers, they give him some foil to test it.
* Disney Channel attending a Halloween event called the Central Park Spooktacular. Each episode from each series featured two characters from a separate show, thus placing all seven episodes on the same exact day, with said series all set in the same universe.
* Disney Channel both had a treasure hunt episode where the protagonists search for buried treasure only to later find out that the map was a fake, thus driving them to give up the hunt, only for the treasure to be found after they leave.
* Disney Channel, both of whom managed to attract teen fans. The films are more G-rated than most films aimed at actual teens as well.
* Disney Channel. Broxi won, beating Manchester United's red devil in the final.
* Disney Channel cage. After the hero's dad (AKA Bronze Eagle) tells his father he's late, Grandpa admits he should've just taken a cab instead of flying.
* Disney Channel created by a band who needed a singer. She is, well, a perfect singer and dancer. Not to forget drop dead beautiful.
* Disney Channel, Disney XD, or Disney Junior in the age of the Watch apps or its 2017 successor DisneyNOW falls under this, as the episodes that premiere that day are added to the service in the early morning, before any of the new episodes can premiere linearly.
* Disney Channel (ESPN has since switched the Little League World Series to a more conventional, but still youthful intro package, sans Disney Channel cross-promotion).
* Disney Channel, even taking the opportunity to join one of the movie's dance numbers.
* Disney Channel films often restore the deleted scenes that have been released.
* Disney Channel, "Gotta Believe In Something", used the word "miscreant" in it.
* Disney Channel have been competing for the attention of a generation of preteen children, with higher-level digital networks following suit.
* Disney Channel, Heather and Heidi Burge never played against each other in the pro leagues.
* Disney Channel; heck, the show had a day-long marathon the day Toon Disney started airing it!
* Disney Channel, he started adopting a higher-pitched, more "cartoonish" sounding tone, which sounds nothing like his regular speaking voice. The last time he used his normal voice was in 2014, with the latter tone of voice being used since 2017. However, he still uses his normal voice as host of Sirius XM's country music format The Highway.
* Disney Channel, hoping to cash in on them as much as possible before they hit their twenties. Many of these singers cross-promoted other Disney shows and had a merchandise line of their own.

* Disney Channel!", In some cases, this trope is not only subverted, but played for laughs as well, where whatever happens is the joke, with the end result as the punchline.
* Disney Channel is all about 11-year-old child prodigies who are allowed to skip to high school. ANT stands for "Advanced Natural Talents".
* Disney Channel is a rare live-action example of this trope in action, specifically of the intro sequence variation: the intro uses very high-quality film techniques, impressive (for a TV show) computer effects and is shot in a single-camera format while the show itself is show in a multi-camera format with the same low-budget considerations as every other Disney Channel series.
* Disney Channel know each other ever since when they were on third grade.
* Disney Channel live-action series is given an almost entirely unknown child cast (as most of them are just starting their careers). The adults could be people who rose up the Kidcom ranks (i.e. Jerry Trainor, Beth Littleford, Brian Stepanek), D-list actors from obscure adult shows (i.e. Rosa Blasi, Steve Valentine, Hal Sparks), Black sitcom parents (i.e. Kadeem Hardison, Chico Benymon), people more known for voice acting (i.e. Daran Norris, Jack DeSena), or comedians (i.e. Chris Tallman, Stephen Glickman)
* Disney Channel Live-Action Universe, the following shows have been established, through numerous crossovers, to exist in the same universe:
* Disney Channel Live-Action Universe, when compared across the board, fall heavily in this trope (not surprising considering the Fleeting Demographic is considered especially in play).
* Disney Channel loves this trope, so much so that almost all of its live-action shows have at least one. Examples:
* Disney Channel loves this trope when they get a chance to use it for all its worth. To list:
* Disney Channel movie Susie Q uses this trope in a surprisingly dark moment early in the film. The title character Susie is returning home from a dance when she and her date and involved in a serious wreck with a drunk driver on a bridge. The accident causes the car to be half on the bridge and half off; inside the car the couple seems to be unconscious or dead until Susie's hand feels out and grabs hold her date's hand. Then the car slips off the bridge, flips and falls into the river below causing the pair to drown. Yes, this really is a Disney movie and no, they don't show anymore.
* Disney Channel. Not content with that, when Bob can't find the couch, she tells him she's sent it for cleaning, along with the one in the basement. When Bob says he'll sleep on the air mattress in the garage, she replies: "Popped it!" It takes seeing Bob sleeping on the patio furniture in the middle of a snowstorm for Amy to give in and admit she was at fault.
* Disney Channel of the original, with not much difference from the original plots.
* Disney Channel once a week during the morning hours as part of a weekly required signal test for the provider. This also causes a headache for doctors and dentists who show the station to entertain children. Here are just a few examples:
* Disney Channel Original Movie made these days will likely feature one, or more, or several stars from the channel's original series, and maybe similar directors or writers.
* Disney Channel Original Movies sit at Stage 2 at best, unless animated, which tend to fare better and reach Stage 4. There are a handful of live-action films that fared well.
* Disney Channel put out a sketch about a class clown named Oscar, who gets expelled, but returns disguised as "Olaf, the Fake Foreign Exchange Student."
* Disney Channel, released for the sole purpose of putting "Get A Clue" onto a CD.
* Disney Channel revolves around this, with main character Roscoe using holographic technology to create Loretta Modern, intended to be a multi-talented and seemingly "perfect" vocalist for his best friend's band, the Zettabytes.
* Disney Channel's Asian operations ended up being this too, starting with Singapore, and then the rest of the Southeast Asian feed after. Again, this was due to Disney+ about to arrive in the region. However, this left Filipinos, Thais and

Vietnamese with no means to watch Disney shows legally (At least outside some shows that air on local TV) as their Disney+ feeds has yet to launch in their respective countries.
* Disney Channel Scandinavia used to have in years 2006-2007 a popup with an elevator landing from top to the bottom right corner of the screen, then it opened revealing a picture of the character from whichever show was coming up next (i.e. Tarzan, Kim Possible, Jake Long, Fillmore). It would show up two minutes before the show's episode ended.
* Disney Channel's character is stated as being accepted by MIT), was shot in Montreal.
* Disney Channel, seem to be made with the idea that it's still the early Nineties.
* Disney Channel. She is easily identified through her monotone voice and short, dark hair and always seems to hate whatever she is doing for that episode.
* Disney Channel shows from the 2010s-2020s have relied on this trope.
* Disney Channel sitcoms have episodes that premiered on DVD, then aired on TV at least a few weeks later.
* Disney Channel, the dorky protagonist likes Marco Vega, the most popular and hot guy in school.
* Disney Channel then counters again with an entire episode dedicated to completely unsubtly criticise a certain network's new interpretation of kids' TV and their programming overhaul that ditched all of the 'good' children's TV shows in favor of lesser and more demeaning ones.
* Disney Channel. They tried to ban it a second time because Luz is bisexual. This failed, as the show was an enormous success with a humongous fanbase.
* Disney Channel, to name a few, make a good effort to use the laugh track button.
* Disney Channel. What other reason could there be for the sequel to a modern-day western to be about people getting shipwrecked?
* Disney Channel, who made us laugh." The dedication was adorned by a drawing of Genie created by head animator Eric Goldberg. The Blu-ray bonus features "The Genie Outtakes" and "Genie 101" were also dedicated to Williams.
* Disney Channel wins/beats their opponent/whatever, the antagonist suddenly becomes BFFs with them.
* Disney Channel wrapped up filming in April 2001, but it took over 2 years for the final season to air with the final episode airing in March of 2004, almost 3 years after wrapping production.
* Disney Chills book, while Ursula is a nasty villain you don't want to be making deals with, she rightly chastises Shelly for using the ocean as a dumping ground for trash, and Shelly reflects that she knew throwing a coffee cup in the ocean was bad but did it anyway.
* Disney Chills, is meant to be about how popularity isn't worth true friendship and it's better to be yourself than changing yourself to fit in. The climax having Ursula turn Shelly into a fish over a technicality creates another lesson—always get contracts in writing, and check them thoroughly for loopholes.
* Disney Chills series opens with Shelly being dragged before Ursula, then flashes back to show how it all happened.
* Disney comic had the Beagle Brothers (and their mom) travel back in time to take advantage of how much cheaper everything was then... and paying with present-day money. Naturally they get caught and accused of forgery, as all their bills have wrong yearmarks.
* Disney Comics characters too. But in-between, this series often brought sheer absurd gags which weren't commented or lampshaded: A royal guard driving a unicycle, a woman wearing a fried egg on her hat, a spaghetti salesman making his noodles dance, just like a snake charmer... Lots of it.
* Disney Comics ever since Carl Barks. Goofy and the ducks are especially prone to it.
* Disney comics ("Fraud José"). Thankfully, by the end of the decade, the Brazilian team of Disney artists had already expanded and was fully able to make brand-new stories starring José Carioca and other characters, without having

to resort to any type of adaptation. This allowed José to have his personality again and made way for the creation of his own universe in the comics, with new supporting characters and distinctive storylines.
* Disney Comics story with Donald Duck, Donald is making prank phone calls with his favorite victim being a Mister Upjohn. ("It's almost 11 o'clock. Are you Upjohn?") When Donald tries to get a job "making phone calls for a living", he discovers that his boss will be the aforementioned Mister Upjohn, who recognizes Donald's voice. He still gives Donald a job — taking calls in the complaints department.
* Disney comics, the Phantom Blot. In one particular story, they covered him with privileges in exchange for him promising not to escape, because they knew they couldn't possibly keep him in jail against his will.
* Disney comics. This is the foundation on which all of his later characterization is built.
* Disney comic story "Amelia e la grande svolta" has Magica de Spell interview potential candidates to work as her monster servants. All the monsters turn out to either be frightfully incompetent, or have absurd demands (such as a paid six-month leave every year.)
* Disney comics to Scrooge McDuck and is typically depicted as a villain. Often, he shows his villainy by cheating or otherwise using underhanded tactics. However, in some stories (such as "Zio Paperone e lo slogan invincibile") he competes with Scrooge while doing nothing particularly villainous (or at least, no more than Scrooge himself does in the story), yet the audience is still supposed to cheer at him losing and getting humiliated at the end, simply because he happens to be in competition with the hero and is a villain "by default".
* Disney comic technician mourn tearfully for his sandwiches after they're lost in a fire in the TV studio.
* Disney Creatures of the Farce: A scene that parodies the whole "animals love Disney princesses" thing.
* Disney" curse. She wasn't strong enough to negate it, but she could provide an out.
* Disney Dance Crew" into a rap and changed one of the lyrics to "Drink up me Gangstas Yo-Ho!"
* Disney Death: A character appears to die, but it is then revealed that they have actually survived.
* Disney Death: A character turns out to still be alive after initially appearing to die.
* Disney Death: A death later turns out to be a fake-out, but that doesn't make the moment where it was believed the character actually died any less sad.
* Disney Death and his Pokemon sobbing over him has been reused in at least three different films. At least once it's reversed, with Pikachu being the one to "die".
* Disney Death: Fake deaths are used in place of real deaths. Not always a sub-trope because this is only one of many reasons for a fake death.
* Disney Death, Frigga "suggests" that Sif and the Warriors Three volunteer for a decades long mission out of Asgard.
* Disney Death manner of the fall, with no witnesses (Watson had been called away by a trick of Moriarty's), showing signs of a struggle but no bodies, Holmes was able to appear in Watson's living room several years later, having roamed the world under various aliases in the meantime.
* Disney Death: The hero appears to have suffered a fatal wound during the final battle, only to get up a few moments later. VERY common in family action movies.
* Disney, despite being deliberately darker than a typical Disney movie, still imitates the usual Disney format by excluding swearing and sex and having regular musical numbers.
* Disney does not like talking about the way Africans were portrayed in their 1930's
* Disney Dog Fight: Two people want custody of a pet, so they let the pet decide.
* Disney Dreams: An Enchanted Classic gives Anne-Marie until the clock strikes 6 to find her own magic to believe in.
* Disney Ducks) are popular with many demographics. This is due to the way comic

book writing is handled there. Anyone could write for the comic series, with almost no rules as to what the content should be. This is why you could get some very traditional kiddy fare coupled with detective stories, romance, superhero stories and detailed metafictional stories about the economy in the same comic compilation (though the stories in general would have the same protagonist).
* Disney Ducks comic Gladstone Gander's birthday is the one day of every year when he's unlucky. Unfortunately for many readers, the story ends with the discovery that the titular magical symbol, which is what gives Gladstone all of his infamous luck, was flawed when created, and it's fixed, meaning this one chink in Gladstone's armor is gone. It's not a very popular story for that reason.
* Disney Ducks Comic Universe—with mouse-eared "Daddy Time" (i. e. Moses) being wise to the time loop, and a Phil-like character reliving a similar time loop in a movie on Donald's TV.
* Disney Ducks Comic Universe, a corrupt Indian chief brags that he learned about the power of "greed and avarice" while studying abroad. Donald quips "You became a lawyer?"
* Disney Ducks Comic Universe actually brings in money for Disney among their classic characters.
* Disney Ducks Comic Universe? After all, fancy tools or not, the Beagle Boys are the same greedy thugs they've always been. He defeats the Beagles by creating a knockout gas bomb disguised as a diamond, and simply waits for the Beagles to steal it.
* Disney Ducks Comic Universe, a Italy comic book series starring the life and childhood of Donald Duck and his friends in stories. Young Donald, lives in Quacktown, a country village on the outskirts of Duckburg located where there is the farm of Grandma Duck with the little goat Billy. This representation of childhood Donald is easily compatible with versions of other authors, in accordance with the genealogy of Don Rosa.
* Disney Ducks Comic Universe, and, being allowed to keep them afterwards, once his job is done for the day he lives like a billionaire, complete with his own robotic butler.
* Disney Ducks Comic Universe and Fethry, with assignments to reprogram, recalibrate, or sabotage machinery they interact with.
* Disney Ducks Comic Universe and his nephews who were disguised as Indians while trailing after Scrooge McDuck in a comic book story use their blankets as parachutes after Scrooge bails out of a commercial airplane owned by his company with a parachute.
* Disney Ducks Comic Universe and yet he's still effective, people tend to believe him.
* Disney Ducks Comic Universe are commonly portrayed as amusing flaws. Finally, their nephews (Huey, Dewey, and Louie) are usually seen as immature pranksters and troublemakers.
* Disney Ducks Comic Universe", as the gang is leaving the square-shape-obsessed land:
* Disney Ducks Comic Universe as the parrot keeps refusing to spill the beans and demanding increasingly expensive delicacies... in the middle of the desert, no less.
* Disney Ducks Comic Universe because he keeps throwing his name around (which just so happens to also be the name of a lemonade brand that Donald likes), who threatens to throw him into a pool filled with sharks.
* Disney Ducks Comic Universe blowing a massive alpenhorn, which temporarily deafens them both.
* Disney Ducks Comic Universe classic stories, he built the various super-gadgets for the Donald superhero alter-ego.
* Disney Ducks Comic Universe comic that had Scrooge finding an old IOU and being unable to make out the signature (it didn't help that he had broken his glasses). He starts tracking down people he thinks it could be, but finds that he owes each of them money. He eventually realizes that the signature is his own and it was an IOU he wrote to himself.

* Disney Ducks Comic Universe, Donald arrives on the island and grabs the first round, black object he sees and makes a wish, only to discover it is the head of a native who has been tarred and feathered. After he scares Donald off, the nephews help him and he explains that he was tribe's medicine man, but the tribe tarred and feathered after none of his medicine could summon any traders to the island, leaving them stuck with a huge glut of coconuts.
* Disney Ducks Comic Universe, Donald Duck took this job and became so good he could blow up a building without blowing down a house of cards in a nearby house, or spreading more than two tiny pebbles outside the perimeter of the building.
* Disney Ducks Comic Universe. Donald even lampshades it by the end when he points out that they've already been through every B-movie cliché.
* Disney Ducks Comic Universe (Donald's nephews, Daisy's nieces, Goldie's granddaughter...) Since acting like you're hiding something leads others to believe you have something to hide, fans are left to assume the worst.
* Disney Ducks Comic Universe do not explicitely state that Immortality is awesome, but they sometimes say that they're glad to have lived so long and are often quoting things they saw.
* Disney Ducks Comic Universe: Duckburg is surrounded by desert, prairie, mountains, forest and ocean. It has a spaceport, a cathedral and several other unique buildings, most of which are only seen once.
* Disney Ducks Comic Universe, elements that have been used to death and back again during the trillions of stories so far. For example:
* Disney Ducks Comic Universe equivalent of the default evil Artifact of Doom.
* Disney Ducks Comic Universe (even Scrooge had trouble believing it at first and thought he had been hallucinating from lack of sleep until he noticed the one who knocked himself out on his bed lamp).
* Disney Ducks Comic Universe get in this mindset. As this is still Disney, she doesn't try to harm him, but simply reminds him that she could be his most formidable economic rival if she only wanted by starting a business in direct competition with his latest project and giving him a desperate run for his money if not outright outselling it.
* Disney Ducks Comic Universe he got the Pi-kar which not only can fly, but it's ironclad, can repair itself, change form to be disguised and has too many features to be listed here.
* Disney Ducks Comic Universe. He had often paced so much in that room that he's in at least a few feet inside the floor. In one extreme case, only his hat was visible above the floor.
* Disney Ducks Comic Universe. He's a fairly competent inventor, but still provides plenty of funny moments.
* Disney Ducks Comic Universe, he yells at the narrator to shut up and finish the story.
* Disney Ducks Comic Universe: In an Uncle Scrooge story, the evil witch, Magica has this problem
* Disney Ducks Comic Universe in full effect, but there are a few characters that can be assumed dead from context.
* Disney Ducks Comic Universe: In his first incarnation, Paperinik (Donald Duck's superhero-avenger of himself alter ego) steals huge amounts at once.
* Disney Ducks Comic Universe: in "Journey through the center of the Earth", Gyro Gearloose blasted a tunnel through the Earth with a big laser drill, singeing the tail feathers of a tribal duck on the other side as the meter-wide laser shot out of the ground behind him. Donald Duck was the test pilot of a pod that was dropped into the hole, and he ended up going back and forth through the Earth like a pendulum a couple of times (upside down on the other side of course).
* Disney Ducks Comic Universe: In Scrooge and Flintheart's second confrontation for determining who's the world's richest duck, they convert all their holdings into silver dollars and will have the piles measured. Glomgold, worried he might lose, tries to cheat by purchasing a special liquid that can shrink things with the goal of using it to shrink Scrooge's pile of money. His plan is thwarted, and he ultimately loses... by the same amount of silver dollars that he spent to buy the

juice.
* Disney Ducks Comic Universe: In the 2003 Gyro Gearloose story "The Accidental Factor", a future telling device predicts a rampaging elephant ruining the mayor's parade. In order to prevent it, Gyro tracks the elephant down and tries to keep him in place with a large number of peanuts, but the animal goes crazy after the peanuts and causes the exact accident Gyro was trying to prevent.
* Disney Ducks Comic Universe into a single continuity, but it's far too much for one man, so the fans have to fill in the gaps.
* Disney Ducks Comic Universe is super rich and a Cool Old Guy, things keep going his way despite his cruelty to his nephews, and yet it's entertaining to see him mop the floor with his enemies.
* Disney Ducks Comic Universe knowing if they'll ever make any from marketing the glue, Scrooge used it to stick their money at their hands, which forced him to pay. Later on, taking advantage of the fact the glue only sticks things on people, spread some at Scrooge's money to catch the Beagle Boys.
* Disney Ducks Comic Universe launched by their rival clan the Whiskervilles involving a ghostly hound.
* Disney Ducks Comic Universe, leading to them fearing to cheat on their significant other with someone who is effectively their significant other.
* Disney Ducks Comic Universe: Magica Despell likes to do this with her trademark "foof-bombs".
* Disney Ducks Comic Universe: Magica De Spell was created by Carl Barks specifically to counteract the "ugly witch" stereotype. Among the people/characters that inspired her design were Morticia Adams and Sophia Loren.
* Disney Ducks Comic Universe — as a balloon buster (see below in the Real Life section) and lived to tell.
* Disney Ducks Comic Universe midget steals Scrooge's dime and makes him participate in a rally (in the Duckburg from past, present and future) against his opponents, and with the help of his friends and family, in order to take it back.
* Disney Ducks Comic Universe. Most of these characters debuted in the comic strips written by Ted Osborne and drawn by Al Taliaferro.
* Disney Ducks Comic Universe). Neither of them knows about the other masquerading as him and the two of them come quite close to finding out when they walk through a park.
* Disney Ducks Comic Universe of burying a treasure chest in the Spanish Main. When they dig the chest up, the treasure turns out to be "strange and wondrous vegetables"- potatoes.
* Disney Ducks Comic Universe often have Donald log onto "Ducknet". (Or "Anknet", or whatever the word is for "duck" in the language the comic is published in.) It's exactly like the real Internet, except for the name.
* Disney Ducks Comic Universe one. Her most frequent enterprise is a dating agency, and a rather successful one.
* Disney Ducks Comic Universe. One issues starts with Scrooges father and Uncle in Scotland reading a letter from Scrooge and reminiscing about all his adventures around the world when:
* Disney Ducks Comic Universe, or, in one case, their eyes were perfectly visible, while the rest of their face was covered in muck. The few cases of their eyes being shown without the masks can mostly be chalked up to inexperienced artists not being familiar with the taboo.
* Disney Ducks Comic Universe, producing items in pretty much every possible business save for weapons (at least we never see those) and owning almost all of Duckburg (at some point the only thing he didn't own in Duckburg was Grandma Duck's farm, but sold some lands and allowed smaller companies to be born). It's also a very benign one, as Scrooge is a fair and honest person (even if extremely greedy and tight-fisted) and respects the environment, and any executive trying to use one of the smaller companies for crimes or ruining the environment is liable to be personally exposed by Scrooge, fired and turned over to the authorities.
* Disney Ducks Comic Universe: Putting Donald Duck, Gladstone Gander, and Daisy Duck in the same story is a recipe for disaster... and humor. It's interesting to

note that in Daisy's eyes she is "officially" engaged to Donald, and the boys' attempts to impress her romantically either go unnoticed or frustrate her to no end. These stories also tend to play up Donald's bad luck and contrast it with Gladstone's legendary good luck, such that the former is desperately afraid of losing his girl while the latter is desperately trying to win the one thing his luck can't provide. Jealousy, envy, and wacky hijinks all around.
* Disney Ducks Comic Universe "Reginella" arc by Giorgio Cavazzano features Queen Reginella's planet where a second is worth a day on Earth. It makes its inhabitants getting old in a few minutes when they venture onto Earth.
* Disney Ducks Comic Universe saw the main antagonist getting turned to dust, and his dust quickly getting mingled with the sand.
* Disney Ducks Comic Universe: Scrooge McDuck did it with a horse. Twice.
* Disney Ducks Comic Universe), Scrooge McDuck has a run-in with miniature aliens seeking to trade for Earth goods.
* Disney Ducks Comic Universe: Scrooge McDuck has done this in a bid to save money while traveling. It's stated that all he saves is "a few cents", but you know what a miser he is.
* Disney Ducks Comic Universe: Scrooge McDuck has sometimes found himself in trouble because his impenetrable Money Bin with unbreakable walls and gates lacked a proper floor and/or foundations due to the owner's stinginess.
* Disney Ducks Comic Universe: Scrooge McDuck once goes to visit one of his hotels when the manager mentions a convention. Unfortunately, it is a Convention of Crime organized by the Beagle Boys and other criminals. They order a cake and Scrooge is told someone would come out of it. Scrooge orders whoever is in the cake to show up and he finds Madam Mim. When she asks about the outlaws she is supposed to present herself to, Scrooge tells her they were all arrested. Since she has already been paid, she leaves without caring. Scrooge and the hotel manager then get cop costumes and jump out of the cake, scaring the bad guys.
* Disney Ducks Comic Universe. She left Huey, Dewey and Louie with her brother Donald for what was supposed to be one afternoon and never came back. Turns out she went on a rocket flight and is oblivious to the fact that her sons have grown older during her 10-minute trip.
* Disney Ducks Comic Universe short "Trick or Treat" expands a bit on why Donald is so mean to his nephews (he hates Halloween because of trick-or-treaters interrupting his privacy), and adds a few extra gags (like Witch Hazel disguising herself as an attractive lady duck, and later summoning a monster to steal Donald's candy).
* Disney Ducks Comic Universe's nephews walking around with a lucky rabbit's foot charm that actually brings good luck. When Donald hears that a dangerous gorilla escaped, he decides to turn the giant ape in, believing that he will be protected by the nephews' lucky device. Since he unfairly snatches it from them for the purpose, it doesn't work.
* Disney Ducks Comic Universe's story "Attack of the Hideous Space Varmints" assume the ducks are mindless beasts because they're so ugly- white creatures with two eyes and orange growths on their faces.
* Disney Ducks Comic Universe standing up to his obnoxious son, who is always using his connections to get away with stupid stuff.
* Disney Ducks Comic Universe starts out as the nephews start with an old stub of a pencil, they end up with a holiday for them and Donald to India. In the end, Donald is captured and will be thrown into a tiger pit. The nephews find another old stub of a pencil, exclaiming they've found the thing that can save their uncle. Cut to "sometime later", when they trade something very valuable for a truckload of raw meat. They throw it over the wall of the tiger pit, feeding the tigers, thus making them not hungry anymore when Donald gets thrown in.
* Disney Ducks Comic Universe stories from Italy have more than a few:
* Disney Ducks Comic Universe stories to the Italian ones where Scrooge typically kidnaps his relatives to go along against their will to search for something bizarre like the key to time or the gigantic coins of the cyclopes.
* Disney Ducks Comic Universe stories where Scrooge McDuck takes his nephew(s) on a

trip - mostly with ships for a reason.
* Disney Ducks Comic Universe story, Donald and Gladstone get into a fistfight against Daisy's wishes. Gladstone excuses his black eye by saying he walked into a door, while Donald says he walked into the same door trying to save Gladstone. Daisy is less than convinced.
* Disney Ducks Comic Universe story "Gyro's First Invention", Donald and Scrooge explain the events of "Christmas for Shacktown" to Gyro and how it will take 272 years, 11 months, three weeks, and four days to get all of Scrooge's money out of the hole it's trapped in (all umpteen fantasticatillion, three multiplujillion, nine obsquatumatillion, six hundred and twenty-three dollars and sixteen cents of it), culminating with this exchange:
* Disney Ducks Comic Universe story "Oolated Luck". Donald and Gladstone entered a raffle and Donald's nephews had one entry ticket with Donald's name and the others for Gladstone. Donald won the first prize (a trip in a cruise ship) and Gladstone won the second prize (a lifetime supply of oolated squigs). It turned out Gladstone was lucky for not winning the trip since the ship got stuck in an iceberg. The lucky bastard didn't seem to be concerned for his cousin) And one of the squigs had swallowed a diamond.
* Disney Ducks Comic Universe story "The Black Knight Glorps Again", Gyro Gearloose hid the Black Knight armor — coated in a universal solvent that dissolves everything but diamonds — in a giant cube of concrete in one such location. While checking to see if it had been stolen, Gyro comments on the ease of finding an abandoned warehouse.
* Disney Ducks Comic Universe story "W.H.A.D.A.L.O.T.T.A.J.A.R.G.O.N.", Huey, Dewey, and Louie get trapped on one when they're wandering around a woodwork factory looking for the logs that used to make up the old Junior Woodchucks' fort clubhouse. Donald saves them in the nick of time by turning it off.
* Disney Ducks Comic Universe superheroes, namely Paperinik (alias Donald Duck) and the Red Bat (Fethry).
* Disney Ducks Comic Universe's version of Duckburg which has a distinct timeline where all the adventures take place in the 1960s, but thanks to Gyro Gearloose, all modern technology (and indeed, technology yet to be) can be represented.
* Disney Ducks Comic Universe that Donald was having. Also, in the former example, they said Donald could buy his way out of a ticket.
* Disney Ducks Comic Universe, that eats everything except diamonds), not knowing what it is. He stirs it with a spoon while drinking his tea and notices what it is. He proceeds to take a suit of armor he stole from the money bin, add a layer of diamond dust to it, and then coat it with the solvent.
* Disney Ducks Comic Universe that repeatedly feature the hero's transport catching on fire, be it a car, a speedboat, or even a horse. In a sci-fi version of that show, even the comet the hero is riding bursts into flame. Or possibly not, as, to use Donald's words "It's kinda hard to tell with comets."
* Disney Ducks Comic Universe The Beagle Boys' grandfather, founder and occasional leader who is about one hundred years.
* Disney Ducks Comic Universe, their queen Reginella is willing to summon Donald rather than let her people be enslaved or worse.
* Disney Ducks Comic Universe. The most successful instance, however, is pulled by Donald Duck's namesake great-grandfather during the Civil War: a Union soldier, he was supposed to deliver a wagon full of ammunition to the Union troops besieging Duckburg, but a fight with a Confederate officer led to the wagon entering the Confederate-held Fort Duckburg... While on fire. He was awarded the Medal of Honor for basically winning the battle by himself.
* Disney Ducks Comic Universe. The story ends with Donald calling Daisy from the aliens’ home planet, stating that he won but he’s not happy about it.
* Disney Ducks Comic Universe the translator changed it so that they only travelled back to the 1700s, though of course this leaves all the characters they meet with anachronistic clothes and names.
* Disney Ducks Comic Universe: This is pretty much guaranteed to happen to Scrooge McDuck whenever he opens his wallet or change purse, so as to indicate that,

because he's a miser, he opens his wallet very seldom. In one story, after the witch Magica DeSpell steals his purse and looks through it, a moth flutters out and thanks her for letting it free.
* Disney Ducks Comic Universe tries to make a huge twist by revealing at the end of the third episode that the main character Quacky is actually a young John Quackett (AKA Fantomius)...except it was obvious from the get go, since he clearly shares Lord Quackett's unique eye shape.
* Disney Ducks Comic Universe was in full swing and the idea of space travel was very popular.
* Disney Ducks Comic Universe: When bored, Magica De Spell spends her free time spying on Scrooge McDuck in her crystal ball. Scrooge too has detectives who keep Magica under surveillance.
* Disney Ducks Comic Universe), which is a serious crime, they escape across the border. Donald and the boys are unaffected, since they had only been within the radius for a few days, while Scrooge is aged back to normal. The denizens, on the other hand, have to halt the pursuit or risk crumbling into dust.
* Disney Ducks Comic Universe who never seems to learn when to leave well enough alone.
* Disney Ducks Comic Universe with Josè Carioca as the protagonist had him bet his girlfriend Rosita at a billiards match. Rosita, offended it's not a "real" duel, gets back at him and his rival by pretending to dump him for another guy, and when the fake boyfriend gets challenged he uses his right as the challenged to make it a swordfight-and he's a fencing champion.
* Disney Ducks Comic Universe, with people blaming Donald for her actions.
* Disney Ducks Comic Universe, wondering how he could have missed it all. In the original, Scrooge kidnapped Goldie and made her work in his gold claim for a month to pay off a debt. As the censors rightfully questioned, what did they do at night? Watch television?
* Disney Ducks Comic Universe works like this: There is no ongoing continuity, but occasionally one specific story will reference another specific story. There are comic books and pocket books, and each have their own continuity. There are many characters that only appear in the pocket books. In the pocket books, Uncle Scrooge's rival is named John Rockerduck, while in the comic books he has no rival except for Flintheart Glomgold, who appears very rarely. In the pocket books, Donald has a secret superhero identity by the name of Duck Avenger or Paperinik, but this is only ever mentioned in stories specifically about his adventures as Duck Avenger.
* Disney Emoji Blitz the final challenge for Halloween 2018 involved this. Bugs would perodically crawl across the screen, keeping you from swiping emojis or activating power-ups if the bug was on it.
* Disney ends with Donald Duck and Peter Pig, on realizing their laziness has come back to bite them, taking turns kicking each other in the rear.
* Disneyesque: Their child friendly style was imitated by many cartoons from this era.
* Disney experienced some international censorship due to the presence of a minor character who is openly lesbian. The movie was outright banned in Kuwait, Oman, Qatar, and Saudi Arabia, though it was still legally screened in several other Arab/Muslim countries, such as Malaysia, Singapore, and Indonesia. Meanwhile in Russia, the local dub altered the character's dialogue to remove any mention of homosexuality, due to a Russian law which prohibits any "pro-gay propaganda" in children's media.
* Disney, explaining the titular cat's name. It's hilarious that this mixup occurred with a cat who lived in a veterinarian's home.
* Disney Fairies and make her a member of the core group, unofficial second in command at that.
* Disney Fairies, are very affectionate and are literally compared to a pair of starcrossed lovers. Understandably, many ship them.
* Disney Fairies book, Bess, an art talent fairy, feels that her latest painting is missing something. Apparently that something was a whole mess of paint splattered

on it by a passing frog.
* Disney Fairies, due to the toy line not meeting Disney's expectations. Not helped that the studio that did them, Disneytoon Studios, went under not long after.
* Disney Fairies: Fairies come into being appearing to be young adults.
* Disney Fairies featured all the characters in bathing suits at a beach. The central conflict of the movie was caused by the fact that "winter fairies" cannot be in warm or sunny places, or they'll literally die, making a beach-themed playset featuring said fairies... rather morbid.
* Disney Fairies goes barefoot in her summer outfit as seen in "Great Fairy Rescue", the beginning of "Pixie Hollow Games", and several of the Pixie Previews. Vidia always wears shoes in the movies, but in the books she is a barefooter. A few fairies who have so far only been seen in the books are barefooters as well.
* Disney Fairies has this while Vidia is leading the other fairies to rescue Tinker Bell.
* Disney Fairies has Tink, Lizzie and the other fairies rescue Vidia from Dr. Griffins just before he could open the door to the museum and get her pinned to a display board.
* Disney Fairies her mistake. Since then, she had always been supporting Tink and the gang, if still a bit snarky and sassy.
* Disney Fairies is one of the examples that uses this just before the climax.
* Disney Fairies, much strange fairy slang is used. Including, but not limited to: "Who gives a pile of pebbles?", "Flitterific!", "Splinters!", "Teetering Teapots!", "By the second star!". And from the book: "Fly with you", "I'd fly backwards if I could" and the popular slur for humans: "Clumsies."
* Disney Fairies, nature-talent fairies commonly have names related to whatever aspect of nature they're associated with. Rosetta is a garden-talent fairy, Silvermist is a water-talent fairy, Fawn is an animal-talent fairy, Iridessa is a light-talent fairy, and so on.
* Disney Fairies, Never fairies refer to humans as "clumsies". This is because, compared to them, humans are unusually ungainly and clumsy.
* Disney Fairies of referring to everyone with terms like "darling" and "dear" despite being a jerk.
* Disney Fairies). One day, however, it does snow and all the fairies, including Vidia, enjoy playing in the snow. Rani points out to Vidia that she must appreciate another fairy's talent now, since the snow was all the work of the water fairies.
* Disney Fairies series has a few. Notably, Queen Clarion's design drastically changes from the books to the movies. She turns from wearing flower-petal dresses like everyone else into a taller fairy with a dress made of glitter and massive golden butterfly wings for no apparent reason.
* Disney Fairies: She mended pots and kettles, at least. The name really does come from her being a tinkerer.
* Disney Fairies: Silvermist was perfectly normal in the chapter books, being somewhat clever, hard-working and with her main character trait being a calm, unflappable demeanor. The movies turn her into a complete space-case who can't even tell irony or exaggeration from fact ("And she just exploded!" "*gasp!* She exploded!?").
* Disney Fairies Tinker Bell movies were extremely different from the books in that they got rid of most of the book characters altogether and completely changed the personalities of all those who were left (including the titular character). Examples include Clarion, who stopped going by a nickname and used her full name and title instead, and who stayed out of the majority of the action, unlike the books. Vidia became a main character and her major Jerkass moments were excluded, making her a much sweeter person. It also got rid of the plot of the books in favor of more family-friendly stories and gave Tinker Bell a much nicer personality, removing her snark, and a twin sister.
* Disney Fairies. Used in the dust mill to make a millipede run on a wheel to help with the dust sifting process.
* Disney Fairies Vidia, who is mortified to find that she instinctively thinks like a Tinker.

* Disney Fairies were hired to do scratch work for Bobble and Clank with the understanding that they'd be replaced with Hollywood celebrities. At one point during production, Paulsen overheard crew members talking about the difficulties they were having with Bobble's "official" actor (who lived in the UK and had a thick Scottish accent the crew couldn't understand). Paulsen innocently reminded them that it would be cheaper, easier, and probably produce a better vocal performance if they just kept him. He and Bennett were officially cast in the roles shortly thereafter.
* Disney Fairies weren't selling up to expectations, the film series was put on a permanent hiatus.
* Disney Fairies who doesn't realize at first just how determined her partner is to win.
* Disney fall under this; having no story whatsoever and just being there for the sake of a fun experience.
* Disney fans and outside observers share this viewpoint from time to time, particularly about Disney's
* Disney fans who are eagerly following future animated movies have started giving themselves fun nicknames:
* Disney features a pair of kids who talk a couple of honest, inept crooks into kidnapping them to pay off some not-so-honest crooks.
* Disney features a scene where Hercules' fangirls raid his mansion as he tries to leave it and trample him, forcing him to hide behind a curtain until Phil tricks them into leaving.
* Disneyfication: A work is made more kid-friendly by removing inappropriate things, making it more cartoony, making the endings happier, etc.
* Disneyfication between settlers and Native Americans in the Old West, Braeburn/Little Strongheart, introduced in "Over a Barrel" is a popular ship among fans.
* Disneyfication than its source work, with darker plot elements removed and some light-hearted comedy and/or musical elements added, to make it more suitable for younger audiences.
* Disney film adaptation, Travers stated that no one from the film production were to be involved with the making of the musical. This included any new songs by the Sherman Brothers, though she allowed some songs from the movie, cut or not, into the show.
* Disney film from the 90s and onward has novelizations and other merch coming out before the films.
* Disney, gross-out jokes aside, was more of a traditional slapstick gag comedy.
* Disney had also originally intended to use that spelling of the word for the title of
* Disney had an entire series of shorts devoted to the war effort beginning with
* Disney had a policy of not explicitly publicizing the actors behind
* Disney has gained a cult following but isn't anywhere near mainstream).
* Disney has made six package films, four of which were made during the war years. The company lacked the staff to make one big feature film, but still wanted to keep the animators busy and make movies, so they opted to release shorts. Disney's feature-length package films are:
* Disney has raised his son Jay to have. At several points in the movie, we see him unloading various trinkets he's nicked, including phones, jewelry, wallets, even an entire laptop. At one point, he steals the hood ornament off of a limousine. When asked about it, he says: "it's like buying everything I want... except it's free."
* Disney has released direct-to-video sequels to a significant portion of its animated canon, animated by the company's various television animation units. At first they were follow-ups to
* Disney has Skippy's sister remarking how handsome Robin is. Robin never addresses it and it was only brought up in that one scene.
* Disney has strict policies when it comes to voicing their most iconic characters. No matter what other characters sound like,
* Disney have announced a second adaptation of the original Artemis Fowl novel to

coincide with
* Disney have elephant herds led by a male. In real life, female elephants lead herds while males are solitary.
* Disney having a new antenna, and plenty of new characters and vehicles being added with each new film of the trilogy. Unfortunately, Lucas allowed that income street to dictate the artistic decisions of the franchise over the pleas of colleagues about where to take the story.
* Disney heel". He even goes to Achilles' statue and flicks the heel, which causes the entire statue to shatter into a pile of rubble.
* Disney High order drinks in a bar. Meg asks for two shots of tequila and Jane starts to protest that she doesn't even like tequila... only to cut herself off when Meg downs both shots right away.
* Disney High School, Ariel is far too shy to speak in front of her crush, Eric, but one day he hears her singing along in a classroom and is obviously smitten. Unfortunately, he still doesn't know who she is.
* Disney High School, he decides to follow Hans' advice of going after a "pretty little nerd" instead with the reasoning that an unpopular nerd would be grateful to get the attention of a guy like him. He chooses Belle as his "pretty little nerd"... who, contrary to his expectations, is just as repulsed by his advances as the more popular girls were.
* Disney High School says she doesn't ship the latter, but noticed its popularity and decided to include it.)
* Disney High, who shows more interest in Esmeralda and Tiana than he does Lottie.
* Disney Hollywood Studios has "Lights, Motors, Action!" feature a biker who gets shot off his bike and slides through a wall of flame.
* Disney in 1928. The studio later founded its own distribution company Buena Vista in 1953 after disagreements with its previous distributor RKO Radio Pictures.
* Disney in 2015 with only three games after producing more figures than what was demanded.
* Disney Infinity characters are playable - essentially living toy versions of living toys.
* Disney Infinity has ended production means that this twist in the game's plot likely won't be leading anywhere anytime soon.
* Disney Infinity has not been forgotten and that its legacy will live on, considering the fact that there's at least a modding community in which, they'll continue doing the support of this game.
* Disney Infinity is mostly notable for two things. It has Disney characters and sets you buy as figures, and it's a toy box you can make other games in.
* Disney Infinity. (It cost $40 just to get one of the three starter packs, for example.) This was almost immediately rectified after the pissed-off fanbase barraged the Steam Store page with complaints and negative reviews, with the total amount of the DLC becoming a considerably more reasonable $130. Since then, the PC version has been replaced with a "Gold Edition" that has all content and characters available from the get go for only $30.
* Disney Infinity. Sure enough, after this we cut to Syndrome and the rest of the baddies enjoying themselves on the beach in Bermuda.
* Disney in general even if they don't mind the rest of the madness. Among their targets have been:
* Disney in general usually avoids this trope and has been doing so from very early on:
* Disney+ internet streaming services put an end to this practice, however.
* Disney), in which employees discuss the bosses giving cast members lots of freedom to keep the guests happy. The bosses also threw the cast members impromptu parties with free food, even providing them benefits out of the blue. The turnover rate in the parks was once extremely low, and cast members were reported to be very happy with their jobs.
* Disney is about living clocks. They can't talk but they move when humans aren't around.
* Disney is a prequel to the Disney movie of the same name, showing Hercules during

his teen-age years.
* Disney is kidnapped by Martians. She eventually changes into a superheroine and defeats the Martians by giving them exploding cigars.
* Disney is nearly as tall as her film's leading man, John Smith, who, himself, stands tall above most of the other men in the movie.
* Disney itself often packages canon movies with their DTV sequels for Blu-Ray releases, often giving the sequel equal billing (much to the resentment of the fans). The trailers they upload for these "2-Movie Collections" however generally give the sequels about 10-15% of screentime.
* Disney itself. Thankfully, its spectacular and humiliating failure, as well as the growing amount of competition, convinced them to finally get their act together and make better movies.
* Disney Junior. Considering that Disney Junior is a preschool network, and no parent wants to be woken up in the middle of the night by their child crying about something scary they saw on TV, this is justified.
* Disney Junior Dance Party are two dance party-themed touring shows based on popular preschool blocks that are touring around the same time (however, the Disney show has seniority over the Nick once, premiering a year and a half before). While the first version of the Disney show was poorly received because most of the characters were just screen projections and not costumes and because most of the time was spent with the DJ hosts, the second version was seen as better in the eyes of most fans. As the Nick Jr. show has yet to open, it's unknown how well it will do.
* Disney Junior ended its run in the Netherlands on April Fools in 2019. Hungary's feed ended in 2018.
* Disney Junior Live On Stage! segment, the audience had to make alligator noises to scare Captain Hook. After the incident, the audience now claps to scare him.
* Disney Junior - Live on Stage! where Mickey Mouse and his friends plan a surprise birthday party for Minnie.
* Disney Junior sometimes uses "DJ" as a shortened nickname in its promotions (ex: the DJ Shuffle promotion). One of the live shows even has hosts named after this nickname (Dee and Jay).
* Disney Junior's when tumbling down a cliff, though there's another dragon named Sparkie who actually can't fly and has to be rescued.
* Disney Junior, Thumbelina builds one with Goldie and Bear when babysitting them. It's actually pretty posh.
* Disney Junior: "Where the magic begins." As Playhouse Disney it used "Where learning is powered by imagination."
* Disney Kingdoms comic "Figment" has a literal brainstorm, musical creatures imprisoning our heroes in the "bass-ment"...Blarion, as the Straight Man, groans at these, but the rest of his cast likes to make them.
* Disney Kingdoms: In "Big Thunder Mountain Railroad", Abigail disguises herself as a man to infiltrate the mine.
* Disney Kingdoms series. He struggles to get used to more advanced technology and with doubts about his relevance, which sets the main plot in motion.
* Disney Kingdoms shows Capri Harmony living with her single mother Jess, but no information is given as to why her father is out of the picture.
* Disney Kingdoms, the Nightmare Nation is this. It seems to be the anthropomorphic personification of despair, depression, and art block.
* Disneyland about making changes to an area in the park to improve guest flow. Apparently, after Disney refused, Nunis called him an asshole and tried to dramatically leave the room... only to accidentally walk into the closet.
* Disneyland. Also worthy of note are the 'umbrella ships' of the Mars Expedition Fleet, each topped with a huge round heat radiator for the atomic generator.
* Disneyland and Hong Kong Disneyland, over 50 Disney characters make cameos within the countries their stories originated and/or took place in.
* Disneyland and Walt Disney World have population signs above the railway station at the foot of Main Street, which gets amended whenever a guest milestone is achieved.

* Disneyland California evidently pays a fine every night for their fireworks performance(s).
* Disneyland Dad: A divorced parent who showers his/her children with lavish gifts and outings to win their love.
* Disneyland Dad: Non-custodial parents deliberately spoiling their kids, letting them do whatever they want when they visit, or not following through on restrictions or punishments that the custodial parent had instituted just to undermine the custodial parent falls under the mantle of "parental alienation". Judges are wise to it and very quick to tell you to knock it off and/or find you in contempt if you do not comply.
* Disneyland Dream, amateur filmmaker Robbins Barstow's sophisticated home movie of his family's visit to Disneyland in 1956, shows Disneyland as this.
* Disneyland Dream is a 1956 home movie by amateur filmmaker Robbins Barstow, documenting his family's trip from their hometown in Connecticut to the then-new Disneyland theme park. It is, among other things, a perfect record of the stereotypical all-American nuclear family with the mom, dad, and kids, in this case three.
* Disneyland had this during the scene about life in the 1960s, when the father of the household would start talking about the most recent technological advancements, only for his wife to start praising how easier life has become with modern technology.
* Disneyland in Hollywood while he was building it and 'Walt's Nightmare" in the press after a disastrous opening day. After said opening day, it has become one of the most successful theme parks in America, even acquiring many more theme parks around the world.
* Disneyland is set inside "Space Station 77", where the riders get launched into space from.
* Disneyland it generally serves the eastern U.S. states which are much more populous than the western states where Disneyland is closer.
* Disneyland Japan opened within months of each other, the latter of which is located less than an hour away from Nara Dreamland and basically ate up whatever's left of the park's visitors. Sales hit rock bottom, maintenance issues abounded due to the lack of visitors, and the park was abandoned in 2006.
* Disneyland: "Mars And Beyond" briefly mentions silicon based life in a segment about what life on Mars would look like. It suggests that it would take the form of crystalline structures that rise during the day, then shatter into oblivion in the cold Martian night.
* Disneyland, often describe one of their members as "the fastest speed fiddler in the entire… Frontierland area."
* Disneyland opens in an eerie swamp at night, presumably to justify placing the ride in the New Orleans Square section of the park.
* Disneyland; out of necessity, the other parks either had to improve their standards to entice new customers or risk going out of business.
* Disneyland Paris characters available for regular meet-and-greets, and of course a crapton more Stitch merchandise being sold over there.
* Disneyland Paris, features an animatronic dragon in a cave. It does not speak or demonstrate any breath weapon, but it otherwise follows the traditional Western template—huge, four-legged, winged, rugged, and ferocious.
* Disneyland Paris was initially despised by the French people, citing poor (by French standards, anyway) working conditions and seeing it as a sign of
* Disneyland ride. At one point, when your "Doom Buggy" (the car you ride in) descends into the graveyard scene, it rotates around and you are looking up at a raven with glowing red eyes, cawing menacingly down at you.
* Disneyland: Secrets, Stories and Magic came with a reproduction of an old Disneyland ticket book.
* Disneyland's original Tomorrowland was set in 1986, 31 years after the park's opening.
* Disneyland's Splash Mountain of "Laughing Place". In turn, the Walt Disney World and Tokyo Disneyland versions of the ride skips the vocal part of "Burrow's Lament"

and only uses the alternate instrumental version, when Bre'r Rabbit is being tortured on the final conveyor belt lift. The instrumental of "Sooner or Later" can still be heard in the queue.
* Disneyland's, where "kill" and "death" are spoken freely. Only the term "sleeping death" for the poisoned apple's effect was retained.
* Disneyland theme. Though it's an artificial mountain, it's still a challenge and the climbers have to be certified before they are allowed on it.
* Disneyland), whose business had pretty much the most commercials in the whole loop.
* Disney, led the baseball steroid investigation, was president of the international law firm DLA Piper, helped negotiate peace in Ireland, and was a board member of several companies including the Boston Red Sox, and held several diplomatic posts.
* Disney limited you to gaining Toon Tasks (quests) and fishing in the starting Playground and 3 surrounding Streets (though you can wander anywhere you want), a Jellybean jar that maxed out at 50 beans, 25 Gags (weapons/attacks), only able to learn one extra gag track (toon-up/sound), and unable to buy anything from the Cattlelog, or play any of the games other than the one in the central Playground. Basically, a free user got maybe two days of play out of what might actually have been a pretty decent MMORPG.
* Disney Magical Quest 3 Huey, Dewey and Louie are sucked into Storybook World by the evil "King Pete" after they open an old book in the attic and Donald (or Mickey) has to enter the book in order to get them out.
* Disney Magic Kingdoms, Mickey, Goofy, and Pluto finally defeat Pete by playing the trumpet, playing the tuba, and barking at him respectively.
* Disney Magic Kingdoms offers daily rewards for playing, including a character and attraction for 30 days. Luckily, missing a day doesn't completely reset the rewards counter, just missing out on the reward for that day (in this case, a day of Magic).
* Disney manner that sidesteps all the pissing matches between the old EU writers. For instance, a lot of Karen Traviss' ideas about Mandalorian culture are still canon, but with a number of changes. However, fans have noticed some contradiction already with Disney’s books and films, and one of the producers has been quoted as saying there is no firm canon.
* Disney "mediocre" and began a redesign that lasted from 2007 to 2012.
* Disney merchandise that he causes a brief eruption on the volcano he's in. This is seen from the background as the scene cuts to Hercules and a crowd some miles away, who all start looking around wondering where the sound of the blast came from.
* Disney Merlin describes the effects of malignalitaloptereosis to Madame Mim, who experiences this first-hand.
* Disney-MGM Studios (later renamed Disney's Hollywood Studios) opened on May 1st, 1989.
* Disney mini-series, Mike Fink becomes friends with Davy and Georgie after the beat him in a riverboat race.
* Disney: Miss Price has a black cat named Cosmic Creepers as her familiar.
* Disney Mouse and Duck Comics. After teaching Goofy chemistry Von Drake turns him loose in the lab to make a new compound and...
* Disney Mouse and Duck Comics alone are really big, and the long number of other supporting cast members...
* Disney Mouse and Duck Comics and crossed the line into annoying. In fact, some of their characters (Scrooge McDuck comes to mind!) never got over it.
* Disney Mouse and Duck Comics: A variation in the story "The Hooded Eagle" (1994) by writer John O' Conner. Mickey Mouse is hired to take part in the search for a rare, missing eagle. The search leads to an isolated location in the Arctic, and Mickey and his client are the only people around. Then the client turns out to be the Phantom Blot in disguise, and pulls out an ax. The search was a pretext to bring Mickey to an isolated location and kill him. The rest of the story is a battle for survival.

* Disney Mouse and Duck Comics, especially with the shorter characters:
* Disney Mouse and Duck Comics have this as a somewhat recurring plot:
* Disney Mouse and Duck Comics is involved in the story, plus puns related to other animals if the story setting needs it.
* Disney Mouse and Duck Comics. It's usually Mickey or Huey, Dewey, and Louie who figure out the way to escape. Often it's just the old "grind the rope against something" thing, but there are also more imaginative examples such as Mickey's "combining salpetre from cave walls with ground-up oxygen pills to make an explosive".
* Disney Mouse and Duck Comics luck as his his wont: He'd just make crude doodles and let his assistants make the brilliant designs they saw in them.) And so on.
* Disney Mouse and Duck Comics made in Italy, it seems that every 5-6 years or so they have to write a story where some character becomes a pro golfer, with the only purpose being to explain every single golf-related term to the readers via footnotes.
* Disney Mouse and Duck Comics: Played with in a story where Mickey Mouse and Goofy are tied up and about to be thrown overboard from a boat so that they will drown. Goofy comes out with the gem "But I can't swim". Later, he and Mickey (having escaped their bonds thanks to some plot-handy sharp coral) are treading water calmly discussing their next move when Goofy suddenly starts panicking and Mickey asks what's wrong.
* Disney Mouse and Duck Comics (sometimes it's hinted that they've actually guessed each other's identity multiple times, only to forget through sheer denial).
* Disney Mouse and Duck Comics story where Mickey happens to appear identical to a king who needs surgery and is afraid that the power vacuum caused by even his brief absence could inspire his enemies to overthrow him. He's a good and fair king, so Mickey agrees to take his place for a while and does a surprisingly good job at it.
* Disney Mouse and Duck Comics. While he takes a bit to adjust to the current time, when he does, he finds it not too bad. Conquering the world is a lot more tempting when the known world is so much larger, and with modern technology, he can pinpoint midnight much more accurately, as well as exploit timezones to get a second chance when the first ritual fails.
* Disney Mouse and Duck Comics, who usually stick fairly strictly to codes of thieves' honor. In general, this involves things like not stealing from "colleagues", only making one's living through "honest" thievery and not selling out other criminals to the cops.
* Disney movies, and often associated with (or at least more explicitly mentioned by) the villains:
* Disney movies are oftentimes both dramatic and silly. Typically there's an overall dramatic and emotional plot line, but almost all movies feature wacky sidekick characters providing lots of comedic scenes in-between. However, they do tend to vary in the comedy and drama ratio.
* Disney movies do this a lot, often with the song being played in full once and then in instrumental snippets over other romantic scenes.
* Disney Networks (including ABC, Freeform, ESPN, Hulu and A&E Networks)
* Disney. Not surprisingly, computer technology and graphics have taken a giant leap backward by 2088. The future looks like it was designed by the same engineers who built EPCOT Center's Future World, which itself is becoming dated.
* Disney often calls upon this trope, particularly when Belle is placed in danger.
* Disney on Ice) incorporated ice skating into the traditional three-ring show.
* Disney on Ice line, which has been a multi-billion per-year idea since.
* Disney on what awaits any who dares to continue their raids. Tarkin's tactic worked brilliantly, as piracy in the area decreased significantly after that ruthless show.
* Disney other "unauthorized" use of their characters, for that matter; woe be a fan artist who makes a similar character to one of theirs, or any day care centers who have unapproved murals of their characters on their walls, as they have been known to file lawsuits against such "offenders". The sheer amount of Disney Rule 34 that still exists without incident suggests that at some point they finally

realized it was a lost cause.
* Disney owned the intellectual property rights of all of Pixar's franchises from
* Disney Owns This Frog; they can use old Kermit scenes but new ones are more complicated.) Interestingly, back in the second season, there were plans to phase Kermit out, as a commercial character, in favour of Sesame-exclusive characters like Herbert Birdsfoot. (Who? Exactly.)
* Disney Owns This Trope: When a company has ownership of something so specific or unexpected that it can make one ask, "Really? They own that?"
* Disney Parks are now using licensing with Universal's primary theme park competitor, Disney.
* Disney Parks, while the ride vehicle travels up and down on the track, Tigger is heard to say "I almost bounced right out of the ride!"
* Disney plays with this. It's a water park with a ski resort theme, despite central Florida lacking both mountains and snow.
* Disney presents a lifestyle choice with the steady home-building Kocuom, choice of her father (the Gentleman), and the native-killing foreigner John Smith (the Scoundrel). She does not end up with either, as Kocoum dies and John Smith must go back to England, but her choice lies with John.
* Disney Princess actually goes quite in depth on how they got their hands on the license, as well as some history involving the franchise.
* Disney Princess and Jasmine's merchandise sold considerably less than the white princesses'. A redesign in 2013 controversially lightened the skin tones of all the princesses of colour too.
* Disney Princess and they think they promote them at the expense of their other movies.
* Disney Princess. Another costume company, Forum Novelties, has their own Elsa costume knockoff which they call "Princess Krystal."
* Disney Princess being the youngest at fourteen). During the times the stories were set, it was more acceptable to marry young. Most post-2000s princesses are at least eighteen if they are married.
* Disney Princess but it's not something she's used to. Belle ends up drinking with Aurora as they talk. Afterwards, Belle escorts Aurora to her room however this leads to them sleeping together due to Aurora's fears of sleeping alone.
* Disney Princess: Enchanted Journey, Cinderella's world is stuck in time just before midnight.
* Disney Princess: Enchanted Journey, Clockwork Bogs slow everything and turn the screen green.
* Disney Princess: Enchanted Journey, Genie Bogs' mirages shatter trust in Jasmine's world.
* Disney Princess: Enchanted Journey, in the first chapter of Snow White's world, the Bogs taking color from the land has made the Dwarfs unable to work as a team.
* Disney Princess: Enchanted Journey. She's older than the heroine and an ex-princess who uses her magic for evil.
* Disney Princess: Enchanted Journey, the Bogs are actually captured butterflies that were forced into evil, and return to their natural state once defeated.
* Disney Princess: Enchanted Journey, the Bogs stop time in Cinderella's world just before midnight.
* Disney Princess: Enchanted Journey, this happens after the final battle with Zara.
* Disney Princess: Enchanted Journey, Zara's hair is styled into two points like princess hats, and those points have her hair spiraling to the top, where they taper off into two lengths of hair per point.
* Disney Princess Enchanted Tales: Follow Your Dreams that, as a princess, she was taught many languages.
* Disney Princess episodes added a content warning for "dialogue about potentially sensitive sexual circumstances" due to their jokes about the underage player character being molested by her therapist.
* Disney Princesses' dresses have fur, in the merch, website, and magazines, such as a set of winter merchandise in 2005 and 2006 which showed the princesses in

dresses trimmed with white fur, and carrying white fur muffs.
* Disney Princess. Her dolls almost always feature her in the pink dress she wore for the Matchmaker at the beginning of the movie. However, Mulan herself was uncomfortable in it and it represented a lifestyle she did not want. It doesn't stop her from looking stunning when the makeover is complete though.
* Disney Princess is thrown in as well. Of course, there is no real continuity involved — it's just a marketing thing.
* Disney Princess revolves around the girls staying together in a cabin. It's apparently normal for princes and princesses to have gender-segregated vacations together in order to prepare to take up the throne when they're older. However, these retreats apparently cause romance between the people, even the married ones.
* Disney Princess. She spent the first sixteen years of her life being called "Briar Rose", so her real name is foreign to her.
* Disney Princess, which essentially portrays the Princesses as toddlers.
* Disney produced a CG/hand-drawn animated hybrid movie that served as the pilot to the TV series
* Disney produced training videos, such as "Stop that Tank," which depicted the use and operation of the Boys Anti-tank rifle, created for the Canadian government. While meant for training purposes, it depicted Hitler as a baffoon, German tanks as toylike, and massively oversold the usefulness of antitank rifles (by the beginning of the war anti-tank rifles could only deal damage to some older light tanks, armored cars, and tankettes),
* Disney properties often functions as hired muscle for a smarter villain, like Sylvester Shyster, Eli Squinch, or Agent Von Weasel. In service to all three, he's shown easy willingness to try killing Mickey Mouse and his friends, with any weapon from rifles to propellers to his own fists.
* Disney+ proshot was released on July 3, 2020, the day before Independence Day.
* Disney rejected a couple of episodes because the animation quality was not up to par, sending the episodes back to be redone at their expense.
* Disney retelling, the soldiers of the Sheriff of Nottingham prove to be an evil example. One of them even manages to get an arrow through ol' Rob's hat ("they're getting better, you know")!
* Disney returned to being a top-rated TV show and best-selling toyline.
* Disney right about now. Unusually for an episodic show, every episode ended with a tally showing the viewer how many lives the duo had left to save. Some episodes had them saving multiple lives, in others they didn't get any. It probably would have taken them about 5 years worth of episodes to get to 100... if the show hadn't been canned.
* Disney's Aladdin has Iago, who makes trouble for our heroes in stealing their posessions, decieving them with fake voices, and acting as a sort of sentry before the final conflict. He even gives Jafar ideas about how to proceed (like suggesting that he try and usurp the throne).
* Disney's America, a theme park built on actual Civil War battle sites, several American historians teamed together to denounce the project. Disney reached out to one of them, James Oliver Horton, and offered him a position as advisor. To the surprise of many, he accepted. As he explained, if you tell someone, "what you're doing is wrong", and they respond by saying, "teach us how to do it right", and you refuse, you come off as hypocritical. While Horton's input did bring some small improvements, the project itself was already too poisonous to go anywhere and it was shelved.
* Disney's Animal Kingdom, and lastly a dragon cave that can be viewed along the long boardwalk from Pandora to Africa.
* Disney's Animal Kingdom, the fourth theme park of Walt Disney World, opened on April 22, 1998.
* Disney's Animated Storybook, there is a mahjong mini-game which you can play against Yao, Ling, or Chien-Po. If you choose to play against Chien-Po, he is so polite when you win that it seems like he loses on purpose.
* Disney's attractions around the world. Several paintings depict seemingly innocent scenes - a woman reclining on a couch, a ship at sea, a knight on a horse,

to name a few - that change to horrific versions when lightning flashes outside nearby windows - the woman becomes a snarling tiger, the ship rides through a storm with tattered sails, and the knight and horse become skeletons. There are also a few that were originally installed at Walt Disney World that had eyes that would follow the riders, but the moving-eye effect (as well as most of the portraits) seems to have been removed during a 2007 overhaul of the ride, leaving the paintings static (although still suitably creepy in their design).
* Disney's Beauty and the Beast falls prey to this trope in its sequel,
* Disney's Believe, Sophia believes in magic and fairies, while Dr. Greenaway is more focused on science and fertilizers—though, as Sophia notes, love is the real magic.
* Disney's Believe's princess medley. Dr. Greenaway sees Sophia all grown up with a prince of her own and comments on how beautiful she is, lamenting that he missed out on her childhood.
* Disney scenes as well as a brief live-action segment where Brian and Stewie are played by an actual dog and baby with their voices dubbed over.
* Disney School of Acting and Mime: Realistic, but hammy, body language.
* Disney School of Acting and Mime: The trope was and still is heavily used (and in the wrong hands, abused), even with all the ups and downs of Disney's reputation and influence throughout the years and the reputation of it sometimes being considered cliche and corny, but the origins of it have often lost its context as well—the trope drew its ham-like acting and broad gestures from vaudeville (a medium that is all but forgotten now) and silent film, which feature broad styles of acting that have long fallen out of favor in live action films and TV shows since the 70s (unless you want to be seen as an amateurish or ham actor). Animators used it then and still use it today simply because its easier to convey gestures that way than trying to make them realistic or subtle, which is usually difficult or even impossible to do in animation.
* Disney's classic short of "The Brave Little Tailor" features Mickey defeating the giant in exactly this way.
* Disney's Deep Canvas technology took rendered computerized backgrounds and rotoscoped digital coloring over them, making them appear hand-drawn. The technology was developed for the film
* Disney's Doug, a company that makes all sorts of products which malfunction and fail on purpose just to annoy their users as much as possible.
* Disney's Doug), Doug is shown an "informative" film laced with these. Of course, they're just long enough to be noticed and read by the real-life audience; it even cuts to a separate music cue.
* Disney's early full-length movies started out as vague ideas. "Story Men" were then responsible for thinking up sequences that would fit into the narrative and direct storyboard artists to map out their ideas, throwing in the occasional twist, in advance of pitch meetings where
* Disney's EPCOT Center (you read that right) once had an attraction called
* Disney sequels that are obviously compilation films of never-made TV shows.
* Disney's Expedition Everest starts out as a fairly simple ride... until about 1 minute in and the track appears to be torn into tiny pieces. The ride then sends you spiraling down a pitch-black tunnel. Backwards! After another minute, you come across a 20 foot yeti that tries to tear your head off... before around 2007. The animatronic got damaged and can only use the strobe light, and the only way to repair it is to tear the whole ride down.
* Disney's Extreme Skate Adventure. Here's a few of Zurg's moves, word for word:
* Disney's Extreme Skate Adventure. While a lot of mechanics are toned down for younger players, the basic gameplay and level design remain more-or-less the same.
* Disney's first wartime cartoons were actually made before the US joined the war: four public service announcements for the National Film Board of Canada, making use of reused footage from Disney cartoons of the past. They are:
* Disney's Haunted Mansion ride includes a spooky séance presided by the ghostly medium Madame Leota. In
* Disney's Hollywood (ne MGM) Studios than the normal acceleration it would

experience in free-fall. Appropriately enough, many agree that this is one of Disney World's most intense thrill rides.
* Disney's Hollywood Studios films...who have green mesh over their face, probably not scaring any children at all.
* Disney short "All the Cats Join In", with its jazz soundtrack produced by Benny Goodman, features teens partying in a malt shop, doing swing dancing as a jukebox plays.
* Disney short "Mickey's Birthday Party", Minnie's oven goes all the way up to "volcano heat." Goofy uses the setting to speed up baking the cake with explosive results.
* Disney shorts aren't so well known for this kind of thing, but when they get weird, they get
* Disney+ short "The Last of the Chupacabras" tells the story of a chupacabra marionette belonging to an elderly Mexican woman coming to life and becoming her pet.
* Disney short to steal a large bone from a lion. He runs from habitat to habitat with the bone, getting into wacky hijinks with a mischievous kangaroo joey, a scary-looking but playful gorilla and a bunch of hungry crocodiles.
* Disney+ shows are the Disney+ productions with the biggest budgets as well as those with the most massive amounts of hype.
* Disney shows that she's a girl when her head wrap is pulled off to reveal... really short hair, but a suddenly more girlish face.
* Disney shows up to beat the brothers into submission when they voice a desire to live like normal teenagers.
* Disney side would be virtually indistinguishable from their respective beaus if it weren't for the lashes, hair bows, heels and skirts. In an interesting footnote, Minnie seemed to favor going topless, while Daisy's skirt barely covers her bare bottom. Not that there's anything there to hide, but...
* Disney Sing-Along Songs during random intervals, softening the mood of the song.
* Disney Sing-Along Songs videos were composed almost entirely of stock footage of mostly-forgotten shorts overdubbed with new voice work, up to and including the iconic opening theme.
* Disney's "It's A Small World" was and is an appeal to everyone's shared humanity. While the various stereotypical attributes (folk costume, etc.) of the animatronics in the ride haven't aged well (mostly because only the most traditional societies still wear such garb on an everyday basis), it's still
* Disney's library is huge, and almost all of their back catalogue was made available on the service day one. Other companies tried to copy this by dumping everything they could all at once, but none of them were nearly as big. That being said, however, said services also used other tactics to entice viewers into subscribing, such as Peacock being free with very little locked behind a paywall, or HBO Max being included with cable subscriptions to HBO.
* Disney's live-action remakes of animated films managed to provide justificacions for two of the cases in the "Animated" section:
* Disney's Magical Quest. He receives it from a blacksmith along with knight's armor and a shield.
* Disney's Magical Quest: In the first game, one of the outfits Mickey or Minnie obtains is a firefighter outfit, which uses the hose as a weapon, along with the utility of pushing blocks into better positions.
* Disney's Math Quest with Aladdin, the Wizard Pharaoh Very Ankh-Amman appears as a ghostly mummy head with a different color scheme each time you meet him.
* Disney Smee gets emotional, as he lifts up his shirt — and displays the "Mother" tattoo.
* Disney's moment where he contemplates killing the deformed baby Quasimodo. Sadly, he’s not around for the rest of the film where Frollo does things that are arguably even worse than that.
* Disney's most intriguing contrast comes from a studio under their own umbrella:
* Disney, so as soon as a Jewish character shows up, he is promptly ripped to shreds by everyone else present.

* Disney's One Saturday Morning was originally going to premiere on September 6, 1997, but due to ABC covering Princess Diana's funeral, the premiere date was moved to the following week.
* Disney Sorcerer's Arena animation in the character roster starts with him facing away from you, before his head does a sudden 180 degree spin to face you with a scare chord.
* Disney's Pinocchio. He takes great pleasure in turning innocent children, such as "The Stupid Little Boys" into donkeys, enjoying their pain with whipping them, and also selling them into slavery.
* Disney's Revival Era, and very little can be said about those characters without blatantly giving away the films' major plot twists.
* Disney's RocketMan are dancing. The Commander disengages the gravity, and they're shown dancing on a wall and on the ceiling, which isn't how weightlessness works.
* Disney's RocketMan: Fred meets Bud Nesbitt this way when he accidentally slams open a door into the latter carrying papers.
* Disney's RocketMan: In his first meeting with Julie, Fred can barely spit out his full name while awkwardly trying to introduce himself.
* Disney's RocketMan: Randall trades oxygen packs with Ulysses to give buy time for them to get back to the lander. Justified in that he just set a record for lung capacity, but he still nearly asphyxiates, and Overbeck lampshades the danger.
* Disney's takes this to the extreme, with a 70/30 blend of 18th-century ships combined with technology. It works quite well.
* Disney's Tarzan. This one's justified since male gorillas really are much bigger than the females.
* Disney's The Hunchback Of Notre Dame on his face after he sets fire to the platform Esmeralda is on when he tries to burn her at the stake. Also note his glee in witnessing a prisoner being tortured in the Palace of Justice.
* Disney's, the imps stole "the most sacred crock of cheese" from the Odiferians (cheese loving barbarians) and framed Agrabah for the theft. The angry Odiferians declared war on Agrabah and the imps made a fortune selling war machines to both sides until Aladdin and the gang uncovered the whole scheme.
* Disney's The Reboot, one of the potential reboots the show gets includes Chris married to Tricia Takanawa and living together. The "reboot" begins with the theme song, with only Chris, Joe and Bonnie making appearances and Chris singing his lines.
* Disney storybook "Goofy's Big Race" had Donald challenge Goofy to a race. While Donald has a spiffy sports car, he wastes his time doing other things as he thinks Goofy's old jalopy won't catch up. However Goofy ends up winning because he kept his focus on the race despite being the slow one.
* Disney storyman Winston Hibler became the narrator of the studio's
* Disney Sunday (consists of a Disney show paired with a short originally created for Disney Junior. Before it was named Disney Sunday, it was called Disney Time and aired on Tuesday mornings.)
* Disney's United Kingdom branch would follow New Zealand's lead and shut down
* Disney's Villains' Revenge fame) actually gets beheaded and you have to travel a maze to find her head.
* Disney's War — A Crossover Story has the Book of Legends, in which every single Disney story has been written down by Yen Sid. It's a cataclysm, of course, when the Horned King gets hold of it and decides to use this newly-acquired knowledge about worlds other than his to revive every villain and recruit them as his personal army.
* Disney's War — A Crossover Story he is, he convinced her everybody'd be better off if she willingly became a Madwoman In The Attic, so she jails herself in a cell hidden in her palace while Hans rules. What she doesn't know is that Hans took advantage of the situation to claim Elsa was dead and seize the throne, and that even if she wanted to escape Hans wouldn't allow it. Merida, however, finds Elsa and tells her the truth, and Elsa promptly frees herself (she could have anytime, she just didn't know there was a need to do so).
* Disney's War — A Crossover Story pretty much proves that the Master of

Worlds was not so well-intentioned.
* Disney's will focus on Mirabel, the only child in the Madrigal family who doesn't have magical powers.
* Disney's Wonderful World of Knowledge. As balloons were covered, one humorous illustration shows an anxious Pete begging a bird not to pop his hot-air balloon.
* Disney's Young People's Guide to Music: A Tune for a Toon asks to give conducting the orchestra a try, claiming he knows what to do — "wave the stick!". When he demonstrates (using a stick much larger than the conductor's baton), the orchestra deliberately responds with tuneless random noises. The real conductor then explains how it's done.
* Disney taught to children, Hitler is shown as a buffoonish fairy tale hero. Yes, this film is so grim, they can use Hitler as comedy relief.
* Disney Television Animation regained prominence when, after years of
* Disney that Ursula strings them on, the long pan down the hallway into Ursula's lair is horror.)
* Disney Theatricals has several blockbuster Broadway musicals to its credit, and they tend to do well internationally – but across
* Disney the fact that the audience is probably gone by now by wondering out loud if anybody's listening.
* Disney Theme Parks ABC Soundstage attraction "Sounds Dangerous" simulates Drew Carey getting one of these with audio.
* Disney Theme Parks. A film based on the Magic Kingdom by Jon Favreau is in the works as well.
* Disney Theme Parks), and Figment (Epcot's imagination-based pavillion).
* Disney Theme Parks and, more or less, stick with a Raygun Gothic aesthetic.
* Disney Theme Parks. An odd case, since the original version of the ride didn't have any story, as such.
* Disney Theme Parks are famous for going all-out with special seasonal entertainment, but year-round attractions getting Christmas-specific overlays include:
* Disney Theme Parks are not immune to attempting this. Just about every addition and/or change that Disney has ever made to the parks involving contemporary IPs (even if it's one of their own) has provoked accusations of this from hardcore old-school fans. Although they're not entirely wrong because there has indeed been more than a few times where they were guilty of this trope...
* Disney Theme Parks are painstakingly worked on to appear genuinely ancient or old. Like the Tower of Terror.
* Disney Theme Parks are probably the most popular vacation destination for Japanese tourists.
* Disney Theme Parks as a Frankenstein monster seem to be the most common.
* Disney Theme Parks at Disneyland were real (arguably adding to their creepiness if you knew this), as replica skeletons at the time were not advanced enough to look realistic and old. They were obtained from a medical center and later received burials, with replicas taking their place in the ride. Supposedly, one real human skull still exists in the ride (attached to the headboard, above the skeletal pirate captain, in the grotto sequence), but Disney will neither confirm nor deny this.
* Disney Theme Parks. At the entrance to Toontown in Disneyland, there's a population counter which is constantly cycling through numbers...and screws, stars, dumbbells, TNT, and various other random things.
* Disney Theme Parks doing the Macarena and dancing to "I Love Rock and Roll", among other things.
* Disney Theme Parks (even hiring designers who'd worked on them) to recreate Biblical times and places, primarily focusing on the ministry of Christ. Initially the main draws were live shows (passion plays, etc.) and opportunities to interact with performers who play Christ, his disciples, etc., but as of 2020 these were eliminated in favor of the established walk-through exhibits.
* Disney Theme Parks get warmer outfits in winter. The collars and cuffs are trimmed with white fur, and Belle wears a short white fur cape.

* Disney Theme Parks go down, though it likely was a lot worse when the park opened (think songs like "It's Fun to Be Free", "Making Memories", "Tomorrow's Child", etc.).
* Disney Theme Parks) has a backstory involving murder and even suicide, but it's still a pretty light-hearted family adventure movie.
* Disney Theme Parks has a mock-up of the Hollywood sign, as white letters spelling "Toon Town" are placed on the surrounding "hills".
* Disney Theme Parks has virtually nothing to do with the theme of the park section the ride is located in). Various online petitions attempted to avert the re-theme, but Disney simply ignored them and officially set its closure for January 2017.
* Disney Theme Parks have interesting anniversary promotions for whenever a park reaches the 10th, 25th, etc. anniversary of its opening day, usually debuting new attractions in the parks, new/updated shows and parades, and usually a large gimmick. Examples:
* Disney Theme Parks have labeled some attractions with a black and yellow exclamation point, indicating that they may be frightening for children.
* Disney Theme Parks, however, states that the ghosts there are trapped within the hotel permanently. Finally, the Phantom Manor contains a malevolent ghost tormenting a bride in old age. In one of the very few cases of ghosts appearing, Universal Orlando's Halloween Horror Nights 2010 features two houses involving ghosts: Legendary Truth: The Wyandot Estate, which is about ghost hunters purposely trying to gather the spirits murdered in a house in Ohio and getting more than they bargained for, and Psychoscarepy: Echos of Shadybrook, which has you traveling through the Shadybrook Asylum of past horror events 15 years after closing and facing the restless spirits of the patients.
* Disney Theme Parks in Main Street, USA - a small town based on Walt's childhood in Missouri).
* Disney Theme Parks in place so that immersion/story flow can continue without issue.
* Disney Theme Parks) or based on a Disney property. However, there are some exceptions:
* Disney Theme Parks playing one in the Tales of Terror sequence. In keeping with this scene's literature theme, it's not actually an organ, but rather an appropriately-themed giant typewriter or computer, which releases different letters and numbers when played.
* Disney Theme Parks premiered, at which point the attraction was renamed after the movie.
* Disney Theme Parks prior to being redesigned in 1995 (to better reflect with his animated counterpart).
* Disney Theme Parks rocket, originally designed back in the 50's as a vision of future Trans World Airlines (TWA) travel. It was later sponsored by Douglas before being removed for renovations in 1967, but there are three smaller scale models of it extant today-one at the national airline history museum, one on the old TWA building, and one in the Magic Kingdom's Tomorrowland now helping promote Coca-Cola.
* Disney Theme Parks Similar to the aforementioned Window of the World, there is Epcot's World Showcase, which features eleven pavilions, each representing the culture of one different country. And then there's Disney's California-themed park...in California. It was not well received.
* Disney Theme Parks sometimes get these — attractions that weren't the focus of giant marketing campaigns, but then the word-of-mouth kicked in.
* Disney Theme Parks start their Christmas festivities at the start of November and begin putting up Christmas decorations towards the end of October.
* Disney Theme Parks that entire books have been written on the subject of finding them all. The so-called Hidden Mickeys are inconspicuous images of Mickey Mouse or his silhouette placed in various unexpected locations around the parks. It is also very common, when one attraction is closed and replaced with another, for the Imagineers to include an unobtrusive tribute to the old attraction in the new one.
* Disney Theme Parks that were supposed to be the narrator. They also include

remnants of attractions that have long been demolished (the Magic Kingdom Skyway's terminals weren't demolished until over a decade after the ride closed, the Tomorrowland station was razed during Space Mountain's 2009 refurbishment and the Fantasyland station was used for stroller parking until it was razed for an expansion of Fantasyland).
* Disney Theme Parks. The fact that people can meet-and-greet some of the most evil Disney characters is mind-boggling to say the least.
* Disney Theme Parks, when not poking fun at themselves and their ride, will occasionally take shots at the rest of the park.
* Disney Theme Parks, where a real-life Cast Member plays the role of the poor fool who tries to take it.
* Disney Theme Parks, who apparently dies after being hit by a train during his escape from prison, and actually goes to Hell!
* Disney Theme Parks with another in development hell, a video game, multiple comic mini-series, and several books.
* Disney Theme Parks with a welding mask and a fluorescent tube as a lightsaber. After he knocks stuff over, the disclaimer reads "Use the Force responsibly."
* Disney. Then later, he tosses another of his pirates overboard, for speculating about "no splash?!" after Wendy walks the plank.
* Disney the Prince, is very confused. It's not quite clear if Cinderella is just throwing out excuses in order to get away before the spell breaks, or if she honestly doesn't realize she's been dancing with the Prince all night.
* Disney the whole time, to the point that this twist can become predictable after a while. Examples include:
* Disney, they had Club Disney during the 80's and 90's, while its rival Venevisión had El Club de Los Tigritos. Both shows were phased out around early 00's, though Venevisión still has cartoon hosts presenting cartoon hosts, but nothing else.
* Disney this entire story is replaced with one in which Rapunzel has magical hair derived from a flower that was given to her sick mother. There is no rampion whatsoever, and Rapunzel is just the really strange name that her birth parents give her.
* Disney to join the police in lieu of prison time, the judge's reasoning being that multiple prison sentences had failed to change his behaviour so it was time to try and make him experience how it was being on the other side of the law.
* DisneyToon Studios'. However, John Lasseter is the executive producer of the film and is responsible for the concept.
* Disneytoon Studios. They commend the studio for at least trying to expand the originals and stay hand-drawn animated instead of rehashing them in a different medium for a nostalgic cash-grab. And they were the last remnants of the hand-drawn animation that Walt Disney himself has built upon.
* Disneytoon Studios were a clear downgrade from the company's mainstream works, with almost television episode level quality and budget. As the studio was reworked and animation transitioned to digital however, a lot of projects became far more polished and better at replicating the original films.
* Disney to save his life, and then watched him dump her for another girl, leaving her to serve Hades for some number of years. She ends up following the "learn to love again" angle.
* Disney trailer. And the lyrics (or anything beyond the initial "bum-bum-bum, bum-bum-bum-ba-bum"s) are virtually forgotten.
* Disney tried to stop the release of a 1986 Filmation animated film,
* Disney TV series, Evil Manta used this trick and got released by Ariel. Another monster unsuccessfully tried this after making Triton a child.
* Disney Villain Death he explains that he saved her, as she was working for him at the time. The difference being that the original game had two different ways for Ada to "die", and the other one looked more survivable.
* Disney Villain Island responds by stating that "If the rat ain't eating it, I sure as Tartarus ain't eatin' it.
* Disney Villains. Most animated Disney films that failed at the box office will

inevitably become this.
* Disney villains, though it has also been given to some non-villanous characters.
* Disney war short sees through the boys' ruse of an attack, he rips off their chevrons and destroys their (wooden) swords. Then, when he (again falsely) believes he's under attack (and makes sure that it wasn't the boys this time), he sews the chevrons back on and gives them new swords. Near the end, as Donald orders the boys' to fire the cannon, not knowing it's pointing straight at him, one of the boys, knowing the inevitable, rips off his chevron himself before firing.
* Disney was very old-fashioned and conservative as in the case of his immediate successors, and thus, the studio was always a step or two behind the rest of Hollywood until the arrival of Michael Eisner.
* Disney when a de-powered Herc goes to take on the rampaging Titans by himself. Megara tells him he'll be killed; his despondent reply is to tell her: "There are worse things."
* Disney when Prince John enters the room. Hiss immediately starts singing lyrics praising PJ before the Sheriff corrects him ("... the sniveling, groveling —"). PJ throws a wine bottle at him.
* Disney) When the good guys ride it later on, they finish dressed in the definitely non-fitting outfits of the bad guys.
* Disney, where these powers were highly plot important, the Rangers would generally completely forget they had these powers for a dozen episodes at a time.
* Disney, which aired circa 1968 on "Walt Disney Presents", was banned because the government didn't like the portrayal of the Tory/Loyalist characters as complete villains. Ironically, Canada is the home of the series' star, Leslie Nielsen.
* Disney, which became a major threat for Disney's place in the Orlando theme park market in the years that followed.
* Disney+, which Disney acquired a 60% ownership in following their purchase of Fox), as it does not carry any R-rated content. It is averted internationally, however, as their Star section features R-rated content.
* Disney+, which due to a pandemic was relegated to the streaming service, with the added burden that few countries still had movie theaters open.
* Disney, which is otherwise considered to be one of Disney's more forgettable early films.
* Disney, which ran for 4 years on Broadway and is still running in London.
* Disney which while form-fitting, covered everything. Even came with a shawl. The iconic outfit she wore in the first movie was her summer outfit.
* Disney who gets into trouble (while Mickey and Goofy are portrayed as more collegial, in spite of similar blundering from Goofy), and he's often invoked as the sourpuss and unlikable one. Outside Disney's corporate brand image politics, however, Donald is easily more popular and beloved than Mickey Mouse and Goofy, a character who has been reinterpreted time and time again for multiple generations, and who still finds new audiences around the world. He's a far more consistent and in-demand moneymaker than Mickey and Goofy ever were.
* Disney who happens to be Walt Disney's earliest character before Mickey became his newest flagship, his main motivation in the game is to take out Mickey and take his place. By then Oswald's prominence resurged once again, and he is then featured in newer Disney works.
* Disneyworld in Florida is actually built above ground level. This is hidden by the terrain design. Underneath the park are passageways to allow employees to easily get from one part of the park to another more quickly than through the park itself. Contrary to rumor, Disneyland in California does not have underground tunnels, as the idea for them only occurred after construction of the park was finished, and tunneling underneath a theme park was deemed a very dumb idea. Knowing they wanted tunnels for their next park, but discovering the ground in Florida was water-logged to dig into, they built Disneyworld on the "second floor," with the tunnels actually being at ground level.
* Disney World kept guests at the hotels relatively calm and occupied in the aftermath.
* Disney World of War means even rooting for Disney protagonists is hard.

Fortunately, however, the personalities of the Disney characters saves this somewhat as they still can be the characters everyone knows and loves in the brief moments of levity.
* Disney would release their animated films in theaters every seven years (1937) in 1944. Walt Disney thought that after seven years, there would be a new crop of viewers who hadn't seen the earlier release. This way, Disney reasoned, it would refresh the movies to a new generation of viewers. This was considered such holy writ that, when then-CEO Michael Eisner looked to release Disney movies to the VHS market in a desperate attempt to save the company, there was more than the usual amount of teeth-gnashing and doomsaying over how he was selling the farm and no one would ever buy Disney products again.
* Disney) writing to his fiancée about where he's been, and why he missed their wedding. It closes with him finishing the letter.
* Disney XD Australia ended with a back-to-back airing of the entire
* Disney XD broadcast cuts them out (which is probably true for a lot of anime aired in countries with more commercial time per episode).
* Disney XD ceased to exist in Australia on January 6, 2019. In November of the same year, Foxtel Movies Disney was also ended due to a combination of low ratings (outside of Disney Channel's
* Disney XD" during the scene where Li'l Gideon has the Pines twins shrunk, making it look like Gideon shrunk Spider-Man.
* Disney XD, since both of those cartoons were already based on comic books.
* Disney XD. The series returned in 2020, but still with minuscule promotion before it was pulled once again in August of the same year.
* Disney XD, using the same voice cast as the regular Japanese version. It's a bilingual broadcast, meaning the viewer can switch to the English track if they want in an aid to help Japanese kids learn English.
* Disney XD was created as a male-targeted counterpart for Disney Channel. Of course, there's a cast of good looking male actors, such as Hutch Dano, Logan Miller, Billy Unger, and Spencer Boldman.
* Disney XD was quietly cancelled after a long hiatus due to Disney not being interested in it anymore.
* Disney XD, which outright tells you they're both extreme and 'wit it', as the XD part is an "extreme!" emoticon denoting extreme happiness.
* Disney XD, with the Scandinavian and Japanese feeds following suit in December 2020 and January 2021 respectively. Also of note is the African feed of Disney XD, which followed the UK's feed and shut down on 30 September 2020 at 23:59.
* Disobedience is about a London woman who returns home after she was shunned when she was younger for being attracted to a female friend.
* Disobey This Message: Don't believe the same dumbass things as everyone around you! Form your own, more intelligent beliefs that look more like ours!
* "Disorder in the Court" introduces a gun as evidence. Curly is told to try to pull the incredibly rusty trigger, after being told "
* disorganised mob the orc army uses formations and is shown acting under the control of officers. Gothmog in particular is good at forming an organized attack, opening with an artillery barrage to soften the defenses, aerial superiority in the Nazgul to neutralize the enemy artillery in short order, bringing up heavy siege equipment to breach the gate and towers to swarm the walls, forming a new line to meet a cavalry charge on his right flank, and calling in Haradrim reinforcements to meet the enemy cavalry while tactically retreating his orcs until Rohan's forces could be defeated. The only reason he lost the battle was an undead ghost army that he couldn't have reasonably seen coming.
* Disorganized Outline Speech..." "...and nice red uniforms — oh, bugger."
* Disorienuptials announcement - that there will be pudding at dinner.
* Disowned Adaptation: The creator of the original work dislikes the adaptaiton.
* Disowned Adaptation: The creator of the original work dislikes the adaptation.
* Disowned Adaptation: The creator of the original work does not like the adaptation.
* disowned. He also took part in the movie's promotion in China, its best-

performing market.
* Disparaging example phrasing: whenever they show up. Nobody is going to weep if you remove them.
* Dispatch/Courier Boat: Basically a shell wrapped around a hyperdrive, with a bridge, a few spare rooms, and not much else, these tiny ships are designed to get from point A to point B as quickly as possible and ride the upper limit of the "hyper bands" that allow FTL travel in the Honorverse. They are used by the navies of all major powers to coordinate their forces and, later on, to coordinate with each other's governments.
* Dispatches From Elsewhere, and he's not above trying to break the game's apparent "rules" in order to gain more information.
* Dispatches From Elsewhere fictionalizes a real ARG that took place in San Francisco from 2008 to 2011.
* Dispatches From Elsewhere: Simone is played by Eve Lindley, who's transgender like her.
* Dispatches, like trying to take the glamour out of sex. Oh man, trying to take the fucking glamour out of fucking war."
* Dispater, one of the Archdukes of Hell, is paranoid and cautious in the extreme. He never leaves his impenetrable fortress, has both halves of his court spying on each other, and even the way he fights is more defense then offense. The thing is, in Hell
* Dispater, the archdevil who rules the Second Layer of Hell, can even turn people to iron; he also has a power that instantly rusts metal, and likes to render his enemies
* Dispelled adventure path is mentioned to have undergone gender reassignment with the potion.
* dispels the hatred felt towards her with a highly remorseful apology speech during her failed execution.
* Dispepsi, but it's quite a good listen." This came as a relief to Negativland who were afraid that Pepsi would sue them as the album samples a lot of Pepsi commercials and constantly repeats the brands name.
* Displaced, Batman doesn't let it on, but he empathizes better with Spider-Man after being told that Spidey's father figure was gunned down by a crook.
* Displaced by European encroachment and incessant warfare with rival tribes, the allied Ngāti Mutunga and Ngāti Tama Maori invaded the Chatham Islands. There, they murdered hundreds of the native Moriori (who were pacifists and infamously refused to fight back), and enslaved the survivors. After decades of enslavement, the Moriori were so assimilated into the Maoris, that they ceased to be an independent ethnicity altogether.
* Displaced Origin: The original premise of a character or story is forgotten or modified into something completely different.
* Displaced so Klarion would steal the ring's power. So he takes it off and uses his pistol to fight him off.
* Displaced: Spider-Man's arrival in Gotham City and his meddling with a Joker's heist accidentally causes an unprecedented gang war all across Gotham.
* "Displaced": The crew is abducted one by one, forcing everyone else to pick up the slack. Suddenly a
* Displaced, the Joker pulls out a Tommy gun "from absolutely nowhere".
* Displacer beasts are six-legged panthers with tentacles on their shoulders.
* Displacer Glove, or Pushy if you're feeling ambitious. You'll get some nice scattering, and can easily uppercut someone's head off, or sometimes even reduce their whole body to so many meatballs travelling at high speeds towards the nearest wall.
* Displacer Shields (Imperial), which aren't quite shields in the usual sense; they attempt to detect incoming attacks and
* displays Italy's moe characters. No wonder Germany and Japan are head-over-heels for him.
* Disposable Fiancé (1937) is described as "a Park Avenue cluck with the longest yacht and the shortest chin ever christened."

* Disposable Fiancé character whose role is to get dumped by the lead.
* Disposable Fiancé = "fiancé" (engaged, to be married) is a French word originally
* Disposable Fiancé, who gets dumped to make way for the main character and love interest getting together.
* Disposable Heroes Of Hiphoprisy song, "Satanic Reverses" has a line:
* Disposable Intern: The intern is so unimportant killing them doesn't matter.
* Disposable Intern: The purpose of an intern is for the company to have someone they can risk losing.
* Disposable Love Interest: A character's established love interest disappears between the first movie and the sequel.
* Disposable Pilot: Passengers of a vehicle are imperiled when the driver gets killed. Especially bad when no one else has a license or is otherwise unable to drive.
* Disposable Sex Worker: Audience sympathy for a casualty victim is ruled out by making the victim a prostitute.
* Disposable Sex Worker: If you are a male prostitute, don't expect a happy ending.
* Disposable Sex Worker: prostitutes double as convenient murder victims.
* Disposable Superhero Maker: A freak accident that gives someone superpowers cannot be replicated.
* Disposable Vagrant: It's considered okay to kidnap or kill homeless people because no one would notice or care about them missing.
* Disposable Vagrant: Most people don't really notice or care about what happens to homeless people, which makes them easy targets for kidnappers and murderers.
* Disposable Vagrant: Not many people will notice or care what happens to homeless people, so it's considered okay to kidnap or kill them.
* disposable version of Power Copying, by stealing spells directly from other spellcasters' minds.
* Disposable Woman: Her only purpose is to be killed off, preferably in a gruesome manner, so a male character can avenge her to prove his manliness.
* Disposable Woman, though plain old bad writing is sometimes to blame.
* Disposing of a Body: Hiding the bodies of murder victims to avoid getting in trouble for their deaths.
* Disposing of a Body: The killer tries to avoid getting in trouble by getting rid of their victim's corpse.
* Disproportionate Celebration: Characters celebrate over minor achievements.
* Disproportionate Restitution: A means of apology doesn't come close to making up for what the person has done.
* Disproportionate Restitution: Compensation far less than what is deserved.
* Disproportionate Restitution: Compensation that's far less than what is deserved.
* Disproportionate Restitution: Here, I'm compensating you to make up for my past actions... what the hell do you mean, it's not enough? How ungrateful can you be?!
* Disproportionate Restitution: Someone tries to make up for their misdeeds, but their good deed doesn't even come close to making amends for what they did before.
* Disproportionate Retribution: According to Aristotle, the protagonist must be punished for an error, but with the punishment spectacularly exceeding the crime.
* Disproportionate Retribution and, while taking some decent shots at everyone, hits Snips and Snails with more than what she hits the rest of the town combined with.
* Disproportionate Retribution: An excessive punishment for a minor slight.
* Disproportionate Retribution: A punishment that exceeds the offense.
* Disproportionate Retribution, because reckless driving can be punished by a whole year in jail and a $5000 fine. This results in situations where people got into accidents that only involved their vehicle, were not their fault, and then went to jail for it and got a permanent criminal record.
* Disproportionate Retribution, becoming increasingly less sympathetic in the process. A later episode reveals that Calisto, who has time traveled to the day her parents died, is the one who killed her parents and left her younger self to die. Note that none of this reduces her hate for Xena, showing that she doesn't even

care at this point.
* Disproportionate Retribution, Clyde Shelton confesses to a murder because he wants to be imprisoned.
* Disproportionate Retribution either way) in the books, he did it to protect someone else, whereas in the show he's just putting his own happiness above keeping his word.
* Disproportionate Retribution, expressing any kind of sympathy for a convict will more than likely get you labelled as an apologist or a criminal yourself, even if you clearly say that they should still be punished and their crimes aren't excusable.
* Disproportionate Retribution: How dare you upset me with a minor mistake! I will get my vengeance on you for that!
* Disproportionate Retribution: I'm getting revenge on you over the pettiest shit!
* Disproportionate Retribution. In one issue, a woman who is otherwise portrayed as a kind and loving mother is shown taking a wooden spoon to her teenage daughters for joining Harley's gang. Subverted a few issues later when Harley advises a client against beating her rebellious daughter, reasoning that "a good old-fashioned beating" would only alienate her further in her current state.
* Disproportionate Retribution is understandably banned in many places, and his worshippers frequently end up working as torturers or executioners when it isn't.
* Disproportionate Retribution, Kai did have a legit reason to be angry with Nox.
* Disproportionate Retribution, one of the offenders is a woman who violates the express lane limit, along with other things such as arguing over coupons and sending her husband to retrieve an item she forgot.
* Disproportionate Retribution page or we'll put your fingers through a meat grinder.
* Disproportionate Retribution: Responding to a slight by retaliating in a way that's rather drastic in comparison to how bad the offense truly was.
* Disproportionate Retribution: Someone gets an overly harsh punishment for a minor slight.
* Disproportionate Retribution: Someone reacts to a slight with retaliation that comes off as harsh in comparison to how bad the offense truly was.
* Disproportionate Retribution thinking everything is about her and ties back to her. So even on a more general level, Cersei is truly incapable of placing anyone's interest before her own.
* Disproportionate Retribution: We have the right to hand out extreme punishments for the tiniest offense!
* Disproportionate Retribution: When King Gilgamesh declined to sleep with Inanna/Ishtar, the goddess sent the Bull of Heaven to terrorize a whole city of his innocent subjects.
* Disproportionate Retribution with them, but when other people criticize her she either ignores their accusations or takes offense.
* Disproportionate Retribution: You're going to suffer, and we don't care how insignificant your offense may be!
* Disproportionate Reward: A minor or major act of kindness is reacted to in this way.
* Disproportionate Reward: Being rewarded excessively for a minor act of kindness.
* Disproportionate Reward: Thanking someone in a much greater extent than needed.
* Disproportionate Reward: The reward is much greater than the action that the receiver did.
* disprove psychic surgery. Likewise, faith healers have been caught using stooges in the audience and similar simple trickery.
* disprove their theory (e.g ask "does 5/7/9 fit?") yet not one person involved thought to do this.
* Disputation of the Holy Sacrament represents the science of theology by showing the greatest Hebrew and Christian saints fondly regarding the clergy of the time debating around the Holy Eucharist.
* Disqualification-Induced Victory: HA! They got disqualified! That means I automatically win!

* Disqualification-Induced Victory: The person who actually won gets disqualified, which causes the next ranking participant to win by default.
* Disraeli might be busy with stuff like being the Prime Minister of the United Kingdom and running both that nation and the vast British Empire, but that doesn't mean that he doesn't have time to fix things after a young lady admirer of his rejects her boyfriends clumsy, hamhanded marriage proposal. His wife even calls him a matchmaker.
* Dis Raps For Hire in response to a quartet of people mocking a victim's dyslexia.
* Dis Raps For Hire targets Diamond, a school bully who was 16 years old at the time but still in K-8 school:
* disregarded his compatriot's calls for help and fled, while O'Mahoney pursued the third knife-wielding robber to his girlfriend's new car, which he had purchased just the day before. In order to prevent it from being stolen, he bashed in the driver's side window in with a crowbar, then began punching the still-armed robber in the face, all of which encouraged the crook to escape through the passenger side door. Then the neighbors came out to see what the ruckus was about, at which point L.Cpl O'Mahoney realized that he was also naked. O'Mahoney mentioned on the news that he slept naked, and hadn't thought to even throw on shorts during the whole ordeal, so chances are that none of the robbers wanted to deal with the terrifying notion of a screaming, angry, butt-naked soldier armed with a crowbar who'd already punched them in the face.
* Disregarded out of necessity in the Icelandic film Útlaginn, which is based on Gísla saga Súrssonar. A common complaint among foreign viewers is that the characters more or less look alike and bear similar names. "Just when you've distinguished one character from another, he gets killed."
* Disregard That Statement of these can lead to a successful appeal for allowing a jury to become unduly prejudiced, since asking or making an extremely loaded or leading question or statement simply cannot be unheard by a jury. As a rule, the sort of things that get said in fiction would get most lawyers in a world of hurt.
* Disrupting The Theater: Misbehaving in a theater to the chagrin of the other moviegoers.
* Disrupting The Theater: Screw you guys, I'm not staying quiet in the theater!
* Disruptive gimmick spells, such as casting invisibility on a player's uniform to make her appear nude (the affected player was angered rather than embarrassed, but still lost ground for her team when venting that anger incurred an unnecessary roughness penalty).
* Disruptive Mood Dysregulation Disorder, a controversial addition in which children are highly irritable and repeatedly have severe temper tantrums
* Dissected (and arguably deconstructed) by the Writerium (and its successor the Writer's Workshop).
* Dissension Remorse: Characters feel remorse for fighting with each other.
* Dissension Remorse: Friends feel remorse for fighting with each other.
* Dissension Remorse: Two or more characters feel bad over their in-fighting.
* Dissident intellectuals in 1922 are made to leave the Soviet Union for good, on pain of death if they ever return. Their only other choice is
* dissidents and Quark (who's helping them escape Cardassia), he does admit to Quark that he has to carry out the verdict of the Central Command even if it's against his better judgement to follow those orders. Subverted in that he eventually makes the decision to defy the Central Command and help the dissidents escape. Possibly double-subverted, as Garak's only explanation for doing this is that he 'loves Cardassia', framing even this act of defiance against the Central Command as in the service of the Cardassian people. In another episode, he's quite content with how his people treat orphans left behind on Bajor, rationalizing that it's just how one is supposed to act:
* Dissidia 012 Final Fantasy because they were summoned on opposing sides.
* Dissidia 012 Final Fantasy. Defeating him unlocks the game's true ending as well as the ability to play as him.
* Dissidia 012 Final Fantasy: He doesn't actually care whether Chaos' faction or Cosmos' faction wins the cycle of war, he just participated so he'd be able to

regain his memories.
* Dissidia 012 Final Fantasy, the bonus gameplay mode Labyrinth is set up as a series of interconnected rooms grouped into "cloisters", and each group has a gimmick on what types of treasures and enemies you encounter and what you need to do to unlock the door to the next room. However, once you hit Floor 50 the cloisters become longer, the enemies more difficult, and the final stretch to the boss from Floor 71 to Floor 96 is just one long string of powerful enemies. And, by the rules of the Labyrinth, if you die you lose all the equipment and items you won up to that point and have to start over from scratch. You're allowed to enter at checkpoints on deeper floors, and hypothetically can go right back to Floor 71, but will be deprived of all the equipment you will need to combat the high level enemies.
* Dissidia 012 Final Fantasy ticks off the Onion Knight, who's surprisingly mature and strong for his age.
* Dissidia 012 (if they can get it off, because Sephiroth is programmed to kill Aerith before anything else).
* Dissidia Final Fantasy 012: Duodecim Vaan's way of doing just that: Vaan never tries to stop him from fighting, after all.
* Dissidia Final Fantasy (2015). In the latter she will even do it multiple times in a single attack.
* Dissidia Final Fantasy (2015) plotline and cutscenes highlighting many characters in the series, even ones from older or more obscure titles. Although it still has points of contention (not least being a gachapon game), it's still going strong while the game it was meant to promote stopped updating in 2020.
* Dissidia Final Fantasy (2015) that they 'must have remade Cloud's face a hundred times' due to inability to get him to look like the character.
* Dissidia Final Fantasy (2015) (where it was more likely to get success as an esport) because it required three players per team rather than the traditional 1v1 format, which anyone remotely familiar with tournaments will realize would make it impossible for matches to happen on time even if enough people managed to find teams, while long time fans hated the changes since they removed the RPG mechanics, forced those who played for the story and characters to have to grind to unlock more of it, and also hated how barebones the game's content was, especially the barely-there story. It did not help that the games matchmaking was very laggy, meaning nobody wanted to play online despite being essential to get full enjoyment out of the very multiplayer-focused game.
* Dissidia Final Fantasy (2015) will result in everyone losing if the time runs out. While not exactly this trope in multiplayer, it is most certainly this in offline play as one loss in arcade mode sends you right back to the start.
* Dissidia Final Fantasy, almost every villain has at least one variation of this to cry upon their defeat, either when the final blow is dealt or when they collapse afterwards:
* Dissidia Final Fantasy). Almost to the point that you'll forget the origin stories given for them in their original games.
* Dissidia Final Fantasy and concludes that he was trying to fill the void left by his broken heart.
* Dissidia Final Fantasy", and when Cosmos appears before him he instantly replies "Today's not a good day for a date".
* Dissidia Final Fantasy. As he dies, he briefly begins to sob before it turns into a sorrow-filled laugh.
* Dissidia Final Fantasy as well as all of them having branching attacks that deplete HP. For the latter, Zidane hits slightly harder than Onion Knight and just as fast, but his strength lies in dominating at aerial combat, and he is very good at getting his opponent up in the air quickly to get pummeled by aerial combos.
* Dissidia Final Fantasy at the poor sap you just drove your gigantic, flaming sword through.
* Dissidia Final Fantasy both averts the trope and plays it straight — Gravity System, Float System and Sector Ray fire out continuous lasers that appear instantly, but Attack System fires out a barrage of small laser projectiles.

* Dissidia Final Fantasy, but the name makes absolutely no sense to people who don't have it explained to them.
* Dissidia Final Fantasy" by destiny is to pity Garland, explaining that being stuck in the cycle has driven the man to despair. Unfortunately, (as one might expect) Garland doesn't take this very well, and he yells a bit during his fight with the Warrior.
* Dissidia Final Fantasy can kill a level 99 character in a single blow, and are usually programmed to be aggressive, evasive, and use their best attacks.
* Dissidia Final Fantasy canon seems to fit this trope, with other characters going so far as to praise him for his calm and collected mindset. He also speaks relatively few words to the other Warriors of Cosmos, not to mention it seems like he's always in a perpetual contest with himself to see how he can express a thought in as few words as possible when he does speak.
* Dissidia Final Fantasy, Cosmos, the goddess of harmony in this game all have hair of similar length. The Onion Knight has a rat-tail mullet that reaches his knees.
* Dissidia Final Fantasy final battle in Shade Impulse, Cecil offers him the same thing, and this time, while he still turns away, Golbez acknowledges that there may be hope for him someday.
* Dissidia Final Fantasy following this trope, except Garland who loves the fact he gets to spend eternity fighting.
* Dissidia Final Fantasy has an infinite number of possible worlds in which the characters are always fighting each other. When one side wins, things just start over.
* Dissidia Final Fantasy has characters who take hundreds of blows from their enemy, yet they look perfectly fine.
* Dissidia Final Fantasy has the appealing option of using your personal least-favorite character as a punching bag.
* Dissidia Final Fantasy has three factions within the villains - those who want to rule the world, those who want to destroy it, and those who are doing their own thing and don't care about the other two factions. Though the heroes spend most of the time in the spotlight, we see hints of the various villains making plays for power against each other.
* Dissidia Final Fantasy, he has dark-based moves, such as Shadow Flare and Octaslash.
* Dissidia Final Fantasy, he looks small enough beside Golbez (helped along by their many scenes together) that people mistake him for being one of the smaller characters in the game. Chaos himself is this trope.
* Dissidia Final Fantasy His impressions are so good in fact, some wondered for a time if it was a distorted version of the original voice and didn't think it was actually him.
* Dissidia Final Fantasy. However, beating him opens an extra campaign whose final boss is a level 110 Chaos called Ultimate Chaos.
* Dissidia Final Fantasy is about parental themes this actually makes perfect sense.
* Dissidia Final Fantasy is generally pretty good about averting this. Characters fighting in cutscenes tend to use the same attacks that they use in gameplay. At the same time, there are quite a few instances of this, such as Terra casting teleport, Ultimecia and Cecil using what appear to be their respective EX Bursts without hassle, and Squall blocking most of Ultimecia's aforementioned EX Burst during his final confrontation with her in his storyline.
* Dissidia Final Fantasy It's a rare occurrence of this trope being absolutely dead serious.
* Dissidia Final Fantasy, it turns out that there have been numerous repetitions (or cycles) of the war between the Gods Cosmos and Chaos. This shows up in the title of the sequel, where the 012 specifically refers to the 12th cycle.
* Dissidia Final Fantasy names first, due to their game being the fan favorite; and then lists all the others in numerical order.
* Dissidia Final Fantasy NT one is debated in Rinoa's game of origin, but SeeDs in general are good people doing a highly necessary job. Rinoa knows this firsthand,

because it was SeeDs who saved her from the sorceress Ultimecia's possession.
* Dissidia Final Fantasy NT's playstyle is based around relentlessly chasing down his opponents. He can dash-cancel many of his attacks, and his EX Skill, JENOVA, slows down nearby opponents, making them easier to pursue.
* Dissidia Final Fantasy) on Cosmos's side, wears a full uniform. Cosmos herself is wearing a long white gown. Meanwhile, the Chaos side only has two women - and they're Ultimecia and the Cloud of Darkness.
* Dissidia Final Fantasy one kind of a seemingly deadly charging slash can wound, while another just discourages the enemy.
* Dissidia Final Fantasy: Opera Omnia. After this, she joins their ranks.
* Dissidia Final Fantasy: Opera Omnia five-star item, and some characters practically require their special weapon to be useful. Players can purchase "gem chests" of a few or several thousand... starting at around $25 USD.
* Dissidia Final Fantasy: Opera Omnia from across the series who make up the main party. The closest it comes is having the flirtatious characters universally being turned down.
* Dissidia Final Fantasy: Opera Omnia" from the party. This leads a number of them to start openly mistrusting him and seek answers on their own.
* Dissidia Final Fantasy: Opera Omnia has Golbez explain his refusal to join the party despite greatly aiding them (especially by helping Cecil regain his memory) by saying that his sins are unforgivable except by death. Galuf shoots back that he could do much more to make up for what he's done by living and working to do good, rather than simply dying.
* Dissidia Final Fantasy: Opera Omnia himself, is disgusted by the sheer purposelessness of Kefka's wanton destruction.
* Dissidia Final Fantasy: Opera Omnia in the party. Wakka outright calls him "pure" in one cutscene.
* Dissidia Final Fantasy: Opera Omnia. This is true in both serious discussions and lighthearted ones; at one point she teases Zack by announcing that his supposed arguing with Seifer is really to make sure Seifer doesn't feel alone.
* Dissidia Final Fantasy: Opera Omnia, Zidane confuses the others by flirting with "him" as much as he does with any of the female party members. Cloud speculates that Zidane has "switched sides" until Faris admits that she's a woman—which Zidane had already realized when he and Bartz were giving her first aid.
* Dissidia Final Fantasy (or "589"), and Exdeath/Cloud of Darkness (V and III).
* Dissidia Final Fantasy. Perform it perfectly, and he performs Entice, suspending the enemy in zero gravity as he continually blasts them with arc lighting from his hand, Emperor Palpatine style.
* Dissidia Final Fantasy "Real Men", there's a segment where Squall states, "Only a real man hangs out with the ladies." Cloud responds with, "You know that's a guy, right?" but Squall firmly states that it's a chick, until he finally decides to ask the man/lady in question, who is Bartz. Bartz replies, "Oh yes, I am male—I mean, FE-male." Squall's response?
* Dissidia Final Fantasy returns all the previous examples and adds Tifa, whose entire gimmick is that she can cancel out attacks to teleport behind the opponent and attack again, and Vaan's Katana. The game also adds the Assist Chase mechanic, which let you teleport near the opponent and attack after certain Assist attacks. In both games in the series, while all characters have a jump command, Golbez doesn't physically jump. Instead, he instantaneously teleports himself to approximately a meter above his previous position.
* Dissidia Final Fantasy. Right after literally shrugging off a sword-slice to the chest.
* Dissidia Final Fantasy series, having been assigned to rule over harmony and discord. The sequel explains their back-stories.
* Dissidia Final Fantasy specialize in magic, and Terra is the only warrior of Cosmos that does, many of her battles turn into this. Several of her comrades also use magic, but she's the only one who does so exclusively. Her cutscene battles with Ultimecia and Kefka also sorta count.
* Dissidia Final Fantasy, the God of Discord, Chaos, and the Goddess of Harmony,

Cosmos, continually war against each other in an endless fight. They do this by summoning characters from the FF series to fight for them.
* Dissidia Final Fantasy. The point at which his tail sticks out of his pants should really have been placed just slightly higher up in order to look like it was actually coming from the base of his spine; as it is, it looks far too much like he's pooping it out.
* Dissidia Final Fantasy: The Warrior of Light, a brave summoned hero dedicated to his goddess Cosmos.
* Dissidia Final Fantasy. They're failed bodies for the spirits found drifting in the Interdimensional Rift and speak with distorted voices. They're noted to be more dangerous because they'll attack relentlessly until their opponent's body is ruined to the point that it can't be repaired for the next cycle of battle (whereas the people, even the villains, tend to stop after they've landed the killing blow).
* Dissidia Final Fantasy. Though Chaos serves as the final boss for the heroes, Cosmos does not do the same for the Villains, but it's stated at the end that the forces will continue to exist even if they do not.
* Dissidia Final Fantasy. When anyone else beats him, he just stands back up and muses over his inability to die at their hands.
* Dissidia Final Fantasy, when he's threatened by Exdeath by being told that he'll wander forever in the void after being defeated, he calmly replies that that doesn't sound half bad, but then goes on to win anyway. He personifies the wind, after all, and the principle attribute of the wind is that it travels.
* Dissidia Final Fantasy, where Onion Knight's limit break is "Class Change," turning him into a sage when using magic attacks and a ninja while using physical attacks.
* Dissidia Final Fantasy which is based on her FFVI sprite shows it to be a really short dress.
* Dissidia Final Fantasy, which was developed just a little earlier - although this makes sense due to Cloud's powers being copied from Zack.
* Dissidia Final Fantasy, who are fairly restrained. Odd because Ultimecia was quite hammy in her respective game. ("KURSE YOU SEEDS!")
* Dissidia Final Fantasy will drop like a rock. No falling damage, though.
* Dissidia, Gabranth calls Shantotto "A wielder of magicks", whereas all the other characters use "magic".
* Dissidia in his original game (and Vader himself is under Film, above).
* Dissimile page is kinda like a dog that talks, only it's not a dog, doesn't talk, and is actually a trope.
* Dissociated Press is a way of generating reams of metaphorgotten prose.
* Dissociative Identity Disorder, with one of his personalities being that of his deceased father and hurt Reid, he would afterwards do his best to clean him up and try to stop his pain.
* dissolve regular mooks with a simple punch One of the muscle mass consume animations, in which Alex simply pulls someone in half, right down the middle.
* dissolves flesh and has pheromones that call more of the damn things to attack you, and they live in and around major cities like Tokyo?
* Dissolving Classroom's trademark deformities: bulging, starey eyes; a too-large grin; and an enormous tongue.
* , dissolving Congress and declaring martial law; in response, Knox forms a new government in Boston, which quickly gains the allegiance of the governments and National Guards of all the New England states, New York, Pennsylvania, California, Oregon, and Washington, along with several army divisions under Dwight Eisenhower. And in addition to all the regular military, hundreds of militias rise up across the country in support of either the Loyalists (MacArthur's regime) or the Constitutionalists (Knox's government), which also have backing from the Axis and Allies, respectfully.
* Dissonance, a mouse that really shouldn't be alive right now is referred to as "Lazarus," or "Lars" for short, because "the mouse formerly known as mangled carcass" was too long.
* Dissonance. Even the life form - a catlike creature that can walk on two legs -

is friendly and completely non hostile.
* Dissonance takes a relatively realistic approach to this—Pandora has traits of three different kinds of caniform, in addition to traits not typically found in that suborder, but it's definitely its own creature rather than a mix of the others. The protagonists are currently clueless as to what it could have evolved from (having dismissed genetic engineering, and only joked about aliens.)
* Dissonant Harmony in the dark; and they appear to forget to consult Lapis Lazuli at all.
* Dissonant Serenity, Data's calm demeanor can be downright nightmarish.
* Dissonant Serenity: Someone looks and/or acts serene despite something serious or crazy going on.
* Dissonant Serenity: The inverse of this trope in many ways; a serious wrong or something that is no laughing matter, such as murder, gets brushed off as a mild inconvenience at worst.
* diss track "No Vaseline," he actually entertained the thought of doing this to Eazy-E:
* Distaff Counterpart — Very similar to the original character, just the opposite gender. Often a rival or villain.
* Distaff Counterpart Amy, who doesn't quite understand that making weird pseudo lesbian comments about her "bestie" Penny is a tad bit uncomfortable for her, and Leonard's mother who is also just like Sheldon—the irony being that she's a psychologist and frequently calls out social problems in others.
* Distaff Counterpart and reveals to everyone who the bigger threat this season really is.
* Distaff Counterpart, but he generally comes off as less intelligent to the other characters.
* Distaff Counterpart by the next season, with all her kindness turning into complete jerkassery.
* Distaff Counterpart. Defenders simply reply that this is character development, and that while it may have only been 2 1/2 seasons on screen, the passage of time for Clara is somewhat greater (with an implied 2-3 year time jump between Series 7 and the 50th anniversary special).
* Distaff Counterpart, episode co-writer Joseph Calvelli also has a part as a police chief.
* Distaff Counterpart example occurs with Sirica in episode 60; she pursues Meta Knight under the suspicion that he abandoned her mother and let her get mauled by one of eNeMeE's monsters. It is only after Meta Knight's sword telepathically informs her that her mother willingly sacrificed her life because she couldn't wield it, thus giving the blade to him in her dying moment, that Sirica stops trying to kill him and accepts reality.
* Distaff Counterpart Firehawk, his Russian foe-turned-ally Pozhar, and several of his recurring villains.
* Distaff Counterpart holostars branch, lest they face backlash from very devoted fans. Not that it hasn't stopped Fubuki or Matsuri from collabs anyway.
* Distaff Counterpart included deities who seemed little more than female counterparts added to a much older god, such as Input (counterpart of Anubis, whose Egyptian name was closer to Inepu), Sobeket (counterpart of Sobek), and Sokaret (counterpart of Sokar). The four goddesses of the Ogdoad (Naunet, Amaunet, Hehet, and Keket) are Distaff Counterparts to Nun, Amun, Heh, and Kek.
* Distaff Counterpart in order to learn more about herself as a martial artist. Which has rubbed off on several of her friends.
* Distaff Counterpart in the games themselves, not helped that Square Enix once used her to model in a men's fashion magazine.
* Distaff Counterpart is male, though the remakes replace him with a Gallade.
* Distaff Counterpart is this trope too, possibly even more so than the Hulk.
* Distaff Counterpart)La Diabólica, Star Fire and Ludark Shaitan also gaining international attention.
* Distaff Counterpart Nova in the breasts. Cut to Marena and Blossom holding their breasts sympathetically, and Karen looking not too pleased either.

* Distaff Counterpart of Pepe Le Pew, this is Fifi Le Fume's entire gimmick. The female skunk chases after boys who might even find her attractive if not for her odor.
* Distaff Counterpart, she would naturally be this, and that as a wealthy couple, the payout would be larger than average.
* Distaff Counterpart shows many of the same symptoms, but is later given a twist that makes her further removed from being a female Sheldon. Some of her "oddity" stems from the show playing her demisexuality for laughs.
* Distaff Counterpart: The female equivalent of a pre-existing male character (the reverse of this would be a Spear Counterpart)
* Distaff Counterpart: The female equivalent of a pre-existing male character (the reverse of this would be called a Spear Counterpart).
* Distaff Counterpart, the most notable exception, is one of the few female characters who can maintain a long-running title.
* Distaff Counterpart. They are so powerful and influential that it's rumored that the company personally eliminates any competition from other male idols by forcing big music programs not to invite them onto their shows to promote, so much that other competing male idol groups have rebranded themselves as "dance and vocal units" to avoid clashing with the Johnny's.
* Distaff Counterpart titles in Austraila with Unsocial Jordan(you actually shows his face on his youtube channel), so the masks clearly didn't hurt.
* Distaff Counterpart to Pip, added in Battle Pass 3. Pepper comes from an alternate universe, and came into Pips Universe while he was experimenting in his workshop. While she is ostensibly just a very fancy skin for Pip, Pepper has unique character icons on related emotes and on the gameplay HUD, something no other character skin does. Because of this, the game treats the two as two separate characters.
* Distaff Counterpart to Slendy, her creation in fact pre-dates his by almost a full year.
* Distaff Counterpart William Topaz McGonagall), some of whose critics suggested that she was "semi-literate", responded thus: "The Editors that has spoken in a scandalous manner, have went beyond reason."
* Distaff Counterpart, with a spicy personality, as well as still being a fennec fox.
* Distanced from Current Events: A scene is altered or removed to avoid making it look like they're making light of a recent tragedy.
* Distanced from Current Events: A work gets censored, delayed, or canceled due to a then-recent Real Life tragic event or events.
* Distanced from Current Events: A work is conspicuously edited in order to avoid referencing a recent tragic event.
* Distanced from Current Events is similar, but only applies to past media that somehow "predicts" future bad events.
* Distanced from Current Events that the spelling/writing of Raiden's name was changed at the last minute from kana to kanji so that this would not transliterate his name into (bin) Laden, as the game was released shortly after September 11, 2001. Hideo Kojima was very nervous about this as the story (coincidentally) involved terrorists attacking New York.
* Distanced from Current Events: When media gets censored in order to avoid accidentally drawing parallels to controversial news stories from real life.
* distance, yet Tony is still unhurt and alert enough to call the armor to him right before he turns into sidewalk pancake.
* distancing from current events following the 7/7 London bombings), and a short scene where a very creepy image of a deranged hillbilly girl appears without warning (SpongeBob is even disturbed by this, and apologizes to Gary, as well as presumably the audience). Even today, these two episodes remain controversial and are very rarely shown on British television.
* distant, but he gets shipped with his relatives quite a bit. The Arya one is not helped by an initial draft of the books that had Arya and Jon falling in love with each other to their mutual horror (although, this same outline also included

Catelyn being killed by the Others, Tyrion falling in love with Arya as well, Benjen being Lord Commander of the Night's Watch, etc.).
* Distant Cousin Dangle has an incredibly long head and arms to match hanging off the side, much like fellow doppelganger Odeon. The latter are so long that he walks on his hands rather than his feet while the rest of his body
* Distant Duet sung by Pearl and Steven about what being strong means.
* Distant Epilogue, set fifteen centuries after the main story, describes the sometimes fuzzy division between historical truth and fiction:
* Distant Finale and exist as raw data. Isaac eventually grows weary of this existence and voluntarily ends it by downloading his memories into the mind of a brain-damaged young man in another universe (which appears to be a time-shifted version of the primary 'verse), hoping to change the fate of the man he admired.
* Distant Finale, and the female lead literally speaks some of the lyrics to the theme song, asking to 'know right now what will it be'.
* Distant Finale, and thus the script changes made the dialogue look like Tai had a longtime crush on Sora while making the friendly conversations between Yamato and Sora rather awkward and even hostile at times.
* Distant Finale behavior, the person in question makes no further effort to cover up their part in the tragedy. They're mostly just relieved that they've been freed of the burden of hiding their guilt without having to take the initiative and confess.
* Distant Finale, bringing his total to thirteen. It's a good thing most of them are willing to double up.
* Distant Finale eventually got married, we don't see any romance between them play out on the actual show.
* Distant Finale) family celebrating Mrs. March's birthday at Jo and Bhaer's Plumfield School.
* Distant Finale has Ginger doing a book reading for her book "As Told By Ginger" that seems to be the story of her life.
* Distant Finale. It also happens to be a Naruto/Sakura fic, so it's obvious how she's going to stop Boruto's birth.
* Distant Finale: It's very common for the last episode of a Korean drama to skip forward to tie up the story and show how things settled out for the characters.
* Distant Finale, Kouta's doctor wonders what Shima sees in a "blockhead" like him.
* Distant Finale last panel, where an aged Walky and Joyce watch the sun set... the mug can be seen at the edge of the panel.
* Distant Finale, New York City has been covered by glaciers, but the World Trade Center and the other recognizable buildings of downtown Manhattan are intact, sticking through the ice. (Glaciers, of course, move, and would flatten anything in their path.)
* Distant Finale, Pacey dug up some old tapes that Dawson had made and lo and behold, it was the opening credits of the first season (sans music and credits).
* Distant Finale port), which also are the first gay couple in the series.
* Distant Finale revealed the futures of the main cast. Fans hated almost all of them, feeling as though they came out of nowhere and/or flew in the face of character arcs.
* Distant Finale set many centuries in the future the UFP has unified the entire galaxy, and ships are now fast enough (using something called a "sidewarp" drive) that crossing it is trivial.
* Distant Finale. She instead tearfully congratulates Marika on graduating.
* Distant Finale, Shizuka is, as always, pulling the massive lever that powers on the firing mechanism of the Daiku Maryu's head, but this time she's doing it while breastfeeding a little baby. Given that Sakon is also carrying a baby on his back, the two hooked up in the end, surprising precisely nobody.
* Distant Finale showed the cast five years in the future. Puria and her cronies, Naoto, and Daiya are living happy lives on Earth, but Daiku Maryu's tentative forays into space are suddenly placed in peril when alien monsters attack. Daiya's Flame Gridder grows hot, signalling that the mechanical dragon is close, and it swoops down and plucks him from the ground, and together they return to fight the

monsters. Roll credits.
* Distant Finale shows her grown into Princess Celestia's proportions.
* Distant Finale shows Orel and Christina happily married with a boy and a baby girl. Also a dog that looks similar to Orel's deceased dog Bartholomew.
* Distant Finale "Sleeping In Light", an EarthForce officer indicates disdain for the Rangers, the paramilitary group that acts as the Interstellar Alliance's elite forces.
* Distant Finale, "Sleeping In Light", so he lives at least as long as Sheridan does - 20 years after Sheridan's trip to Z'Ha'Dum.
* Distant Finale, so the Batman Beyond setting might have doubled as a convenient setting for a distant finale.
* Distant Finale takes place in 2027, 25 years after the final battle with MaloMyotismon.
* Distant Finale "Thank You For Watching the Show", Dendy references the theme song's lyric "you fight 'till the end, you are my best friend" nearly word-for-word.
* Distant Finale. The beginning, based on the opening from the TV show, is filled with these moments where characters recoil in fear from the normally casual explosions, and various other goof-ups are made. The team is soon after criticized by the monsters they are fighting for not behaving like a true Sentai team.
* Distant Finale: The series' ending takes place many years in the future with the surviving characters much older.
* Distant Finale this by telling Daphne, "The retro-future trend was made for you."
* Distant Finale, to allow the fans to interpret the moments for themselves.
* Distant Finale (whether it's a montage within an episode or just a full episode or chapter)
* Distant Finale wife have a new baby, too. And Paraietta manages a whole orphanage full of kids, with Rodoreamon's financial backing.
* Distant Finale Zone and Mag through two episodes of apocalyptic madness, during which they survive all kinds of crazy madness, only to finally decide to part ways after their side has finally won. The two of them, having until then been too busy surviving to dwell on the past, decide to tell each other what they were doing before the end.
* Distant Lands. And since this is the end of Finn and Jake's story, leaving these problems unsolved resulted in a finale that's equally as unsatisfying and divisive as "Come Along With Me".
* Distant Prologue: A short introduction scene at the start of the story that takes place a long time before the main plot happens.
* Distant Prologue character is basically named "Árni, Reynir's son", while his present-day descendant is named "Reynir, Árni's son".
* Distant Prologue" joins the list of unforeseen complications of the disease in the main story.
* Distant PrologueThe introduction takes place significantly in the past
* Distant Prologue, towers over humans, elves, and orcs, although he's still not as big as a troll.
* distant relatives, such as mountain lions, rather than their closer relatives, such as the African wildcat.
* Distant Sequel, Tetsuya finally went down and found himself and his Great Mazinger grafted into the titular Mazinger Infinity which was stolen by Dr. Hell and had his battle data copied to Infinity to empower it. It took the majority of the movie for Kouji and his now grown-up little brother Shiro, who used to be powerless and more likely to be rescued by Tetsuya himself or Kouji back in the days, to bail him out and even after rescue, Tetsuya launched one Thunder Break (along with Shiro) against Dr. Hell for good measure.
* Distant Star: A weird non-film example. Wieder kills people and uses them as "inspiration" for his art. At one time he even organizes an photography exposition; all the photographs are of some of his victims.
* Distant Stars DLC introduces a specialized form of Gateways, the L-Gates, which form their own portal network, and unlike normal Gateways can't be closed off to

hostile fleets. Reactivating the L-Gates grants access to an extra-galactic cluster of systems, though you might find out that this particular portal network was shut down for a reason...
* Distant Voices Still Lives is divided into two parts: "Distant Voices", which revolves around the father's role in the family, and "Still Lives", which revolves around his children starting families of their own.
* Distant Worlds complete with an actual empire's colonization capacity and growth.
* Distant Worlds, the "Robotic Troop Foundry" allows an empire to manufacture robot armies.
* Distillery District. This looks fairly authentic, since most buildings in the Distillery District are from the Victorian Era... except for the inclusion of a very (North) American-style street clock on a pole.
* Distillum calls Jamie "blondie" or "cowboy", and Kavitha gets called "the anomaly", or just "you" when Sidney deigns to speak to her.
* Distinct Double Album — A two-disc album where each half has a distinct sound or theme.
* distinct enough to constitute a trope in its own right, just naming and linking to the separate page is fine.
* Distinction Without a Difference: A character insists that they're not X, they're just Y. It so happens that Y essentially means the same thing as X.
* Distinction Without a Difference: Character insists on a synonymous term.
* Distinction Without a Difference: You insist that you're not X, you're just Y, but Y is essentially the same thing as X.
* distinct - is supposedly very reserved, quiet and asocial his personal life, stating that there’s very few people he actually trusts.
* Distinctive artwork on the nose or tail.. If on the tail, expect distinctive (or even flashy) designs intended to easily identify the plane's unit.
* distinctive hat. Later, while he was preparing the fight against Rommel, he started using his distinctive beret, even if it went against the officers dress code. The highest rank command told him repeatedly to stick to the rules, to which he replied that they could go to hell, since he was well aware of having being recognized all over the army, and even the civilian population back in UK, specifically because 'the general wearing a beret' directly told everybody that it was him.
* distinctively contoured Coke bottle wouldn't fall over; the original designs were unstable). Notice that even the plastic two-liter bottles of Coca-Cola (and other Coke Company products) resemble the famous contour bottle, while every other brand's two-liter bottles look alike, particularly in having plain, straight edges.
* distinctive paint job of the FW-190Ds of Jagdverband 44, which were tasked with providing protection for Me-262 jet fighters during take-off and landing. As such they operated only in the close vicinity of their airfield and avoiding friendly fire from AA guns was more important than being difficult to see.
* distinctive paintjobs were a group of black airmen recruited and trained by the US Army Air Forces during WWII. The US armed forces were still racially segregated, so entire units were formed with black pilots, maintenance crews, and even medical staff. Besides the airmen's great desire to prove their ability, they were subjected to much more stringent training than white pilots. The result was a corps of dedicated pilots who were quite literally the best of the best. Once deployed overseas, they proved themselves highly capable, and the Red Tails would become famous for their bomber escort missions, with a reputation of never losing a bomber to enemy fighters (not true, but it proved to be a very successful bit of wartime propaganda), including one battle where they shot down three German jet fighters over Berlin. By the end of the war, they would accumulate 3 Distinguished Unit Citations and 96 Distinguished Flying Crosses.
* distinctive uniform; surprisingly, it was not confused with the black uniforms of the SS, probably due to differing styles and insignia.
* distinctly bleak worldview conveyed in his stories, however, Lovecraft put a notable spin on this trope: his aliens and space-gods are not interested in guiding humanity's development, nor (with a few exceptions, such as Dagon) in enslaving or

corrupting us. They rarely give us a second thought, as we were basically ants in comparison (perhaps even less).
* Distinguished Dragaerans' bodies are brought to Greymist Valley and sent over the Blood River waterfalls known as Deathgate (which is a
* Distinguished Gentleman's Pipe: The pipe that only the most esteemed of gentlemen smoke.
* Distorted Reality. He later gets called out on it. Though he hasn't killed anyone ... yet.
* Distorted Travesty, clicking on an enemy brings up an analysis screen.
* Distorted Travesty difficulty, which locks you into it for the rest of the game.
* Distorted Travesty. Even within the gates there is almost invariably a local portal system.
* Distorted Travesty. It sounds anticlimactic, but it is a fantastic way to blow off all the stress and frustration the previous level likely instilled in you. (And the very end ratchets up the difficulty again, so it's not entirely without challenge.)
* Distorted Travesty, the latter of which is slightly tougher. Jerry and Jeremy declare their opinions about how cheap and uncreative this is.
* Distorted Travesty, the main characters Jerry and Jeremy are based on (and named for) the developer's friends and roommates.
* Distorted View created to present interesting and disgusting things that happen in the news each day, has a special sound clip that plays whenever a news story occurs in Florida, "our most fucked-up state".
* Distortion Nuzlocke has Johnny's nameless bully, who he imagines as Blue Oak.
* Distortion Nuzlocke; he beats up the protagonist's abusive dad with a shovel.
* Distortions (Symphogear) about the recent events and how they feel like a fanfic to an anime.
* Distortions (Symphogear): Chris and Tsubasa are given nicknames of Megadeth (after the common theme of her attacks) and Samurai (due to acting similarly to one), respectively, by the American Soldiers that they end up saving. Neither of them are pleased by this development.
* Distortions (Symphogear) fighting force. Each of them have their own eccentricities and thier own personal reasons to fight against the Adaptors.
* Distortions (Symphogear), Qiao Cai mentions that there has been a lot of artwork of the Adaptors on the internet after their identities were leaked. When Shirabe shows interest, Tsubasa and Maria quickly warn the others that they will wind likely end up stumbling across a lot of porn of themselves if they try to search.
* Distortions (Symphogear), tell her that they know nothing about Hibiki and aren't what they say they are.
* Distortions (Symphogear) when Maria says out loud that maybe her need to protect someone might get it to work. Tsubasa agrees but is wonders who would work, after a moment of thinking they turn to Hibiki.
* Distortions (Symphogear), whom she holds responsible for her brother's death, that she doesn't care as long as he is avenged.
* Distortionverse). The result of the die is not shown and the scene fades out, leaving the reader unaware if they actually had sex or not.
* Distracted by My Own Sexy: Someone gets distracted by their own reflection.
* Distracted by My Own Sexy: Someone stops to admire their own reflection.
* Distracted by the Sexy as she is only wearing a fishnet top underneath. Jabberwokky drops him with a knee to the face and an embarrassed, "I can't believe I beat you with booby style."
* Distracted by the Sexy for George and he ends up having sex with her anyway.
* Distracted by the Sexy; In one episode, Leela gets plastic surgery to make it look like she has two eyes. While walking down the street, she ends up causing this trope to the Sons of Mom, who are Stooge expies.
* Distracted by the Sexy: Someone gets distracted by an attractive person.
* Distracted by the Sexy: Someone gets distracted by an attractive person coming their way.
* Distracted by the Sexy: Someone is distracted by sexual attraction vs. someone is

acting traditionally sexy but another person doesn't pay attention.
* Distracted by the Sexy: Someone is so beautiful it can be used to distract others.
* Distracted by the Sexy. What's better? Someone annoying they just want to get rid of.
* distracted by Vala and Sam in civilian clothes. The last of a great number of bruises he received over working at the SGC for 10 years.
* Distracted from Death - A character dies off screen in the few seconds or minutes that another character is distracted
* Distracted from Death: One character dies while the other is distracted, the other not yet noticing their friend is dead.
* distracting" Kramer while he was driving because she was wearing only a bra top. Jackie Chiles' remark that a bra has to fit "like a glove" is a reference to the O.J. Simpson trial. Kramer's stupidity was again the cause of losing this case since Jackie had it in the bag when he insisted on checking to see if the bra would fit her.
* Distracting the creature's electroreception becomes a plot element of
* Distraction is a standard quiz round, except the buzzers are replaced with shot glasses of hot sauce. To ring in, a contestant must drink and swallow the hot sauce in a shot glass, then answer the question.
* Distraction) with your hand. At least one contestant ended up with a broken finger.
* distract stuffed dogs (one for each of them) that they don't even care.
* distract Torg and Riff while she kidnaps them not to realize the effect she has on them.
* distrans universe is used to encode messages in the voices of bats and birds. It can be used on humans, but it is frowned upon. So naturally both the protagonists and antagonists make use of human distrans.
* Distress Ball: A character needs rescuing because they uncharacteristically put themself in danger.
* Distress Ball: A character's level of danger increases, but his odds of surviving it increase even more, to get him to the scripted rescue or resolution.
* Distress Ball: Character endangers themself by being uncharacteristically stupid.
* Distress Call: Emergency communications made by people in trouble, which may become especially worrisome if any potential rescuers find that they have arrived too late to help save anyone...
* Distress Call: You try to call for help but somehow this always fails.
* Distressed Damsel and being used against her loved ones and friends, snaps and physically assaults Evil!Falla.
* Distressed Damsel join the fight... but as Quirky Bard types (they're damn useful once you get the hang of their abilities, though).
* Distressed Damsel she’s proved be invaluable and supportive crewmate even when the Straw Hats have suffered a humiliating defeat such as in Water 7.
* Distressed Damsel wife were at first a source of considerable guilt, as she is almost half his age. His armor, by the way, like all knights of the Pandion order, is far from shining; it's enameled black.
* Distressed Dude: A male character who gets imperiled so the hero can rescue them.
* Distressed Dude, especially in cases where the man in distress is otherwise shown to be able to defend himself.
* Distressed Dude: It's not always a woman who needs to be rescued, sometimes the fellas need saving too.
* Distressed Dude: Men need rescuing as often as women, if not more so.
* Distressed Dude. This is a great opportunity for the hero to feel gratitude to the heroine, admiration for her pluckiness and general growing affection for her, for the heroine to treat any injuries he may have sustained, the heroine to realize how much she cares for him after she nearly lost him, and so forth.
* Distressed Woodchopping: A character who is angry or upset chops wood to relieve his anger, stress or anxiety.
* Distressingly, an attempt to revive the extinct Pyrenean Ibex succumbed to lung

problems (in this case shortly after birth) which is also what killed Dolly.
* Distress or merely animates their corpses, so the practice is being challenged on ethical grounds in-universe.
* Distress, the concept of someone being "traditionally" transgender has become a complete and utter non-issue; in addition, five entirely novel gender identities exist: ufem, ifem, asex, imasc, and umasc. Asex is what we would today refer to as gender-neutral, but the others refer to varying degrees of femininity or masculinity, ranging from "comically exaggerated gender-specific traits" for the u-genders to "extremely understated gender-specific traits" for the i-genders.
* Distress, the recreational drug of choice in future Earth is a synthetic compound that produces the fun effects of drunkenness with none of the unpleasant side-effects, is impossible to overdose on, and isn't addictive.
* (distributed only since 2003), a famous (real) steel company that was not sold to Russian investors till 2004 and many others.
* Distribution has moved entirely digital as well, as hard drives cost far less than printing thousands of reels of film. Theaters had to upgrade to digital projectors or close due to movies no longer being distributed on film reels.
* Distribution of transplant organs or slots in medical trials: Good Doc will usually try to steer them to poor, unconnected patients, while Bad Doc will give them to wealthy patients who could potentially afford alternative, but less pleasant/effective, treatments. Bad Doc will often justify this by detailing exactly what program their endowment will be funding.
* District 12 had 915 survivors out of ten thousand. The burned bodies of the dead are found along the main road.
* District 12 has a salute — touching the middle three fingers of the left hand to their lips and holding it out — that means thanks, adoration, and goodbye to someone you love.
* District 13 is designed to showcase the parkour skills of its protagonists, one of whom is actually the founder of the sport. The story is considerably more political than could be expected due to the social issues involved, dealing with a dystopia where the more dangerous neighborhoods around Paris were walled off by the government and left to fend for themselves.
* District 13 makes liberal use of Le Parkour. David Belle, a co-founder of Parkour, features in the co-main role.
* District 9. According to the director, it's actually a generation mining ship meant to be self-sufficient because its millions-strong population will often go on thousand-year long missions.
* District 9: Although Piet Smit is technically the main antagonist of the movie, Koobus Venter is the one who commands all the mercenary soldiers going after the main character.
* District 9 attempts to chop his arm off in the hope that it will stop the metamorphosis into a Prawn from spreading, but he only manages to get a finger off and stops due to the pain.
* District 9 both as way of a good will gesture, and to salvage all the work that had already been done. Many of the props used in the film were repurposed from their original intended use.
* District 9 can be. Yes, most of the stuff in the movie, such as the slum, the cannibalism, the deportation, that's all inspired by actual events.
* District 9 catches an RPG-7 rocket fired at Christopher's command ship. Then it explodes in his "hand". He survives though. The armor also has the ability to suspend incoming bullets in a force-field generated from one of its arms and then fire them back at the assailants.
* District 9. Christopher has to think up a plan on the spot to save both their butts.
* District 9 doesn't stop the Mercenary from putting all of his remaining weight on the pedal, resulting in Wikus getting knocked over by the speeding car.
* District 9. Employed by MNU, nothing would make his day more than getting to kill some aliens and considers himself lucky to even get paid to do so. He even says to Christopher that he loves watching them die.

* District 9 even though non-African viewers seemed to get the takeaway message that 'South Africans are terrible people'. Afrikaaners are just that damn thrilled to have a major film with a mostly S.A cast and crew.
* District 9, even though the ending itself was bittersweet enough, with Wikus losing what remaining humanity he has left, there is the possibility that once Christopher returns to his home planet the other Prawns won't be too pleased to know what happens to the others who are still held captive. Given the kind of technology they have, the human race will not only be facing a possible alien invasion but also suffer a similar fate, or something much worse than what they put the captive Prawns through.
* District 9 for the film, and also used them as part of the South African advertising campaign.
* District 9 had specific ideas for each scene and directed the actors with timing cues for when and where certain actions were to take place, but the actual dialogue and performance for the scene was entirely improvised. They would do several takes, usually without the cameras rolling and often with several different variations on the scene until Neill and the rest of the cast decided that they had a good approach to how the scene should specifically play out; they would then film it with that direction in mind. Neill and the rest of the actors commented in the DVD extras that Sharlto Copley (Wikus) was the undisputed master of this trope.
* District 9 has at least one guy losing his head to a snazzy special effects explosion.
* District 9 has experiments done on Wikus for the sake of weapons research.
* District 9, he becomes able to use the weapons — which results in both MNU and Nigerian gangsters chasing him so they can figure out how to access his power themselves.
* District 9 includes vox pops of South Africans speaking their opinions about the prawns. The filmmakers got realistic performances by asking real people about their opinions on immigrants.
* District 9 in the (initially) cowardly and weak-willed Wikus van de Merwe, who is put in charge of the relocation of several thousand fugitive aliens from one slum to another, even worse. He's something of a deconstruction, as he's a very realistic and complex character who shows that behind even the most obstructive of bureaucrats, there's still a human being — most likely an unhappy one in search of validation.
* District 9 is a detailed satellite overview of what is presumably Jo-Burg complete with highlighted "non-human zones," "Restricted Areas," and reports of possible non-human illegal activity across the city.
* District 9 is a massive flying saucer with a bunch of industrial-looking pipes and tanks attached to the bottom.
* District 9) is due to their need to be commanded by a member of their leader caste, which have all died out before the other Prawns could escape the downed vessel. This doesn't mean they're unintelligent, however, as the Prawns could be just as, if not more, intelligent than humans, it's just that the survivors are the drone caste members, and they don't have the drive to use their resources to liberate themselves from the humans.
* District 9 is recognized as his film. It helps that the film is set in and about Blomkamp's native South Africa, while Jackson is famously Kiwi.
* District 9 life, but it's doubtful cutting off the entire arm would have saved him anyway.
* District 9 Mockumentary/Satire/Social Statement, set in 2010 South Africa.
* District 9 of fantastically gory things to a body. It's horrifying at first, and then it's just awesome: they explode into tiny little pieces that litter the landscape. From a single shot from a man-portable small arm that can be held in one hand if need be. Which possibly doesn't need reloading. The first time you see one used, the recipient splatters across the main character's face. It's actually a funny spot, which is needed considering the darkness of the movie.
* District 9, one of the alien energy weapons can cause people to be destroyed whole, though instead of being vaporized, they just burst and splatter into a messy

pile of blood.
* District 9 only prawns can use the prawn superweapons. Thus human Wikus becomes of interest to the authorities when he is infected with alien prawn DNA.
* District 9 starts out as a mockumentary, with characters addressing the camera and performing talking-head interviews. Midway through the film, however, the format shifts to a traditional narrative, then returns to some additional talking-head interviews at the end.
* District 9: The aliens have two legs, one head and two eyes, but that's as much as they have in common with humans. They have four arms including the smaller, almost vestigial arms housed in their torso. They largely resemble seven-foot tall humanoid cockroaches, and even their vocal chords are too alien to try to mimic human speech.
* District 9, the protagonist decides to stay on the alien ship, intending to return to Earth in three years.
* District 9, there are no human attempts to hang ladders off it or tow it away. But we do see documentary-style flashbacks to the ship's arrival.
* District 9 there is a robot suit a la Iron Man made by the aliens. The aliens have relatively human like body structure so the robot itself isn't quite the Starfish, but it does look grasshoppery and it even has tentacle things on its "mouth", even though they probably serve no purpose at all.
* District 9 - The violent insectoid aliens seem at first to be mindless beasts. As the film develops we get to see how their circumstances are working against them. Through the character of Christopher and his child we gain a sympathetic viewpoint. It is an interesting exercise to view the film with and without subtitles: it shows how characters lacking a mammalian face are working uphill.
* District 9, this only serves to prevent the aliens using them. And then one day a gullible inspector finds a very painful way to use it - he gets gradually transformed into one of the aliens. Cue transition from documentary to action flick.
* District 9 Though it was actually a justified arrest: corporate espionage.
* District 9. Traditional documentary-style segments at the beginning ultimately give way to conventionally shot scenes, with an epilogue that contains talking-head interviews.
* District 9 versus the MNU Mercenaries versus the Nigerian Gangsters.
* District 9 was banned from theaters in Nigeria thanks to its unflattering depictions of Nigerian gangsters and scammers.
* District 9, was hired because he just happened to be hanging out where the director was filming footage for the effects test.
* District 9 were given their nickname because they resemble the small creatures. On top of that they are bottom-feeders and scavengers.
* District 9, which makes them even more listless and easier to exploit.
* District 9. Whilst they possess high levels of technology, it isn't clear that they developed it themselves and when found aboard their mothership are in a very poor state of health and hygiene. After (nominal) incorporation into human society, they rank very much as second-class citizens and barely above animals. This is the cause of much speculation in-universe, the leading idea being the leadership caste was wiped out.
* District 9, Wikus is losing several fingernails. Later, he cuts off a thumb with an axe.
* District 9: Wikus picks up Christopher Johnson with a massive mecha arm.
* District 9... with aliens who look like broadly-humanoid shellfish. The protagonist is falsely accused of having contracted an alien STD.
* District Five takes the ice in its first game wearing so-called "tape-to-your-shins"—a smattering of used or inappropriate pads (like a football helmet). Every league for kids mandates proper helmets with full face cages; they would
* Distrust, one of the requirements to compete on the season is that you have to be in high school. Yasuhiro Hagakure only gets to compete because of this trope.
* Disturbed artist Todd McFarlane) features a young girl with a bomb strapped to her body and a detonator in her hand, preparing to press the button as a gnarled

cleric spouts off rhetoric.
* Disturbed, asking for dollar donations to get the song. The proceeds go towards the defense fund of Damien Echols (he has since been released).
* Disturbed, as well as 'Indestructible', 'I'm Alive', and a few others.
* Disturbed, bringing him down with hooked ropes before The Guy climbs up himself to finish the job.
* Disturbed but still similar) with red cross-shaped make up. Who later paints a cross on top of a lamb and enjoys a bloody feast before sending her wolves in an attempt to kill the band.
* Disturbed cover of "Land Of Confusion" had an anime/Spawn styled animated video that was front-loaded with heavy metal and fascism cliches.
* Disturbed: Disturbed1s (pronounced "Disturbed Ones") or Disturbed Brothers and Sisters.
* Disturbed Doves. Both Kozue and Kyoko are watching, so it isn't clear, but it had the symbolism and feel of Airplane Of Love.
* Disturbed. Fire in question is Hell, and Satan tries to persuade a man grieving over his lover, who recently killed herself, to kill himself as well, so they can spend eternity together "inside the fire."
* Disturbed for the troops since the band's style is popular among soldiers. As a band, they're "For the troops, against the war" (respect the sacrifice, hate on the cause of the sacrifice).
* Disturbed guitarist Dan Donegan early in the band's career had hair ranging from brown to orange to blue to indigo. He's stopped doing this.
* Disturbed had the band stepping into stronger melodies, better writing and deeper, even introspective concepts.
* Disturbed has a recurring fish globe explode for no reason. Guitarist Dan Donegan mentions that they had a stunt-fish for different scenes.
* Disturbed has become known for being a band that still hangs out and talks after a show when other bands would've been sick of seeing each other. They've gotten to the point that each member knows exactly what kind of song they want to write or album they want to make without having to talk about it. Some of them have had each other's back during fights.
* Disturbed has the narrator trying to bring this out in someone, because it would be healthy/beneficial.
* Disturbed" has the oppressive, money-driven soldiers looking like this, going so far as to make their insignia a stylized dollar bill similar to a swastika.
* Disturbed in just the opposite manner: "Down with the Sickness" remains one of their heavier and most well-known songs, which has gone to undermine their slower, more melodic works in later albums. 11 million records, five number 1 albums and a Grammy nomination later, they're still seen in the public eye as that band that makes staccato monkey noises. "Down with the Sickness" was typical of Disturbed's style at the time. The slower, melodic, stuff came later as the band got more mature.
* Disturbed is about corrupt lawyers and the people they choose to defend for their own benefit.
* Disturbed is all about this. The narrator describes himself as a "terror to behold".
* Disturbed is written from the perspective of the victim...so now it's the criminal that is experiencing fear:
* Disturbed, just before the video starts, the lead singer warns the audience that the following song contains themes of suicide, advertising the national suicide prevention hotline as well. He probably did this by choice, especially considering that his girlfriend did kill herself.
* Disturbed-like on-stage execution of their "madman" lead singer for concert openings. He struggles like an animal, strapped into an electric chair, while a chilling voice reads out his absurdly long and unreal list of crimes.
* Disturbed: "Mother Earth will show her darker side and take her toll." The vengeance is metaphorical: by ravaging the world, people bring devastation on themselves.

* Disturbed often uses the same ending notes for their choruses. For example, "Decadence" and "Asylum" end their choruses with the exact same notes.
* Disturbedpedia including some very rare material that can't be found anywhere else.
* Disturbed's "Another Way to Die". It's not even the best known song off its parent album, despite it being the title track — that honor most likely goes to "So Far Away", which is an aversion on rock as it was the album's only #1.
* Disturbed's cover of "Land of Confusion" features the antagonists as a military force with soldiers wearing Waffen SS-style uniforms, and jet fighters bearing a Nazi flag-like roundel with a dollar sign in place of a swastika.
* Disturbed's "Down with the Sickness", though done symbolically - the "mother" in question represents society.
* Disturbed. The band's concerts sometimes contain sections in the set reserved for speeches by the lead-singer designed with this in mind (that and getting the crowd more pumped up).
* Disturbed universe is a better world. It's illegal to garden or share in this post-apocalyptic wasteland.
* Disturbed used to answer fan questions on message boards, spending the most of their time being badgered to prove who they were. The sad thing is, this was started by David Draiman with the other band members saying it wasn't worth trying till they eventually warmed up to the idea at David's urging. With the relationship soured, they'll probably never do this again.
* Disturbed", which peaked at #42 and went triple platinum. The cover is still well-known, but not to the extent as their debut signature "Down with the Sickness" (#104 on the Hot 100, #5 Alternative, and #8 Mainstream), nor is it their second (likely "Stricken") or third ("Indestructible") best-known song. Before "Silence" became the biggest "hit" in Disturbed's career, that honor went to "Prayer" (a #3 hit on both rock charts, and a #58 hit overall), which is nowhere near as well-known as "Silence", let alone their Top 3 songs.
* Disturbed will EVER end well. Might have to do with the band explicitly saying "We just play what we want and let the execs figure out which rack to put it on."
* Disturbia (2007), where the protagonist is confined to his house by a house-arrest legband.
* Disturbia, even leading to a copyright infringement lawsuit by the copyright holders of the original source material for Rear Window. While the film was never expressly marketed as a direct remake of Rear Window, in interviews executive producer Steven Spielberg and lead actor Shia LaBeouf admitted they both studied Rear Window extensively in preparation for the film.
* Disturbia first when Kale's friend Ronnie plays back a video he shot of the inside of his creepy neighbor's house and discovers a dead woman inside the vent, later when said neighbor pushes Kale into an underground pool he discovers several dead women inside.
* Disturbia, Kale watches Ashley from his bedroom, though rarely for things like undressing. He later tells her about all the little personal quirks and hobbies he knows about her from his spying, to prove that he understands her. They kiss right after this. Granted she does tell him that it's either "the creepiest or the most romantic thing [she] ever heard".
* Disturbia there was a sequence showing how the protagonist dealt with his being stuck alone at home due to house arrest. One scene starts with the camera panning across the room. Before it reaches the protagonist, a rhythmic noise made by furniture can be heard, along with moans and grunts of pleasure from the character. As the camera focuses on him it is revealed that he was trying to scratch the itch on his leg which was covered by the GPS bracelet put on him for his arrest, when all the time the audience were led to believe he was satisfying a different kind of itch.
* disturbing ad. While Lionel Richie's "Hello" played in the background, a young man attempts to show his romantic interest in a woman by having sculpted a bust of her out of Starburst. She is rather weirded out, but then completely freaked as the young man begins eating the face of the bust, complete with suggestive noises.

* Disturbing as it may be, one cannot help but feel at least a little pity for the two killers described in Truman Capote's
* disturbing couple. The song "The Chairman Dances" is dedicated to this trope.
* disturbing, harrowing commercials addiction: the new menace tearing apart suburban families.
* Disturbingly averted by the players who tested that level. Reportedly,
* disturbingly beautiful at worst. The ability of the artists and modelers to convey this, however, varies due to individual skill and decency laws.
* Disturbingly blurring male and female traits in the most horrific way possible, the extending "inner mouth" of the titular creature in
* Disturbingly, Nurgle the Chaos god of disease runs on a different kind of love: stuff like a mother desperate to save her child from sickness and
* disturbingly real , the inflammation of one of the membranes that surround and protect the central nervous system, generates chronic pain that often gets to debilitating levels.
* Disturbingly, the parents of the Columbine Killers had no idea what their boys were up to and were at a loss about what they did.
* disturbing — and apparently it's not that unlike actual child beauty pageants. The other little girls in the pageant were actual beauty pageant contestants and used their own costumes and routines.
* Disturbing Tha Peace bellows out this in gradual succession in the chorus of, well, "Move Bitch".
* disturbing, which takes place in Hell and features much sex and drug references.
* Dita Von Teese "Brian". His friends and bandmates are split as to whether they refer to him as Marilyn or Manson.
* Dita Von Teese - Burlesque dancer, famous too as Marilyn Manson's ex-wife.
* Ditch the Bodyguards: Bodyguards that can't keep track of their clients have to be real idiots.
* Ditch the Bodyguards: How else are you going to have a proper adventure?
* Ditch the Bodyguards, leading to exactly the kind of dangerous escapades everyone was trying to avoid in the first place.
* "ditch the crazy outfit" The human form is also the only form that doesn't aggro city guards, as it's the only form that doesn't carry a weapon and they're set to act violent when detecting weaponry to protect the city from Mavericks sneaking inside.
* Ditto above in the UK, except Aston is the company whose name turned into the generic term.
* Ditto Aliens: A species of aliens where all the individuals look the same.
* Ditto Aliens The simple, striking design of these small ships perfectly reflected the stagnant, conformist culture on the main character's home planet.
* Ditto a Philippine revolutionary group, though that is more commonly known by the last K (Katipunan) because the other alternative was an
* Ditto "Bait" from season 3. And better: the supposedly dead mother in the episode was
* Ditto bakeries that have display cakes, which generally consists of frosted Styrofoam. For example, if you watch
* Ditto can use the moves of whatever it transforms into for that battle. So can Mew and Smeargle (the latter only if it has sketched Transform).
* Ditto Caroline and Matt. They broke up after Matt realized Caroline was a vampire, and while he eventually got over it, she moved on to Tyler.
* Ditto Fighter: A fighting game character that copies the opponent's moveset.
* Ditto Flitter and Cloudchaser, the Pegasus twins from "Hurricane Fluttershy"; and Lightning Dust from "Wonderbolts Academy". "We
* Ditto for Amy, whose kissogram background hardly prepared her for, well, anything. Her boyfriend/husband Rory, though, is a nurse, who does occasionally have to make use of his medical knowledge.
* Ditto for Camp Quest, a summer camp organization founded in 1996 by Edwin Kagin, the head of the Free Inquiry Group of Greater Cincinnati and Northern Kentucky, and his wife Helen. Since Boy Scout camps did not permit non-religious children to

attend, they decided to start their own camp that would be more welcoming of them.
* Ditto for characters who fail their saving throw against the spell 'Disintegrate'; no matter how much health you had left, if you blow that roll, you (
* Ditto for digital cameras, that very often include options to take pictures in sepia and/or in black-and-white.
* Ditto for Finland during the Winter War, though the ineptitude of the Russian army command and the frighteningly lethal strategies of the Finns probably did more damage than the actual weather.
* Ditto for Goku's first-time Super Saiyan 1 and 3 transformations. Goku's transformation into SSJ3 however is more exhausting than painful though.
* Ditto for his girlfriend Dixie Kong, who is just as adorable if not more so. Her little sister Tiny Kong used to qualify for this, but after a redesign looks more mature and less cutesy.
* Ditto for its film version, which was originally going to be followed up with a straight sequel, titled
* Ditto for Japanese troops as well — as in Nazi Germany, there wasn't a lot for
* Ditto for Kenshin, who also looks significantly younger than his thirty, despite quite a turbulent life.
* Ditto for Max Immelman, who was a contemporary of Boelcke, was the first pilot to be awarded the Pour le Mérite, Germany's highest medal, (which was nicknamed the "Blue Max" in his honor during WWI) and was an inspiration to Richthofen. And having an aerobatic maneuver (in fact one of the basic ones) named after you doesn't hurt opinions, either. Immelman too was killed in action in 1916.
* Ditto for NXT Live Events. People without a set character will appear as a face or heel at random, only to debut on TV in the opposite role. Case in point: Divas Alexa Bliss and Becky Lynch worked live events as heels but debuted on NXT as faces.
* Ditto for Oishi snacks in the Philippines, who also gleefully bite huge chunks out of each other (and what's funnier is that the "victims" still look like they're having a great time!).
* Ditto for Red's grandmother. Far from being eaten by a wolf, this one stands guard all night with a crossbow and is able to shoot a gun out of someone's hand when her granddaughter is threatened.
* Ditto for Russian washing powder with the same name, if it's not the same company.
* Ditto for Sabo. He spent only a fraction of the amount of time Luffy and Ace did with Garp, but by the end of his first meeting with the old man, he was every bit as terrified of him as they were.
* Ditto for (some at least) cities, that as they have growth have absorbed close towns that have ended as districts on them. Despite this they tend to keep their former aspect (layout of the streets, low houses, a large church in the center
* Ditto for Spanish footballer Suso, whose name means "breasts" in Tagalog (the most used Filipino language), and Brazilian footballer Michel Bastos, whose surname translates to "rude" or "vulgar" in Tagalog. Filipino viewers of the 2018 World Cup had a chuckle when they learned that Brazil’s coach was named Tite (which sounds like the Tagalog slang for “penis”).
* Ditto for Surge: when asked, she confessed her blue hair "came from a bottle".
* Ditto for the comic books, which include among others Medic directly pouring blood from a bucket, back into Soldier's open chest cavity to heal him. You can see twigs in it.
* Ditto for the Ginger-vs-Mary-Ann cat fight commercial for "The Real Gilligan's Island" that even adds in the same gag as above, but with pies.
* Ditto for the Italian version of Boing, to the point that is one of the very few things they air that is not a Cartoon Network show.
* Ditto for the lesbian actress Tig Notaro playing the homosexual Cdr. Jett Reno.
* Ditto for the Nemoidians, the leaders of the Trade Federation. Viceroy Gunray pretty much embodying every single one of their traits: they're

* Ditto for the Russian Army, which has lead to the oft-asked question why they wear them at all, if they're not going to use them, even in the cases where this would be obviously useful, like for
* Ditto for the Struggle Bat Roxas uses in the virtual Twilight Town in
* Ditto for the Swedish title: Nyckeln till Frihet — "The Key to Freedom" (you know, hope.)
* Ditto for the Vedala in "Jihad", described as the oldest known space-faring race.
* Ditto Fortune, who lost her father, husband, and unborn child, and can't die herself because of her extreme luck (which was really due to a force field).
* Ditto Germany. Accompanied by massive overuse of the stuff in some households, to the degree that there's a joke along the lines of "the French use
* Ditto has gained, over the generations, abilities that allow it to instantly transform into an enemy. If it gets to make the first move, whatever Pokèmon your opponent was using is now yours to use.
* Ditto in France which is divided into two parts, namely Paris and the Province (as in outback).
* Ditto in parts of Lithuania that were also claimed by the Poles—e.g. around Vilnius.
* Ditto in the case of Leafpool and Crowfeather, except that Leafpool is also a medicine cat. Leafpool has to give her kits to her
* Ditto is a genderless Pokémon that can mate with any other fertile Pokémon regardless of gender. The offspring is never Ditto, but always the other Pokémon's species.
* Ditto, it got an ability which transforms it immediately upon entering the battle.
* Ditto jazz musician Mongo Santamaria, who is perhaps best known today as the punchline of a throwaway joke involving the character Mongo in
* Ditto many ancient Greek texts. Among scholars of the ancient world, it's more common to hear about "
* Ditto Marie, who's also given a love of punk rock (or rock in general) due to her choice of attire.
* Ditto "Megafail" among others for Megaupload - though despite being more active in moderating what you can upload, at least non-member files don't have a 10-download limit like on Rapidshit.
* Ditto Missouri, especially if you live anywhere within driving distance of the Mississippi River.
* Ditto most of the above for the Tau and Kroot of the Tau Empire. It helps their sexual dimorphism is much subtler than humans' anyway.
* Ditto possesses a telepathic ability to communicate among his duplicates that Echo Echo is noted in Beyond to explicitely not possess.
* Ditto Posthumans; this also includes when they appear in large numbers; the episodes set in the future make it clear that all Observers dress like this, not just the members of September's Scientific Team. This fashion sense is also present in their own "native" timeline even further in the future.
* Ditto showrunner I. Marlene King showing up in the last episode as one of the guests at Ezra and Aria's wedding.
* Ditto SMERSH, before their role was usurped by the completely-fictional
* "Ditto" Stiles, one of the High School teachers in the Nick Nolte/Ralph Macchio black comedy
* Ditto Tenshinhan, who permanently crippled his first on-screen opponent, nearly did the same to Yamcha, and stood toe-to-toe with Goku in their first fight (and technically won), yet was quickly banished to Jobberdom. Only stayed in the big leagues due to his Kikouhou/Tri-Beam, which literally sapped the life from him. (And even then, later on, it was only good enough to sucker-punch Super Buu, who swiftly - and apparently permanently - returned the favor.) In particular, he also seems to forget about a lot of his old moves, including limb duplication, the Dodonpa, Solar Flare/Taiyouken,
* Ditto the original Final Battle between the Critic and the Nerd. The lightsaber

scene alone was too ridiculous
* Ditto Twilight when she loses hope of getting her Element back before the
* Ditto when Three Dog refers to the Super Mutants as "Frankensteins."
* Ditto with Adriana Caselotti, whose sole feature film role was the titular princess in
* Ditto with Asuka's Mexican voice actress in the Mexican Spanish dub, the late Norma Echevarría. She even added German
* Ditto with British-American reggae singer Coolie Ranx, whose sole acting credit was Niko Bellic's close friend and accomplice Little Jacob in
* Ditto with Kevin Flynn, absent from the analog world for nearly 20 years. He just shows up earlier in the second film.
* Ditto with Oskar Schindler and Albert Goering, the latter being the younger brother of the Nazi Reichsmarschall, both of whom used their connections to save Jews and other victims of Nazism.
* Ditto with the book (minus the fighting fleets of airships and the like; at this point from the reader's perspective there's no evidence Howl is actually doing anything significant, so the trope applies less).
* Ditto with the Human Torch and Spider-Man. Johnny usually ends up the worse of the pair in these confrontations, thanks to Pete's
* Ditto with the Iranians, most of whom had no surname until Reza Shah laid the tradition as part of the Pahlavi dynasty's modernization program. Before then, Iranians were usually referred by their profession, familial link, or origin. Respected figures would be known with a nickname only, e.g. Jalal ad-Din Muhammad, more well-known by his epithet Rumi ("from Rome"
* Ditto with Trident Xtra-Care gum, which advertises calcium-based Recaldent to "remineralize" teeth. (Recaldent, of course, is just a combination of the prefix "re-", the word "calcium", and the French "dent", meaning tooth.)
* ditz who is a heck of a lot more kind-hearted, nice, and well-meaning than Quack.
* ditzy and is in many ways savvier about functioning in the real world than the guys.
* Ditzy Don't: Pinkie has this to say to Twilight after Ditzy accidentally food-poisons her:
* Ditzy Doo's Dismally Derpy Day , Big Macintosh says that if Ditzy were to die, "Ah might just have to break my own rule against Gran'pappy Moonshine's blastin' hooch. Don't think there's nothing else that could dull that hurt."
* Ditzy Genius: A character who is intelligent in regards to numbers and science, but is somehow oblivious of stuff that even complete idiots are aware of.
* Ditzy Genius: A character who is knowledgeable in numbers, science, and other brainy stuff, but lacks common sense that even certified morons possess.
* Ditzy Genius: A genius who's really bad at one thing vs. a ditz who is really good at one thing.
* Ditzy Genius: An generally intelligent character that has his/her idiotic moments in certain other aspects.
* Ditzy Genius: An intellect who nonetheless has areas in which they are inarticulate.
* Ditzy Genius at times and had much the same sense of humour as any 15-year-old boy. He could just do cooler stuff.
* Ditzy Genius, one of Plato's dialogues, has Socrates explaining that philosophers (which were equivalent to modern day polymaths) were considered "absent-minded" because they didn't care about mundane stuff like gossip or social fads.
* Ditzy Genius was interested. So unusual, and so much potential, that Aizen kidnapping her was enough for Soul Society to mobilize against him. It's been stated that the limit of her ability is defined by what she believes she can do with it.
* ditzy is very much a parody of the type; she exists simply to look pretty and have Graham Chapman's character explain the plot to her. He eventually becomes so frustrated with her stupidity that he knocks her out and explains the plot to himself instead.
* Ditzy Secretary: A bumbling secretary not competent enough for their job.

* Ditzy Secretary, and she'll even sometimes discuss this if you talk to her in her RV.
* Ditzy Secretary: How can someone as stupid as her have the job of a secretary?
* Ditzy's first season) had a slight Valley Girl accent in the very early season one episodes, despite her being a huge tomboy.
* Diurnal Nocturnal Animal: A nocturnal animal is somehow active during the daytime.
* Diurnal Nocturnal Animal: A nocturnal animal is somehow active in the daytime.
* Diva, Alba, a young lady, is shoplifting lp records in a store, sneaking them into a hidden compartment in a portfolio case. When a clerk asks to examine the case, he only finds several nude photos of her, and hands it back with embarrassed apologies.
* Diva Dirt, and would resist no opportunity to criticise Ashley's appearance and wrestling. Whenever fans complained that she was going too far, she would respond with variants of "it's my opinion and I'm entitled to it". She did however appear to realise her mistakes once the website's popularity grew, and the writing became significantly more professional.
* Diva Dirt Bobby when he was too busy with college work. This led to the less popular Jack taking control of a lot articles; he became infamous for jokes that weren't funny, getting the names of moves wrong and some oddly selective favoritism when it came to certain women. Then the rest of the site's writers left, and were replaced with people they'd found in the comments - giving it the feeling that it had gone from legitimate news site to blog with multiple contributors.
* Diva Dirt for example had loads of fans before she had even debuted on TV.
* Diva Dirt got in a fantastic one in one editorial (and note that the website doesn't have a policy against swearing):
* Diva Dirt was being cancelled. Cryssi seems to have embraced this attitude since around mid-2011.
* Diva does this too. Some by choice, some by force. None of them had any complaints.
* Diva Plavalaguna, though the character is noticeably taller than her actress Maïwenn Le Besco (who still happens to be 175 cm).
* Diva'ratrika, the matriarch and empress of the drow, was a ruthless commoner-hating, child-beating
* Divas are of noticeably different body shapes than the rest of the roster and so are not really pushed forward as the "sexy" divas. However, when they do clean up, the result is jaw dropping. Tamina especially considering what wonders straightened hair and figure flattering clothes can do:
* Diva's daughters are an even better example. When they emerge from their cocoons, they already have full heads of hair, as opposed to small tufts on their foreheads as Saya and Diva had, and after a moment or two of crying, they quickly shift to smiling and giggling.
* Divas In Hedonism' left nipple is visible in her open shirt at the start of her segment.
* Diva stalks an opera star, then finally meets her ... and she sleeps with him.
* Diva Starz toyline. She's also a DJ, having DJed at Michael Jordan's 50th Birthday Celebration and his 2013 wedding reception, as well as at Jay Leno's farewell party.
* Divatox badly for her, as one of them shot her in the tongue when she tried to snag them with it; the whole rest of the episode had them trying to avoid and hide from the very sore and pissed-off villainess as they tried to escape.)
* Diva was off-handedly implied to have had sexual relations with some of her chevaliers, although that was Amshel's initiative, not hers. At least one of her chevaliers, James, definitely holds some sort of affection for her.
* 'Divekick: 1v1 Jerma vs. STAR_ Curtain Showdown'), STAR_ tried to go for best out of 5 but seeing how the video ended right there, it did not work.
* Divekick because of how the backer's brother loved to always use random select in fighting games.
* Divekick concusses the opponent, making them lose all their special meter and

move slower the next round for a few seconds.
* Divekick, for a game that's very light on mechanics and very heavy on metagame.
* Divekick genre and the EVO pro-gaming scene. Instead of being a complicated fighting game with many buttons and combos, the game simply has two commands: Dive and Kick. The game became a huge hit in the EVO scene, because of its simple yet hard-to-master concept — creating many competitive matches. As a result, the creator of the game, in 2013, started heavily promoting it for release on the PlayStation Network and the PC, and it became a main tournament feature at the EVO Championships.
* Divekick, Kick's win pose has him pull a mic from his pocket and drop it on the ground.
* Divekick matches end in a draw, a giant blue foot comes down and crushes both combatants.
* Divekick Resident)" in reference to the site's 2012 Game of the Year video.
* Divekick tactic. The only controls? A button for diving and a button for kicking. It also originally had two characters, but the roster has since expanded.
* Dive Man has propellers in his feet, but no longer has a keel-shaped chest, nor does he fire Dive Missiles from it, instead firing them from a cannon on his left arm.
* Dive Quest's goal is to "become the Devil" and has no qualms about burning down peaceful villages and assassinating his rivals to get his way.
* Diver Dan, constantly retorts "Call me 'Baron' [epithet]!", only to have him respond "Sure, Baron [Epithet]."
* diverged). She also says just last year a woman also was burned in the Philippines, so it still hasn't gone away entirely (however, this may have been a lynching, not a legal penalty).
* Divergence Eve. After her father dies in battle she joins to find out what he found in the military.
* Divergence Eve, flipping back and forth between 3D and 2D animation every few seconds. And it is VERY conspicuous, owing to the terrible quality of the CGI.
* Divergence Eve. Granted, she is about as good a character as it gets, so maybe it's a subversion?
* Divergence Eve is the ending; the rest tell the story leading up to that point.
* Divergence Eve Luke Walker in English dialog as a chief petty officer, but his bio in the opening credits gives his rank as sergeant. Every other character uses naval-style ranks, and no, the Japanese words for the ranks aren't the same.
* Divergence Eve when Bernard and Misaki are sneaking around a guard checks them and Bernard kisses Misaki to give an explanation as to why they were there. She blushed and it was never mentioned again.
* Divergence Fic that does stealing the scroll, the Wave Country mission, or the Chuunin Exams with any amount of creativity.
* divergence point is Thomas Jefferson's early death in 1809, starting a series of events that results in New England (along with a disillusioned New York and New Jersey) seceding from the Union, with military help from Britain.
* Divergent along with the rest of the Dauntless. As the first film mainly focused on Tris and her three friends, we can assume they were there but we just didn't see them.
* Divergent, as Tris goes into a simulation designed to emulate her fears she is attacked by a large number of crows. These turn out to be representative of something else as Four points out that she isn't really afraid of crows.
* Divergent Character Evolution: An adaptation redesigns a group of two or more identical characters and gives them differing personalities and characterizations so that they are easier to tell apart and aren't just clones of each other.
* Divergent Character Evolution, and Kenny ended up being killed off instead as mentioned previously.
* Divergent Character Evolution, and thus is a nonstandard example of this trope.
* Divergent Character Evolution to separate him from his brother, Yun.
* Divergent Character Evolution: Two or more identical characters are redesigned and developed so that they're better distinguished.

* Divergent during the zipline scene. She's the first person to come through the door onto the roof.
* Divergent has an interesting case in which the fans refer to themselves by whichever faction in the books they identify themselves with. (Dauntless, Erudite, Amity, Abnegation, Candor). However, sometimes "Factionless" is used as a general term for all of them, based off the name of one of the fansites. The common overall term is "Initiates".
* Divergent, it is mentioned that Four and Christina fall in love, on account of their shared suffering.
* Divergent, it's very easy to tell who belongs to what faction based on their attire:
* Divergent mentions how sometimes her parents would withhold food from her as punishment.
* Divergent: On her deathbed, Lynn admits that she loves Marlene, who, at the the time of her death, was dating Uriah.
* divergent paths, as well as the life of Counter Guardian Shirou. After this, he takes Shiro's magical education seriously, with emphasis on the skills needed to survive the War and destroy the Grail. However, things have already diverged as a result, as the Magi now know Shirou exists and some of his capabilities.
* Divergent) sacrificing the narrative energy of the first two books for a lot of exposition which shouldn't really be necessary at that point.
* Divergent series actually cut out a chunk of information from the novels to focus more on others.
* Divergent series, the serum associated with the Candor faction is, of course, truth serum, used for trials, interrogations, and Candor initiation.
* Divergent shows that the Amity Faction practices some sort of naturalistic religion.
* Divergent that the initiates take their test when they're sixteen, and Four and Eric's generation are eighteen. In the films they are played by actors in their late twenties, so their ages are left deliberately vague as a result.
* Divergent: The third book briefly mentions the Purity War, a conflict fought between the genetically pure and the genetically damaged. The result was the quarantining of several GD-dominated test cities in the Midwest (including Chicago) as a way to produce more GP people.
* Divergent. To say that they are angry, horrified, and traumatized is an understatement.
* Divergent trilogy kills off Tris, the narrator of the first two books and co-narrator of the third. The rest of the book focuses on Four as he comes to terms with her death.
* Divergent was shot almost entirely on location in Chicago where the film is set.
* Divergent (while on a proper date with Four, no less) as one of the first things they did together.
* Divergent, with the main protagonist, Beatrice Prior, renaming herself "Tris".
* Diversifying a Cast: Changing the ethnicity of minor characters to prevent the entire production from being homogeneous.
* Diverted: when North American airspace closed after the 9/11 terrorist attacks, thousands of passengers on transatlantic flights found themselves stranded in the small town of Gander, Newfoundland, whose inhabitants did everything humanly possible to provide for their needs and make them feel welcome.
* Dive was filmed in 2017 and released in 2018, but became dated immediately after its first week. The reason? The plot deals with a champion swimmer who becomes pregnant. Abortion was illegal in Ireland since the signing of the 8th Amendment of the Constitution of Ireland, which gave the unborn fetus the same rights as a living human, thereby making abortion illegal, in September of 1983. That amendment was repealed exactly one week after the premiere of the film.
* Divide and Conquer novels (yes, they exist), subverts this. Lots of trouble ensues because Cobra was just as happy to have the huge bulky disintegration ray as they were to have the small portable version. Things went blooey just as well with either one. There was almost a mutiny when one of the Cobra lieutenants guarding

the device decides he wants to rule everything and will zap those who disagree.
* Divide and Conquer that this would always happen in some of the movies he would do. Grodd of course waves him away saying how there's no way it could happen...
* Divide and Conquer: When a villain gets his enemies fighting each other instead of him.
* Divided And Entwined, this is the reason Hermione finds herself wanted as a murderer: when two Aurors come to her home to interrogate her about Umbridge's disappearance one of them pulls out his wand, at which point Hermione, who had read on the papers of Aurors killing a number of Muggleborns in "self-defense", reacts with lethal force and then stuns the other.
* Divided for Adaptation: A long work has the adaptation divide it into two or more installments.
* Divided Rainbow, both Rarity and Twilight know healing magic. Other unicorns, such as Drs. Osteoblast and Osteoclast of Bramblewood Hospital, have mastered this power to such a degree, that their horn-healing can take the place of major surgery.
* Divided Rainbow is nothing short of merciless, uniting all his fellow animals against Rainbow Dash in a nonstop campaign of torment.
* Divided Rainbow: Lero runs into a giant ("as tall as a rhinoceros, and equally as wide") seven-legged spider (the eighth leg is just an infected-looking stump) in chapter 3, and names it Mr. 7. He very nearly gets killed by it until Rarity shows up to help.
* Divided Rainbow, Rarity's favorite pet name for Lero Michealides is 'my sweet prince.'
* Divided Rainbow, several of the Sicklefin gangsters were submitted by fans.
* Divided Rainbow, this is brought on Twilight's friends by the Swap, to ruinous effect.
* Divided Sky, Kittifox and Stryde are a good example of this trope, where the mute friend picks up on this and a blind angel says bluntly, "You love her."
* Divided States of America is averted, though its political situation can be made extremely unstable.
* Divided We Fall allies regard you as a greater threat than their (and your) enemies.
* Divided We Fall: Dissension between the heroes gets in the way stopping the villain.
* Divided We Fall, USA became splintered into several smaller factions, complete with Texas declaring its independence.
* Divide the typical Fallberg sidekick into Scooby AND Shaggy, and it becomes obvious how this trope took the path that it did.
* Divide, Yang seems to blame Ruby for their current situation. While Ruby's decision to lie to Ironwood was reckless and needed to be addressed, Yang also deserves blame since it was her and Blake's unilateral decision to go behind everyone's back and tell Robyn Hill about Amity Tower that destroyed Ironwood's faith in RWBY and their friends.
* Divine Bells are a mischievous masked pair who play pranks on their king.
* Divine Blood are capable of this even if it's not their normal choice. They are canonically capable of:
* Divine Blood. First was the tanar with the KT event being theorized by the silthine. Then it was the war between silthine and tanar that destroyed civilization a second time. Then humans develop and rename the two races Demons (tanar) and Gods (silthine). Current hopes include avoiding a third civilization ending event.
* Divine Blood has a branch of psychic ability referred to as "Death Seers". Death Seers are naturally able to see and speak to ghosts, see how and in what way people have encountered or interacted with death and also see ways to slow down or advance the rate at which someone dies. Of the two shown, one is a demi-Goddess trained by humans and the other is a Demoness with a well known name. The demi-Goddess is absolutely shocked to learn that the Demon hasn't learned practically anything about how to use her death seer powers and is afraid of ghosts to boot.

* Divine Blood: Keiichi and Belldandy, and this is the first official interspecies marriage between any of the humanoids, despite the existance of half-breeds. They quickly become Insatiable Newlyweds.
* Divine Blood, Lady Tinia refers to humans as "monkeys", Hel refers to Naiki as a "deep one", Naiki herself refers to smelling the presence of a "cuckoo" and is reminded that they prefer "changeling" and several people refer to untrained psychics as "akiras". Also, a killer who Mao eliminates in the first chapter is called a "Van Helsing" since he was killing non-humans after learning they existed.
* Divine Blood Novels. Each one of the races has the power to enchant magical artifacts, and magic is just a type of technology. And each race, happens to have a material that is easiest to enchant. Dwarves can use bronze, so all their magical artifacts are made of bronze. Gods can enhance trees, so all their technology is tree-oriented. Humans can enchant crystals, so human artifacts are crystal oriented. This leads to situations like a God having a wooden shield that works as a force field.
* Divine Blood Novels have recently looked into cloning, but the first known clone died at six years old after a long history of medical problems. Cloning people has been banned until the reasons behind this have been determined.
* Divine Blood Novels on the characters and make it into its own novel.
* Divine Blood targeted at anybody with mental powers or borrowing mental powers via a spell. She mostly targets her own mass-produced biological daughters early on.
* Divine-Class Materials, they gain the privilege of summoning the Unexplored-Class Materials. However, a given summoning ceremony only lasts for ten minutes (barring certain exceptions), so they rarely progress to this level.
* Divine Comedy. Dante gives her the full blame for the Trojan War, as if she got herself kidnapped by the Trojan prince on purpose in order to give her own nation an excuse to invade Troy.
* Divine Comedy. Frasier and Niles console themselves by claiming that the critics would have picked up on the Dante allegory and torn the novel apart.
* Divine Comedy when commenting on the two pirates' "fortunes". Also, he's said to have learned his swordsmanship from an Italian master, and so knows the classical nuances of fencing (thus his commentary to Will Turner during their duel).
* Divine Divinity. Except a lot of them are wrong, sometimes dangerously so. (One claims that Othar will gladly let you kill his pigs, when he actually responds violently if you do so.) Fittingly, one tip is "Don't trust everything you hear!"
* Divine Divinity having a discussion. One explains how they don't eat because they have no stomachs, which leads to the other one questioning how they can talk without vocal cords. The first one agrees and says that, thinking about it, they shouldn't even be able to hold themselves together without muscle and skin. One of them remarks that realizing the truth would be quite unpleasant and the other agrees to drop the issue. Still, the seeds have been planted and they both collapse immediately after.
* Divine Divinity is a perfect example of this. Long, linear dungeon crawl to begin with, takes at least several hours to get through before you get to the heavily nonlinear and somewhat less combat-intensive main part of the game, which has heaps of interesting quests and whatnot. Technically it's possible to skip the dungeon but it makes it difficult somewhat because every other enemy around is well too tough at level 1.
* Divine Divinity, magic is unusable in the prison where Zandalor and the third Marked One is kept. There's also a death knight and substantial number of orcs between you and them. If you're playing a wizard, you're out of luck. (Although you can sneak by them using invisibility potions.)
* Divine Divinity mentions that she is pregnant, but she's only in her tenth month, so she's not showing any visible signs yet.
* Divine Divinity, most of which are highly entertaining short stories and at least two longer series, one about an Ork pirate and his adventures. Others show spells and demon summoning or are about the ingame world, describing plants, animals and monsters.

* Divine Divinity of their design, like how they really shouldn't be able to speak, walk, or even stay assembled without any muscle mass, skin, tendons, or internal organs. It eventually causes them to fall to pieces.
* Divine Divinity's final area, the desert of Yuthul Gor and its Black Lake dungeon fit this trope. The developers didn't have time to finish the area and were intending on cutting it from the game, but their publisher wanted an orange area for the back of the box, so it went in unfinished. You have to wade through hundreds upon hundreds of mobs of imps, spiders, and gargoyles to get to the final dungeon. Attempting to clear the map is an exercise in futility even for high level characters. Even when you do get to the dungeon, you then have to travel through dozens of copy-pasted winding corridors to fight the five evil wizards you fought earlier in the game again. Following that, you get a disappointingly easy final battle and a short and confusing cutscene to end the game. A shameful way to end an otherwise excellent hack-and-slash RPG.
* Divine Divinity then went on to spark an even bigger influx of newcomers to the series).
* Divine Divinity there is a brothel where a player of any gender can sleep with both male and female escorts.
* Divine Divinity with Kroxy, the orc warrior you need to recruit for the Council. He's the only orc in the game who isn't an enemy. Predictably, you find him locked up by his brethren and awaiting execution for disagreeing with their warlike ways.
* Divine Enforcer, which converts all inhabitants of a planet to spiritualism. Since robots and hive-minds can't be spiritualists, they will all be killed instead, leaving the planet empty.
* divine figurehead empress so they can rule in her name. They have no empathy for their people, seeing them as ants and toilet paper, and are willing to sacrifice all of China and its territories just for their personal gain.
* Divine Intervention: A god directly gets involved in mortal affairs.
* "Divine Intervention" caused a minor scuffle, dragging even a bodyguard hired by Sarah's family (whom Matteo allegedly punched) into the mess that eventually made national headlines.
* Divine Intervention have taken the batteries out of the remote, or gotten them from somewhere else.
* Divine Intervention" in season 1 episode 16 derails when the god shoots down Ruel's expectations.
* Divine Intervention, the little girl comes with a pair of knives and will stab you to death if she can.
* Divine Intervention: The zombie outbreak is caused by a Satanic ritual gone wrong, and at the end of the stage the player fights a chubby Satan-like demon as the final boss.
* Divine ki is noted to be denser and harder to control than mortal ki, but exponentially more powerful. It also requires specific methods of training or ritual in order to access, although it becomes substantially easier to do so once the user has activated it once.
* divine Knight of the Cross Michael. Conversely Harry's pentacle charm (a symbol of magic) will work for him, but not for Michael. Michael's faith in particular is strong enough that it's even able to cause a Red Court vampire (who is not particularly weak to symbols of faith) to instantly burst into flames on contact.
* Divine Lords of Tat'. While vulnerable to both regular and magical harm, their power levels and personal brands of
* Divinely Appearing Demons: An inhabitant of Hell being superficially similar to an angel or other Heavenly being
* Divinely Appearing Demons: Demons with a physical appearance similar to angels or gods.
* Divine Misfortune and several completely fictional ones but no mention of any version of the Abrahamic god is made.
* Divine Misfortune has at least walk ons by every Non-Abrahamic deity you could imagine including several entirely fictional ones.
* Divine Parentage: Imhotep, supposedly son of the god Ptah; the Egyptian kings who

claimed that gods fathered them; and whatever god(s) was/were responsible for Gilgamesh being 2/3 divine.
* Divine Pulse. In gameplay, your units can be seconds away from defeating the boss after an hour-long battle, and you are capable of Divine Pulsing all the way back to the beginning of the battle with no issue.
* Divine Race Lift: A deity is depicted with a different ethnicity than they are usually depicted as.
* Divine Race Lift: A deity's physical appearance is depicted differently depending on the adaptation.
* Divine Ranks: All the deities in a pantheon are classified into a hierarchy.
* Divine ranks do feature in 4e, they just aren't as prominent. In the core, there are two main divine ranks: Gods and Exarchs, or demigods. In the
* Divine Right of Kings: The monarchy exists because the gods chose someone to rule.
* Divine Right of Kings: When monarchs claim that their political power is justified by God's will.
* Diviner Maros of the Circle of Thorns exists at all points over a 14,000 year period simultaneously. Your conversations with him can be very confusing, even to him.
* Divine Shield which they can cast on their fellow party members, which makes them immune to physical damage for 8 seconds (but does not prevent magic damage).
* diving board plane with Dick Dastardly on it, so when he is directly above the pigeon, he will dive, catch the pigeon and land on a plane carrying a huge tank of water. Before the squadron takes off, Dastardly remarks, "OK... but I still think we're forgetting something." Remarkably, Dastardly actually catches the pigeon, but suddenly says, "Uh oh! Now I remember! I CAN'T SWIM!", sinks beneath the water, lets go of the pigeon and once again begs for Muttley to rescue him.
* Diving deep into the heroines' Cosmos Spheres series reveals their "true" personalities, thoughts, and desires under the masks of being pure, shy, cute, bossy, hotheaded, or whatever in the real world. Given how they present the games, Those heroines have... a lot of unhealthy suggestive things in their minds.
* Diving inside the Reyvateil's Cosmosphere, which consists of entering these worlds to solve their inner problems and find the feelings they can use to craft more powerful song magic.
* diving into an empty pool, the Critic ponders if this happened while the ad cuts away from the woman.
* Diving Officer: Lt. Emily Lake, though she later takes on the role of
* diving off of the wall after her that Suzaku would catch him—if not for his sake, then for Shirley's.
* Diving Save. As Kate is a lesbian, she just finds this annoying. Later when Kate saves the life of Parker Torres, Kate makes a point of establishing clear boundaries as her mentor so she won't have a smitten schoolgirl on her hands.
* Divining Rods and Dowsing more recently known as Radiesthesia. Divination using a forked stick, rods and pendulums for the discovery of hidden water and other metals, minerals, objects or missing persons.
* Divinity. Despite all this, regular magic has never had such problems.
* Divinity: Dragon Commander who will object to motions such as legally enforcing equal wages or recognizing gay marriage.
* Divinity II: Ego Draconis), but they have been hard at work preventing Damian from destroying the world ever since then, a task not made easier by having an organization dedicated specifically to their personal annihilation.
* Divinity II: The Dragon Knight Saga allows you to pick up a fully understandable sentence, which is always the same no matter when you do it.
* Divinity: Original Sin blinks a target (an item, ally or enemy) some distance away from the caster and into the air, causing damage when they hit the ground.
* Divinity: Original Sin, but fortunately you don't have to waste most of your AP moving. Even if it's a small click moving yourself a few pixels over, it does not drain your AP.
* Divinity: Original Sin has the Seven Gods who each created one of the six races

(humans, dwarves, elves, lizards, orcs, and imps) with the exception of Amadia, who serves as the patron god of wizards.
* Divinity: Original Sin has this with the two customizable protagonists that can be of any gender.
* Divinity: Original Sin if you make both of your player characters women and bring along Madora and Bairdotr in your other two party slots.
* Divinity: Original Sin II after being defeated, leaving the player to decide his fate.
* Divinity: Original Sin II; and at least one other assassin, who is trying to kill The Red Prince.
* Divinity: Original Sin II and make his followers suffer like they did.
* Divinity: Original Sin II buys from him, he'll cheerfully state that the burgeoning war might soon put them on opposing sides... in which case his prices will go up.
* Divinity: Original Sin II determined to rub Source magic off the face of Rivellon. They blame the recent Voidwoken attacks on it. Mundane magic spells don't bother them though.
* Divinity: Original Sin II, ghostly hands that do the same to any enemy standing in blood, and a spell that heals the target by absorbing nearby blood.
* Divinity: Original Sin II has been spoken in the Lizard Empire for centuries. In his defense, he's spent those centuries entombed underground as an undead, yet still apologizes for the misstep.
* Divinity: Original Sin II incident killing off a huge portion of their population, meaning it's going to take a long time to get back to the numbers they had before they were nearly wiped out, if they even can. This is a major issue that the elven leaders you speak to talk a lot about.
* Divinity: Original Sin II. In fact two of your selectable origins/potential party members (Sebille and Ifan) are both assassins, and the latter works for an organization of assassins (the Lone Wolves). You also encounter a few assassins trying to kill one of your party members, and the most common target, by far, is The Red Prince.
* Divinity: Original Sin II instantly kills anyone who enters a cloud of it, making it a deadly obstacle and potent weapon. It's also apparently mass manufactured, and stored in crates and barrels, and someone has stolen a very large shipment of it...
* Divinity: Original Sin II involves defrosting a family who were frozen to the spot by a surge of icy water by lighting torches nearby.
* Divinity: Original Sin II is overjoyed to be able to feel water on her face for the first time in centuries.
* Divinity: Original Sin II language communicate their meaning to the mind of anyone who tries to read them.
* Divinity: Original Sin II loft when you kill him). Some just have short statements they make, with no real way to help them move on.
* Divinity: Original Sin II minions who web them up and drop them into different cells. However, it's possible to bypass this part of the quest entirely by abusing the Teleport spell.
* Divinity: Original Sin II of its inhabitants and ravaged the landscape, making the Marshes what they are.
* Divinity: Original Sin II of quality-of-life improvements from the previous installment. Among these:
* Divinity: Original Sin II (or boy), whose gender is determined by the PC's stated preference.
* Divinity: Original Sin II's chief lieutenants. It's undermined slightly when the narrator nicknames him "Sallow".
* Divinity: Original Sin II system). It puts out fires like the regular Rain spell, but will also cause anyone in the area without physical armor to begin bleeding.
* Divinity: Original Sin II that prevents the target from using weapons.
* Divinity: Original Sin II that the bridge clearly hasn't been maintained at all by the State and is open to adverse possession.
* Divinity: Original Sin II, the lizards rule an ancient empire constantly at odds

with the other polities, and the dwarves are, unusually, gifted seamen and magicians. There are other races in the setting, most notably imps, orcs, and demons, but they're mostly in the background.
* Divinity: Original Sin II, there's a Pro-Royalist song about Beast, a disgraced noble-turned-pirate, falling out with his cousin Queen Justinia and being kicked out of her court. When Beast hears the song himself, he thinks it has some clever lyrics and that overall it's too funny to get mad at.
* Divinity: Original Sin II, they wouldn't be doing much talking anyway.
* Divinity: Original Sin II, well, her anger at her former master goes through the roof.
* Divinity: Original Sin II, which is another reason why it's taboo in certain circles. There's traditional magic, spells, and abilities, but stronger ones require Source for use.
* Divinity: Original Sin II, which requires you to smuggle the man out of town to keep him alive.
* Divinity: Original Sin II while Almira is in Magister custody. They deserted their respective factions and ran away to be together.
* Divinity: Original Sin II who forged a tyrannical regime in Rivellon, now merely part of an ancient ruin.
* Divinity: Original Sin II, you encounter Bishop Alexandar, Magister Dallis, and Dallis' two pets interrogating another magister before killing her. You're obviously not supposed to be able to kill any of the four, as they're level eight and you're level one or two at this point. However, clever players have found a way to kill three of the four (Dallis can't be killed with this method for plot reasons). On the ship you start out on, quickly grab a deathfog crate or barrel from the bow room before the Kraken destroys all of them, then drop it on top of Alexandar when you reach him. As deathfog is an instant kill on the living regardless of level or stats, this will kill him and Dallis' pets, though, as noted, will leave Dallis alive.
* Divinity: Original Sin II you investigate the disappearance of Arhu, you'll be caught by a dozen or so guards and the leader of the paladins... in his ransacked rooms, going through his stuff, while he's nowhere to be found. While this paints a pretty damning picture, you can actually talk your way out of it. At least, you can if your Persuasion stat is high enough. Then it's back to solving the case!
* Divinity: Original Sin). Later on, this is subverted when you discover a way to disable their invulnerability, after which they become a regular, if tough enemies.
* Divinity: Original Sin, player and enemies are all affected by terrain. Be it via a spell (like Midnight Oil) or natural, its effects will affect every unit. Both can also interact with the terrain condition using spells or scrolls. A puddle of water could be turned into a static cloud if one were to use a lightning spell on it, whereas using a fire spell on an oil puddle will set it ablaze, damaging units that stand in the fire.
* Divinity series; regular magic and Source magic. Regular magic is the usual fantasy magic, with fireball and polymorph and the like. Source magic tends more towards esoteric powers, like blessing people or producing orbs that can heal any ailment.
* Divinity world, while the robots and androids break pretty much every established rule for how constructs work in the setting.
* Divinyls' hit "I Touch Myself". Singer Christina Amphlett was trying to conceal her true age (she was about 32 at the time, probably more than a decade older than most Top 40 female pop singers).
* Divisibility is an illusion. All things are one. It is more true that we are a piece of the universe than we are individuals.
* Divisional Champions", a combination of an insult and a reference to the Cowboys' years of being this trope in the 60s.
* Division by Zero. In a multiverse abandoned by God, its denizens are condemned to be free. Cast into an unsympathetic existence, two planets wage war that spans eons and spares none, sweeping Kohana Outtaike, a 15-year-old girl from Earth, into its chaos. Guided by Hiroyuki D’Accardi, her Spectrian Advisor, she becomes a

general in a conflict upon which the fate of the multiverse hinges. Allied with 7 others like her subjected to the same fate, Kohana must confront God, who created the multiverse out of nothingness, and its creations, who create nothingness out of the multiverse.
* Division by Zero they ever recover? It does not shy away from suicide and we are walked through it, thoughts and all, attempt after attempt, each time raw and visceral. It is both profound and unnerving all at once, children mercilessly thrown into a cosmic war they have no business fighting—they can barely take care of themselves. It promises the gritty details into an inevitable descent into insanity (or several), and the plummeting feeling of jumping from gut-wrenching heights, and that is to say nothing of the Eldritch Horror of it all.
* Division by Zero. We live in infinite and absolute freedom, because we were not created like the knife, with a purpose and explicit meaning in mind. There is no higher reality to be accountable to, or dependent on. No one can hear our screams, pleas or weeping. a/0 explores the horrific terror of existence without a creator, and how its characters—be they human, gods, or the inexplicable—are inevitably doomed to death. The story itself follows characters trying to navigate this existence, with most unaware of the immutable Crapsack Multiverse they are in.
* divisions. If a division was commanded by a colonel, they didn't even bother to promote him.
* Divisions of Mithril. Intelligence and operatives in particular. That was probably the main reason why Sōsuke was reluctant to leave Kaname protected by Wraith (who was from Intelligence).
* Division, the villains of the first two seasons. They're supposed to be a U.S. government intelligence agency, but in practice they're in the business of carrying out assassinations and terrorist attacks for money, with a side of arms dealing, drug trafficking, and money laundering. In Season 2, their leader goes full Blofeld and hijacks a
* divisive and was only rivaled by Rose Tyler, with Amy being loved for being one of the most complex companions and having very compelling chemistry with the Doctor.
* divisive have been better received. Same with the inclusion and casting of fan favorites Casey, Bebop and Rocksteady.
* divisive, with those that use the "wrong" terminology on purpose due to their preference for them.
* Divocí a zlí), the protagonist (who in the backstory comes from a post-apocalyptic future, and yet understands modern Czech) ends up helping Alfred the Great fight off some Danes and Swedes. And has no problem understanding and communicating with the locals. To put into perspective, Beowulf was written somewhere around that time.
* Divorce Assets Conflict: A divorcing couple demand they split up their possessions between each other, which leads to them going at each other's throats.
* Divorce Assets Conflict, and therefore much less realistic without some explanation as to why there was no prenup.
* Divorce Assets Conflict: Two characters decide to get a divorce, but deciding who gets what part of the property is a big hassle.
* Divorce Court. All stories were said to be "based on actual cases," but with the names changed.
* Divorce Court: In the mid-1980s dramatized version, a woman fed up with her husband and boorish beer-drinking friends fixes chili con carne, not telling them until afterward that she had substituted dog food for the hamburger. (Fortunately, nobody got sick.)
* Divorce Court — at least with the scripted 1957-1969 version, likely early in the series' run, this was used as a plotline at least once. Whether it was just a standard case of a woman looking for more excitement, thinking she could get away with it, or it rose to a more serious issue with the husband's health will likely never be known as many of the 1950s-1960s run have been erased.
* Divorce Court: Several episodes of both the 1960s and 1980s versions used this as the plot's backbone, invariably following the formula of a woman really wanting to

change an alcoholic/drug addict, abuser, criminal etc. of his ways, but he not only refuses to change he becomes worse. The judge would always deliver the message to the wife after finding in her favor: The man she wanted to reform needs professional help and likely will never change even with repeated counseling.
* Divorced: After 7-year old Mina walks in on her parents naked in bed, she asks them why they're naked. Much to Zelda's embarrassment, Ganondorf explains to her about sex. Gerudos and Hylians have different standards on when it's appropriate for kids to learn about reproduction.
* Divorced: Catherine of Aragon and Anne of Cleves, the two wives that Henry divorced, were the only two wives who had titles of their own anyway, and both eventually died of cancer. Also, they lived to the oldest ages out of the six; Catherine was 50, and Anne was 41 when they died. Making the similarity even more bizarre, both spent the final years of their lives with Henry classifying them as sisters of a sort; Catherine had been married to Henry's brother Arthur before Arthur's death, so Henry classified her as his widowed sister-in-law, and Anne was treated as an honorary sister due to the agreement she had made with Henry when the marriage was dissolved (though the latter lived out her days in better conditions due to her acceptance of the separation).
* Divorced: Ganondorf is jealous of his wife Zelda's relationship with Link. Despite being bearers of the Triforce, Zelda and Link are just friends. Link already has a kid with Illia anyway.
* Divorced Installment: A work originally planned as part of a specific franchise ends up retooled into being its own thing.
* Divorced Installment: A work was originally intended to be part of a specific franchise, but instead gets retooled into its own thing.
* Divorcees may, to celebrate the final dissolution of the marriage, smash their wedding ring with a sledgehammer.
* Divorce in Reno: Necessary in the days when non-consensual divorce outside Nevada was a tricky deal in America, not so much now.
* Divorce in Reno: Reno, Nevada is the best place for couples to get divorced.
* Divorce Is Temporary: When a married couple will not be separated forever.
* "Divorce Italian Style" (after which the movie mentioned above is named) was Italian slang for "man wants to get rid of his wife, so he arranges for her to sleep with a friend, catches them in the act, murders her and gets away with a slap on the wrist". The action stopped being committed after the Italian law permitted divorce (and an attempt to get the law abrogated by referendum
* Divorce Italian Style specifically mentioned in the Penal Code until 1981.
* Divorce Requires Death: A person ends their marriage by killing their spouse.
* Divorce Requires Death: A person (usually the bride) ends their marriage by killing their spouse.
* Divorce Requires Death: One half of a married couple must be put to death if they want to divorce.
* Divorce Requires Death: Wanting to leave your spouse means one of you will have to die.
* Divorce Requires Death: When getting a divorce requires one half of the couple to die.
* Divorcing Jack, the protagonist cheats on his wife and she melts his prize records in retaliation.
* Divs who force people into worshipping them through oppression. These figures are much more closer to people than they are to the cosmic twins, and many beasts and even some people can rise to their ranks. All of them are bound by the powers of the side they choose.
* div This five minute skit uses it twice! (Pay attention to the chaos that effects 2 characters...)
* "Dixie Boy" by April Smith and the Great Picture Show is about a woman who threatens to fight anyone who flirts with her man.
* Dixie Carter responded negatively on Twitter to a negative review of
* Dixie Chicks (although Ty England also recorded it in between). Bruce's sister-in-law, Emily Robison, happens to be one-third of the Dixie Chicks.

* Dixie Chicks" features a kid stomping a milk carton with Earl's face on the side.
* Dixie Chicks' "Goodbye Earl", about a woman who, with the help of a high-school friend, kills her abusive husband Earl. In the video, the whole town celebrates Earl's death.
* Dixie Chicks "Goodbye Earl" uses a tarp and a remote, rural lake to get rid of Wanda's abusive ex-husband.
* Dixie Chicks includes a brief track titled "Ain't No Thang But A Chickin' Wang", which consists of silence. Apparently, on promo discs, this spot is taken by an actual song - the otherwise unreleased "Wherever You Are." This track was a duet with an artist named Deryl Dodd, who wanted to re-record his contribution for the final album, but fell ill before doing so.
* Dixie Chicks is about a woman and her friend murdering another friend's abusive ex-husband.
* Dixie Chicks is about a woman who gets together with her best friend to kill her abusive husband.
* Dixie Chicks lampshaded the stereotypes of their people in their humorous song "White Trash Wedding," with the refrain "I shouldn't be wearin' white and you can't afford no ring" concluding with "Say 'I do' and kiss me quick, baby's on its way!"
* Dixie Chicks of this trope since the song is actually about falling in love as opposed to dying.
* Dixie Chicks' video for "Landslide", Emily Robison was clearly pregnant and not hiding it during the video shoot.
* Dixie Chicks, who also released a song critical of the Iraq war, and said that he thought that attacking the Dixie Chicks for exercising their right to free speech was "an insult for all the men and women who fought and died in past wars".
* Dixieland Droopy as well, most noticeably as "John" runs through goopy tar and the flea band slows down, strains, then returns to normal when he extricates himself.
* Dixieland Droopy at the midpoint. Once free of the tar, John resumes running at full tilt as his fleas play furiously fast.
* Dixon of Dock Green saw Dixon collaring a corrupt colleague, demanding that the corrupt copper remove his uniform (jacket only — this is a family show) so that Dixon could arrest him.
* Dix pour cent, everyone in the conference room gasps when Hicham throws a pencil at Andréa as though they're both high schoolers again.
* Dix pour cent) getting stuck in-character as a World War I deserter, resulting him building a shelter out of sticks and continuing to hunt rabbits, not shaving or showering, in his own yard. The other agents reference Daniel Day-Lewis and how he got out of it by learning Italian shoemaking—or the cheaper, more efficient method of getting him drunk. Andréa and Dujardin's wife opt for the latter.
* D.I.Y. Disaster: Someone decides to perform a construction work by himself to save himself some money or bolster his sense of pride, only to prove so colossally awful at handiwork that repairs (or replacing) will have to be made.
* D.I.Y. Showcase, revolves around a nose-shaped alien ship and missile fingers.
* dizi), and later starts taking MMA classes, something that has the added benefit of helping her with her anger management issues by allowing her to vent on something.
* Dizzy: a game character and series based around the idea of rotation.
* Dizzy Doctors. Subverted in that the third dog’s name is Mae instead of Florabell.
* Dizzy from the 8-bit games. Though they don't exactly look like ones, there is a textbox in the third game that proves that yes, he is indeed wearing boxing gloves.
* Dizzy game made use of an engine for rotating sprites in real time, allowing the hero to roll and tumble. However, the engine worked best on simple shapes, such as circles - and thus, Dizzy became an egg.
* Dizzy Gillespie's face with the bulbous lips when he played the trumpet is more iconic than the number of people who can identify his name, let alone one track by him.
* "Dizzy with a dame" - crazy in love, sometimes risky if she's a moll

* DJ’s flaw is cowardice. In seasons 1 and 3, he let his fears get the better of him, and was disqualified as a result.
* DJ and Geoff. While sports isn't as much of a defining characteristic for them compared to Tyler, they're both described by their official bios as being star players on their high schools' football team and are very much
* Django, bandits ride over Django's hands with horses in retaliation for stealing gold from them.
* Django gets his fingers trampled by a dozen horses as a punishment for stealing gold from the gang of Mexicans after having helped them steal it from the army in the first place.
* Django series. 2 official films and over 30 unofficial ones since 1966.
* Django, the titular hero nearly downs in one after the gold-loaded coffin he drags behind him slips from his grasp. There's a bit of foreshadowing at the start of the film; Django kills a handful of mooks, the last mook falls into the quicksand and is instantly swallowed.
* Django Unchained (2012), a revenge story about an ex-slave out to rescue his wife.
* Django Unchained, a classic of the latter genre, and it even features a cameo by that film's star, Franco Nero.
* Django Unchained, and also explains why Calvin Candie has a bandage around his hand for the remainder of his scenes.
* Django Unchained as a Black ex-slave and was both a critical and commercial success.
* Django Unchained, certainly thinks himself a wise and cultured man, particularly with his love of French culture. However, he doesn't speak the language (guests are specifically advised not to speak French around him so as not to embarrass him), doesn't know his favorite French author Alexandre Dumas was black, and justifies his beliefs in racial superiority with pseudo-scientific phrenology (already discredited among scientists even at the time).
* Django Unchained delves into this and leads to a funny moment when Dr. Schultz barks "STOP PLAYING BEETHOVEN!"
* Django Unchained: Dr. King Schultz shoots Sheriff Bill Sharp to death in front of a large number of the latter's townsfolk, resulting in a tense exchange between 100 armed individuals including US Marshal Gil Tatum. Schultz manages to defuse the situation by revealing Sharp's past as an outlaw, and the $200 bounty on his head.
* Django Unchained, Dr. King Schultz speaks English, German, and French. Not surprising since, as mentioned below, Christoph Waltz, who plays him, speaks all three languages.
* Django Unchained: Dr. Schultz does most emphatically not approve of slavery, but initially seems to be more offended by it on an intellectual level, i.e. "How can you people be so stupid that you think basing your entire economy on slave labour is a good idea?". However, it quickly becomes apparent that he sees slaves as people, and his facade cracks at inopportune moments.
* Django Unchained. Franco Nero, who played the original Django, makes a brief appearance and discusses the pronunciation of the main character's name.
* Django Unchained has a nearly three-minute argument over the practicality of the bags they are wearing on their heads, since apparently the eye holes were misplaced.
* Django Unchained. His German allows him to have a conversation with Broomhilda without the others listening in, and his French is used to highlight that Calvin Candie is nowhere near as intelligent or educated as he affects himself to be.
* Django Unchained is stated to be a francophile who prefers to be addressed as Monsieur Candie. He also doesn't speak a word of French and is shown to be fairly dim and repugnant as a person.
* Django Unchained is the one who first notices Hildy's tension with Django, and it's her lighthearted jest about it that draws Stephen's attention to them enough for him to work out the rest. It's possible that the plan would have gone off without a hitch had she not noticed or not chosen to joke about it.
* Django Unchained, only for Candie to demand he shake his hand like a partner lest

everything be undone. Schultz, despite being in the room with an armed mook, instead opts to draw his gun, kill Candie, and shrug:
* Django Unchained on the plantation owned by the sadistic Calvin Candie. It's a metal enclosure in the ground exposed to the humid Southern heat, which was used on Django's wife Broomhilda as punishment for trying to escape Candyland.
* Django Unchained on two mooks, who reflexively then blast each other again for good measure.
* Django Unchained revolves around an escaped slave named Django, who was rescued by the bounty hunter Schultz after killing some slave traders, because Django can identify several men he's trying to track down for a large bounty. After working together to collect on some of his former tormentors, Django and Schultz go off on a quest to free the former's wife Broomhilda from a distant plantation. At first they try to legally (but deceptively) buy her freedom, but after that plan gets scuttled to hell thanks to the machinations of Stephen, Candie's head house slave, Candie extorts a huge sum from them for her. They're willing to pay the price regardless, but Schultz' disgust with Candie gets the better of him as they are about to close the deal, with deadly consequences for many of the people involved. In the end, Django is left with no option but to save Broomhilda by force.
* Django Unchained tends to bang on whatever hard surface is in front of him (or clap if there isn't one) for emphasis when speaking.
* Django Unchained, their leader, Big John, is about to whip another slave for breaking eggs. After shooting and killing Big John, Django takes the slave-driver's whip to Roger, the one who whipped Broomhilda, in an awesome act of vengeance before killing him with his own gun.
* Django Unchained, the plantation of a particularly sadistic slaveowner, Calvin Candie, is called "Candyland".
* Django Unchained, the titular character shoots Billy Crash non-fatally, and he writhes around on the ground screaming; then Django shoots him in the groin and the screaming instantly climbs an octave.
* Django Unchained, this is pretty frequent. For example, Calvin Candie pulls out the old Phrenology justification for why he thinks whites are superior.
* Django Unchained. To that effect, there is an extended scene where corpses are gorily pulverized by multiple hits while Django takes cover behind them. This, like many other entries here, is sort of reasonable in context: black-powder revolvers and rifles of the era had rather anemic muzzle velocities and fired heavy, soft lead bullets that tended to stop inside the body rather then overpenetrate.
* Django Unchained were bound to cause controversy in certain parts of the United States (along with the film's graphic violence) but it hasn't stopped the film from being a critical and financial success.
* Django Unchained when Django showed up. He killed John, then used the whip on Roger Brittle before killing him.
* Django Unchained, where action figures were pulled after only a couple of days on sale after protests from African-Americans that the toys were making light of slavery. (Inevitably, those that did get sold are now going for stupid prices on auction sites.)
* Django Unchained, where Stephen mentions that "one word of sass" from the slaves at the LeQuint Dickey Mining Company gets their tongues cut out. They're good at it, too, so the poor saps don't even get the mercy of bleeding out.
* Django Unchained, which went to hell due to Stephen, Candie's head house slave, twigging to the real reason the two were there. It was also how Django himself was originally freed at the beginning of the movie, though the two brothers transporting him and other slaves died soon after Schultz "bought" Django.
* Django Unchained wields a hammer threateningly when he figures out Django and Schultz's real motives for dealing with him.
* Django Unchained with hints of Vaporizer during the bounty hunting montage.
* DJ Assault takes it to a new level by not only including the listener's mom, but the entire family, in
* D. J. briefly had a bossy girlfriend eerily reminiscent of his mother. It forced Roseanne to wonder if the way she treated Dan was having a negative effect on him

(though of course,
* DJ Earworm, it's possible to take a song lyric and recontextualize it entirely in a mashup, sometimes reversing its meaning, something he does in several of his own mashups.
* Djelibeybi of Egypt, all myths are true concerning their gods, which have been evolving and developing for seven thousand years. The priests are said to "never throw away a god in case they turn out to be useful" and to be able to "give headroom to a collection of ideas that would have made a theoretical physicist give in and hand in his badge" (paraphrased).
* Djel Sanes claims that all the torturing and murdering done by the
* DJ ends up trying to get eliminated. By "Newf Kids on the Block", he's the last member of his team and plans to get eliminated by refusing to sing during the song, which would get him kicked out. However, Heather is attempting to get him on her side, and tries to make him sing during "Sea Shanty". After spending most of the song in silence, he finally breaks down:
* DJ Gappa of Baron Omatsuri's crew, possessed by Lily, broadcasts on the SBS to invite them to come to their island
* DJ Hero, and repeat. Needless to say, doing this many times in quick succession can be physically painful.
* DJ Hero, unlike the other "Hero" games, never featured a meter showing the general quality of your performance, making failing a song impossible.
* DJ Icey's remix more or less completely recreates the track from the ground up.
* Djimon Hounsou was nominated as Lead), despite the fact that the entire story revolves around Hounsou's Solomon Vandy going on a quest to rescue his son.
* Djinn after Jade's disappearance and before his inevitable overthrow by Enver Pasha.
* Djinn are usually tied to Blue mana; they are usually associated with either air or water, more commonly the former. They often have powerful abilities, such as
* Djinn: Kim Nelson looks just like her grandmother Jade, the key difference is that the former has straight hair while the former is curly.
* Djinn, No Chaser": In this 1982 story, shopkeeper Mohanadus Mukhar tells the shoppers outright that his shop will only be there for "...how long I do not know."
* Djinn of Infinite Deceits; modern ones resemble blue-skinned, pointy-eared humans instead. The ones from the plane of Tarkir also have horns.
* Djinn rolls her eyes, says "for God's sakes," hauls off, and punches him across the face.
* Djinn Rummy, an immortal genie falls in love with his human female master, although it's because of a love potion.
* Djinn Rummy misinterpreting every wish in a way that lets him try to destroy the world...
* Djinn Rummy: when the genies get together of an evening at their local pub, they like to reminisce about the mortals they've tricked this way (or, at least, some of them do).
* Djinn takes place in the eve of World War II, but it takes a lot of liberties:
* ''Djinn: The Binding''. Let's just say that his version of what happened is different.
* Djinn: The main protagonist Kim Nelson is British, but she has a noticeably tanned skin due to Turkish descent from her grandmother Jade, with whom Kim is the spitting image with the exception of having straight hair instead of curly.
* Djinn. While they may mess with humans, especially when provoked, the general rule is that they will leave you alone if you leave them alone.
* DJ Jazzy Jeff & The Fresh Prince, Fresh Prince's night is going well until his companion unbuttons her shirt. Due to this, he fails to notice a police car and gets pulled over for speeding. This leads to an arrest and no doubt severe punishment from his parents.
* DJ Jazzy Jeff & The Fresh Prince: "Just One of Those Days" has a scenario where Fresh Prince is on the verge of being late for work, and gets increasingly desperate to get there on time:
* DJ Jazzy Jeff & The Fresh Prince. The 1988 re-recording tones this down to a

simple shove to make Prince more sympathetic.
* DJ Jazzy Jeff & The Fresh Prince titled "Who Stole the D.J?" The song casts Fresh Prince as a police detective assigned to find a kidnapped nightclub disc jockey.
* DJ Jazzy Jeff & The Fresh Prince was only launched into superstardom (first as a rapper, and later as a film star) after going solo.
* DJ Jimi's "Where They At": "It must be your pussy cuz it ain't your face."
* DJ Juanito. The expansion pack even gives you an option to shoot him.
* DJ Kenny Everett claimed to have exploited this trope in the 1960s when he was looking for a job at
* DJ Khaled episode "The 87 Cent Solution!" was originally just a temp track for the episode's animatic, but the crew loved it so much that they eventually pushed to get the rights to use the song in the actual episode.
* DJ Khaled has had three top 10 hits (including the #1 "I'm the One"), but "All I Do Is Win" petered out at #24. Also, his two biggest hits, "I'm the One" and "Wild Thoughts", are often primarily associated with
* DJ Krush; after discovering that it had belonged to his best friend, he decided to leave.
* DJMAX, if you hit the wrong key for a note, you will still get the full percentage for it, but only get 80% of the points. The inclusion of this has proven very controversial among fans, because now you can full-combo or get 100% on a song without even hitting the right buttons at all.
* DJMAX, in which multiple players line up and take turns on the machine on a per-swipe basis.
* DJMAX Online had free songs, but also premium songs that cost 1 credit per play, and credits must be bought with real money.
* DJMAX Portable's 4 Button mode. It doesn't help that players who use 4B get used to it, and thus have much trouble progressing to any of the more difficult button modes.
* DJMAX-specific controllers anyway, for those who still wanna go the extra mile).
* DJMAX's touch screen handles touches, you can do tap notes by dragging your finger across them, and conversely, you can do chain notes by individually tapping each individual segment. Whether this is a legitimate way of playing the game is a matter of debate.
* DJMAX such as "Blythe" and "NB Ranger", and gives them new, usually-easier charts. Fans complained about the new charts.
* DJMAX Technical courses have you select three songs, do those songs, then face a boss song (that is not revealed until you get to it). However, clearing the first two stages with at least 95% of your hits being rated "MAX" will bring up an alternate fourth song. For example, the Customizer course's normal final boss is "Son of Sun," and the TFB is "Sin."
* DJMAX Trilogy Maniac" by playing songs whose background animations star glasses-wearing characters a combined total of 100 times.
* DJMAX where you gain unlocks by simply going onto the Platinum Crew website and purchasing the unlocks once using your in-game currency. The one flipside to this is that unlocks are fairly expensive, especially for the more difficult songs.
* DJ Phantasmagloria, a DJ Boss Ghost, does a few dances moves once she realizes she can't escape her capture.
* DJ Pon-3, Octavia, Davenport, Lyra Heartstrings, and Lyrica Lilac are all referred to as such in
* DJ Shadow's early works were heavily trip-hop influenced while his last album encompasses indie rock and 'hyphy' influences.
* D.J.'s problem in "You Pet It, You Bought It" comes with her being allergic to a Donkey Michelle brings home that stays in the night a day before her own Picture Day. Come the next morning, she has a stuffy nose and blood-shot eyes due to said allergic reaction.
* D.J.'s punishment for grand theft auto was equally bad, if not worse. Roseanne would bring him to school, except
* DJ Subatomic Supernova after his defeat at the hands of Bunk Bed Junction.

Appropriate, given his whole cosmic/space theme...
* DJ Subatomic Supernova inverts this during the transition from his third phase to his final phase in
* D.J. walks in; just as Darlene is about to say something, Roseanne tells her to shut up.
* DJ YOSHITAKA. While there are other BEMANI musicians who use this tempo and Yoshitaka makes songs with other tempos, he's associated with 185 BPM more than other musicians.
* DK and Diddy do this in the reveal trailer for King K. Rool when Dedede removes his disguise.
* DKC, just about everyone in the extended Mario universe seems to do that (presumably he built his own karts.)
* D'Ken, and wipes out the Grey family bloodline to boot. He gets killed by Gladiator for his trouble.
* DK: Jungle Climber is a perfectly pleasant banana-shaped alien who only wants to get his stolen crystal bananas back from King K. Rool.
* DK Rap was released on the Wii U Virtual Console, it stayed rated E despite the lyrics being unchanged.
* Dlanor A. Knox killed her own father after he violated the Knox Decalogue. Afterward, she
* DLC character Sebastian is the least self-flagellating, possibly because he
* DLC character she came from), his father, or even his half-brother otherwise.
* DLC "Feastday Pranks" has the Butterfly Sword, with the special properties "Rainbow Power" and "Attracts Butterflies". It happens to be a decently powerful blade for the early stages of the game. If you happen to use greatswords or don't mind the -50 approval hit that Sten, the intended recipient of the blade, will take, it's actually useful.
* DLC, if you pursued a romance with Merrill and take her and Anders with you, Anders might note how he saw her poking around his books the other day. She explains that she wanted to find some "dirty spells". Before the conversation escalates, Hawke stops it with a "Please, stop talking."
* DLC, it reveals that he's robotic underneath but amusingly is called "N0t C4n0n".
* DLC, Lair of the Shadow Broker, there's Tela Vasir. She gets tackled by Shepard out of a four story window, gets in a really nasty car wreck, loses an enormous amount of blood, gets slammed in the face by a flying table yet she still provides one of the toughest (and most awesome) fights in the entire series.
* DLC Quest; buying it has no in-game effect. Except you need it to complete the game; your horse tries to rescue you in the final battle, and if you didn't buy the armor, the final boss will kill it and you in a single hit.
* DLC Quest where everything has to be bought from the ability to move to the left to the ending of the game. Fortunately, you have to pay with in-game money.
* DLC; some of the information he gives, such as how he's the person to inform you when your spouse has been kidnapped by vampires, he couldn't have known any other way...
* DLC's playable characters, though this was probably not intentional.
* DLC, while the real ones are interrogating a Hyperion prisoner. Brick plays Maya for example.
* DLC will find it a waste of effort, and support cutting it down and giving it to the wolves or leaving it there.
* D. L. Hawkins has this as his special power. He can use it selectively, allowing him to touch one object while phasing through another, thus providing a handy rationale for the "floor problem". He can also use it in a lethal fashion, such as
* D'LIRIUM crawling with demons. Only the occasional holiday tree and present box, or a series of lights hanging limply from the ceiling juxtaposed against bloody sigils and mutilated bodies remind the player of what the holiday they were supposed to be celebrating was before it all went to hell. To hammer the point home, if you get a game over, you get a shot of the corpse of the player character hung from holiday lights.
* D-Live. The company the protagonist works for when not in school gives him

vehicles and he bonds deeply with them and does impossible, incredible things. Even if he's never driven one of these before. Then they cite something that they didn't like, like he crashed whatever-it-was or got seen on the job, and screw him out of his pay. He never seems to catch on.
* D-Man's cards tells the tale of the Princess Mach urban legend. If Ban is alive at the end of the game, then his epilogue scene mentions that he's investigating the very same spirit.
* D-Man's collectable cards either exposit on various ghostly tales, or summarise information that Akira has gleaned about Kakuya and his general situation.
* DMC3 definitely fits this mold being a massive brutish demon lacking the charm of most of the other bosses in the game due to having previously been beaten by Sparda. Naturally, Beowulf extends his hatred of Sparda to his two sons.
* DMC3 guitar, etc.). He also gains the Quicksilver style to slow time down after being on the receiving end of time-stops from Geryon.
* DMC3: Sparda sealed Temen-ni-gru, Dante fights demons there but the tower's fate is never gone into.
* DMC4 in contrast the other bosses are unintelligent being big smelly frogs who unsuccessfully try and lure and eat Nero and Dante.
* DMC 4. It's like everything dies just by being in the same room as this sword. In game, it's not any better than the default sword, and some experts consider it to be worse.
* DmC (after the credits) has Dante waking up with a hangover in just a tanktop. He answers a knock on his door in a surly mood without bothering to dress, to the mild shock of the female guest. They have a brief conversation, and then Dante gets attacked by a demon, leading to a lengthy sequence where he tries to find his clothes and guns without getting himself killed while his environment is torn to pieces around him. The scene's absurdity is made perfect by Dante's total indifference to being naked and the ridiculous acrobatics he has to pull just to get his pants on.
* DMC against most enemies (hardly useless, but killing an enemy with just gunfire is going to require dozens of shots). In cutscenes, Dante can easily take down enemies in just a shot or two from those guns.
* Dm C Devil May Cry, Bob Barbas' true form is a giant holographic head seemingly made of data.
* DmC: Devil May Cry, Dante barges into a night club owned by a demonic mistress of Mundus, who is heavily pregnant with their child. At the beginning of the boss battle, the child sprouts out of the mother's body, sucking her insides itself and transforming into a huge demon baby. After defeating it, its forced back into the womb.
* DmC: Devil May Cry has been panned as the worst thing to ever happen to the franchise. Despite the numerous contentious changes, it's still a solid game with nice gameplay.
* DmC: Devil May Cry has this little gem during the raid on Mundus' HQ:
* DmC: Devil May Cry, he easily demonstrates his raw fighting prowess by beating Dante in a straight half-demon to half-demon fight).
* Dm C Devil May Cry, in which Dante brashly approaches Lilith's Club and gets stopped by the bouncer, who rejects him because he's actually not on the list. Dante's response? Uppercut the bouncer, knocking him unconscious, then add insult to injury by writing "Fuck you" on the bouncer's list and jokingly saying "I am now!" and barging into the club uninvited.
* Dm C Devil May Cry is the propaganda arm of Mundus' demonic empire, used to keep the human population docile through a mix of lies, banality and outright brainwashing as well as slandering any threats to their control, such as Dante.
* DmC: Devil May Cry it happen without being able to do anything about it.
* Dm C Devil May Cry managed to match its numbers in a couple of weeks.
* Dm C Devil May Cry minions who specifically spews propaganda that put their enemies (such as Dante) in a bad light.
* DmC: Devil May Cry mop-top, his build is much less muscular, and his red jacket is in a completely different style.

* DmC: Devil May Cry position to rule humanity. Despite this, however, demons have now been outed and the world is in a state of confusion and chaos with it being uncertain how things will turn out. If that wasn't bad enough, the DLC for Virgil shows him casting his empathy aside and amassing an army of demons for his own conquest. What happens next? No clue, as there's no word from Capcom on if they'll continue this continuity or not.
* Dm C Devil May Cry rebooted Dante into being a half-angel half-demon. The story tells us that at many points in Earth's history demons and angels went to war against each other, and Mundus' has a pathological hatred for angels as a result of this rivalry. Sparda's decision to mate with Eva (who is an angel in this universe) made Mundus angry enough to exhile Sparda to his eternal torment. Also, we're told that nephilim, a hybrid subspecies born of demons and angels, were so powerful that they endangered the supremacy of both sides — this being the one exception where demons and angels actually fought together against a common enemy. As for where God is in this picture is unclear, nor are we told why the angels seem okay with Mundus ruling over the Earth as an emperor in the shadows.
* DmC: Devil May Cry's Dante does this before his infamous showdown with Bob Barbas.
* Dm C Devil May Cry was accused of this as well, especially in regards to how the revamped style meter makes it painfully easy to go from D to SSS with just a few of the right moves. The boss fights in general have been criticized for being much less difficult than those of past games as well.
* DmC: Devil May Cry, while undercover, knocks a can of evil soda of doom out of a little girl's hands, leading to his detection. Of course, to those unaware of the soda being evil this is a vile thing to do, and her parents would just buy her another can leading to twice the profits for the demons...
* DM.exe has crashed! || Attack at the school, an idiotic samurai player tries to calm down a bunch of frightened students by firing a pistol, which of course has the exact opposite effect and ends with him in a confrontation with the police which he keeps on making worse with one bad decision after another, eventually resulting in him getting thrown in prison.
* DMFA, Abel learns that another character's mother and father left him/died. Abel begins to say something along the lines of 'Sorry, I didn't know.' when he is cut off by the other person who complains that he wasted enough time pitying himself and wanted no more.
* DMFA, after killing Dark Pegasus for the third time, Dan is seen enacting a sealing ritual: "No come back to life! No cookie!" (A much later comic cuts to his grave... and spends three motionless panels indicating that he's still dead.)
* DMFA frequently uses the phrase "Wall of Text" during big exposition parts. Occasionally, you need to wear construction helmets.
* DMFA often believe that their increased physical strength and magic gives them the right to do whatever they like to 'Beings', who are weaker and usually have no magic.
* DMFA online chat/roleplaying client, which would technically make it a fanfic. Early strips have a lot of reference to Roleplaying-terms, internet fads, etc.
* DMFA says that he was disgusted by the idea of zombie children or infants and locked them out of the spell.
* DMFA, this is the backstory of the Insectis character Chiki: She was on a scouting mission aboveground when her hive was exterminated by a stronger one.
* DM goes through this during "The Good, The Bad and the Motionless" when he meets his evil self at Stonehenge.
* DM himself has cotton in his ears while Penfold practices the saxophone in "Who Stole The Bagpipes?". In another episode when a Welsh Witches' Broom refers to Penfold's "Land of Our Fathers" bringing a tear to its eye, he agrees that Penfold's singing brings tears to his eyes.
* Dmitri Furmanov, the commissar attached to Chapaev's troops, became the epitome of the benevolent commissar after the release of
* Dmitri Hvorostovsky, a Russian baritone, was raised by his grandmother and step-grandfather for most of his childhood since his parents had very busy schedules. At

first, he went from being involved with street gangs and drinking vodka to studying music at the conservatory in his hometown of Krasnoyarsk, then went on to win the Concours International de Chant competition in Toulouse in 1988. And while he suffered from alcoholism in the 1990s, he quit in 2001, which allowed his career to be revived in 2003, when he performed as Giorgio Germont in the Met's production of
* Dmitri Mendeleev's Periodic Table was a product of him falling asleep while music was playing in another room.
* Dmitri Shostakovich composer who refused to become a propagandistic servant to the totalitarian state he lived in until the end.
* Dmitri Shostakovich: One of the composers who struggled under the Soviet Union. He was criticized, even censured, but was still able to express what was "inexpressible" through his music.
* DM of the Rings, a LOTR parody, in which Gandalf is made to be Mr Exposition in every way, even more than he is in the books and films. He is even referred to as Mr Exposition on a number of occasions.
* DM of the Rings as an original D&D campaign, Orcs are pretty much the only enemy encountered.
* DM of the Rings, as earlier the DM had made a mental note to send Aragorn off a cliff.
* DM of the Rings, author Shamus Young started preemptively posting "first" in various snarky ways (e.g. an image of Steven Furst).
* DM of the Rings backstory and NPC monologues, they weren't listening anyway.
* DM of the Rings campaigns, and both comprise screen captures from their respective films strung together in sequence.
* DM of the Rings descended from a Gróin, who is his grandfather.
* DM of the Rings during the scene from The Two Towers where the guard at Theoden's hall is telling everyone to leave their weapons, after Gandalf gets to carry in his staff, Aragorn, Legolas and Gimli try to justify their own weapons as "walking sticks". Including the bow and arrows.
* DM of the Rings edition should have the option to punish players for quoting the movie.
* DM of the Rings, Gimli brings up the characteristics of dwarves. Aragorn, Legolas, and the DM mention a handful of other things than what he meant.
* DM of the Rings. Gimli points out that Legolas has a head start being able to pick off targets at range but will be forced to resort to daggers once he runs out of arrows, at which point Gimli will pwn him.
* D Mof The Rings, i.e. a webcomic that describes (and parodies) a movie as if it were a tabletop roleplaying game.
* DM of the Rings respectively) are mercifully (relatively) short and now complete, making an archive binge relatively painless, meaning the elimination of merely hours of productive time rather than days or weeks.
* DM of the Rings, Théoden is Theogan, and the Nazgûl are Margazoids.
* DM of the Rings, the players decide they've had enough of these stupid Elves and their stupid trees and stupid songs and stupid... dirt.
* DM of the Rings to meet a craggy old tree with a bearded face instead.
* DM of the Rings. When a massive troll attacks the group, they gleefully rush to finally kill something besides orcs.
* DM of the Rings when he can help it. Only twice do the players pull it off.
* DM of the Rings where Aragorn, Gimli and Legolas are nearly buried under an avalanche of Nothing But Skulls.
* DMs in any Pen-and-Paper RPG experience this happening way too frequently. In fact, the more the DM tries to prevent this from happening by being over-prepared, the more intent the players will be on making this happen.
* DM stops the out-of-control Orient Express just before it reaches the Paris terminus in a calm, devil-may-care style while Penfold is going postal.
* DMV are incredibly slow just to screw with people. Flash was on the track team in high school with Nick and Nick notes that if Flash "slips up" he'll get a response to his text in a few seconds rather than hours.
* DMX" If you listen closely, in the first song, Damien's voice sometimes even has

a deep reverb to it.
* DMZ, a second American Civil War has the Midwest fighting against both coasts, to the point where New Jersey and New York are on opposite sides and the title location (the Demilitarized Zone) is Manhattan Island, where an uneasy cease-fire has formed. DMZ says the free state movement was more of an idea than a territorial location, making it more in line with modern 4th generation warfare.
* DMZ between the two sides. Imagine that the island of Manhattan is the line between the two sides, a No Man's Land that neither side can take, neither side will give up, and where the locals hate both sides and are trying to continue living as best they can. Now imagine a naive photographer who has just graduated college with little interest in politics or history, got himself an internship with a news corporation, and within a week wound up stranded and alone in Manhattan when the story he was going to be part of went terribly wrong. Good luck, Matty.
* DMZ, but she generally has narrow eyes, naturally black hair and a freckled skin tone, suggested some combination of white and Asian. Her last name is Hernandez, indicating some Hispanic or Latino ancestry.
* DMZ decide to say screw fighting, get together to party, then both sides return to their bases, lie in all their reports about what is going on, and keep their superiors clueless.
* DMZ has a company that is mix of Haliburton and Blackwater called Trustwell. Their private army is ruthless, amoral and brutal.
* DMZ situation, who intended to defect from the rebels back over to US army. On the way to do so, he got an infection, had a vision, and decided to enjoy the freedom of being on neither side instead. By the time the story begins, he has an entire squad of soldiers who have joined him.
* DMZ than a territorial location, making it more in line with modern 4th generation warfare.
* DMZ, the US is in the midst of second civil war, and while the lines of territory aren't very clear, (as the rebellious "Free States of America" is much closer to an insurgency than a nation state) the territory that is firmly controlled by the original US Government is kept under martial law, the government has essentially taken over the media and turned it all into propaganda, and it has few if any qualms about murdering or ruining the lives of innocent civilians, especially if it somehow gives them an edge against the Free States.
* DNA2 he became a playboy and fathers any children. Which starts up the plot.
* DNA2 with her boyfriend since she had seen the two leave the redlight district the evening before. Since Kotomi stands up to her and asks if Mako has any proof, everyone immediately knows that Mako was lying.
* DNA, although what species they are based on is unknown which has lead to many readers trying to guess what they are. The author has confirmed that they are not bats, or lemurs, or dogs, or cats, or koalas, or wolves, or mice. Since they were genetically engineered, they may be based on multiple animals.
* DNA analysis has recently suggested that not one but four or five African and Indian groups may be (as they claim) Lost Tribes of Israel. Besides the famous Ethiopian and Ugandan Jews who got airlifted by Israel in the 70s, a full-blown tribe in Tanzania recently got themselves tested to prove their claim that the tribe itself were a lost tribe of Hebrews, since the Roman era. (Being cut off, they didn't know any other Jews existed, so they adopted local language and customs.)
* DNA are a group of genetically engineered furry humanoid children, known as Species X. Most of them have super powers.
* D.N. Ace has Huxley, a squirrel with the ability to speak the English language.
* D.N.A.: Dark Native Apostle grants the player certain abilities, and a combo of an HP Chip, EP Chip and a Jump Chip nets you a smoke bomb, which then confuses organic opponents. Replacing a Jump chip with a Weight chip in that combo makes for a longer-lasting version.
* DNAgents can be any human form, but he doesn't transform his clothing.
* DNA have mouths full of sharp teeth but only one of them, named Orion, talks like this, and he gets picked on for it. His teeth stick out noticeably more than the

rest of the Xs'.
* DNA: John Tate's introduction shows him bullying his way into a position of power among the group. Richard's entrance a few minutes later disrupts John's efforts, but it's Phil who establishes himself as the one in charge when he arrives on the scene.
* D.N.Angel anime, both Risa and Riku are in love with Niwa. (With the added complication of Dark being in love with... One of them. It's complicated.)
* D.N.Angel, anyone? His blonde ponytail is easily longer than he is-this is noticeable when he flies and his hair has to catch up with him. It's also very, very pretty...
* D.N.Angel as them jumping, which they could have easily done by having a nearby character comment "what a jump!" or something.
* D.N.Angel. Black and feathery ones. But they actually are his shape-changing pet, With. (Conveniently explaining why they're not always there.)
* D.N.Angel convincing girl with just a wig and dress. On one occasion, one of his friends comments on how girly he looks.
* D.N.Angel. Daisuke fell ill at school and Satoshi carried him to the infirmary. And Dark generally does this to the girls that he rescues.
* D.N.Angel Dark. This leads to Daisuke constantly running away from the girl he has a crush on.
* D.N.Angel feel, although occasionally there's hints of darker mysteries and backstories lurking in the shadows.
* D.N.Angel has an epic opening sequence drawn mostly from scenes from the final two episodes of the series, with some images from other parts of the series, and yet since the series is more of a ROMANCE COMEDY than an action-packed battle between two angels… most of the series is a lot less low key. There are episodes with that level of action, and other episodes devoted solely to romance or developing the characters, and thus falling far behind the opening in the action department.
* D.N.Angel has twin sisters Risa and Riku Harada pulling this off, and almost being found out.
* D.N.Angel have been captured and handcuffed because Dark surrendered the moment they were confronted. Riku is furious and begins yelling at Dark, at which point he reveals he has easily escaped. "You were saying...something about handcuffs?"
* D.N.Angel: In episode 23 Kael to Elliot so that he can have Freedert for himself.
* D.N.Angel. In one episode, the eyecatch is used to transition between scenes instead of cut to commercial. This causes it to pop up about once every three minutes. Eventually the characters get sick of it and scream "Knock it off!" when the eyecatch appears.
* D.N.Angel Mio Hio tries to win Daisuke over by cooking for him. Risa also suggests that Riku should cook for Daisuke to win him over.
* D.N.Angel: Occurs at the end of episode 20 when Mio Hio worriedly watches as Daisuke tries to put his key shaped pendant through Riku's heart shaped pendant so that they'll be bonded forever. Also occurs in episode 26 as Dark and Krad are fighting.
* D.N.Angel: On one of his many heists, the notorious phantom thief Dark encounters a hot policewoman who succeeds in distracting and capturing him. "She" turns out to be Satoshi Hiwatori — male classmate of Dark's alter ego and the police commander in charge of capturing Dark.
* D.N.Angel Saehara acts like one of these for Mio Hio. And in episode 23, Kael acts like one for Freedert.
* D.N.Angel, Sandalphon). (This has nothing to do with sexual orientation.)
* D.N.Angel's first chapter, Daisuke gives Risa a love letter, but she turns him down.
* D.N.Angel, so while he can see fine without them this is still a problem.
* D.N.Angel, the Niwa family possess a genetic curse that affects the oldest male of each generation. The curse causes the host to transform into the phantom thief Dark Mousy, and vice-versa, whenever they feel unrequited love. The only way for the host to be released is for him to find true love, his "Sacred Maiden", and for

that true love to love him back, demonstrating that love in some way. However, the "Sacred Maiden" must also learn that the host is sharing his body with Dark and still love him regardless of that.
* D.N.Angel: There's some Daisuke/Dark interpretations in fanfics and Daisuke/Satoshi shows up in canon and fanfiction as well.
* D.N.Angel this happens to Daisuke when he tries to confess his love for Risa in the first anime episode. (In the manga he managed to tell her, but she flat-out rejected him.)
* D.N.Angel to her, heavily emphasizing the word friend. The look on Daisuke's face made it look like it would have hurt less if he was just kicked between the legs.
* D.N.Angel when 3/4 into it Daisuke starts a relationship with Riku, but it takes time for them to adapt and strengthen their love.
* DNA Productions, which got extremely negative reviews from critics and fans who called it nonsensical, stupid, and very loosely connected to its parent show. As such, it only lasted for one season with a total of 26 episodes. Since its cancellation, Omation and its parent company have remained dormant.
* DNA shows the grinning face of Sirius, with a bloody nose and mouth, a missing tooth, and a huge facial bruise. The original version of the cover had an even more pronounced grin, which the artist changed because it made him look too crazy.
* DNA, Species X can have their powers disabled by getting them wet, especially on the hands, so they can easily be disarmed with squirt guns or sprinklers, although just getting a little mud on their hands doesn't seem to affect them.
* DNA² has to return and actually fixes the cirumcstances, so that Junta will end up with Ami.
* DNA² have taken place anyway): Junta's mother Chiyo found Karin unconscious, took her into the Momonari household, and replaced her clothes with the shirt to get them cleaned up.
* DNA², Karen gets sent from the future to 20th-century Japan. It's unclear how far along from the future she is, but science has evolved far enough that a person's DNA can be altered through medication. She was sent to this point in time to change the DNA of the legendary Mega Playboy that had 100 children with 100 different women, which caused quite a problem due to the overpopulation in the future.
* DNA² never actually aired on television; they have only been part of the full continuity since the original video release.
* DNA² when Karin, using her own telekinetic abilities, tries to sense where the two are and is shown to repeatedly ambush couples outside of various love hotels in failed attempts to catch the two before anything happens.
* DNA² (who hails from the future as Karin) does against her was to spray her with a fluid that melts the material it's made of.
* DnA, the Nova Corps started to be built up again. All of the new recruits were interesting characters and had a lot of potential, but perhaps none more so than Zan Philo. A Skrull member of the Nova Corps who had been trapped in the Fault for over thirty years, he seemed to know several things about the Nova Force which even Richard didn't, and served as a drill instructor for several issues. Between the fact that he was a heroic Skrull, was a very competent character, and had a lot of unanswered questions in his backstory (why does he have two artificial arms and one regular one?), Zan Philo was just full of potential.
* Dn D, any campaign final boss can be like this. It all depends on how well the DM designed the encounter, and whether the players pull off some crazy dumb instawin strategy.
* DNMC fire (Ex.: A fireball he shot from a nick on his cheek cauterized it shut afterwards.)
* DNMC) to whatever fate the Atlesian Army has in store for her. He chooses to enroll.
* DOA 4. Most competitive players hate the game and blame it for the stigma attached to competitive DOA. On the other hand, the more casual fans love it due to its unique online mode and flashy aesthetics.
* DOA 5: Last Round, such as the "Aloha Set" which was offered as an incentive for

pre-ordering the game.
* "do a barrel roll" or "Z or R twice" (They both give the same result). Just do it.
* do actually retain location-specific names, such as the Four Kingdoms being known as Smyrno, Konom, Daribow, and Anacreon.
* DOA: Dead or Alive and wants Tina to do the same. After Bass leaves, Tina kicks Christie out of the bed (literally), and the latter is not nude.
* DOA: Dead or Alive, an early fight between Kasumi and Ayane comes to a standstill to have Kasumi's discarded kimono fall on Ayane's katana, splitting it clean in half.
* DOA: Dead or Alive, Christie and Max are in bed shortly after doing the deed. Suddenly, she says that the earth moved. Max, of course, takes credit, until Kasumi and Leon crash through the wall from Kasumi's room, as it is their turn to fight. Also, all fights are televised throughout the island.
* DOA: Dead or Alive games are best known for being about sexy women in martial arts fights, and the movie is mostly about sexy women in martial arts fights. It's a dumb movie, but it knows exactly what its audience wants and delivers on its premise (and after the other fighting game movies he did that month, one can see how important that is).
* DOA: Dead or Alive movie, the police enter Christy's hotel room while she is showering to arrest her. She flirts and flaunts her body to make them drop their guard, then kicks their asses.
* DOA: Dead or Alive personally tells her that, after his fight with Leon, Hayate fell off a cliff, and his body was never recovered. Naturally, Kasumi assumes Donovan is lying, especially after fighting Leon and finding out he's a mediocre fighter at best (i.e. no match for Hayate).
* DOA: Dead or Alive, when being caught by enemies immediately after taking a shower, managed to pull this trick with her bra. And she not only caught it on its way down, but also put it on.
* DOA have both gone on record, saying the couple were responsible for a lot of the misery the actors endured making this movie, with Hoskins even saying the couple's, "Arrogance was mistaken for talent.")
* do a huge elaborate drama in which he summoned the Third Hokage's own teachers to kill him, resulting in Orochimaru losing the use of his arms.
* Doakes and Dexter sharing a few deep, emotional conversations, and bonding a bit, while Doakes is Dexter's prisoner at the cabin.
* Doakes cites something similar to this after looking into Dexter's background. He believes that no one's record is that clean unless they've done some scrubbing. He's right, although Dexter's late father/mentor Harry is more responsible for that than Dexter himself.
* do, and consequently, when you say, for example, "Sarda" to someone, they're much more likely to think of the Clevinger version.
* do, and in amounts that sometimes give the doubts of whether it's really worth the effort. The semiconductor industry that creates the solar panels is notorious for its adverse environmental impact and the wind farms are the whole another can of worms: they use advanced ultracompact generators, which utilize high-power magnets and specialist oils that needs yet another industry to produce (with its own pollution), not to mention that they create noise, change weather patterns and are a hazard to the migrating birds. In the end, solar and wind power simply shift the environmental impact to an another place (often to China, where much of their components are produced), and with the wind generators even that is doubtful.
* Do Androids Dream of Electric Sheep?, also features the Voight-Kampff test, which is explicitly designed to detect empathy by measuring involuntary responses. Deckard is only able to identify Rachel as inhuman by noticing that she took a fraction of a second too long to be squicked when he claims his wallet was "pure baby-hide".
* Do Androids Dream of Electric Sheep? an android, and the Rosens were trying to set him up to blackmail him into dropping his investigation.
* Do Androids Dream of Electric Sheep? how the movie approached the subject.

* Do Androids Dream of Electric Sheep? In the aftermath of World War Terminus, many species are completely extinct, like frogs. Even the animals still alive, like sheep and goats, are rare enough that owning one is a major status symbol.
* Do Androids Dream of Electric Sheep? is set in the aftermath of World War Terminus, an apocalyptic war that left civilization clinging to life in overcrowded pockets.
* Do Androids Dream of Electric Sheep?. Many characters express distaste for bounty hunters and their role in society. Unlike in the movie, they are known simply as "bounty hunters", rather than "blade runners".
* Do Androids Dream of Electric Sheep?? Reams of text have been written supporting either interpretation.
* Do Androids Dream of Electric Sheep?, the religion of Earth worships Wilbur Mercer, who is later revealed to be a mental simulacrum of a character actor recorded decades ago.
* Do Androids Dream of Electric Sheep?. They are artificial people and have no empathy. Testing a person's empathy is in fact how bounty hunters distinguish real humans from replicants. However, the story also shows that humanity is losing its own empathy and becoming more like machines. Deckard's wife, like many other people, uses a machine to give her artificial emotions. The replicants are a chilling indication of where humanity itself might be headed.
* Do Androids Dream of Electric Sheep? when submitted to the Voight-Kampff test, a minimal delay in emotional response is enough to incriminate them.
* do, and tend to handle lower-quality analog video signals much more cleanly, the latter of which was key in making a number of visual effects work with limited graphical capabilities (most notably with the use of dithering to fake gradient shading and translucency over muddy RF and composite signals).
* do And then the surviving fairies, whom you save from dwarven imperialism, will blame human greed for the whole fiasco.
* do and the personnel handing you the contract are usually quite loathe to bring up the topic for some reason...
* do anything but use this until the effect has passed.), which actually ends up being particularly handy in certain late-game maps.
* do anything, calling them things like "The Powers That Sit On Their Be-hinds" and "The Powers That Screw You."
* do anything evil, apart from opportunistically grab the crown and then put it down and run for his life. He's a parody of stock evil vizier traits, but without the actual villainy. The princess even keeps him around.
* Do-Anything Robot: A robot is equipped with every gadget and tool they could possibly need for any conceivable situation.
* Do-Anything Robot: A robot is equipped with gadgets for every situation.
* Do-Anything Robot capable of doing nearly anything escept water damage.
* Do-Anything Soldiers not only fly space fighters, but also perform ground missions as infantry. Though infantry units are made up predominantly of enlisted men, no member of the squadron is below the rank of 2nd Lieutenant.
* Do-Anything Soldier to do a commando's job: they're entirely different skillsets with entirely different, long, and expensive training programs.
* Do Anything Species-if you have a need to be met, a Cirbozoid can probably use some highly specialized reproductive processes and give you a temporary to cover for you until the permanent replacement arrives.
* "Do anything you want to the girl (Just don't hurt me)" by Otis Lee Crenshaw is about a guy who professes to love his girlfriend, but bails on her when they get attacked by a mugger while on a romantic walk and leaves her at the robber's mercy.
* D.O.A. opens with a scene towards the end of the story and then has the hero tell how he got there.
* do) are turned into parallel dimensions that don't affect the "main" universe.
* Do a search by interest on any popular blog site for monkey and another word. Hit counts are highest for "mad monkey sex" or "mad monkey love" or "crazy monkey sex" or "crazy monkey love".
* Do a soft plunge at launch to hit the standup targets beneath the middle

playfield ramp.
* do as they are not even canines (they belong to their own group, which is slightly more related to cat family compared to the dog family.) These are both common mistakes.
* do at one point even going out of his way to comfort a civilian stranger who just lost her father.
* Do a web search for a picture of a Sea Hare and decide for yourself if it looks anything like a relative of the bunny rabbit.
* Dobber Beverly was a longtime figure in the Texas death and black metal scenes and more generally underground extreme metal, but for most of his career, the grindcore band Insect Warfare was his biggest success, and even that was a moderate-at-best success. Around the beginning of the 2010s, he started a new progressive/gothic metal project to explore a different and more eclectic side of his influences, with no real expectation of anything beyond minor underground success. Oceans of Slumber instead became his biggest band by a long shot, and began to steadily pick up a bigger and bigger fanbase by the end of the 2010s that eventually made them into a solid name in progressive metal.
* Dobby and Harry's twin brother Max get into a "Must!"/"Can't!" exchange when Dobby asks Max to promise that he won't go back to Hogwarts.
* Dobby comments that Remus and Sirius are still in bed and Harry interprets this as their being asleep.
* Dobby's death saving the trio along with Olivander, Luna, Dean and Griphook convinces Harry to focus on the Horcruxes over the Hallows.
* do, because that is the proper reaction to being told that you've got brain damage."
* do be informed of this until you actually get the bill in the mail, and wonder why in the world you're being charged $5000 for a few blood and urine tests and a dose of Tylenol.)
* do being that using a bio-weapon was the concept the scientists had come up with and which just might have worked!
* Doberman 1996 campaign from the Spanish Socialist Party, which had been ruling for 14 straight years by then. To the point that, decades later, scare campaigns are still known in Spain as "Doberman Campaigns". It did work, somewhat; the Socialists recovered from a 15-point deficit and lost by barely 300,000 votes.
* Dobermann: After Joe stops him from snorting cocaine, Manu has a sudden urgent need to take a shit, Joe tells him the bathroom is occupied and sends him outside to to a crap in the river.
* Dobermann: Director Jan Kounen is the man trapped in the bank doors.
* Dobermann, Dobermann and Nat knock over an amoured car on a remote country road.
* Dobermann, Dobermann and Nat terrify the armoured car guard to the point that he wets himself.
* Dobermann, Mosquito never shuts up. The source of his nickname appears to be his constant annoying buzzing.
* Dobermann: Most of the female patrons at Joe Hell are dressed in either fetish wear or lingerie. It's that kind of club.
* Dobermann, Nat the Gypsy uses a FN Minimi Paratrooper with an M203 Grenade Launcher (which is squad automatic weapon, or SAW, for those playing along at home) to blast her way into the bank.
* Dobermann, one of the dancers in Joe's club complains that Manu is jerking off while watching her and holding a gun in his other hand. Joe gives him a stern talking to and almost throws him out of the club.
* Dobermann: The Abbot is a member of Dobermann's who dresses as a priest. There is no evidence he actually is ordained, although he tries to act like a priest.
* Dobermann, the Abbot shoves a grenade inside the crash helmet of the police officer who killed Pitbull's dog. He and then Leo then shove the unfortunate officer out of the car, where he struggles in vain to remove the helmet before his head explodes.
* Dobermann to rest, then climbing into their cabriolet and driving off; presumably on the way to their next big score. But then the camera pulls slowly back till it

is above the trees. The sound of a helicopter fades in, and crosshairs appear on the screen, slowly focussing in on the car. Roll credits.
* Dobermann: When the Abbot shoves his grenade inside the policeman's crash helmet, he uses his teeth to pull out the pin.
* Doberman pinschers were bred by a Prussian tax collector, Karl Doberman, to protect himself from muggers (since his job required him to go into sketchy areas of town carrying money).
* Do Black Patent Leather Shoes Really Reflect Up: The main character is at a "mixer" dance and he approaches a girl with a nice butt, shapely legs, and long shiny hair. Then she turns around... The MC comments (in the narrative) that she'd do the world a favour by going around with her back to it.
* Doblaje Wiki: A wiki about the whole dubbing business of Latin America in Spanish.
* D.O. blames himself for only talking about himself and not realizing anything was wrong when Suho calls him after
* do blush whenever Princess Peach kisses them in gratitude for saving her.
* Dobro (resonator guitar, especially the single-inverted-cone variety)
* Dobson is holding River at gunpoint, threatening to kill her if her brother doesn't drop his weapon…at which point Mal casually walks into the room and shoots Dobson in the eye without blinking. Or even slowing down.
* do but is unable to dodge those fish; he realizes they're not actually being shot from a long distance because of that.
* do, but you can only be said to agree to what you understood the contract to mean);
* do call for a taxi, but it fails to pick them up due to confusion over their exact location, or if there are more than one person waiting for a cab at the same landmark, not all of whom may have called ahead for one.
* Doc and Clara introduce their two boys, Jules and Verne, at the end of
* Doc. As soon as they leave the room, the audience is treated to a shot of his seemingly dead body... and then his eyes open.
* Doc Brock! with Ash and Dawn (although this time Brock isn't sick, he left on an errand). They fared a little better, but when Pachirisu gets sick, they had to send for Staravia (and Gliscor) to fetch Brock faster.
* Doc Brown does a lot of this too, but he's so damn entertaining to watch ("ONE POINT TWENTY ONE GIGAWATTS!!??") that you don't even notice you're being infodumped.
* Doc Brown gives Marty $50 to buy a Pepsi with in the year 2015. Similarly, Marty is asked by a charity collector to contribute $100 for the town hall clock, presumably out of pocket change. Contrast this with the 1985 version of the scene, in which Marty gave a solicitor a quarter — a pittance of pocket change even then, and definitely less than a Pepsi would have cost in a restaurant.
* Doc Brown had the idea for the flux capacitor (the device that allows time travel) after hitting his head when he fell while hanging a wall clock. He may have fallen due to being distracted by Marty (having traveled from 1985 to 1955) calling him on the phone. Therefore, to preserve the timeline, Doc Brown must become friends with Marty, so Marty will film the testing of the time machine, go back to 1955, and enable the invention of the time machine. Ever wonder why a mad scientist obsessed with time travel and clocks converted one wall of his house into a huge guitar amp? Because he knew it would make Marty want to come over to his house repeatedly. And he had all of it planned out years before Marty was born, based on watching a video of himself describing inventing the time machine and a letter describing its first use, given to him by . . . Marty.
* Doc Brown seems to play the scientist version of this to a degree in
* Doc Brown sent in 1885 to Marty. The idea that anyone would follow through with instructions to send a letter to someone 70 years in the future with exact location and time is a little tough to swallow; the guy just explains that they were taking bets down at the Western Union whether Marty would be there or not.
* Doc Brown's prototype flux capacitor is called a temporal field capacitor, which was the original name of the flux capacitor in early script drafts of the first

* Doc Brown was supposed to be shot in the back by Buford Tannen over a matter of eighty dollars in
* Doc Daneeka wants no part of the war, and even falsifies his records to get out of the training ridealong flights. This bites him back when one of those flights crashes and he's declared dead.
* Docetism, an early splinter doctrine of Christianity, teaches that the form Jesus took during his time on Earth wasn't truly human, but merely appeared as such for the purpose of interacting with mortals.
* Doc Hammer and Jackson Publick provide voices for a number of characters in
* Dochamon Junior has Okutowing, a bird who has octopus tentacles as his wings.
* Doc. He started out as a conscientious objector but had no true defining behavioral quirks. Quickly he became a useless wimp (to the point that he reveals he ran track in high school because it was the least competitive sport he could find) and pacifist, serving as a hilarious counter-balance to
* Do Chokkyuu Kareshi x Kanojo protagonist Shinichiro Honda saying what's on his mind.
* "Doc" Holliday, a dentist turned infamous gunfighter and gambler of the old West is a perfect real-life example of this trope. Diagnosed with tuberculosis in his early twenties Doc Holliday went out west, hoping the drier climate would ease his ailment. However, his hot temper and belief that death by gun or knife was far better than by tuberculosis, led him to a life of adventure, taking part in many shootouts including the famed OK Corral and Wyatt Earp's Vendetta Ride. Despite this lifestyle, his extreme skill, and more so his reputation of extreme speed, with a revolver kept him alive, he eventually died of his illness at age 36 in the bed of a sanitarium. His supposed famous last words, upon looking at his bare feet in bed, were "
* Doc Holliday and Big-Nosed Kate famously had such a relationship, characterised by living together for a while, having a fight, one or the other storming out of town, and then the taking back up together next time they were in town. Fictional portrayals usually retain this.
* Doc Hopper tries to brainwash Kermit into shilling for his restaurant with the help of Professor Krassman, "the world's leading expert in mind control on frogs".
* Doc Hudson also gets this to a degree. He tends to get humanized as a visibly old but
* docile, but it does cause serious logistics problems for rebel Jaffa.
* Doc is directing Brock as he drives a vehicle with a drill on the front, which is concealed until we see Doc giggling at his own double entendres.
* Dockers Guild, but rather against the fanaticism generated by the religions rather than the religions themselves.
* Doc knew he was planning to turn on him once everything was in place. So he beat him to the punch by giving him a fake antidote, then shot Gordeau while he was suffering from the toxin.
* Doc Louis's Punch-Out!!, Doc will sometimes take a break in the middle of a fight to eat one of his beloved chocolate bars, healing himself back up. Upon taking a bite, he proclaims that the bar is "choctastic" or "choclicious".
* Doc Manhattan is there waiting when Neil Armstrong steps out of the lunar lander. And the famous Victory Kiss photograph after
* Doc Martin, a fellow doctor, and similarly unimpressed with most of humankind. However, despite being more personable on the outside, she has far less empathy and concern for her patients, so he leaves her.
* Doc Martin, and it's later revealed that he's grieving for his dead mother...
* Doc Martin: Aunt Joan was killed off after Stephanie Cole chose not to return for Series 5. The character was a fixture in the setting and Martin's life, so killing her off was probably the most plausible explanation for her sudden disappearance. It was for drama, as Cole has a personal preference for not staying with any show for more than four series.
* Doc Martin calls in and lets them have it for playing an infantile prank that wasted his time and could have interfered with actual emergency cases.
* Doc Martin: Dr. Martin Ellingham, a top surgeon, is forced to leave his job and

become a humble GP after developing a crippling fear of blood.
* Doc Martin: Ellingham and Louisa had a difficult on-again-off-again relationship, conceived a baby, almost married, and reconciled in the final episode of season 4.
* Doc Martin episode "Education, Education, Education", the student selected to be Pluto in an outdoors roleplaying of the Solar System ends up losing consciousness to Kawasaki Disease, sustained from an infection, and has to be rushed to hospital to save her life.
* Doc Martin episode "To the Lighthouse", Penhale, while piloting a boat on an emergency call out, confidently boasts that the rocks are nothing to worry about because he "know[s] these waters like the back of my hand" and less than five seconds later smashes the boat right into them.
* Doc Martin for comedy, as the two struggle to get one another out of what are in fact incredibly painful, but not lethal to humans, traps.
* Doc Martin from this and Martin has a tough time treating her injuries to keep her alive long enough for an ambulance to arrive and get her to the hospital.
* Doc Martin. Further variant in that the character's surname is an anagram of series creator Dominic Minghella.
* Doc Martin is for a child in the village to display either symptoms or strange behavior, while the adults (parents or teachers or other minders) brush it off as a minor matter or simple misbehaving. This progresses until it becomes a serious emergency and Martin has to make a mad dash across the village or beyond.
* Doc Martin keep him from attending to patients that actually needed his help.
* Doc Martin: Martin and Louisa basically cover every trope in this section at some point.
* Doc Martin: Martin himself. He might be uptight, a stick-in-the-mud, and unexpressive in every other aspect of his life, but his gastronomic creations show a singular passion and creativity. Notable that even during his relationship with Louisa he still insisted on doing the cooking for both of them. Though his obsessive commitment to health means that he only ever cooks fish and steamed vegetables.
* Doc Martin: Martin invokes this when he walks in on Joan having sex with a man, 50 years her junior, on the kitchen table.
* Doc Martin: Martin, is almost a caricature of the emotionally repressed Brit. From his stiff as a board posture, to his constant inability to handle emotions (well, positive emotions anyway, he has a better handle on the negative ones).
* Doc Martin). Martin is forced to perform surgery in the farmer's non-too-clean farmhouse using nothing but fishing line, a fish hook, and a bottle of whiskey to sterilize his hands as best he can.
* Doc Martin: Martin's replacement at the end of season 4 is so stunningly incompetent he feels he has to take over again.
* Doc Martin: Morwena manages to revive her grandfather with a good minute and a half worth of this.
* Doc Martin. Never treated as anything but a hazard, particularly when a girl crashes through a glass doorway and ends up unconscious and nearly bleeding to death.
* Doc Martin out of town despite not being able to demonstrate that the man has been committing crimes by threatening to give the van he runs his business out of a very thorough vehicle inspection.
* Doc Martin: The fictional Portwenn is played by Cornish village Port Isaac.
* Doc Martin, the patient assumes it is a literal description fearing this trope.
* Doc Martin were so attached to her that the one time Ellingham tried to fire her, he ended up having to rehire her to make the townsfolk stop shunning him.
* Doc Martin when the resident idiot-cop Joe gets one to supplement his police equipment and spends the episode pretending he is a cowboy, always whipping it out and pointing at people and things. Needless to say that he eventually manages to taser a complete bystander when he panics during a mild altercation.
* Doc McCoy aft, and generally act in a lovably codger-y manner, even ascribing him Cool Old Guy traits such as extreme shrewdness and a wrathfully protective nature regarding his crewmates (the young twins Sunstreaker and Sideswipe tend to be at

the receiving end of his lectures and fists, more often than not).
* Doc McStuffins aired on April 18, 2020, which is the birthday of series creator Chris Nee.
* Doc McStuffins, almost inevitably, any "hero" toy that is made to rest by the Doc after getting injured will ignore doctor's orders if they see another toy in trouble. This will then lead to them getting injured again and Doc having to fix them again, followed by what passes from her as a stern talking-to about obeying doctor's orders.
* Doc McStuffins: Although Doc's assistant Hallie the Stuffed Hippo is referred to as a nurse, her outfit more closely resembles that of a Candy Striper — Hallie wears a red-and-white striped apron over a white blouse.
* Doc McStuffins as well when she meets Piglet, squeezing his face and calling him a cutie-patootie. Hallie also has a fangirl reaction to Pooh.
* Doc McStuffins "A Very McStuffins Christmas," the elf spends most of the episode avoiding Santa because he is worried about what he'll think of him. Santa, however, likes his work and gives him a promotion. He also reveals that he has been following Doc McStuffins' career with considerable interest and offers her a job, but she declines.
* Doc McStuffins: Basically the entire show is about a titular "Healer of Moe-toys".
* Doc McStuffins because he told her to stop, but she didn't, thinking he didn't really mean it.
* Doc McStuffins, causing him to feel pain too and decide that what's happening must therefore be real.
* Doc Mcstuffins: Doc is generally happy, she likes to sing songs and play games with her family while they playfully tease each other.
* Doc McStuffins do what Stuffy calls a "skiing show" in the sand, but what is really basically just this.
* Doc McStuffins DVDs (starting from Mobile Clinic onwards) were only released in the EzyDVD format in South-East Asia. This format is an atrocity, not only is there no language choice, the subtitles are "burnt in" hard subtitles which are unnecessary with DVDs, that they might just have released them on Video CD instead.
* Doc Mcstuffins episode “Training Army Al,” nurse Hallie gleefully exclaims that Al was made to look good in a uniform. She compliments him again not much later.
* Doc McStuffins episode "Camp Fancy; Nancy's Vanity D'Art", both of which were delayed due to hurricanes, were available on Disney NOW before they actually premiered on TV.
* Doc McStuffins episode "Chilly Gets Chilly", Lambie holds onto Doc's leg. Doc thinks Lambie is hugging her, but really she's just trying to stay warm.
* Doc McStuffins, Hallie was absent in 6 episodes, and Chilly was absent in 13 episodes.
* Doc McStuffins. However, there have been a couple of instances where there was something preventing actual cuddling, so she gave an "air cuddle" instead.
* Doc McStuffins, rescuing her stuffed dragon from a puppy: "Sorry, Rudy, but Stuffy's not a toy. *beat* Well, not a dog toy."
* Doc McStuffins revolves around a toy who doesn't want to be taken to the toy hospital because she's afraid she'll get sick there. The other toys reassure her that she has nothing to worry about, as a hospital is a place to help you get better, not someplace where you'll get sick. However, in the real world there's been a deepening public health crisis involving antibiotic-resistant infections people have picked up while staying in hospitals, and the Center for Disease Control estimates there are as many as 90,000 deaths a year from diseases acquired in hospitals. Given this, adult viewers in the know could easily see this toy's concern as being legitimate, especially given that they're taking her to a hospital she hasn't been able to personally check into to see if it's up to standard.
* Doc McStuffins, Ruby the rock star toy has quit singing because her microphone is broken and asks Doc to give her another job. She makes Ruby her office assistant and gives her a large stack of papers to file while everyone else sings and plays

music until she can't take it anymore.
* Doc McStuffins: School of Medicine, This time, the line censored was "Something must be wrong!", with the word "wrong" bleeped.
* Doc McStuffins, Stuffy asks this as he and Lambie travel with Doc to a neighboring house to help a toy stuck in a tree. The first two times he asks the question, the answer from Lambie is "no." The third time, the answer is "yes." The fourth time, Stuffy starts to ask the question, only to stop when he realizes he got a "yes" to the last one.
* Doc McStuffins: "Tea Party Tantrum" has the pretend tea party, and a cranky doll, rather than person, who ends up being Doc's patient.
* Doc McStuffins. The guide dog Mountie navigates Hil the toy mole around one.
* Doc McStuffins: the sword of an action figure in the show is shown to be sharp enough to rip through a plush toy when said plush is swung into the sword in error in the same episode. Given that plush fabric is usually pretty strong material, the sword couldn't have been made of plastic.
* Doc McStuffins: The whole clinic staff uttered this exact phrase to an uneasy Niles while trying to get his bandages off. Of course, Niles was expecting it to hurt. Inverted in that they proceeded to carefully take off most of the bandages while Niles wasn't paying attention, so he naturally felt nothing when Doc told him it was time to take them off and pulled a little piece of bandage still on him.
* Doc McStuffins, this is the reason why Pooh is floating in the air, per usual of trying to float up to get honey from bees.
* Doc McStuffins: "Toy Hospital: Mole Money, Mole Problems," the final test for a guide pet is the "distracted pedestrian of doom."
* Doc McStuffins, when Frida starts trying to fly even though her wing is ripped, Doc calls out to duck and Chilly is confused because he thought she was a fairy, not a duck.
* Doc McStuffins which allows toys to create designer pets. When the McStuffins Pet Rescue Team has to break in at night to rescue Bob, a non-designer pet toy dog that Hallie has decided to adopt, they end up accidentally creating a designer pet as well. It has a rubber duck head, a squirrel tail, rabbit and cat ears and parts from various other animals. The Wicked King itself ends up adopting it.
* Doc McStuffins, which also came out in 2012, would be so hugely popular. Once again, people were proven wrong, and it has the honor of being the first Disney show to get a 5th season.
* Doc McStuffins with the McStuffins Toy Hospital world. When Grandma McStuffins tells Doc that she'll probably be spending a lot of time there, Doc wonders about her parents worrying about where she is. As Grandma explains...
* Doc nearly lost his own life to a silver bullet, fired from the very pistol with which Hitler committed suicide. The shooter was a
* Doc Ock saga, he comes to the conclusion that the only reason he would do such a thing is that Peter's brain couldn't handle his genius and it affected him.
* D'Ocon Films Productions; D'Ocon Films co-producing that cartoon with French company Ellipsanime may have something to do with it.
* D'Ocon Films Productions, which D'Ocon Films co-produced with French company Ellipsanime.
* Doc Rat before finalizing a commitment. They would finally make love after officially becoming engaged, and eventually married and had children.
* Doc Rat featured Mr Pigg complaining to the chemist that the tonic he'd purchased which promised to "add body to your hair" had caused him to sprout hair everywhere. Turned out he'd read the label upside down; it actually said "adds hair to your body".
* Doc Rat initially dodged the question of what carnivores eat. But it eventually came to envelop the rest of the comic with a wolf character who married a rabbit and is attempting to start an anti-predation movement.
* Doc Rat, the carnivores regard their eating intelligent herbivores as morally unproblematic, and any objections from the prey are the problem. One indeed got indignant after her fox husband brought home baby rabbits, and the rabbits' father came by to beat him up.

* Doc Rat The label said that the heated contents would be hot, but he thought it was ironic.
* Doc Reid's Rangers, from the sourcebook on the Vampire Kingdoms of Mexico. There's a lot wrong with most of the Rangers, especially Doc Reid himself, but when it comes down to the "Nazi concentration camp like" experiments on vampires, it's kind of hard to not see them as
* Doc reveals that when he was young, his little brother Deke fell into a river and drowned. Doc tried to save him, but he didn't know CPR, so Deke died. Doc became a medic so that a tragedy like that would never happen again.
* Doc Robot is supposed to come from the Japanese word "dokuro", which means "skull". Granted, part of the blame lies on the game's localization team, as a more accurate translation of his Japanese name would have been "Skull Robot".
* Doc Samson manages to come back to life from his most recent death a few issues prior, in Walt's body, but he notes Walt's apparent absence meant he could
* Doc Samson miniseries, Tina Punnett is trapped in a VR game that's been modified to cause psychosomatic damage to the player. To get out, she runs herself through with a sword, causing lots of pain but also causing the game to end.
* Doc Samson transformed himself using stored energy siphoned from the Hulk in an attempt to turn the Hulk back into Bruce Banner permanently. Considering that it changed him from a somewhat nebbishy scientist into someone with the physique of a Greek god, the fact that it also made his hair longer and
* Doc Savage — was an unsold non-Doc Savage story Murray rewrote to star Doc and his aides.
* Doc Savage, a chemist Doc has brought out of the emotionless trance is shot through the head just as he is about to tell Doc who hired him.
* Doc Savage and his men fired sleep-inducing "mercy bullets," hollow projectiles which "flattened under the skin," releasing a powerful anesthetic. One of his crew carried a sword cane with the tip dipped in the substance, to render bad guys unconscious in seconds. The entire team also carried hollow glass balls with anesthetic gas which could be thrown grenade-style, putting large groups of villans to sleep in moments.
* Doc Savage, as used by Philip Jose Farmer in his "biography" of Doc Savage, has them enlisting in other nations armies at the start of the war and transferring to the US Army when the US joined. Even then, Ham's Brigadier Generalship is stretching credibility.
* Doc Savage by grabbing a rafter with one hand and punching a hole in it with the other.
* Doc Savage could operate any vehicle that existed in the 1930s: car, plane, autogyro, airship, submarine, etc.
* DocSavage Doc has occasionally used truth serum, but usually as a last resort because he's well aware of its' limitations. It does not magically make someone tell the truth, it just makes them so groggy and confused that they can't concentrate enough to think up a lie, but it's still hard to get useful information from anyone. He also has to watch the dose very carefully, as the amount needed to make it nearly impossible for them to think up a lie is uncomfortably close to the dose that will either render them unconscious or kill them outright.
* Doc Savage. Due to the mediocre response to the movie by both critics and audience, he didn't.
* Doc Savage had his headquarters in the Empire State Building, and most of his stories had a large section in NYC before heading off to more exotic locales.
* Doc Savage has bronze-flecked eyes to match his bronze-flecked hair and skin — hence the "Man of Bronze" moniker.
* Doc Savage has Doc clashing with someone who might have a demon and visiting somewhere that might have been Hell.
* Doc Savage: In early stories, criminals captured by Doc received "a delicate brain operation" to cure their criminal tendencies. The criminals returned to society fully productive and unaware of their criminal past.
* Doc Savage in newspapers of the time. People were fascinated by the travel plans of celebrities, and if they were intending to travel they'd pick a ship based more

on who they were sailing with than on the safety or comforts of the vessel in question.
* Doc Savage is determinedly uninterested in romance. It is remarked in the first book that "He had long ago made up his mind that women were to play no part in his career" and spends every interaction with Monaja (the most beautiful woman he ever met) trying to get her to lose interest. He's smart enough to foist interaction with women on his companions for the most part but seems profoundly uncomfortable when this is not possible.
* Doc Savage is over 90 years old and morbidly obese. Doc dons a fat suit to impersonate the king and lead his people into battle.
* Doc Savage kingdom of Subterranea uses gold for a huge variety of uses as it is the most abdundant and ductile metal available.
* Doc Savage, Leo tortures Sidney Lorrey: starting by pulling fingernails out with pliers, and then moving on to whittling his fingers down to the bone with a sharp knife.
* Doc Savage, Lurgent and his men pull this trick to gain access to Doc's HQ and capture Renny, Long Tom and Pat.
* Doc Savage novel, criminals strike at Doc by renting the office next to his and attacking the wall. (This causes a few continuity problems for fans as most Doc Savage stories state that he rents the entire floor of the skyscraper.)
* Doc Savage novels begin this way outside Doc's reception room. The cleaning costs must be enormous...
* Doc Savage novels, there are a couple of references to Monk and/or Patricia writing up details of Doc's adventures and passing them on to the man who writes the novels (i.e. Lester Dent a.k.a. 'Kenneth Robeson'). Doc himself is not very impressed by Dent's literary style.
* Doc Savage Pat Savage has to restrain herself from flinching when several field rats scamper out of the jungle.
* Doc Savage routine from birth initiated by his father. "Doc Savage Magazine" discussed the training routine, in 23 articles published from July 1935 to May 1937.
* Doc Savage's favorite way to get around NYC is to let one of his buddies drive while he stands on the running board.
* Doc Savage sidekick Monk Mayfair actually recognizes a disguised villainess by her legs.
* Doc Savage: The Man of Bronze. Death (murder) of Doc's father → a plot to steal Indian land in Central America that contains a giant pool of gold.
* Doc Savage: The Man of Bronze, in the middle of a hidden valley where a lake of molten gold is erupting, dancing in glee, and trying to catch the superheated metal in his pockets. Amazingly, he does not die from this or even get burned as liquid gold splatters across him. However, when the hero and his allies leave the cave they took shelter in, they find him nothing but a statue, completely encased in gold.
* Doc Savage: The Man of Bronze that he uses to shoot out the chandelier, plunging the room into darkness so they can turn on their assassins.
* Doc Savage: The Man of Bronze to take him there, but it turns out to be a tiny rocket he uses for ice fishing that launches into the air when a fish takes the bait, pulling the fish out of the water while simultaneously ringing a bell to let Doc know dinner's ready.
* Doc Savage: The Man of Bronze, with Doc pointing dramatically as he stands on the running board (in the rain no less) as the Fabulous Five drive off to take on the villains who've killed Doc's father.
* Doc Savage underneath it to move it occasionally and emit moaning sounds.
* Doc Savage, was willing to bet that he could identify any tongue spoken on Earth; he was fluent in fifty languages and passable in another hundred — in other words, virtually all of the "living languages" (those still native to and spoken by a significant number of people in daily life). Those few he doesn't know he picks up freakishly fast.
* Doc Savage, when Doc gets his shirt torn in a similar fashion during hand-to-hand

combat with Captain Seas.
* Doc Savage, which is pretty amazing when you consider his extraordinary physical appearance — roughly 6'6" (2 meters) tall, perfectly muscled, bronze skin and eyes, and yet he frequently fools his closest associates.
* Doc Savage) who traveled the world with his friends, seeking adventure and righting wrongs. He also carried a commission from the NYPD enabling him to act with official police authority.
* Doc's counterpart "The Captain" in the UK adaptation of the show was only featured in the first two seasons of the show because of Fulton MacKay's unfortunate death. The Captain's nephew, P.K. ("Principal Keeper"), took over the lighthouse in season 3 as a result.
* Doc Scratch has no facial features whatsoever, what with his head being a gigantic cueball.
* Doc Scratch interested in actually roleplaying. The more he did, the more people began roleplaying.
* Doc Scratch is always polite and composed, be it when serving guests, beating them up, narrating,
* Doc Scratch is a sharply dressed god-like entity with a large cueball for a head and no actual biological gender, but close enough.
* Doc Scratch keeps what seems to be a Schofield revolver as his sidearm in
* Doc Sidhe, Duncan Blackletter's construct Adonis turns out to be composed (and animated) by a bunch of worms over an oversized humanoid skeleton.
* Doc Sidhe is a world-class surgeon who has no problems being on the frontline of Doc's fight against evil. As he explains, the Fair World's equivalent of the Hippocratic Oath only applies to patients, and the people he fights don't become his patients until after he shoots them.
* Doc Sidhe, Noriko carries a katana as he primary weapon while her teammates are armed with modern firearms and explosives. Somewhat justified as it has a pure steel blade with is very effective against anyone with fae blood, but she still receives a lot of ribbing for it from the rest of team; especially her boyfriend Jean-Pierre.
* Doc Sidhe spikes welded to it. When Powrie attempts to knee Harris in the groin, he ends up in a world of pain.
* Doc Spectrum's crystal once took control of him at night and had him confront one of his government superiors naked, because he
* Doc starring Billy Ray Cyrus as Dr. Clint Cassidy, every episode went out of its way to tell the audience how good-looking Dr. Cassidy was: female patients would become giddy in his presence; female background characters, including extras with non-speaking roles, would frequently look at him with lust in their eyes; any female character he met for the first time would almost always make some flattering remark about his appearance; he even had a gay guy hitting on him in one episode.
* Doc Tari of “The Terrible Thunderlizards” from ‘’
* Docteur Omega, including a strong innuendo that Dr. Omega actually was the First Doctor using a pseudonym.
* DOC to promote Bellator and he was pulled out by Bellator before he could do anything.
* Doctor/, after the Doctor regenerates into a woman, and to have them kiss in the main series story "Dead Water"/"Death In Heaven" after the Master regenerates into a woman.
* Doctor Aphra: Rur was part of an immortality-seeking Jedi sect who tried to upload himself into a droid. Unfotunately, all he did was copy his mind into the machine, which then believed itself the real Rur and killed the imposter. It's later found and reactivated, even getting into a fight with Darth Vader being being unceremoniously removed and put into storage.
* Doctor at Large as an expectant father whose medical knowledge has given him a laundry list of reasons to worry about the birth itself. After getting into a shouting match with a whole waiting room of panicky expectant fathers, he is wheeled into the delivery room on a gurney—and faints immediately and has to be wheeled back out.

* Doctor at Large episode "Change Your Partners" switches to panels from a soap operatic comic book for a confrontation between Mike Upton and Dick Stuart-Clark over the latter's romantic interest in the former's employer's daughter.
* Doctor at Large episode "Mother and Father Doing Well", a loud argument breaks out in the waiting room of a maternity ward among the expectant fathers and several of the doctors on staff. One of the doctors, Dick Stuart-Clark, finally bellows "SHUT UP!" at the top of his lungs - and is amazed when it actually restores order.
* Doctor Baldhead from the first game was far less pleasant. After accidentally killing a patient, he went insane and became a serial killer, murdering under the delusion of healing. Then he met the ghost of his patient and learned it wasn't his fault. He hid his face under a paper bag, became
* Doctor Bartholomew Oobleck has an untidy look (mismatched shoes, untucked shirt, unfastened tie,
* Doctor, because the entire medical crew died in the accident that stranded Voyager.
* Doctor Blowhole has a very functional cybernetic one on his missing right eye. He has a laser in it and once uses it as a remote control to his
* Doctor Bunnigus wonders if a group of immortals that murdered someone should be brought to justice. Petey points out that it happened
* Doctor Corenthal's reports, which are left in bags for viewers to find.
* Doctor Cox (Good Doc) and and Doctor Kelso (Bad Doc) fought regularly, often trying to draw J.D. to support their point of view. Played with in that although he was the Bad Doc (in more ways than one), Kelso's point of view isn't always entirely the wrong one, being Type 1 as much as Type 2.
* Doctor Demento) at one point observes how after a man and a woman get married, she sets about changing all his bad habits... and then complains that he's "not the man she married anymore".
* Doctor Dethridge, who lived in the Renaissance and was the first Stravagator, regularly gets visits from Stravaganti from modern-day England because time has flown by more quickly in England.
* Doctor Detroit pretends to be an example of this trope in order to curry favor with a judge who is an actual example.
* Doctor Dire novels by Andrew Sieple have WEB (the World Evolutionary Brigade), a worldwide network of science terrorists.
* Doctor Dmitri Vapnoople who believes humanity should be regularly scoured by bigger, badder, more dangerous monsters every time so that the survivors will be sharper and sharper, and the weak will be cleaned out each time. And the second he's had a moment to gather his wits and creations he intends to get started with scouring the land with the best monsters he has.
* Doctor Doctor, Colorado. This explains why you could occasionally see the Rocky Mountains in the background; the highest point in the actual state of Rhode Island is only 812 feet above sea level.
* Doctor, Doctor, Doctor: Several people of similar professional rank greet each other with their titles.
* Doctor Dolittle, and gather a force of local mice who scares them away.
* Doctor Dolittle books, it is explained that animals communicate not only by sound, but by movements of noses, ears, tails etc. The film adaptation sadly shied away from showing us the good doctor faithfully reproducing animal-speak in this fashion.
* Doctor Dolittle. Emma calls him "very rude" because of what he said about her uncle, but she follows up with "Of course, I wouldn't mind so much except everything he said was true."
* Doctor Dolittle got a call from the Audubon Society one day, asking him to explain strange vulture behavior; a man had died and the vultures, instead of eating the body, were giving it a decent burial. Doctor Dolittle arrived and saw that it was true. He asked one of the vultures what was going on. "It's professional courtesy," said the vulture. "He was a lawyer."
* Doctor Dolittle. He's excited to learn that they are going to be sailing into a terrible storm and cheerfully suggests that the Sea Star Island natives might kill

them. Then, when they really are going to be executed, all he can do is anticipate how the natives are going to do it. The others find his enthusiasm a little disturbing.
* Doctor Dolittle in 1967 and merchandising for a feature film didn't seem worth the bother in 1977.
* Doctor Dolittle's Post Office, we eventually get to hear the Mudface's story of the Great Flood which is alluded to, but not presented, in the earlier volume.
* Doctor Dolittle's Return, Dr. Dolittle tries in vain to get himself thrown into jail, so that he can write his book in peace and quiet. When he finally succeeds, the animals break him out and he has to start over again.
* Doctor Dolittle starring Rex Harrison: He just asks mice to chew through the ropes.
* Doctor Dolittle, where the Doctor flies to the moon on the back of a giant moth.
* Doctor Dolittle. Whole books have been written about the horror stories of over 1200 animals refusing to obey directions, including ducks forgetting how to swim and needing to be rescued, a goat that ate a script, a parrot yelling "Cut!", a squirrel that refused to sit still until it was rendered drunk and a piglet that had to be replaced multiple times due to outgrowing its own role.
* Doctor Doofenschmirtz claims the machine he made to make a game of golf go by faster has a chance of destroying the Universe. He says, "But a game of golf? Totally worth it".
* Doctor Doofenshmirtz's daughter, Vanessa, attempts to show her mom (and his Ex-Wife), that Doofenshmirtz is an evil genius, but the evidence disappears. Ironically enough, it's shown that Doofenshmirtz's scheme (usually the B-Plot) is often what does away with Phineas and Ferb's thing, and when his scheme is the A-Plot, Phineas and Ferb do away with it.
* Doctor Doofenshmirtz's, he did not tighten the restraints properly and Perry escapes.
* Doctor Doom, all programmed to act as if they were him, unless a) there's more than one of them in the room, or b) the real Doom is present.
* Doctor Doom and kill everyone Reed loves isn't just a tad disappointing to Doom — it would be completely antithetical to Doom's entire purpose in being evil.
* Doctor Doom, and makes many other geek-culture references along the way.
* Doctor Doom (and pretty much every other hero in the Marvel Universe).
* Doctor Doom As head of state, he enjoys diplomatic immunity during his official visits to the States. On his "unofficial" visits, however...
* Doctor Doom as the focus of the story with the Fantastic Four seen only in flashbacks if seen at all.
* Doctor Doom at an invitation to discuss something; he's a pariah on the international stage. All because of his swollen ego.
* Doctor Doom before ever gaining their powers. Naturally, they beat him.
* Doctor Doom but before Ghost Rider could finish Voodoo, Doom came in and took Ghost Rider out with one punch. This is a highly dubious feat considering Ghost Rider has been shown to be able to fight toe to toe with Dr. Strange before, take some of his best attacks, and even defeat the Sorcerer Supreme after a brutal mystical fight. And of course, Doom's powers are only second best compared to Strange. Apparently, the message that the writers want to drive home is that one punch from Doom is greater than the sum of two Sorcerer Supremes put together.
* Doctor Doom Doombots and the more straightforward purple-and-gray Mecha-Mook Doombots. Oddly, the two designs rarely appear together in a story.
* Doctor Doom). Due to the sliding timescale, it got retconned as him travelling to the past in order to learn Nazi secrets.
* Doctor Doom, even when not trying to court Sue to spite Reed, Doom still lauded her as most powerful of the four.
* Doctor Doom has influenced history both in the present and in the past.
* Doctor Doom has pulled it more than once, as in his eyes, everyone who isn't Doom is an imbecile...
* Doctor Doom has these in his castle in Latveria, which he uses to execute anyone who violates Doom's law or irritates their liege. A throwaway line mentions these

actually replaced the iron maiden that formerly did the same job for Doom's predecessors.
* Doctor Doom. He dare not sleep otherwise his thoughts will alter reality. When he does eventually fall asleep, he subconsciously resurrects the heroes he just killed.
* Doctor Doom invariably returns to his position as dictator of Latveria because his successors always turn out to be as bad or worse than he is and the country falls apart in his absence.
* Doctor Doom, is the son of a folk healer father and a Romani witch mother. Upon perusing his slain mother's heirlooms, young Victor von Doom discovered his heritage, and fervently studied the arcane arts to the point where Doom has the esteem of Doctor Strange.
* Doctor Doom is told by Boris, the faithful servant of the Von Doom family who served as surrogate father to young Victor Von Doom after his family was slain by an arrogant aristocrat. Boris sees Doom as the champion of Baltic gypsies, after turning medieval Latveria into a showpiece of Europe. Latverians are shown heartily supporting Doom as well.
* Doctor Doom is with them — if only the other three are in danger, he couldn't care less.
* Doctor Doom, king of Latveria, holds a lock on this position in the Marvel Universe. However he is actually a decent ruler to his people, having overthrown the corrupt tyrant who previously ruled Latveria, and seems to genuinely believe him ruling the world would make it a better place.
* Doctor Doom messing his face up. He was unable to even admit to himself of his mistake in either instance. His supervillain-sized lust for power is rooted in his belief that he should be second to no one, particularly Richards. This is also why he always rebuffs others' attempts to rehabilitate him. He just can't accept the pity and sympathy of others.
* Doctor Doom might be this - no one's quite sure if he actually uses dark magic or not, but the aforementioned Mordo is his teacher...
* Doctor Doom qualities. For example, he sold a device that he claimed was a violin that played amazing music regardless of the player's skill, but was actually a remote-controlled radio.
* Doctor Doom rather than a cloak, and that the hood is not in fact part of it.
* Doctor Doom ruler of the Eastern European country of Latveria, will not let legal technicalities get in the way of his regime. After all, isn't it the duty of a ruler to know when to set aside the rules?
* Doctor Doom's ability to generate forcefields, allowing the FF to survive the building exploding in space and return to Earth.
* Doctor Doom's death traps for Reed, a simple corridor that keeps getting narrower and narrower, doors progressively sealing the way back. Reed is forced to push his stretching abilities to their limits in order to keep going... only to find a dead end.
* Doctor Doom's Fearfall features a propaganda film, titled, "Latveria: Land of Enchantment", which portrays Doom as a glorious leader who's attempts at making the world a better place are always being foiled by the Fantastic Four.
* Doctor Doom's Fearfall focuses on none other than the Fantastic Four's arch-nemesis, Doctor Doom, and his attempts to recruit guests into fueling his "Fusion Dynamo" device that he will use to destroy the quartet.
* Doctor Doom's Fearfall, the location of the "Tower of Doom" is made very blatant due to the ride's name being displayed in big letters on a massive sign that can be seen from quite afar.
* Doctor Doom's Hologram Projector consist of a projector and a transmitter. It can project images derived from a signal from the transmitter. He often attaches the transmitter to one of his Doombots or other minions and watches the image from a safe location.
* Doctor Doom shot the Baxter Building into space in his second appearance in comics. A Doom imposter later succeeded.
* Doctor Doom's Latveria fits this trope pretty well, especially in some of the

earliest comic books. Doom's
* Doctor Doom). The literal bonafide Truth smacked Doom in the face...and he refused to accept it. That's either impressive or sad. Maybe both.
* Doctor Doom; though he broke free, he was badly injured. His lab assistant Lysette kept him alive while urging them to fly the faster to the hospital.
* Doctor Doom/Thunderbolts unwittingly saved Doom during an unrelated time travel adventure, and he merely hijacked their time machine to get back to the present.
* Doctor Doom tooth and nail trying to get to Mjolnir and claim it, eventually beating them, grasping the handle and, predictably, being unable to budge it. Rather than rage at his failure or try to take it out on anyone nearby, he simply shrugs and goes home.
* Doctor Doom ultimately shows Doom's face, hideously mutilated and the only thing he couldn't fix.
* Doctor Doom: Victor Von Doom! of the Marvelverse is renowned for his villainous arrogance. His original enmity with Reed Richards came about because he refused to consider the possibility that he could make an error, then, when the machine blew up in his face (literally), he concluded that Richards had sabotaged it.
* Doctor Doom. When they were in university, Reed Richards perused Doom's notes for his grand experiment and tried to warn him that some of his calculations were off, which threatened disaster. Doom refused to listen, and when the experiment blew up in his face, as Reed warned, Doom could not accept that he made a mistake and irrationally accused Reed of sabotage, starting their lifelong enmity.
* Doctor Dreadful line of toys features the eponymous doctor as its mascot, and encourages kids to become one too by using his lab toys to make the various gross food creations.
* "Doctor, drop what you're doing and come with me!" breach of a patient's privacy, and if it's the operating room would also compromise the procedure's sterility.
* Doctor Evil "Preparation H", as preparations A-G were complete failures. Of course, this is all to set up yet another joke for Scott to laugh at.
* Doctor Fate, also became Doctor Fate. And he also has a sort-of-relationship with a woman called Inza, which isn't exactly a common name.
* Doctor Fate a misled Osiris attacks Doctor Fate and uses his scales as a weapon against him.
* Doctor Fate. Both Fate and Strange's capes are often shown billowing about as though they're enchanted to fluctuate in size and length, which is likely for both characters.
* Doctor Fate involving a vampire who believed he could turn back into a human by drinking Jesus's blood from the Holy Grail.
* Doctor Fate's villains is a man named Ian Karkull who can control shadow magic.
* Doctor Fate the wearer varies depending on the writer; in some cases it's an actual partnership that can be broken by the human host at will, and in some cases once the host decides to put the helm on it's the last decision they get to make until the helm decides to remove itself.
* Doctor Fate, who wants the Helmet of Nabu for himself. He just can't catch a break!
* Doctor Faustus, amusing the Emperor's court, and eventually just dying alone, realizing how badly he wasted his potential.
* Doctor Faustus, and who dryly notes that his own person rather proves the reality of those things.
* Doctor Faustus. He always convinces himself that he's too far gone to repent, so there is no point. He is eventually more repentant when on the brink of death, but this is too late for Marlowe's God. Although Faustus was aware of religion, he chose to defy it.
* Doctor Faustus sells his soul to the devil for diabolical powers that he uses for selfish and often petty goals.
* Doctor Faustus when Robin takes on his friend Dick as his own servant...
* Doctor Faustus: You might think a so-called genius like Faustus would be able to accomplish a lot with his demonic powers, but instead he squanders them on childish pranks.

* Doctor Filbert R. Z. Quintain, M.S., Ph.D., F.A.A.S., the expert on mutant powers at
* Doctor Finitevus' first use of his Chaos Siphon suit turned him into a
* Doctor Forrester's first appearance in any episode is usually announced with some variation on "Hello, booby," or another insulting nickname for Joel or Mike.
* Doctor Forrester's is specifically designed to fail and trap the user within a lethal "simulation", so that he can use it to take over the world.
* Doctor Fractured Tibia, more commonly called Tibbs. He'll often threaten other characters, including his so called allies, with painful death or torture, and has gone through with his threats on several occasions.
* Doctor Franklin (and his father) are (apparently) African Americans.
* Doctor Franklin's dream is to create useful animal-human hybrids. When this trope comes up he sneers and claims that starting from a scratch just won't do for what he wants.
* Doctor. German name. German accent. And a Nazi attitude to people in the way of his plans.
* Doctor Ghemor, I Presume? wrong in the Bashir family if Julian is so eager to jump ship.
* Doctor Gonzo in an elevator, in a haze of drug-fueled paranoia. (Everyone else tries to ignore him.) Comes complete with the doors opening, a horrified couple staring at the knife-wielding Gonzo, and the doors closing again.
* Doctor Grordbort's Contrapulatronic Dingus Directory, is written entirely in this style.
* Doctor Harleen Quinzel fell for the Joker while she was treating him at Arkham. She helped him escape, and he repaid her with electroshock therapy. Once her brain was broken, she cheerfully jumped into a bath of chemicals in order to receive the same transformation he did.
* Doctor Henry Jekyll) originally created his famous serum to separate people from their vices, as in the story he came from. While Hyde still acts on Jekyll's repressed emotions, Jekyll never once uses his alternate form to indulge in his darker desires before the murders start. Ultimately, while in the novella Hyde is the one that does them both in out of fear of getting caught, Jekyll is the one to kill them here to stop him from taking over.
* Doctor Horrible's Commentary! The Musical has several songs about the song. Most notably "Ten dollar solo."
* Doctor Horrible's Sing-along Blog. Then you hit the point where the "evil scheme" starts to unfurl, and things start happening.
* Doctor: "I have some bad news and some very bad news. The bad news is that you have cancer." Patient: "What's the very bad news?" Doctor: "You also have short-term memory loss." Patient: "Oh, thank goodness! I thought you were gonna say I had cancer!"
* Doctor Impossible, and according both his and The Champions' stories, not nearly for the first time.
* Doctor in Charge episode "There's No Fire Without Smoke", the climax in which the doctors of St. Swithin's hospital rush in comically inept style to a fire (which one of them assumes is just a drill) is done in the style of a silent film comedy, complete with title cards for dialogue and lively piano accompaniment.
* "Doctor in Distress" regulars and a bunch of other celebrities. Unfortunately, it was so poorly received that even the BBC itself refused to air it on its radio stations.
* Doctor in the House, a character tries to deliberately fail his final medical exam. (If he passes, he will be obligated to marry a woman he no longer loves.) He attempts to deliberately fail the written exam but, never having failed a test in his life, finds he is unable to deliberately write down wrong answers. He gets drunk before his final oral exam and refuses to answer one of the questions. The examiner then realises that he has been using that diagnostic example too much and thanks the student for drawing it to his attention. At this point, he might still have passed if he had not then thrown up on the examiner.
* Doctor in the House. Drs. Stuart-Clark and Collier put Dr. Bingham's leg in

plaster as a prank before he leaves on his honeymoon, and Dr. Waring is forced to drive Bingham and his wife to their honeymoon hotel in a hired car and then stay the night; when the prank is revealed, he forces Collier to come to the hotel with a set of plaster cutters. Collier nearly misses the turn for the hotel, and reverses his car into a ditch as he tries to correct his mistake. As he forgets the plaster cutters in the car, the other doctors try to pull it out with Bingham driving the hired car, but his plastered foot gets stuck on the accelerator, dragging both cars on a wild ride down country roads and stopping on a level crossing — just as the barriers lower for an oncoming train. A mad scramble ensues to get the cars off the crossing in time, but then the still plaster-encased Bingham gets his foot stuck under the rails... fortunately, the train is going in the other direction and he is unharmed. (Collier's car gets front-ended by the other car, however, and his leg really does get broken in the impact.)
* Doctor in theHouse Richard Gordon, who wrote the book series, has a cameo as an anesthetist.
* Doctor in the House took over writing fresh scripts with new scenarios for renamed or composite versions of Gordon's characters.
* Doctor in the Underworld series, vampire historian Tanis observes that Selene’s new ‘team’ of herself, servant vampire Erika (really an amnesic Madame de Pompadour), vampire/lycan hybrid Michael Corvin, and the alien Doctor is basically this, explicitly asking when Selene started to work with a ‘freak squad’; Michael responds with the observation that all they need is a theme song.
* Doctor in the Underworld, when the Doctor infiltrates Ordghaz Manor to learn more about the vampire/lycan war, Selene gives him a coat belonging to one of her deceased Death Dealer allies so that he can accompany her to the library, but acknowledges that he will only pass for a Death Dealer under casual inspection.
* Doctor in the Underworld, while the Doctor expresses his disapproval of Viktor after learning about his role in starting the war as he decides to try and end the vampire/lycan conflict, it is unclear if Viktor was ever even aware of the Doctor’s existence, as he never mentions him when talking with Selene about her ‘crimes’, Selene speculating that her memories may have been so jumbled that Viktor didn’t ‘remember’ the Doctor.
* Doctor Jekyll and Sister Hyde, Dr. Jekyll attempts to escape from the police over the rooftops. He slips and falls and winds up hanging from the fingers from the gutters.
* Doctor Jekyll and Sister Hyde, Jekyll explains that the woman seen in his flat the previous night (actually him transformed into a woman) was his sister. When Susan asks her name, Jekyll glances at the newspaper in his hand and sees the headline "Murder in Hyde Park", and replies:
* Doctor Kureha also uses these methods to keep patients from doing anything that will worsen their condition or even make them incurable. She violently floored Sanji to keep him from further injuring his back and paralyzing himself.
* Doctor Kureha Shinogi is a subversion to this, to an extent. He has no fighting technique, and has an Olympian-level body in everything, having a scientifically-perfect body, but he also makes up for his lack of fight experience with his medical knowledge giving him a good grasp of the human body's weak points.
* DoctorLalve. Amazingly, YouTube commenters have managed to decipher them.
* Doctor Lautrec and the Forgotten Knights: Completing every quest including the ones after the main story unlocks a last dungeon to encounter a Treasure Animatus that's on par with the last form of the final boss.
* Doctor Lautrec and the Forgotten Knights has the Phantom as the leader of a faction of iron - masked knights.
* Doctor Light horrifically murders a surviving prison guard in a painful fashion, seemingly out of sheer sadism.
* Doctor Locklear series. He uses his surgical knowledge to torture and then kill people accused of crimes who were released or ruled not guilty. He also used it to kill the night nurse checking on him in Good Doctor Locklear.
* Doctor Lollipop — Doctor Lollipop is obviously reluctant to call in Doctor

Woodsman despite needing his help, and it initially seems to be because Doctor Woodsman is this for him. It turns out that it's because Doctor Woodsman is a squeamish dullard who's too concerned with the risk of hurting cute animals to actually do his job.
* Doctor Manhattan if you try to think about how it should really work. It helps that he's so absolutely neutral he's not really motivated to change the future anyway.
* Doctor Manhattan is a subversion, he seems stoic to the point of alienation which makes the moment where he is angry or happy stick out but Ozymandias says to someone experienced in reading body language or psychology Jon was continuously sad, he just couldn't weep like a human does.
* Doctor Marcoh sheds tears while destroying the Philosopher's Stone inside
* Doctor Milliner's Marvellous Musical Flying Machine," by modern composer Eric M. Pazdziora.
* Doctor Mordin Solus is a weird case, in that he admits to having a negligible personal interest in cultural studies, but he did some
* Doctor Mordrid had optioned the right to adapt the comic into film, but the rights expired during pre-production. Rather than cancel the project, they just changed the characters' names.
* Doctor Mordrid. Mordrid naturally refuses, pointing out that wizards have no right to rule humanity.
* Doctor Mordrid movie, but the script was changed after the rights expired and returned to Marvel.
* Doctor Mordrid skeleton and have it attack random people to make Mordrid back off.
* Doctor Moreau, probably one of the best well-known Mad Scientists in pop culture, appears in several films, most notably
* Doctor: "Mrs. Jones, I have some good news for you." "It's Miss Jones." "Miss Jones, I have some bad news for you."
* Doctor Octogonapus did this once somehow when he burst out of some superhero.
* Doctor Octopus also had, at one point, a fear of spiders. He needed psychiatric counseling to overcome it.
* Doctor Octopus around Peter's age or slightly older rather than adults as in other versions.
* Doctor Octopus. As it turned out, however, Stunner was actually a virtual avatar of a woman named Angelina Brancale, created using Ock's technology, and in truth, her true body wasn't very attractive at all. (Stunner seemed to be a fantasy that the VR machine was letting her live out.)
* Doctor Octopus briefly traded in his green and orange tights for nice suits.
* Doctor Octopus by saving New York from the Goblin King at the cost of being erased.
* Doctor Octopus comics. He has been shown time again to wanting to be left alone but also craving the closeness of others. Even after the "The Superior Spider-Man" run, Octavius still had the inkling to help others.
* Doctor Octopus (eschewing the usual goggles derived from the comics).
* Doctor Octopus. For no obvious reason, even his original set of tentacles are fast enough to deflect bullets and strong enough to throw around forklifts.
* Doctor Octopus, he considers himself and Spider-Man to be twins of their "mother", nuclear power. Ock generally seems to take this trope's title literally.
* Doctor Octopus severely injured the Black Cat, Spider-Man gives the villain the beating of his life. Doc Ock loses his confidence as a result, becoming a cowardly shell of his former self, unable to fight, with a bad case of arachnophobia. Eventually, Octopus tries to kill his foe indirectly, sabotaging a nuclear reactor — which would kill everyone in New York, unfortunately. But after his out-of-control tentacles let him defeat the hero — by accident — Spidey convinces him to shut the reactor down so that there'd be witnesses to know of his "great triumph". And it works. Ock gains his confidence back, thinking he is letting the hero live with the humiliation by sparing him. (To Spider-Man, pride isn't an issue when the whole city is at stake.)

* Doctor Octopus's old schemes was a variation. During his feud with the mobster Hammerhead, he actually proposed to Peter's Aunt May, not because she was wealthy (which she wasn't) but because she had unknowingly inherited an atomic plant that he wanted. Of course, Spider-Man got involved, the scheme culminating in a three-way fight between him, Doc Ock, and Hammerhead, the plant's destruction, and Ock becoming a destitute vagrant for a while.
* Doctor Octopus's problems started apparently when he added four arms of questionable morality to his spine...
* Doctor Octopus's tentacles dedicated drills or drill-like rotation of the claws.
* Doctor Octopus, the first time he ever stood up to his mother, and things got so heated that she died from a heart attack.
* Doctor Octopus was almost always seen in a white suit in the early-mid 90s.
* Doctor Octopus while suffering from the flu. He is easily defeated and unmasked, with Ock beating him down with his bare hands... and his poor showing convinces Doc Ock, the hostage, and the other witnesses that he isn't Spider-Man but just Peter Parker making a brave but very foolish effort to save her.
* Doctor on the Go comes from a wealthy family, and though he is a competent doctor and occasionally willing to join in the schemes of the other doctors, he is more usually portrayed as a pompous buffoon who is more likely to be on the receiving end of pranks.
* Doctor on the Go features a gender-inverted version in the episode "For Your Own Good". Dr. James Gascoigne's father has been admitted to St. Swithin's Hospital with a head injury, and Mrs. Gascoigne turns out to be an old flame of the Professor of Surgery, Sir Geoffrey Loftus. The elder Gascoigne seduced his future wife away from Loftus while the latter was away on holiday several decades earlier; Loftus and Mrs. Gascoigne have a chance encounter in the corridors of the hospital, their first meeting since their relationship ended.
* Doctor Oobleck is Beacon Academy's history teacher. He has a shaggy, unkempt mane of vivid green hair.
* Doctor Orpheus uses Astral Projection to talk to his vampire hunter and alchemist buddies and gets the lines crossed.
* Doctor Otto Octavius, thanks to not becoming Dr. Octopus until later in the game. This version, unlike his megalomaniacal comics counterpart who had to deal with Abusive Parents
* Doctor Pepper 10's wilderness ads show a manly pioneer being so manly, he can whistle and cause an eagle to dive into the lake and get him a Doctor Pepper, can make a bear paddle his canoe for him, and can carry a massive tree trunk under one arm. This was intentionally comedic. In another ad, the characters talk about how manly Doctor Pepper 10 is while escaping from a pastiche of 80's action movie bad guys. Though intended to be funny, it came off as sexist when the manly man said it wasn't a drink for women, as did the text at the end of the commercial.
* Doctor Phage believes that he is the ultimate concept of medical treatment, and therefore the expert on treating Fern's son. Everything he has done, he genuinely believes is in the best interest of his patients.
* Doctor Phil has said that he played linebacker for Tulsa in the game, but confirmation for this has been elusive.
* Doctor Phil has this trope every few episodes, usually focusing on 1) Children who are kidnapped by some stranger they met on the internet and 2) Children who spend too much time on the internet or texting.
* Doctor Pierre Chang shares the same French-first-name Chinese-last-name formula as his actor, François Chau.
* Doctor Rabbit. Eventually, Colgate just gave up and stopped bothering to stop the Poop.
* Doctor Rabbit has the titular dentist pick up kids from various countries to teach them about proper dental care.
* Doctors and alchemists in older times often examined stuff by taste and smell — they didn't have much choice, as most of the more sophisticated methods didn't exist yet. This is probably one reason why people who dabbled in alchemy tended to get rather strange later in their lives. Traditional alchemy is

absolutely fascinated with mercury, whose fumes are highly toxic and not good for the brain.
* Doctors are experimenting with using a special type of virus to treat patients with antibiotic resistant bacteria. These viruses, called bacteriophages, are specialized for infecting specific kinds of bacteria and are harmless to eukaryotic organisms like us. Bacteria can adapt resistances to these viruses, but by doing so
* Doctors, as Laura and Barney desperately try to decide what to do about her unwanted pregnancy, she cites a classmate who was able to sneak away to another country to have an abortion and that the trip was simply explained away as her summer vacation. When they finally do get the name of a reputable abortionist (the book is set pre-Roe vs. Wade), they plan to sneak off by telling their respective families that they are taking a day trip to the countryside.
* Doctors Cameron and Chase, members of House's team. They slept together once when Cameron was high on drugs, and later decided to start a
* Doctors: Cherry, particularly in her early appearances. When she first started work at the Mill, Michelle got her to put away all the medicine that had been left out, expecting to have to sort it out herself later. Not only did Cherry get it done in record time, while she was at it, she alphabetized all the cabinets to make things easier to find.
* Doctors had this discussion, despite a 30-something year friendship that began when they were in kindergarten. When they finally do realize and admit that they love each other, the narration sums it up:
* Doctor's insistence with magic not existing. His race literally booted it and their followers out. And if it does exist, it means they could be back... and probably be very
* Doctor Sivana doesn't bat an eye when his head researcher gets disintegrated in front of him, only caring that he finally found what he was searching for his entire life.
* Doctor Sleep but coming back after he gets clean. The book also introduces a new psychic child in Abra Stone, a young girl with "shining" powers similar to Danny's.
* Doctor Sleep: Dan notes at one point that "AA has no rules, but many unbreakable traditions". A minor character is also described by Dan as only having two emotions: "Angry" and "Severely Pissed-Off".
* Doctor Sleep, Dan Torrance goes through great lenghts to avert this trope when he meets up with Abra. Still, Abra's father is quite suspicious of him when they first meet.
* Doctor Sleep: Discussed. When Abra tracks down Dan, he points out that people might get the wrong idea about a teenage girl meeting a stranger in a park. She tells him that if anyone asks, she'll say he's her uncle. Later, after Abra tries to tell her father about everything that's happened, he just thinks that "Uncle Dan" groomed and molested her. She has to psychically force the information into his mind to convince him.
* Doctor Sleep, even hypothesizes about their condition, believing them to still have DNA but to have a changed nervous system, the latter of which causes the True Knot to react badly to flying (necessitating them to travel in a convoy of RVs).
* Doctor Sleep, Grandpa Flick adjusts what war he claims to be a veteran of periodically to match his apparent age. Being a military history buff, he manages to be reasonably convincing.
* Doctor Sleep, Rose the Hat shifts from killing Abra Stone as vengeance and wiping out her town to merging with the Overlook Hotel and leveling other towns until, as she put it, "Nothing remained."
* Doctor Sleep, such as by providing crucial links between characters.
* Doctor Sleep (the "essence" of the Shine) when killed, with their bodies violently "cycling" between being in a state of non-existence and rapid decomposition beforehand.
* Doctor Sleep. This was a question King had often asked himself as well as what would have happened to Jack Torrance had he found AA. King started thinking about how old Danny was and where Wendy was now, and decided to find the answers with a sequel, but it was a tall order.

* Doctor Slump, along with her reckless, childlike behavior and lack of common sense.
* Doctor Slump, and the chapter ends with the Biker Boy and the female racer becoming married.
* Doctor Slump, and the reason he didn't shake hands with Akane is that he suffers from the same problem as Tsukutsun and transforms into a dragon every time a girl touches him.
* Doctor Slump, appears to have a penis, as seen when Senbei attached Arale's head on Obatchaman's body. Peasuke ends up walking in on Arale changing clothes, leading him to temporarily believe Arale was transgender. In the remake Arale shows it to Senbe while her body and Obotchaman's were swapped for a repairing purpose.
* Doctor Slump: Arale and Gatchan (who are adoptive sisters) being two completely innocent children, they don't have a clear concept of what love or romantic relationships are, so they often play to have a date or get married together.
* Doctor Slump: Arale can punch so hard, the Earth cracks and splits in half.
* Doctor Slump Arale finds a young girl who is putting her sheets to dry after such an incident. Fascinated by the whole thing she attempts to wet her own bed by various methods, not realizing that she can't wet the bed on account of being a robot.
* Doctor Slump, even enters the strip himself and meets the characters!
* Doctor Slump has Nonko and Anko, two girls (from the city) that look like Akane and Arale (Nonko has a different hairstyle while Anko is a brunette). When Anko loses her lens (after being shocked seeing a living poop), she is obliged to put her glasses and is mistaken for Arale by Senbei that takes her to the Norimaki Residence. While searching for her friend, Nonko meets Arale and mistakes her for Anko. Nonko realizes that Arale is not Anko only when in the plane back to their home.
* Doctor Slump in an episode of the 80s anime. In the episode the Prince Monster had asked his servants to look for a human girl to be his girlfriend, they went to the Penguin Village and found Arale, whom they took to the castle of the Prince Monster, who ended up liking him a lot. But unfortunately Arale did not meet the ideal qualities that he had of a human girl, such as her beautiful song. In the end, he likes her even though Arale destroyed the castle with his N'cha cannon, causing Prince Monster to break up with her, but they seem to be on good terms as he gives Arale his autograph.
* Doctor Slump). In the final episode of the remake there is the same scene (with their baby ten years in the future), except that the moment is shown in the epilogue rather than as a result of time travel. Also, the same episode ends with the birth of Turbo, Senbei and Midori's son, and the epilogue shows they will have other children.
* Doctor Slump involves author Akira Toriyama getting disgusted with the regulars and attempting to reboot the anime as "Toriyama in Babeland". He enlists the help of the lecherous Senbei Norimaki (Dr Slump), promising that the new show will be "Dr Slump in Babeland". Dr Slump rebels when he realises Toriyama plans for wholesale destruction of Penguin Village, hence foiling the author's scheme.
* Doctor Slump is a definite example. But any setting with characters like Arale is going to be on a different field of sense.
* Doctor Slump named Renault Citroëen who shares the same design and fighting style. She easily beats Senbei with her looks alone, but not Arale (as she is a female robot) and she quickly gives up.
* Doctor Slump, Obotchaman considers himself to be the knight for his "lady" Arale. This is often downplayed or subverted because Arale is an android strong enough to face anyone alone, however Obotchaman will always be ready to protect her when necessary and he won't hesitate to defend Arale if he sees someone hurt her. They are also represented like this in one of the endings of the original anime and in the remake Obotchaman after leaving Dr. Mashirito, proclaims to become "the knight of love" for Arale's bright lady.
* Doctor Slump), or have trouble against a opponent that she should be able to destroy easily.

* Doctor Slump. Played straight when ordinary humans are involved, though.
* Doctor Slump, Senbei accidentally turns himself into a baby. Ms. Yamabuki doesn't know who the baby is, so he uses the occasion to watch her in her undies, and see her naked when she bathes him. He turns back into a adult just when she is about to let him sleep with her. He end up with a axe on the head for it all.
* Doctor Slump; therefore, they retain the same appearances they always had despite becoming parents.
* Doctor Slump ties a thread of her dress to a car which took off and unraveled her dress in front of him causing her to get embarrassed and slap Kurikinton.
* Doctor Slump titled "Gatchan You're Great", Obotchaman falls in Tsuntsunodanoteiyugo's bath.
* Doctor Slump Tsururin has psychic powers and is able to use telekinesis on herself and objects.
* Doctor Slump when a bear being returned to the wild is shot. Before administering any other help or considering any other options, Senbei declares "I might still be able to make him a cyborg!" He succeeds at this.
* Doctor Slump when he's accidentally killed, then resurrected, by aliens who don't quite grok human biology.
* Doctor Snuggles: In "The Sensational Balloon Race", this is how the Doctor's balloon racer flies. He and his assistants blow up several party balloons by mouth which is able to lift their gondola up into the air.
* Doctor Snuggles leans more towards the fantasy element. While there are science elements involving the Doctor and his machinery, there is plenty of magic and fantasy in the setting. We have talking animals, sentient trees and characters wielding magic spells such as Winnie Vinegar Bottle and Professor Emerald.
* Doctor Snuggles. When Snuggles explains that the plants and animals on Earth need the water, the aliens promptly agree to give it back.
* Doctors of psychology (between four and ten years of studying nothing but the human brain and human behavior) really,
* Doctors Orders, features the Enterprise (under the command of McCoy) being forced to go into silent running mode to avoid detection by an overpowered Orion ship.
* Doctors played a character who exclaimed: "I killed a man... with THESE!".
* Doctor Steel, a general guideline for uniforms, he also encouraged incorporating individual expression into them, resulting in myriad interpretations on the theme.
* Doctor Steel and had his sights set on world domination, he was rather small of stature in real life.
* Doctor Steel as their new Emperor. There's even a division in his fan club for the over 35 crowd now!
* Doctor Steel, as they are a deliberate parody of evil organizations. (Since the Doctor's retirement, use of red has been diminished.)
* Doctor Steel believed that robots would eventually evolve to the point where they would replace man, who by that time would have polluted the world so much that only his machine creations would be able to survive anyway. (He even published a paper on the subject.)
* Doctor Steel believed we were all being intentionally manipulated by the media, especially by television. In his song "Back and Forth", he throws in this gem of irony:
* Doctor Steel believes (whether in actuality or whether it's part of the crazy act is anyone's guess) that the world is controlled by a cabal of alien "Illuminati".
* Doctor Steel - "Build the Robots". Dr. Steel wants to build a giant robot army as one of his backup plans for world domination in case the whole musical brainwashing idea doesn't pan out.
* Doctor Steel can be heard engaging in a mad laugh near the end of his self-titled song, "Dr. Steel."
* Doctor Steel can be heard engaging in one near the end of his self-titled song, "Dr. Steel."
* Doctor Steel, creating an army of giant robots, and having a robot band. And a lot of robot toys.
* Doctor Steel, Dr. Steel breathes on a creepy toy and brings it to life; it

subsequently brings all the other creepy toys to life.
* Doctor Steel: Dr. Steel for World Emperor!. Toward a Utopian Playland!
* Doctor Steel. Dr. Steel is a master of propaganda, with recruitment posters, web videos, catchy music, and viral marketing through his growing fanbase army.
* Doctor Steel financed his giant robot construction, according to his song, "Build the Robots".
* Doctor Steel fully admits that he's a mad scientist bent on ruling the world, and puts the label "Propaganda" on all his media. People are willing to support him anyway, because what he plans to do with the world once he's ruling it is awesome.
* Doctor Steel had a page where you could animate him doing loops of various dance moves (the monkey, the sprinkler, the cabbage patch, the robot, etc.) by pressing buttons underneath him.
* Doctor Steel has a large and growing fanbase, but only released five albums (three of those via digital download) and never charted.
* Doctor Steel has one, seen on his website and in his videos, located on a mysterious secret island in the Pacific.
* Doctor Steel; he played the accordion and was pretty damn cool. Although definitely quirky.
* Doctor Steel is bald, and wants to take over the world. (On the other hand he just wants to promote fun, and loves children.)
* Doctor Steel - or his fans - do is done consciously and conspicuously over the top.
* Doctor Steel plays with this aesthetic in his music and interactive Fandom community.
* Doctor Steel's backup plan for world domination, if the whole "domination through entertainment" idea doesn't pan out.
* Doctor Steel seems to order some of his supplies from them; he can produce a large hammer or lit stick of dynamite at will...
* Doctor Steel sees a ghostly vision of a magical transforming toy ("Winky") hovering about his lab, but it disappears into an air duct before he can get a Polaroid snapshot of it. Slightly inverted as he was more awed by it than scared.
* Doctor Steel's goals are really very positive and even kid-friendly. He just wants to make the world a better place (for himself).
* Doctor Steel's most popular toy line was the Buzzsaw Baby, a kewpie doll with rotating saw blades for hands.
* Doctor Steel's music video for "Childhood Don't A-Go-Go", Steel breathes on his creeptastic dolls... which begin to come to life and follow him about his laboratory.
* Doctor Steel sports a 47-style barcode tattoo on the back of his neck.
* Doctor Steel's propaganda video, "Building a Utopian Playland", Dr. Steel talks about his plans for world domination, then distracts his audience with a monkey puppet, saying, "Now... who wants to see the dancing monkey!"
* Doctor Steel's song "Atomic Superstar", featuring the original Kaiju, Godzilla.
* Doctor Steel's song, "Greedy", starts out with a news bulletin about three escaped prisoners of an insane asylum (one of them, we gather, is Dr. Steel).
* Doctor Steel's song, "Lament for a Toy Factory", Steel goes insane after being fired by a toy factory. He invades the factory with an army of toys and gasoline-filled Super Soakers.
* Doctor Steel's songs "Lament for a Toy Factory", "Dr. Steel", and "The Dr. Steel Show"
* Doctor Steel's videos will have momentary words flashed on the screen such as "Dr. Steel Loves You." The multimedia displays during his stage shows also contained such subliminal messages.
* Doctor Steel wants to remake the world into a Utopian Playland — by force with the aid of giant robots, if necessary.
* Doctor Steel was a firm believer in Zechariah Sitchin's theory that humanity was created by aliens that posed as gods to the ancient Sumerians, and also believed there was a secret alien illuminati still in control of world affairs. Several of his songs and videos reflect this belief.

* Doctor Steel was never seen without his goggles, regardless of his attire. Somewhat justified, as he was a roboticist and was seen in one video welding.
* Doctor Steel, was this. All we know about his true identity is his real name, and after he retired his Doctor Steel persona, he vanished off the face of the earth for quite some time.
* Doctor Steel wore platform boots. On one occasion, they had lights in the soles.
* Doctor Stein has the battle cry of "I am going to dissect you!" before he starts to fight. It's not just based for his fights alone, though he has said it to Crona and Medusa, and in the anime, Marie, he has also dissected his best friend repeatedly for years without him noticing, and wants to dissect the boss's son. He also dissected an endangered bird in his homeroom class. For his own amusement. All of this seems to have even caused a
* Doctor Strange (2016): a passenger in a bus that Mordo and Doctor Strange land on top/on the side of. He doesn't notice, given that the two are in the Mirror Dimension.
* Doctor Strange (2016) by the Ancient One, he looks up at her from his knees and quietly begs her "Teach me." Just as quietly she looks down on him and replies "No", before having him chucked out of Kamar-Taj.
* Doctor Strange (2016) crashed his car at the beginning of the film, leading to nerve damage that caused his hands to shake uncontrollably. Strange was a neurosurgeon before the crash, meaning it was impossible for him to continue working without putting every single one of his patients at enormous risk. It is pointed out that he could still have a long and fulfilling career as a doctor and would be an invaluable resource as a consultant for other neurosurgeons. However, for Strange, medicine holds no interest if he cannot be a surgeon so he wrecks his life looking for a cure for his condition.
* Doctor Strange (2016) from male to female, but that's beside the point.) The film also features non-white sorcerers such as Mordo (black) and Wong (Asian), with the overall effect that magic is unrelated to race.
* Doctor Strange (2016) has the mages display magical displays of their power, with the Ancient One comparing it to a program or source code. There is also a relic, the Orb of Agamotto, a model of the Earth that projects magical displays to monitor any threats from other dimensions.
* Doctor Strange (2016) has the sequence of Strange and Mordo being chased through New York by Kaecilius and his Zealots in the Mirror Dimension.
* Doctor Strange (2016): He strives for a world without suffering, death, destruction, or hardship. What he really means is that he wants Dormammu to incorporate Earth into his dimension—as time doesn't exist in Dormammu's dimension, time suddenly stopping is how it would appear to an observer on Earth. Well, one immune to Dormammu's effects anyway.
* Doctor Strange (2016), he walks past Lucian's corpse and checks for a pulse. Later, he rebuffs the Ancient One's praises by telling her he became a doctor to save lives, not take them.
* Doctor Strange (2016) in order to slow Strange down and tip him off balance.
* Doctor Strange (2016) in the film. It may be the only badass cape more badass than its wearer.
* Doctor Strange (2016) introduces actual magic to the MCU and Stephen Strange's character arc shows him learning that there are countless realities beyond the rational scientific one he initially believes in and that magic and science can co-exist.
* Doctor Strange (2016), it's clear that physical might is irrelevant when defending against this move.
* Doctor Strange (2016): Not so much a battle than a confrontation with Dormammu and trying to "bargain" with him through some creative use of magic.
* Doctor Strange (2016), Stephen and Christine work together and used to be lovers prior to the start of the film, leading Christine to now follow "The Strange Rule" and not date colleagues, but the two still clearly have feelings for each other and she attempts to help him through his depression after a car accident leaves him unable to use his hands to perform surgery, at least until he pushes her away in an

angry outburst and goes off to Nepal searching for a cure. Once they're reunited, she gives him a kiss on the lips when he says he has to leave for good and both are clearly torn by his having to go, but the damage has been done already and they don't end up back together.
* Doctor Strange (2016), Stephen steals books on astral projection from Kamar-Taj's library using his sling-ring (something he is not allowed to do). Wong (the librarian) tells the Ancient One who, rather than punishing him for this, instead introduces him to the Mirror Dimension so that he can practice more advanced magic without destroying anything.
* Doctor Strange (2016), Strange uses it to rewind the destruction of the Hong Kong sanctum and surrounding area while Mordo and Wong fight Kaecilis' zealots. The sorcerers use this to their advantage, trapping the zealots in structures as they're being un-destroyed.
* Doctor Strange (2016) suggested the idea to the producer, who burst out laughing and liked it so much he directed the special effects crew to make it happen.
* Doctor Strange (2016), the villain Dormammu is trapped in the Dark Dimension so that he cannot harm the main universe.
* Doctor Strange (2016), wherein it's shown that not only is magic a real force, but it specifically doesn't need to follow the rules of scientific law.
* Doctor Strange admit to being second at anything, even with a being as out of his league as Shuma-Gorath.
* Doctor Strange, after being led into the presence of "The Ancient One," Strange keeps thanking the older man in robes, while receiving tea from younger-looking woman in yellow. As the robed man leaves, Strange voice trails off, "Thank you Ancient One, for seeing me." Just then, the tea server says, "You're very welcome." Cue astonished look on Strange's face.
* Doctor Strange after getting the villains hoisted by their own petard Strange repeats a line he said earlier when caught trying a spell from a restricted tome.
* Doctor Strange, alienated everyone, and eventually lost his license due to a malpractice suit.
* Doctor Strange also tends to make his eyes glow white when he's doing something serious - though he mostly seems to do it for dramatic effect and/or to screw with people, because he's
* Doctor Strange and Clea. He was Sorcerer Supreme of his dimension and she was a member of the royal house in hers — they never did find a way to solve the problem and eventually separated to their own worlds.
* Doctor Strange, and escapes to Heaven without any chance of reconciliation. Strange, moved by pity, reaches out to Doom, but Doom coldly rebuffs him.
* Doctor Strange and half-niece of Baron Mordo, as well one of the most powerful witches in Europe.
* Doctor Strange and his physical body. The former is intangible, and even could go right through the core of the planet Earth as a shortcut around the surface.
* Doctor Strange, and people often come directly to him to deal with their supernatural problems. And since he's the Sorcerer Supreme, it's pretty much in his job description. Or Brother Voodoo or Magik if Strange isn't around.
* Doctor Strange and says "Strange Smash", a nod to Hulk's famous line "Hulk Smash".
* Doctor Strange and Strange's attempt to effect a cure through magical means. The primary antagonist is another mage/doctor who was bought by the company and acts as if he half-believes their official line that medical research must proceed at its own "natural pace".
* Doctor Strange and the other Many-Angled Ones were some of the first creatures to ever exist in the multiverse.
* Doctor Strange and the Sorcerers Supreme involves a macguffin known as the Word of God that appears to be a spellbook of unimaginable power. Turns out the spellbook is actually advanced technology from an extradimensional alien being that magic users just happen to have an affinity for. Using its spells draws the owner to the dimension it resides it.
* Doctor Strange and was still in reasonably good physical and mental health when

he died.
* Doctor Strange animated movie, the Sanctum Sanctorum contained a gate to Dormammu's realm.
* Doctor Strange. Back when he had his own title, he once modified the Cloak of Levitation into a flowing red trenchcoat with a broad collar.
* Doctor Strange believe that he had died years ago, and that the physical man they saw was a harmless occult expert named "Stephen Sanders."
* Doctor Strange, but he has this to say about his story (being orphaned by Shuma-Gorath followers):
* Doctor Strange, but he's also a physically-ordinary human being, so compared to heroes with super-strength or unbreakable skin, he's pretty darn squishy. As with Wiccan and the Scarlet Witch, he's prone to being laid out early by a blow a superhuman could shrug off, just to preserve the drama.
* Doctor Strange, but the most notable one occurs when Strange and Mordo are being chased around New York by Kaecilius and his henchmen while within the Mirror Dimension. As they're trapped there, they must dodge and run through the scenery as it changes constantly around them, until the Ancient One steps in to join the fight.
* Doctor Strange), but this doesn't mean there can't be even unexpected stuff in it as magical accidents do regularly happen around this much magic.
* Doctor Strange, Christine gets a face full of the supernatural as she attempts to keep Strange alive while he battles a villain in the Astral Plane. After ghosts, poltergeist-like disruptions, and a magical portal in front of her very eyes, she's scared witless by a broom falling to the floor.
* Doctor Strange does this a lot, although it could just be part of the spell casting process. If he is unable to use his voice, he is unable to use most if not all of his magic.
* Doctor Strange. Each contains spells or information to perfectly counter something in the other.
* Doctor Strange Eoffren. He is shown forging a magical sword capable of cutting through dimensions, a sword he dubs the Scalpel of Strange. This is notably the very first magical artifact that bears Strange's own name, signifying his growth as a Sorcerer Supreme.
* Doctor Strange features multiple heroes and villains who have the same powers as the main character. Justified in that the movie revolves around wizards who all studied the same mystic arts, including Dr. Strange himself.
* Doctor Strange foe Silver Dagger not only wields his namesake knives as weapons but also commands a group of zealot commandos armed with automatic weapons loaded with silver bullets.
* Doctor Strange found himself in a dilemma between his magical disciple Clea (a native of the Dark Dimension) and Earth-bound journalist and writer Morgana Blessing.
* Doctor Strange frequently goes to cases without much preparation, expecting that he'll be quick-witted enough (or have the right amulet, or know the right spell) to deal with the situation as it develops.
* Doctor Strange. Granted, half the words he uses ARE made-up, but it's still fun trying to follow him through a convoluted explanation of his spellwork.
* Doctor Strange had one for a while as part of a retool into a 'darker' character.
* Doctor Strange has accrued many of these, including 'the Sorcerer Supreme',
* Doctor Strange has participated in many wizard's duels, considering that he is Sorcerer Supreme and the majority of his enemies are either rival wizards like Baron Mordo (as pictured in the page image) or extradimensional wizard-gods like the Dread Dormammu and Nightmare.
* Doctor Strange. He has a number of artifacts which make this much easier, particularly the Eye of Agamotto.
* Doctor Strange. He is a sorcerer, but his final scene reveals he wants to kill all other sorcerers in the belief that all magic-users violate “natural law.”
* Doctor Strange. He is told that, as a result, "death may only come from without,

in battle — and not from within."
* Doctor Strange), he shows Strange how the Universe was created. Strange quickly averts his eyes, paraphrasing this trope.
* Doctor Strange. He's skilled in the martial arts of Kamar-Taj, and also has rudimentary knowledge of magic.
* Doctor Strange, he tries to make sure that someone (usually his manservant Wong) will be present to watch over his body to make sure nothing happens to him while he's "gone." Occasionally, however, a threat comes up which is too much for Wong, and this trope plays out straight.
* Doctor Strange, hops between dimensions and planets to purge them of magic and murder their sorcerers. The Imperator successfully cripples Earth's magic sources, but Strange and his fellow sorcerers manage to escape and seek out the world's last remaining artifacts in hopes of mounting a counterattack.
* Doctor Strange in a 2017 issue, mystical locations in the past existed in multiple places at once. As time went by they settled on a static location, leading to an ancient temple ending up buried under Queens.
* Doctor Strange, in keeping with his all knowing mysterious figure role (and
* Doctor Strange is also ruthlessly manipulative, coldly moving people around like chess pieces, and continually calculating the cost-benefit balance of each action in human and superhuman lives via his
* Doctor Strange is, among other things, a qualified medical doctor (and actually uses those skills more often than his canon counterpart), and is also incredibly and creatively lethal when the mood takes him.
* Doctor Strange is on a first-name basis with a lot of powerful entities, from the Vishanti to Eternity and even the Living Tribunal. They seldom go to him, though he has paid a house call on Agamotto once or twice.
* Doctor Strange is protected by a mystical shield that can withstand attacks from beings like Galactus, Dormammu and Shuma Gorath. Depending on the Writer, it either functions automatically or he has to summon it. He can also call up the "Shields of the Seraphim" for added protection.
* Doctor Strange is renowned for being cryptic and enigmatic, but when he's being clever/actually deigning to tell people what he's been up to for once (something which usually coincides with his being less sane than usual) this is the result.
* Doctor Strange). It is significant since both movies involve time loops.
* Doctor Strange. Justifed in the cases of Dormammu, Umar, Rintrah, and Clea, who all come from other dimensions; not so much with Strange's faithful servant and long-time friend Wong.
* Doctor Strange: Kaecilius and his Zealots attacks all three Sanctums that the Masters of the Mystic Arts are sworn to protect. The London and Hong Kong Sanctums quickly fall to his assault, and the New York Sanctum is heavily damaged. Doctor Strange uses the Time Stone to reverse the damage done in Hong Kong.
* Doctor Strange, largely by outthinking them or maneuvering them into a position where he has a fighting chance.
* Doctor Strange. Later scenes involve him sparring with Mordo (played by the very handsome Chiwetel Ejiofor) in sleeveless tops that do an excellent job showing off their upper arms.
* Doctor Strange, like Mephisto (who looks like a human with unnaturally red skin).
* Doctor Strange. Likewise, Ben Urich, a middle-aged man in the classic Marvel Universe appears to only be in his 30s.
* Doctor Strange looks about 40 odd, and has for at least 1500 years. The sequel later notes that he's actually
* Doctor Strangelove the bomber crews only unseal their targeting orders after the attack command is given. In the latter, they consist of one word- "MOSCOW".
* Doctor Strangelove, which asides from a plane en route to the USSR, is split between the War Room in DC and a base somewhere in the continental US.
* Doctor Strangelove: "Wing Attack Plan R? R for Romeo?" The plan is to nuke the borscht out of Russia, should the normal chain of command have broken down (e.g., from a Soviet nuclear first-strike).
* Doctor Strange magic is powered by the energy of other realities with different

laws of physics. This contrasts with the comics where the energy comes from beings from other dimensions.
* Doctor Strange — the CPR just keeps him slightly alive so that the potion can heal him.
* Doctor Strange, moustached "Master of the Mystic (and Martial) Arts". The style varies, and he sometimes pairs it with a goatee, but he always has the 'stache.
* Doctor Strange name, a sword capable of cutting through dimensions. When his forging mentor Eoffren dubs it the Sword of Strange, Stephen instead calls it a scalpel: the Scalpel of Strange.
* Doctor Strange, Night Nurse is along for the adventure at her own insistence (Strange has been wounded and she is a physician). Strange's assistant Wong is also present as a sort of minor Holmes/experienced Watson, answering some questions and asking others.
* Doctor Strange occasionally refers to 'magick,' though as Master of the Mystic Arts he can usually go into more details about what he's doing.
* Doctor Strange once was turned into a vampire by Dracula, who boasted that since Dracula rules over all vampires, Strange was unable to attack him. Indeed, try as he might, Strange could no longer call upon his usual sources for spells: Aggamotto, Cyttorak, Watoomb, etc. In desperation, and with effort that nearly killed him, Strange called out the name of God.
* Doctor Strange origin show Stephen Strange hitting the bottle and the skids between the accident that ends his surgical career and his tutelage under the Ancient One.
* Doctor Strange. Played with somewhat in that the public rarely takes him seriously — they tend to see him as just another bit of Greenwich Village color.
* Doctor Strange routinely scares the living daylights out of everyone, partly because of his well-earned (and carefully constructed) reputation for omniscience and manipulating the hell out of everyone via
* Doctor Strange's disciple/lover traditionally has two curling locks of hair that meet over her forehead in a way Aqua Net can only dream of achieving.
* Doctor Strange seems to work like this, and the mages have ways of quickly drawing circles in the air. In this case though, the shapes themselves aren't of as rudimentary value, as it is moving the hands through the air in the right way to control the energy that they will emanate.
* Doctor Strange sends Harry and his friends in to rescue Steve, Tony, and Bruce.
* Doctor Strange series in the 1990s, Doctor Strange spent 5000 years fighting the War of the Seven Spheres in another dimension. Given any reasonable age for him, that means at least 98% of his entire life was spent in this one plot. From a look at him today, you'd never know it.
* Doctor Strange's foes, is essentially a Type 1 imagining himself to be a Type 2. He once mortally injured Strange and abducted his lover Clea with the intent to "save her soul" from corruption by Strange's dark magic. (Silver Dagger is a darker sorcerer than Strange himself, but the irony is lost on him).
* Doctor Strange's library is hinted to be the most impressive, since as
* Doctor Strange slips and falls from the roof of a New York skyscraper. If he hadn't suspended Strange's ability to use magic three minutes earlier, he would have lived.
* Doctor Strange's mentor, became one with the universe after his death, though he was still available for an occasional consultation.
* Doctor Strange's mystic artifacts are treasures given by various entities, particularly the Eye of Agamotto. Interestingly, they belong to the office of Sorcerer Supreme, not to him personally, and are passed from holder to holder.
* Doctor Strange, so there's a fair bit of overlap between sci-fi and fantasy.
* Doctor Strange's personal weapon. The shooter wasn't a sorcerer, but he figured that a pistol with that kind of history would have enough Bad Mojo around it to blow right through Doc's protective spells.
* Doctor Strange's Sanctum Sanctorum in Greenwich Village is built on the site of an ancient altar devoted to human sacrifice. This gives the area a certain bad

juju, and it's implied that he either takes advantage of the residual magic or he put his house there to suppress it.
* Doctor Strange's Sanctum Sanctorum is a New York brownstone in Greenwich Village built on the site of various ritual sacrifices and prone to supernatural occurrences. To him, that's a plus point.
* Doctor Strange's Sanctum Sanctorum is similarly imperiled on a regular basis (once while it was serving as the headquarters of the New Avengers). He always comes back to it.
* Doctor Strange: Stephen Strange first asked the Ancient One to teach him magic after learning that the Ancient One's disciple Baron Mordo was plotting to murder his master. Accepting Strange as his new disciple, the Ancient One revealed that he was fully aware of Mordo's actions for some time; "The student can have no secrets from his master." He kept Mordo around so he could keep a close watch on him.
* Doctor Strange: Stephen Strange was a gifted surgeon who lost the dexterity in his hands in a car accident. His quest for a cure eventually led him to the Ancient One, who taught him the mystic arts.
* Doctor Strange. Still worse, Wong notes that even though that kind of food is the only kind Strange's body can accept, eating it will still eventually kill him.
* Doctor Strange, Strange made the mistake of taking the battle into Nabu's realm and for that, gets his very soul obliterated by Kent, Inza and Nabu.
* Doctor Strange teamed up with Doom in his final (and successful) attempt to rescue his mother's soul from Hell. Though it was a reluctant partnership at best (Strange had just beaten Doom for the position of Sorcerer Supreme and tradition mandates that the winner owes the runner-up a favor), they walked away with a grudging respect for each other.
* Doctor Strange, the Ancient One strands Strange on Mount Everest to force him to figure out how to open a portal to get back. He nearly freezes to death before he manages it. Mordo's reaction shows this isn't the first time she's done this.
* Doctor Strange, the eponymous character gets into a major car accident in the beginning of the movie that cripples his hands and leaves very noticeable scars on his fingers which never fully heal and hand tremors that never fully go away, which ruins his career as a neurosurgeon. He also gets splints drilled into his hands to immobilize them.
* Doctor Strange, the eponymous surgeon and Master of the Mystic Arts possesses his Cloak of Levitation, a red, gold-trimmed cape that flows down past his knees and allows him to fly.
* Doctor Strange, the final creature that appears before Dormammu's return is the Wing Mouth, a massive flock of small creatures with huge fangs and tiny wings. Individually, they're easy to destroy, but together, they can skeletonize a full-grown human within seconds. They devour several civilians and sorcerers before being defeated.
* Doctor Strange: The Oath, Strange reveals that Wong has been his tutor in the martial arts over the years:
* Doctor Strange: The Oath the main antagonist manages to linger a few minutes after dying to give a conflicted Strange some counsel.
* Doctor Strange. This is quite a plot hole: how can no one in the Marvel universe fix a bullet wound other than Mephisto? Doctor Strange can grant Peter omnipresence with a flick of his wrist, but he couldn't heal a bullet wound? Doctor Strange himself is a surgeon; is using magic to help Peter really so much less intensive than just doing surgery?
* Doctor Strange. This movie pulls no punches drawing a hard line between magic and science, and never attempts to explain the sorcerers as anything else.
* Doctor Strange, though Strange somehow made them usable again in later series. Currently, they're damaged again, though he still has a limited range of motion.
* Doctor Strange threw himself through a glass window — but he put his striking hand and as much of his body as possible behind his unbreakable Cloak of Levitation.
* Doctor Strange to a draw on one occasion, and the main reason he didn't win is because he knew their fight would have leveled Manhattan.

* Doctor Strange, trying to include him in his stories whenever he can.
* Doctor Strange until he finally gets sick of the stalemate and agrees to a bargain.
* Doctor Strange usually takes this approach, preferring to be cryptic and do little more than nudge someone in the right direction, before letting them figure it out. However, if the situation is serious enough, he will outright inform people of
* Doctor Strange wears the famous Cloak of Levitation which, combined with his
* Doctor Strange. When Dr. Stephen Strange was staying at the Ancient One's retreat, he discovered that the Ancient One's disciple Baron Mordo was trying to kill his master. Mordo found out and placed a spell on Strange, magically gagging him whenever he tried to warn Mordo's master. Recognizing Mordo's evil and the need to counter it, Strange offered himself as the Ancient One's new disciple. The first thing the Ancient One did was remove Mordo's enchantment from Strange, which he knew about all along ("A student can have no secrets from his master.")
* Doctor Strange, which ended only when he started to care about people other than himself. He's come a long way since, but the temptation to backslide is still there.
* Doctor Strange while he tries to assimilate universes into his Dark Dimension.
* Doctor Strange will do whatever is necessary to protect the Earth and his loved ones. He'll agonize about it afterward, but he'll still do it.
* Doctor Strange with a reach spanning numerous realities, is somehow able to erase magic wherever they invade.
* Doctor Strange: Years of spellcasting has changed Stephen Strange's internal anatomy so much he can only eat dishes with a lot of tentacles and eyes that may not be native to Earth's plane of existence.
* Doctor Sun keeps Selnikov's head in a jar, preserved and conscious for interrogation.
* Doctor Susie", Susie decides to become a doctor for toys after Lucy teaches her how to be a doctor. When Dil breaks Angelica's Cynthia doll, Susie decides that she'll need the babies' help to fix her. When she dresses the babies as surgeons, she has them wear diapers on their heads, which act as surgical caps.
* Doctor Syn ("The Scarecrow") and hangs the traitor. Or so it appears; in reality Scarecrow fakes it and then tells the man to flee the county because he'll surely be killed if discovered alive.
* Doctor Syn ("The Scarecrow") be subjected to that—even if it happened by mistake, it would certainly be rectified before four years passed.)
* Doctor Syn ("The Scarecrow") book "The Amazing Quest of Doctor Syn" involves one member of a tontine trying to wipe the others out.
* Doctor Syn ("The Scarecrow"): Convicted for murder, Black Nick Tappitt goes to the gallows unrepentant and swearing.
* Doctor Syn ("The Scarecrow") General Pugh started as a soldier in the ranks rather than buying a commission in the officer corps (which was the usual way to become an Army officer, silly as it sounds) and he makes his disdain for the aristocratic Lieutenant Brackenbury clear. It actually makes Pugh more villainous because he has no time for "gentlemanly" conduct like not terrorizing civilians or torturing prisoners, and considers the ends to justify any means.
* Doctor Syn ("The Scarecrow") is a mild-mannered 18th century country vicar by day, a ruthless masked smuggler gang leader by night.
* Doctor Syn ("The Scarecrow"), not brandy, knowing that Ransley will try to sell them for his own profit so he can flee. Then when Ransley is arrested, Syn brings out this fact in court by asking that the brandy be examined and saves Ransley (and more to the point, his sons) from hanging.
* Doctor Syn ("The Scarecrow") to disguise himself with. It was a bonus that the costume made him look intimidating and he's kept it ever since.
* Doctor Thirteen - ol' Doc is in denial of reality. When I, Vampire offhandedly mentions Dr. Fate, Thirteen calls him a cut-rate huckster who uses hypnosis to simulate the supernatural.
* Doctor Tsubasa can be considered this for being the one to tell Midoriya that he

doesn't have a quirk, and thus drastically affect Midoriya's life, views, and relationships from that point onward. 'Can be' being the key word, as a doctor looking very much like him was shown
* Doctor Tzin-Tzin in the classic story "The House That Haunted Batman." He fails.
* Doctor Tzin-Tzin is a Fu Manchu-inspired Asian-looking (but actually a
* Doctor von Knowalot's laboratory in the City Observatory has a Data Collector marked "Data Collector".
* doctor when defending his village, and became a mad killer of his own free will. The purifying effect of the mountain the story takes place on lets him revert to the decent man he'd once been.
* Doctor, while not quite as extreme an example, also fit the bill, seemingly at least in his late fifties.
* Doctor Who (10 was embarrassed, Reinette's smirk says she absolutely wasn't), and introduced the idea that even a non-psychic on the receiving end could enter the other partner's mind - "a door once opened can be walked through in any direction." As a result, there are legions of Rose/9 and Rose/10 fics in which this is the case.
* Doctor Who”; after Evelyn Smythe has been enjoying the company of the elderly but distinguished ‘Doctor John Smith’ while his granddaughter and the Doctor are locked in a prison camp, after the camps are released, Evelyn is disturbed when the Doctor reveals that ‘John Smith’ was his own first incarnation, considering her more platonic relationship with the Sixth Doctor.
* Doctor Who” uses a different approach than other animated reconstructions. Whereas all previous animated projects simply took notes from existing footage and stage directions, the animators of this episode decided instead to essentially show what it would look like with the comparably higher budget the new series has.
* Doctor Who — the Doctor is sort of an intergalactic Crocodile Hunter.
* Doctor Who — they will always remember events in the same order, even if the number of years in between may differ. But there are always Timey-Wimey complications and exceptions:
* Doctor Who (2005) appeared at the beginning, reciting the opening spiel before the real Anne unplugged it.
* Doctor Who 50th anniversary episode "The Day of the Doctor", the weapon used to destroy Gallifrey by the War Doctor, The Moment, was said to have an operating system so sophisticated it developed a conscience. Since it had conversations with the War Doctor using a telepathic interface, it clearly did.
* Doctor Who about a possible reference to Jesus goes over one panelist's head, despite the character in the book being crucified, leading the host to say, "But that's just it... that kinda nails it down..." before falling apart in a fit of giggles.
* Doctor Who about Fitz's name, and it's so bad that everyone just looks upward and whistles.
* Doctor Who about how he now has a pocket-sized version of Professor Lazarus's age-altering machine.
* Doctor Who about things like aliens that want to eat his face. The more nervous he gets, the worse the jokes.
* Doctor Who above the budget of the whole BBC in a year). Needless to say, this means the Eighth Doctor has some fanfiction about this occasion.
* Doctor Who accidentally showed Rose papers that said he was single and worked out.
* Doctor Who accompanying her ends up sacrificing himself to get her out.
* Doctor Who: A character is typing on his laptop in his bedroom when the Doctor, needing to get on the Internet, bursts in and grabs the laptop for himself. Having seen what is on the computer screen, the Doctor turns to him and says, scornfully, "Get a girlfriend!"
* Doctor Who, a character trying to learn about the Doctor sets up a "chance" meeting with Jackie Tyler at the laundromat, or a laundrette as they are called in the UK.
* Doctor Who acknowledging that placing it where he does doesn't actually work, and

the entries referring to a villainous contemporary of the Doctor's father named Marnel, whose son visited him on Earth in the seventies, pointedly not speculating on who said son might be (although he does place the visit in the UNIT era, immediately following a mention of the Master, without further comment).
* Doctor Who, a "code 9" signifies that the Doctor has been seen in the area.
* Doctor Who, a diary of her adventures recorded on her own, combined with eyewitness accounts of the Doctor through the ages, as seen in "Closing Time".
* Doctor Who, a dinky blaster built into his nose and a printer output for a tongue, but other than that seemed pretty useless. Among his "features" were a keyboard on his back that nobody ever used, a screen on his side that never showed anything, let alone anything useful, and tiny, tiny wheels that required a perfectly smooth surface to work. Most of this was related to the cheapness and unreliability of the prop.
* Doctor Who Adventures In Time And Space on a good roll, deflectable by spending Story Points.
* Doctor Who Adventures's miniturisation ray. And on a totally unrelated note, he himself appears to be shrunk, so send help and a tiny fez.
* Doctor Who, after accidentally setting off a sonic mine in a junkyard, the next thing the Doctor and her companions know, they're waking up in a medical facility.
* Doctor Who, after Captain Jack teleports out of the room the heroes are trapped in, vanishing into thin air, this exchange occurs:
* Doctor Who, after Jackie reports the Doctor to the alien helpline, the military swoops in on the Powell Estate … not to arrest him, but to escort him and Rose to 10 Downing Street because the government needs his help with the current crisis. Rose is even initially surprised that "getting arrested" is that posh.
* Doctor Who". After picking up a call, the Doctor and Clara wake up in a dark room with two strangers and a recording, which explains that they haven't teleported through a phone but willingfully erased their own memory of what happened after they picked it up.
* Doctor Who. After that, though, the series have gone back and forth in terms of seriousness.
* Doctor Who; after they die, they loop around back to the start and remember exactly how they screwed up. Because everybody has it, they're not limited to fixing the errors of a single day, or a single lifetime: they can adjust the course of their entire history. (If fixing a screw-up requires action more than one lifetime ago, a message can be passed back by a newborn child telling an adult, who waits to be reborn then passes the message on in the same way.) Fortunately for everyone else, they're not interested in using their abilities to conquer other planets, or anything petty like that; the messages that have been passed back from the end of their history have given them something far more important to worry about.
* Doctor Who) against armies and empires. Result? Almost every time, the Doctor wins.
* Doctor Who, a girl has the ability to convert people into crayon drawings.
* Doctor Who, a good portion of the Doctor's adventures begin with him just kicking around in the TARDIS tinkering with things or trying to find a cool place to go on holiday (Blackpool or Brighton seem to be popular choices) before being somehow diverted to the location of the adventure of the week.
* Doctor Who," a group of neo-Nazis led by a Third Reich Nazi exile, plots to take over the titular statue in order to use it to establish the Fourth Reich.
* Doctor Who", alien hunter Tzim-Sha takes a tooth from each of his victims as a trophy, which he then embeds in his face.
* Doctor Who all complained about. She ended up wearing clothes exactly like those worn by the Doctor, but pink and white.
* Doctor Who allows the player to collect and select from the seven Doctors in the game; each one changes the rules in a different manner.
* Doctor Who all spent centuries training at the Time Lord Academy, learning Stellar Engineering and Spacial Cartography alongside several non-space subjects.
* Doctor Who all the time to avoid being murdered. Eventually, the Doctor

disconnects the robots but doesn't find it humane to destroy them, and so tells the new humans to negotiate with them. However, the robots are self-learning, and so it's almost guaranteed that they'll develop the same pattern of "literally destroy sadness" again.
* Doctor Who, almost always between the Doctor and characters who pose an immediate, physical threat to him. Looks like there's a bit of a sadomasochism kink there.
* Doctor Who also an alien. The fact that Time Lords don't always stay the same sex when they regenerate (such as with the typically male Doctor's own regeneration into a woman at the conclusion of the show's 36th season) probably helps broaden their standards; the Twelfth Doctor even implies that Time Lords are gender-blind as a result of their capacity for cross-gender regenerations.
* Doctor Who (also both under RTD) occasionally veered into this, particularly in Torchwood such as in the Children of Earth miniseries where they were depicted rounding up children to be fed to alien drug dealers. The level of demonisation was usually tied with the level of Anvilicious political messages. However, in most of their appearances the British (and UNIT) military forces are depicted fairly positively either aiding the Doctor or combating the various alien incursions. It's implied that the Doctor has grown to hate soldiers due to his own actions during the Time War, and he is proven wrong about soldiers more than he is proven right.
* Doctor Who also had the Key to Time, which when assembled looked like a metal cube.
* Doctor Who Also his former companion Sarah-Jane Smith, who complains about how hard it was just waking up every day and knowing she'd never see the grandeur of space again.
* Doctor Who", although he was credited for playing the role of the "Commentator". (Six years later, Huw Edwards did indeed commentate on the London Olympics opening ceremony.)
* Doctor Who. Although it's the first time we see the baby, the previous episode ended just before the birth, and the opening scene appears at first to be just-post-birth, a throwaway line of dialogue near the beginning of the episode establishes that it's been a month since the baby was actually born, accounting for this trope.
* Doctor Who. Although no counterpart good entities appear, the Beast makes references to God, and a group called the Disciples of the Light who were responsible for imprisoning him in the first place.
* Doctor Who a man in a costume, it managed to take people by surprise.
* Doctor Who, among them Derek Acorah, Paul O'Grady and Alistair Appleton.
* Doctor Who, Amy and River discuss the Doctor, while he scans the room with an electronic gadget. River accuses the Doctor of eavesdropping, he protests his innocence, and she points out that he's holding the gadget upside down.
* Doctor Who Amy and Rory are a pretty good example of this trope since they (presumably) weren't trying to have kids when Amy got pregnant with Melody, but now, thanks to the events on Demon's Run, they wouldn't be able to have kids even if they wanted to (as Rory apparently does).
* Doctor Who", Amy and the Doctor encounter a Cyberman who has his head and arm removed and all three parts are capable of acting independently.
* Doctor Who Amy between childhood friend and eternally devoted Rory (Gentleman) and the adventurous Doctor (Scoundrel).
* Doctor Who", Amy hallucinates a group of strangers pirouetting... before the illusion breaks and they are revealed to be murderous Daleks.
* Doctor Who, Amy, having gone through a near-death experience that's led her to put her view on her upcoming marriage in perspective, tries to hint to the Doctor about "who" she wants, but he doesn't get it. So she tries to outright jump him. This leads him to decide that grabbing her fiancé and making him come along is absolutely necessary.
* Doctor Who, Amy Pond seems to have a different job in each episode it comes up. In order, she is presented as: a kissogram, a model, a travel writer and, finally, a children's and mystery author. She also at one point has her own brand of

perfume. While she may simply embark on each of these endeavors as they come, no mention is made of how she came to be in these roles. A less extreme example than many on this page, since from her perspective the episodes where she has these jobs are years apart, and besides the one jump from "pretty face" jobs to writing they share some continuity.
* Doctor Who: "Amy's Escapade" and "Rory's Adventure". The Ponds split up at a space mall and both contribute to defeating an invasion without ever realising the other's involvement.
* Doctor Who, an act that threatens to destroy the space-time continuum.
* Doctor Who, and a fierce dedication to protecting this little blue globe and its inhabitants. In fact, it's mentioned several times that the Doctor never officially tendered his resignation, meaning that after a few decades, he's still technically on the payroll and under UNIT's nominal command.
* Doctor Who, and a line of expository dialogue was required in the first new episode to explain the TARDIS's appearance. Indeed, the TARDIS is usually the first thing anyone thinks of upon seeing a picture of a police box.
* Doctor Who" and became the longest-serving companion in the show's history by episode count. Hines' mother was Scottish, which helped him to get the accent right.
* Doctor Who and being half-human and the Master being able to spit corrosive slime for no apparent reason, while the former were confused about what the "Eye of Harmony" was supposed to be and why the central character turned into a completely different person thirty minutes in.
* Doctor Who and children who perform poorly in school are fed to the titular beast. It doesn't eat the children, though.
* Doctor Who and cries about it in the final panel. It's pretty grim for a strip aimed at eight-year-olds.
* Doctor Who and decide to go with a budget and production values similar to what Americans were used to in their TV sci-fi. And when the new series kicked in, they continued with the higher-end budget and production.
* Doctor Who and devoting themselves to converting others into being like them. Essentially, it's a case of a technological singularity being forced upon them rather than being optional. The new series updates this by setting the origin story on a parallel Earth and introducing more of a consumerist metaphor into the proceedings. It was later established that both were true, and in fact they'd been created many times when humans with the tech were desperate enough.
* Doctor Who and ducks at the last minute unwittingly letting the umbrella swing harmlessly over his head.
* Doctor Who and experience Fan Disillusionment upon discovering his loud and bawdy behavior, more akin to a frat boy than a literary legend. Martha remarks, "You should never meet your heroes." However, they eventually grow to like him.
* Doctor Who, and generally engages in other activities that the United Nations tends to frown upon.
* Doctor Who, and has intentionally left a blank space the scripts every once in a while, to allow Tom to improvise.
* Doctor Who), and has the Doctor dying when he uses Time Lord powers that only appear in this story to kill a rogue Time Lord and save Ace, and claims that the age of the Time Lords is over. It is used by some fans to de-canonize the TV Movie and the New Series. However, the majority of fans don't hold this view, and it is widely believed to be non-canon, largely because of how unlike DW a lot of it feels, the audio drama "Zagreus" implying it takes place in an alternate reality.
* Doctor Who, and he and Sarah commit genocide against them without showing any remorse.
* Doctor Who. And her lover Jenny is certainly no slouch in this department either.
* Doctor Who and his ancestor Quintus Caecillus. The others are less clear, but architecture could be derived from Lobus Caecillus being a marble dealer with a taste for artwork, a writing career from Evelina's powers of prophecy, and the police possibly from Metella's worship of a police box as a household god.
* Doctor Who and human female husband and wife, who have a litter of kitten

offspring.
* Doctor Who. (And indeed the owner of the house on Allen Road is an alien, although it's never really explained who kept vandalizing the street sign or how they knew.)
* Doctor Who, and individual episode, but it's evident that they're largely unique in the universe and would defy diagnosis anyway.
* Doctor Who, and is greatly invested in how various extremely lame things make him cool.
* Doctor Who and is not coming back for her, she tries to grieve for the Doctor's loss and finds she can't cry.
* Doctor Who, and it generally only takes him a couple weeks to go back to disbelieving.
* Doctor Who, and its fandom not only coined the term "fan wank", but it wholeheartedly embraces its tendency to this. Specifically:
* Doctor Who, and it's implied that, thanks in part to him forgetting the specifics of the event because there was more than one of him around, he never returned.
* Doctor Who, and it's regarded as one of the eeriest episodes in the new series because of it.
* Doctor Who and its spin-offs. The most obvious example being the use of morphic fields in several novels, and in Torchwood series 4.
* Doctor Who and its spinoffs, whenever footage from BBC News or the fictional AMNN news channels appear.
* Doctor Who, and Jenny is younger and acts as her "squire" and back-up fighter, as well as her maid as far as the general public are concerned.
* Doctor Who and listen to a gramophone record. The record starts skipping, so he abandons this. At the end of the movie, the Eighth Doctor settles in the same chair with the same book and music. When the record starts to skip he says "Not again!"
* Doctor Who and made sure that a) UNIT had what it needed to manage on its own and b) that they had a means of contacting him should the worst arise. He shows the Doctor their specially-developed anti-Dalek bullets and adds:
* Doctor Who and minor characters names, simply because it looks better on the actors' CVs.
* Doctor Who, and mockingly tells him that Halloween is next month, while throwing pieces of food at him. He doesn't live long enough to tell any more jokes.
* Doctor Who, and more aware of how his definition of "justice" affects other people. He even develops a sense of humour.
* Doctor Who and newspaper reviews declaring the series to have run its course and have no further life when:
* Doctor Who, and one "room" contains AN ENTIRE STAR. A massive star frozen in time at the moment it collapses into a black hole. And the TARDIS uses that as a power source. That's what the Eye of Harmony is.
* Doctor Who and on numerous occasions made disparaging remarks about his species, particularly about how boring they were.
* Doctor Who and pop culture phenomenon in Britain, generated a lot of misconceptions of how things typically went:
* Doctor Who. And preferably watched some of the less-regarded episodes of the series, possibly while taking notes of every throwaway line that mentions an alien race.
* Doctor Who, and ramp up the subtext to the point that it's barely subtext anymore.
* Doctor Who and reminds him that however much death and destruction he leaves in his wake, he's still a hero, and his life is worth something.
* Doctor Who, and so they did - overtly political stories like "The Sunmakers" and "The Invasion of Time" being fan favourites.
* Doctor Who, and subsequently manipulated his fellows into giving up their own lives so that he could work out how long he himself would live. However, he eventually realised that this was pointless because they all have a different amount of regenerations, ranging from two to nine, and therefore there was no way to know how many lives he might have himself.

* Doctor Who and Terry Molloy return as the Seventh Doctor and Davros, respectively.
* Doctor Who. And that's not even touching on things like character tropes.
* Doctor Who. And that was before the Doctor turned up, Cosmic Horror-Show in tow. The school was fairly representative of similar British schools at the time.
* Doctor Who and the 11th Doctor against a super-villain alliance between the Borg and Cybermen.
* Doctor Who and the Doctor steps out, intent on saving the world as usual.
* Doctor Who, and the Gomez Mistress created an army of zombie Cybermen driven by the minds / souls of the dead. Contrast with the Doctor, who's been explicitly compared to Merlin or a general "good wizard".
* Doctor Who and the Pescatons guilt-free at all, and he was unable to go through with it.
* Doctor Who and the Pescatons", on the grounds that the children the drama is aimed at would have been about two or three when the story was aired.
* Doctor Who and the Pirates's Sixth Doctor up against Bill Oddie's pirate king Red Jasper (heavily based on Long John Silver).
* Doctor Who and the Rambaldi Enigma, despite his inventions having defined and ruined her life for years in her present she finds that Rambaldi himself is actually a somewhat shy figure who appears legitimately ignorant of the potential damage his creations could do, although her perspective shifts when she learns about his alien nature.
* Doctor Who and the Rambaldi Enigma, the Third Doctor and Sydney Bristow learn that Milo Rambaldi’s genius is due to him being linked to an alien life form.
* Doctor Who and the rest into protein as the Galaxy is facing starvation. Which leads to these words when he meets the Doctor:
* Doctor Who and the right to pass judgment on anyone who actually uses it. The Moment will try to dissuade any potential user. Despite the awesome scale of the Time War, the Time Lords were scared to dust off The Moment and use it for fear of what it would do to them as punishment.
* Doctor Who and the shift away from foot patrols made them largely redundant.
* Doctor Who and the Silurians" because he knows the only way out of it would be to commit a genocide against both sides.
* ''Doctor Who and the Silurians'': The Silurians have been in suspended animation for tens of millions of years, and other than losing their power source, their equipment seems to be perfectly functional.
* Doctor Who and the Silurians tricks and still working for the Brigadier like nothing has happened, with the exception of one throwaway barbed comment about the Brigadier being bored because he can't find more Silurians to shoot.
* Doctor Who and the Space War" start with the Doctor near-fatally wounded.
* Doctor Who and the storyline of the book itself unresolved (but with a resolution in place, once they have the chance to use it), and the Doctor and his companions leaping into danger.
* Doctor Who, and they have no intention of giving it up. Most iconic must be the TARDIS exterior "disguise" as an old police telephone box of the sort which has long since become obsolete now the police use two-way radios or mobile phones to communicate, though it was at times justified by the "chameleon circuit" used to generate a disguise getting stuck. The box has now become more synonymous with the show than its original usage.
* Doctor Who and twice as epic as normal episodes, second only to season finales in terms of how they'll go all-out.
* Doctor Who and usually have better understanding of human social norms (since they're usually human).
* Doctor Who, and very angry with the living Daleks who put them there.
* Doctor Who, and was worried that nobody would listen to his warnings. So he invented the Cybermen, as a chilling tale of things to come. When Earth's twin planet Mondas drifts away from the Sun, the people turn to cyber-augmentation as a desperation move, he only way to save their race. But it doesn't matter why they did it; a sin against the natural order can only have one result. So they

inevitably became soulless, emotionless automatons. Of course this didn't come across in most stories; they were just scary, hard-to-kill bad guys who came up with insanely complicated and devious plots to convert everyone else into more Cybermen.
* Doctor Who, and who have secretly controlled humans since humanity first existed.
* Doctor Who, and will teleport them onto Paltraki's ship, piece by piece, unless Paltraki cooperates.
* Doctor Who), and yet we've never encountered a Rutan and Sontaran together on TV once.
* Doctor Who, a network that, until quite recently, huge chunks of the country didn't even get unless they had digital cable or satellite.
* Doctor Who animated special "The Infinite Quest" is mostly flash animated, but pretty much all the spaceship models are animated using painfully obvious CGI.
* Doctor Who animation "Dreamland". When his alien companion asks how he knows where he's going, he explains he counted his steps.
* Doctor Who, an MI6 agent on an airplane, after photographing a piece of paper with a secret message she was just passed, eats the message... just before she is attacked by an alien entity.
* Doctor Who answers, allowing her to break in with the following exchange:
* Doctor Who Answers wiki, which is a place for users to ask/answer questions about the series and related media.
* Doctor Who: A number of force fields turn up, most spectacularly around individual Daleks in the new series.
* Doctor Who, any exotic technology that fixes Earth's big problems by solving energy crises, eliminating air pollution, or giving us an effective non-Doctor defense against aliens is an alien plot to destroy us.
* Doctor Who: Any species with interstellar flight capacity can, it is implied, travel between as many galaxies as they like.
* Doctor Who. A P.O.'d Rose jabs her finger into an alien captor's chest a few times to emphasize her ranting and the captor immediately lets them go. To Rose's horror, the Doctor explains that that particular species keep their genitals in their chests...
* Doctor Who, a race of cybernetically "upgraded" humans cut off from all feeling and emotion (because the upgrade is otherwise unbearably painful). They exist without hate, fear, suffering, disease, etc. and see this as preferable to the natural state of humanity, so logically they seek to upgrade everybody else so that we can all enjoy the benefits. Those who resist conversion/upgrade are dismissed as having their judgement clouded by their pointless emotions.
* Doctor Who arch-villain Davros gets his right hand (his only unparalysed limb) shot off. In the following story, he's only seen from the neck up due to heavily upgrading his wheelchair, but when he returns in "The Stolen Earth"/"Journey's End" he has a rather Freddy Krueger-esque metal hand with clawed fingertips. He has the talent to make something more realistic, so one can only assume he thinks it looks cool.
* Doctor Who are able to control soil, and suffuse the bodies of the living and dead with it in order to control them.
* Doctor Who are a entire cloned species of War Hawks, with most of them desiring only to wage war against other species.
* Doctor Who are a family of short-lived body-snatching aliens. When they start hunting The Doctor, he decides to hide in human form for a few months on Earth in hopes of waiting out their lifespan. This fails to stall them quite long enough.
* Doctor Who are artificially-intelligent spacesuits which kill anyone they can get their gloves on. Bill Potts gives a bitter laugh on seeing a poster: LOOK AFTER YOUR SMARTSUIT AND IT WILL LOOK AFTER YOU.
* Doctor Who are erased from history (long story), creating an alternate reality that consists of Earth alone in the void. In this universe, stars are a loony belief held by fringe "Star Cults", for which Richard Dawkins is a spokesman or other important figure.
* Doctor Who are extradimensional aliens capable of passing through walls with

ease, as well as just emerging from the walls. When they pass through or emerge from something, they take on the appearance of wherever they emerged from for a brief time.
* Doctor Who are unable to devour a centuries-old church, and when they get in thanks to a paradox they immediately are drawn to the Doctor due to being even older than the church.
* Doctor Who "Army of Ghosts/Doomsday" two parter. While the Cybermen and Daleks don't team up, the Doctor still has to deal with both threats simultaneously.
* Doctor Who arrival during the Daleks' siege of Gallifrey with equal parts disdain and contempt.
* Doctor Who as a character, the butler at one point quips that "Well, at least we know the butler didn't do it."
* Doctor Who as a dormant ability set to develop in humanity's future, and which may potentially emerge now.
* Doctor Who, as a stock premise of stories right from the early days is "just drop the Doctor into [Genre] and see how he responds". A handful of examples:
* Doctor Who as a yardstick, given his more distinctive Doctor appearance).
* Doctor Who, as Earth is his "favorite/pet planet" so to speak, but will turn around and ridicule humans about their shortcomings should the situation be extreme enough.
* Doctor Who a secret organization, even little old ladies respond to a car chase involving a fish-man with "Bloody Torchwood".
* Doctor Who as grotesque as that word makes it sound, though it's pretty close; they're more ruthlessly logical than brutal. It's a cultural thing amongst them that when they encounter something new, the one who makes the discovery gets to keep a piece of that something... like a young girl's eyes, for example.
* Doctor Who (as occurred with the female Time Lord known as the General who spent one incarnation as a man). This finally happened to the Doctor directly, with their thirteenth incarnation being a woman.
* Doctor Who: As odd as it seems in retrospect, this show started out as edutainment. The show was originally meant to alternate between stories set in the past that would teach kids history, and those set in the future, or on other planets, that would teach science (hence the first two companions being a history teacher and a science teacher). Then the Daleks showed up, became massively popular, and changed the emphasis of the show to pure sci-fi and scary monsters rather than education.
* Doctor Who as of the 100th episode. The episode implies Doctor Whooves is the Doctor and he is friends with Derpy Hooves.
* Doctor Who, as other stories have shown the Doctor to be very good at deducing things.
* Doctor Who As River tells him, "happy ever after" isn't about forever, it's just about spending the rest of the time you have with the one you love. The closing shot shows the words:
* Doctor Who as the hiatus was instigated by an executive who hated the show.
* Doctor Who as the soon-to-be Third Doctor. It was his last acting role.
* Doctor Who as this, which is bad news for the Doctor's genetically enhanced companion Zoë Herriot.
* Doctor Whoa strip speculated that the reason for the Tenth Doctor's regeneration would be having his face worn away from too much kissing.
* Doctor Who. As you may have guessed from the title, they find out upon investigating that the Daleks are behind it.
* Doctor Who", at first, it appears that the blonde woman is sending a cry for help from the torture Zellin is inflicting. Then it turns out he's actually giving her the fears of humans which keeps her sane while imprisoned.
* Doctor Who at their mercy, they both decide not to kill him, with Graham saying the trope name word-for-word.
* Doctor Who. At the time, she was known not for Rose Tyler, but being a former teen pop star once touted as the British answer to Britney Spears. In fairness, though, this was primarily due to the fact that she was a teenager and Chris Evans

was in his mid-thirties, and when they got married, they'd only been dating for six months. Since Piper was in a period of limbo where her pop career had pretty much died (and her acting one was yet to take off) when she started dating Evans, and since he was an extremely wealthy radio and television presenter (worth an estimated £30million), it was as much about the unseemliness of the apparent "golddigger/dirty old man" dynamic as much as Piper being a role model for teenagers. Much was made in the press, for example, of Chris buying her a pricey sports car for her birthday when she hadn't even passed her driving test yet. By the time of their divorce six years later, Piper was in her mid-twenties and the 16 year age gap between them seemed less important. Whatever the case, she seems to get a lot more of the flak from the relationship than he does. Although it's most likely partly down to good old misogyny (she must be a gold-digging whore, he's a man who couldn't be expected to resist a young hottie), it seems like her contractual purity plays a part too.
* Doctor Who audio adventure "The Three Companions", the Doctor, Polly, Ben and Jamie are trapped on a doomed world that is scheduled for cremation.
* Doctor Who audiobooks, featuring Doctor sound bites and the screen names of people who provide reviews for the show on iTunes.
* Doctor Who audio titled "An Earthly Child" features Paul McGann's real-life son as the Doctor's great-grandson (i.e. Susan's son).
* Doctor Who averts it by correctly using DEFCON 1 when UNIT is preparing to launch a nuclear strike at the Sontaran ship. (Although arguably, British UN troops shouldn't be using DEFCON at all.)
* Doctor Who averts this with Amy and Rory; after their wedding at the end of Season 5 they still have just as much continuing development as before, and they're still just as much fun to watch.
* Doctor Who", a young boy's fears are starting to manifest in reality and one of them is that he finds his dollhouse scary. The Doctor and his companions end up shrinking and going into the dollhouse, while dolls try to kill them and sing a creepy song called "Tick Tock Goes the Clock".
* Doctor Who backwards, and his hand once again takes a quick trip south to make sure everything's fine.
* Doctor Who badass character would be a tin dog, and even he wields a built in gun.
* Doctor Who", Barbara hits Ian over the head with an urn while trying to attack the intruders in the villa.
* Doctor Who "Base Under Siege" (like "The Ice Warriors" and "Fury From the Deep" for just a couple of examples).
* Doctor Who, because it was a year ago and there wasn't any way of seeing it again.
* Doctor Who because New New York bears absolutely no resemblance to it's namesake. Rather, it seems to be exceedingly British (despite this supposedly being an alien planet: but then again, this is normal for the show). In particular, the city resembles London following the Second World War.
* Doctor Who because she knew that was important to Rory. It was, but not as important as she was.
* Doctor Who be female when the Thirteenth Doctor offers to talk with them "woman to woman".
* Doctor Who before he can start his fire, but the coverup technically still happens because the Doctor blows up the plastic-infested building later that night.
* Doctor Who begins to fall, and the Doctor has to keep it from destroying the Inconveniently Occupied Buildings.
* Doctor Who begins with Amelia "Amy" Pond as a child, praying to Santa to fix a crack in her bedroom wall.
* Doctor Who begins with the Doctor basically kidnapping Barbara and Ian.
* Doctor Who behind her. (Later episodes show Daleks flying at high speed, but this one never displays such an ability on-screen.)
* Doctor Who, being a show that has relied heavily on monsters since the very first season while simultaneously not typically having a very large budget with which to

realise them, has many examples.
* Doctor Who being "Doctor Who" and him being a human "mad inventor" with no control over the TARDIS instead of a long-lived alien from Gallifrey. (While the words "Time Lord" and "Gallifrey" would not appear for many years, the TV Doctor establishes himself to be an alien in the first story, when he says "Susan and I are cut off from our own planet".)
* Doctor Who, being that he was a body selected by the Eighth Doctor to be 'a warrior'. He has a young appearance upon first regenerating, but by the time he gets involved in the main series' plot he appears very old, being sick of the Time War.
* Doctor Who bemoaning the pointlessness with the comment "you should have died in bed." Obviously, he got better, gave the Doctor a tart retort "Really Doctor. Do you think I'd have been so stupid as to have stayed inside?" and went back to his gardening. As for his eventual fate (according to the expanded universe) - yeah, the Doctor was right. In bed. Aged roughly 125 (after being rejuvenated by accident, and becoming a lord in the Human Dreaming (kind of like Avalon in the Marvel Universe).
* Doctor Who be patentable, like a Time Lord's dual cardio-vascular system.
* Doctor Who" betting that she can get Queen Victoria to say "We are not amused," making every effort possible to get her to say it.
* Doctor Who between the Doctor and the Master up to full-blown text, with the strong implication that part of the reason why the Doctor fell for River so hard was that she reminded him of the Master while being actually redeemable.
* Doctor Who between the Sontarans and the Rutans, leading to anything from a scout to an invasion plan by one side or the other in various episodes. However, the two sides have never actually squared off on Earth, which is a long way from the main battlegrounds and remote enough that by the time one side takes an interest in it the other is long gone.
* Doctor Who. Billions of years in the future, Earth is a cultural and historical center.
* Doctor Who, Blon Slitheen, aka Margaret Blaine, tries to tries to block a camera pointing at her face with her hand during a press conference and scolds the photographer "No photographs! What did I say? Take pictures of the project, by all means, but not me thank you," the implication being she's been avoiding the cameras so her enemies don't know she's still alive. The newspaper photographers still catch her face, which is then published on the front of a newspaper the Doctor sees, allowing him to thwart her plans.
* Doctor Who both plays this straight AND subverts it in "Victory of the Daleks". World War 2 aircraft (Spitfires actually) are given air-containing force fields and engine modifications that actually allow them to fly into space and attack the Dalek mothership (the air inside the force field allowing the propeller to function and perform the usual airplane banks and rolls). The whole thing is hand waved by saying the force field generators and engine modifications were made with Dalek technology.
* Doctor Who". Breathing in the special hot spring vapors would activate a person's latent psychic powers, and with time and repetition, turn them into a giant creature made of rock — though this is implied to be more a case of them being infected and overwritten.
* Doctor Who briefly, but let's not forget John Hart. Jack's ex-partner "in every way", 51th century too, and behaving consequently. Only the 51st century would think to develop lipstick as a weapon... for men, too. Actually, it was Jack Harkness who introduced it to John.
* Doctor Who - Brigadier Lethbridge-Stewart often carried a Swagger stick with him.
* Doctor Who brought back the red Supreme Dalek, by which time the unpopular Paradigms had been quietly shooed off of the show.
* Doctor Who, but all it ended up amounting to were a few Dalek comic books.
* Doctor Who, but as he's an AI Interface, it could be argued he was just "made" that way.
* Doctor Who, but elsewhere in the episode, even the sun makes noise. Stars have an

atmosphere, and if you could enter it without being burnt to a crisp, it would sound very loud indeed.
* Doctor Who. But especially by the way the Tardis Team doesn't seem overly impressed by him:
* Doctor Who, but instead stowed away on the ship carrying the children and old folk to Paradise Towers. He is universally reviled by all of the inhabitants of the Towers.
* Doctor Who, by introducing us to so many good-natured, likable, honest folks, and then killing them in cold blood.
* Doctor Who by Largdens, and she manages to cut herself free with a knife she hid in her shoe. However, the text points out she cuts her hands in the process.
* Doctor Who by the end. And they did have their betters, the Eternals, but those guys rarely actually got involved in anything.
* Doctor Who by the titular Faction are mockeries of technology powered by voodoo. The Homeworld and the Faction are still sitting to see if they can get a coherent opinion.
* Doctor Who by yelling at observers, "It's your fault! All of you! You voted Saxon! You did this!"
* Doctor Who called the Ancient Lights from the previous universe that derived their powers from astrology contrary to the physical laws of the Doctor Who Universe. The characters finally admit the Ancient Lights violate the laws of the universe, but not once do they call it magic despite violating the natural laws of the universe being one of the more commonly accepted definitions.
* Doctor Who can be like this. She once forced the Doctor to pose as her boyfriend to her family at Christmas. He had little choice but to obey. Later, there was this gem of a conversation:
* Doctor Who can detach his fingers and send them after his victims, using the fingers as a medium to drain their nightmares. He can also regrow the fingers at will, so he can do this as many times as he wants.
* Doctor Who, can easily carry a grown man around, has threatened one of his companions with the fact he could break any bone in said companion's body (he was really stressed out at the time), and once stabbed a guy with his thumb. He's 5'8", "slight", and "bony".
* Doctor Who can take care of that. Knowing the Master, he sees having a reason to kill more people as a bonus.
* Doctor Who, Captain Adelaide Brooke is the commanding officer of the first human outpost on Mars. The Doctor tells her that her granddaughter is destined to follow in her footsteps by piloting the first human ship to Alpha Centauri.
* Doctor Who Captain June Harper’s superhuman speed, strength, and hand-eye coordination are described as her simply being from the 51st Century rather than from any kind of technological augmentation
* Doctor Who: Cassandra has taken this trope so far that there is nothing left but her face, (stretched over a frame to continue to simulate the illusion of youth) and the intelligence behind it, demanding, "Moisturize me!"
* Doctor Who", Castellan Spandrell (good cop) and Commander Hilred (bad cop) use what the Doctor calls the "hot and cold technique" on him.
* Doctor Who casually tipping his hat as he passes, on his way to his own final confrontation with Morgaine. Mordred and Ancelyn stare after him for a moment before remembering that they were in the middle of fighting to the death.
* Doctor Who", Chameleon Tours is a front for faceless aliens who are abducting young British tourists and stealing their identities as the first step in their conquest of the Earth.
* Doctor Who channel changed the title of the clip where this happens to "London 1965".
* Doctor Who channel in October 2019, granting it semi-official status.
* Doctor Who characters led to Mel, who was played up as if she was a 'retro' companion despite no character like her ever being in the show before.
* Doctor Who characters who actually have names but they're never mentioned in the story itself for various reasons (short screen time, situation means it never comes

up, etc.). They're named in the credits though.
* Doctor Who. Chosen by the Doctor as being the living personification of Sloth.
* Doctor Who, Cinder can't tell most Time Lord technology apart from magic.
* Doctor Who civilization in the universe, play this trope straight, as seen in their battle with the Daleks in "Day of the Doctor".
* Doctor Who, Clara is trying to sneak Merry back to the TARDIS. Along the way, Merry ducks to hide behind an obstacle while Clara leans on it and waves at a passerby while whistling.
* Doctor Who, Clara Oswald delivers an epic one on the Twelfth Doctor (with both her feet off the ground, yet!) at the end of the storyline "Clara Oswald and the School of Death".
* Doctor Who, Cline exclaims that Rose is the "Great One" from Messaline's creation myth.
* Doctor Who", clockwork androids from the future use the hyperspace drive of a spaceship to create temporal gates disguised as mirrors, tapestries and fireplaces to stalk Madame de Pompadour's lifespan, finding the proper moment in her life to take her.
* Doctor Who combines this with several other tropes but the cult of Saxon is dedicated to resurrect their former prime-minister through human sacrifices.
* Doctor Who comes from a species where pregnancies only last a week (the male ones, anyway). At one point, he shows Ryan and Yasmin a serious of sonograms taken only hours or days apart.
* Doctor Who come to or near this point twice, but also reconstructed the trope in both cases.
* Doctor Who comic, a mental construct who's nigh-indestructible, able to travel anywhere in space and time, and kills his enemies with psychic weaponry. Fortunately, he's on the Doctor's side.
* Doctor Who comics: In "The Silvering", the Eighth Doctor has to deal with evil duplicates from a world behind a mirror. They can be identified by having no reflection of their own.
* Doctor Who comics, the Sixth Doctor's companion Frobisher is drawn to look like this kind of character, though he's technically a shapeshifter who chooses to take the form of a funny anthropomorphic penguin most of the time.
* Doctor Who comic strip. Destrii, her successor, is an alien who fangirls Earth sci-fi and westerns.
* Doctor Who, commenting that his was nice too. In a notable subversion of the trope, he's extremely committed when he's actually dating someone who's monogamous. He also refuses to do anyone with anyone else who's in a monogamous relationship — although all his friends keep randomly kissing him.
* Doctor Who, commit suicide by exposing himself to strong sunlight, causing him to melt. Probably one of the most gruesome sequences in the history of the show (you see his face drip off his skull), and astonishing when you think it got broadcast in an early-evening family show.
* Doctor Who companions Barbara Chesterton and Ben Jackson were both still alive, despite the actors who played them having died in the 1990s.
* Doctor Who companions seem to end up like this, so caught up with time travel they don't want to go back to their own time.
* Doctor Who companion, Victoria, had a notoriously powerful scream. In one episode, they're on an oil rig being attacked by killer seaweed, so the Doctor hooks a microphone up to a sonic gun and has Victoria scream into it. This kills it.
* Doctor Who, compare the sterile and minimalist console room from the old series with Ninth and Tenth's dilapidated techno-organic console, or Eleventh's cobbled-together steampunk decor.
* Doctor Who confirms that he still has the memories of that time after the universe was restored, but he can shut them away, so he doesn't always have them.
* Doctor Who continuity for much of its original run as well. Because the 1963-1989 and 2005-present iterations of the series differ quite vastly in tone, format, and style, not to mention the 16-year gap, fans and this wiki have come to describing

the show's first 26 seasons (plus the TV movie) the "Classic Series"/"Classic Who" and the 2005 revival the "Revival Series"/"New Series"/"New Who".
* Doctor Who create the impression he's a prostitute himself who recently had a very satisfying night with the aforementioned priest.
* Doctor Who crew commandeer the sick-bay. He then takes up arms when June Harper convinces him to join the escape plan, and reveals that before he came to work at the super-soldier facility, his home-world had been caught in the middle of the Dalek Civil War and he had fought against the Imperials and the Renegades alike
* Doctor Who customarily scream "EX-TER-MIN-ATE!" before and during attacks on any living thing they perceive.
* Doctor Who Cyberman trampling through 19th century London. Later on, a reason is given why it wasn't in the history books.
* Doctor Who, Daleks use "rels" to indicate a short period of time, which varies between about one and two seconds from one episode to another.
* Doctor Who dances around this trope in episodes set in the future. One future setting will have weapons identical to modern day ones, yet another future episode, sometimes even set before a "kinetic" episode will have highly advanced energy weapons. Could be justified with the Human Empire rising and falling repeatedly, which could result in a loss of technology with every fall.
* Doctor Who, Daniel Barton, one of the villains, is said to have gone from growing up on a council estate in Britain to the head of one of the world's largest mega-corps. It turns out that still isn't enough for him.
* Doctor Who, Davros does this to his staff to sort out the dissenters from his loyal supporters. After the ones who are with him come over to stand beside him, he has the Daleks do what they do best to the ones still on the other side of the imaginary line. Subverted when they then kill off the others too, then Davros.
* Doctor Who, denied the chance to explore the universe with the Doctor.
* Doctor Who: Depending on which regeneration we're talking about, the Doctor comes off this way from time to time.
* Doctor Who, deriving the prize of Enlightenment from the Tree of Knowledge in the Book Of Genesis. Finally, Clegg seized upon the image of solar winds — actually streams of charged particles ejected from the Sun — to develop the premise of the Eternals racing through the solar system.
* Doctor Who, desiccated bodies of several victims are kept in trunks in the basement.
* Doctor Who". Designed to be consumed by audiences in 8-minute segments over a matter of weeks, the show fuses together into a roughly 45-minute filmette which, mainly due to having the characters summarize the plot every 8 minutes, has serious pacing issues.
* Doctor Who despite being a little bit on fire because he knew they weren't going to get another shot.
* Doctor Who. Despite being delivered in the tone of this trope, both characters are making true statements.
* Doctor Who, despite regaining a set of regenerations, the John Simm version of the Master forces himself not to, storing his essence inside a ring to revive himself later.
* Doctor Who. Despite the time differential (it aired two years after the revival premiered), can be seen as Classic Who passing the torch to New Who.
* Doctor Who did this with the eleventh Doctor's introductory episode "The Eleventh Hour". After the Doctor helps the Atraxi to capture Prisoner Zero, he then orders them back to berate them for threatening to destroy Earth if they hadn't found him. After making them review many of his exploits throughout the years, the Doctor steps through the hologram and introduces himself. He then sends the entire force running with just a single word, "run".
* Doctor Who: Doctor (and later Colonel) Elizabeth Klein from the audios "Colditz", "A Thousand Tiny Wings", "Klein's Story", "Survival of the Fittest" and "Architects of History". She's from a parallel universe where because of something Ace did the Nazis won. She's not naive, she knows the Nazis have done terrible things, but she does believe in the "survival of the fittest" ideology of the Nazis. She is a

medical doctor and as compassionate as the Doctor, but she's also cold-blooded enough to abandon the Doctor, steal the TARDIS and edit history to the point where the Nazis have a Moonbase and have beaten the Daleks (think about that for a second).
* Doctor Who Doctor falls in love with a widowed nurse working at the school where he teaches. She remarks at some point that it's not fair how the world expects widows to just disappear after their husbands die.
* Doctor Who does not carry a gun (though he has used them on occasion), and often cooks up homebrew supertech.
* Doctor Who does this several times. It's written like a recording rescued from a sunken ship, complete with out of tune, too-slow voices and frequent staccato bursts of sound and creepy record screechings.
* Doctor Who doing a narration instead. Tipple's involvement with the film was reduced to a single scene where he had no dialogue, his face was totally obscured by shadows and his version of the Master was promptly killed off, making his discernible presence in the film next to nonexistent.
* Doctor Who doing this with a chunk of "cheese" he found in his friend Anji's flat, which had been abandoned for months anyway. She says she didn't have any cheese, and he is understandably perturbed.
* Doctor Who, done this on multiple occasions. Due to advances in CGI and special effects, they turn up more often on the new series.
* Doctor Who, Donna Noble accuses the Doctor of making stuff up when she finds herself snatched from her wedding.
* Doctor Who, Donna Noble discovers that her fiancé Lance only offered her coffee to begin with so he could dose her with huon particles to benefit the evil alien empress he was secretly working for. He only accepted her marriage proposal because he couldn't risk her running off.
* Doctor Who, Donna Noble helps herself to some office equipment after being fired. Loudly, in an effort to draw attention to herself.
* Doctor Who, Donna Noble tries to hail a cab in her wedding dress, without success.
* Doctor Who, Donna uses her Magical Temp skills to deduce that no one in the factory has ever been sick, which becomes the first sign that something is quite wrong.
* Doctor Who, Dr. Black — Bill Nighy's character — who is an art expert, explains in Van Gogh's presence how the latter managed to "transform the pain of his tormented life into ecstatic beauty" and "use [his] passion and pain to portray the joy and ecstasy and magnificence of our world". And this is why he is the greatest artist who ever lived.
* Doctor Who: Due to their relationship with the Doctor, most companions find themselves in this position to some degree, however Clara Oswald takes it to another level by explicitly being recognized — by the paramilitary organization UNIT and the prime minister of Great Britain, no less — as acting on the Doctor's behalf in his absence on several occasions.
* Doctor Who, during a brief interim between Sarah Jane and Leela where he has no companion and talks to himself instead:
* Doctor Who, during the climax, the Thirteenth Doctor proudly announces that she has "skillz. With a zed."
* Doctor Who During the first series of the revival, no episode was set outside the Solar System.
* Doctor Who: During "The Monster of Peladon," the ambassador from Alpha Centauri threatens to make their displeasure known by sending an official communication to the Galatic Federation. This is during the middle of an armed uprising against the government.
* Doctor Who during Twelve's tenure showed that his father tried to encourage him to join the military, not thinking he was smart enough for college.
* Doctor Who": During WWII, British Commander Millington has a room in his HQ that looks just like Hitler's office, so he can think like he thinks. (Millington is pretty unstable — though not a Nazi.)

* Doctor Who: Earth Conquest-era episodes, and a bonus-content laden retrospective of particularly acclaimed/important episodes that ran on Saturday nights in the weeks leading up to the Series 9 premiere.
* Doctor Who Earth has occasionally (such as in "Last of the Time Lords") been identified as "Sol 3" from outside sources.
* Doctor Who", Earth's population in the 25th century is said to be one hundred thousand million (or one hundred billion).
* Doctor Who (e.g. long scarf; velvet smoking jacket; cricketing garb; etc.) The TARDIS' interior demonstrated this as well, with a console made of junk and a moodily-lit, minimalist interior instead of the usual clean, white interior of the old series or the Jules Verne aesthetic of the TV Movie.
* Doctor Who: Eleven is doing this charming flaily sort of thing with his hands over his head at Amy Pond's wedding. It catches on with the kids, and then with everyone else. Official material would later name the dance as "The Drunk Giraffe."
* Doctor Who: Eleven mentions having competed in the Anti-Gravity Olympics in "The Bells of St. John".
* Doctor Who ended up becoming its own genus again. Being a time traveler, the Doctor could have already known the name would change when he called the animal that.
* Doctor Who, ended up resorting to this on occasion - great examples are David from "The Dalek Invasion of Earth", who is just there for a romance with Susan, and Troilus from "The Myth Makers", who does not have a single line of dialogue which is not about how much he loves Vicki, how happy he is loving Vicki or about how angry he is when people try to hurt Vicki.
* Doctor Who ends with future-Amy narrating all the adventures she had over a shot of kid-Amy from her first appearance. It turns pastel-colored in the last few seconds.
* Doctor Who engineered to show no emotions other than hate, we're talking about here.
* Doctor Who enjoy killing him, in which case this ends up happening every few minutes or so.
* Doctor Who entitled, appropriately enough, "Exterminate Annihilate Destroy."
* Doctor Who entry, which would specify "part X of a Y-part story"). On the other hand, it was not until the end of the half hour that you could wonder whether it was a cliffhanger or an ending. In addition, the Doctor's deaths would usually (but not always) end up at season finales.
* Doctor Who episode "Battlefield", the Brigadier needs to know if the UNIT armory includes silver bullets. It does and he uses them to destroy the Monster of the Week.
* Doctor Who episode "Boom Town": The Doctor finally notices that the words "Bad Wolf" appear to be following him everywhere he goes... and then dismisses it as "like when you hear a word on the radio, and then keep hearing it all day."
* Doctor Who episode "Dalek", it was revealed that billionaire Henry van Statten "owned the Internet".
* Doctor Who episode for "The Impossible Planet" it's commented by the producer that practically every shot has steam rising from somewhere.
* Doctor Who episode "Mawdryn Undead" is a brilliant example. Stealing Time Lord regeneration technology to extend their lives leads to them constantly regenerating and mutating horribly, so they beg the Fifth Doctor to release them from their karmic hell.
* Doctor Who episode "Midnight", in which the Doctor and a bunch of tourists are trapped in a train car with a mysterious and probably malevolent alien.
* Doctor Who episode "Nightmare In Silver" has a "solid-state sub-ether Ansible-class communicator".
* Doctor Who episode "Silence in the Library/Forest of the Dead". Likewise in "Oxygen".
* Doctor Who episode "Smile", Bill asks about the communication units:
* Doctor Who episode, such as "Hunks 1, 2, and 3" for the Thals of "The Daleks." This extends to cast members as well, such as calling Barbara "Barb Wire" during

"The Dalek Invasion of Earth", or referring to companions Barbara, Ian, and Vicki as "Notorious B.I.V." in "The Space Museum."
* Doctor Who episode "The Christmas Invasion" after his hand grows back from the remaining post-regeneration energy.
* Doctor Who episode "The Doctor Dances," when Captain Jack Harkness first enters the TARDIS:
* Doctor Who episode "The End of the World," Cassandra intends to destroy the space station so she can claim everyone's insurance money.
* Doctor Who episode "The Family of Blood", the Doctor (who is currently a human) is given the option of remaining human and living an ordinary, happy life. He even gets a vision of a wife, children, and a quiet death in old age, all things the Doctor can't have or has lost. Kind of an odd situation as he isn't the Doctor at the time, but does have some idea of what the Doctor's life is like. He chooses to revert to his Time Lord self and save the day (and innocent civilians).
* Doctor Who episode "The Girl In The Fireplace" features the repair robots of a damaged starship repairing its systems with the organs of the crew - an eye as the lens of a camera, and a beating heart as a pump wired into the pipes.
* Doctor Who episode "The Impossible Astronaut," River Song uses a six-shooter to shoot the Stetson off The Eleventh Doctor's head, blowing off the barrel as she re-holsters it. "Hello sweetie!"
* Doctor Who episode "The Impossible Astronaut", The Doctor winds up in the Oval Office, where he agrees (at gunpoint, which happened a lot in that episode) to help Richard Nixon find someone, he then proceeds to say (with dramatic music) "I'm going to need a SWAT team ready to mobilize, street-level maps covering all of Florida, a pot of coffee, 12 jammy dodgers, and a fez." All he really needed (and got) were the maps.
* Doctor Who episode "The Lodger", this is actually used to save the day.
* Doctor Who episode "The Pandorica Opens", The Doctor has a revived, Roman robot Rory backing him up. And it works.
* Doctor Who episode "The Sound of Drums", the Master sends the Toclafane from the end of the universe to shred apart tenth of the Earth's population.
* Doctor Who episode "The Sun Makers", in which the last of humanity in a resource-strapped Solar System are relocated to Pluto, which now has six artificial suns. In the episode's defense, it was broadcast less than ten months before the discovery of Pluto's moon Charon, which revealed how ridiculously small Pluto really was. No excuse for the atrocious grasp of Newtonian mechanics, however.
* Doctor Who episode "The Time of the Doctor", Clara accidentally told her relatives that she had a boyfriend, leading her to call the Doctor in a blind panic.
* Doctor Who episode "The Woman Who Lived" devotes a good deal of time to discussing the Aesop that "Just because you're immortal doesn't mean you should stop caring about mortals."
* Doctor Who episode "Time and the Rani" the Doctor trades the Rani for his companion Mel in this way.
* Doctor Who episode "Turn Left", Donna's decision whether to turn left or right at a road intersection determines the path her whole life will take and eventually affects the fate of the entire universe.
* Doctor Who era. This got very elaborate for Series Two, with multiple connections between the sites, before being abandoned in Series Three (there were a couple of sites, but no related game).
* Doctor Who, especially with the Fourth Doctor — the villains have no sense of humour; the Doctor does. The Master is an occasional exception, depending on the incarnation.
* Doctor Who established canon that magic did once exist, before it was banished by the Time Lords in favour of rationality, and bits of it are still floating around.
* Doctor Who, etc — and blame absolutely everything they don't like on that figure, regardless of whether they can be reasonably blamed or not.
* Doctor Who even if it's just a pile of rocks (because, "Look! Rocks!"), and while bow ties and enormous scarfs are cool, pears are absolutely rubbish. And do shut

up, K9.
* Doctor Who even praising Matt Smith the 'oldest one of us all' in the 50th Anniversary panel).
* Doctor Who, even though a huge chunk of it was made in the 60s and 70s, because the cast and crew were worried about setting a bad influence to children. The ubiquity of smoking at the time is still visible in the set designs occasionally; note the pub in "The Android Invasion", where the Doctor starts picking through ashtrays to examine the cigarette butts.
* Doctor Who, even though Karlax tried to kill him, when his TARDIS is wrecked by the Daleks the Doctor saves him. Subverted later. After Karlax kills Cinder, the Doctor dematerialises the TARDIS around him, leaving Karlax surrounded by Daleks. He is quickly exterminated.
* Doctor Who, even though they are the most fondly appreciated physical features of the character. On the other hand, a lot of other artists exaggerate the physical quirks of the Doctors, though these ones are usually not doing it for shippy reasons.
* Doctor Who. Eventually revealed that he does still have them, he's just rarely seen opening them.
* Doctor Who, even when they're using real guns. It is for children, after all.
* Doctor Who everyone's heart, essentially Magically Defibrillating a third of the population of the planet by remote control. The victims have all been out for far too long to be revived, too, but the Doctor's magic takes care of that as well.
* Doctor Who evolution, as the latter episode shows humans and human-descendants (and a younger version of Cassandra) who look perfectly normal.
* Doctor Who example above, one side is more dependent than the other. A Trill symbiote can't generally survive outside its host, but a potential host can survive without one. Likewise, a Time Lord can survive without a TARDIS, but a TARDIS generally needs someone to keep it in working order.
* Doctor Who example: Ace gets trapped in a room full of this, and freaks out, during "Ghost Light."
* Doctor Who example of this trope, he once indulged on it to the point of calling himself "Harcourt De'ath".
* Doctor Who exists is to scare the Krotons out of children. A few examples:
* Doctor Who Expanded Universe, a former TARDIS which got caught in a black hole and became an object a light-year across with one end sticking out of said black hole, on which people eventually took up living. There's also the Artefact, a giant traveling ecosystem of parasitic lifeforms from the novel "Parasite."
* Doctor Who Expanded Universe agents. It's a Faction Paradox thing — they embrace and celebrate death instead of fearing it.
* Doctor Who Expanded Universe, Alison does this to herself to make better sense of what the Doctor's saying, to his annoyance.
* Doctor Who Expanded Universe and all my wife got me was this lousy T-shirt".
* Doctor Who Expanded Universe articles about an entirely fictional six-part First Doctor serial in which Robin Hood turns out to look exactly like Ian Chesterton, and the cast list credits "Ian Chesterton/Robin Hood - William Russell". The cast list also notes that Maid Marion is played by Anette Wilkes, who would go on to play Polly the year after "Thief of Sherwood" was suposedly broadcast. The final story, "That Time I Almost Destroyed The World While Looking For A Dress" had Polly wander through the previous stories in the collection, and sure enough, she looks exactly like Maid Marion.
* Doctor Who Expanded Universe, as by Cyberman norm, it's a corpse laden with cybernetics.
* Doctor Who Expanded Universe by A.L. Kennedy. The Doctor thinks to himself that his tendency to run off and think in strange places annoyed Einstein, Feynman, Leonardo and Zogg the Remarkable. Later Putta's plan to help the Doctor is described as not the kind of plan Napoleon, Genghis Khan or Thraxtic would have thought of.
* Doctor Who Expanded Universe by Mike Morris are ten feet tall with pale, fleshy, lipless heads that somewhat resemble a jack o'lantern. In fact, in the Whoniverse,

jack o'lanterns are the result of human race memory of the Hervoken.
* Doctor Who Expanded Universe" by Third Eye), and Cyberman blues ("Tears of Rust" by Cyberblind).
* Doctor Who Expanded Universe comic "Tesseract", the Tenth Doctor refuses to believe that his new companion Emily has encountered beings called the Tef'Aree that live in the Time Vortex, because they're the subject of Gallifreyan fairytales. His rationalization that she heard the word somewhere is particularly flimsy — WHERE would she have heard it?
* Doctor Who Expanded Universe) cover features a cartoon of the Doctor, so it's not clear exactly what is going on.
* Doctor Who Expanded Universe emotions. In the last panel, he chuckles to himself, "Well, I'm sure they'll grow out of it!"
* Doctor Who Expanded Universe encountering the Haddron Republic, which are essentially a giant, "What if Caesar had crossed the Rubicon unsuccessfully?" IN SPACE!
* Doctor Who Expanded Universe exorcised magic and irrationality from the universe.
* Doctor Who Expanded Universe' Fitz Kreiner doesn't stop at casually coming out to the reader as bisexual, he also makes what seems like a semi-sincere crack implying this trope:
* Doctor Who Expanded Universe has been infertile for hundreds of thousands of years, and reproduces artificially through "Looms".
* Doctor Who Expanded Universe has spent the past few years of the new series finding subtle ways to dance all over this trope with hobnailed boots.
* Doctor Who Expanded Universe humans, just harvest our toes as party snacks. And they're horrified when they realise that, unlike their own, human toes don't grow back.
* Doctor Who Expanded Universe in a way that skips vowels and uses numbers instead of homonymous words. Yes, the texting generation is an evil alien plot! (Author Lance Parkin may have had his tongue firmly in cheek.)
* Doctor Who Expanded Universe. Indeed, he's basically unchanged except for the fact his dreams are excessively normal and he has a new knack for anagrams and crossword puzzles, and is entirely indistinguishable from a normal human.
* Doctor Who Expanded Universe in the Emperor's Gardens who takes the form of a moga. The Doctor has to break it to her that it's 1990, and "modern girls" in Tokyo are wearing tracksuits.
* Doctor Who Expanded Universe, in which very busy people are given watches that allow them to literally borrow time so they can fit more things into the day. The problems come when they're expected to pay it back. With compound interest.
* Doctor Who Expanded Universe" is told; by Barbara to the First Doctor, by the Ninth to Rose, and by the Eighth to Brian the Ood. In Eight's version, Death's godchild is a girl. (The princess remains a princess.)
* Doctor Who Expanded Universe. Lor Wilson, who played Sister of Mine in "Human Nature"/"The Family of Blood", reprised the role in a 2020 official web audio called "The Shadow in the Mirror".
* Doctor Who Expanded Universe— who meet bad ends, too), and who enforces this trope upon himself by preferring traveling with the Doctor to staying with anyone. Seriously, fuck either of them and you'd better hope they just lose interest before they jinx you to death.
* Doctor Who Expanded Universe novel features a Cyberman-obsessed researcher recording her experiences for future references as she is gradually converted into a Cyberman. Unusual, in that no one gets to discover it — once she's converted, her original personality is wiped away and she no longer recognises the logic in recording it, and so destroys the recording.
* Doctor Who Expanded Universe novel has a character being dubbed "code-boy" by another because he spends a lot of time doing computer programming. You know, writing code. He loses his real name and ends up known as Kode, likely because of this trope.
* Doctor Who Expanded Universe requires a VR space battle in the first place. Apparently, that's just how VR works.

* Doctor Who Expanded Universe series set prior to the TARDIS landing in Totter's Lane.
* Doctor Who Expanded Universe set tasks for her suitors to avoid marrying any of them since she believes that King Reynart is still alive.
* Doctor Who Expanded Universe's "glamour implants" to his companion "A subtle combination of exotic pheromones, AI wetware wit-routines, genetically-enlarged pupils, and a spray-on tan."
* Doctor Who Expanded Universe short story "The Andrew Invasion", the titular Andrew is mistaken for the Doctor on three occasions (admittedly by some very stupid aliens): Once on his way back from playing in a cricket match (Fifth Doctor costume); once on the way back from his cousin's wedding, where he was an usher, and the colour scheme was green and gold (Eighth Doctor costume); and once in tartan pyjamas with a cat motif, and with a red and yellow patchwork quilt around his shoulders (Sixth Doctor costume).
* Doctor Who Expanded Universe, so it's also possible he's heavily altering the story to make it more romantic and genre-appropriate.
* Doctor Who Expanded Universe, the Doctor and Rose run into a silicon-based species called the Chalderans.
* Doctor Who Expanded Universe, the Doctor claims Cleopatra was not the most beautiful woman in the world, but might have been the most beautiful woman in her bedchamber, if the handmaidens had the day off.
* Doctor Who Expanded Universe. The Doctor lived to have nightmares about it.
* Doctor Who Expanded Universe, the Doctor, posing as a master con-artist, claims to have sold the Sydney Opera House to five different people. The actual con-artist he's talking to doesn't believe a word of it.
* Doctor Who Expanded Universe, the Doctor visits a planet where most of the population was wiped out in an incomprehensible catastrophe. Professor Jeffip does his best to fill the Sole Surviving Scientist role.
* Doctor Who Expanded Universe there's a Doctor Trap, the Doctor has the upper hand.
* Doctor Who Expanded Universe, the Thirteenth Doctor says "Wicked!" when the former Ace agrees to team up with her.
* Doctor Who Expanded Universe, though. One novel features this scene, which gives one the impression he's an intentional example of this trope:
* Doctor Who Expanded Universe throws the TARDIS into a temporal limbo, where he spends nearly a month working on a way to cure himself. Upon curing himself and returning, his companion Sharon marvels that he did it within a few minutes.
* Doctor Who Expanded Universe to be utterly eliminated. The Timelords won.
* Doctor Who Expanded Universe, Trevor Baxendale explains that he wanted the Dalek Inquisitor General to have a suitably menacing name, and while he was trying to think of one, he referred to it as "Dalek X". It wasn't long before he realised the perfect name was...
* Doctor Who Expanded Universe universe who appears to do the same thing through sigils.
* Doctor Who Expanded Universe, when the TARDIS crew arrive in 18th century Edinburgh, Nardole is wearing a kilt and tam o'shanter, claiming to be a member of "the Clan McNardole". The Doctor says "You'll get us all punched in the face" and starts shouting at the tenements "He's no with us! We're no with him! Honestly just met! Don't even like him much either!"
* Doctor Who Expanded Universe when they finally realise human toes don't.
* Doctor Who Expanded Universe) when "totally crukked" apparently comes from a kids TV show and just means "tired". The Doctor warns someone who uses it that this will change by the 25th century.
* Doctor Who Expanded Universe with religous undertones) are Squire, Adjudicator, Adjudicator Secular, Adjudicator Spiritual, Provost-General, Adjudicator In Extremis, and Pontifex Saecularis.
* Doctor Who Expanded Universe you can cheat Death (it worked the first time, after all), but you have to keep moving and always have a back-up plan in case he catches up with you.

* Doctor Who explains this as destroying bits of Atlantis, (the city, the under city and the island) one after the other.
* Doctor Who face before gravity takes over and she plummets to her doom.
* Doctor Who fandom is March 26th, the date the series came back in 2005 after more than a decade of being cancelled, becoming the "New Who Day" for some fans.
* Doctor Who. Fanfic tends to emphasize the more alien, aloof, scholastic side of Gallifreyan culture. Regardless, the names of the Doctor and the Master deliberately evoked higher learning. but only those two characters are really active outside Gallifrey. Then the Time War happened...
* Doctor Who Fanfilm Wiki Fanfilms. Mostly a community wiki edited by the makers of the films themselves, although there are a few ‘fan’ users.
* Doctor Who, fangirled out over meeting Nero in ancient Rome and was generally cute as a button.
* Doctor Who fanzine Time Log that paired the sixth Doctor and Peri with the Ghostbusters. They're both investigating strange goings on in Arkham, Massachussetts, although the Doctor resolutely refuses to believe in ghosts.
* Doctor Who fashion, harnesses it to a flying sleigh and goes for a joyride.
* Doctor Who featured monsters and evil robots on stage and the Eleventh Doctor in specially-recorded film footage. It even used the concept of classic serial "Carnival of Monsters" as its framework!
* Doctor Who featured several two-part stories that followed this structure, while its three-part finale went with Rise and Fall instead (see above).
* Doctor Who features a character who introduces herself as "Hyphen with a three". She later clarifies that her name is spelled "Hyph3n".
* Doctor Who features a face-off section. No, it's not a section comparing how well two different people carry off the same outfit, it's when they move from clothes into plastic surgery.
* Doctor Who features a genius teenager as an antagonist whose motivations can be boiled down to being a teenager. However, he came around in the end, sort of. Also, he had gathered a large number of other genius teenagers to him who, on hearing his real plan, were appalled and immediately abandoned him. It implied that his plans were less about his age and more that he was somewhat unstable anyway.
* Doctor Who, features a literal urban jungle created in London, not to mention the rest of the world, when trees appear out of nowhere.
* Doctor Who features an appearance by the Twelfth Doctor, giving the main characters some advice on defending Earth from alien invaders.
* Doctor Who features an example where the statement more closely resembles the disclaimers found on competition forms and essentially means you have no rights at all.
* Doctor Who features a shapeshifting Rutan called Lady Winters, who when in human and cat form has bright green glowing eyes.
* Doctor Who features a Voracious Craw, a giant worm-like creature which devours everything it can on the planets it comes across, leaving behind only bare rock.
* Doctor Who features the Doctor employ a series of puns about him possibly being eaten by lions in the arena if Nero has his way (he's not there at the time)- "Go down well", "palatable", "roaring performance".
* Doctor Who features the establishment of the Armageddon Convention, mentioned below. The Doctor was supposed to chair it, but due to the hoopla of the day, a 15th century Venetian Cardinal entered in his stead - and, thinking he had been summoned to mediate in a war in Heaven between different angelic factions, he arguably did as good a job as the Doctor himself.
* Doctor Who" features "The Harmony and Redemption", a space pleasure cruiser exclusively for use by the galaxy's worst dictators and criminals. The provable murder of multiple innocent lives is one of the minimum requirements of boarding, and even the staff are required to have "a verifiable history of indiscriminate slaughter" in order to work there.
* Doctor Who features the Tractators, who create meteor showers to try to rid the eponymous planet of its human inhabitants, although this is more of a "Colony Pull", as the Tractators are already on the planet underground and are using their

gravity-controlling abilities to pull the asteroids down.
* Doctor Who features this a lot, with the Doctor stopping the reemergence of evils on all levels of the scale. Plus, in the expanded canon of the novels and audio stories the ancient Gallifreyans were a race of monster-slayers who tamed the chaotic early universe.
* Doctor Who features this heavily. Fitz is quizzed on 20th-century history by someone in the far future, featuring questions such as, "Which English politician was well-known for his seaside boxing matches?" and decides to set the record straight:
* Doctor Who" features this with the Drahvins. We only ever meet the females and their leader, Maaga, is initially confused when the Doctor's companion Steven asks about their men. When she does understand her response is an offhand remark that they keep as many males as they need and simply kill the rest.
* Doctor Who featuring aliens asking things like "What is this thing you call 'a nice spot of how's-your-father'?"
* Doctor Who, featuring the Seventh Doctor, the event turns out to have been caused by a TARDIS exploding.
* Doctor Who: Fezzes are funny rather than cool, and the Eleventh Doctor finding fezzes cool is funny to the other characters.
* Doctor Who fighting the Cybermen in London alongside the Second Doctor. By the time the Third Doctor is exiled to Earth and goes to work with them at UNIT, Benton has been promoted to Sergeant (completely normal), and remains at this rank for the next 4 years. At the time of the Doctor regenerating again, in the serial "Robot", Benton suddenly appears onscreen wearing the rank insignia of Warrant Officer Class 1, (a 3-rank promotion) to fill a gap in the Brigadier's staff; he should have a captain and a major under him, but can't due to financial constraints imposed on UNIT; instead, Benton is appointed as Regimental Sergeant Major, the highest non-commissioned rank there is. This all in the space of (apparently) some 7 or so years.
* Doctor Who finale. (It should be mentioned that Doctor Who series only have 13-14 episodes per season, so this may not belong in this section.)
* Doctor Who finds them, they're in the middle of a ceremony to honour their enemy's dead; he agrees to a truce until the ceremony is over.
* Doctor Who first appeared as a fossilized hand, then having absorbed some nuclear radiation, turned into a walking hand. Eventually it regenerated into an entire person.
* Doctor Who Fitz deal with one of these as a coworker at a pub: a much older woman, who also has a "flat, predatory face" and a mouth so big as to scare him, who wears tacky, revealing clothing which wouldn't even really suit a younger woman. She has a crush on him, to the point of touching his arse on the sly and getting jealous when he chats up an attractive customer around his age. However, this trope is subverted in that he's obviously trying to make an effort to be nice to her as a coworker, and she's just "an ageing and lonely woman".
* Doctor Who, Fitz has assembled a collection of parallel universe Beatles records, including "Feel the Love", their Live Aid song.
* Doctor Who flips back and forth on this. The Doctor is almost always adamant that magic is not real and everything is at worst some sort of unexplained science. Yet several adventures feature stories that match the definitions/descriptions of magic within the story:
* Doctor Who. For added fun, the Doctor also once kissed River's father Rory.
* Doctor Who for children, Zaphod's sexy, clever Earth girl companion is specifically noted to be a hot girl he picked up at a party for her looks.
* Doctor Who for decades, and some writers have let their feelings show:
* Doctor Who for lasers and ray guns meant that whenever a character was about to shoot their gun in a shot, they'd be surrounded by the mystical aura.
* Doctor Who form of laryngitis explains a change of voice actor later.)
* Doctor Who for several minutes, Amy asks River how she can fly the TARDIS:
* Doctor Who for the new series. Gallifrey is clearly a very unlucky planet.
* Doctor Who for years. You can actually see a gradual process of treating it as a

simple "capsule" to the Doctor's longest, truest companion over the length of the series. Then, finally, we got to meet her.
* Doctor Who, found his lordship amongst the flower beds and assumed he was the gardener.
* Doctor Who frequently leads his men in battles against this week's alien menace.
* Doctor Who from entering the room, only to get pinned up against the wall.
* Doctor Who from the original title would still work in Czech, it's just that the pre-2005 version of the show was not well-known outside of the country's SF fandom, so for the sake of other viewers, a more generic title was chosen.
* Doctor Who. Furthermore, Time Lords in particular refer to the upper class rather than the entire Gallifreyan race in certain contexts. Other times, The Doctor does seem to miss more Gallifrey itself at time.
* Doctor Who gadgets are treated as singular artifacts and nobody every seems to consider reproducing any of these things, or modifying them if necessary.
* Doctor Who. Georgia Moffett (the real-life daughter of Peter Davison, the Fifth Doctor) was cast as Jenny, the genetic daughter of the Doctor (played by David Tennant) in "The Doctor's Daughter". Tennant and Moffett later got married.
* Doctor Who, get short stories known as "audio dramas" (which, despite their name, are predominantly comedies).
* Doctor Who gets involved, and the articles are primarily written in an in-universe style. As a result, blatantly contradictory information about a subject will be written about framed in such a way to talk about differing "accounts".
* Doctor Who girlfriend Xana were supposedly this in the back-story. She killed herself and he was exiled to Iceworld.
* Doctor Who: Given respective ages, almost any female (and at least one male) companion for the Doctor. In the literal sense, Amelia Pond and Mels for the Doctor.
* Doctor Who, given the fact that it manifests in other ways than simply inattention (such as difficulty engaging in social interactions, impatience, overlooking things that seem obvious to others, and becoming bored easily, but maintaining excellent focus when he knows what he's doing or he's emotionally invested in something). Given his flamboyant personality, some of the "ADD... Ooh, Shiny" reactions could be intentional exaggerations. In the prequel minisode to (New Who) Series 9 "The Doctor's Meditation", the Doctor remarks that Clara keeps telling him he has "attention deficit, uh, something-or-other."
* Doctor Who gives us Amy Pond post-pregnancy, and earlier, after a Jackie Tyler went from annoying shrew to woman who kicks Dalek ass.
* Doctor Who gives us Zygons, Krotons, planet Skaro, planet Karn, Gavrok the Bannerman, and Izlyr the Ice Warrior (though Izlyr was a good guy).
* Doctor Who global warming, but the Doctor points out that's not likely in 1190.
* Doctor Who goes through a succession of progressively bigger empires in the future, many covering multiple galaxies before eventually encompassing most of the universe.
* Doctor Who going crazy while being tortured and writing on the floor in his own blood.
* Doctor Who going to mention something completely incidental which has no purpose to the plot? A lot.
* Doctor Who go through different evolutionary forms, they always seem to return to their basic form eventually.)
* Doctor Who government they answer to. The "United Nations" part of the name implies that they work for the UN, but there are many examples of the wishes of the UK government taking precedence, without a very clear sense of whether this is by the organization's design or a side-effect of UNIT's officers also being members of the British army.
* Doctor Who, Graham had to collect six coupons in order for the team to earn an all-inclusive vacation at Tranquillity Spa.
* Doctor Who, guiding the Doctor and his companions on a quest to get the Key to Time, while the Black Guardian tried to trick and corrupt them. However at the end the Doctor realized the Black Guardian had been impersonating the White Guardian

all along.
* Doctor Who had a pilot episode (actually several, since they re-made it several times, using the same script) which, despite being a British show from 1963, survived. It was similar to the first episode, but with different costumes, a scene with Susan drawing a bizarre inkblot, and a statement that the Doctor and Susan come from the 49th Century. Because it was produced after the series was accepted rather than to sell the series, it may not technically be a pilot by some definitions.
* Doctor Who had a story entitled "TV Action!", where the Eighth Doctor and Izzy travelled to our reality. Tom Baker, who had played the Fourth Doctor, defeats that month's alien by merely talking to him and rambling endlessly.
* Doctor Who had different ideas of how the various lines fitted together. Mostly this didn't affect the stories themselves.
* Doctor Who had K-9, a robot dog who joined the Doctor in the year 5000.
* Doctor Who had Martha and Mickey unexpectedly start a relationship somewhere between "The Stolen Earth"/"Journeys' End" and "The End of Time", even though Martha had previously been depicted as being engaged to a different man.
* Doctor Who had one of these, in the episode "The Caves of Androzani". It was over spectrox, "the most valuable substance in the universe."
* Doctor Who had #SaveTheDay for the 50th anniversary, the Day of the Doctor. This didn't really amount to anything, and actually ended up backfiring as the same hashtag was already being used to promote several unrelated ventures, including a Selena Gomez song.
* Doctor Who" had this happen between the Doctor and his sidekick — she didn't realise he was the Doctor because she hadn't seen him since the regeneration, and the last time he'd seen "her" it had been the villain in disguise.
* Doctor Who had this in certain stories, especially in the late sixties:
* Doctor Who had to be heavily rewritten by script editor Donald Tosh from John Lucarotti's original scripts, so much so that Lucarotti actually asked to have his name taken off the screened episodes. When he came to write the novelisation, Lucarotti took the opportunity to tell the story he'd wanted to tell in the first place, rather than the one that was aired. It has only a passing resemblance to the TV story.
* Doctor Who hand that set it all in motion. He would be the one who killed the universe.
* Doctor Who. Hardly an episode goes by without some innocent being disintegrated or otherwise killed by a bad guy, usually with some type of energy weapon.
* Doctor Who, Harry Sullivan spent most of his short time as a companion being picked on, insulted and belittled by the Fourth Doctor. To the point that the Doctor felt justified in shouting "HARRY SULLIVAN IS AN IMBECILE!" to the sky over a misjudgement (which, granted, would have blown up both Harry and the Doctor). He returned to his regular job very quickly and never looked back.
* Doctor Who has a cape to go with his ensemble and is the most agile and action oriented incarnation.
* Doctor Who" has a chase scene through a playground, with the quarry going over and through the rides in an attempt to shake off the pursuer.
* Doctor Who has a difficult relationship with this trope; while there's a largely unspoken, unofficial decision on the part of the creators not to give the Doctor an origin, there's nothing to actually prevent them from doing so aside from the honour system.
* Doctor Who has a few, used for combo DVD sets, when a clear follow-on is present.
* Doctor Who has a fraught relationship with this trope due to being heavily associated with it in the 1970s. While not doing it as often as some make out, "she's not just a screaming girlie" has to be emphasized whenever any new companion is created, especially in the new series.
* Doctor Who has a huge headline proclaiming that the meteor that kicks off the plot is returning to Earth. Ace, however, is more interested in the football results at the bottom of the back page, and the Doctor doesn't notice.

* Doctor Who has a large number of rewrites of specific seasons, most of which follow this trope.
* Doctor Who has a long and colourful history of people getting killed by ridiculous crap:
* Doctor Who has a non-pregnancy-related example: the Eleventh Doctor spends a good ten minutes after his regeneration trying to figure out exactly what it is he's craving, working his way through most of the contents of Amelia's kitchen before eventually settling on fish fingers and custard.
* Doctor Who has a number of examples in the modern era of the series.
* Doctor Who has a number of these, many from the period between 1989 and 2005 fans have nicknamed the Wilderness Years.
* Doctor Who has a religious order of Clerics, who judging by the titles they hold appear to be members of a variant of Anglicanism. Refreshingly for a warrior monk order from the far future, they wear practical camouflage combat gear instead of anything overtly religious or ornate.
* Doctor Who has a time-delayed version. The Doctor kisses Martha before running away so that some of his non-human DNA will register on her, and the aliens hunting for it will be held up double-checking that Martha is human, buying him some time.
* Doctor Who has at times not sent a DVD to reviewers, or omitted closing scenes, all cases being to avoid spoilers from leaking out.
* Doctor Who" has a very mild example — Donna threatens to sue a cab driver who refuses to take her to her wedding in Chiswick...because neither she nor the Doctor is carrying any means of paying the fare.
* Doctor Who, has become known as a master troll within many online communities.
* Doctor Who has been like this since the '70s. A well-written Master has the exact same wit and charisma as the Doctor — while regularly killing people for fun.
* Doctor Who has been on the air more or less continuously for half a century and has been one of the consistently most popular shows in Britain for that entire time (minus a decade or so), pretty much the only way to avoid having fans running the show is to deliberately select people who hate the show. Or who have spent the last fifty years in a barn.
* Doctor Who has done this several times, often using viewers' knowledge of the show before it was brought back.
* Doctor Who has every villain of the week trying to out-ham the last, with the Doctor himself out-hamming them all.
* Doctor Who has featured invasions from such things as shop dummies to satellite navigation systems. The series also inverts this tropes in many future-based stories, humans are themselves the invaders. They're usually not outright malicious, but often quite destructive to native species, paralleling historical imperialism and colonization. Notable invasion-themed serials:
* Doctor Who has had many over the decades, often coinciding with a change in showrunners and/or Doctors.
* Doctor Who has incorporated a lot of their own personality quirks and idiosyncrasies into the role, although some more than others.
* Doctor Who has involved an Epic Hail in the finale (all examples spoilered for obvious reasons):
* Doctor Who has it happen so many times, it's practically a drinking game at show marathons.
* Doctor Who has it that traumatic regenerations such as the Doctor's cannot be controlled; because after all, when you've been submitted to radiation poisoning/a fall from a great height or another blunt trauma/cellular degeneration your least worry is whether your next incarnation will have any dress sense.
* Doctor Who has large amounts of props and costumes in storage, so the original series has quite a few examples of prop recycling, both in show, and across other BBC series.
* Doctor Who has Leela, a member of the Sevateem, which is a corruption of "Survey Team". The Sevateem were at war with the Tesh (the Technicians).
* Doctor Who has Madam Kovarian utter a variation on this: "The flirting, do I have to watch this?".

* Doctor Who has never played this absolutely straight, but three individual stories have shown elements of it:
* Doctor Who has numerous instances of this technology, the Daleks having one of the more frequently used.
* Doctor Who has occasionally dipped into this territory with the Daleks:
* Doctor Who has occasionally portrayed the future of humanity this way. "Utopia," set at nearly the end of the universe, has ordinary humans plagued by the "futurekind," tattooed cannibals (or maybe technically not) with sharpened teeth, who seem barely capable of speech.
* Doctor Who has one, started deliberately by Rose to create a distraction. Rose credits a former boyfriend with teaching her the proper technique for starting a Food Fight: apparently, there's an art to it.
* Doctor Who has played around with this since 1970. The title sequence used between 1970 and 1973 featured the serial's title flying towards the camera each episode, the slit-scan title sequence used between 1974 and 1980 used this for the title logo, the "space" title sequence used between 1980 and 1986 featured this effect for the Doctor's head and the show's logo, and the "galaxy" title sequence used between 1987 and 1989 featured the title logo flying towards, past, and away from the camera via CGI. From the 1996 telemovie onwards, the "towards the camera" variation of this trope would be standardized for the actor names and title logo in the opening credits.
* Doctor Who has plenty of good aliens, most notably the Doctor himself. However, the Doctor fights all manner of sundry horrors bent on our demise every other episode.
* Doctor Who has presented us with several examples. Recent ones include:
* Doctor Who has River Song, who likes energy handguns, and once used them to threaten the Roman Army into helping her. Liz 10 also carries two Steampunk laser pistols.
* Doctor Who has several episodes that take place entirely on space stations.
* Doctor Who has several examples, including the Kastrians from "The Hand of Fear" and the Ogri from "The Stones of Blood".
* Doctor Who has The Doctor defeating the More by making a video of them and editing silly music onto it and threatening to upload it to the Galactic Hub if they don't leave Earth alone. This is presumably some alien internet as the episode's set in the 9th century.
* Doctor Who" has the drug Vraoxin, an organic substance whose origin are unknown but whose properties are ultimately lethal.
* Doctor Who has this as a staple of the vast majority of its stories.
* Doctor Who, has this happen to her a lot. Apparently, the Gallifreyian superior physiology doesn't include the ankles.
* Doctor Who" has troubled little girl Maebh Arden waving away creatures only she can sense.
* Doctor Who has undergone this numerous times in its 50-plus year history.
* Doctor Who has used it in the show consistently since the 2005 revival, often with someone getting killed by a monster before the cliffhanger "scream" of the theme music.
* Doctor Who have a few days they celebrate, such as "Black Spot Day" on May 7th (the date on which "The Curse of the Black Spot" takes place in-universe), "Silence Day" on April 23rd (in which Whovians are encouraged to draw tally marks on their skin), TARDIS Day on November 23rd (the anniversary of the show's release), and Dalek Remembrance Day on December 21st (the day on which the Daleks first appeared back in 1963).
* Doctor Who have opted to leave the TARDIS with the desire to go home or pursue new opportunities. A few notable cases:
* Doctor Who have since co-opted the latter term to refer to non-fans.
* Doctor Who?) have started trying to reassemble a device the Doctor dropped in surprise when said daughter showed up, while the Doctor's granddaughter watches, and only one other person understood what the heck Sabbath was even talking about anyway. Since he apparently needs a page or so to recharge his vocal chords,

Sabbath lets them puzzle it out on their own.
* Doctor Who have turned humanity into if it hadn't gone the "two arms and legs, ten fingers and toes" route — lying dormant within Lazarus' genes.
* Doctor Who: he always seems to end up somewhere with something interesting happening, although it's implied he and his companion(s) go other places offscreen.
* Doctor Who he'd collected, and mentions that he's written up a breeding program. They are appropriately appalled.
* Doctor Who. He failed to get a writing job on the revived series, but still has a devoted following online despite his extremely negative views on much of the 21st-century show.
* Doctor Who. He grabs a kid's cricket ball and sets off a chain reaction that stops the mother seconds before the piano falls. "Lucky."
* Doctor Who he had at school. His real name is unknown, and it's said to be dangerous if a human were to find out.
* Doctor Who, he has to alter history in minor ways, and the Doctor and her friends have to try and undo the effects. The one weapon the villain has in his possession is one which simply displaces its targets in time, as well.
* Doctor Who. He is brought back to his best self in the end, but he suffers greatly in the process, and the ending is extremely bittersweet. While this is truly a three-part story, "Face the Raven" (rise) is often listed as a standalone episode and "Heaven Sent" and "Hell Bent" (fall) a two-parter, which makes this structure more apparent.
* Doctor Who held an open "single contribution" category in its 50th anniversary poll, she was the clear winner some 48 years after she stepped down from the role.
* Doctor Who) he literally cuts and pastes large sections from a previous novel.
* Doctor Who. He looks around first, clearly expecting the solution to be a bit more dramatic, then does it anyway. Because sixty-odd computers are plugged into a single socket, it unexpectedly sparks back at him.
* Doctor Who, he manages to assemble a satisfying enough omelette for two from some eggs, stray cheeses, and salad dressing. Seems that living as a bachelor for most of a thousand years makes you pick up a few things.
* Doctor Who", Henry van Statten, scavenger of alien tech, claims to have found the cure for the common cold in "the Russian crater".
* Doctor Who her feed turns to static. Justified in that there was a psychic link driving the video-conference.
* Doctor Who, her mind/soul ends up in a human body for an episode, and the way they interact basically makes all the "TARDIS = wife, companions = bit on the side" speculation canon.
* Doctor Who Her voice over the intercom was enough for her to impress him with her intelligence and willpower, and do lots of flirting. This is also why he doesn't immediately recognize the next version of her that he comes across; by the time he realized that they are basically the same person, they had already kissed.
* Doctor Who. He's confused as to how she ended up like this. The novelization of "Rose" has a cutaway showing how she missed out on the Auton massacre as well.
* Doctor Who he shows a liking for speaking Latin and Wagner's Operas.
* Doctor Who. He still talks like a British rogue (e.g. "sorry, ol' chap").
* Doctor Who), he was hiding up the tree dropping apples on Newton's head. Newton was more annoyed than inspired, so the Doctor explained gravity to him over dinner instead.
* Doctor Who himself have been played by actors who first showed up in one-shot roles.
* Doctor Who, his companion Bill mentions that he does this almost every lecture and the university doesn't care.
* Doctor Who his scuzzy little flat were like this. He just has a "sleazily red" lightbulb in his bedroom, which Sam (whom he's on a bit of a date with at the time) makes fun of him for. He says it's his "relaxation bulb" and swaps it out for a normal one.
* Doctor Who history of the characters in question, some of her behaviour might just be trolling an old frenemy.

* Doctor Who horror story. The Kaled people were being mutated by a millennium-long nuclear/biological/chemical war. One of their scientists, Davros, came up with (or stole) the brilliant idea of accelerating the mutations to see where they would finally end up. And, while at it, he couldn't pass up the opportunity to improve on his creations, making them stronger and more determined. In one version of the story, he was explicitly trying to turn the Kaled race into gods, based on a prophecy he'd read. In all versions, the result was the Daleks, whose sole motivation was to exterminate any lesser (i.e., non-Dalek) forms of life. Starting with Davros himself.
* Doctor Who, however, are almost invariably traditionally beautiful, with their beauty often being the main indication that the Doctor is going to pick them up.
* Doctor Who. However, it only seems to work when the Time Lord is actively paying attention.
* Doctor Who. However, it's clear that things won't go beyond flirting where Jack is concerned, and the Doctor tends to flirt back at him, making this an oddly chaste and playful 8.
* Doctor Who. How much chemistry they have in-universe is up for the viewer to decide.
* Doctor Who, Hugh has this—a young knight valiant in his defense of his father.
* Doctor Who human. He frequently refers to his "episodes", which are in fact psychotic episodes, the content of which is quite a bit like episodes of the TV series. The whole book is just very, very meta.
* Doctor Who, humanity's ability to survive and adapt is what draws the Daleks to repeatedly try to conquer Earth.
* Doctor Who humans and the Hath have been in a endless struggle for control of a colony for generations. The war has gone on so long neither side remembers what started it, but they're both hell-bent on fighting until the other side is wiped out. The plot twist is that the war has been going on for only seven days. They're all artificially gestated in machines (an army can be cranked out in a couple hours) with such high casualty rates that nobody from the original "generations" has lived through the entire war. Both sides were on the original colonization ship together, built the colony, and later squabbled over what to do after their commander died which turned into an armed conflict.
* Doctor Who", if his line over the Brig's unconscious (assumed dead) body is any indication.
* Doctor Who. If the Doctor can be considered to have a weapon, it's this trope when he visits his own grave and finds the TARDIS is the grave marker.
* Doctor Who. If the Kaleds knew there was a tunnel between the two cities, why didn't they use it to smuggle normal troops into the Thal city and end the war years ago?
* Doctor Who if you're not careful, with him admitting that he tries to keep her away from "major plot developments" of the future.
* Doctor Who I know about them. I've been to their Memorial Theatre in Liverpool. But I never knew they played classical music!" The idea of a memorial concert hall doesn't seem so silly in the 21st century.
* Doctor Who: Implied when the Ninth Doctor says "Lots of planets have a north." The only planets that don't have a north are tidally locked and don't have a magnetic pole.
* Doctor Who imply that the Guardians and/ or the Eternals are the last survivors of the Universe before the Whoniverse. The new series also has the Beast from "The Impossible Planet", who is said to come from before time and matter itself.
* Doctor Who included a village of apparently literal Space Amish just outside the capitol who the Doctor stays with for a while.
* Doctor Who includes a scene where the First and Twelfth Doctors exit their TARDISes, which are parked side-by-side, at the same time. Naturally, this is nowhere to be found in the episode itself.
* Doctor Who, inconsistencies can be chalked up to her own personal eccentricities and whims.

* Doctor Who), in contrast to his clean-shaven Prime Universe counterpart.
* Doctor Who: In "Death in Heaven", Missy not only uncuffs herself without her captors noticing, she sneaks the cuffs into Osgood's pocket for the sake of a joke.
* Doctor Who: In "Deep Breath", the newborn Twelfth Doctor suggests that his previous selves were getting close to his human companions in the wrong way, compromising his judgment. Hence his decision to regenerate into someone older, darker, meaner, and more detached, who could look more big picture but still not hold personal grudges.
* Doctor Who in "Earthonomics" is from a diploma mill (that also operates as a dry cleaner). He lied about his qualifications to get the cushy job travelling the universe and gets away with it because his employers and customers know even less about Earth than he does.
* Doctor Who. In "Face the Raven", it's revealed that trap streets (fake streets placed in maps as copyright protection) are actually this trope, protected by "misdirection circuits". It's possible to stumble into them accidentally (for instance if you're talking on your mobile phone) but those deliberately looking will pass them by without notice.
* Doctor Who. In fact, all the major characters resembled their voice actors; the hope was that the webisode would get enough support to start up the TV show again with that cast, so making the characters look like the actors would make it possible to use the webisode as part of continuity for the new series. As it turns out, that plan fell over, as the renewal of the show had already been announced before it aired.
* Doctor Who influenced TARDIS interior and weighty-looking, almost industrial Daleks - the sonic screwdrivers are still knowingly designed to follow this aesthetic, perhaps because in the Ninth Doctor's tenure it's revealed that the screwdriver is laughably low-quality, dated technology.
* Doctor Who in "Genesis of the Daleks" in the 1970s. Although given the appearance of the pepper pots, this may simply apply to the Thal mutated Daleks (Laths?) and come after the Kaled-Daleks.
* Doctor Who: In "Heaven Sent", the Doctor is stalked through a shifting castle by "the Veil" — what appears to be a walking corpse swathed in rags and surrounded by flies. It reflects one of his earliest nightmares: when he was young, he was at the funeral of an old woman. They covered her up, but couldn't keep the flies away.
* Doctor Who (inherent in the series) of the TARDIS always turning up at the right time and place for the Doctor to help people.
* Doctor Who in linear time because it is fought throughout all history and at the meta levels of reality. Many of the battles themselves are time looped and repeat endlessly.
* Doctor Who: In many ways, the Doctor qualifies as a superhero. You mean his possessing two hearts, superhuman intelligence, the ability to regenerate his entire physical being and numerous other far-out abilities demonstrated throughout the series aren't superpowers? The main character even has a code name that he goes by in lieu of a 'proper' name.
* Doctor Who. In other cases, the Time Lords have redirected his TARDIS to places they wanted to be fixed by him without admitting their involvement.
* Doctor Who: In "Paradise Towers", the Doctor escapes the rules-obsessed Caretakers by citing various 'rules' that he has just made-up. None of the Caretakers are willing to admit that they are so unfamiliar with the rulebook that they don't recognise these 'rules'.
* Doctor Who: In "Robot", a tank is rolled out in an attempt to stop the eponymous robot, but is quickly destroyed by it instead.
* Doctor Who in "Silence in the Library" as the theme for the library and the alternate world, doubling the WTF factor and giving the episode Moffat's trademark 'dark fairytale' overtone.
* Doctor Who in some way that convinces him to destroy them instead. To whit:
* Doctor Who. In the audio version, he's played by an elderly, lisping Andrew Sachs and depicted in the artwork as wearing a much plainer white outfit - contrasting

with the Eighth Doctor's conventionally-attractive look.
* Doctor Who in "The Claws of Axos". Britain's Ministry of Security wanted to control UNIT, and the Brigadier spends the episode battling bureaucrat Horatio Chinn over the issue.
* Doctor Who: In "The Doctor's Wife" the Doctor tries to build a TARDIS out of old ones.
* Doctor Who. In the episode, Sally Sparrow explores the house and discovers a message from 40 years earlier warning her to duck as well as an infestation of Weeping Angels.
* Doctor Who in the form of a slug-like creature crawls into the mouth of a sleeping paramedic to take control of his body.
* Doctor Who, in the form of the Doctor's (usually human) companions meeting aliens on their homeworld before they save them from other, less well-intentioned aliens.
* Doctor Who: In "the Greatest Show in the Galaxy", Captain Cook doesn't mind being called a scoundrel or a meddling fool, but "crushing bore" cuts him to the quick.
* Doctor Who in the issue after its transmission) meant the arrest could potentially be invalidated. Made moot by the fact the Doctor frees her.
* Doctor Who: In "The Pirate Planet" the Captain's henchmen make use of corridors that cancel out inertia, allowing them to travel long distances very fast and then stop suddenly without any injury. At one point the Doctor and Romana utilize one corridor, with the Captain's mooks on their heels. When they reach the end of the corridor, the Doctor sabotages the inertia neutralizer, sending their pursuers shooting out of the corridor where they land against a far wall hard enough to lose consciousness.
* Doctor Who in the Poacher's stores, leading to one of the best Doctor/Companion exchanges in the show's history:
* Doctor Who: In "The Romans", the heroes are separated while visiting Nero's Rome, and Ian ends up enslaved and working a galley.
* Doctor Who, in the same series, similarly refers to the "predators" from Planet 5, rather than the Fendahl.
* Doctor Who: In the serial "Image of the Fendahl", the Doctor says the Fendahl were responsible for Mars becoming a dead planet.
* Doctor Who in the show's 50+ year history to back it up. And that's not even counting the colossal expanded universe.
* Doctor Who: In the story "Terror of the Autons", the Master — having taken over a plastics factory — tests a prototype for an inflatable plastic armchair on a rather troublesome employee. The armchair traps him in its cold, clammy surface and suffocates him.
* Doctor Who in the traditional Fourth Doctor-era time slot of 5:15PM on Saturday.
* Doctor Who in the wake of a "Great Catastrophe", not solely a political alliance.
* Doctor Who: In "The Witch's Familiar", Missy attempts to trick the Doctor into shooting Clara by placing her in a Dalek casing.
* Doctor Who". In this case he's standing on a plank over a pit of nasty biting creatures, holding a crossbow with only one quarrel. The rope is attached to a weight, pulling machinery that's opening the pit beneath him. The rope gets thinner the longer you wait (making it easier to cut) but the weight moves faster.
* Doctor Who". In this case, the mutations turn out to be universal, and the effect of the planet in question moving into Summer.
* Doctor Who into becoming two enemy tribes; the Sevateem (a corruption of "survey team") and the Tesh ("technicians"). Leela, a Sevateem warrior, became the Doctor's companion for a time.
* Doctor Who into being terrified of things like the figurehead of a Viking longship, then threaten to post it to, basically, Space YouTube to completely ruin the aliens' reputation as badass warriors unless they go away.
* Doctor Who into the earth was so great that not only were monsters called forth and the guilty scientist punished, but the world itself was destroyed (in a parallel reality). There's no reason for this other than that scientists dared tamper with what men should not have disturbed—and this from the incarnation of the Doctor that steadfastly rejected all nonscientific explanations for observed

phenomena in every other story.
* Doctor Who'' introduce a video game to Earth and kidnap the best players to be soldiers.
* Doctor Who" introduced the Time Lords in its final episode than can describe the plot of the first nine episodes of the story leading up to it.
* Doctor Who). In two of the episodes, she handcuffs him to prevent him from ruining her plans, and when he asks about her reasons for doing so, she again replies "Spoilers". Also there was that time she tried to kill him...
* Doctor Who invades the TARDIS and everyone has to flee it until the Doctor figures out how to defeat it." New series examples include:
* Doctor Who, involved a planet where someone had to sit in a control chair to keep the planet running smoothly.
* Doctor Who (in which case all the previous episodes of the season run in a row), Halloween, and Christmas.
* Doctor Who", in which Spock scans the Fourth Doctor, detects how many, many things he's got in his coat pockets, and concludes that it'd be easier to simply confiscate the entire coat than unload them.
* Doctor Who, in which the Doctor places Easter eggs on each DVD owned by Sally Sparrow in order to warn her about the Weeping Angels.
* Doctor Who, is a bit confused. He later adopts a young girl named Miranda, who ages rather normally, so he looks about forty (and claims to be thirty-six) when she's sixteen, which other characters see as slightly unusual. But after she leaves to have her own life and they're later reunited, several decades have passed since the last time they met, so she actually looks older than he does.
* Doctor Who is about the two most notable sci-fi versions of this, the Borg and Cybermen, joining forces to do this.
* Doctor Who is a frequent invoker of this trope (see also under "Literature"):
* Doctor Who is an "enemy of humanity" who must be killed to protect the interests of the human race.
* Doctor Who is an example of a show that has gone through the cycle more than once. In its original run, it reached Stage 5 at some point during the 1970s (during Jon Pertwee and especially Tom Baker's tenure as the Doctor) and stayed there until the early 1980s, before gradually entering Stage 6 during the mid-late 1980s and settling at Stage 6b after it was cancelled in 1989 — while it lost a lot of popularity, a lot of the key elements of the show remained iconic within British culture and it maintained a passionate cult fanbase. Then, after it was revived and retooled in 2005, the modern show very quickly went re-entered Stage 5 again (especially after David Tennant took over the role), with the classic series entering Stage X as a result of the revival's popularity.
* Doctor Who is an extremely large scale example, as it went on for so long that both sides began running out of resources to power their more advanced weapons and resorted to using gunpowder-based weapons, bows and arrows, etc.
* Doctor Who" is another example. Adric, having been humiliated by Tegan and Nyssa decides to get his own back on the pair, which he does by having them sit under a pipe and "showering" them with things such as custard and baked beans.
* Doctor Who is a right-wing politician with an anti-immigration philosophy who spends much of the story being needlessly suspicious of the Doctor for being what can euphemistically be described as 'foreign'. By "In The Forest of the Night" he openly regards the Earth as his real home.
* Doctor Who is a sexy jungle warrior woman, who is a member of an interstellar human colony that returned to a pre-technological lifestyle because of a mad computer.
* Doctor Who is a very uncommon fetish, or more disturbing in reality than people expect.
* Doctor Who is by making the Queen's vote capable of ending the situation, and thus potentially destroying the Kingdom, all on its own.
* Doctor Who is compared to Time Lord regeneration, which provides the sole hook for combining the two series. It's very weird.
* Doctor Who is fairly dark but still an idealistic children's show. Some parts of

it are unexpectedly horrible:
* Doctor Who, is from the region where the real Tesla was born (current-day Croatia) and emigrated to the United States at roughly the same age Tesla did.
* Doctor Who is implied to have had many names. Jack Harkness isn't even his real name. In one episode he goes by Captain James Harper. In another, he goes by former team member Owen Harper.
* Doctor Who" is in his thirteenth body and looks like death warmed over; Geoffrey Beevers remarked that this is what the Master is like without his smooth looks and charm: as he put it, "the essence of the creature". This seems to be a running theme with this Master. The first Crispy Master is the ugliest and cruellest of all, while the second Crispy seems to have "healed" a little and is a step back towards Delgado behaviour (how much of the "healed" appearance is intentional and how much of it is due to the limitations of Beevers' makeup compared to Pratt's mask is unknown).
* Doctor Who is left standing when his or her player logs off and becomes an easy prey for the mantises. Oh, and Rose ends up becoming one of the PCs, the Doctor being forced to "play" her to the end.
* Doctor Who is moving through space despite the engines not running. Which is obviously impossible.
* Doctor Who is not going to feel good. (Of course, if you're not that kind of person, this may not be the kind of wiki for you either.)
* Doctor Who is not Space Opera in itself, some individual stories make use of the subgenere.
* Doctor Who isn't known for featuring music or TV shows of the day (with a few present-day exceptions), but in the serial "Remembrance of the Daleks" (set at the time that the very first Doctor Who story aired IRL), Ace leaves a room and the camera cuts to the next scene just as the TV announcer is introducing "a brand new science-fiction show called Doctor..." *click*
* Doctor Who is on record as describing the relationship between the Twelfth Doctor and Clara Oswald as "an old-fashioned romance". Love is unambiguous in their relationship, with Clara at one point even challenging the Doctor into action with the words "If you love me in any way, you'll come back" and revealing an intimate knowledge of the Doctor that most prior companions have not possessed. The Doctor has also expressed (in his own way) devotion to Clara. At one point (in the episode "Last Christmas") Clara directly states that the Doctor is the only man she'd imagine marrying. And the finale trilogy of Series 9 strips away any illusions that Clara and the Doctor aren't in love with each other (to the degree that the entire universe is threatened by it). Yet nothing sexual has ever been implied in the series, pushing against the trope that suggests love and romance (implied or direct) must involve sex. Instead, as shown several times in both Series 8 and 9, Clara and the Doctor substitute action (saving the world, being chased by Daleks, the adrenaline rush of near-death experiences) for physical intimacy.
* Doctor Who is on the hunt for a mushroom that tastes like meat, with the implication that it would eliminate the need for meat, and therefore meat-eating altogether.
* Doctor Who is on the tour and starts interacting with the regulars, looking for all the world like he might board the TARDIS and join them in their adventures. (He does, in a way, in that his actor plays a second character later in the story and becomes the next new companion.)
* Doctor Who is perfectly willing to go through with all this, whereas Delta is reluctant — aside from Billy's sacrifice, the transformation is not entirely safe, and, as the Doctor points out, even in his new form, inter-species breeding could result in "the most terrible mutations".
* Doctor Who is probably the live-action TV king of this trope, as the Doctor namedrops historical figures only slightly more often than they actually appear on screen. Hell, other people are even doing it for him now:
* Doctor Who is seen as this by John Smith, his temporary human self in "Human Nature/The Family of Blood".
* Doctor Who" is set in Cardiff, and features the TARDIS parked in front of a

recognizable Cardiff landmark with another in the background.
* Doctor Who" is set in New York City in November 1930, with the Daleks recruiting a labor force by abducting homeless from the Central Park Hooverville.
* Doctor Who is the head of the Torchwood Institute, an imperialist, speciesist secret organization that steals alien tech and wants to control the Earth. Despite this, Yvonne makes a point of knowing all of her underlings by name and has no objection to "secret" office romances.
* Doctor Who is the property of... actually, I don't even know any more."
* Doctor Who", is this to Magnus Greel, reminding him some things are not workable.
* Doctor Who, is used to drown out a young woman's screams, and is just catchy enough to stay in your head...
* Doctor Who is usually contending with low budgets and was, for much of its history, done for desperately small amounts of money. So this tends to come up a lot:
* Doctor Who: It’s easier for the Daleks to change the past than it is for anybody else, so the military is trying to create super-soldiers that can change the timeline as easily as the Daleks can.
* Doctor Who. It became a running gag that the Doctor would torpedo Jack to avoid the relationships between companions, ex companions, etc and Jack.
* Doctor Who, it demands that Rose command it; when she does, it chokes out a heartbreaking set of last words:
* Doctor Who. It doesn't work out, partially because the side effects of the act threaten to destroy the entire universe.
* Doctor Who it has in its possession. The book was recently translated, and all who worked on the translation killed themselves. As Cardinal Angelo notes, all of the translators were devout Catholics aware that suicide would be considered a mortal sin — and yet they did it anyway.
* Doctor Who it is explained, after many decades apparently, that 8-year-olds on Gallifrey must go to look into the heart of the Singularity that gives their people their power. Some turn and run and keep running (like The Doctor) while others go mad (like The Master).
* Doctor Who it is often difficult to tell for certain the level of the Doctor's feelings towards certain characters.
* Doctor Who it's defended by, they hightail it out of there immediately.
* Doctor Who, it's revealed that the TARDIS views the Doctor as this. She points out it's mutual, as she's his sentient starship/time machine (which he boosted from a Gallifreyan museum), but he hadn't thought about it in quite that way before:
* Doctor Who, it's revealed that the Wirrn larvae resulting from this conversion process will eventually pupate into even more dangerous adults. Worse still, this also marks the point when they cease to require oxygen - leaving the Doctor and the others in serious danger when the Wirrn switch off life support.
* Doctor Who, it would have succeeded in killing the Doctor. In its one appearance, it evokes the same fear from the Doctor that the Doctor usually inspires in other alien menaces, such as the Daleks.
* Doctor Who Jabe that he and Rose aren't married, she assumes that Rose is a prostitute. Rose is not amused.
* Doctor Who, Jackie Tyler does this to the recently-regenerated Doctor while trying to guess what he needs, and due to a nasty bout of regeneration sickness he can barely get a word in edgewise.
* Doctor Who, Jade has a map showing all of the strange spider activity occurring in Sheffield. The Doctor starts drawing lines connecting them and, when she's finished, she has what looks like a spiderweb with Robertson's hotel at the center.
* Doctor Who). Jo Grant responds by producing an impressive collection of skeleton keys (she was trained in espionage techniques, including escapology).
* Doctor Who: Just about all of the Doctor's companions, but especially Ian Chesterton and Barbara Wright in the original show, and Rose Tyler in the current revival. In those case we get introduced to the Doctor through their eyes, whereas in other companion introductions we already know the Doctor when we see him meet them.

* Doctor Who, just as the Doctor has convinced Grace that the only way to save the planet is to gain an atomic clock from somewhere, the news reports that one is being unveiled at a nearby university.
* Doctor Who K-9 what tennis is, and then, deciding it's not important, tells him to forget it. K-9 proceeds to erase all information about tennis from his data banks.
* Doctor Who", Karl is a tower crane operator who is afraid of heights. While a common fear, it makes it nearly impossible for him to do his job.
* Doctor Who", Karl, who operates a tower crane for a living, is — by his own admission — "not very good with heights".
* Doctor Who: Lady Cassandra is a villainous example. When she was younger, she took the lives of many of her lovers in order to get away with their money. When she possesses Rose in "New Earth", despite showing some differences of personality with her, she actually does fool The Doctor into thinking she really is her by giving him a passionate kiss and even helps him find out the secrets of the hospital before turning on him like in the classic, film Noir fashion.
* Doctor Who later admitted that he didn't know what the term actually meant, and had assumed it to be a longer ceremonial title of the US President.
* Doctor Who later doubles as the theme for Rose and the love theme for her and the Doctor.
* Doctor Who Later, in the Season 18 serial "State of Decay", the Doctor meets vampires who play the stereotype straight, though a more medieval version (fitting the setting) and without the accents.
* Doctor Who later said that Christopher Eccleston was only given a one-season contract because they genuinely had no idea if they would even get another season. Davies also told the crew that even if the revival failed, at least they'd have the DVD boxset to show for it. Sixteen years and twelve seasons later and it's still going.
* Doctor Who Later stories, however, seem to ignore this, with most people still refusing to believe in the existence of aliens.
* Doctor Who", Leela is sentenced to die in a public execution by steaming. The Controller is disappointed at the turnout. Dialogue indicates that public executions are a semi-regular occurrence on Pluto.
* Doctor Who: Leela. Who turns up to support Tom Baker's Doctor dressed in one-and-a-half chamois leathers held together with a bootlace.
* Doctor Who Legacy. This may have been an attempt to distinguish him visually more from the Tenth.
* Doctor Who" Lesterson soon becomes confused as to whether he actually did witness the Dalek factory, and the other colonists all decide that he's insane, refusing to take anything he says seriously.
* Doctor Who. Let's just say that 1200-odd years of constant victories of one man vs. the Universe has given him a bit of an ego, and he needs a human by his side to keep it in check.
* Doctor Who levels. Once Harry left and Sarah Jane was the sole companion, she returned closer to her original characterisation again, finding a kind of middle ground of badass and added romantic dimension (not to mention respectful treatment from her Doctor) that many fans feel is the most entertaining version of her character.
* Doctor Who-like show called "Dr. Spacetime and The Continuums" with the nerds.
* Doctor Who, Lorna Bucket reveals she only joined the Clerics, who want to kill the Doctor, so she could meet him again after being drawn into an adventure with him as a child.
* Doctor Who", made in 1984, was set in 2084, complete with a future cold war). However, there are exceptions.
* Doctor Who Magazine always inculdes a joke or odd statement buried in the print indicia. This is a tradition that has come and gone over the years depending on editorial whim. (On one occasion, after it had lain fallow for some time, it suddenly said "I don't know why you're looking down here, we haven't had a joke here for ages".)

* Doctor Who Magazine, and challenging others to identify which bits were genuine.
* Doctor Who Magazine and decides to stop lying to herself because of that. After which she immediately has a nice proper snog with Fey.
* Doctor Who Magazine, and had begun researching it in hopes of introducing regenerative capabilities on humans. Unfortunately, at that point in time the Master was actually possessing an alien creature, and only his strong will kept his body's urges and the influence of the other mind he consumed in line. The arrogant scientist who gained control of the project lacked the Master's will and experience with mind control, so he rapidly decayed into a lumbering mass of protoplasm, tormented by the dozens of minds he'd consumed, until the Doctor mercifully blew him up.
* Doctor Who Magazine, and information about a spin-off novel being released prior to a certain character's reveal (Ashildr) on the series, blowing the mystery of her identify after months of keeping it quiet.
* Doctor Who Magazine, and then mistook that for actually being in love.
* Doctor Who Magazine annuals of the seventies; aimed at very young kids, and apparently written by people who'd once had the series described to them). Amongst the features listed were "Where's Owen?"; "Gwen's Spacey Space Quiz"; and "Jack and Ianto's Stopwatch Game".
* Doctor Who Magazine arc about new villains the Threshold attacking the Doctor at different periods in his timeline, and climaxed with the death of Ace, clearly depicted as dying soon after "Survival", aggressively cutting the New Adventures out of the strip's continuity. The Threshold story then continued into the first major story arc of the Eighth Doctor comics, which began at that point. Trouble is, more recent writers can't resist throwing in continuity references to both the "New Adventures shared continuity" Seventh Doctor strips and the Eighth Doctor strips, despite their canon incompatibility.
* Doctor Who Magazine article referred to "the charming habit human colonists have in Terry Nation stories of naming planets after what's going to happen to them."
* Doctor Who Magazine, a ruthless bounty hunter is attempting to kill the Doctor on orders from an evil industrialist. Things backfire somewhat, and he accidentally succeeds in badly wounding himself and mortally wounding the Doctor's companion, Gus. Tears in his eyes and a murderous expression on his face, the Doctor picks up the bounty hunter's gun, shoots several times...and we then find that he simply shot the hunter's helmet, whose headphones were ironically playing "We'll Meet Again". However, this is then promptly subverted as the industrialist's slimy henchman visits the hunter in hospital, calmly trashes his life-support systems ("No loose ends"), and walks out as the hunter chokes his last.
* Doctor Who Magazine, as her creator, to provide a name. He came up with "Kenossium", derived from "Ken" + "ossium", the Latin word for "bones".
* Doctor Who Magazine, but then it was decided that the Ninth Doctor comics would be strictly tied into TV continuity.)
* Doctor Who Magazine comics series had Danny Fisher, an apparently heroic human space-secret-agent who was actually a sadistic, psychopathic speciesist who plotted to steal the Doctor's TARDIS and use it to spread a virus that would have killed every non-Terran lifeform in the universe, throughout history.
* Doctor Who Magazine comics, the Fourth Doctor encountered a guy called "The Collector," who captured people from different points in time and space to study them. He was otherwise an all-right kind of guy, though: "I know it's wrong to kidnap, but study keeps me sane."
* Doctor Who Magazine comic story "A Wing and a Prayer", the Doctor traps an alien insect in his fez and learns it's a police officer tracking another of its kind. When the Doctor encounters the other alien, and finds that it's managed to bulk up to about five times the size of a human, he says "I'm going to need a bigger fez".
* Doctor Who Magazine comic strip, in which a group of minor villains that the Doctor has previously defeated gather together in a deserted space-station to plan a final attack that will finish him once and for all. One of them dies horribly, and as the others begin dying one by one afterward, it seems (to them, anyway) as if the Doctor has infiltrated their midst in disguise and is picking them off one

by one. Finally, the last couple—paranoid that either one of them could be the Doctor in disguise—kill each other...and at that point, the Doctor arrives, not recognizing any of them. Turns out the first death was just an accident with a faulty machine and the other deaths were just everyone picking each other off out of sheer paranoia.
* Doctor Who Magazine comic strip once escaped an uncomfortable situation by claiming he wanted to go get some fresh air. Being a Cyberman (although a friendly and easygoing one), he left muttering to himself, "Brilliant excuse, Kroton… since when did you start breathing?"
* Doctor Who Magazine comic strip, the Threshold were first introduced during the mid-90s run of past Doctor strips, with Peri, Susan and Sarah Jane having run-ins with them, before they finally faced off against the Seventh Doctor in "Ground Zero".
* Doctor Who Magazine comic "The Blood of Azrael", the Doctor is sulking over having lost the TARDIS in the previous story, and refuses to engage with the problem, even though Clara is doing her best to help. Halfway through part two, they end up at a hospital where the Doctor gets roused enough to stop an alien child getting inappropriate treatment. The child gives him a hug and says "You're a good doctor", and the next panel has him bounding towards Clara, talking nineteen-to-the-dozen about their next move.
* Doctor Who Magazine, has the Doctor attempt to do something about this by taking a quiet moment to sort through his pockets and put everything into two piles: useful and useless. Inevitably, everything ends up in the useful pile, and he puts it all back into his pockets.
* Doctor Who Magazine. In 1995, the publishing rights for DWM were sold to Italian-based Panini (which continues to publish the magazine as of 2016), and the Marvel connections ended.
* Doctor Who Magazine: In "Bloodsport", a pair of alien hunters arrive on earth in search of sentient prey to hunt because the practice has been outlawed on their home world.
* Doctor Who Magazine: In "The Cornucopia Caper", the planet Cornucopia is ruled by an alliance of criminal guilds, each one responsible for a different area of criminal activity: thievery, kidnapping, blackmail, hijacking, etc.
* Doctor Who Magazine: In "The Parliament of Fear", the Doctor and Bass Reaves come charging in on horseback to the camp where Bill has been taken. Bass uses the a rifle to shoot the rope that is holding Bill trussed to a totem pole; while still mounted and at the gallop.
* Doctor Who Magazine: In "Welcome to Tickle Town", the Doctor and Clara arrive in the Tickle Town amusement park 300 hundred years in the future. Clara comments on the size of most the attendees, hoping that the entire human race doesn't evolve into size XXX-L. It turns out everyone is trapped in the park, unable to leave. "Lifers" are those who have given up hope, eat the munchies (laced with sedatives) and ride the rides all day, becoming obese blobs.
* Doctor Who Magazine in which a group of minor villains that the Doctor has previously defeated gather together in a deserted space-station to plan a final attack that will finish him once and for all. One of them dies horribly, and as the others begin dying one by one afterward, it seems (to them, anyway) as if the Doctor has infiltrated their midst in disguise and is picking them off one by one. Finally, the last couple — paranoid that either one of them could be the Doctor in disguise — kill each other... and at that point, the Doctor arrives, not recognising any of them. Turns out the first death was just an accident with a faulty machine and the other deaths were just everyone picking each other off out of sheer paranoia.
* Doctor Who Magazine is a bloodthirsty alien warlord who looks absolutely adorable. When around people who haven't heard of him he plays up his cuteness in order to manipulate them.
* Doctor Who Magazine, is in place to give them the fight they crave...
* Doctor Who Magazine issue 500 is a remake of its first issue's cover.
* Doctor Who Magazine issue cover was seen on one of the pages. The price "300

Euros" can be made out on the side.
* Doctor Who Magazine of Santa and a member of the Trickster's Brigade, and he looks like a black-bearded Santa in a colour-reversed white suit with red fur trimming.
* Doctor Who Magazine of sorts, as both characters were played by Timothy Craven.
* Doctor Who Magazine put it, what this means is that there are black people on Gallifrey, but none of them had done anything remotely interesting before. The new series has included more diversity amongst Gallifreyans.
* Doctor Who Magazine) remained in business for the more than a decade that the show was off the air, or what it found to publish in that time.
* Doctor Who Magazine Ruckford uses a cyanide pill to commit suicide when he is captured by the Paternoster Street Gang after they foil his attempt to blow up Buckingham Palace in "The Crystal Throne".
* Doctor Who Magazine strip "A Life of Matter and Death", the TARDIS manifests a mental projection of herself in the form of a veiled grey lady.
* Doctor Who Magazine strip gives us Josiah Dogbolter, head of intergalactic corporation Intra-Venus Inc., who attempts to buy the TARDIS from the Doctor.
* Doctor Who Magazine strip gives us Shayde, whose head is a featureless black sphere.
* Doctor Who Magazine summarized an imaginary scene of his Doctor shaving, getting dressed, pulling one of the Third Doctor's frilly shirts off the rack, looking at it for a second, and then tossing it to the floor in total disgust. Coincidentally, this is quite similar to a scene in the Target novelization of the Fourth Doctor's regeneration story, "Robot", where the Doctor has just woken up out of a post-regeneration coma to find UNIT has prepared a change of clothes for him ("a velvet jacket, checked trousers, and a frilly shirt") which he refuses to wear, commenting in his internal monologue that they are far too fancy — "What sort of a chap would go around dressed up like that?".
* Doctor Who Magazine, the Black Guardian creates an alternate timeline where the Doctor never left Gallifrey, meaning Earth has been invaded many times by various aliens. The 7th Doctor, while travelling back through his timestream to find the means to stop this, meets the 6th Doctor who wonders whether it is worthwhile leaving Gallifrey.
* Doctor Who Magazine the Doctor's faced, but there have been a few that fit this trope better, including several for strip-original characters, several for the Time Lords, one for Sarah Jane Smith and K9, one for K9 solo, one for young Amy and Rory, and one for the Paternoster Gang.
* Doctor Who Magazine. The first one is when and where Ian and Barbara arrive, and the answer is given in the following issue as "London, 1965!"
* Doctor Who Magazine, the tunic was indeed the same one worn by King Richard, which someone in Jaffa had ended up with, and then passed down over the generations, until Polo bought it on his own visit to the Holy Land. And Polo must have been provided with his Chinese robe by Kublai Khan, who is known to enjoy gambling over a game of backgammon, and therefore could easily have subsequently lost it to the ultimate gamesman.
* Doctor Who Magazine: Tickle Town in "Welcome to Tickle Town". Founder Tobias Tickle thought a nuclear war was inevitable and so sealed off his amusement park on its opening day - trapping the patrons - and teleported it deep underground. However, the war never happened.
* Doctor Who Magazine to turn up as the final villain in the Twelfth Doctor's "Seventies Earth vacation" arc, let alone get killed off at the end of it.
* Doctor Who Magazine) until you try to leave, and the holomatronic cartoon characters stop you. If you persist, you're put on a horrifying ride that supposedly shows you how terrible the world outside is, to a parody of "It's a Small World After All":
* Doctor Who Magazine". When Medok first tries to tell the Pilot about the strange crab-like giant insects, and the Pilot snaps "There is no such thing as the Macra!", a confused Medok replies "They're called the Macra!?"
* Doctor Who Magazine. White? Check. Rounded, streamlined surfaces? Check. Glowy

blue bits? Check.
* Doctor Who", Magnus Greel is a disfigured genius dwelling the cellars of a theatre; his mangled face concealed by a mask. Occasional sightings of him by the theatre staff give rise to a belief that the theatre is haunted.
* Doctor Who", mainly because he hadn't gotten used to his new body so soon after regenerating.
* Doctor Who, maintaining the spookiness factor, and then we see him looking confused and clutching his shroud tightly around himself and flinching when the morgue attendant screams and faints when he sees him.
* Doctor Who) makes much of it seem quite redundant. This becomes especially true for the five interstadial episodes between seasons three and four, as all of them are recaps; the fact that one of them focuses on the fairly recent Souther arc just adds to the repetitiveness.
* Doctor Who, Manish, the youngest of three brothers, who became radicalized while his two older brothers were fighting in World War II, says he wishes Prem, the brother who survived, had died instead of the oldest one, Kunal, because Manish thinks that Kunal would have taken his side over his hatred of Prem marrying a Muslim woman.
* Doctor Who: many incarnations of the Doctor are fond of prestidigitation and stage tricks, even comparatively serious ones like Three. And he's been called a wizard by countless cultures through time and space. His only "magic" may come from advanced technology and his wits, but that still proves more effective than the real deal sometimes.
* Doctor Who Many of the present-day events from earlier in the season and the previous season are revisited with very different outcomes, usually involving a much higher body count.
* Doctor Who, many of which are apparently past incarnations of it that came with each regeneration. The swimming pool was also seen in the Fourth Doctor's era, when the Doctor and co are chased through the ship by Sontarans.
* Doctor Who, Martha does this to ensure the Master finds her, making sure the mole knows where she intends to stop for the night on her journey.
* Doctor Who, Martha gets kissed by the Doctor. It's for plot reasons (he has to transfer some of his DNA to throw off the aliens chasing him) but she does develop a crush on the Doctor...
* Doctor Who, Martha Jones confesses her love for the Doctor twice. The first time is in "The Family of Blood" to an amnesiac version of himself:
* Doctor Who, Martha Jones is separated from the Doctor and Donna by a tunnel collapse near the beginning of the episode and meets up with them again near the end.
* Doctor Who — and not about his own sexual exploits, but those of Rory and Amy. You'd think after nine-hundred-odd years he'd know about it, and he certainly seems to understand the general idea, but it sure takes him a long time to realise what Madame Vastra is talking about.
* Doctor Who — but especially Four — the Doctor does an awful lot of running. It eventually gets lampshaded by the Companions who are forced to run along with him. "There's an awful lot of running involved."
* Doctor Who"—the Doctor and his companions find themselves trapped on a planet along with the beautiful female Drahvins and the hideous Rills.
* Doctor Who — they had just learned that it was significant information.
* Doctor Who, meaning all the surgeon does is cut the cord that attaches the external brain to the internal brain. Since the external brain contains an Ood's memory, emotions, and individuality, removing it turns the Ood into a docile, mindless slave. To make the Ood even more docile, the slavers also created a force field to cut off the Ood's mental access to the gigantic disembodied brain that would otherwise link them together in a psychic network.
* Doctor Who means that Blackwood Falls has some serious Lovecraftian goings on. Bonus points for taking place around Halloween.
* Doctor Who Meets Scratchman. But the only person he finds is a nasty, suspicious postmistress, who won't listen to him. So he uses the phone box outside to call his

companions at the church, and "remind" them that this safe haven is only for VIPs, secure in the knowledge the postmistress will be listening in, and will shortly be rallying the villagers to march on the church and demand entry.
* Doctor Who Meets Scratchman, the Doctor thinks the hell dimension looks like a quarry, and calls Uxarieus a "chalk-pit of a world".
* Doctor Who", Mel and Ace play this when bored, in an ice cavern. The word of course is "ice". By the time the Doctor returns, Ace has spotted something beginning with 'M'. We don't find out what it is, but it's probably "more ice" (or possibly "Mel").
* Doctor Who. Menaces such as the Slitheen, the Daleks, the Cybermen, the Master, etc. are constantly trying to bring about the end of the world.
* Doctor Who. Mickey sums it up: "It's like Stephen Hawking meets the speaking clock."
* Doctor Who mid-series finale, Rory can be seen dual-wielding a gladius and pulse pistol combo.
* Doctor Who Missing Adventures, as a semi-standard military tactic used to cripple starships (e.g., by teleporting someone or something into the location where a ship's pilot is sitting) without actually damaging the ship itself — and yes, the technique was actually referred to as "telefragging".
* Doctor Who Missing Adventures as a source of suckers who would bail him out when he finally got himself into real trouble.
* Doctor Who Missing Adventures, a soap that saves its budget by being mostly set in and around a TV studio...
* Doctor Who Missing Adventures disarming them. Which means the bombs are live when sent to their target.
* Doctor Who Missing Adventures features a race of alien cyborgs from a planet where an AI took over. When the Doctor attempts to appeal to their buried human natures, their leader explains that they don't have any: they're not people with robot bits grafted on to keep them in line, they're robots with people bits grafted on to gain advantages they couldn't get with fully mechanical bodies.
* Doctor Who Missing Adventures, it's revealed that the parallel Earth the Doctor and Peri have spent the book exploring was created when, during a visit to Ptolemaic Egypt, the Rani bullied a cosmic entity into copying the TARDIS console. Due to her terrible wording, the entity didn't stop with the console, but a large portion of its surroundings — i.e., Earth.
* Doctor Who Missing Adventures, it turns out the Venusians have a particular variant, both horridly grisly and somewhat heartwarming - in funerals, it's customary to serve the deceased's brain as part of the funeral food. This is because the Venusians have the ability to acquire others' memories by consuming their brains, though as Barbara discovers when she accidentally samples the food, it can overwhelm humans to the point of actually reliving the consumed memories.
* Doctor Who Missing Adventures on the JNT era (except Roberts says it wasn't), or possibly pre-emptive Semi-Canon Discontinuity on the upcoming BBC Books.
* Doctor Who Missing Adventures. The book ends as he pulls the switch.
* Doctor Who Missing Adventures: the Doctor is taken to a quarry, and compares it to the landscapes of Gallifrey and Skaro.
* Doctor Who Missing Adventures the Venusians have a lot of odd biology, including five tentacle-like arms and five tentacle-like legs.
* Doctor Who: Monarch, the Urbankan from "Four to Doomsday". He keeps normal frogs and has two android servants made to look like Urbankans.
* Doctor Who monsters (and the Cyberons) are fought by Sylvester McCoy as ... the Chiropodist.
* Doctor Who monsters, the Big Two remained exceptions. They never attempted fake-Daleks, but the Cyberons are, well, Cybermen.
* Doctor Who more blatant and (after a few dozen books) turned into snogging, naughty dreams, and Fitz' inner monologues about how he wanted to get laid by the Doctor.
* Doctor Who, more plain-looking, the Doctor is still surprised when he turns out to be the beautiful Amy's fiancé, and not a much more attractive man he'd

already met. Rory is clearly insecure about the appearance gap in their relationship. Several times, it appears that Amy gets cold feet about their impending marriage and seems to transfer her affections onto others, but she really does love him above all.
* Doctor Who. More transparent examples of this have occasionally caused controversy and dips in the show's quality:
* Doctor Who", Morgaine initially regards the people of Earth as insignificant savages, but upgrades them to honorable opponents after encountering a memorial to the dead of the World Wars. When Brigadier Lethbridge-Stewart happens along she and her men are paying tribute to the dead, she invites him to take part and then lets him go unmolested rather than break the moment with fresh fighting.
* Doctor Who, most overtly in "Carnival of Monsters" and "The Two Doctors".
* Doctor Who, most states that have the name of Empire are antagonistic. For instance, the Dalek Empire seeks to exterminate all life besides the Daleks, while the Sontaran Empire is a militaristic race of clones whose whole society depends on waging perpetual war. However the Draconian Empire, a vast spacefaring feudal civilisation with a society stratifed along class and gender lines, can be honorable and reasonable in its dealings with others. The portrayal of the Earth Empire varies.
* Doctor Who: Most viewers nowadays are more likely to have seen the 2005 relaunch than the original series. Memories of the Classic Series are dominated by the third and fourth Doctor eras, when the show was at the height of its popularity. (With the Third Doctor era onward the program also shifted to color and was fully preserved in the archives, unlike the first two eras.)
* Doctor Who movies, as floors and ceilings aboard the Death Star, the Millennium Falcon, Vader's Star Destroyer, Cloud City, the Endor Bunker and many other places.
* Doctor Who, much of the Last Great Time War between the Time Lords and the Daleks has only been explained through dialogue by the Doctor himself. However, we do have a definite shocking defeat that was said on the show: the Fall of the Cruciform, which was so shocking that it made the Master himself flee to the end of the universe.
* Doctor Who muggles. Anyone who's smart or brave can help the world. This is why 90% of the Doctor's companions are otherwise normal people whose meeting and travels with the Time Lord lets them achieve extraordinary things, even after they've parted company. On the whole, there are far less muggles, in the sense of people with no-idea what's going on, after the masquerade officially broke. Now aliens existing is just a fact of life for planet Earth.
* Doctor Who murder mystery, steampunk, disaster film and horror, all mixed with sci-fi and fantasy fairy-tale elements.
* Doctor Who, named Mr. Dread, Mr. Fear, Mr. Terror and Mr. Apprehension.
* Doctor Who, Nancy carries around a burlap sack to hold the food she's stolen from peoples' houses while they're hiding in their bomb shelters.
* Doctor Who nearly crashing into present day London and two different versions of the Loch Ness Monster.
* Doctor Who New Adventures all of extremely unusual shape. Possibly the most normal is Prometheus, a desert planet shaped like a large bowl. The water world Elysium is actually a globe, but it's also a vast blob of water with no actual planet beneath it. Aneas is a jungle planet shaped like a giant tree, and Reklon is an ice planet shaped like a snowman, complete with pipe and silly hat.
* Doctor Who New Adventures and sex simply isn't part of their culture.
* Doctor Who New Adventures and the museum curator is an elderly eccentric. And there's apparently no mention of the Doctor's involvement either.
* Doctor Who New Adventures another police officer, and various quirks it displayed through the novel were attempts by this personality to communicate beyond the limited repertoire of gun-related information the gun's systems were designed to permit.
* Doctor Who New Adventures based on jokes, but makes it clear that it's not funny if it actually happens to you.
* Doctor Who New Adventures Benny Summerfield wakes up with a hangover and declares

"Y'know, I'm positive there was alcohol in that scotch last night."
* Doctor Who New Adventures books, Ace (the companion from the eighties) steals Bernice's (archaeologist from the future, specializing in the late 20th century) notebook and spends the day laughing herself silly.
* Doctor Who New Adventures cartoons that used the words "Apollonian" and "Dionysian" 327 times, pointed out the significance of the supposedly primitive wolf being the tool user, and portrayed Sam as the unwitting dupe of a culture that killed and killed again, hypocritically "defending" its victims from outsiders, before concluding that everything ended in misery and death and she was glad she didn't have a boyfriend or girlfriend because they were all wilfully uninterested in the important truths behind these so-called jokes.
* Doctor Who New Adventures Cats Cradle Times Crucible, a prototype Gallifreyan time capsule is powered by the psychic energies of its crew. "Battery" is an official title of one of the crew.
* Doctor Who New Adventures crossword in the Silent Room of the Diogenes Club (the crossword hasn't been invented yet, but he's got a newspaper from the future). The Seventh Doctor holds up a sign with one of the answers on it, causing Third to exclaim in annoyance and be ejected.
* Doctor Who New Adventures discovering his plan, but not only has he forgotten the plan, he's also forgotten what the mnemonic trigger that would restore it was. He tells her "I've completely lost my marbles", and she remembers that earlier, he gave her a bag of marbles...
* Doctor Who New Adventures expanded and changed quite a bit and made it into his first novel.
* Doctor Who New Adventures features gynoids. What makes them "female" is not simply that they have a female form; according to the novel, an android is "male" because it was built to fulfil a purpose, while gynoids simply are.
* Doctor Who New Adventures he's visiting, so they aren't tempted to reverse-engineer it.
* Doctor Who New Adventures. His motivation is largely that he's fed up with belonging to a species that nobody takes seriously; the Navarinos are seen as so harmless that the Time Lords never even bothered to stop them having time travel.
* Doctor Who New Adventures in "Blood Heat", the Silurians are doing this since emerging from hibernation. They've brought back extinct plants and animals which now coexist alongside their modern counterparts in new ecosystems, mutated fruit which is inedible to humans grows now, they're heating up certain parts of the planet, and they're converting deserts into rainforests. Unusually for this trope, the Silurians aren't introducing an alien ecosystem to Earth but rather are reverting the landscape partly to what it was like in prehistoric times, although the conditions are still very much hostile to humans.
* Doctor Who New Adventures. Includes a few "that's not how I remember it happening" moments, as well as letting the author state that "Sherlock Holmes" and "John Watson" are pseudonyms invented to protect the privacy of the real Holmes and Watson without having to say what their real names were.
* Doctor Who New Adventures in India, and picks her up again two months later:
* Doctor Who New Adventures, in which the Doctor and another character play a game of Scrabble in which every word is significant—and the Doctor immediately points to this as a sign that their actions are being controlled by an outside force. Especially when his opponent makes an impossible move and the Doctor points out the continuity error.
* Doctor Who New Adventures is a rather Christianity-like faith, preaching peace and humility, and with a monastic structure (although mixed gender and without the celibacy). When the Doctor points out that the real Osirian Horus was arrogant and vengeful, and wouldn't have said any of the aphorisms the Order attribute to him, the Abbot replies that he knows that, but that doesn't make the aphorisms themselves wrong.
* Doctor Who New Adventures, is largely set in a New Age bookshop/café called The Pyramid.)
* Doctor Who New Adventures is not only black but comes from a family very proud of

their pure African heritage. But it appears that society is on its way to this, more or less.
* Doctor Who New Adventures it will be located on an asteroid as part of the Braxiatel Collection, which stores texts for which many worlds are not ready. In principle, it's an aversion of the usual some-things-man-should-not-know corollary: the founder believed that all knowledge is useful if handled carefully, and potential researchers are vetted very carefully before being offered access to the collection. (The Doctor, of course, holds the first ticket the Library ever issued.) In practice, though, pretty much every time it's appeared in a story it's because somebody's found a way to use information from the Library to cause trouble.
* Doctor Who New Adventures mostly consists of arriving at historically significant locations just as a mysterious blue box is dematerialising.
* Doctor Who New Adventures novels claimed that Time Lords have lost their ability to reproduce naturally, so new Time Lords are made by genetic engineering and emerge fully-grown. This doesn't seem to have held in the TV series.
* Doctor Who New Adventures novel "So Vile a Sin", many iconic animal species are extinct. Specific mention is made of a project to resurrect the African elephant through genetic engineering.
* Doctor Who New Adventures novels suggest that Time Lords are all sterile and are "born" from a "Loom", a machine in their giant sentient semi-organic family Houses. Each Loom weaves Family members according to a common template, ensuring that they're related; every Family member is a genetically a cousin to each other.
* Doctor Who New Adventures novels, which continued to tell similar sci-fi adventure stories using characters and worldbuilding elements that had been created for the New Adventures (and which Virgin consequently retained rights to) or which could be licensed separately from the writers that had created them.
* Doctor Who New Adventures, of course, with the Stunnel as a scaled-up version of the Channel Tunnel.
* Doctor Who New Adventures, published in 1997 but set in 2003, features Iran and Iraq soldiers competing to acquire an alien artifact. No one could have foreseen that in 2003 Iraq would be occupied by the US-led coalition.
* Doctor Who New Adventures rule — is "No-one deserves to be sacrificed".
* Doctor Who New Adventures spin-off novels, the companions Chris Cwej and Roz Forrester have no appendices. They're from the 30th Century.
* Doctor Who New Adventures splits them up so that Benny will be single as a main character.
* Doctor Who New Adventures's story ended up getting contradicted by later TV episodes.
* Doctor Who New Adventures that one person was killed in an accidental fire when he was somewhere else.
* Doctor Who New Adventures: The Doctor and Benny instigate a headbutt of love mutually in "SLEEPY" during a point where they're both busy worrying about each other, and it's almost too adorable for words.
* Doctor Who New Adventures, the Doctor comments that Earth is special because he has been to countless other planets, and most of them look like gravel pits.
* Doctor Who New Adventures, the Doctor — five minutes above London, downward bound and accelerating — builds a parachute out of a helium tank and the contents of his pockets.
* Doctor Who New Adventures, the Doctor's cousin Innocet has resolved not to cut her hair until she sees daylight again. This results in her having to walk about with 673 years' worth of hair in a colossal plait.
* Doctor Who New Adventures the Monk from the television series had served as Death's Companion in the New Adventures.
* Doctor Who New Adventures the same place at the same time. They ended up merged together. And so did everyone on board.
* Doctor Who New Adventures the same time period, and cynical twentysomething mercenary Ace rejoins the TARDIS crew.
* Doctor Who New Adventures, the Seventh Doctor finds himself in a universe where

Earth is ruled by Earth Reptiles, and learns it all started when the Third Doctor was killed during "Doctor Who and the Silurians".
* Doctor Who New Adventures, the villain is an immortal searching for the TARDIS. At various points in time he was Thomas the Rhymer, John Dee and the Count of Cagliostro.
* Doctor Who New Adventures, Time Lords are constructed by machines and so lack navels. The Doctor is an exception.
* Doctor Who New Adventures to the Time Lords, spun off into its own sub-universe of audio plays, comics and novels. They began in novels.
* Doctor Who New Adventures Transit that extends through hyperspace and has stops on every planet in the solar system. Partway through the novel, the protagonists learn that the system has become so complex that it's developed sapience.
* Doctor Who New Adventures, when Benny wants a drink to fortify her against the cold, the Doctor offers her something called Bartle and Critchlowe's Patented And Very Efficacious Horse Oil Lineament, made from genuine horses. She declines.
* Doctor Who New Adventures, wherein it is revealed that among the many sobriquets that the Doctor has picked up throughout his many years of travelling is "The Man Who Gives Monsters Nightmares". Let's just say that there's a reason.
* Doctor Who New Adventures, which even replaced the usual blurb with:
* Doctor Who New Adventures, while not being as physically active as his older counterpart, is often described as having an uncanny strength, and the grip of a bear, when need be. He's 5'6" and of a small build.
* Doctor Who New Adventures who has built a telepathic AI insists that neural nets are completely unnecessary. Apparently one of his rivals tried to create an intelligent computer by hooking a cat's brain to a mainframe, and got "a computer that wants to play with string and sit on your newspaper".
* Doctor Who New Adventures who just doesn't seem to "get" sex and romance as concepts.)
* Doctor Who New Adventures would call "reality" as a whole — is an artificial construct created by the Seven Founders to make sense of physics.
* Doctor Who New Adventures you), and strongly imply that the same applies to the Doctor himself.
* Doctor Who, no strings attached. Director's commentary is "It was in, it was out, it was in, it was out."
* Doctor Who. Notably, they have the exact same shape every time they appear. As is usually the case with the show, the most recognisable feature of the season again acts as foreshadowing.
* Doctor Who novel). Also, the anthology collections A Universe of Terrors and Tales of Terror.
* Doctor Who Novelisations", a scientist uses this excuse to keep quiet about the Silurians, rather than go public and find his place in history obscured by journalists and politicians, by mentioning the controversy over who invented the radio (it wasn't Marconi).
* Doctor Who Novelisations for the purpose of a scene which called for the Doctor to observe him setting a bomb—the audience had to know the character was Butler, but the Doctor hadn't met him yet and didn't know who he was. Giving him a scar gave him something striking that the Doctor could describe him by.
* Doctor Who Novelisations of the trade dress, but with the Wittaker logo.
* Doctor Who Novelisations). Target's official numbering order wasn't much help; it listed the first 73 novelisations in alphabetical order (that is, all the ones up until the institution of the numbering system), then all subsequent releases in intended release order, which didn't always work out as planned.
* Doctor Who Novelisations that she sees McGillop as anything other than a work colleague, while at the same time assuming that his complimenting her intelligence is probably sarcastic in some way she hasn't worked out. Then she's given a snippet of his memory and learns that he thinks of her as a princess (and keeps looking at her bottom). Her reaction to this is to get over her crush because he hasn't seen her for who she really is at all.
* Doctor Who Novelisations", the potion the Sisterhood of Karn gave Eighth was

actually lemonade and dry ice.
* Doctor Who novels had an open submissions policy, meaning that anybody could submit a novel proposal. As a result the vast majority of books before the series came back were written by fans.
* Doctor Who novels involves a time-misplaced Neanderthal. The Doctor and Rose abandon Jack Harkness with him in Essex to teach him how to live in the present while they go to have adventures in his time. He ends up marrying a girl who's considered ugly by human standards and living happily ever after.
* Doctor Who novels. The Sixth Doctor, when confronted with a choice between fending off the villains with rifles or frocks, sides with frocks. The Doctor will always win in the most outlandish, silly way possible, because the alternative would be to resort to violence, which is against the franchise's philosophy.
* Doctor Who novel. The character is mentioned as having fought in a war and been good at it, but came home to peace and found himself unable to adjust. He ends up betraying the heroes at a critical moment.
* Doctor Who of Doctor Who, Marvel Comics are entirely fictional in the Whoniverse.
* Doctor Who of him discussing the main, defining Character Tic of each Doctor for the amusement of David Tennant. (In his words, and in order starting with the Second Doctor and skipping the Eighth: "a scowl", "very sharp" mannerisms, "eyes and teeth and the alien-ness", "hands in his pockets, must dash!!", "tends to enunciate... Hmm! Howveryinteresting!! Mmm!", "fingers and thumbs", "with his swagger and the jacket on", "another kind of eyes and teeth".)
* Doctor Who (of Rassilon) made sure (until clarity [of Rassilon] became compromised) that every trope (of Rassilon) was a Trope of Rassilon. Now the tradition (of Rassilon) and gag (of Rassilon) has been moved to the article (of Rassilon).
* Doctor Who often lists double entendres for each story. Many of them betray a dirty, dirty mind:
* Doctor Who of the universe has been disintegrated, meaning that the Master's single biggest atrocity (if not the biggest by anyone, ever) ended up being caused entirely by accident.
* Doctor Who of the universe, this should actually make you worry a bit, as it can blow up spectacularly in his face. And, everybody else's. Still... he does manage to gaffer-tape up the worst of any mess you stick him near in imaginative, and often, innovative ways. Even if he caused the mess in the first place.
* Doctor Who of which one race, Chelonians, have been mentioned in the new series...
* Doctor Who on a number of worlds to make sure that no-one believes he really exists.
* Doctor Who: On a whole, the show is able to avoid this trope thanks to having a ship which teleports and time-travels.
* Doctor Who) once again became popular around the world during David Cameron's premiership, particularly among young Americans (with quintessentially British words such as "posh" and "queue" briefly entering the American lexicon during the early-middle years of the decade), although this seemed to vanish as Britain's general fortunes tanked after the 2016 Brexit referendum.
* Doctor Who, once placed second in a K-9 sound-alike contest he entered under an assumed name.
* Doctor Who once you've read it. Reading ahead would seal their fate, with no way to know if it would be for better or for worse. As a balance between the two, they read the chapter headings.
* Doctor Who. One of his hearts was a link to Gallifrey, which he'd destroyed in "The Ancestor Cell" (different Time War—this one was against Faction Paradox).
* Doctor Who, one of the candidates-in-waiting for the Presidency, and he turns out to be the real assassin.
* Doctor Who one unless he knows he's going to need one) and Leela to a key part of the Doctor's characterization:
* Doctor Who: On first glance the Sontarans' weapons look like the sort of sleek,

futuristic weapons you would expect them to have. Except if you play laser tag, you'll recognize the "gun" when it gets a close up . . .
* Doctor Who; only on two occasions has he been shown without a companion or a companion surrogate for an extended period of time, and in both cases, it resulted in a more unhinged and dangerous Doctor.
* Doctor Who (on New Earth). In the "fast lane" you can reach speeds of up to thirty miles per hour! (Usually taking six years to get to Brooklyn from Queens!) However, this comes with a risk: the potential of being sliced and mauled by the Macra. What's even scarier is that you only really get to see these claws above the fumes.
* Doctor Who on reality, meaning the Cracks never existed and the Gendercide of the Saturnynians never happened.
* Doctor Who on their own shows but, as soon as they're thrown into an alternate timeline, the writers can't help but kill off those entire casts.
* Doctor Who on them, grabbing the gun of a downed one and running out to attack, shooting three of them... only for the three robots to stand right back up again, and Ryan realizes he doesn't know how to reload, sending him running back for cover. The Doctor is none too impressed.
* Doctor Who. On the other hand, some of the villains can be genuinely scary even to adults.
* Doctor Who on the run from the Time Agency that she used to work for.
* Doctor Who on the side of the angels and saves the day, in the classic series at least he generally tends to get a bit more respect and gratitude.
* Doctor Who" opens with Lilith being serenaded from her balcony by a lute-playing swain on the street. She beckons him in, where she and her witch accomplices proceed to feast on him.
* Doctor Who, or Pete's World from "Rise of the Cybermen"/"The Age of Steel"; post-the Last Great Time War, it's potentially multiverse-destabilising for a TARDIS to hop between such universes. There are also pocket dimensions linked to the main universe, such as E-Space or the Land of Fiction.
* Doctor Who, out of curiosity, pushed a button which he found out too late activated an emergency shower. Capaldi claims he thought it was a door-opener.
* Doctor Who, outside of some story-needed idiots, seeing as grannies know who Torchwood are). Entire episodes, season endings, and even seasons, are all tied around his past, and there's plenty of angst regarding the source of his immortality.
* Doctor Who overestimating the value of secretaries as the world goes to hell.
* Doctor Whooves – The Series and Renaissance artist Leonard DiHoovsie fall in love.
* Doctor Whooves – The Series to wrap up the cliffhanger and current story arc. Loyal returned to working on them in 2021.
* Doctor Whooves Adventures, during the ending credits, usually for the humorous asides and general funnyness.
* Doctor Whooves and Assistant. For example, while the mane cast was heading off to fight Nightmare Moon, the Doctor and Ditzy went that way before them and fought the Manticore first. The mane cast is seen at some points, but only from the view of the Doctor and Ditzy.
* Doctor Who. Particularly of note is the Doctor's home world of Gallifrey, and the species seen in "Voyage of the Damned"; for a group coming to visit Earth's "strange and foreign culture" they certainly seemed like the British upper class. The original series is rich in examples of cultures who are impossible to distinguish from humans but don't appear to be actually descended from Earthlings.
* Doctor Who performed the stunt where Captain Jack runs and jumps onto the TARDIS on his birthday.
* Doctor Who" period when what had until then been fairly tame titles suddenly had 'of Evil', 'of Doom', 'of Death', 'of Blood', 'of Terror', etcetera appended to everything, with the most laughably redundant title being "The Deadly Assassin".
* Doctor Who: Physical trauma (especially post-regenerative stress) often causes the Doctor to get mixed up and refer to former companions and adventures.

* Doctor Who pinball game has the player "collecting" (so to speak) the seven Doctors. It may not have been intentional, since there were only seven of them when the game was made in 1992, but it still counts.
* Doctor Who pinball got custom speech from Sylvester McCoy (the seventh Doctor, incumbent at the time of its release) and Anthony Ainley (The Master).
* Doctor Who plan actually working. He tells her that 74,384,338 is his lucky number. (The plan works, of course.)
* Doctor Who Player service and was only available on BBC First up until three weeks later, with little cuts here and there. This was not the fault of the BBC, as Malaysia and Singapore have blue-nosed censorship boards that have very strict codes on the portrayal of LGBT characters on TV and in cinemas, but are more relaxed with online streaming services.
* Doctor Who plot. And the claim about four Daleks being deadlier than five million Cybermen isn't an exaggeration, either.
* Doctor Who plot. In the next episode the same thing happens, and of course this time the Doctor gets it right, restoring Jamie's original appearance.
* Doctor Who plot is solved, and no one will remember a thing. Which doesn't stop the War Doctor from trying to save Cinder regardless.)
* Doctor Who plots here and there. The basic premise of the show remains the same, but actors switch out.
* Doctor Who" plots. The only existing episode was part 3, a slow middle episode and one which didn't give an accurate picture of the entire serial. But that was all fans had to go on. Now, with all six episodes recovered, there has been a major fan reevaluation, and the story is considered fresh for its time in integrating political intrigue with Doctor Who.
* Doctor Who points in time; history "wants" these mysteries to remain unsolved, and the timeline is therefore extremely mutable around them, just as long as they happen.
* Doctor Who police box, the last of its kind to be removed in Britain.
* Doctor Who", pop star Nicky Newman is revealed to have had a tiny bomb slipped to him, disguised as an asprin, but capable of going off with enough force to blow up an entire space station; the Doctor and Mel have to render Nicky unconscious and stop him performing in the Intergalactic Song Contest in case his stage fright causes enough internal shifts to set the bomb off.
* Doctor Who", possess very low-level psychic abilities, allowing her to occasionally see glimpses of the future. Her powers are not advanced enough to be used proactively and mostly exist outside her control. However, she is able to use them to win ten pounds on the lottery, specifically every single lottery she enters. She and her husband play twice a week.
* Doctor Who. Possible justification, as her race ("From the Forest of Cheem, we have... trees!"), may be half-human (one of the "mongrels" referred to by Lady Cassandra). The only stated fact of their evolution is that they are descendants of tropical rainforests transplanted from Earth five billion years earlier.
* Doctor Who. Possibly in the spirit of equal opportunity, they also put Arthur Darvill back in his Roman Soldier get-up. Why? Um, they were in the honeymoon suite...
* Doctor Who. "Power of the Daleks" shows them posing as workers (specifically, miners, whose left-wing union activities were hugely significant in 1960s-70s Britain), and "Day of the Daleks" shows them running Stalinist gulags and state factories.
* Doctor Who. Prior to the end of the Last Great Time War, nothing has been able to breach even two sky trenches. Then a large Dalek force manages to break through all 400 sky trenches over Arcadia and ravages the city. On the other hand, despite having fewer sky trenches, the Capitol's defenses are never breached.
* Doctor Who prison governor deliver a list of The Doctor's known outstanding crimes to Martha.
* Doctor Who professional time-travelers who make sure that the timeline doesn't get too screwed-up.
* Doctor Who promotion for Walls' Sky Ray ice lollies meant you got printed cards

featuring stories about the Doctor on them. The company didn't have the rights to use the likenesses of either of the actors who had played the character at that point, and so the artwork featured a Doctor based on a fusion between William Hartnell and Patrick Troughton.
* Doctor Who provides an age-gap version of this trope all by itself; there are passionate fans of the series who either had (or continue to have) no idea that there was a show before 2005 and/or have no interest in watching any of the old series.
* Doctor Who", PR rep Solana claims this is the case with the abusive treatment of the enslaved Ood.
* Doctor Who, Psi is an "augmented human" with visible computer chips embedded in his head, recruited for a bank heist due to his hacking skills.
* Doctor Who: Pting are a small bipedal species. Although vicious, they are strictly non-carnivorous and cannot consume organic matter. They can consume, however, any inorganic material, including the Thirteenth Doctor's sonic screwdriver, which makes it virtually impossible to contain or confine them.
* Doctor Who" pursue prey from their own swampland habitat to the Miniscope's interior circuitry, the interior of the Earth habitat's ship, and all the way out of the Miniscope's compression field.
* Doctor Who put it, the one constant of the show is the triumph of "intellect and romance over brute force and cynicism".
* Doctor Who puts it best: "Everything can't be all right in a society where everyone's either a god, a slave, or an assassin."
* Doctor Who Putta that 'she loves you'. Putta is ecstatic until it adds 'she loves the Doctor'.
* Doctor Who quickly, leaving a flat and a luxury hotel covered in webs.
* Doctor Who. Quoth Castellan Spandrell (basically a police commissioner):
* Doctor Who, ranges through the entirety of time and space. After 50+ years of stories, that's a lot of sci-fi ideas - you've got high-tech military forces battling witches and ancient astral demons, mixed in with genocidal robots and sentient nano swarms.
* Doctor Who: Rassilon was able to harness the power of a Black Hole in an "Eye of Harmony", which sits under the Panopticon in the center of the Time Lord Citadel.
* Doctor Who reading "The 1980s called. They said you can keep their bloody title card."
* Doctor Who, really doesn't need to worry about food, shelter, or expenses.
* Doctor Who real you generally just know - so the pinching is unnecessary.
* Doctor Who recording a commercial for a company named Symphony Furniture. The seven-minute recording features Tom berating the other poor individuals in the studio without mercy, saying (among other hilarious quips) that the commercial should've been marketed as a sleep aid, read like a translation from early Serbo-Croat (or "fucking Albanian"), seemed to have been written by a "fucking infant teacher," and was powerful enough in its sheer emotion to give him an erection.
* Doctor Who referred to this as the James Kirk School of Computer Repair. (With explanations that, in this case, it won't work.)
* Doctor Who refers to the Doctor as the "handsome hero" in comparison to Rory. Later, however, the TARDIS refers to Rory as "the pretty one," to the Doctor's shock. Amy also calls him "the most beautiful man in the world," though she seems to be talking about him as a person.
* Doctor Who refer to damn near everything they own as a "Cyber[XXXX]".
* Doctor Who, regards Doc Holliday as a barbarian. When Holliday offers him liquid anesthetic:
* Doctor Who Regenerated, really wants to meet Howard Carter, but when she gets the chance, he's seventeen and dorky. Not that she has a problem with it.
* Doctor Who returning to TV and was in fact intended as a long-term replacement. When the TV revival was announced, all future animations featuring the so-called "Shalka Doctor" were cancelled.)
* Doctor Who: Return to Earth, Asylum are "people who hate games, sci-fi, and everything decent about humanity". Ouch.

* Doctor Who reveals that the main "baby actors" in the episode are female twins.
* Doctor Who Revival Series 2 episode "The Idiot's Lantern" in which, after defeating an electricity elemental known as the Wire by trapping it within a video cassette recording, he plans to prevent it from ever resurfacing by recording something else over it.
* Doctor Who right after they've switched back. Amy doesn't seem to mind.
* Doctor Who roleplaying game included the rule "Disintegrated characters cannot regenerate". However this is normally not needed as Time Lords, despite being physically superior to humans in nearly every way, can still be permanently killed by the ol' double tap.
* Doctor Who Romanadvoratrelundar, but he continues to use the first one anyway:
* Doctor Who, Rory is the village doctor. And the Doctor suggests that as evidence that the village is the dream scenario since he assumes Rory always dreamed of being more than "just" a nurse. Later episodes demonstrate this isn't necessarily true: Rory is shown and described to be an amazing nurse, and quite proud of the work he does.
* Doctor Who, Rory Williams' dad Brian ends up having a Triceratops sniffing at him, so the Doctor asks him why:
* Doctor Who, Rose accidentally hitches a lift on a barrage balloon, which were used during World War II to snag low-flying aircraft with their cables.
* Doctor Who, Rose says that the Doctor is "so gay." Russell wrote the episode in question ("Aliens of London") himself.
* Doctor Who", Rose's father Pete (who is encountered long in the past, while his daughter is still a baby,) unknowingly invokes it in a hypothetical remark of "if I was going out with you" with the time-travelling adult Rose and is confused about her emphatic, repeated protests.
* Doctor Who Rose (so the real one will remain undetected), and that the Time Vortex aged her.
* Doctor Who", Rose starts cuddling Beast Boy when he turns into a kitten and only realises that she's holding a teenage boy against her after the fact, but Beast Boy is genuinely clueless about why Rose is angry at him.
* Doctor Who, Rose Tyler is the companion of the last surviving Time Lord, and became trapped on a parallel Earth with no means to get back to him.
* Doctor Who rules of the television show when The Thirteenth Doctor, in a moment of vulnerability, finds solace in her companion Graham's arms. The concluding chapter of the strip adventure sees The Doctor almost sacrifice herself to defeat The Herald and The Sanity (two unhinged halves of herself) in the dimension known as The Castastrophea, and it describes Graham's fears for her safety as a "great weight pressing against his heart", when The Doctor and Graham choose to depart The Catastrophea, they do so whilst holding hands!!
* Doctor Who Ryan, who works in a warehouse back in Sheffield, initially dismisses the message as a prank, implying that he and his co-workers used to do similar things as pranks at work.
* Doctor Who S32 E3 "The Curse of the Black Spot" what the fireball is for and how to deflect it away from him before she launches it.
* Doctor Who Sabbath to save his life after it apparently begins poisoning him while trying to keep the Doctor linked to his destroyed home planet. Without his second heart, the Doctor notes that sometimes his remaining heart beats worryingly fast as though trying to compensate for the loss of the other, and the Doctor himself loses some of his old advantages such as his respiratory bypass system or ability to rapidly metabolise toxins.
* Doctor Who said deaths every time he tries to approach her in a romantic or even semi-friendly manner, played for black comedy.
* Doctor Who's aliens chose to invade Earth during the late 20th century, and inevitably the army would find that bullets/bombs/missiles/tanks barely scratched the surface.
* Doctor Who sang Ring-a-Ring-o-Roses in the background. It wasn't clear if he could hear or not. The new series used it in the Series 6 episodes "Night Terrors", "Closing Time", and 'The Wedding of River Song".

* Doctor Who, Sarah Jane stumbles upon the Doctor's "boot cupboard", a massive room which has one pair of boots in it. When Sarah points out how absurdly large it is, the Doctor replies, "I've seen bigger boot cupboards."
* Doctor Who (saying he even has the voice down), and one of the people he's attending the con with suggests he enter the Cosplay Contest. Cut to a similar-looking but earring-wearing cosplayer holding a First Place trophy while the real Doctor holds a Second Place one. His friend suggests it's because the other guy did more, whereas the real Doctor just stood there and pointed at himself for a few minutes, assuming that was all it needed.
* Doctor Who scenario between two armies united by their desire to kill him. The leader avoids this by having his men unload their weapons... at which point the Doctor's backup decloaks and it turns out they are surrounded by an army of the Doctor's allies.
* Doctor Who science-fiction - Challengers, as main battle tanks, are not exactly optimised for anti-aircraft duties.
* Doctor Who's disinterest in writing active villains (preferring malfunctioning machines or time loops gone wrong) and background in romantic comedy meant that his promotion to showrunner made the romance elements even more prominent:
* Doctor Who's early-to-mid tenure (see "The Brain of Morbius", "Pyramids of Mars", "Horror of Fang Rock" and "Image of the Fendahl" for just the more obvious ones), though some show up earlier and later than that - see the Second Doctor's "The Evil of the Daleks" and the late Fourth Doctor "State of Decay".
* Doctor Who seeing the volcano erupt, but one of them still faints when she is able to see that the Doctor is "a Lord, sir... a Lord... of Time."
* Doctor Who. See, it's a bit of big timey wimey, wibbly wobbly ball....
* Doctor Who seem to be following this trend: Jackson Lake, Adelaide Brook, River Song, Amy Pond... It might be symbolic, or then again, it might just be a coincidence.
* Doctor Who sees the creation of the Doctor's daughter Jenny. His DNA was taken at gunpoint and recombined to form a new person of which he is genetically both mother and father. Everyone on the planet Messaline was made that same way.
* Doctor Who sees the Fifth Doctor — the most pacifist Doctor of them all — faced with a threat so great that he and his companions Turlough and Kamelion travel to an alien base specifically to retrieve advanced weaponry to stop the current threat, rather than the Doctor's usual approach to simply contain their enemy.
* Doctor Who sees the gang take refuge in a church...magically shielded not by any holy powers, but simply because the monsters of the day were agents of time. Older things have more history and thus take more time for the creatures to penetrate, and the centuries-old church was the oldest thing around.
* Doctor Who's Empty Child. He's a differently-alive child who spreads a sickness that turns victims into duplicates of himself, like a seriously postmodern zombie. But mostly, he's just a lonely little boy.
* Doctor Who serial "Castrovalva" features a variation on this, where the entire town (a town called Castrovalva) had been warped in on itself. One of the cliff-hangers had a hilarious line from the Fifth Doctor.
* Doctor Who serial "Dragonfire"; when Ace boards the TARDIS at the end, she's miserable because she assumes the Doctor is going to take her straight home to Perivale on Earth, a place she loathes. The Doctor, however, has decided she'd make a good companion and offers to take her home via the 'scenic route' — which he outright promises is going to be much longer and more dangerous, but infinitely more interesting.
* Doctor Who serial "Robot". The Doctor tosses ball bearings into the path of the title robot, only for it to squash them flat.
* Doctor Who serials: "The Masque of Mandragora", "Four to Doomsday" and "The Visitation".
* Doctor Who serial 'Terror of the Zygons', the Fourth Doctor and his current companions arrive in Scotland and trace an alien signal to Loch Ness, where strange things have been happening recently. Don't worry, it's not Nessie... it's just a

giant plesiosaur-shaped cyborg that provides food for the Zygons. Much more sensible.
* Doctor Who serial "The Ambassadors of Death", a scientist called Lennox runs away from where he's been held and forced to do alien experiments and turns himself in to UNIT. His superiors are quick to find out where he is and murder him by putting a radioactive isotope in his cell.
* Doctor Who serial "The Aztecs". (Sister Monica Joan finds it greatly exciting, the others seem more uncertain.)
* Doctor Who serial "The Caves of Androzani" featured a textbook example ("spectrox", a life-prolonging substance), with the added twist that the unrefined stuff was extremely toxic.
* Doctor Who serial "The Gunfighters" plays off "Doctor Holliday" and "the Doctor's holiday" in order to fuel some of the misunderstandings that power the plot. The British English use of the word 'holiday' means taking a trip somewhere, or time off. In American English, a 'holiday' refers to special dates like Christmas or New Year and time off would usually be called a 'vacation'. Possibly justified as the only British English speakers in the story are the Doctor and his companions, explaining why the Americans begin to assume the Doctor is Doc Holliday.
* Doctor Who serial "The Mind Robber", the Doctor deals with the various monsters this way. If everyone stops believing in them, they just vanish.
* Doctor Who serial "The Romans", Nero hires arsonists to set the fire so he has an excuse to embark on some major building works he has planned. He gets the idea when the Doctor accidentally sets fire to a map of Rome by focusing sunlight through his reading glasses.
* Doctor Who serial "The Sontaran Experiment", only now Earth (or at least the greater London area) looks like the Devonshire moors.
* Doctor Who serial "The Visitation" ends with the Great Fire of London being accidentally started during a showdown with aliens planning to wipe out humanity.
* Doctor Who serial "The War Games": The War Lord, aided by the War Chief, is recruiting his warriors from conflicts in Earth's past because of humanity's talent for war.
* Doctor Who series can suffer from this, too — numerous celebrity cameos and pop-culture references are scattered across multiple episodes but can leave them feeling very dated in a short space of time.
* Doctor Who series had a Day of Reckoning at the end of every season. Of particular note are the episodes "The Sound of Drums"/"The Last of the Time Lords", "The Stolen Earth"/"Journey's End", and "The End of Time".
* Doctor Who series, psychic paper has whatever you're expecting written on it. This apparently works even on electronic locks.
* Doctor Who, several space whale and space whale-like specimens have been introduced.
* Doctor Who several times in the series, in moments where they've been just as surprised as everyone else that a plan of theirs has actually worked, or worked for the wrong reason. Being able to intuitively perceive all the possibilities of time and space probably gives them a particular advantage at this game.
* Doctor Who. Sexual attraction only played a minor role, at least from the Doctor's point of view, but the Doctor did take on a mentor role and guided Jack on a better path in life.
* Doctor Who's half of the sourcebook showed the far more horrible truth.
* Doctor Who, Sharaz Jek threatens to have the Doctor's arms slowly ripped out by androids if he doesn't tell him what he wants to know. Unusually for this trope, the androids start making good on this threat before the Doctor gives in.
* Doctor Who", Shears, the Army officer that has to judge the looters, seems more annoyed with his job than anything else, so he spends about ten seconds on each case and finds everybody guilty.
* Doctor Who (She flattens the Doctor, but he's had heavier things land on him.)
* Doctor Who, she has a pile of suitcases, including a hatbox. The Doctor is particularly bewildered by the hatbox. (Arguably, this is more sensible than what most companions do, which is set off in an erratic time machine with a semi-

qualified pilot in just the clothes on their backs. Although it does have an extensive wardrobe anyway.)
* Doctor Who, she is completely useless and utterly fails to realize that there is, in fact, a very real and extremely serious situation going on.
* Doctor Who she's being kicked out of the country long before she's been born) and orders the creation of the Torchwood Institute to deal with the Doctor if/when he ever appears again.
* Doctor Who (she was incapable of having the children she knew he wanted, and chose to leave him so he could find someone who could make him a father). By the end of the episode, Amy and Rory were together again, the divorce quietly forgotten.
* Doctor Who shift, but were simply moved back to maintain "classic" Earth.
* Doctor Who short story, a skeleton grabs the Tenth Doctor by the ankle as it claws its way out of the earth. The Doctor, not taking his eyes off Rose, asks if he should look. She shakes her head.
* Doctor Who show one of these to the Doctor. It consisted of the US marked in blue, and the USSR in bright red with a giant hammer and sickle on it and the rest of the world in grey.
* Doctor Who's hundredth birthday, and massively improved the animation.
* Doctor Who, "Silver Nemesis": The Doctor double-crosses the villainess and when informed that that will cost him his life answers "Worth it." Ace saves him.
* Doctor Who" similarly had the main character flash to clips, including one of Elton John.
* Doctor Who: Since 2010, DVD and Blu-ray "complete season" releases of the series have included at least two direct-to-video "mini-episodes" or "minisodes" in addition to any that might have been broadcast or circulated online.
* Doctor Who since it might encourage kids to watch a show they most definitely shouldn't.
* Doctor Who since the get-go: convincing ordinary people to be extraordinary and save their world.
* Doctor Who, since the UK, beset by other alien invaders, was looking to America for much-needed aid.
* Doctor Who's intro makes you think there's a fourth wall, shatters that perception 30 seconds in and never rebuilds it. The entire game has The Master and the first seven Doctors (as well as Brigadier Lethbridge-Stewart) talking to you.
* Doctor Who Sir Alastair Gordon Lethbridge-Stewart of the United Nations Intelligence Taskforce (later renamed the Unified Intelligence Taskforce).
* Doctor Who, slave overseer Mr. Kess takes a disturbing pleasure in trying to kill the Doctor with the warehouse's robotic crane arm.
* Doctor Who slowly escaping the pull of a black hole. Because of the increased gravity near the black hole's event horizon and the length of the ship, time passes much more slowly in the ship's command center than in the lower decks. This is bad news, as said decks are now inhabited by malevolent creatures who have years to plan attacks while only days or minutes pass in the higher-level decks.
* Doctor Who, smuggles Amy and Rory into Area 51, where the Doctor is being held, this way.
* Doctor Who. So having the Doctor accidentally jump 12 years into the future means that we can now have an all grown up Amy travel with him.
* Doctor Who, so later on the "W" was removed from his name, which was good enough, it seems. The credits for the episode "Slice of Life" credits him as simply "Doctor." Some of the merchandise, most notably the figurines from Funko, still calls him "Doctor Whooves" on the packaging, however.
* Doctor Who Solitaire Story Game, a free fan-produced game successful enough to have two editions.
* Doctor Who (sometimes called Venusian Karate), which was mainly practiced by the Third Doctor, but has occasionally been used by later Doctors. According to some Expanded Universe novels, it was hard for two-armed beings to learn because Venusians have six arms, the Doctor being one of the few to succeed.
* Doctor Who. Sometimes, even if you lock the door and wait for everyone else to go

to sleep, you still just can't win...
* Doctor Who sometimes has this dynamic with current and previous companions.
* Doctor Who so they always seem to pop out of nowhere. The similarities to Slender Man might have been coincidental, but they are definitely there.
* Doctor Who, so they don't have to pretend that recognizable landmarks are actually somewhere else.
* Doctor Who space colony whose regime, among other charming habits, sells recordings of the public torture and execution of dissidents to underground perverts on other planets as snuff movies.
* Doctor Who special "Music of the Spheres", the Doctor tries composing a symphony inspired by planetary rotation synthesized into music through the TARDIS harmonics filters. Let's just say the universe makes better music than Ten. But at least we get the image of him conducting an orchestra with the sonic screwdriver.
* Doctor Who special "The Five Doctors", the BBC created some publicity shots of all five Doctors by having the actors playing the other four Doctors pose with a waxwork of Tom Baker as the Fourth Doctor.
* Doctor Who speech between young lovers that turns out to be a soap opera being shown on a war ravaged world.
* Doctor Who spent her days in Stormcage Containment Facility (her nights, well, that's between her and the Doctor). She even lampshades it while returning one morning, telling the staff to shut off the alarm because, "I'm breaking in, not out!" and that she'll take breakfast "at the usual hour".
* Doctor Who spin-off audio adventure, the villain (who desires to remove non-British from Britain) uses mind control to get people to blow themselves up shouting "THIS IS FOR MY PEOPLE!" Regardless of the nationality, he gets the press to cover it as a Muslim extremist (in the first instance, a Scot blew himself up, and was said on the news to be a Muslim student) or other non-British to cause riots and swell public support for his anti-foreigner agenda.
* Doctor Who spin-off fiction is a male-to-gender-neutral market, so the gender of the pseudonym isn't particularly relevant. It does, however, indicate the work is going to be more "psychological" than works under Cole's own name.
* Doctor Who-spreading monsters, repelled by faith [a "psychic barrier"] or garlic [or "garil", which is space-garlic], and only killable by driving a stake through the heart. But they're still from space or the future, so that's okay.)
* Doctor Who's Romanadvoratrelundar (Romana for short) fits quite well, although her full name is rarely used on screen.
* Doctor Who's rules forbade staff from taking a second credit on a show, e.g. for writing), although Sloman once claimed it was because he had another writing partner at the time and didn't want people to think they'd fallen out.
* Doctor Who's run, something happens that makes it clear that the Daleks who show up are the absolute final last Daleks in all of the universe and then, when the Doctor defeats them, makes it equally clear that the Daleks have been Destroyed For Good This Time... until the next time they show up, a year or so later, at which point we go through it all again.
* Doctor Who's Sixth Doctor, including the wide gamut of friends, companions, and enemies he encountered throughout his tenure.
* Doctor Who stage magician Li H'sen Chang has an accent, but he plays it up during his stage performances because his Victorian audience would otherwise doubt that he's actually Chinese.
* Doctor Who started doing this at the ends of multiparters with the beginning of the second season of the revival.
* Doctor Who started setting stories in exotic locations purely because they had the budget to go there for location shoots.
* Doctor Who, started with short hair, and subsequently seems to have grown it out to about bob length.
* Doctor Who, "stellar destructors" that blow up stars are standard weapons.
* Doctor Who stopped trying to be family friendly with the special effects... Though the fact that the ray can be conducted through water suggests it's actually some kind of electron particle beam.

* Doctor Who stories have fit this genre, particularly in the early years when the show was more heavily influenced by Burroughs-like fiction:
* Doctor Who stories seem to cast aliens as the inspiration for Earth myths, with the Doctor as their foil.
* Doctor Who stories, the Doctor arrives in an environment (e.g. research base, spaceship, space station) shortly after sinister events have begun occurring, usually including deaths. The person in charge (e.g. commander, director of research) assumes the Doctor and companion/s did it. (Admittedly, under the circumstances, that's often not so unreasonable.) Then the Doctor and companion/s are opposed by the people they're trying to help, as well as the actual villain/s.
* Doctor Who story featuring a military force that isn't outright evil will use this to create conflict at some point between them and the Doctor. The Third Doctor and Brigadier Alistair Lethbridge-Stewart have this kind of relationship in spades. The Doctor tries to save the day with science while the Brig just wants to send in men guns a-blazing.
* Doctor Who story "Mindwarp" opens with the TARDIS landing on the beach on a planet where the ocean is bright pink.
* Doctor Who story "Revenge of the Cybermen", the Doctor is knocked unconscious in a rockfall and Harry attempts to undo the bomb strapped to his back, not knowing that doing so will cause the bomb to go off. Then the Doctor wakes up:
* Doctor Who story, "The Crimson Horror'' after The Doctor is cured from the walking death state he is in, he spontaneously hugs and kisses his rescuer. Unfortunately for him, it turns out to be Jenny, his lesbian friend, who promptly wallops him across the chops.
* Doctor Who story "The Daemons", which shows the production of a TV broadcast from an archaeological dig.
* Doctor Who story "The Dalek Invasion of Earth", an old woman reports the main characters to the Daleks and is rewarded with food, including an orange. "I haven't tasted an orange in years..."
* Doctor Who story "The End of Time" has the Doctor point this out. In the show's 47-year history up to this point, the Doctor has saved Earth, other planets, and the universe as a whole countless times, making sacrifice after sacrifice. Every friend he ever makes will die, while he is nearly immortal. He has destroyed his race to save the rest of the universe, making him the last of his kind. He's completely alone in the universe. His reward? None.
* Doctor Who story The Face of Evil concerns two tribes, the Sevateem and the Tesh, who worship a god called Xoanon. It turns out that they are descendants of the crew of a spaceship that crashed centuries before and that Xoanon was the ship's computer. It also turns out the Doctor had happened by after the crash, tried his hand at fixing Xoanon, and accidentally sent Xoanon insane, creating the whole situation in the first place. The story's working title was The Day God Went Mad.
* Doctor Who story "The Rescue", the relationship between 20th century companion Barbara and 25th-century companion Vicki starts off badly when Barbara "rescues" Vicki from being "attacked" by a 6-foot-long, tooth-baring (vegetarian) lobster-monster... by shooting it in the face with a flare gun.
* Doctor Who story "The Talons of Weng-Chiang" has Jago and Litefoot attempting to use a dumbwaiter to escape from Magnus Greel and his followers.
* Doctor Who story "The Talons of Weng-Chiang", theatre manager Henry Gordon Jago mistakes pathologist George Litefoot for a servant when they first meet. In this case, the misunderstanding arises because Jago arrives at Litefoot's house and sees him with a dustpan and brush in his hands. However, Litefoot is quick to correct him.
* Doctor Who Story "The Tomb of the Cybermen (Part 1)", The Second Doctor and his companions, Jamie and Victoria make their way into a foreboding doorway. The Doctor and Jamie both reach back to take Victoria's hand, but instead grab each others by mistake.
* Doctor Who succeeded in pitching a new format for the series to the BBC when it had given up on a family demographic. He immediately got support to start the revived series, and restored not just a whole culture from where it had left off,

but on top of that, restored the family audience.
* Doctor Who: Supremacy of the Cybermen for the "Age of Steel" versions.
* Doctor Who: Supremacy of the Cybermen: The Seventh Doctor's reaction when he realises that a Cyberman that has spotted him is revealed to be Ace, his companion.
* Doctor Who survive thanks to audio recordings made by fans from the original broadcast, which were later returned to the BBC archives. Uniquely, the only colour copy of episodes 2-7 of "The Ambassadors of Death" is an early home video recording made from the story's original US broadcast by a Canadian fan, which is of low quality but was used in the story's DVD reconstruction.
* Doctor Who, Sydney Bristow comes across as this in contrast to the Third Doctor, who still has a relatively upbeat view of life and the universe despite his current exile where Sydney is bitter and frustrated at how many lives have been ruined through obsession with Milo Rambaldi's work in the future.
* Doctor Who, takes place on Janus Prime, which is in a state of perpetual solar eclipse, blocking enough sunlight that the planet is always in darkness.
* Doctor Who" takes place on the planet Chloris, which has an over-abundance of plant life and virtually no metal; the local dictator's power comes from having control of the only mine.
* Doctor Who" takes place partly in Australia, and while a couple of the Australian characters are played by real Aussie actors, the major part of Donald Bruce is played by English actor Donald Bruce.
* Doctor Who, taking place in a virtual reality world which relies on the human brain mentally filling in the extra time to avoid confronting the constant disorientation.
* Doctor Who tall, but in this book he's implied to be shorter than the 173 cm Doctor. They're both skinny, though.
* Doctor Who Target Book Club Podcast videos of the podcast also feature a Morphoton brain from Keys of Marinus with a different caption directed to the readers.
* Doctor Who team at the time were reportedly extremely angry that no permission had been requested (and also wouldn't have granted it).
* Doctor Who, teenager Jethro gets dismissed as "just a boy" by his mother the second his opinion on the situation differs from her own. This is especially patronizing because he's at least seventeen, not to mention that he proves to be much more rational then either of his parents in the situation, when he's not nervously giving in to the pressure they're putting on him to go along with their opinions.
* Doctor Who tell middle-class couple Morvin and Foon (who won their tickets in a contest) that the formal-attire dinner was fancy dress. The two end up sitting at a table dressed in ridiculous, purple polyester cowboy/girl outfits while the snobs laugh it up at their expense. The Doctor gets revenge on their behalf by sonicing a bottle of champagne, spraying the snobs.
* Doctor Who tells his mates a joke. The joke is "Here, know why a pig can never become a sailor? 'Cos he can't look aloft!" The crew all find this hilarious. Admittedly, they're all Edwardian seamen who've been drugged into accepting they're on a space yacht, so they aren't exactly thinking straight, but still.
* Doctor Who terms) all of the earlier stories still being in continuity.
* Doctor Who") than it previously was, with the whole 'adventures in time and space' which was (and is, it just has relationships on top of it) primarily the central focus downplayed. Considering that the show prior to 2005 was regarded as a creaky, slightly irrelevant old relic and post-2005 is now a internationally famous media juggernaut seemingly beloved by all — most especially critics — something obviously worked.
* Doctor Who. Thanks to an encounter with a pool of quicksand-like mud, she is filthy by the time she gets there.
* Doctor Who thanks to Donna, who hasn't quite caught on and keeps accusing the wrong person.
* Doctor Who) that crashed there thousands of years ago. The humans are the descendants of the surviving crewmembers, having regressed into savagery. They

worship Gobo, the clown mascot of Gobocorp proudly painted on the side of the ship, as their deity, believing him to have created them on Earth and who will eventually take them away to the mythical land of El Paso. The latter they got from a broken projector showing westerns with no sound, or as they call them "Stories". It helps that Westerns usually have clearly-defined good guys and bad guys, allowing the humans to interpret the good guys as Gobo's children/apostles and the bad guys as the Bad, the enemy of Gobo. Anyone who disagrees with the teachings or claiming that the junkyard is not Earth is considered a heretic and put to death, as they must be the servants of the Bad. Being a holy shrine to them, the Tower is off-limits to all. Only once does the current leader send a "word-slinger" (the only person per generation who knows how to read) inside. The latter quickly loses his faith after discovering the ship logs.
* Doctor Who that episode, until Rose reminds him that Jack was still trapped on a spaceship that was about to explode. They saved him, though.
* Doctor Who that ever existed, it is humanity, out of all the billions of species in the universe, that has made it to the end. The tenacity is acknowledged by at least one Dalek who, in the face of its hateful xenophobic peers, asked "If we Daleks are so superior, why are we on the very edge of extinction while humans thrive?"
* Doctor Who that had been prepared for when says something insensitive word for word.
* Doctor Who" that he requested that his name be taken off it. When Holmes asked what pseudoym he wanted, Dicks replied that any bland one will do. He was greatly amused to read that the story was credited to Robin Bland.
* Doctor Who that it is still iconic for it, and defined how this trope is used on British television. In the modern series:
* Doctor Who that modern, post-Time War Daleks have, which provide a glaring weak point for enemies to exploit.
* Doctor Who, that obliterate people and things from the timeline when exposed to them. In "The Pandorica Opens", it's revealed that these cracks were formed from the TARDIS exploding after hitting a burst of time energy and overheating, but what caused the burst in the first place is never directly explained.
* Doctor Who that one of them was actually watching the movie when the dreamcrabs put them into the dream.
* Doctor Who that River Song is imprisoned in the Stormcage Containment Facility for the murder of an unidentified individual, possibly the Doctor himself. When she needs to (normally to go off on some adventure with the Doctor), she will happily escape and even let the guards see her packing her bags and inform them of her plans, and then return to her cell willingly when the adventure is done. Why she does this instead of just leaving for good is not clear, although it is possible that, in her ridiculously convoluted time-travel relationship with the Doctor, she needs somewhere where she can reliably be expected to be.
* Doctor Who. That said, the official number of alien planets that look like Earth quarries is 29. It's a trope very commonly associated with the series in the popular imagination.
* Doctor Who) that she'll remove the organs of the next person who calls her by name — in alphabetical order. Prompting the Doctor to asks, "Which alphabet?"
* Doctor Who that Starship UK has instead of an engine, and who is seen in full at the end of the episode.
* Doctor Who that suffer from being critically maligned. This also applies to fan opinion, however; it is quite common for stories and eras previously negatively viewed to receive positive reappraisal thanks to the passage of time. The Sixth and Seventh Doctor eras are rife with examples, as is the Second Doctor era, the latter due to mostly more stories from Patrick Troughton's time being recovered.
* Doctor Who that the book was written in the belief that Virgin will publish "any old crap with the programme's name on it".
* Doctor Who that the character Amelia Jessica "Amy" Pond was responsible.
* Doctor Who that the phone calls are routed through the TARDIS, which may help to explain why it's feasible.

* Doctor Who) that they've decided that in the event of a global emergency, they can elect a President of Earth who has full authority over the entire human race.
* Doctor Who that were like giant homicidal rotting broccoli stalks. The pods also made other plants turn against people.
* Doctor Who: The 6th Doctor episode "The Twin Dilemma" featured the Gastropods, a race of nearly indestructible creatures who devastated entire planets, but whose eggs couldn't hatch unless seared by a supernova first, limiting their spread.
* Doctor Who", the alien Terileptils disguise their robot as the Grim Reaper to terrorize the local villagers.
* Doctor Who: The amount of times that the Doctor has managed to wander into some top secret laboratory armed only with a smile and immediately start ordering people around belongs here.
* Doctor Who, the antagonist is an alien participating in a ritual hunt in order to be made the leader of his species, the Stenza, by tracking down and capturing a randomly designated human as a trophy. The trophies are kept preserved on the Stenza homeworld in a state between life and death.
* Doctor Who, the antagonist, Tzim-Sha, is participating in a ritual hunt in order for him to be named the next leader of his species. He's not supposed to have any weapons or equipment, but he smuggles in a data coil to help him locate his target, as well as a short-range teleporter.
* Doctor Who, the Autons are robots made out of living plastic (such as shop window dummies), animated by the Nestene Consciousness.
* Doctor Who", the Carrionites are aliens who use word-based "science" which is basically magic by any other name. The Doctor is able to use its principles against them, banishing one temporarily by announcing their name.
* Doctor Who the cast argue over how much sympathy the character should get.)
* Doctor Who). The character as seen on screen is white and British, presumably because of the lack of access to Haitian actresses in the BBC's low-budget programming in 1975.
* Doctor Who: The classic series was a repeat offender, but the new series has mostly avoided silvery spandex.
* Doctor Who (the classic series, with the exception of Season 22 in 1985, where the format was briefly changed to 45 minutes)
* Doctor Who, the Colony of Sarff consists of a group of smaller snakes which form Sarff, which interacts with the Doctor as a single entity.
* Doctor Who", the controls of the alien spaceship only respond to two pilots who are genetically linked. (How lucky that Rory's dad got dragged along on this adventure...)
* Doctor Who. The Court acknowledges the overwhelmingly positive difference the rogue denominated "The Doctor" has come to make in the grand scheme of things, but wishes to examine much more closely the society he hails from:
* Doctor Who, the creatures sent to deal with the paradox, who were never named on screen but called "Reapers" only had mouths on their stomachs, and claws which they used to shove victims down their throats.
* Doctor Who: The Curse of Fatal Death parodied this with the phrase "Dalek seconds".
* Doctor Who the Daleks measure time in "rels". One rel is slightly longer than a second, close enough to do the trick.
* Doctor Who, the Daleks' multi-purpose "plunger arm" has this as one of its functions.
* Doctor Who, the distinctly reptilian Draconians are referred to by their human enemies as "dragons", usually said with either contempt or fear.
* Doctor Who, the Doctor acknowledges that he has a time limit even before Wesker sets up his plans, as he has to get the TARDIS back to his universe before the recharging ship overloads and explodes.
* Doctor Who. The Doctor addresses the lack of foresight such a name shows.
* Doctor Who, the Doctor always has a traveling companion from modern Earth who would be in the dark if the Doctor didn't explain everything. That seems to be the main function of the cohort, a "Watson" to his "Sherlock".

* Doctor Who, the Doctor and companions wind up on an ambulance spaceship after falling afoul of a sonic mine. The Doctor, still recovering for most of the episode, mentions her "ecto-spleen" is hurting.
* Doctor Who, the Doctor and company, while in 1955 Alabama, are forced to get a motel room because the antagonist knows where the TARDIS is parked. As the motel is "whites only", Ryan and Yaz have to be smuggled in through the bathroom window.
* Doctor Who: The Doctor and Grace pull off a dramatic escape from the Institute while being chased by the Master and his minion. The janitor fails to notice.
* Doctor Who, the Doctor and her companions attempt to escape from the SniperBots by ducking inside the ruins, only to discover that the area they come out into is the SniperBots' practice range, and that everything inside the zone is considered a target. And the actual targets, as Graham points out, are human-shaped.
* Doctor Who. The Doctor and his companions can also attempt to perform these on occasion, although they (usually) tend to be averted.
* Doctor Who. The Doctor and Leela have killed the alien Rutan that was threatening a lighthouse and destroyed its mother ship. They leave safely in the TARDIS, but the Rutan managed to kill all the other characters first.
* Doctor Who", the Doctor and River trade flirtatious quips while Amy Pond is held prisoner feet away, and the Silence trying to manipulate the '69 Apollo moon shot. Amy ends up snapping them out of it with a barbed remark.
* Doctor Who", the Doctor and Tegan discuss this trope as it applies to "a treeful of monkeys".
* Doctor Who, the Doctor claims that the year to which they've traveled is "5.5/apple/26, five billion years in your future".
* Doctor Who, the Doctor definitely has his moments of this in the new series. He's done it to both Martha and Amy — even claiming to the latter he's like a Space Gandalf — but whether it's because of repressed feelings or him just being clueless is up for debate. It's probably a mixture of both. Noteworthy exchange between the 12th Doctor and Clara Oswin Oswald:
* Doctor Who the Doctor delivers to Craig appears like this. There are actually two of them, one chronicling the general history of the entire series up to that point, and one summarizing the events of the episode itself. In the first blipvert, Doctors One through Four and Eight through Ten, Rose Tyler, the Cybermen, the Ood and a Weeping Angel all appear briefly.
* Doctor Who, the Doctor does a one-sided version of this while descending into the pit, almost asking Ida Scott to tell Rose something:
* Doctor Who, the Doctor does this after Solomon kills the fetch-playing triceratops.
* Doctor Who: The Doctor does this occasionally. He travels through time and space in the TARDIS dealing with various disasters of all sorts though.
* Doctor Who: The Doctor does this quite a lot, especially in his fourth and tenth incarnations. However, this is quite often a highly calculated move on his part, as a way of distracting the person he is talking to.
* Doctor Who": The Doctor easily convinces Palmer he's with Military Intelligence as he knows top secret information about Palmer's service in SOE. How the Doctor handwaves his sonic screwdriver.
* Doctor Who, the Doctor explains that empaths tend to be both extremely compassionate and extremely lonely.
* Doctor Who: The Doctor finds himself in this situation quite often, what with being both highly intelligent and highly eccentric.
* Doctor Who, the Doctor gets rid of a mysterious figure chasing her, her companions, Nikola Tesla and his assistant on a train after separating him from his weapon, by pulling the bolt out of a coupling, leaving the attacker on the back half of the train as the rest speeds on to New York.
* Doctor Who, the Doctor gives explanations for various things, only to immediately say that the explanation is wrong, since a lot of the time, he doesn't seem to have an answer or he thinks his companions need it dumbed down for them. The Eleventh Doctor is especially prone to discarded analogies.
* Doctor Who: The Doctor goes up against shady corporations a fair bit. Sometimes

they're fronts for alien invasions, sometimes they're just destructively greedy.
* Doctor Who". The Doctor had evidently pleaded that he be made very comfortable in captivity, as he meant for him to be there rather a long time.
* Doctor Who: The Doctor has a knack for this across many of their regenerations.
* Doctor Who: The Doctor has always been pretty good with a sword. His skills have been called on in:
* Doctor Who, the Doctor has been poisoned with cyanide, but can cleanse his system with only a few ingredients. Unfortunately, his mouth is full when he needs to tell Donna what he needs and a hilarious game of charades ensues:
* Doctor Who: The Doctor has been travelling through space and time for a long time now, and he's a total magnet for adventure, so it's no surprise that not everyone's happy to see him:
* Doctor Who." The Doctor has control of Davros' life support system and tells him to give the order to destroy the proto-Daleks or else he'll turn it off.
* Doctor Who: The Doctor has made all sorts of short-sighted fashion decisions over the years, making this a frequent theme whenever they recall past behavior or two incarnations meet:
* Doctor Who: The Doctor himself has done this on many occasions, especially post-Time War when he is the only living Time Lord. Some examples:
* Doctor Who, the Doctor, Ian, Barbara and Vicki amusingly have this reaction to being invited into a lift by a Mechanoid, a round robot the size of a garden shed.
* Doctor Who, the Doctor instinctively sees her as the same age as himself.
* Doctor Who: The Doctor is both a charismatic and levelheaded leader, and occasionally a mastermind.
* Doctor Who the Doctor is even better, as they think that would be an utterly glorious death.
* Doctor Who: The Doctor is occasionally shown to have this ability. The Fourth Doctor once karate-chopped a brick in half, and the Eighth dented a heavy steel door in the process of knocking it off its hinges. This is because Gallifreyans are optimized to balanced perfection via genetic engineering as an entire race, meaning they are the perfect beings you can be while also being jack-of-all-trades, and fitting in among the other species, most of which are humanoids. Hence they have genetically optimized muscles, which are way more compact than humans have, enabling them to even lift androids made out of different alloys off the floor by their neck, singlehandedly.
* Doctor Who" the Doctor is sentenced to disintegration by the Time Lords. In the event, the execution is rigged so he survives.
* Doctor Who, the Doctor is taken to a planet where the galaxy's greatest hunters (the Endangered Dangerous Species Society) are in competition to kill him.
* Doctor Who", the Doctor makes a phone call and pretends to be informing the Monks that Bill has arrived. He has actually phoned the kitchen. He sends one of the rebels down to apologise to them because they are going to be very confused.
* Doctor Who, the Doctor, Martha and Jack hide from the Master in an abandoned warehouse and discuss backstory.
* Doctor Who, the Doctor, Martha, and Martha's family see the presumably killed Lazarus being loaded into an ambulance, which drives away. After this, the Doctor is slapped by Martha's mom. Suddenly, there is a loud crash. The Doctor, Martha and Tish run over and find the ambulance has run off the road into a lamppost. They also discover that not-dead-Lazarus has killed the paramedics by draining their life force.
* Doctor Who, the Doctor mentions that a "New Roman Empire" exists on Earth in the year 12,005. Given all the countless stories showing humans in space in the future, this New Roman Empire is almost certainly a space-faring civilization.
* Doctor Who, the Doctor never shows any signs of this, but a great many of the Doctor's companions Go Back Home when they've had enough of the adventures. (Or have found a new home.)
* Doctor Who", The Doctor observes that, "Your race has an amazing gift for self-deception, matched only by its ingenuity when trying to destroy itself."
* Doctor Who the Doctor points out that while it's effective in a ruthless sort of

way, it's effective one time only — who's the surviving friend going to outrun when the next lion shows up?
* Doctor Who, the Doctor realizes Starship UK is this when he sees a girl sitting on a bench silently crying but none of the adults passing by are stopping to console her, suggesting that they know why she's crying and don't want to acknowledge the cause.
* Doctor Who, the Doctor rubs his wrists after he and Robin get out of their shackles.
* Doctor Who, the Doctor saves the Earth yet again and says, "Who da man?", which is promptly followed by a beat of silence from his companions Amy and Rory, which leads to the Doctor saying, "I'm never saying that again."
* Doctor Who'', the Doctor says that the "pilot fish" could run their batteries off his excess regeneration energy for "a couple of years".
* Doctor Who, the Doctor says to Cinder he's not good with long term plans and prefers "Winging it".
* Doctor Who, the Doctor's consciousness and Time Lord nature are stored inside a device called a Chameleon Arch which looks like a pocket watch.
* Doctor Who. The Doctor seems to have a thing for picking up random humans from Earth.
* Doctor Who The Doctor. Some love him, some hate him but he's known throughout the universe. River mentions that he can make an army turn and run at the mere mention of his name and it has been shown that she was not exaggerating.
* Doctor Who: The Doctor's psychic paper, which (usually) appears to the viewer as whatever kind of ID will get him past them, has been used to pull off impersonations of police, as well as other authority figures.
* Doctor Who: The Doctor's relationship with his companions often starts from here; whether it be platonic or romantic, most of the people he travels with are loners, and many are explicitly depicted as lonely. As for the Doctor: there is a reason why one character refers to him as the Lonely Angel.
* Doctor Who. The Doctor's sonic screwdriver "doesn't do wood" and the monsters of this episode are tree people.
* Doctor Who, the Doctor's sonic screwdriver — normally an all-purpose lockpick — is unable to affect anything that's been secured with a "deadlock seal", which seems to pop up arbitrarily in all places and historical eras (though when it shows up on modern Earth it's always of alien origin). Ten also reveals that the sonic doesn't "do wood" and that it can be blocked by certain types of hair-dryers—though he is trying to fix the latter.
* Doctor Who, the Doctor states that the Sonic Screwdriver doesn't work in Omega's world as the only "natural" law is the law imposed on this dimension by Omega's will.
* Doctor Who, the Doctor's trial is rushed so that he can be executed before the new President is installed, which is traditionally celebrated with pardons for criminals. The new President would not, then, face the choice between letting his predecessor's murderer go and thwarting tradition.
* Doctor Who, the Doctor stumbles into one of these, which quickly gets rerouted to the bomb shelter as another air raid starts.
* Doctor Who, the Doctor tells a joke that ends with the line "Never trust a Venusian shanghorn with your perigosto stick."
* Doctor Who, the Doctor temporarily gains an upgrade when all of the mental power of humanity is focused on him through the Archangel network. During the few minutes he has it, he can float in mid-air and use telekinesis.
* Doctor Who: The Doctor tends to avoid becoming too close to his companions because of this, due to what he calls "the curse of the Time Lords" — a companion could spend their whole life with him, but he couldn't spend his whole life with them (see quote), being "immortal, barring accidents".
* Doctor Who The Doctor then says a cheerful "Goodbye!" and the tape immediately cuts to a distorted portion of blaring music which clicks into static. The story ends with the sound of a tape running out...
* Doctor Who, the Doctor uses a pair of night-vision sunglasses to identify the

mysterious subterranean attackers.
* Doctor Who, the Doctor, while building a new sonic screwdriver, assures Graham and Grace of her good intentions while gesticulating with a large hammer, causing the two humans to back away slowly.
* Doctor Who: The Doctor will occasionally wax poetic about various elements of human nature he likes. He did a fairly long one on edible ball bearings (metallic, spherical cake decorations, properly called dragees) in "Fear Her".
* Doctor Who: The Doctor would, in a perfect world, talk all his enemies down to a negotiation table and hammer out a ceasefire and trade agreement over tea and biscuits. But if that fails, he has this.
* Doctor Who, the Doctor would often dress up his female companions in men's clothes out of concern for their safety:
* Doctor Who, the Eleventh Doctor gained one between "The Impossible Astronaut" and "Day of the Moon" and shaves it off later.
* Doctor Who", the Eleventh Doctor is drawn to the Twelfth Doctor's TARDIS, the Twelfth revealing that he's become a twisted, corrupted version of himself and asking his past self to form a closer bond with Clara in the Eleventh's present so that this relationship can save him from his own darker impulses.
* Doctor Who, the Eleventh Doctor jumps out of a cake at Rory's bachelor party.
* Doctor Who, "The End of the Earth", the space station instantly cools off after The Doctor throws the emergency switch. The glass even self repairs after being hit with the Earth's sun going nova.
* Doctor Who", the eponymous museum is labyrinthine enough that Ian unwinds Barbara's cardigan in order to use the wool à la Theseus. To be fair, he is shown to have some trouble starting the sweater's disassembly, and Barbara has to take it from him and pick open a starting point; but after that it's just treated as a ball of yarn with a long single thread (which, as usual with string in a labyrinth, runs out too soon).
* Doctor Who", the eponymous world is revealed as such when the pharmacist is asked to draw a map of the city, and marks his pharmacy as being at the top, and the bottom, and to the west, and to the east, although there is only one shop.
* Doctor Who. The exceptions are the Second, Fifth and Eighth Doctors, who need to deal with the Daleks and the Master (twice) respectively, justified as the Fourth and Seventh Doctors regenerated because of the Master's efforts and the producers wanted the Second (as the first regeneration) to face a familiar threat to assure fans that the show hadn't changed.
* Doctor Who, the Fifth and Tenth Doctors accidentally meet. Ten, delighted, immediately recognizes his former self, but Five takes him for an obsessive fan and is most annoyed.
* Doctor Who", the Fifth Doctor threw a cricket ball in order to move himself away from one ship and toward his TARDIS. He even managed to catch the ball after it bounced off the other ship for a further speed boost.
* Doctor Who, the Foamasi are chameleons and are immune from radiation and can compress themselves into human suits.
* Doctor Who - the Fourth Doctor's character is very much defined by the eccentric ways he moves and goes about doing things, which is easy to represent on television, but in a book, his actions have to be relayed through a witness who understands him as little as we do.
* Doctor Who", the Gargan is a predator that ignores you unless you enter its territory (which it thoughtfully marks with rocks). If you do pass the rocks, it pursues you until it has eaten you.
* Doctor Who, the Globe Theatre's 14-sided design amplifies the Carrionites' abilities so as to allow them access into our world as they come from a star system with fourteen stars.
* Doctor Who, the Graak starts with 9999 hit points, but any exertion reduces that. Fortunately, there are enough restorative crystals for it to gain enough hit points to finish restoring the Doctor's incarnations.
* Doctor Who, the House of Calvierri, led by Signora Rosanna, are secretly aliens who are forcibly converting young women into more of their kind and plot to sink

Venice so they can live there.
* Doctor Who, "The Idiot's Lantern": The Doctor defeats The Wire (an alien energy being) this way, by recording its consciousness to a VHS cassette tape, and then (strongly implied to have) recorded over it.
* Doctor Who "The Infinite Quest" lands the Doctor and Martha in a maximum security space prison where a background scan find the Doctor guilty of 3,005 "outstanding convictions" including 1,400 minor traffic violations, 250 evasions of library fines, and 18 planetary demolitions.
* Doctor Who; the initials of the show angled to look like a stylised police box. A silhouette of the police box front itself has also been used to represent the series.
* Doctor Who, the insides of the TARDIS walls often have a hexagonal pattern on them, and the TARDIS console is hexagonal.
* Doctor Who their crimes). They realize they've arrived too soon in Hitler's personal timeline, and find a bigger fish: The woman who killed the Doctor. Except that she hadn't done that yet, either.
* Doctor Who. Their older selves both still love each other, but neither is the person the other had fallen in love with any more (literally, in the case of the Doctor), making it extremely bittersweet.
* Doctor Who, the Jagaroth ship is destroyed because it tries to use its warp thrust to take off from Earth.
* Doctor Who" - the justification UNIT gives for keeping Jack's time machine locked away from the Americans is, "Americans with the ability to change history? You've seen their movies."
* Doctor Who the Krillitanes used to have extremely long necks, but due to the fact they constantly take on other species' traits, they now look like giant bats.
* Doctor Who", the Krotons' Teaching Machines reward correct answers by inducing feelings of pleasure in the user.
* Doctor Who. The ladder falls in, as does the Doctor, and his companion claps sarcastically.
* Doctor Who; the last before the series was cancelled was Ace, a punk-rock teen who loved explosives and was willing to rush at a Dalek with a baseball bat if she saw one. They still fulfill the Watson role, though, since the Doctor is usually the smartest one in the room with loads more experience than everyone else.
* Doctor Who. The later episode "When a Good Man Goes to War" has the exact same Spitfires returning to help the Doctor take control of a space station called Demons Run.
* Doctor Who". The latter can turn even nice houseplants into vicious killers.
* Doctor Who. The listener is led to believe throughout the audio that the Doctor, Charley, and C'rizz have had their memories wiped and are trapped by the city using the roles they are placed in, the Editor, the Nurse and Conscience #1, respectively. However, at the end of the audio, when the Editor sees the memory of the Doctor and companions visiting Light City and the Doctor having to give up the group's memories to the city, he finds out the memories were only copied. The group only was in Light City for a day and the characters seen were created using their memories, revealed to the listener when the Editor mentions he has eight legs.
* Doctor Who: The Lost Dimension newscaster from the Davies era, gets possessed by white hole energy while delivering a report on people worldwide getting possessed by white hole energy.
* Doctor Who: The Master does this to delay the Doctor's journey to the town of Devil's End in "The Daemons".
* Doctor Who: The Master has always used both simple booby traps and elaborate deathtraps against the Doctor and his companions.
* Doctor Who: the Master in all his incarnations drifts inscrutably between sides, when he isn't a side unto himself.
* Doctor Who, the Master is the sole ruler of Earth after the attack of his minions, the Toclafane.
* Doctor Who, the Master's TARDIS takes the form of a black classical column that is only just wide enough for him to stand behind unseen, and too narrow to include

any kind of normal door.
* Doctor Who: The Master turns the entire human population into clones of himself, resulting in various disturbingly gorgeous Drag!Masters. The original script even had a cut scene where the original Master flirted with Abigail!Master.
* Doctor Who. The Master, whose attitude towards women has always been somewhat disdainful, embraces their new persona Missy with gusto.
* Doctor Who theme actually does contain backmasked lyrics. Played forward, they sound like nonsensical chanting. Played backward, they contain spoilers, such as a mention of hearing drums.
* Doctor Who the military want to create super-soldiers that can fight at the Daleks' level, and they will kidnap as many innocent victims for as many horrifying genetic experiments as it takes to do so.
* Doctor Who: The Movie, the Doctor and Lucy spend most of the movie arriving just too late, defeating the monster left behind in this or that timezone by the Master only to realize that he has already moved on to the next one. Since two or three of the locations are in fact castles, the Doctor even gets to say "According to my time readings, he's in another castle", thus not only playing this trope straight, but even almost verbatim!
* Doctor Who, the newly-regenerated Doctor takes a single bite of bread and butter, then emphatically rejects the meal by Frisbee flinging the entire plate, bread and all, out of the front door, cuing off-screen shattering sounds and a cat yowling in protest.
* Doctor Who: The new series has numerous references to Time Lords shifting genders during regeneration, and the Time Lords themselves do not care.
* Doctor Who: The Next Life ends seemingly happily: The Doctor, Charley and C'rizz are back in the main universe (or in it for the first time in C'rizz's case), acting like friends again and ready to go on adventures. Rassilon and Kro'ka got their comeuppance, and it seems everything worked out for the best. Except for the fact that the Divergent Universe is doomed to reset over and over again. All of the stories set within the Divergent Universe will repeat again and again, but without the Doctor, many of them will have a much less happy ending for those involved, to say nothing of what will happen to the Eutermesans without C'rizz around. And even beyond that, Zagreus and Keep have decided to team up to terrorise this universe, so who knows what havoc and misery they will sow. The TARDIS team may have achieved their happy ending, but for the residents of the Divergent Universe, the horror is only just beginning...
* Doctor Who? The Ninth Doctor had an amazing passion for his black leather jacket, and the Tenth Doctor was very attached to the coat he got from Janis Joplin, always making sure to tell people not to "hurt" it, since well it was a present.
* Doctor Who. The Ninth Doctor occasionally called humans "stupid apes" and Twelve declared Earth to be the "Planet of the pudding brains".
* Doctor Who", the Ninth Doctor posits that Simon and River were both given some genetic "adjustments" (more so in River's case).
* Doctor Who. The only time we see her home city, it fits this trope (and, indeed, the original script suggested Brasília as a model).
* Doctor Who, the only way [known to the culture featured in the story] to navigate in trackless and non-linear hyperspace is to have a navigator with precognitive powers who can foresee what path the ship needs to take to arrive safely.
* Doctor Who". The original scriptwriter disliked the changes made to his story in development, and years later novelised his first-draft scripts.
* Doctor Who", the people of Tigella live in a city where everything is powered by a single alien artifact, which gets destroyed at the story's climax; although they're initially horrified by having to manage without it, it's presented as ultimately being an opportunity rather than a disaster.
* Doctor Who) the planet Aridus is a desert world and the planet Mechanus is inhabited by robots.
* Doctor Who, the plan to defeat the Daleks revolves around trying to unplug their city’s electricity supply. It works because the original Daleks drew their power from the floors of their city and had no internal power supply.

* Doctor Who, the plasmavore already looks human, but has to drink human blood in order to scan as human.
* Doctor Who. The psychotic Sharaz Jek plunges the Androzani system into a costly war for the sole purpose of getting revenge on the business partner who betrayed and permanently disfigured him. General Chellak, on the other hand, is willing to sacrifice virtually his entire force in a suicidal frontal assault against Jek's killer androids in order to kill Jek.
* Doctor Who: The Raston Warrior Robot in "The Five Doctors". Built as the ultimate killing machine, a single one is able to destroy an entire squad of Cyberman without taking a scratch in return.
* Doctor Who There are so many works devoted to relations between the tenth Doctor and the copy regenerated from his preserved hand that they have their own trope name: Tencest.
* Doctor Who there's an aristocratic, arrogant, and conceited swashbuckling hero, Miles Dashwood, who goes by the alias Miles Dashing of Dashwood. (Not improvised on the spur of the moment, so he doesn't have that excuse.)
* Doctor Who", there's an eerie hotel in which each room contains the worst fear of someone who has once been trapped in it. Finding the door meant for you means a perversion of your particular faith and subsequent death. There is no door out unless you have no faith in the first place.
* Doctor Who", there's one of the wi-fi network, made up of blue lines with red patches spreading to show the Great Intelligence's takeover.
* Doctor Who. The result is generally considered to be one of the creepiest, saddest, yet ultimately, most heart-warming episodes in the show's history.
* Doctor Who "The Satan Pit" features seat belts in the rocket (they're even plot relevant...). Mind you, they're not the kind of seatbelts you'd usually find in a spaceship (this was a production oversight).
* Doctor Who". The Scoobies are not impressed. But then the Initiative are military. If they don't have a multiple-word phrase they can abbreviate, they wither and die.
* Doctor Who, the section that covers series 2. This is a "series 3 and 4 with Rose" story. In the fics covering those seasons, the Doctor still takes on Martha and Donna as companions respectively, but they are now tritagonists instead of deuteragonists.
* Doctor Who, these elements are discarded in favour of just a neverending story full of aliens.
* Doctor Who the show- but it serves the same purpose of catching fast-forwarders off guard.
* Doctor Who the show, but the fights are still going on. Increasing the effect was that whether the Doctor was romantically interested in Rose varied hugely, depending on who had written any given episode. It got even worse from Rose's brief return in Series 4. Her haters hated her appearing again, while many of her fans felt it negated one of the best companion departures.
* Doctor Who, the shows were so degraded it was like watching it through a snow storm.
* Doctor Who - The Sixth Doctor: The Last Adventure, the Wolverines are a race of wolf-like humanoids who transform into hulking, hairless proto-humans when exposed to sunlight. Most of the race abhor their animalistic alter-egos and avoid sunlight at all costs, but a small band of rebels feel they should embrace their human side and hold secret transformation parties.
* Doctor Who", the Stenza species hold ritual hunts on other planets, in this case Earth, and they must be given permission before their travel pods can be teleported to their destination. Unfortunately, the permission takes the form of a glowing button with no instructions, so all it takes is a human ignorantly pressing it to give consent.
* Doctor Who. The story seems to imply she's not entirely wrong to do so.
* Doctor Who, the Sycorax use samples of A Positive that they took out of a satellite to control everyone in the world of that blood type.
* Doctor Who: The TARDIS appears to be technological, but at least some of it is

"grown". And it certainly has sentience, though it cannot speak and only occasionally directly affects a story of its own volition.
* Doctor Who: The TARDIS has gotten this impression on more than one occasion.
* Doctor Who, the TARDIS's soul is forcibly ripped out and placed in a human body. When the TARDIS next bumps into the Doctor, she kisses him and then gets the idea to bite him, gleefully declaring "It's like kissing, only there's a winner!"
* Doctor Who: the television itself is just a frame in front of a set of green miniblinds, and "turning the television on" is done by closing the blinds.
* Doctor Who), the template of "alien-fighting institute founded by a past monarch" makes it to Russia and Germany.
* Doctor Who, the Tenth Doctor initially regards the discovery of the war as just another crisis for him to resolve, but acknowledges that it’s become personal when he recognises the vampire servant girl Erika as none other than Reinette Poisson, Madame de Pompadour, his own former lover.
* Doctor Who", the Tenth Doctor refers to the "ripe old smell of humans" while inside the bunker.
* Doctor Who the Third Doctor spent much of his time on Earth driving around in 'Bessie', an antiquated canary-yellow roadster which on first glance would look the furthest thing from 'cool' you could think of. It's quickly revealed, however, that the Doctor's constant tinkering and playing around have made it a super-powered car that anyone would kill to drive.
* Doctor Who: The Thirteenth Doctor is loud, socially awkward, and extremely excitable, to the point of jumping up and down like a child when she gets a package delivered to her by a robot.
* Doctor Who, the Time Lords were one of the earliest races to evolve, and they either seeded the universe with their genetic material or affected the fundamental properties of the universe itself, so it's not that Time Lords are humanoid, but humans are "Time Lord-oid."
* Doctor Who: The title character has dozens of nicknames, many of which fall under this trope, including "Fate's Accomplice", "The Vessel of the Final Darkness", "The Evil One", "The Great Scourge", "Shadow-thief", and "The Beast".
* Doctor Who", the titular beings are initially thought to be non-sentient—but the human scientist points out that their necklaces look remarkably like DNA double-helices.
* Doctor Who. The "treacherous" counselor is actually innocent and has been set up to take the fall by the President himself.
* Doctor Who the Twelfth Doctor. Not long afterward, in anticipation of the 50th anniversary special "The Day of the Doctor" more marathons were run, this time including serials from the classic series.
* Doctor Who: The use of this for communication purposes is quite commonplace. Even the TARDIS does it.
* Doctor Who, the villains don't bother to gag her as no one hears her over the sounds of the fair.
* Doctor Who: The war between the Daleks and the Mechanoids in "The Chase" is full of these.
* Doctor Who, the War-Feeder has red eyes. This also happens to the bodies he possesses.
* Doctor Who: The war that led to the creation of the Daleks was not fought with nuclear missiles but in fact "neutronic missiles". Presumably this was done because it gave them more creative freedom over what they could say the weapons do/did; for example, real nuclear missiles would just burn or vaporize a jungle rather than petrifying it.
* Doctor Who the way the witches want it. The landlady is subsequently killed due to her bad timing.
* Doctor Who: The whole concept of the oft-mentioned Time War in the new series, with the Time Lords themselves waging war against a galaxy-spanning Imperial Dalek fleet. The war was so big, most other species were too technologically underdeveloped to even notice.
* Doctor Who, the woman who rebuffs the Doctor's warning by stating that the

biggest danger at the party is choking on an olive is one of the first people the mutated Lazarus kills just moments later.
* Doctor Who the Worm Kings can heal themselves by consuming other life forms. The title villain, King Wurzin, was wounded by time travel and so needs to keep eating people.
* Doctor Who", the writer Ian Briggs intended the little girl to represent innocence but was dismayed by the choice to put her in a Mini Pops-Esque dress which caused controversy in both fan and media reviews.
* Doctor Who, the writer originally wanted to play the trope straight, but the lack of budget prompted her to lampoon the trope instead.
* Doctor Who: they bare their teeth and your brain puts it in above the human face that it's also generating, hence fangs; your brain doesn't know what to add for the sides of them you're not seeing, so they appear to have no reflections.
* Doctor Who (they exist and are technically legal tender, but are only made in small runs as collector's items) and the price is actually not far off what you'd expect to pay for that drink order in a British pub in 2013.
* Doctor Who, they knew to expect a ratings spike whenever it happened.
* Doctor Who. They realize this when it finally dawns on them that the statues only have one head each, and the planet they're on used to be inhabited by a two-headed race.
* Doctor Who they were being "helpful", trying to restore their beloved show to its former glory. Unfortunately, Michael Grade (who, so the legend goes, was looking for an excuse to can the show anyway) interpreted the complaints as demands to cancel the series. So he did.
* Doctor Who, they were the mutated descendants of a people exposed to too much radiation (hiding inside pepper-shaker shaped travel machines). Turns out, they didn't need to worry about the radiation and would actually die if the rads were turned off. This dependence on radiation was retconned or ignored entirely in every subsequent appearance by them.
* Doctor Who: This almost seems to be a job requirement for New Series showrunners.
* Doctor Who, this effect happened to the Doctor just after his regeneration scene.
* Doctor Who: This happens in a great deal of stories, classic and new series alike.
* Doctor Who, this happens to Ian. He discovers the key in a display case, with a dead man lying on the floor nearby. Soon Ian himself is knocked out by a man who steals the key. Before he leaves, the man frames Ian for the murder of the mutilated body by placing the bludgeon in his hand.
* Doctor Who", this happens to Osgood when the anti-heat-barrier machine explodes.
* Doctor Who: This happens to the Doctor a lot, usually when trying to convey concepts far beyond their companions' understanding.
* Doctor Who. This has no impact on her attractiveness; in fact, it is stated that due to her new state, she will never age, therefore remaining as a beautiful woman in her late 20s effectively forever.
* Doctor Who: This has, unsurprisingly, come up several times, though the Doctor's had no trouble (usually) meeting past versions of himself.
* Doctor Who (This is mostly an irrational phobia, though. The pre-1989 show very rarely did long-term plot arcs, and they lasted a season at most. Even the post-2005 show tends to wrap up all its arcs and start completely new ones whenever there's a change of showrunner.)
* Doctor Who, this is Ryan, Graham and Angstrom's response to a spaceship crashing in their direction.
* Doctor Who this results in a large number of TARDISes-within-TARDISes, with the "innermost" one opening to a hitherto-nonexistent back door on the original TARDIS.
* Doctor Who: This show is notable for its extensive use of Plot Armor throughout its long run.
* Doctor Who", this trope is invoked with animatronic bats in the haunted house.
* Doctor Who, this trope is reconstructed with a woman keeping a number of deformed and disabled people away from society. But in a bit of a twist, she's quite nice to them, treating them almost like family, and refers to them affectionately as

"mooncalves". The story takes place in a Dystopia where they wouldn't be safe anywhere else.
* Doctor Who: This trope is used to good effect with the Weeping Angels, angelic statues that animate when no one's looking at them (or in darkness). So when the lights are flickering, you see their slow transformation into horrific monsters getting closer... and closer... and closer...
* Doctor Who: This trope runs through the series, even from the beginning. A lot of the time, the Doctor's role in a story is to bring up the proverbial elephant that locals won't discuss.
* Doctor Who (though it is used for humour in the Big Finish universe). In the 2015 Christmas special the Twelfth Doctor took the chance to deliver how the standard shock to seeing the inside of the TARDIS should be done in this manner, this was at a time when River Song didn't know his identity and was borrowing the TARDIS.
* Doctor Who... though the Doctor can catch one in his hand without any apparent ill-effects.
* Doctor Who, though the latter is at first upset when she left him to go with the Doctor but they maintain a friendly relationship afterward.
* Doctor Who, though we never saw any of his family aside from his granddaughter, it's heavily implied that the Doctor was one of these, due to most of his incarnations being wonderfully eccentric.
* Doctor Who threaten execution for murder, physical assault, obstruction of justice, and playing music too loudly.
* Doctor Who, three newspaper front pages telling about Agatha Christie's disappearance are shown in this manner.
* Doctor Who Time Lady, Patience is unable to regenerate after being shot through her brain.
* Doctor Who, Tish sees the hospital Martha works at has its own personal raincloud and references the trope. It turns out to be a side-effect of Judoon teleportation.
* Doctor Who (Titan) after he impersonates her dead mother in an attempt to manipulate her.
* Doctor Who (Titan) a nanobot swarm attempting to take her over, and is surprised to discover that she has no inner darkness whatsoever.
* Doctor Who (Titan) between two species that is constantly moving throughout the universe. One page shows a long line of coffins floating away from the space station into the local sun.
* Doctor Who (Titan) comics, it is strongly implied that the Doctor's contemporary-origin companion Cindy Wu is descended from one of the clones that the Paranestene created from her in ancient China.
* Doctor Who (Titan) comics, the TARDIS deliberately incapacitates Abslom Daak, driving him to a violent meltdown, by telepathically bringing up a memory of his wife's death at the gunsticks of the Daleks. It's later revealed that the mere mention of the word "exterminate" has the same effect on him.
* Doctor Who (Titan) cool to be a giantess for a while, and that she'd have an easier time keeping her students in line if she were always that big.
* Doctor Who (Titan) is a series of short stories, one for each Doctor from 1 to 12, which each involve the number 13 in some way. In some cases this is deeply hidden, such as an alien race whose biology is based on aluminium (which, not mentioned in the story, is atomic number of 13) but it's always there.
* Doctor Who (Titan) kind of cool when it's all over and she's returned to normal.
* Doctor Who (Titan)-powered alien, by deliberately crashing an orbiting space colony into the city of Mumbai.
* Doctor Who (Titan) Third Doctor miniseries... although in keeping with the seventies setting (and the Doctor's avoidance of providing too much future knowledge to UNIT) the word itself is never used, the closest being "micro machines".
* Doctor Who (Titan) Thirteenth Doctor Christmas Special story has the Thirteenth Doctor and fam fight another completely different Krampus, who uses the pseudonym "Mr. Henderson" despite being apparently female. She is an entity that feeds on fear and an enemy of Santa. She was plotting to send out brainwashed alien "Santas"

to terrorise Earth, in order to nourish herself and discredit Christmas for a generation.
* Doctor Who (Titan): Twelfth Doctor ends with the unnamed protagonist going to a cafe and the final panel is from this angle.
* Doctor Who (Titan). When the Doctor destroys the prison that contained the souls, Kali loses her power and Clara is restored to normal.
* Doctor Who, to an extent. The Doctor is on an endless thrill-seeking journey in time and space, and tends to pick up similarly adventurous people they meet along the way. When the current companion leaves - usually after a particularly big adventure, at least in the revival - the process starts all over again.
* Doctor Who to check a toiletry bag containing a message from an informant, and is just finishing up when a creature emerges from the wall. As the head of MI6 explains to the Doctor and her companions later, she was later found unconscious in the bathroom. The Doctor discovers that the agent's DNA has been corrupted and rewritten, making her effectively a shell with a human appearance.
* Doctor Who to fall into this category, rather than "Pop Between Realities"). During the hiatus, when books and audios become the main storyline, they stop being "Expecting Someone Else", and get a new convention where they're titled by a relevant quote from the series by someone other than the Doctor.
* Doctor Who to falsify evidence in order to secure the Sixth Doctor's conviction.
* Doctor Who to insult him, but the Doctor assumes he's talking about his escort instead:
* Doctor Who took over as showrunner, but the soap influences never really went away.
* Doctor Who" took place on a space station featuring a multinational crew, nearly all of whom were played by British actors adopting fake accents. One such crewmember was the Irish Sean Flannigan, played by English actor James Mellor.
* Doctor Who to reprise his role as the 3rd Doctor, in what was possibly his last filmed performance.)
* Doctor Who torments a group of humans on the planet where it's imprisoned by seemingly identifying their darkest secrets ("The captain, so scared of command.. the soldier, still haunted by the eyes of his wife..."). The Doctor, who is naturally a bit sceptical of this "the actual Devil" thing, then points out that for all its seeming omnipotence, the Beast is actually just playing on very common fears and bringing up incredibly vague statements that could refer to anything.
* Doctor Who to the Eleventh Doctor while he's still wearing Ten's outfit, including locking it in a car door to get information out of him. This is one of the many reasons the Doctor switches to a bowtie.
* Doctor Who to the New Who series) are set in the small Welsh hamlet of Cwmtaff in 2020.
* Doctor Who, touching any of the Doctor's companions is a bad idea of suicidal proportions. The Doctor also considers himself the protector of Earth.
* Doctor Who towards the boyfriend of his current companion. We're meant to believe this is down to jealousy, but the boyfriend realises it's because the Doctor is worried he's not good enough for her. He helps to save the world by the end of the episode, so the Doctor grudgingly accepts he's good enough.
* Doctor Who, transhumanism appears in good and bad lights. Don’t think that it’s a coincidence that most of the transhumanism-is-good examples come from the new series.
* Doctor Who trap their victims in a dream state while they slowly liquefy and consume their brains.
* Doctor Who travelling back in time to the beginning of the Universe and self-destructing.
* Doctor Who tricks, although many of the bad guys are genuinely terrified of him.
* Doctor Who tries to pickpocket the Doctor's TARDIS key. The Doctor doesn't notice, but his companion Amy does and asks for the key back.
* Doctor Who trying to comfort the Doctor and at one point he begins to say something to her which she interrupts with a hug and "Everything you're about to say, I already know. Don't do it now; we've already had enough bad timing." Rather

than saying anything herself along these lines (having made a promise to her now-deceased boyfriend in the previous season never to say "I love you" to anyone else again), she strokes the Doctor's face instead.
* Doctor Who, turning into each of the Tenth Doctor's companions in turn:
* Doctor Who TV listings by feeding the then-BBC-sponsored publication false actor names for its listings, most notably crediting actor Anthony Ainley under pseudonyms so that the return of villain the Master could be kept a surprise. The producers went so far as to arrange for an actor who played a recently killed-off character to make a cameo in the next episode so they could get him listed in the credits and maintain the surprise of his death.
* Doctor Who TV Movie were licensed replicas of the classic series' TARDIS key in production at the time, which the production team bought from an American scifi memorabilia catalog.
* Doctor Who Twitch marathon spawned a meme from Ian Chesterton's excited reaction to returning home to "London 1965!"
* Doctor Who. Understandable, as he was the one to push the metaphorical button that ended the time war and destroyed Gallifrey.
* Doctor Who). Unfortunately, the Cybermen have already determined them to be dangerous elements that are to be deleted immediately, despite the Doctor's protests that they surrendered willingly. Fortunately, they manage to escape before they could be executed.
* Doctor Who. Unfortunately, the next person to come that way is the Doctor.
* Doctor Who" uniquely have guns mounted in their heads, in the "third eye" position.
* Doctor Who, UNIT is at first routed because the Sontarans have rendered their weapons inoperable. They return the favour after bringing in new bullets unaffected by their technology.
* Doctor Who", UNIT sends a helicopter to pick the TARDIS up from Trafalgar Square and deliver it to the Tower of London. What they didn't know was that the Doctor and Clara were still inside it at the time.
* Doctor Who universe — Anathema, Arcadia, Heaven, Hell, Eden, Oblivion, Sheol.
* Doctor Who until 2005. It has since become one of the most successful works of fiction on British television.
* Doctor Who, until the Doctor shows up. The sole scientist at the end of the universe trying to get a rocket ship to work, so he can send everyone to Utopia.
* Doctor Who (upon seeing a photo of the miniskirted Amy), "My God, that woman is made of legs!"
* Doctor Who (used throughout the 1963-1989 Classic Series; dropped in the 1996 telemovie and the 2005-present revival series, save for 2009's "The End of Time")
* Doctor Who used to encourage its writers to do this from time to time:
* Doctor Who uses Bank Gothic in its Regular and Bold Extended versions.
* Doctor Who uses the latex mask routine several times in the Third Doctor era — totally convincing while he's wearing it, the mask suddenly becomes an obvious lump of rubber when he takes it off. In one episode, the disguise also seemed to involve being nearly a foot shorter while wearing the mask.
* Doctor Who: Usually, only a small part of any given world is shown, so it is not possible to generalize about the entire planet. However, there are a few cases where a world is explicitly stated as being a Single-Biome Planet:
* Doctor Who usually only has the Doctor and 1 companion (2 in series 6), not including brief guests, as most plots are finished in a single episode.
* Doctor Who, Varan decides to turn on the Overlords as soon as he realizes he's been played for a fool — forget his people!
* Doctor Who version of Jackie Tyler, Rose's mother, who chews out her secretly-estranged husband for petty details, flaunts diamond-studded accessories and withholds wages from well-meaning employees if they accidentally offend her. And since this is Jackie, she offends easily.
* Doctor Who version of this. The Doctor is a monster-fighting alien genius with a machine that can go anywhere in time and space, although Earth tends to feature

heavily.
* Doctor Who version, when Amy finds out that the worst day of her life was, apparently, the day when she dropped an ice cream she was going to eat. The Doctor takes her back to buy herself a new one.
* Doctor Who was created as a possible pilot for a revival. It didn't pan out, but it gave the writers of spin-off media a new canon Doctor to play with until the show was revived for real in 2005.
* Doctor Who was given a supernatural explanation in "The Unicorn and the Wasp".
* Doctor Who, was influenced by a trio of aliens to serve as a summoning ritual for their species.
* Doctor Who was intended to be — chiefly most of the historical stories (e.g. "Marco Polo," in which our heroes meet Marco Polo in the Pamirs and travel all the way to Peking with him).
* Doctor Who was intentionally written with an anti-pacifist message. However, it's also possible to read it as encouraging student meddlers to fight for justice, rejecting rote learning and irrational laws.
* Doctor Who was present for the filming of a scene involving The Girl and read in his lines.
* Doctor Who was repackaged in the US (and other places too?) as "movies" with a full story - or leastwise four or five episodes - all put together in one presentation, cutting out the opening/closing credits for all but the opening of the first and closing of the last episode. So the cliffhanger of any given episode tends to be resolved immediately.
* Doctor Who was so mysterious that not even the Doctor knew what it was, where it came from, or what its goals were.
* Doctor Who was stranded on Earth, his benefactors at UNIT became harried by alien visitors, too. It later went out of style until the reboot.
* Doctor Who was that he'd be played by a conventionally handsome, charming individual, to contrast with the Doctor's more funny-looking appearance. As a result, this dynamic is very apparent in the first Doctor/Master matchup — the Third Doctor and Roger Delgado. Later the trope finds itself ignored as much as it's played straight, with there not being a significant gulf in looks between John Simm and David Tennant, and with the odd-looking-but-healthy-and-attractive Tom Baker being pitted against a rotting, hissing undead corpse version of the Master.
* Doctor Who", was that Sontarans are actually biologically female. The New Series introduced Strax, a Sontaran whose misogyny is compounded by the fact that he has no understanding of gender at all and frequently misgenders everyone around him. Also, his two best friends are both women. And he can produce 'enormous quantities of lactic fluid'.
* Doctor Who was the 7th episode in its series, and the 777th in the show's nearly fifty-year run. Three days after it aired, on June 7, the BBC officially announced Series 7.
* Doctor Who, was thrown out into the killing rays of Midnight's sun, the entity itself could clearly already survive on the surface somehow, so it's unclear if this actually destroyed it. Even the Doctor isn't sure, and taking no chances, he convinces the authorities to seal the entire planet off to prevent anything like this from happening again.
* Doctor Who wax lyrical about its brilliance as a comment on modern life. Seeing three people and a robot dog pile into it before it de-materialises in front of them doesn't change their mind.
* Doctor Who way for the Doctor's toolkit and several of the Doctor's enemies, including every iteration of the Cybermen up to "Revenge of the Cybermen."
* Doctor Who way. Many of their more notable pieces of technology, especially anything created by Rassilon or Omega, are magical items in all discernible respects and some are capable of potentially universal effects.
* Doctor Who) wears a great-looking off-white trenchcoat, in contrast with the run-down appearance of all the other humans.
* Doctor Who went through such periods when he'd have a companion or companions who didn't actually want to travel with him. This was actually the show's original

premise with Ian and Barbara. Later, attempts to get Tegan back to Heathrow and her flight attendant job failed for quite a bit. When they finally dropped her off, it was found out in the next story she'd been fired and she willingly joined the crew.
* Doctor Who were filmed under a different name to the one they were broadcast under.
* Doctor Who were food-related. In order: "Are you willing to eat absolutely anything?" "Do you ask what it is first?" "Would the answer dissuade you?"
* Doctor Who were made by the same people and shared several actors, sets, and locations, so B7 became the original adult sister show to Doctor Who. Most B7 fans are also avid Doctor Who fans.
* Doctor Who were sometimes treated as Space Commies compared to the Daleks as Space Nazis. They want to conquer and assimilate humanity because (at times) they sincerely believe that they're the perfect society and have the obligation to bring its blessings to everyone else, they're unemotional, they lack individuality and their plans are often based (at least initially) on infiltration rather than all-out force.
* Doctor Who we're told she was once stuck as a 1960s policewoman). The Doctor's cyborg companion Compassion later takes on characteristics of the TARDIS and became the prototype for the class.
* Doctor Who: Whatever may have happened in the old days, "The Christmas Invasion" raised some loud arguments in fandom because the Sycorax and "Pilotfish" used the same visual effect for their teleports. The plot thickened somewhat when the "pilotfish" returned for "The Runaway Bride" and were revealed to have nothing whatever to do with the Sycorax.
* Doctor Who: When a military dictator seizes control of Britain, he renames it New Britain. In 3350, Britain on the recolonized Earth was also named New Britain, ruled by a supercomputer from the city of New London.
* Doctor Who, when Amy was abducted by the Silence and forced to give birth in their custody for the exact reason that she was pregnant. Specifically, her baby was conceived in the Time Vortex and thus has the ability to regenerate like a Time Lord.
* Doctor Who" when a soldier attempts to stop Grun, the King's Champion. He punches Grun several times to no effect.
* Doctor Who. When Casmus tells her about the importance and significance of dreams, she fires back by mentioning that hers are basically useless.
* Doctor Who, when Donna steps out of the TARDIS and sees the awesome snowy vistas of the Oodsphere, her first impression is that it's bloody freezing. The Doctor encourages her to see the wider picture, appreciate the incredible views, consider how amazing it is that an average woman from Chiswick who was getting up, working, coming home, watching telly and going to bed is now travelling across space and time to land on alien worlds... and finds she's gone back into the TARDIS to get a coat.
* Doctor Who when he and Ace are hiding from a Dalek in "Remembrance of the Daleks".
* Doctor Who when he reveals this plan (amongst other equally frightening suggestions...).
* Doctor Who. When he tells her his name, Tracer naturally responds with "Doctor Who?" Cut to the scriptwriter looking at the gag he's just written, and shaking his head in disgust.
* Doctor Who when his bonus (obtained by draining the ball in a specific spot) is awarded.
* Doctor Who when his equipment blows up, producing copious amounts of smoke. Jo grabs a fire extinguisher and douses the laboratory bench, only to get shouted at by the Doctor for ruining three months of work.
* Doctor Who when his programming as an Auton takes over; fortunately, both of them get better in time to help the Doctor save the universe.
* Doctor Who when it aired in Hong Kong, South Korea, Taiwan, Thailand, Indonesia, Malaysia and Singapore. The hot air balloon made of human skin in the same episode was apparently just fine, though.

* Doctor Who. When Jo points out the Thals can escape using the Dalek ship, the Thal she talks to is afraid that will make them hesitate when they are needed.
* Doctor Who" when just about every companion of the last five years comes together in a united plan to contact him.
* Doctor Who". When making telepathic contact with Jo Grant, at first she hears a cacophony of voices. But the Doctor gets her to concentrate on the "main" one and we get a clear conversation about how to save the day.
* Doctor Who, when science officer Ida is hesitant about coming up from the underground ruins, acting captain Zach retorts "Okay, that was an order."
* Doctor Who. When she gets lost, the Doctor sends her a plot trinket to keep her sane until he can find her in there and pull her out, rescuing her.
* Doctor Who. When she tells him her husband is dying, he adds "I'm going to need a bigger flowchart." (As the title suggests, it's not him.)
* Doctor Who when the Doctor experiences sharp pains and is eventually incapacitated because his previous regenerations are being taken out of time.
* Doctor Who when the Doctor goes through van Statten's collection of alien weaponry tossing them aside with comments like "broken - broken - hairdryer". When he finds one that he thinks is suitable, he says "Lock and load!" just in case we missed the point.
* Doctor Who when the Doctor hijacks their spacecraft. The Doctor points out that it's not much of a threat to someone who's dying anyway (the Doctor having been infected with a fatal disease earlier).
* Doctor Who, when the Doctor meets up with the amnesiac Brigadier, teaching at a boys' school, the Brigadier's attitude undergoes an abrupt change when the Doctor mentions UNIT — he still doesn't know him, but anyone with sufficient secret clearance to mention it ought to know better than to talk like that.
* Doctor Who when the Doctor remarks that it's a tired old trick, but there had to be a time when it was new enough to work.
* Doctor Who"; when the Eleventh Doctor turns himself into a human to escape his latest enemies, his new identity's history interprets his 'marriage' to River Song as an affair as that is the closest context their relationship has from the perspective of a 1940s culture.
* Doctor Who, when the episode aired months before the book was released.
* Doctor Who, when the heads of all of the Fifth Doctor's companions (including the short-lived Kamelion and, most notably, the deceased Adric) appeared to beg him to go on living, but only when his nemesis the Master appeared calling on him to die did he finally regenerate.
* Doctor Who - When the Tenth Doctor appears before Rose who's trapped in an alternate universe to say goodbye he has to make clear that they can't touch, he's just an image.
* Doctor Who: When the Terileptil leader destroys his sonic screwdriver in "The Visitation", the Fifth Doctor's response is to say:
* Doctor Who" when Wilf asks to come along with the Doctor to escape his overbearing daughter Sylvia:
* Doctor Who. When Wilf first enters the TARDIS, he says that he expected it to be cleaner. The Doctor is immediately offended.
* Doctor Who where a major character is taken out like a third-rate extra.
* Doctor Who where a stray electromagnetic blast from an alien war in a distant solar system has hit a future Earth and long term disabled all electronics.
* Doctor Who", where crows are actually helping the protagonists and the Picts, warning them of danger. At the end of the episode, one of the Picts asks the crows to remember a fallen friend named Kar. They have, ever since word they say since then ("caw") sounds very much like her name.
* Doctor Who where Donna Noble never met the Doctor, because she took a right turn instead of a left.
* Doctor Who, where he turned to his friend and shouted: "I knew we should have turned left!"
* Doctor Who wherein a character asks for permission to make a statement in such detail that it renders actually making the statement completely redundant.

* Doctor Who where the Doctor made the main reactor of the weapons factories of Villengard go critical is mentioned. This caused the factories to be vapourized.
* Doctor Who, where the Doctor once pointed out the fact that humans are the only species in the universe that has invented edible ball bearings.
* Doctor Who, where the Doctor travels into a surreal virtual world inside a computer matrix.
* Doctor Who", where the Führer gets locked in a storage cupboard early in the episode, and is still there when it ends.
* Doctor Who, where the natives of one planet VERY eagerly collect and cast off religions like they were baseball cards.
* Doctor Who, where the TARDIS never seems to land on the opposite side of the planet from wherever the local intrigue is going on. The episode "The Doctor's Wife" tells us that the TARDIS is doing it on purpose, even in the early seasons when the ship's flights were entirely random. For example, despite having an entire planet to argue over, the Thals and the Kaleds apparently live within walking (or gliding) distance of each other in "Genesis of the Daleks".
* Doctor Who, where the Tenth Doctor defeats a ridiculous slug-like creature by throwing "sodium chloride" at it after spouting off lines of obvious expospeak.
* Doctor Who where they've been chained up in the desert to die on an alien planet. A large Vasquez Rocks-like formation is in the background.
* Doctor Who, which can collapse anything into a single compressed gravitational singularity.
* Doctor Who which, despite being scheduled for 9 p.m. and touching on topics such as sex, manages to do so without going beyond a PG (or 12) rating.
* Doctor Who, which featured a character actually called "Baby Grandfather.")
* Doctor Who, which gives him self-esteem issues as a result. He tells the Doctor it's his dad's company.
* Doctor Who which goes into its effect on the fandom). On top of that, some serials (such as "The Ark in Space") were edited into a film and broadcast around Christmas.
* Doctor Who- which has been written featuring both Christopher Eccleston's Ninth Doctor and a fan-created Tenth Doctor played by Billy Connelly- features the Doctor investigating assassination attempts against his old ally, Ice Lord Ixlyr, eventually exposing the culprit when they confront the suspects and one of them mentions that poison was the first method used to try and assassinate Ixylr before any of the Doctor's allies brought it up.
* Doctor Who, which is set 20,000 years in the future, implying that it happens more than once.
* Doctor Who. Which is why both their servants, and those fighting them (like Amy's group) wear them.
* Doctor Who, which made it very difficult for casual players to learn the game.
* Doctor Who, which made it very difficult for some players to learn the game.
* Doctor Who which retain their memories and skills after the regeneration (not without suffering secondary effects).
* Doctor Who". While Ben pokes fun at her for it, she never really bothers to correct the mistake.
* Doctor Who", while hanging on to the out-of-control TARDIS for dear life at the beginning, the Doctor very narrowly avoids the spire of Big Ben passing between his legs.
* Doctor Who: While it isn't mentioned too often, the Doctor himself apparently had a very lonely and miserable childhood. He once remarks on the unpleasantness of being "the only kid left outside", and when asked if he knows what that's like emphatically replies that he does. In fact, all indications suggest that he had a grand total of one friend his own age growing up, and that was the Master.
* Doctor Who while sitting against the wall, holding their faces in pain.
* Doctor Who", while the Doctor and Clara are investigating the mess hall, she makes a comment and holds out her hand for a high five. He gives her a look and walks out of the room.
* Doctor Who, who is only five feet tall. This is fully played up in one scene when

Astrid literally pulls up a box and stands on it to give the Doctor a goodbye kiss.
* Doctor Who, who played the First Doctor, before the series had quite settled into its format.
* Doctor WhoWho's Afraid of the Big Bad Wolf," Rose does this to Mickey when he suggests that the Doctor has abandoned them. (Technically, he has, but through no fault of his own.)
* Doctor Who, who tried for sixteen years to get it back on the air. Say what you want about his storytelling, but he really loved the show.
* Doctor Who who wants to avoid hurting innocent civilians, he paints the alien's birthmark onto the foreheads of several humans and has them run through the assassin's line of sight, confusing him and forcing him to disable his auto-targeting software.
* Doctor Who who were rendered sterile by radiation in the aftermath of the twenty minute war they fought with the Foamasi.
* Doctor Who) will be shown explaining the situation and worldwide reaction to the event.
* Doctor Who, with all the time travel, alternate dimensions and clones the show's got going on. It's also meant that fans have had to come up with ways of keeping things straight.
* Doctor Who with Morgaine occurs before he ever travels to Camelot in the first place.
* Doctor Who, with some humans suffering a mental breakdown after confronting them.
* Doctor Who with the Doctor, and the combined efforts of the two of them eventually get the entropy field under control again, but the Master quickly realizes that he can do rather sinister things with that control, and as soon as the danger is seemingly over, he broadcasts a message across the universe, demanding that the all various races of the universe submit to him or he will unleash the destructive forces of the field again.
* Doctor Who, with the Doctor comparing a pig that was implanted with alien technology to serve as a decoy alien to "mermaids" made by Victorian sailors by stitching cat heads to fish.
* Doctor Who with the Doctor, she continues to adventure with the Doctor in secret, with Danny unaware of this. It does not end well.
* Doctor Who, with the only constant element being Matt Smith himself as the Eleventh Doctor.
* Doctor Who, with the same fate ready to befall Earth if the Doctor can't find a way to stop it.
* Doctor Who, with the Slitheen home planet called Raxicoricofallapatorius. It takes Rose an entire episode to pronounce it right. It also has a twin planet called Clom, home to a lesser race called the Abzorbaloff.
* Doctor Who witnesses to be certain of the truth. They frequently converse with each other during the trial in machine code and regard the involvement of actual organics in the judicial process as a tedious necessity.
* Doctor Who worthy elements with a childhood-like imagination and fantasy ethos.
* Doctor Who" (written during Uri Geller's heyday), when the Doctor needs to maintain a distinctive mental image so that a psychic ally can keep track of his location, and chooses the image of a bent fork.
* Doctor Who wrong, along with making up fictional family members for the real-life participants.
* Doctor Who wrote the scripts, why didn't they leave well alone, etc., etc.
* Doctor Who, Yasmin Khan is a second-year probationary police constable who wants to do something more challenging than resolving parking disputes. Her superiors mostly dismiss her out of hand when she asks to handle bigger things.
* doctor, you'd never know it!" in response to every accusation Niles makes towards him.
* Doctor Zhivago also stars Egyptian-born Omar Sharif as the title character.
* Doctor Zhivago. However, the novel version is quite personable when Yuri meets him, and gets humanizing moments like making sure that a wounded POW gets medical care and privately wishing he could sneak off from the war even for a little while

to see his family. In David Lean's film, Strelnikov is cold and hostile in person, claims "the private life is dead in Russia" with regards to his family, and the hints at his humanity are so subtle that it's easy to perceive him as being genuinely dead inside.
* Doctor Zhivago Subverted in that she slapped him first with her bare hand.
* Doctor Zhivago under threat of him and his loved ones getting deported or worse.
* Doctor Zhivago was already banned in the Soviet Union, but maybe they wanted to be sure.
* Doctrina Cristiana (c 1590s; one of the first known printed books in the islands—a Catholic catechism and prayer book, printed in woodblock)
* Doctrine of Labyrinths a lot more than it bothers Felix, who doesn't seem to have an issue with incest.
* Doctrine of Labyrinths apologising in a meaningful way and making a genuine effort to be more kind and supportive.
* Doctrine of Labyrinths are accomplished practitioners. They have been using this to keep themselves young and vital for who knows how many years. One of Vey's many epithets is "Queen Blood."
* Doctrine of Labyrinths by Sarah Monette. One of the main characters, Mildmay, was, in his teens, the most feared and competent assassin in the entire city. However, he didn't even get money for his jobs — it all went to his Keeper (a woman he was totally subservient to and abused by). And the after-effects of his past continue to haunt him, though he says he "doesn't feel guilty".
* Doctrine of Labyrinths: Damaging Mélusine's massive, 700-year-old walls qualifies as treason, which is odd, since they don't seem to serve much purpose beyond looking cool. Assaults are much likelier to come through magic than a physical invasion.
* Doctrine of Labyrinths due to a large, disfiguring facial scar from a knife fight.
* Doctrine of Labyrinths. Even when he isn't deliberately engaging with the dead, their presence makes him tired and nervous.
* Doctrine of Labyrinths for murder and treason, exile, and the horrible deaths of various people close to him.
* Doctrine of Labyrinths, he hasn't really done anything wrong, but the people in charge want him out of the way where he can't cause any trouble.)
* Doctrine of Labyrinths includes mention of necromancy, hydromancy, oneiromancy (dream magic), and geomancy (earth magic).
* Doctrine of Labyrinths is quite intelligent, he's also functionally illiterate.
* Doctrine of Labyrinths, it's actually sort of impressive he isn't more unstable.
* Doctrine of Labyrinths, Kay is put on display in public after he's blinded and forced to surrender his army.
* Doctrine of Labyrinths. Less squickily, a girl they meet on a journey develops a crush on Felix and decides it's true love; he has to explain to her that no, he's not interested.
* Doctrine of Labyrinths: Malkar is this to Felix. He really screws that boy up.
* Doctrine of Labyrinths Mildmay about his feelings, let alone acting on them - is understandably humiliated. Much awkwardness ensues.
* Doctrine of Labyrinths seem to be run this way, ranging from more or less benevolent to downright oppressive. Melusine in particular is jointly ruled by an annemer (nonwizard) Lord Protector and the Curia, a council of the most influential wizards.
* Doctrine of Labyrinths series by Sarah Monette is about a former child prostitute dealing with heavy trauma and receiving huge amounts more of psychological and sexual trauma even as an adult, including going completely insane and being forced into a Edwardian-esque sanitorium for quite some time.
* Doctrine of Labyrinths series is about a gay man, Felix, his brother, and their adventures. Felix is not the only gay character, either, and sexuality is heavily explored.
* Doctrine of Labyrinths she wanted to make it clear that the story didn't end with the narrative, and she definitely did.

* Doctrine of Labyrinths. The author has said that everyone in that world, even the ones with no magical powers, has prophetic dreams.
* Doctrine of Labyrinths, the Grevillian wizards created a space called the Nullity where magic doesn't work.
* Doctrine of Labyrinths thugs. Luckily, a real prostitute smoothes things over for him.
* Doctrine of Labyrinths. Vincent looks remarkably like her and has an unsettling tendency to get distracted by ghosts in the middle of conversations.
* Doctrine of Labyrinths wizard in the country, there's not much stopping him.
* Doctrine of Labyrinths would've created a bias against him regardless.
* Docudrama: Actual events are depicted with Artistic License filling in gaps and spicing things up
* Docudrama: Typically regarding whatever missing or dead woman is in the news this week (the movie about Natalee Holloway, the movie about Amanda Knox, the movie about the Craigslist killer, etc.), as well as recent scandals (the 2019 college admissions bribery fiasco and the NXIVM cult both got quick-turnaround movies). Also often adapts true stories about mothers trying to get justice for their sick/mentally ill/LGBT child.
* docudrama, where Hartnell is depicted as distractedly calling his new producer by his original producer's name.
* documentaries tourism has also rubbed off on neighboring towns, most notably La Push (home of Jacob Black and the Quileute tribe) and Port Angeles (the main town on the Olympic Peninsula, and where several scenes from the book took place).
* Documentary: An educational film about a real-life person or event where people familiar with the person or event are interviewed.
* Documentary come across like this. The most prominent example is Sam Harvey, a former bowling operator who lives alone and spends his days working on his collection of 400 pinball machines, complete with meticulous logs of owners' histories.
* Documentary features Rick Stetta, the 1991 Pinball World Champion who struggles to cope with his place in a world where pinball is no longer a major cultural influence.
* documentary. Mulder and Scully aren't playing fictional characters, they're being filmed as Mulder and Scully. It's as if there was an X-Files episode where they appeared on a talk show—we wouldn't call that a show within a show (even though it is) or breaking the fourth wall (even if they're smiling for the camera).
* documentary of the '70s, for instance, were likely connected to an ill-advised experiment in "nuclear fracking".) Of course, this film could be just another layer of the cover-up...
* document characters are and are not allowed to be depicted nude or in porn. He eventually gave up trying.
* documented by photographer Shannon Taggert tells the story of the oldest Spiritualist camp town.
* document on Macs (Command-Left/Right goes to the start/end of a line.) This is just one of many keyboard differences that trip up longtime users of either platform.
* documents the real-life (and pathetic) Mad Love between Linda Riss and Burt Pugach. After Riss ended her affair with him, Paguch hired men to throw lye in her face — blinding her permanently. He went to jail, but Riss dumped her fiance (who still wanted to be with her after the attack) and married Paguch after he got out. Certainly brings new meaning to the phrase "severe co-dependence".
* document (the Rig Veda) is roughly 3,400 years old. Sanskrit as a language didn't even exist 6,000 years ago; the precursor language Proto-Indo-European did, but it would be just as accurate to call that language "Old English" or "Latin" or "Bulgarian" as "Sanskrit" - they're all about equally removed from it in the family tree.
* Docu Soap: Follows the lives of real people, but may exaggerate or invent drama to keep things interesting
* Doc was originally introduced to lampshade how absolutely bizarre the Reds and

Blues were. Then his
* Doc, while being more patient, will not tolerate anyone messing with his present/future wife Clara or his best friend Marty. When Buford makes a rape threat against her and then shoves her to the ground when she kicks him, Doc ferociously struggles with and then breaks free of Buford's gang. Later, he stays on a moving locomotive to coax her safely into the DeLorean. His
* Doc Wilde parody, brings his kids with him on his adventures. He's been raising them to be just like him.
* Doc Wilde, when one of the adults becomes possessed and wanders from the camp, Doc's son is the only one to witness it, and tries to follow him, leaving him separated from the rest of the group.
* do deep down) that they don't butt heads over their differences like most other couples/pairings from the series do, but instead accept or even appreciate them.
* Dodenrit ("How about Natasha?" "But she's doing so well in school!"). The final lines of the song have the narrator himself, while celebrating that he can see Omsk, slip and be devoured, observing that "Omsk is a lovely town, but just a little too remote."
* Dodes'ka-den, two of the wives in the neighborhood amuse themselves by swapping husbands from time to time. The drunken husbands barely notice.
* DodgeBall: A True Underdog Story, a botched package delivery mixes up the uniforms of Average Joe's and some bondage enthusiasts. Due to the strict rules, Average Joe's is forced to play their first match in S&M gear, and as soon as they enter the arena, a mother in the audience covers her child's eyes.
* DodgeBall: A True Underdog Story and choosing not to respond to Pepper's more... outlandish comments.
* DodgeBall: A True Underdog Story and makes it appear as if dodgeball is hell. The actual sport is pretty childish, which is the point of the film.
* DodgeBall: A True Underdog Story, and that he's still bitter about it. Some people (including on this very site) actually took this seriously.
* DodgeBall: A True Underdog Story. Before the team's first championship game, their manager tells them he ordered everyone uniforms. However, when he opens the box, he finds BDSM leather-and-chain outfits (the uniforms end up going to a BDSM club). When the team refuses to put them on, the rule-savvy one points out that they're required to wear matching clothes. They end up wearing the leather for the game, much to everyone's shock, but get their real uniforms, when the BDSM club members show up with them.
* DodgeBall: A True Underdog Story dodgeball team, screaming that the team's loss shames Germany, their families, and David Hasselhoff!
* DodgeBall: A True Underdog Story DVD. The second (serious) one is an Easter Egg.
* DodgeBall: A True Underdog Story for Average Joes to win at the end, even if the details changed in different versions of the script.
* DodgeBall: A True Underdog Story Fran Stalinovskovichdavidovitchsky hails form the country of Romanovia, where Dodgeball is the national sport.
* DodgeBall: A True Underdog Story. He's back following an enlightening celebrity cameo.
* DodgeBall: A True Underdog Story: "I don't think they make a 'Sorry Your Dodgeball Coach just got crushed by two tons of irony' Hallmark card."
* DodgeBall: A True Underdog Story in every other line of dialogue, usually disguised as punchlines or throwaway gags.
* DodgeBall: A True Underdog Story is a cheerleader but is kind and sweet, in contrast to her rather nasty boyfriend.
* DodgeBall: A True Underdog Story, is one of these, contrasted with his antagonist White, who takes "you should not be satisfied with yourself" to unhealthy extremes.
* DodgeBall: A True Underdog Story is opened to reveal a single, lonely stack of bills. Even funnier is the fact that the man offering says that it's $100,000, which is more money than is shown. $100,000 would require ten 100-deep stacks of $100 bills.
* DodgeBall: A True Underdog Story: "Nobody makes me bleed my own blood!"
* DodgeBall: A True Underdog Story of them was busted for using steroids...and a

beaver tranquilizer...at the end of the match. Whether the others were using them also is up for debate.
* DodgeBall: A True Underdog Story, Owen proposes that they pay the mortgage off in Canadian dollars, presumably thinking they're worth less. Peter corrects him, and Owen then thinks they have to pay $120,000 (Gordon tells him he didn't need to add the numbers together).
* DodgeBall: A True Underdog Story, Owen sees his crush heading towards the bar just as the rest of the team is turning in for the night. He excuses himself by saying, "I gotta have a bathroom ...I mean...go to the—drink. ...in the bathroom." Dwight gives him a look and replies, "Whatever you do, wash your hands."
* DodgeBall: A True Underdog Story parodies this trope though still plays it mostly straight.
* DodgeBall: A True Underdog Story, Patches O'Houlihan uses a few exotic methods to improve the Average Joes' dodging skill, including crossing a busy street, and throwing wrenches at them.
* DodgeBall: A True Underdog Story: Patton Oswalt voices two different characters over the phone in different scenes of the same film. Since Oswalt was not as widely known in 2004, audiences were probably expected not to notice.
* DodgeBall: A True Underdog Story served this role: Assembled by the rich owner of Globo Gym solely for the purpose of defeating the group of poor misfits trying to save Average Joe's Gym via the Dodgeball Championship's $50,000 winner's prize.
* DodgeBall: A True Underdog Story. The film climaxes its over the top sermon on individuality vs. collective thinking and sports fixing by having the hero's team deliberately killed off all around him, until the quiet rebel in said hero snaps and he brutally destroys the entire opposing team by himself before scoring a goal nice and slow to drive the point home.
* DodgeBall: A True Underdog Story: The Purple Cobras are able to enter the big Las Vegas dodgeball tournament without a regional qualifying match because the dodgeball chancellor is a friend of White's.
* DodgeBall: A True Underdog Story: the teenage member of the gym is in love with a cheerleader at his school - however, his response to try and win her over is to join the cheerleading team himself. It's subverted, however, that the cheerleader is clearly in love with him as well, but he's a little too geeky to actually realize this.
* DodgeBall: A True Underdog Story throws in a love triangle in the last 2 minutes—and promptly goes with this solution.
* DodgeBall: A True Underdog Story training film includes a Little Jimmy character, who is visibly shocked when the Narrator addresses him in the beginning of the film.
* DodgeBall: A True Underdog Story, when the fat chick squashes Justin Long's character.
* DodgeBall: A True Underdog Story who falls in love with one of the Average Joes.
* DodgeBall: A True Underdog Story, who White Goodman calls his "fitness consigliere".
* Dodgeball's mockery of its channels, ESPN actually rebranded their college-focused ESPNU as ESPN 8: The Ocho for twenty-four hours on August 8th (yeah, 8/8) 2017, dedicating the day to esoteric (kabaddi), unpopular (darts) or barely-qualifying-as (the moxie games?!) sports. It was so successful they've repeated the stunt every year since (on ESPN 2).
* Dodgebrawl", Harold has kept the Killer Bass up all night with his snoring and that's after they already didn't get any sleep for a multi-day challenge. In retaliation, someone, almost certainly Duncan, pranks him by drawing a mustache on his face. It backfires because, even though everyone laughs at him, Harold actually likes the look.
* dodge bullets is never replicated to dodging much slower punches and kicks. This is due to Rule Of Cool, because if they did the fights would last all of five seconds.
* dodged the draft counterpart, who went to war, and sees his memories of fighting.
* Dodge FDA regulations in the United States by making no specific claims to treat

any organic disease. Make broad, ambiguous, science-like claims such as your product "Boosts immunity," or some such nonsense. You no longer need to prove your product has an effect, have no obligation to disclose any side-effects, and can't be sued should problems occur since you aren't stepping into the world of medicine
* dodge lasers and when he watches the Shrike fight it still moves too quickly for Kassad to notice even a blur.
* dodge like hell with their attacks, causing the bullets to fall harmlessly to the ground.
* Dodge. Missiles simply fly towards the player, and you get to hit the enemy with them.
* Dodge once did an ad for one of their vehicles...which also somehow became an ad for two different video games and several other things (I seem to also remember an MP3 player, a computer and a TV).
* Dodger, after Dodger beats up a man who was threatening his life, breaking his nose so he can't speak intelligibly, and drags him away to leave him on the street, he says: "You are a very lucky man. And if I ever see your face around here again you will have what we in the business call a very close shave. Understand? I will assume that was a yes."
* Dodger Although he survives the experience (and becomes a hero in the process), the peelers find a cellar full of the corpses of earlier customers who were not so lucky.
* Dodge ran a series of ads highlighting their history, culminating in a
* Dodger and Rita also fit this trope as Rita is clearly taller than Dodger.
* Dodger. But the novel itself is a pretty good guide to Victorian London.
* Dodger embarrassed about this, partly because it draws attention to the fact he got the suit cheap, and partly because it's never a good idea to attract a Peeler's attention, and Sir Robert is King of the Peelers.
* Dodger: he can't propose to Simplicity while he's a tosher (a job involving scrounging for lost valuables in storm drains and sewers, which has a decidedly irregular income and low life expectancy). Fortunately, by the time he makes this decision, he'd also acquired the contacts necessary to find a more respectable (and better paying) career for himself.
* Dodger, Mrs. Mayhew describes Dodger as an astute young man. He apologizes and says his best trousers are in the wash.
* Dodger turns out to be the father of his own twin sister's daughter - they had been separated as children, then met again and slept together as teenagers without being aware of each other's identity.
* Dodge's sister make Jeep plays up the fact that its vehicles are featured in
* Dodge the Bullet: Using fancy footwork and incredible reflexes to just dodge the shots entirely.
* dodge the final boss: just hop around like an idiot swinging the sword and you'll recover more HP than he deals.
* Dodge The Prank in Stages such as 5, 8, and 16 the crowd is just a bunch of silhouettes.
* Dodge This! on one of the agents who is about to shoot Neo from close range.
* Dodgy Toupee: It's obvious that this bald character is wearing a wig to cover up their baldness.
* Dodgy Toupee: Someone covers their baldness with a very obvious wig.
* Dodie Smith's Novels have Pongo married to Missus, Perdita married to Prince, Cruella being married, the Dearly’s having Two Nannies, and the two Badduns being Saul & Jasper.
* do different experience, considering they know their very lives are at risk.
* do directly apply the medication to the affected area; it's a local anesthetic.)
* do discovered it while hacking around their network) and/or beings that look innocuous, but are more than capable of stopping most troubles into which students could possibly get.
* Dod Kalm" explained rapid aging and ghost ships as side effects of bacterian activity.
* Dodongo's Cavern: it's explained that the place had become very dangerous with

the sudden resurgence of Dodongos and other monsters, and that Link was a hero for vanquishing them so the Gorons could mine the place in peace, and yet all the Dodongos and other monsters are still every bit as prevalent in the cave, even if you come back as an adult seven years later. The only one that stays dead is King Dodongo, and he hung out in the lowest basement of the cave which was accessed by a hole high up on the ceiling and was impossible to get out of.
* DoDonPachi comes with descriptions of Bomb Style, Power Style, and Strong Style on the Style select screen. Strong Style's description is juxtaposed with a difficulty warning every few seconds:
* Dodonpachi Dai-Fukkatsu enters with a lively cry of "Mateeeeeeeeeeeeee~!" as she prepares to engage the players. And she's very loud as well throughout the fight.
* DoDonPachi DaiFukkatsu, particularly version 1.5. The over-the-topness of the gameplay is either a fun diversion from past games' strictness, or a mockery of its own series.
* DoDonPachi Daifukkatsu right before your carrier gets shot down and you fight Hibachi.
* DoDonPachi Dai-Fukkatsu (Suzaku, Senkou, Kakou, Raikou, Rankou and Ryuukou) as bonus mid-bosses, triggered by fulfilling certain conditions.
* DoDonPachi Daifukkatsu uses these both as high-tech and as part of the bee motif of the series. They're all over the ship select screen, and each cutscene starts with a bunch of hexagons flying onto the screen and attaching to each other to form a screen. The "Expert Items" in the Xbox 360 port's Arrange B mode are also hexagonal and appear in sets of six arranged in a hexagon.
* DoDonPachi Saidaioujou by putting hexagons everywhere — the golden star medals dropped by defeated enemies are now 6-pointed stars on a hexagonal background, the level results screen has hexagons everywhere, the bee items now appear on hexagonal stands, the Type-B helicopter now has 6 propeller blades connected in the middle by a hexagon, and the list goes on.
* Dodon Ray Tao's Super Dodon Ray fails to even singe Tien, this attack is never seen again.
* Dodoria showcases himself as The Brute when he brutally massacres numerous peaceful Namekians and
* Dodsworth, Fran, a middle-aged woman who is trying to hang on to her youth, is happy enough that her daughter has given birth—until her husband calls her a grandmother. She's horrified, and after that she doesn't even want to tell anyone about the baby.
* Dodsworth, where the female lead bids the male lead goodbye after telling him she wants a divorce.
* Dodsworth who flat out disapproves of the marriage between her son and Fran for concerns about Fran's reproductive capabilities.
* Do DT, a tabletop RPG from Sweden, mages can become unimaginably powerful later into the game, once they've spent a large amount of experience points in magic. The way magic works, they have few direct damage spells, but the effects and usefulness of the spells more than makes up for it. That warrior who specced enough to one-hit a smaller dragon is giving you trouble? Mind-flay him to death, scare him to madness or maybe turn him into a plant and then set it on fire? Easily done. In fact, since the amount of magic is determined by a dice-roll with a set chance for an extra roll, you can in theory have a mage with an arbitrary amount of magic.
* Doduo is stated to be a poor flyer that makes up for it with its fast ground speed. Nothing impedes it from learning Fly, and using that move to travel from one side of the map to the other while carrying a ten-year-old that weighs as much as it does. Vullaby is even worse, being explicitly flightless and still able to learn the move. Meanwhile, there's a lot of Flying-types that seem like they should be able to fly around while carrying a person, but can't learn Fly (Noivern, Gyarados, Scyther, Togekiss, and especially Yanmega, which has has a dex entry claiming it can carry people while flying).
* do eat meat but don't eat pork (those who keep kosher or halal dietary laws, for example).
* Doedicurus clavicaudatus look like if someone took an ankylosaurus and an

armadillo (already two awesome animals by themselves) and combined them into an even more awesome one.
* "Doe in the Woods", the prince Guerrier (Warrior) falls for Princess's Desiree picture. Later on, Desiree's evil and ugly maidservant came to Guerrier home pretending to be the princess. Poor prince believes at first he's in love with an inaccurate painting.
* Doe Maar about a man who was adulterous and lost his partner as a result.
* Doe Maar is about somebody who feels anxious and frightened of all kinds of things but is unsure why.
* Doe Of Deadwood is the tale of a sickly doe who becomes indebted to a demon tree. The cast consists entirely of animals, as do the author's many other works, though the settings for each are unique.
* Does a Bee Care? for eight hundred years, without appearing to age beyond a young adult. They are never actually identified as immortal, but they don't know enough about their species to say how long they actually live.
* Does a Bee Care?": The story, written in 1957, concerns a rocket built for a Lunar flyby by a private corporation.
* does a bit more digging and finds out that Harriett Potter was definitely born female and lives as a female when at home. Rather than reveal the deception and put the real Harry in danger, he covers by telling Hermione that he identifies.
* does actually appear in the game - he says it during the second battle with Armored Controller Xemnas, if you fail the Meteor Rain Reaction Command.
* does admit at one point that, in some respects, Eli is smarter than him, although he immediately asks that Col. Young keep this to himself.
* does" After almost getting killed by the first hail of gunfire, he runs back to the weapons cache shouting, "Clumsy and random's got my name all over it!"
* does allow it to point out that there are numerous other suits around with the information which could be forced to reveal it using a drill.
* does allow you to teleport, but the time required to aim and cast the ability is far more cumbersome than it is outside of gameplay.
* does and convinces everyone that he still finds Nancy gorgeous. Ironically, he was suing to get money for Nancy so she could get cosmetic surgery.
* does and gives him new coat in the ending, but it's still left in the air whether or not they're a couple.
* does), and Rinne (who was on the verge of an emotional breakdown at the time).
* Does anyone notice that the second opening song that accompanies "Bella Notte" in the intro to
* does apply himself academically, and manages to do quite well for himself. He has also proven himself to be an excellent polyglot, speaking fluent French in two months, and Spanish and Japanese in a matter of hours.
* does ask. Sir Humphrey goes out of his way to avoid giving a straight answer.
* does (as well as the originals), and the difference in quality is very evident.
* does a version with a guy that's trying to rent movies. is the video version of it.
* does avert this consistently is Gaara, whose sand manipulation powers rely on a supply of sand that he carries in a huge gourd on his back. If that's not enough, he'll just make more sand by grinding up nearby rocks (though sand made this way isn't as useful pound-for-pound as the sand he carries around because he hasn't put as much chakra into it).
* does bleed and gets injuries, from time to time. What does it mean? The story's gonna take a turn for the worse.
* does Books in-universe make an explicit note that Ara Fell is drying up, and will eventually run out of water, unable to support life. This isn't even a plot twist; it's openly stated in teh first town. While Ara Fell does get some water replenishment from falling snow (which melts on touching the land), it's not nearly enough, given how much they lose each year.
* does breach the wall by having his troops dig a tunnel beneath it and then set off a bomb. Much to his chagrin, British and Ottoman reinforcements arrive in time to repel the attack, and Napoleon is later forced to lift the siege.

* does briefly remove it, the entire time it is off he is screaming in horrible agony.
* does burn it down, and you get a special cutscene of Fizdis crying out for her parents.
* does but simply can't bring himself to do it. Thus, Superman is good out of a desire to be good, while Batman is good because he is unable to be anything else, which makes him the incorruptible one.
* does carry gold on him. Not only that, but he carries a bag of fake gold to keep the real bag of gold safe, just like all Jews do, apparently. When Cartman calls him out on this, Kyle looks like he's about to surrender the real gold... only for him to toss it away into the fire, making sure Cartman can never have it.
* does caused by the limits of the engine, and it certainly doesn't compare to sending thugs with knives into a boxing match.
* does-class that was trying to capture it), and its high maneuverability can even give it a fair chance against enemy Dreadnaughts. And it's only got four decks and a crew of about fifty people. Of course, it was designed as a next-generation Borg-buster, filled with cutting edge technology — imagine what Starfleet could do if they tried to build a battleship at these specs.
* does come up for Buffy/Spike in the comics, when they are actually dating rather than just sleeping together. Spike tries to break it off partially because of this issue until Buffy tells him off for it and they decide to stay together.
* does consider it to be a significant rivalry, it plays second fiddle to Michigan's intense rivalry with Ohio State, stemming from the state border dispute over the ownership of the Toledo Strip. In fact, Michigan fans will root for MSU if they are playing Ohio State because they hate them that much.
* does decide to comment on the situation, the rest of the cast freaks out.
* does decide to materialize around someone or something, they get deposited safely inside the console room.
* does. Despite the fact that it averages 89 mph, Petit's fastball is especially deceptive because his hand (and thus, the ball) goes from above his head, to behind his head, then back out from behind his shoulder during the course of his pitching motion (from the batter's perspective). Thus, it becomes what's colloquially known as an "invisiball", a fastball that seems to just "appear" at the pitcher release point, rather than allowing the batter to follow it through the pitcher's delivery. Combined with his excellent slider and curveball (and a decent changeup), batters can't really find a comfortable or easy pitch to swing at.
* does end up becoming evil, so maybe his brother was on to something. (Although Illidan's problems go far beyond the artifact he absorbed, and it's not been directly confirmed that the Skull sent him over the edge.)
* does erupt, there won't be much prior seismic activity to give an advance warning.
* does eventually end up seeking a sun, but she's called Sunseeker long before this would be apparent in-universe.
* does exist, but it's teeny-tiny. They're actually staying in tents in the middle of nowhere, with the "four-star" part coming from a group of four stars in the night sky.
* does. Fajo only survived because the unsuspecting Enterprise crew beamed Data to safety just as he begins to pull the trigger.
* does fall for him in this life, Venus apparently didn't even know he existed (so Adonis claims), or at least that he loved her (implied by Artemis recognizing him).
* does feature a pretty whimsical part about "German women, German wine and German songs". It's just isn't sung nowadays, just like the part about the "Germany above all", though for the different reason.
* does feel that they know the character, but this can be difficult to achieve, and depends partly on the reader being able to make this connection in the first place. Characters whose tragic circumstances are introduced before we get to know them at all are especially prone to this.
* does fit the stereotypical cheerleader image—she's thin, athletic and hot. It was only her attitude and tomboyish nature that turned them off.

* does fix his life), but unintentionally on Facilier's part, as when he spoke them, he intended them as a lie.
* does forgive him and offers to let him back on the team, but Wesley responds coldly and still stays the hell away for a while. When he does eventually rejoin Angel Investigations, it's more out of mutual necessity than anything else, and there's still a lot of tension between him and the rest of the group (namely Gunn).
* does for Haruhi. Kyon also comments on it, and also says that they could "rival each other [in looks] right now". Then he later remarks that that's because her mouth was shut, and she wasn't being her bossy self. This also happens in the second season of the anime in the second part of "Endless Eight".
* does get it back (after first sacrificing himself, causing May to believe he died), he's very emaciated and sickly-looking (due to the time his body was on the Gate), not at all how May imagined him. Nonetheless, she still tearfully hugs him, overjoyed that he's alive.
* does get its windshield blown out in a gunfight, Chuck is able to run down a Fulcrum agent with no visual damage, and any return fire that hits the grill and chassis just plinks off.
* does get revenge on her killer (in fact the whole first game seems to be just her trying to get payback)
* does get the world to sit up and take notice of them, it goes in all the wrong directions, making the world even more determined to wipe the terrorists out.
* does get to continue the song, the music turns out to be coming from the wedding band!
* does get very foggy and is in a heavily wooded area. The "degenerate, decaying town" part is also very much true with Athol, as it is notoriously economically depressed, heavily isolated (even with an exit from Route 2, the nearest major economic centers are close to an hour away), and has rates of domestic violence, teen pregnancy, drug and alcohol addiction, and child abuse that are well above average for the Commonwealth of Massachusetts.
* does go on in at least some single-sex schools in the US. Girls develop very close — even obsessive — friendships, hug and kiss each other, and so on — without anyone assuming that it means they're actually lesbians, but instead "just a phase" that they're likely to "grow out of". This isn't unheard of in mixed sex schools, either. Friendships between little girls can be very intense.
* does go to horribly creepy levels before he lets go, such as raping Masataka and then blackmailing him to have sex with him. It's only after his suicide attempt, which is triggered by Masataka actually snapping on him due to his abuse, that he shows Masataka how much he really cares for him and their relationship stabilizes.
* does go up a hill wet, then down a hill dry?" ...at which point the blonde takes out another dollar and hands it to him with a wink.
* does grant her permission to go to prom, but only with a boy of her own choosing. She dismisses Dave out of hand because he isn't Korean.
* does guilty, he's just so damn good at jury nullification that they get off anyway.
* Does Handbanana count as a memetic molester when his canon motivation
* does hate America. Naturally, this gets the family in a bigger mess.
* does have a Being Bloody Stupid Act, though it's rarely enforced, probably because, as mentioned above, the Watch doesn't have enough time or available cells to arrest everyone who violates it.
* does have a make-infantry-appear ability, but it doesn't involve planes.
* does have a plan, it usually amounts to "let's beat up the bad guy!" Anything else, he makes up as he goes (or has to be planned by a subordinate, usually Robin or Nami, or occasionally Usopp.)
* does have command authority over a Major so he was the one calling the shots over that operation. His argument does kind of fall apart when you consider that he is a villain who just got through killing a brilliant scientist who created Metal Gear, the titular mecha of the series, when he had no solid evidence that he was a spy and tortured him to death on a whim. Not to mention wanting to start a war with the United States and toppling the current Russian Government, he may have been the one

making the rules but those rules were still corrupt.
* does have guys in gorilla suits in the video for "The Lazy Song," though.
* does have incredible power and apparently receives a portion of God's worship, though.
* does have is in regards to Mercenaries. It doesn't matter who actually killed the Mercenary, all that matters is you claim the kill by standing in the activation circle. This means you can get royally screwed by taking a mercenary camp, get forced off by an attacking enemy team overpowering or killing you, and then said team just nonchalantly takes the mercenaries despite doing none of the work.
* does have legit samurai ancestry (those swords were his great-great-grandfather's!), but it might be on his mother's side; his surname isnt Japanese at all.
* does have much more resistance to heat (being able to hold white-hot metal barehanded) and is able to manipulate already existing flame and heat, but not produce them from nothing. Also, the fire itself has to have fuel to stay lit, forcing her to add coal to the forge just like any smith.
* does have one line ("Kept you waiting, huh?") when he first appears, and is also a regular chatterbox in the normal modes if you activate his Codec.
* does have some basis in reality. She was the victim of long-term physical and psychological abuse, and probably believed her husband would kill her and/or her family if she told anyone. Her swim partners would be obligated to call the police, and see the previous sentence for the result if she told. Hence the reason most women don't report abuse.
* does have some... effects on Manny, but apart from that puzzle making him drunk it's pretty useless (though amusing).
* does have some flaws like regular people. Helen herself as mentioned that not even Daria is able to live up to the high standards she has.
* does have the mechanics to avoid this — there are scripting commands to raise or lower an NPC's rank in a faction — it just never uses them.
* does), he is just too out-of-shape and uncoordinated to pull it off and tries to jump directly into advanced forms.
* does him into marrying her. This raises the questions of 1) why Sunset would want to marry someone like Felix in the first place and 2) what sort of crime Felix had committed that he would prefer being stuck with Sunset over going to prison.)
* does himself in unstoppable. Then he tries to imagine that he was strong enough to beat Kenpachi, who he had already imagined to be unbeatable. The paradox of trying to be stronger than infinity causes him to explode.
* does hint at the fact that people might think that Harry did kill Cedric. As Hermione put it, nobody knows what went on during the third task and all of a sudden, Harry teleports in front of everybody, clutching Cedric's dead body. It helped that the Prophet and rest of the Wizarding World was basically calling him a liar.
* does hit them are called strikes (or rather, "Hiiii-reeeeee-ah!") When Mike rushes the mound to attack Servo, Crow starts shouting, "Order in the court! Order in the court! Order in the court!"
* does, however, contain a tiny amount of ammonium ferric citrate.) The label currently declares that it's "Bru'd" in Scotland. The highly caffeinated, fluorescent orange drink tastes quite a bit like iron...or possibly blood.
* does. However, it's unknown if Naruto ever went there, considering his pariah status.
* does. If you go inside you'll find semi-transparent pig carcasses hanging around, waiting to become real. This is inspired by real-life futures trading, where someone agrees to buy something at a set price at a specific time in the future to try to avoid market fluctuations.
* does in fact take naps that last decades, so it would make sense he wouldn't be around in important points in history. He still qualifies in some way because when Frieza is resurrected, he mentions him (as well as Majin Buu), even though he was completely unaware of what happened to them. There'd be no reason he'd suddenly mention them other than this trope.

* does intend to take Dipper and Mabel to Child Protective Services (though he doesn't see to realize that the twins have two loving parents). It's only because the agents are mind-wiped by the memory gun that the twins got to stay with Stan.
* does. In the case of the horses, they were deliberately transported to the edges of the exclusion zone as a sort of nature reserve, and so far seem to be doing reasonably well.
* does involve one of the characters connecting the VR headset wrong and having their mind messed up as a result).
* does is so routine, the heroes have actually recommended imprisonment over execution for a recurring villain because they figured his eventual resurrection was more likely than his escape from jail.
* does it again. In this case it works out because they're technically fighting against the citizens, so it's kinda a good thing for them to be demoralized.
* does it again when he gets actual confirmation that Casca can be cured.
* does it to Jon to show Odie how the pipes in the house are all connected.
* does kill the Finisher (inadvertently and in self-defense, but without any tears), the Skull's agent who actually did the deed. The Finisher's dying confession proves that Peter's parents weren't traitors after all, which was what he really wanted.
* Does Klarth from Tales of Phantasia fall under any of the traditional RPG tropes? You'd think the party's resident summoner and professional scholar would be a
* does know how to spell the word... but deliberately misspells it, in order to defy her father and step out of Olga's shadow.
* does known as a Koolvord Starburst. Forbidden because the last time it was attempted at the Academy, all five cadets were killed.
* does know Rachel's pregnant, her lying skills go straight down the toilet and the secret is out in no time.
* Does language leave you a-mazed, con-founded or a-stonished? Thank John Milton, the English language's second (or third) most prolific word-maker/codifier after Chaucer.
* does like in bed, and proceeds to send her into a state of blissful delirium.
* does love ballad that sounds nearly nothing like the rest of his career as far as melody or lyrics.
* does love Bingley. On the other hand, Bingley's sisters rudely rebuff Jane when she tries to visit them in London and participate in the sabotage because they look down on the Bennets and because Caroline wants to marry Darcy and thinks that will be more likely to happen if Bingley were to marry Darcy's sister Georgiana.
* does make fun of this outfit, so it's possible it's meant to be this in-universe.
* does make the joke upon being introduced to her, she gives him a pass on the grounds that he's new to puns (and humor in general). She does warn him that it's only Funny Once, though.
* does), making it more of an anti-tank weapon than anything else. Even in the post-war era, human laser weapons are still rare and expensive.
* Does Marge have friends? implies that Marge is feeling this way towards her husband Homer. She feels lonely, which allows a romance to bloom between her and her next-door neighbor Maude.
* Does Marge have friends? revolves around Marge being a lonely housewife with no friends. Her closest thing to a friend was her neighbor and acquaintance Maude, who died prior to the poem.
* does marry Buttercup. Westley steals her away anyway. (His reasoning goes along the lines of "you won't be married if you're a widow".)
* Does — is having none of it, manages to gain control of the symbiote, and informs it that if it ever tries to make him hurt an innocent again, he'll kill them both.
* does mean something. When she hands out her flowers, each one is symbolic of various things. For example, violets were symbolic of innocence and she explains that they all vanished when her father died.
* does need the money, "But, too, sir, the man I am about to murder needs his

life."
* does not allow any vice to distract him from his fight against oppression. His beauty and courage in the face of certain death make enemy soldiers hesitate to kill him, but not for long.
* does not appear in the menu. It also removed the separate lock button.
* Does not apply to the increasing number of hospitals that are standardizing their dress codes, such that all employees of a certain professional branch (RNs, CNAs, ancillary staff, etc) must wear scrubs of a solid mandated color (frequently either navy or ciel blue). Also does not apply to the OR, where everyone wears the same hospital-issued surgical greens.
* does note that it's impossible for them to moan if they lack a torso, although it has been suggested the moaning is psychosomatic; it's expected, so it's fervently imagined to happen).
* does not have a minimum level, so if you pick up too many health-reducing items, you will die.
* does not have any weakness directly associated with his powers(at least none that have been shown), but has a tree nut allergy. Queen Mauve is able to subdue him by force feeding him an Almond Joy.
* Does not, however, apply to nursing students in a hospital. They tend to wear whatever uniform clothes the school requires, usually white.
* does noting a specific absence of the kind of negative spirit energy that would be expected from an ancient battlefield like what they're passing by. The Beast Realm is also apparently conected to Equestria, but where that fits in is anyone's guess right now.
* Does Not Know His Own Strength can cause problems if you can't control it.
* Does Not Know His Own Strength: Has trouble gauging just how much of their considerable strength to apply to a specific task.
* Does Not Know His Own Strength: When you can't judge how much power you're using.
* Does Not Know His Own Strength) who is a cheery, childlike person. However, he's doing this for Lennie's protection, since the latter is incapable of realizing the damage he causes. George also denies being very smart, saying if he was, he wouldn't be working as an unskilled farmworker.
* Does Not Know How to Say "Thanks": A character has no idea how to respond to the character's act of kindness.
* Does Not Know How to Say "Thanks": Doesn't know how to express gratitude.
* Does Not Know How to Say "Thanks": When a character tries to express their gratitude to someone but has no idea how to go about it.
* Does Not Like Guns need to reload - and in that particular one, he would have instantly known the gun was empty due to its weight.
* Does Not Like Men: Fuck all men! (No, I don't mean that way, you perverts!) You're the worst this world has to offer!
* Does Not Like Men: Someone who has a negative attitude about the male gender.
* Does Not Like Men: Women who dislike men are portrayed more sympathetically than men who dislike women.
* Does Not Like Shoes: despite not being such a usual occurrence in the text quiet often found on illustrations and in adaptations. The characters with this trait, notably, tend to be female.
* Does Not Like ShoesHippies are likely to go barefoot, or at most wearing sandals, the better to commune with nature.
* Does Not Like Shoes: Though many Girly Girls are like this, many tomboy characters also have a tendency to prefer going barefoot.
* Does Not Like Shoes). Throw in a few cases of visions or demonic possession, and this place probably qualifies.
* Does Not Like Spam: A particular kind of food that the character despises.
* Does Not Like Spam: Possesses an immense dislike for a particular food.
* does not operate in Skyrim due to the presence of the Companions, the Companions fill this void instead.
* Does Not Play Well With Others a total monster, despite regularly drinking human victims to death.

* Does Not Play Well With Others. Nikki the vampire is also implied to do this, at least sometimes.
* Does Not Play Well With Others taste almost exactly like a rare delicacy from their homeworld.
* Does Not Speak Common: A character mostly speaks in a different language from the rest of the cast.
* does not. (The kind where you have to dial 9 and then the number to place an outgoing call. If you do that on a home or cell phone, you'll most likely just get a fast busy signal.) The caller would ask to be transferred to an extension beginning with 9 or 900, and then the business would rack up collect, international, and long-distance charges.
* does not want her to get hurt route where she is his primary love interest that he displays this behavior.
* does not when Buffy might be gay or bi and threatens to kill her, and she makes a move to drive off Satsu, ostensibly because Kennedy realizes Buffy is not gay and Satsu wants her to be, but she and Willow talked about homosexuality and if Kennedy was that bad about Tara...
* Does not work as planed: some Y-Wings launch late and miss the frigate as it broke in half from the impacts (CMOA?) and come after Corran for real. He is lucky that his astromech shuts down the homing beacon.
* doesn't actually exist, that many fans seem to assume are standard issue.
* doesn't, and Fenris has no problems with it. It's only being in love that triggers the issue, and it takes him a few years to get past it.
* doesn't and reviled for his actions. And it also shows that captains who try to escape first tend not to be very competent at other captain things either.
* doesn't appear to fall into this trope. It gets so bad she begins to worry about whether there's something disfiguring about the back of her head that he can see but she can't. Frasier points out that he might be married, gay, or — inconceivably — attending a basketball game to actually watch the game and not trying to score with women.
* doesn't are exactly the sort of characters who might be expected to look implausibly perfect regardless of circumstances.
* doesn't, as most of the time the person's peers look on with looks of bewilderment and/or disgust as they lick the foreign object.
* doesn't At least if they're mapped to F5-F8 or the like, you won't accidentally overwrite states that you really didn't want to overwrite.
* doesn't automatically object to the situation on principle. Bonus points because the alien was voiced by Nichelle Nichols (Uhura).
* doesn't, Britain's equivalent of Area 51 with a well-earned reputation for sometimes less than ethical human experimentation and previously admitted lack of governmental oversight, this is almost calculated to be ominous.
* doesn't, but he makes it far enough through the blockade mines to launch Marcus' shuttle so that he can get through to get help.
* doesn't, but it does happen to an entire unit of Inquisition soldiers. Word comes from a soggy location called the Fallow Mire that an Avvar chieftain's son has taken the soldiers hostage because he wants to fight the Inquisitor. One of the other Avvar, a friendly one who wants no quarrel with the Inquisition, observes that the soldiers put up an extremely skillful fight before they were taken.
* doesn't come to his aid, whom she openly treats with disdain until the third season.
* doesn't deny Ilia's point going to make things better for the Faunus in the long run unless they stop Adam from razing Haven Academy.
* doesn't deserve all the hate that is thrown at him if you will. This seems to be more the case in the pre-Christian tradition. Which would hold his original Hebrew name, "Ha-Satan", "the accuser."
* doesn't didn't consider it relevant. Technically, it wasn't, but modern fans enjoy that sort of thing. Thus the Pevensies come from Finchley since it's nice to narrow it down from "England".
* doesn't do something, fans are often quick to suggest it was a fixed point in

time.
* doesn't do this. She's gotten in trouble for asking others why they're at the school.
* doesn't echo, tested that one too, and they found the echo. So it's on national TV as well.
* doesn't end with an explosion of the most unpleasant kind, if only figuratively.
* doesn't enjoy the fact that a harem had been forced upon him since the girls wouldn't be connected to his life had it not been for the World Rejecter that was suddenly given to him.
* Doesn't enter the above category for being a group instead of a race:
* doesn't exist largely boiled down to the fact that Derrick Wyatt, the art director and lead character designer, didn't really like him that much.
* doesn't experience sexual attraction (and, in some cases, even if you are), we're all guilty of doing this at least once.
* doesn't feign affection". The Templars wrote the history books and manipulated information and society both through subtle means and by blatant means like the piece of Eden, whereas Samuel Adams himself says that since nobody knew who fired the first shot that started the war he was going to spin it to look like self-defense rather than treason for the greater good, just like the Templars do.
* doesn't figure out how to rig a remote piloting systems into Battlemechs, but their performance was markedly inferior to traditionally manned mechs. And if the control signal got jammed, they went berserk and started shooting randomly.
* doesn't get angry and placidly goes along with anything suggested to them — in this case answering questions about his mission and the resistance cell he's a part of.
* doesn't get enough dialogue to be sure indeed. For a sense of perspective, there are five or six men Jaime Lannister thinks possess at least as much killing ability as him. The list includes Barristan Selmy, Loras Tyrell, Sandor, and Gregor.
* doesn't get one, it might be assumed the lack of sequels is due to the first installment being a flop rather than any of the production difficulties or bad timing that might prevent a sequel from being made.
* doesn't give normal kill notifications and spoofs various other effects, so keep a close eye on that Medic of yours.
* doesn't, given what happened to the previous Starks who died traveling to the South).
* doesn't handle the deletion of the root element very well, like a real AVL tree.
* Doesn't happen onscreen, but Graham Spector's first reaction to hearing that some other gang of thieves might beat his own to looting Millionaire Row is to order his gang to start dismantling
* doesn't has done this to a student once, resulting in her wondering who re-painted her car, while her friends look at her in confusion.
* doesn't have actual magic like he's shrugging off everything Wicked Witches West and East can throw at him and manages to scare them both off. Evanora (Wicked Witch of the East) retreats to her throne room, where...
* doesn't have a head and thus, a sense of taste. Her roommate Shinra tried to eat it... but he started crying.
* Doesn't have a story in the main game when you take your creature from the five game modes, and there will be no conflict that can build up as a plot (well, things do happen in the creature stage and you can fight with animals, tribes, cities and empires but it still doesn't add anything to it).
* doesn't have a sufficient supply of oxygen and nutrients, such as a freshly-harvested transplant organ, will diligently keep contracting until it's either hooked up to a recipient's vascular network, is chilled down in ice/water slurry to slow its functions to a crawl, or works itself to death via tissue infarction.
* doesn't have a surname and only goes by Ragna. When he partners up with Ruby, it gets lampshaded.
* doesn't have infinite magical wealth at his fingertips, as shown in one episode where he wishes for a large sum of money so he can get tickets to a concert, only to find out that it's against the rules; fairies can't grant any wishes that break

the law, and magically creating money would require either stealing or counterfeiting.
* doesn't have one since the Black Bayard is currently in Zarkon's possession.
* doesn't have the shortcomings of the Saiyans and Frieza. He can sense ki like the heroes, suppress his power down to almost nonexistent, can think on his feet in the heat of battle, and does not rely on pure brute strength to get ahead. He shows more battle experience and understanding of fighting than Trunks and Gohan and actually rivals Goku and Piccolo in fighting instincts. This is mostly thanks to his genetics which gives him the power and experience of the universe's greatest fighters. About the only flaw he does have is the Saiyan love of a good fight, which ultimately results in his downfall after he forces Gohan to go Super Saiyan 2.
* doesn't have to be a decent person, so long as they get fans to cheer them. A common cited example of this is Kaientai during their "face" run, although they were buried and sent back to Puerto Rico for getting too popular. A Kaientai Dojo did eventually surface in Japan despite.
* doesn't help matters when he tells everyone "it's not what you think; I'm talking to an 11 year old boy".
* Doesn't help that Kyo, being from Kyoto, speaks a markedly different dialect of Japanese.
* Doesn't help that she is a government spy, a.k.a. rogue. Who wears some crazy facial makeup, a.k.a. rouge.
* Doesn't help that Shepherd doesn't seem to have the concept of "danger close" down pat...
* Doesn't help the case any when this troper's seen full-body steel cars BOUNCE instead of denting...
* doesn't hit you, large meteorites can sell for a tremendous amount of money. One woman in the 1970s had her car totaled when a watermelon-sized meteorite caved in its roof. She sold it, and was able to buy a new car, and still have a fair amount of money left over.
* doesn't; however witches can cast magical wards around a property that prevent a vampire from entering without the occupant's permission.
* Doesn't involve an animal rescue, but in "Radio Bart," Bart puts a radio down a well and, using his microphone, claims to be a boy named Timmy O'Toole. Eventually, Bart himself ends up trapped in the same well.
* doesn't involve complex seals or jutsu for preserving and transporting food. Instead, he introduces them to the humble potato and tofu, delicious and nutritious foods that can be stored for months without perishing.
* doesn't is all about this. It has two protagonists, Alice Chenery and Gil Raymond, who the audience knows would perfect for each other were it not for the small issue that they've never met. The situation is mined for all the near-misses and coincidences it can.
* doesn't know is that that very ship secretly contained half his boss' fortune...
* Doesn't Like Guns: A character who has an aversion towards using firearms.
* Doesn't Like Guns when showing off to Wyatt Earp (who suggests that doing it is a bad idea).
* doesn't, like one scene where Aang has a twelve year old's face, a teenager's body, and elongated limbs.
* Doesn't matter how long their spells take to cast, they do an upwards of at least 700% of their spellpower, and even if it does cost a lot of MP, at this point they're able to use a skill that converts a portion of their HP into MP, as opposed to healers healing HP at the expense of MP. Some spells are
* Doesn't matter in the end, as he ends up dying from blood loss if you cut off his leg.
* doesn't matter much, since Kiria is also the only party member with no physical skills.
* Doesn't mean he can't order someone to commit it for him and plant evidence pointing back to him.
* doesn't mean he no longer stops causing problems for the cast. Season 2 has a

subplot where Misty has to deal with the fallout from Scarfe's corruption. Some of it is in the form of ostracization from her colleagues (who are also mocking her amputated right arm). On top of that, a bunch of cases she worked on with Scarfe were found to be tainted. It turns out that as a patrol officer, he destroyed evidence that would've implicated Cottonmouth in the murder of his uncle Pete on Mama Mabel's orders, which proves problematic when Misty finds that the gun from that murder was also used by Shades to kill Candace and by Mariah to kill Bushmaster's uncle. It also turns out that he planted a gun to ensure the arrest of a domestic abuser and dice game runner named Dontrell "Cockroach" Hamilton, a conviction Cockroach has just gotten overturned on appeal prior to the beginning of the season.
* doesn't mean they're as much as polite with each other. Now that Susan's secret is out, she's even opening up to her.
* doesn't outlaw bioweapons; those are covered by a different set of treaties (the 1925 Geneva Protocol prohibits their use but not their creation, while the 1972 Biological Weapons Convention outlaws them altogether). However, Burnham also cites a fictional 22nd-century version of the Conventions under which these are apparently covered.
* doesn't quite express that well enough, leading Zuko to temporarily rekindle his relationship with Mai.
* doesn't realise that Ned was being so rude because he's stupid or he did realise but was just glad he wasn't yelled at.
* Doesn't really help that, depending on which of the Abrahamic Religions you believe in, The Devil's role can change entirely and the context for why he's doing things changes along with it. For example, Muslims seem to lean towards him being DELIBERATELY placed in his position and is actually a loyal servant (in that his job is to tempt humans and punish the wicked, and he obeys this, and thus is obeying the laws set down by God), and the Bible is full of parts where the Jews themselves had BAD short-term attention spans when it came down to worshipping God - despite everything - and would often go off and worship some other pagan deity instead, the most infamous case of this being Moses (he was only gone for A SINGLE DAY on the mountain before the rampant paganism over the golden bull started spreading).
* doesn't really like labels but can find both men and women attractive.
* doesn't. Saki dearly loves the protagonist, but doesn't see why being embarrassed about it - or indeed, why calmly confessing in the middle of the classroom when everyone is having lunch - is likely to give Kei a heart attack.
* Doesn't Satan have better things to do than take the form of a random six-year-old girl to be a pain in the neck to an equally-random eleven-year-old boy?
* doesn't see Dumbledore as his headmaster but as Albus and the two regularly chat in his office over various things. To a lesser extent, Harry and Tonks who's in her final year of Hogwarts while he's in his first.
* doesn't see in him— he's smart, kind, humble, and incredibly handsome. (Yanagi is a bit too perfect in Yuki's eyes. She wants someone normal. And it's a smart decision for Yuki too, since Yanagi is socially inept that he has hard time relating to others on their level, which spells doom to any relationship.)
* doesn't sell and Sindy, respectively. Both are preteens or early teenagers (Licca being explicitly eleven while Sindy is ambiguously 11 to 14). Little girls prefer them over the more mature American Barbie dolls. When Sindy was revamped as a teenager in the 1970s, her sales tanked and this gave wiggle room for Barbie to surpass her in British sales.
* doesn't so much heal as it resets his body to where he's fully healthy and rested. As a result, Lelouch is inexhaustible during sex as his healing factor simply deals with any fatigue or soreness.
* Doesn't stop a multitude of fanfics about it, of course. And even more about her getting a period.
* doesn't sugarcoat the truth", when she convinced a vampire she was Faith the Vampire Slayer.
* doesn't take anything seriously this trope when he breaks into Moloch's apartment

and delivers a teary-eyed confession.
* doesn't take it well, and tells Lily to stay away from Asuka, much to the latter's befuddlement.
* doesn't take it well. Of course, knowing Jack, he probably said it just to get Negi to fight harder.
* doesn't take responsibility for an attack, especially since they have a tendency to take responsibility for attacks that they weren't involved with, to begin with. Unsurprisingly, people usually attribute these attacks to them anyways.
* doesn't take the hint. Or, he might only stop and wonder if "I take it by your silence that you agree with what I'm saying?"
* doesn't tell Jotaro he's his father, since he doesn't want to disturb Jotaro's relationship with his father, who's also The Rival
* doesn't the heroin as much as usual) or on the side of the consumer (someone thinks they need to take more of a laxative or sleeping pill to make it work faster, someone drinks over their limit, someone assumes the pharma company or drug dealer to be trustworthy).
* doesn't. The rights in the latter cases are based in the same premises as Miranda rights, but these are not the rights that were in question in the eponymous case.
* doesn't to believe that the supernatural doesn't exist, the various masquerades are a lot more successful in keeping everything under wraps.
* doesn't trigger a world war. That said, the U.S still gets its land war in Asia-against China this time.
* doesn't trigger it, whether the original victim drowned to death or was merely submerged (thanks to an early translation error and the Guide's insistence that the stories are all "tragic"), whether the springs confer any aspect of the original creature's personality, and whether the curses are age-specific.
* doesn't use any weapons anyway with the built-in laser beams or your magically-gifted party members cannot do the same.
* doesn't use it. Almost every game has at least one plot-relevant event that is referred to in terms of how many years before the game it took place.
* doesn't use it for his trysts is Mayor Jim Bob, who takes his girlfriends to Farberville's No-Tell Motel to be farther from his wife.
* doesn't want all these dead things following her around like lovesick puppies whenever she comes near a graveyard.
* (doesn't want the power of darkness because he thinks Dark Is Evil, but the Frozen Flame is also said to be able to speak not only about the past but also the future.
* doesn't want to break stuff, he can sit back and send in his little buddies. These guys' status as fully sentient characters vs. remote-controlled tools changes between incarnations.
* doesn't want to just say whatever's on their mind, get whatever they want, afford to be picky about what work they take on, subsist on sweets and stay thin, and count putting on ratty old sneakers as "getting dressed up?" Not to mention he's a genius detective, and is implied to be incredibly rich.
* doesn't wear off even when you die, often resulting in five or six quick deaths before the effect finally wears off.
* doesn't wear them but on her personal time, she wears large-rimmed glasses that suit her cheerful and quirky personality. Kaneki explains that she is known as a great beauty, with many fans more interested in her looks than her novels.
* doesn't, which has a right-justified map. This is because it's even more blatantly Western Europe than usual, but flipped upside down.
* doesn't while the latter two were doing an evil pinup modle gimmick.
* doesn't, who has a PhD in physics and superhuman abilities he owes to his nation's Panther God. His ability to combine science and mysticism has let him take down Mephisto.
* doesn't win, she promises him a box of donuts. That's the offer that gets his attention.
* doesn't work because the man in question was born on Mars, so he asks "What's rain" instead.

* doesn't work for them in real life. They once tried it for laughs (faking the mole with mascara) and all their friends immediately recognized them.
* Doesn't work on the police, so don't bother trying. (They'll just beat you to a pulp, lawsuits be damned.)
* Doesn't work out so well for her in Amonkhet when she tries it against Nicol Bolas. Bolas calls her an idiot for trying to use fire against a
* does often lose sleep over it, to the point where a story arc had him experiencing PTSD as the number of people he's had to end in the line of duty comes back to haunt him, big time.
* does open with that scene of a gang of outlaws shooting (half)a saloon to pieces with nothing but assault rifle fire.
* does (perhaps unintentionally) illustrate the reason formations were so necessary to the Romans in the first place- in the morass of single combats that followed, the huge Germanic chieftain is almost unstoppable until he's brought down by sheer weight of numbers, demonstrative of the manner in which the powerful but undisciplined barbarians made war. There is a reason why the Romans had a (paraphrased) saying: "The Gauls will break in five minutes against a Legion shieldwall, but that wall needs to hold against the Gauls for five minutes."
* does prove decisive, in that battle and in others down the road. It saves the characters more than once, in situations where other weapons would obviously fail (soul-trading demons in the spirit world, for example).
* does reach full maturity, he'll be taller than the rest of the Brotherhood. This, incidentally, has not gone unnoticed by Amalia.
* does rely on paper checks: the government, and just check the rest of this page to determine how good they are at quickly updating their technology.
* does require the Big Surf Island DLC is the Jansen P12 Diamond car, which is awarded for clearing out all 500 Freeburn challenges in the game. Its stats are nothing special (better than the stock P12 but otherwise unremarkable).
* does rescind it, giving him it back before he has completed his promised portion. Gothel intervenes to make her think that he abandoned her immediately.
* does result in Elizabeth having a horrified reaction at how many people Booker kills in self-defense, and it's touched on again in a FEW of the later firefights, but overall goes unmentioned. It's almost like the story was written as a movie where only those few action scenes were present, and the bulk of the shooting galleries in the game weren't written to connect to the overall story.
* does reveal who Beatrice was, although most readers will probably have figured it out already.
* does romance him - Garrus is apparently itching, deep-down, to overhaul an apartment into a trap-encrusted no-man's-land - but if there is a romance taking place, you get variant dialogue where Garrus begs you to indulge your crazy boyfriend and let him continue attaching microfilament explosives to your decor.
* does, saving Luke's life on Hoth. He also uses it in his first duel with Darth Vader.
* does's books describes his horse-expert boss doing it to a pony suffering from severe acute laminitis, to the astonished horror of both Herriot himself and the Roma who owned the pony. It worked.
* does something evil, which doesn't happen a lot), though it is lampshaded when Buffy talks of how difficult it is to stake vampires when you're having fuzzy feelings for one.
* does speak in the actual game, fanon explains his silent nature as when he actually does speak, something especially horrible will happen.
* does stage Smashville — which is almost the same as Final Destination except for a single platform that floats back and forth — was so popular that it even relegated Final Destination to counterpick status for some tournaments.
* does still have it, and that his Omnitrix-looking device is merely a stabilizer to help him maintain his transformations longer.
* does support flagging NPCs as unkillable — though any NPC flagged as such is in a place where weapons are disabled, with one obscure exception, so most players will not notice. Why Billie is not flagged this way is unclear.

* does survive the tempting fate line about being Secret Service. Afterwards, when he's safe, he jokes to the clerk that he hates to be a problem customer, but if he doesn't get a Milky Way bar pretty soo—
* does take on a wilder, more extroverted "wild" persona live, though, especially when wearing outrageous costumes and wardrobes.
* does tell her exactly where to go, but since he's a ghost, she only hears him subconsciously, and thinks "Maybe I should go this way..."
* does. That doesn't end well either, but it ended badly in a way that was actually ending well in disguise. On the other hand, trusting Karkat, WV, and the Consorts turn out to be pretty smart moves.
* does The authors were pretty unhappy with the way the material was directed, saying that it made the film seem like it had many unforgivable plot holes even though there weren't any.
* does the exact same thing, pushing 9 down as the Fabrication machine initially powers up.
* Does the game halt your progress and require you to solve a bizarre, irrelevant puzzle that can be reasoned about? You might need to
* Does the game only inform you what to do in a single textbox that doesn't pop up again? Well, you just need to take a right and...wait,
* Does the game provide enough information to solve a puzzle, but the information requires unconventional or obtuse logic to figure out? You might be dealing with a
* Does the magic department offer introductory classes for people with no previous magical ability? In one story, a magically inclined member of the school board (who, presumably, would know) explicitly says no. And yet, Ayla will be studying magic for the first time in the spring. A partial answer now exists: You need to be able to gather the energies of Magic in some way to take the courses in Magic (and it's explicitly noted that there are (inefficient) ways a normal human can do so).
* Does the old galdr that Thor recites really have supernatural power that helps him to
* Does the question inserted here have an obvious answer?" One of his ads even references the still-pissed-off Neanderthals.
* does). There are practical benefits as well. An autoloader that is damaged in combat will probably not be brought back online soon enough to continue the fight, but if a work gang is killed off the rubble can be cleared and the workers replaced in a matter of minutes.
* does). There's also the affordable tonic the doctor offers Homer because he can't afford the 1000$ dimoxonil, which the doctor even states that any hair growth Homer would experience while using it would be purely coincidental.
* does the same thing by subjecting her to the same transformation that befell her sister.
* Does the tendency for Namco (Bandai) US to remove the J-Pop/J-Rock main themes out of
* does this annually. Though it is explained that Christianity spread to dragons when American dragons started trading with certain Americans.
* does this, bouncing a bullet off one mook's gun into another's forehead. Her computation is aided by nanites in her brain.
* "Does This Duckbill Make Me Look Fat?" was a switch-a-roo episode on
* does. This is not so much satanic as people having forgotten what the symbolism originally meant.
* Does this look like the ass of someone who knows if Jiffy Lube is open on Sundays?
* does this on purpose to elicit groans from hiding thieves and give away their position.
* does this place. Yeah, the Justice Lords have created a world where it's less likely for another kid to have his parents killed by a random mugger. Instead of worrying about that, he can worry about watching his parents get dragged away to life in prison for doing something as harmless as argue against being overly charged for their meal.
* Does This Remind You of Anything?" a redesign was hastily commissioned.

* Does This Remind You of Anything? around each other, and Naruto angsts/thinks quite a bit about Sasuke in Part II.
* Does This School Have Capital Punishment?. When Sam, the main character, is nearly expelled from school for possession of marijuana, and he tells his parents it wasn't his, they don't get angry at him because they know he's telling the truth. When he wonders why they get angry at him at other times (such as when he wandered out in the middle of the road), his mother explains that it's protective anger, and they get angry at him because they get worried, but if they didn't trust him, that would be worse.
* does this to himself when Mao holds Nunnally hostage; in order to stop him reading his mind and finding out his plan to save her, he tells Suzaku what to do, then mindwipes himself before heading up to face Mao. It works.
* does this to Summer Lane, turning her into an abusive drug addict who has sex for money and possibly drugs and used sex to pay off a CPS agent who came to investigate her. She's apparently so terrible her kids are perfectly fine leaving her to die of a overdose and nobody in her family thinks to pay for a burial or funeral, leaving her to be forgotten in an unmarked grave.
* Does this trope exist? It would apply to something that is described as being awesome, but one or more characters say they're actually afraid to use it. One example I can think of is the Charger from
* does this when trying to win back Estelle. And for some reason plays "Escape (The Pina Colada Song)".
* does this with Joe Masseria's assassination. Lucky Luciano gets up from the table and excuses himself to the bathroom. As he closes the door, his hitmen Tonino Sandrelli and Bugsy Siegel enter the restaurant. Inside the bathroom, Luciano listens as the two assassins empty their guns into Masseria, emerging once the gunfire ceases.
* does to his victims in the DLC, on the other hand, is a different type of terrifying.
* does trope, Aku generally just breezes by any direct confrontation without putting any real effort into things. Since he's almost impossible to actually hurt, there's no reason for him to do more than the bare minimum in combat unless he's fighting Jack.
* does try to tell Snape by coded message, but take's Snape's reaction (or lack of reaction) as a sign that he didn't get it. It never occurs to him that for the same reason Harry is talking in code in the first place, Snape could hardly acknowledge that he understood the message even if he did (which, as it turns out, he did).
* Does Tsarichina really contain a powerful, inhuman force? Or did the stressed minds of the already on-edge soldiers stationed there interpret every accident as the work of the paranormal?
* does use them to replace the forensics kit he left outside and complete the processing of the crime scene.
* does usually feel the same about its sequel for following on from such.
* does want to be one but is ignored. Olga, although she is a cousin rather than a sibling of theirs, likewise fits the trope for Ingrid because of her competitive streak.
* does want to feel that all her past conquests still love her; she just doesn't know how to handle the associated complications.
* does wear an enemy uniform to escape France with Bush and Brown; his French hosts whip up three merchant marine uniforms for them to wear, and since Hornblower already knows French (and Brown becomes fluent in their extended stay), they pass easily.
* does wear his goggles properly as part of his "Mechanic Baird" multiplayer skin. They still don't do anything, but at least it makes sense now.
* does. What do they know about cars? Do they sell them? Fix them? Later commercials cleared up the mystery.
* does. When Lucy comes by and asks how that's possible, he says, "There are always ways of working things out."
* does which go right over the heads of readers who don't have Tolkien's level of

expertise.
* does, which implicitly has stronger effects on living beings. In game, Sacrifice also allows Micaiah to heal status effects. Whether or not she can do this for a character at full HP, though, she's never been shown using Sacrifice in this manner in the story, however.
* does, which makes sense when one remembers that Hermione is largely based on Rowling as a child.
* does, while you can find restaurants and bistros for most any other food style.
* does who prefers toying with his opponents rather than plain killing them.
* does, wise up, and get rid of the black suit. He later goes to thank Flash who in return, is quite polite (well, for Flash anyway).
* does work, but not nearly to the extent that she expected (or would have liked).
* Does work on occasion though. Miu nearly loses a poolside fight when she almost loses her top (Kenichi ends up stepping in for her), and Renka unintentionally ends up turning it against Rachel (of all people) in their fight, getting away from her at a few points by accidentally removing her top and shorts.
* does work wonders on the Turtles, Bebop and Rocksteady, and Shredder himself. Krang, although not totally immune, is less affected.
* does; you don't have a guy as a decently recurring enemy for years without remembering him. He just regards him as little more than an occasional nuisance.
* Does your culture/nation/society/whatever have family name first and given name last or vice versa? Either way, if you go somewhere that has it the other way around,
* do, even if the sensor is not the same. While people who come from cellphone cams / webcams and other "soapboxes" with pinprick aperture didn't see the differences obvious with any halfway good lenses and usually need a lot of experiments to "feel" the optics.
* do every time he tried to punish him. One of the funniest scenes ever.
* do exist but are fairly rare in reality (along with other colors like blue), and they most commonly have a muddy black/brown coloration. Red lobsters appear in fiction because people are used to mainly seeing them prepared as food, where the heat from cooking turns their exoskeleton a bright red.
* do fall faster than the others - the terminal velocity is actually dependent on the body mass/body surface ratio, as the drag coefficient is dependent of the surface area. They are known as "fast descenders" When doing formation skydiving, other skydivers may need to take on lead weights to keep on with their free fall velocity.
* do find a dress that fits and is flattering in cut and colour, Brienne is still not better-looking than plain.
* do find out that the Legion of superheroes have been going around and saving/recruiting people...
* do fit at least one of those indexes, but contain a special focus on social structure... or lack thereof.
* Doflamingo and even said they did the best they could. However, he only treats his closest crew members like this and as long as they don't betray him.
* Doflamingo as well. He is similar to Crocodile, terrorized Dressrosa for years without anyone even noticing, plus he is one of the few villains who are
* Doflamingo causes the Birdcage he has set over the country to shrink, leaving Luffy only one hour to kick his ass, or else the entire country will be slaughtered.
* Doflamingo Cross was that desperate to discredit the Marines and show the world just how hypocritical they are.
* Doflamingo did this to King Riku when he took over Dressrosa. Claiming to Riku he'll leave the country be if Riku gets a large sum of money to pay him off. Since the people of the island trust the king, they willingly give it up. Only once they nearly had the money, Doflamingo used his string powers to take control of Riku and his soldiers and attack the kingdom, making it seem like he had gone mad until Doflamingo comes in and "stops the villainous king", gaining the people's favor and taking the throne.

* Doflamingo is able to fake quitting the Seven Warlords because he is a former World Noble. According to him, he isn't considered one anymore by the others, but he still holds clout as a descendant of one of the World Government's founding families. And apparently knows something that allows him to blackmail the World Government.
* Doflamingo's crew is just as diverse as Crocodile's. There are people of all ages, any gender and all levels of weirdness.
* Doflamingo's father was a Tenryuubito until he decided to renounce the title to "live like real people". Note that his son did not take after him. Also note that the family outright went to hell after the defection.
* Doflamingo's manipulation throughout the Sabaody Revolution and Ace's capture and execution being announced by Kizaru, Luffy comes to the conclusion that his crew isn't ready for the New World on his own, and while not happy with it, he accepts that the crew has to split up and train if they want to survive, let alone reach the One Piece.
* Doflamingo took their family away from that life to lives as commoners. Even after killing his own father and presenting his head to the World Nobles, they refused to reinstate his status because he was from a "family of traitors". All of his villainy is done out of petty resentment at the world for taking away the privileges he feels entitled to have, which you can more or less relate to him having a temper tantrum.
* Doflamingo who enjoys torturing people in much the same way as Crocodile. After he forcibly takes over a country, he has people fight until they're maimed in gladiator battles and turn others into toys to serve as his slaves. He also delights using his powers to control people's bodies and make them attack their own love ones and allies.
* Dofus and other such cruel torments. The Demon King was ashamed to see that humans could outdo his own kind in the ways of Evil, and ordered the brothers to train his people.
* Dofus, complimented by a green dress showing off both her cleavage and her sideboobs.
* Dofus from the game), which will never be sold again in the future. And that's not even counting some in-game advantages, like a complete exclusive panoply. For all the hardcore fans, it was US$30 very well spent!
* Dofus gets different powers from wearing different masks. They wear their default "Classic" mask all the time, even outside of combat, which gives them health-stealing attacks and an area-of-affect shielding spell. Their other masks give them powerful close-range attacks (Psychopath Mask) and long-range attacks and escape abilities (Cowardly Mask).
* Dofus: Kerub's Bazaar attempts to do this to the heroes towards the end of the episode.
* Dofus: Kerub's Bazaar has expies for Dastardly and Muttley, named Sanata and Dialobo, who of course do this trope and end up in 9th place.
* Dofus: Kerub's Bazaar has this as a literal disorder. He is incapable of not betraying anyone he works with even when it harms him too. He does not mean it, and apologizes afterwards, which is probably why Croc's friends do not hold it against him. Also, his betrayals often end up helping his friends inadvertently in the end.
* Dofus: Kerub's Bazaar. The first game resulted in 3s over 10s, Jacks over Kings, 4 Queens, and 4 Aces, the later drawn purely by luck on the last round. In the second game, a J-7 straight is beaten by an A-10 straight. Justified in that they were being manipulated by the god of luck.
* Dofus requires a monthly fee for much of its content. Long-term subscribers are eligible for a discount.
* Dofus, this is an explicit power of the Xelor class. It even calls the ability "Tele frag". (It's not an instant kill, however, but a debuff that makes other Xelor spells more powerful when used on a Telefragged target)
* Dog Act is a post-apocalyptic comedic play about a traveling performer named Zetta Stone who journeys throughout the wasted United States. The other half of her act is a man who has decided to become "species demoted" to a dog (he is aptly

named Dog).
* Dog & Scissors, an extended scene featuring Maxi has a US Liberty coin behind her. Unfortunately, it's misspelled as "Riberty".
* Dog & Scissors: Both Kirihime and Madoka have the hots for Kazuhito. Subverted, because Madoka calms down after Kirihime scolds and defeats her.
* Dog & Scissors - Given a relatively early sub-only DVD release before being dubbed for Blu-ray in January 2015.
* Dog & Scissors Kirihime then uses this on Kazuhito for comedic effect. After reading her latest work, his front paws start moving on their own towards her, despite his attempt to resist it.
* Dog and cat foods get advertised frequently, but foods for other pets almost never get ads (especially televised ads). Most rodent, rabbit, bird, etc foods are either discussed through word-of-mouth or, at best, they have internet ads.
* Dog and cat Pokemon such as the Meowth line, Growlithe line, Houndour line, Absol, Glameow, and Zeraora are amongst the most popular Pokemon in fan-works.
* Dog and Dragon a kingdom has been in a state of war for a few generations and even the ruler's castle faces food shortages. In order to keep up appearances, feasts would be prepared out of stale bread and then the royal mage would cast a spell that would make the food look and taste like a sumptuous meal fit for royalty. Only another magic user would be able to see through the ruse.
* Dog and God just want to control the body that both personalities inhabit.
* Dog and Jess the border collies from "Footrot Flats: A Dog's Tale" have a litter of puppies at the end that resemble themselves as puppies as seen at the beginning of the film.
* Dog And Spider Private Investigations does not heal these wounds. It does, however, prompt her to seek therapy.
* Dog And Spider Private Investigations, was the only one who wrote anything of note. At the encouragement of the group, he took that short story and turned it into an entire series. Jessica Dombrowski's origin story and dialogue in the first 30 pages or so of book one become more obvious if you know this, though the series diverged heavily thereafter.
* Dogbert at one time operated his own tech-support helpline, which invariably recommended a reboot.
* Dogbert does this a lot. At one point he ran an investment firm, and promised clients that if they let him manage their investments, they could one day own "this", said while holding up a photo of a mansion.
* Dogbert is acting as a shady, bribe-collecting movie critic, and a customer wants to know how much the review "Best movie so far this year" will cost for a film released on New Year's Day.
* Dogbert once becomes a driver's ed instructor and shows a student horrific car crash videos to supposedly scare him into learning to drive safely. The kid watches it while eating popcorn and responds, "Really? This is supposed to shock people?"
* Dogbert once sold "value-priced lottery tickets;" half price, odds of winning only one in ten million less.
* Dogbert once taught classes about how to deliver bad news with humor. Here's one example:
* Dogbert's Clues for the Clueless, Dogbert examines the conundrum of being seated in public next to a man who spreads his legs too much. Dogbert recommends "accidentally" spilling a drink in the offender's lap. "Oops! Something bumped my leg."
* Dogbert's Clues for the Clueless Illustrated by a little old lady slamming a guy off the road as he tries to cut her off. The little old lady then flips the bird, which is censored by Dogbert who says that it's still considered rude to make the "I'm Number One" gesture afterwards.
* Dogbert's Clues for the Clueless shows how to torment friends by giving them home-made gifts and how to treat people who give bad gifts.
* Dogbert's Clues for the Clueless shows that a mummy ought to be dressed in bandages from head to toe, a woman can wear just a skimpy thong bikini at the beach. The final panel, under the caption, "However, a mummy should never wear a

bikini," shows the mummy wearing a bikini over bandages, thinking, "Looking good..."
* Dogbert's Clues for the Clueless, the advice given to women who wish to turn down requests for dates is to give excuses whose implausibility and specificity should be relative to the guy's normalcy — that is to say, "nearly normal" guys should be given vague yet plausible lines such as "I have 'plans,'" whereas "loser-type" guys should be dismissed with specific yet implausible excuses such as "I need to wax my cat."
* Dogbert's Clues for the Clueless when it is acceptable to ask someone about their disability. Disabilities you should not ask about are awareness-impairment and attractiveness-impairment.
* Dogbert's Rules of Etiquette has a page on how to handle handshakes. Dilbert denying a handshake because he just sneezed is labeled "polite"; another character snarking after shaking with a sneezed hand is "rude"; Dogbert lying and saying it's wet because he just washed it is labeled "playful".
* Dogbert was originally just an actual pet (albeit able to talk and hyper-intelligent), even in one strip as having a leash and being taken for a walk. Nowadays, he is almost human-like and interacts with everyone on a human level (although he is still willing to take advantage of the legal implications of being a dog if it suits him).
* Dog Bite Dog, an excruciatingly violent Hong Kong movie, ends with the main character performing an impromptu C-section on his pregnant wife as she is dying from a fatal injury, in a last-ditch attempt to save the baby.
* Dog Bite Dog, his hand is shown to be excessively bloody from the struggle, and after his breakout, he spends much of his next scene nursing his bloody hand.
* Dogby Walks Alone is what happens when badasses have to wear a Goofy Suit.
* Dog City, Ace finds Dog City suffering a massive crime wave. He finds a newspaper with the headlines "DOG CITY GOES COPLESS. ENTIRE POLICE DEPT. DOGNAPPED"
* Dog City, Ace Hart jumps onto a newly drawn fire hydrant that shoots up into the air from the immense water pressure in order to escape from Bugsy Vile and his goons.
* Dog City episode "Disobedience School" had Bugsy Vile taking over the school and trying to turn the students into delinquents. After the climax, all students in his class turned out to be infiltrators from various police agencies.
* Dog City episode "The Great Dane Curse", Candice Dane hired Ace to find out who's trying to kill her, and then disappeared, leaving Ace as the prime suspect in her murder. It eventually transpires that she faked her death to escape her controlling father.
* Dog City had Ace Hart based on his creator, Elliot Shag, and the supporting cast based on those in Elliot's life.
* Dog City: In one episode, Bugsy enters a series of games and has his henchmen get rid of his adversaries so he'll win by default. When one henchman points out that the adversaries are too unfit to challenge him anyway, he explains that he doesn't want to sweat. Ace foils the plan by entering the competition.
* Dog City in the episode, "Of Mutts and Mayors", which starts off with Ace and Rosie on the run. Ace has no idea how they wound up in this predicament, which prompts Eliot to explain that they would be starting off near the end, where things are really bad, and then they'd show everyone how they got there.
* Dog City, just as Meat the Butcher is about to run Ace Hart over with a truck, Eliot quickly draws a traffic light turning red to stop him. After Ace walks off none the wiser, Meat is furiously bashing the traffic signal while complaining that the lessons he learned in traffic school "never leave you" which compelled him to stop.
* Dog City, the cartoonist drawing Ace's story was fighting with another cartoonist on whether or not to reveal the villain's plan to the viewer. They re-painted over the scene a few times.
* Dog City, the villain Mad Dog (who typically spoke in Tazmanian Devil-style grunts and slobbers) would suddenly begin reciting poetry in a refined voice after any head injuries. In one episode this was even a plot point, as Mad Dog had a

tendency to include coded hints about the villain's plans in his recitations.
* Dog City villain to a "Senseless Showdown" to determine who would take the title of Dog City's crime boss. Running with scissors was one of the regular's "senseless" moves.
* Dog City (which was a co-production with Sabella Dern), are the only Jim Henson-related works to fall under this trope as far as actors are concerned.
* Dog Collared, when Porky finally escapes the big dog that's been pestering him throughout the picture, he turns on his TV set and hears a news report about that very dog:
* Dog Day Afternoon. He needed the money to pay for his girlfriend's sex-change operation.
* Dog Day Afternoon. He robs a bank in broad daylight and waits until after the money shipment has left the bank (to be fair to him, it's indicated that he was mistaken about the time this was supposed to happen), doesn't wear a mask or gloves, only thinks to paint over the cameras part-way through (and is too short to reach most of them, anyway), announces to his hostages that he served in Vietnam and was a bank teller at one point in his life and uses his and his partners' real names (so even if it had gone as planned they would have been caught immediately), burns the traveler's cheque registry which alerts the bank's neighbors to something happening inside, doesn't take into account one of his partners' mental stability or the possibility of his other partner getting cold feet and leaving short-handed, doesn't look into the bank's floor plan and doesn't consider the possibility of a hostage situation or a stand-off with police. In fact, if he had arrived before the shipment left, he likely would have been shot by the armored car guards.
* Dog Day Afternoon (main character is a male bisexual in a relationship with a transgender supporting character)
* Dog Day Afternoon, Sonny tries to blind the bank's security cameras with spray paint, but he's too short to reach the lenses. He has to stand on a chair to get to them.
* Dog Day Afternoon takes place during a single afternoon and evening.
* Dog Day Afternoon tries to keep the police from storming the bank by saying that he and his cohort were in the Army in Vietnam and have no problem getting violent with the hostages. While at the time it seems like a desperate bluff, later on, he is seen showing some of the hostages how he learned to march and handle a gun during training. His relationship with the hostages makes it pretty clear he doesn't intend to hurt them, however.
* Dog Days (2018), Amelia dresses herself and the pug Mabel in blue dresses with wings. When Grace asks why they're dressed as fairies, Amelia says, "Not fairies. As fairy dinosaur princess."
* Dog Days (2018) Charlie on Dax, despite the fact that he lives in a pet-free building. He's forced to smuggle Charlie in and out of the building in a box on wheels with airholes for his morning walks.
* Dog Days (2018) is a big, shaggy, and very needy dog. He sandwiches himself between Ruth's legs at her baby shower, to her annoyance. Later, when Dax is hoping to get laid, Charlie jumps between him and his girlfriend because he can't stand the thought of anyone other than himself getting attention, causing the girlfriend to leave.
* Dog Days (2018), Jimmy and Liz's kiss on the beach is interrupted by a bird pooping on Jimmy's back.
* Dog Days (2018): When Liz comes home, her dog Sam trots up to her carrying a red bra that's not hers. Confused, she walks towards the bedroom, where she hears her boyfriend Peter with another woman. She kicks them both out.
* Dog Days, and Couvre at one point says that if she were a man she'd have already proposed to Rebecca (though in Couvre's case it's more like sisterly infatuation).
* Dog Days, and how well he fits in with the citizens of Biscotti. And his cousin and his friend from Earth are also both too right to Flonyard, so the same applies to them.
* Dog Days, and overall training in case of actual demonic outbreaks that happen occasionally.

* Dog Days and skilled enough to avoid getting mortally wounded. People can still die if they get attacked by demons or wild beasts outside of a battlefield, and the protective fields can get deactivated by a demon.
* Dog Days, Cinque walks into the girl's bath because he can't read the native language. Later, he learns the language, but someone cleans the hall and accidentally switches the signs, so he walks into the girl's bath again.
* Dog Days comes from a race of squirrel people and has a human ancestor several generations back. As a result, she has a second pair of human ears hidden under her hair.
* Dog Days dealings they handle. They are polite and make gestures at helping the main characters, but it's clear they normally deal with things on a totally different level, and aren't nearly using their full abilities at the games the rest of the cast are playing.
* Dog Days, everyone has to get the hang of each other's bodies and techniques.
* Dog Days. Gaul and Cinque both start freaking out when one of the former's attacks actually makes the latter bleed (since they're from Earth and not under the gods' protection). Demon attacks also cancel out the protective fields, leading to quite a bit of blood near the end of the first season.
* Dog Days has cellkulls, who are about as close to chocobos as you can get without violating copyright. They normally can't fly, but can be granted that ability through the use of seal spells.
* Dog Days has this by default thanks to the setting's Crest Magic, which makes it so any spells or special attacks are preceded by a giant manifestation of the user's nation's emblem appearing behind them.
* Dog Days in a one-on-one duel despite being several years her junior and lacking access to a Holy Sword.
* Dog Days is to make sure that the various kingdoms always have an army ready in the event of a massive demon attack.
* Dog Days. Millhiore had specifically chosen Cinque to be her country's hero due to his athletic skills (she was even shown writing him a formal invitation in the manga prequel, but never sent it due to realizing that he couldn't read their language). Averted with Nanami and Rebecca, who were just summoned as guests, plus Rebecca wasn't even summoned by the kingdom that she became a hero for. Adelaide on the other hand played it completely straight in the backstory.
* Dog Days). Of course this becomes a plot point later on as wild monsters are not subject to this rule.
* Dog Days on Kayfabe. Battles are non-lethal, thanks to the locations in which they are held, and the various warriors and important characters are treated like idols, getting interviews and giving concerts on television. No ill-will tends to arise between nations who hold battles.
* Dog Days show complete with lasers, fog machines, and glowsticks. They do go into the specifics a little bit in a third season episode that explains that the tech is "Crystal Magic", based around naturally-occuring magical crystals which have many uses, including functioning like circuit boards. Technology does seemingly advance a bit over the course of the show, as in the third season Nanami and Leonmichelli use tablet-like devices to communicate with each other.
* Dog Days. Since the setting is full of actual horrible monsters, the war games serve to keep the soldiers in fighting shape should a serious threat arise, and it fosters friendly relations between the different countries so they can aid each other at a moment's notice.
* Dog Days, since you can't kill your opponents during the war games, destroying their clothes to force them to surrender is a valid tactic. Notably, when Nanami gets stripped to her underwear by an attack, she keeps fighting, saying she doesn't mind being seen in her underwear. A second attack destroys her underwear, causing her to finally freak out and cover herself.
* Dog Days tells of how the French view his Dog Trilogy as a metaphor for George Bush, even though that wasn't his intent, nor does he even like to make political cartoons.
* Dog Days to ask for help, since their neighbors are most likely already on the

way.
* "Dog Day Sunrise" was not originally a song created by the band for their
* Dog Days. While Cinque is able to get cell reception in Flonyard, it's only while he's in a specific area (the place where the portal from Earth is located) and while using a special device Rico made to boost the signal.
* Dog Days with the latter two being the bonus discs with all the pervy extra content.
* Dog Days. You still have to woo her the old-fashioned way afterward). Since Leo has proven to be pretty much unstoppable in past seasons, this goes about as well as you'd expect. Indeed, the day is kind of a national holiday, where the people of the Dominion have a fair and enjoy watching their princess beat the crap out of several men for half a day.
* dog/deer, wields at least four swords at once, holding a pair in a claw-like grip in each hand. He's murderously proficient with this style.
* Dog-ear by Sam Nolting, has Scriptreader (a narrator) who reads some of the stage directions. At the end of the play, the protagonists discover her, and promptly steal her script.
* Dogen Boole wears a special tinfoil hat to prevent him from accidentally exploding people's heads. "Please keep your hat on" indeed.
* Dogengers, Yamashiron is the more obvious example of this, who represents Yamashiro Gas Co. Ltd from Saga Prefecture. Same goes for Ohgaman, Ohga Pharmacy's company hero.
* do get to triple-point scoring, it's mainly to just wrap up the game.
* Dogeza (土下座), which is reserved for when you've really fucked up, because by doing that act you saying you are worth nothing and purposefully and willingly putting shame and humiliation on yourself.
* Dog Fancy magazine Bolt uses as a TV show prop ends up in his trailer for self-stimulation purposes. The dog in the centerfold is even named Rosie.
* Dogfight engaging in martial arts for the sake and meaning of justice. Pretty much most of the protagonists are martial artists with well-choreographed fight scenes that take advantage of their animal anatomy and psychology.
* Dogfight has Baskerville acting as a professional assassin in the protagonist's first mission.
* dogfighting inside the canyon itself) to avoid the AA. Fly out of the canyon and you get hit by a swarm of missiles from all directions.
* Dog fights are pretty much illegal all over the world, however in some countries like Russia and Japan there's a legal variant which involve dogs trained to not bite each other, with a veterinarian on site and heavy supervision, where the dog wins by showing dominance and supremacy over the other. Still considered questionable to some people but certainly much more humane.
* Dogfights engaging against surface ships of the RN and USN, respectively. Both do not end well for them to differing degrees.
* Dogfights segments, American pilots are forced into going back to doing this, thanks in part to the flaws of early missile technology.
* Dogfight: This is a common trademark during fight scenes, which only serves to make them more epic and to highlight that the fighters are getting more serious in their performances.
* Dogfight, with American pilots battling Germans in World War I. Many others have been published since then, covering every period from that war through the current day, plus sets of miniatures rules. Most go into at least some detail to distinguish different plane types.
* Dog Food Diet: Someone eats pet food, because people food is too expensive.
* dog food. They drew the line at showing a Pot Noodle, though. When Lister discovered the universe's only edible Pot Noodle, the pot is actually of something called "Lot o' Noodles".
* Dog Fort pseudo-military operation, all connected through a central command unit which consists of a golden retriever in a pillow fort, reporting as the eponymous Dog Fort.
* Dogged Nice Guy: A character who hopelessly pines after someone who made it clear

that they don't like them romantically.
* Dogged Nice Guy? Both? Neither? It depends on the writer, and what the prevailing views of sexuality and relationships, and gender roles, happen to be in a particular time and place.
* Dogged Nice Guy by showing the dark underbelly of this kind of thinking.
* Dogged Nice Guy: He/she just can't take a hint that the recipient of their love is just not interested.
* Dogged Nice Guy: "If I keep telling her how awesome she is, buy her things, hold the door for her, listen to her problems, et cetera, she'll see how awesome I am and become my girlfriend!"
* Dogged Nice Guy: I'm so nice to the girl/guy of my dreams. Why isn't she/he interested in me?
* Dogged Nice Guy Marley was supposed to echo the popular Finchel/Puckleberry triangle from season 1.
* Dogged Nice Guy - Persistent friendliness used in the hopes of making the object of a character's affections fall in love with them.
* Dogged Nice Guy than as being genuinely nice or worthy of a relationship with their crush.
* Dogged Nice Guy, the latter which bares no relevance to the comic or series.
* Dogged Nice Guy. This also leads to a bit of drama during the Culture Festival arc, since both of them feared that the other only loved the persona that they had created.
* Doggerbank, a formerly British merchant ship used by the German navy for covert operations, was sunk by a U-boat mistaking it for a British ship, with the loss of all but one of the crew.
* Dogger Bank, a huge sandbank in the middle of the North Sea, portions of which can be stood upon at low tide.
* Doggerland (which is discussed below) is shown as lying underwater bored to death while he plays with fish. A flashback shows he literally drowned as Denmark and England watched.
* Doggett. Doggett simply proclaims things impossible and refuses to discuss it further, in spite of all evidence.
* Doggie Daddy and his helicopter parenting tactics with Augie Doggie.
* Doggie Dash has Rocky the dog and Wendy the cat, who offer a hurricane of bad animal-themed puns while serving as narrators and guides.
* Doggie Doo, in which you push on an air pump to make a plastic dog poop yellow play-doh; see it in its glory
* Dog Gone South go!" And gets booted off the property, not for the last time.
* Dog Got Sent to a Farm: Spot didn't die, we just sent him to a wonderful farm where he'll be very happy.
* Dog Got Sent to a Farm: Telling a child someone has gone somewhere else when they've really died.
* Dogg's Hamlet, Cahoot's Macbeth, and illustrated with a hypothetical conversation that gets reprised in the first act of the play.
* Doggy Doo On My Shoe is all about people stepping in dog poop and wondering if they should teach dogs to pick up their own "doo", make rules about where they should poop, or even put nappies on them.
* doggy lipstick. His thinking is that if Mittens enjoys doggy lipstick, she'll like him even better if he's wearing several other kinds of makeup as well.
* Doggy Poo, an absurd little piece of Korean junior existentialism about a sentient doggy poo searching for the meaning of his own existence.
* dog-headed giant. However, there's a disagreement whether he comes from a tribe of cynocephals, or was transformed as an adult.
* Dog In A Manger by Lope de Vega the two main characters (a countess and her secretary) exchange letters supposedly meant for the countess' friend to express their feelings for each other.
* Dog In A Manger", where she outright states that she "loves because she is jealous" (in that precise order). Theodoro then writes an answer to that letter in which he hints that he loves her too, and which pushes her to (sort of) confess her

love, thus further encouraging him.
* Dog-Kicking Excuse: Damn it, I'm trying to be a jerk, stop making me like you so much!
* Dog-Kicking Excuse: Deliberately targeting bad people just because it presents a good excuse for doing something heinous to them is still as crossing it because, at the end of the day, they really only cared about inflicting serious or fatal harm on someone and just needed a good excuse for doing it.
* Dog-Kicking Excuse: Someone can't bring themselves to be mean, so they try to look for some excuse to be mean to the person or animal they're being mean to, often a reason to be angry.
* Doglands: At the start, Furgul and his sisters have to escape a cardboard box or they'll be killed. When the Gambler tries to push Furgul back into the box, Furgul bites off his thumb.
* Doglands. Dedbone's Hole, a racing greyhound compound run by an abusive man comparable to a slaver, burns to the ground.
* Doglands, Furgul's male owner Gerry acts sympathetic when he's due to get neutered.
* Doglands. Humans think that nature was made for them to exploit. Argal also states that, though humans treat dogs as they do, humans actually treat each other worse than they treat dogs.
* Doglands is a teen-aimed book about a lurcher (greyhound/wolfhound mix) named Furgul who is raised in an abusive racing greyhound compound. After escaping being culled as a puppy, Furgul must find his way back to his mother and save the greyhounds. Furgul predominantly doesn't understand humans and regards them as bizarre, especially due to upbringing with minimal human contact. The other dogs understand them more, but most of them still reject their human-given names and still confused by how odd and cruel humans can be.
* Doglands says that most dogs hate how humans smell (which is saying something because Furgul loves the smell of dog poop). Pets get used to it over time, but humans still stink to them.
* Doglands tell of Furgul's life as a puppy and shows how he escaped Dedbone's Hole. Part II tells of his temporary life as a pet dog and spans several months.
* Dog Latin, actually. Harry's actual Latin is pretty shabby, but it's still the language the White Council uses at meetings. Can't have some idiot blowing up the Merlin by accident. Elaine uses Dog Egyptian, and other wizards use Dog Sumerian. One imagines that Esperanto might be a good candidate for casting in a real language.
* Dog Logan, half-brother of Wolverine. It's established that Wolverine's x-gene comes from his father's side, as his father had demonstrated bone claws (albeit off-screen and implied), although no healing. Dog possesses neither ability.
* Dogma after the Exodus. That a replacement had not been appointed in the 3500 years since suggests to Loki that his talents were not adequately appreciated.
* Dogma, after the Metatron admits that God is missing and no one seems to know how to stop Bartleby and Loki from ending existence.
* Dogma, after they get drunk and tell Him off, God kicked the angels Bartleby and Loki from Heaven, setting in motion the events of the movie.
* Dogma, an angel, Bartleby, has his wings shot off. He touches the stump of one of his wings, licks the blood from his fingers, and breaks into hysterics, wavering between laughing and sobbing.
* Dogma, Azrael asks the barkeep for a "holy bartender" and then pumps him full of bullets when he asks how it's made. It takes Jay a while to get the joke that he really asked for a "hole-y bartender".
* Dogma, Azrael croaks out "But... I'm a fucking demon..." after Silent Bob collapses his chest with a blessed golf club.
* Dogma. Bartleby stops him at the last moment, but only because he's tired of waiting.
* Dogma: "Behold the Metatron, herald of the Almighty, and the voice of the one true God!"
* Dogma, but he isn't responsible for sending Bartleby and Loki on their quest-

after all, if they succeeded, he'd also be wiped out of existence; hence, Metatron dismisses Rufus' idea that this was his plot. It turns out another fallen angel, Azrael, is behind it all.
* Dogma. By the end of the film, Bartleby figures out Azrael's plan, but decides to go along with it anyway in order to get revenge on God and humanity.
* Dogma could explain the platypus, really? He then makes a disclaimer apologizing to all lovers of platypuses.
* Dogma. Even though Bartleby and Loki have been roaming Wisconsin since ancient times, they don't need food, clothing, shelter, sex, or society, and can comfortably exist outside of the system.
* Dogma for a fact there is a God, that Loki has stood in His presence, and He has spoken to Loki personally, yet Loki just claimed to be an atheist. Loki replies he just likes fucking with the clergy.
* Dogma, God herself does this. After the heroes save God, the day, and the universe, the main character asks to be told the meaning of life. God, played by Alanis Morissette, simply smiles.
* Dogma got hitched with his wife Jennifer Schwalbach, who was then eight months pregnant with their daughter.
* Dogma got tired of giving everyone else ideas, and asked God to grant her a little vacation on Earth, so she could create herself. Much to her annoyance, she found herself with an annoying case of writer's block. Apparently she's not allowed to keep any of the ideas she gives out for herself.
* Dogma has Cardinal Glick place an odd emphasis on God being male, considering the final cut has nobody telling him otherwise.
* Dogma has one of these near the end; Jay tells Bethany (while trying to get it on, because the world's about to end) about a boardwalk he once took a girl to on a date. Bethany, after learning that the boardwalk has Skeeball, realizes that "John Doe Jersey," of whom her minister was sermonizing about earlier, is God, trapped in a comatose mortal body. Hey, Jay was a prophet (or is that profit?), after all.
* Dogma has the Golgothan Excremental, a.k.a. the Shit Demon. Supposedly made of the voided bowels of crucifixion victims.
* Dogma, If they have their wings cut off, it transforms them into humans (which apparently doesn't work for demons or fallen angels), and they can't drink alcohol (although that was mainly a restriction put on them after one angel had a few too many and insulted The Big Man). Metatron is said to have 36 wings with eyes and mouths all over his body, each mouth said to speak a different language, but in the movie, he only had 2 wings, even though he did first manifest as a torrent of flame. The other two angels of the film, although disgraced, seem to have powers retaining to their old posts, with Bartleby, a Grigori, knowing everyone's personal history by looking at them, and Loki, the angel of death, mentioned to be able to "rain sulfur" (although he doesn't seem to enjoy doing so). When in battle, both are (nearly) invulnerable to our mortal protagonists.
* Dogma in a silver tutu, and is fond of doing handstands. It's also mentioned that God is a Skee-Ball addict. Although it's implied that God's appearance as Alanis is because that was the form the protagonist needed to see most. It is also implied that God was once as vengeful and wrathful as He/She was portrayed as in the Old Testament (Sodom and Gomorrah, the ten plagues, etc), but became less so as time passed. He/She no longer keeps an angel employed to fulfill His/Her wrath and gives His/Her Skee-Ball tickets to neighborhood children.
* Dogma in his attempt to get back into heaven. He starts laughing hysterically after his wings are shot off by Jay.
* Dogma is a stand-in for both McDonald's (Egg-a-Mooby-Muffin) and Disney (bi-coastal theme parks).
* Dogma is his character's least invasive role, where he utters maybe five words the entire movie, though he does still help out with Jay a fair bit.
* Dogma Jay propositions Bethany, and she turns him down. So he says, "What if the world was about to end?" and she agrees so he'll shut up. Fast forward all the way to the end of the movie, when Bartleby is close to unmaking reality, and Jay tries to make good on their "deal."

* Dogma: Jay says "Guys like us don't just fall out of the fuckin' sky, you know!" When Rufus does in fact fall from the sky right in front of them, he adds, "Beautiful, naked, big-tittied women just don't fall out of the sky, you know!"
* Dogma. Jesus is said to have also been like this for some years — the ones not recounted in the Bible.
* Dogma: Loki and Bartleby explicitly discuss Loki's past career, including the destruction of Sodom and Gomorrah whilst buying guns and have long argument about the creation of Man and the actions of Lucifer that precipitated his Fall from Heaven. The guy they're buying the guns from is suitably weirded out.
* Dogma, Loki's first appearance has him convincing a nun that her service to some "father figure saying 'Don't do it, or I'll spank you!'" is misguided and there isn't really any proof of God. The trick is, Loki's a fallen angel, who's not only stood in the presence of the Almighty but has spoken to Him personally. He just acts like an atheist because he loves to "fuck with the clergy, man; I love keepin' them on their toes."
* Dogma makes it impossible to rape the main character when she thinks he might. Despite being a stripper, the muse Serendipity shows the same form of anatomical incompatibility. Rufus, though, IS a human and apparently has a full set of anatomical equipment when he falls naked out of the sky onto the protagonists.
* Dogma. Many of the concepts in the film about organized religion and the nature of spirituality are worth serious consideration but filtered through 90's humor, a wild plot, and enough curse words to make a sailor wince.
* Dog Man books was created when a police officer and his police dog were injured in an accident, and the doctors saved them by putting the dog's head on the man's body.
* Dog Man (Dav Pilkey): When the body of Greg the dog and the head of Knight the human police officer are dying, doctors sew Greg's head onto Knight's body, creating Dog Man.
* Dog Man, licks it up, and slobbers the brainwashed policemen with it.
* Dogma. Notably, in this film, cutting an angel's wings off turns him into a mortal human, subject to things like death and plenary indulgence...
* Dogma, not only does Jay not know how to drive stick, but he doesn't even understand what it is. This leads to:
* Dogma plays a gun clerk who is very puzzled when the two angel antagonists are at his counter discussing the virtues of individual handguns and how they don't just invoke divine wrath like flaming swords used to.
* Dogma plays the trope for laughs by introducing a thirteenth apostle of Jesus, who was left out of the Bible because he's black.
* Dogma plays with the trope when the Golgothan throws down with a crew of gang-bangers in such a way that the heroic onlookers tilt their heads as if trying to understand the combat.
* Dogma, reality as we know it hinges on God being infallible. In short, you can't prove God wrong because doing so would end the world. Which becomes a driving force in the plot when fallen angels plan to use a loophole in Catholic dogma to overturn their banishment.
* Dogma, Rufus knew Jesus Christ. See the quote above. He also claimed to be the 13th Apostle, who was left out of the records. 'Coz he was BLACK.
* Dogma, Rufus the Apostle attempts to prove to Jay and Bob that he's really from heaven:
* Dogma's brother's bloodline (through a sibling of the "ancestor" instead of the "ancestor" himself).
* Dogma, since living humans would die instantly if they ever heard her speak out loud; the Metatron has to speak for her. (Bob also says "Thanks" to her near the end.)
* dog mask that makes him look more like McGruff the Crime Dog instead of a reporter from the press.
* Dogma slides herself down the length of the bar in order to reach the sink, which she's been ordered to bless.
* Dogma. So in this case the "Make Up Barely Meaningful Titles For Kevin Smith"

trope was averted.
* Dogma suffers this fate. According to Metatron, "We went through five Adams before we figured that one out," resulting in an angel getting the job of speaking to humans for God. The Metatron later notes a human is immune if the human is already dead.
* Dogma that inevitably come at an airport, but one show is as good as another.
* Dogma. The characters, including Jay and Silent Bob, get teleported by an angel from the middle of the woods to a fancy restaurant. Jay looks at the joint he had been smoking and says, "Damn, I think this shit just kicked in!" and continues puffing away.
* Dogma: The Golgothan is Hell's top assassin, a hulking monster who's composed of the poop of every criminal who died at Golgotha. He is defeated quite comically.
* Dogma, the Last Scion becomes the Next to Last Scion after God makes her pregnant in return for successfully saving the world.
* Dogma" The security guard doesn't heed the warning, and a few seconds later is on the receiving end of a one-handed version of this trope.
* Dogma: This claim is put forth by Loki, the exiled Angel of Death, in his attempt to convince a nun that God does not exist. He wins and tells her to buy herself a nice dress and go find a man...or woman.
* Dogmatix (Idefix), while one of the main characters in the books, only makes a few brief appearances in
* Dogma when one of the Mooby's boardmembers apparently got his girlfriend drunk at a party and arranged for another guy to sleep with her, just so he could dump her without himself looking bad for it. She ended up committing suicide over her "betrayal of trust".
* Dogma, when Rufus, Bethany, Jay, and Silent Bob are eating at a breakfast place, Rufus talks about being dead (although it's not really a power).
* Dogma when she is attacked by the minions and drops her car keys, which the minions promptly knock underneath the car.
* Dogma, where Rufus comments that "ideas" are malleable and can change and possibly even die out. "Beliefs," which are strengthened ideas, are much harder to even change, let alone kill. It also places a spin on it in that the fact that a belief is hard to 'kill' is not necessarily a good thing if the belief is not a good one, or if the belief has become an overly rigid dogma.
* Dogma, where the protagonist agrees to have sex with Jay if the world is about to end to get him to work with her, but when the world IS about to end, she refuses anyway.
* Dogma, while not specifically stated, it is suggested by the following exchange:
* Dog Mr Peanutbutter is an open-hearted, perpetually optimistic goofball who is full of excitement about the most trivial things, and deeply loyal. He also has no common sense at all.
* Dog of Death", Grampa Simpson tells the rest of the family that Santa's Little Helper is dead, and the show goes into a commercial break over a shot of the dog's motionless body as sad music plays. The episode resumes with the exact same shot, except the dog is now breathing and the Simpsons are admonishing Grampa for declaring him dead (though he continues to insist that the dog's dead).
* "Dog of Death": SLH is revived by CPR during his stomach operation after SLH dreams of going to heaven.
* do go gibbering mad from witnessing the sheer frailty of humanity compared to these forces, the only reason the world has held together so far is humanity's own actions. Many countries have secret agencies to counter supernatural threats, one of them being the titular Laundry. No matter the threat, it usually drives the protagonists to greater determination and ingenuity in holding the line, instead of madness and despair (and, of course, the little detail that said determination tends to win them at least temporary victories).
* Dogora: So much that simply blowing Dogora up would make more of them!
* Dog Pile of Doom: Where large numbers of mooks bring you down by jumping on top of you and physically dragging you to the ground.
* do grades, and are rewarded by their parents. Ben's father is forced to concede

that, in reality, cheaters prosper and win very often (saying that "in some cases, they even win the White House", an obvious reference to Watergate), although he does say that being honest can be far more rewarding in the long run.
* Dogs (and cats) have been known to react in the alleged presence of the supernatural.
* Dogs and cats in the games are treated like infants/children or infants, toddlers, and children depending on what version you are playing (apparently Child Services doesn't care about teens), but fish and other small animals can be starved if you forget to feed them.
* Dogs and rats have been trained to detect land mines or gas leaks by smell.
* Dogs are also incredibly attuned to body language, since the bulk of their communication is by that method. Since dogs and people share a number of signals, they can easily pick on things we'd miss since we tend to focus on tone of voice.
* Dogs are being trained to detect Covid-19 infections by smell. If this proves to be a reliable screening method, it will
* Dogs are depicted as monogamous, unlike real dogs. This is accurate for the wolf characters, however dogs aren't monogamous like Grey Wolves are.
* Dogs bark, horses rear, and cats snarl at the mysterious woman in 1955's
* Dogsbody is unclear, as they can breed amongst themselves and apparently die.
* Dogs: Bullets & Carnage manga. There is a catgirl... only she's at least seventy, and looks every year.
* Dogs: Bullets & Carnage. The only females in the cast he can handle being around are Nill, a very cute, meek, unimposing mute girl he helped to rescue, and Naoto, but only from a distance.
* Dogs can tell Jeog is evil and drive her off with their barking, as she cannot stand the sound of barking.
* Dogs, cats and horses can become ghosts in the same manner as Sims.
* Dogs Don't Talk and told her mother during a particularly nasty argument about abortion, "You were never a mother to me!" As an adult, she's never invited to any family gatherings besides funerals, and she's the only one of Keith's five siblings Ben hasn't met.
* Dogs Don't Talk, Blake Barker, and beats him up. Then Ben's mom and their two dogs show up, and the dogs climb all over Blake. A girl films it and uploads it to Facebook, resulting in comments like "Blake likes it doggy style!" Even months later, a total stranger recognizes Ben's dog as the one that humped Blake. The video is a problem for Ben, too, as he and Blake both get in trouble for fighting, but at least his wrestling teammates respect him more.
* Dogs Don't Talk Emily, her family is moved. The two attempt a long-distance relationship for a few months, but in the end Emily breaks it off, saying they need to move on without each other.
* Dogs Don't Talk grunts, flaps his arms, rocks back and forth to music, and jumps when he's happy.
* Dogs Don't Talk is two years younger than Ben and tattles on him at every opportunity.
* Dogs Don't Tell Jokes during his comedy routine at the climax of the book, but the audience and Miss Langley take it as a joke.)
* Dogs Don't Tell Jokes is about Gary Boone, a kid who wants to be a stand-up comedian, but is considered unpopular and weird by his classmates. Gary finally gets his chance to prove himself during the school talent show, comes on stage wearing a hat, and launches into a long rambling story about how he bought some shampoo that was too strong. He punctuates this story with many other unrelated jokes, and actually manages to get laughs from his peers. Finally he reaches the end of the story, where he reveals that he left the shampoo in his hair for too long and removes his hat, revealing that he's shaved his head bald from the ears up. This gets a huge laugh from the crowd.
* Dogs Dont Tell Jokes variant which he somehow found uproariously funny despite not knowing the original.
* Dog Sees God comic strip, though the characters are CB, CB's Sister, Van, Van's Sister, Beethoven...

* Dog Sees God: "Do you ever feel like you're not a real person? That you're the product of someone's imagination and you can't think for yourself because you're really just like some creation and that somewhere there's people laughing every time you fall?"
* Dogs; if you own two or more, you'll often see them badgering each other, swiping their toys, chasing one another around, and generally harassing one another back and forth. But if one is sick or injured, the others will stick by him or her and comfort them until they get better.
* Dogs in the Vineyard, a Badass Longcoat is standard issue to every player character. Depending on how the GM decides to run the game, they can even deflect bullets.
* Dogs in the Vineyard, although its version of the time period is a lot less Wild, so to speak.
* Dogs in the Vineyard by any means necessary before it falls into full-blown demon-fueled Hate and Murder.
* Dogs in the Vineyard — as they are commanded to represent the word of the Book of Life, they basically interpret what it means and enforce it as they see fit. Often with guns.
* Dogs in the Vineyard never specifically mentions any real-world locations or dates, but it takes place in an area similar to the pre-Civil War American west, in the lands of the Faith (analogous to the Mormon nation of Deseret). The Terrestrial Authority of the East is analogous to the US government and the east coast states. Though in this setting, the lands of the Faith are technically still part of the Terrestrial Authority, they give little regard to it.
* dog-sized beetle, a hoofed, humped dinosaur, and a beanbag with a beak and talons on the end of tentacles.
* Dog's Life has the cat food machine, complete with flamethrowers, smashing hallway traps of doom, and buzzsaws.
* Dog's Life: The protagonist is a foxhound named Jake who is on a cross-country mission to rescue his crush Daisy. In the game you can temporarily take control over other dogs as well. To complete the game, you must use Jake's nose to sniff out certain scents to progress.
* Dogs Love Fire Hydrants: Dogs are depicted as being obsessed with fire hydrants.
* Dogs of either gender tend to act like this, particularly as puppies. Typically when their owner walks into the room they will run around excitedly jumping on things (including the person).
* Dogs of the Drowned City) forced to live together and endure a hurricane battering their homes in Miami, Florida. The hero of the trilogy, Shep the German shepherd, tries holding the pack together as well as struggling to overcome his prejudices to smaller dogs. This is a downplayed trope, however, for the humans do come back in the third book and eventually reclaim their pets as well as rebuild the wrecked buildings from the hurricane.
* Dogs of the Drowned City trilogy stars a German Shepherd named Shep whose owners evacuate their city after a hurricane. He, and several other dogs, must survive on their own.
* Dogs of War all wear different gear over a standard unifrom. This is passed off due to their status as mercenaries who hand-pick their equipment and weapons.
* Dogs of War (essentially a lot of mercenary companies scraped together into an army) don't much care about their general... but if the Paymaster is killed and his treasure chest captured,
* Dog Soldier has 7-year-old Morita Asao: Has Hiba and Fudo to save his father, parachutes out of the plane, then, after his father is killed in front of him, sneaks a grenade into the prison, and walks THROUGH fire to stop Gaddafi's ICBM.
* Dog Soldiers against a werewolf as he mercilessly beats the damn thing with his bare hands...and whatever else he thinks of at the time.
* Dog Soldiers. An early scene seems to demonstrate that he has a strong moral code, and he takes on leadership when his troop gets attacked by vicious werewolves. And, in the end, he is the only survivor left to take down one particular werewolf that has an personal ax to grind against him.

* Dog Soldiers as they don't outright kill them while they're transforming but they do get their weapons ready. Understandable because they were under a table and nobody really wanted to get that close to a werewolf.
* Dog Soldiers. Being something of a black comedy, a friendly Sheltie decides that his guts would make a nice plaything as he's hastily trying to reassemble himself.
* Dog Soldiers does this by necessity, considering the budget limitations on showing the werewolves too often, but actually makes the squaddies pretty likeable. It helps that "badass group of British soldiers out on a mission somewhere" is inherently more interesting to watch than a bunch of horny teenage morons being awful to one another.
* Dog Soldiers example: The main characters need a distraction to divert the werewolves.
* Dog Soldiers featured Luxembourg doubling for the Highlands of Scotland.
* Dog Soldiers features this with the silver item that a man gave to his girlfriend before their deaths.
* Dog Soldiers fistfight with a werewolf, Spoon is defeated and shouts, "I hope I give ya the shits, you fucking wimp!"
* Dog Soldiers, in the upstairs bedroom, when they're stitching Sarge up:
* Dog Soldiers, one of the troopers washes out of training as a commando because he refused to kill the tracker dog sent to pursue him in a field operation. Not an infiltration, but a similar moral quandary that his commander berates him for shying away from.
* Dog Soldiers: The house is surrounded by werewolves and their vehicle is damaged.
* Dog Soldiers: The Sarge, absolutely. His men adore him and he even chastises Ryan for 'scaring my lads' before dusk hits and the werewolves return. His actor jokes that he's like a mother hen to his group.
* Dog Soldiers: The screen shows an article depicting the events of the film, only to quickly pan out, revealing it as a secondary story to the main headline (the result of an International Football match). The secondary story is about the only survivor of a British soldier unit who were attacked by Werewolves.
* Dog Soldiers, the transformation into a werewolf is apparently very painful, as the unfortunate lycanthrope-to-come begins screaming and grunting as they stagger around the room, tripping over random objects, as fur begins to grow and they generally display more wolf-like characteristics as the change continues, growling instead of crying for example.
* Dog Soldiers, two campers are preparing to make love until a werewolf interrupts and kills them both.
* Dog Soldiers: "We need a diversion... something fast and loud." Cue them looking at Spoon, who is both, plus a heavy dose of crazy.
* Dog Soldiers when the soldiers are investigating a potentially hazardous closet. By all appearances, the border collie who startles Cooper must have been sitting on one of the closet shelves waiting for the chance to jump straight forward.
* Dog Soldiers: Wisecracking Spoon at one point does the two-fingered variant.
* dogs) or get extra food from sedentary societies through trade. If true, this would mean hunter-gatherers actually didn't colonize the jungles until a few thousand years back. Sadly, rainforests are as bad for remains conservation as they are for working archaeological digs.
* Dogs (particularly English Springer and English Cocker Spaniels) can have something called "Rage Syndrome" which does resemble Hate Plague. Fortunately, it's rare and it only lasts a few minutes, and can, in most cases, be controlled with medication.
* Dogs Playing Poker. It's a series of paintings of dogs that are playing poker.
* Dogs Playing Poker paintings by Cassius Marcellus Coolidge, being a popular stock art reference. Not as many people are aware that all but two of the paintings (all but the first and last) were commissioned to sell cigars.
* Dog Spray Afternoon", after Molly discovers where the tagger will make his next tag and Owen informs his crew their next move:
* Dog Spray Afternoon at Shampagne while the door closes, but Shampagne wasn't even paying attention to her.

* Dog Spray Afternoon", both Birdie and the audience know what Bitsy is up to, but Birdie explains he cannot tell Owen or Paige because there are rules to being a narrator. He, however, gets impatient and blurts out to Paige that Bitsy is the one money laundering for the mayor, breaking the rule of revealing too much to the main characters. He tries to cover it up by saying as a busker he overhears business talk in the park all the time.
* "dogs" (quadripedal robots). Given the complete lack of animals or other humans that we see, it's implied the robots have become the “apex predator” of the entire ecosystem and wiped out all life.
* Dogstar. Amongst other things, he once constructed a functioning radio telescope out of an old satellite and a toaster.
* Dogstar. Any time he asks where she is, it can be almost guaranteed that she will be standing right behind him.
* Dogstar, Bob Santino blows up Pluto in order to demonstrate the power of the Santino Laser Cannon. He then offers r to blow up Mars so the sound will reach Earth sooner but is stopped from doing so by Fenwick.
* Dogstar: Carried by the angry mob when they storm the television studio in an attempt to lynch Ramon Ridley. Especially odd as it is set in a futuristic mega-city and they have no reason to have either flaming torches or pitchforks.
* Dogstar episode "Pedigree", Lincoln Clark creates a 'voice-box' for dog-scent sniffer-cat Boombah. They quickly discover that Boombah has nothing interesting to say, and that Simone has been lying about being able to talk to the cat.
* Dogstar. Her 'traditional' recipe for hotdogs involves snail glue and tripe.
* Dogstar. His mind so focused on higher matters that he will teleport places without putting his trousers on.
* Dogstar inadvertently destroys it, and they have to migrate back to the newly repaired Earth.
* Dogstar: In "Mensamania", Fenwick creates a stupidity virus that Bob Santino unleashes on Mensa, the most intelligent planet in the galaxy, as a test run. If it works there, he intends to use it on Earth to make the population stupid enough to buy his latest product.
* Dogstar: In "Persuasion", Bob Santino plants subliminal messages in his robog ads to cause people to regard the Dogstar as a threat and try to destroy it.
* Dogstar: In "The Greening of Gavin", Lincoln instructs Fenwick on how to disarm the Tesla cannon and tells her to cut the red wire. Fenwick then points out that both wires are red and asks what idiot would do that. Lincoln looks embarrassed.
* Dogstar: In "The Quick and the Dog", Zeke attempts to fix the food synthesizer. It results in him and Alice being drenched in dog food.
* Dogstar in the "Titanium Chef" episode but Glenn can't quite come up with anything.
* Dogstar: In "Twice the Excitement", Simone is trapped outside and drifting away from the Valiant. Gemma throws a rock that opens the valve on Simone's oxygen tank, propelling her back to the ship.
* Dogstar: The Primes attempt to flush Alice and Zeke out of an airlock in "Titanium Chef". Their plan backfires and they end up being cast into space instead.
* Dogstar: The Valiant is halted by one in "The Quick and the Dog", where the asteroids are no more than a few feet apart.
* Dogstar, who constantly manages to paint himself as humanity's saviour, despite being responsible for many of its catastrophes.
* Dogs tend to worship humans as the "First Ones". Rheun is understandably reluctant to tell dogs that they were human in prior lives, and octopi before that.
* Dog Stereotype later explained in an interview that he had no idea this was an issue but was happy they were able to raise awareness of it.
* dogs that looked cute if they evoked the same response as children However, they lack the distinctive "meow" vocalization of the domestic cat, which is known to drive humans mad with cuteness.
* Dogtanian and the Three Muskehounds was condensed (with a new redub and script) into a 90-minute TV movie.

* Dogtanian, has an elderly yellow horse, this one called Sandy. (Although Sandy is a far better horse than he looks.)
* Dogtato that causes it to bite all the veggie-hybrids, turning them into apples that roll up and gather together in the branches of a nearby apple tree where the bat holds residence. They return to normal in the morning.
* Dog the Bounty Hunter, even those with myriad felony charges against them, will often become emotional when family members or loved ones are mentioned when talking to them en-route to jail. Some will even take the opportunity to call them to apologize for their actions before being taken to jail.
* Dog the Bounty Hunter has the team gather for these before going after bail jumpers to review the relevant information on them.
* Dog the Bounty Hunter have made him something of a controversial figure.
* Dog the Bounty Hunter the Coon, and decides to take the law into his own hands, such as scratching a guy for making out with his girlfriend. Cartman thought he was stopping an attempted rape, despite the girl very loudly screaming "Yes!"
* Dog the Bounty Hunter, with his own crew and big-breasted wife, Beth. Dog loved the episode, and the real Beth said they should've made her boobs bigger.
* Dogtooth: a Greek film in which a couple keeps their children imprisoned in their home to adulthood, teaching them that the outside world is incredibly dangerous while trying to maintain a completely different world inside, ranging from different vocabulary to incest. Features lesbian incest, passionless sex scenes, long stretches without dialogue and no real ending.
* Dogtooth has stated that he prefers working with amateurs, as he finds their performances more pure.
* Dog Town, a crime-noir RPG where player characters commit all kinds of criminal acts, has rape, sodomy and doing bad things to children listed under "Perv Crimes," the lowest-of-the-low stuff that's enough to make any "decent respectable criminal" want to vomit, or at the very least "shorten the lives" of the "miserable fuckers" who do these things.
* dog treats laced with poison or sharp objects littered around dog parks, but more cases are reported than found true, and often it's the result of dogs eating poisoned bait set for vermin animals or small animals that were killed by the bait. This has led to increased regulations regarding the use of poisoned bait for pest control.
* dog. Two kids are tied up in a cage, and a dog is in another cage. He bites through the ropes on the kids' hands.
* Dogville - A Danish/British/Swedish/French/German/Dutch/Norwegian/Finnish/Italian co-production.
* Dogville, Nicole Kidman's character takes the name of this trope literally and indeed sends her goons to kill the entire village, except the dog.
* Dogville to America, but that shouldn't stop him from being able to portray it as hateful and evil, right?
* Dogville was filmed in a similar style, though with slightly more scenery.
* Dog Warrior, and he shuns his newfound family and works against them. Meanwhile, Ukiah sees that his long-lost brother seems to be a ruthless drug dealer, and suspicion leads the Pack to put Atticus through a harsh initiation, confirming their criminality and enmity in his mind.
* Dogwelder deserves special mention. Garth Ennis and his friends were in a bar one night and decided to come up with the worst possible superhero. Dogwelder was the first suggestion, and nobody could top it.
* Dog Whisperer. He even sincerely thanks Matt Stone and Trey Parker for the work they did, for promoting him and his show, and even offers his services if they ever find themselves with an out-of-control dog.
* Dog with a Blog: Avery suffers a horrible case of this trope. Whenever she is told a secret, she will panic and start hyperventilating before finally blurting it out.
* Dog with a Blog episode "A New Baby?" has the kids misinterpret Bennett discussing getting a promotion of getting a boat for their parents having another baby.

* Dog with a Blog has Tyler go around drawing moustaches on pictures. At the end of the episode, Bennett and Elen draw a moustache on him in retaliation.
* Dog with a Blog: In the episode where Stan's puppies demonstrate the ability to talk, Stan and the kids celebrate, right up until Chloe points out the obvious issue: how do they keep them from talking around the parents? Cue record scratch and Stan telling Freddie to get off the turntable.
* Dog with a Blog: Karl and Avery pinch other to detect if they are in one of Avery's kissing dreams.
* Dog with a Blog, Nikki and Tyler play Cyrano for Avery to pretend to know Spanish to "tutor" her crush. Unfortunately, it just happens that Nikki has a crush on Tyler and is jealous of his new girlfriend. This escalates into a massive argument between Tyler and Nikki that results in them abandoning Avery on the spot.
* Dog with a Blog, possibly to match her mom's blonde hair, who was a redhead in a flashback.
* Dog with a Blog, Stan the dog slides down the banister during a family photo, essentially ruining it for everyone.
* Dog with a Blog that Bennett and Ellen unknowingly met when they bumped into each other while strolling their children at the park. The reason they didn't recognize each other is because back then Bennett had a long grey beard and Ellen had red hair.
* Dog with a Blog the family is discussing what to do about Ellen's new pet parrot:
* Dog with a Blog: Tyler has to pretend to be a dog whisperer so that Nikki doesn't find out Stan's secret. He can't figure out what's wrong with Nikki's dog, Evita, but Stan sees that she has a bur in her paw and must tell Tyler without alerting Nikki. He gesticulates his paw but Tyler gets it wrong. Stan then writes it on the wall, but since he's a dog he doesn't know how to write. Finally, Stan calls Tyler.
* Dog with a Blog, Tyler tries to find out why Chloe's friend doesn't like him and does all sorts of things to win her over. Even after he learns the lesson, he finds out that she really does like him and was pretending not to so he would keep doing favors for her and Chloe. He then celebrates the fact that he's learnt that not everyone has to like him and that everyone does like him.
* Dog with a Blog when Tyler's crush is helping him make burgers, even with romantic music in the background. Then her mom walks in and tells her she's doing it wrong, she then proceeds to help him in the same way, complete with the same romantic music and Tyler's disgusted reaction
* dog) with dark blue snuggies. The grandmother, mother and daughter had pink snuggies.
* Dog with his men saying that them getting robbed of their own ill-gotten drugs and money is "a problem."
* Dogyuun has many scorpion mechas in stage 4. The boss of that stage is a giant robot scorpion that shoots homing balls from its tail, and tries to massacre you with its claws.
* Dogyuun, it gets screentime in the intro... and it's only the second of ten bosses.
* Dogz Don't Kill People (Wabbitz Do)" — courtesy of Mouldie Lookin' Stain, a.k.a. Chris Moyles.
* do has Professor Xavier asking characters no more than once if they would like to join up, then leaving them completely alone, even when they've fought alongside them in the past (Dazzler is a good example). He only seems to insist that they stick around if they've actually been official members of the team for some time (such as Beast). In the X-Men's second incarnation, Professor Xavier is seen offering several characters a chance to join up (including Colossus, Nightcrawler, and Wolverine), and although they all accept, nothing indicates he would have pestered them had they not done so. (In the case of Nightcrawler, for example, he isn't even physically present).
* do have a detriment — all the property he destroys is paid for by the agency, and they dock his pay in return. Seeing as Shizuo really can't get a job anywhere else and that his little brother is an idol who is undoubtedly filthy rich, he doesn't really care. If anything, he's more surprised that he's paid at

all.
* do have a fair bit of influence. It is very possible for commoners to rise to power by working their way up in the civil service, distinguishing themselves in battle or taking advisory positions with powerful people.
* do have a language of sorts, that can be both written and telepathically "vocalized".
* do have concrete goals in mind (usually some sort of money-making scheme), the organization as a whole, particularly its management, falls under this.
* do have dots tattooed for use by radiologists to line up and aim the beams for radiation therapy to kill tumors.
* do have human(oid) holograms. This was done intentionally to prevent the crew from empathizing too much with a potentially dangerous AI.
* do have jurisdiction as crimes involving the postal service are federal offenses). Stottlemeyer does show contempt for Special Agent Josh Grooms, the agent in charge.
* do have just a pair (or lower), it's because a point is being made of how bad/unlucky the player is, how good they are at bluffing, or how lame the game is.
* do have names and even personalities, it's said the protagonists shouldn't bother to learn them because of this.
* do have perfect spelling, and what it means, because if there were no standards, the modern standard would just be another convention among the rest. The Watch books in particular mention that school cost a penny a day to send kids to, which most of the poorer families can't afford and even middle-class ones can only afford for part of their child's life. Vimes, a product of one such school, provides evidence that there are competing standards, as his handwriting is neat and consistent but sprinkled with extraneous "e"s consistent with spelling habits in the 19th century.
* do have significance, but only so that there are exactly 4000 years separating creation from the Babylonian exile.)
* do have that reaction to it... probably shouldn't be letting something that causes swelling anywhere near their throat.
* do have the right to collect royalties from any work that uses the character in the UK.
* do he's occasionally scolded (and spanked once) by his mother over his misdeeds and at the end is punished by his parents for riding his bike to town without telling anyone.
* D'oh-in in the Wind", when Homer, who is taking up a hippie lifestyle, leans his arm against a tree and decides to "feel the good vibrations". The view then pans back to reveal that the "good vibrations" he's feeling is his hand inside of an active bee's nest. His only reaction is drawn-out (yet relaxed-sounding) "Ouch."
* "Do I Creep You Out" uses JibJab's standard cutout animation method. "CNR" also did this, but mixed it up with live-action heads on animated bodies and vice versa.
* "Do I Creep You Out?" Which opens up as a sweet love song and keeps to the sweet tune while the singer confesses all the creepy, stalkerish things he has done to the subject of his affections (Taking her gum out of the garbage, following her home from work).
* Doi has a crush on Yuki for a few chapters and gets Nitori to let him meet her. The crush goes away
* Doing a barrel roll in a fighter, where maneuverability is an essential component of design, is not very exceptional in and of itself. Barrel-rolling a prototype four-engine commercial jet is something else entirely. While it was actually quite safe for the pilot and plane,
* Doing a strenuous activity with additional weights bound to the trainee
* Doing certain things or taking damage from specific sources repeatedly can cause the game to offer you a
* Doing enough public events (or doing the same public event enough times) on a planet will result in new starting dialogue between your Ghost and the planetary vendor, lampshading your grinding/farming.
* Doing In the Scientist: Explaining away scientific stuff as actually being the

result of magic.
* Doing In the Scientist, or that in fully comprehending reality, there are limits to what we can rationally explain.
* Doing In the Scientist: Retconning something that had a scientific explanation into having a magical one vs. retconning something that had a magical explanation into having a scientific one.
* Doing In the Wizard: Every event has a cause that can be explained by the interaction of fundamental laws of the universe, even if it seems "magical" because we don't know what all those laws or interactions are.
* Doing In the Wizard: Explaining away magical stuff as actually being the result of science.
* Doing In the Wizard is actually bleeding out its vagina, not its ass.
* Doing In the Wizard: Replacing a magic thing with a similar, more mundane thing.
* Doing It, by Melvin Burgess, one of the boys calls his "Mr. Knobby Knobster."
* Doing It by Melvin Burgess subverts the hell out of this trope by showing just how psychologically messed up a teacher would have to be to want to have sex with her student and why, in the long run, this sort of relationship would be damaging to the student in question.
* Doing It for the Art once when Deadshot asked him why, if he was classically trained and had a genuine Strad violin, why he called himself the Fiddler, like "...an inbred hick".
* Doing It for the Art: The creator makes the work for artistic merit rather than profit.
* Doing It for the Art: The people behind the work do it for artistic merit rather than profit.
* doing it herself; how immortality would affect somebody who's already a ghost is unclear).
* Doing It Right This Time “the Angel of Gundamjacking” (former trope name).
* Doing It Right This Time about Ritsuko and Commander Ikari's sex life.
* Doing It Right This Time a 'disaffected member of Generation X' the rule doesn't apply to him.
* Doing It Right This Time; after all, he can hardly monologue to the Evangelion her soul resides in.
* Doing It Right This Time: After a shopping trip in chapter 2 Asuka realizes she not only likes Shinji but also Rei.
* Doing It Right This Time: After returning to the past the three pilots talk about how they are so socially inept that they run away from other people (Shinji), push them away (Asuka) or don't know how interacting with other persons (Rei). However they agree to try to get better at socializing.
* Doing It Right This Time and all worry, angst, and heartbreak that go hand in hand with them that they opt to share.
* Doing It Right This Time, and attempts to give her a bit more of a developed character than canon.
* Doing It Right This Time: As Asuka notes, Shinji blames himself for all what happened in the original timeline, including messes were not his doing or he had no control about.
* Doing It Right This Time: Asuka blushes when she sees Shinji and Rei trying new clothes. She is particularly flustered when she stares at Rei because she had never been drawn to a girl until then.
* Doing It Right This Time, Asuka casually states -after the initial shock-:
* Doing It Right This Time Asuka ran into this trouble while talking to Shinji about the events of the original timeline:
* Doing It Right This Time: Asuka travels to Tokyo-3 early to help with Shinji and Rei's training. When Shinji asks if she is right with them getting kills while she remains benched, Asuka replies she is rationalizing that it will be thanks to her training. Shinji replies it is not a rationalization because she was the best pilot and he was just lucky.
* Doing It Right This Time: Asuka walks into the sea together with Shinji, hoping

to rejoin Instrumentality or drown... and wakes up in her bedroom in Germany, three months before the start of the War. When she realizes she has a second chance she is ecstatic and thrilled about it.
* Doing It Right This Time: At the beginning of chapter 2, Asuka and Rei have a short talk when the latter is sleeping in the former's room and she starts bleeding.
* Doing It Right This Time" counter, which Asuka forced them to reset in her first match.
* Doing It Right This Time does not want to mess with Shinji or Asuka in presence of Rei. She has a gun and she is very trigger-happy.
* Doing It Right This Time fanfic: In the first story draft, Misato comes home and finds Shinji, Asuka and Rei fast asleep and cuddling up together. She finds them so absolutely adorable her doubts about a three-ways relationship working vanishing... and she slinks away to find a camera and take pictures.
* Doing It Right This Time: Gendo ordered Rei to take medication to "keep herself focused". Upon returning to the past the three pilots found out that her "medication" was a cocktail of mood suppressors and tranquilizers which turned her into a completely creepy and unemotional person. After stopping to take them, Rei starts exhibiting a normal emotional range.
* Doing It Right This Time him to watch how she seeming died, Shinji wonders what his father saw in her. Asuka cannot figure it out either.
* Doing It Right This Time him to watch how she seemingly died, Shinji wonders why his father would marry her and decides there is no accounting for taste.
* Doing It Right This Time in a very simple way: the three of them share each other.
* Doing It Right This Time: In chapter 2 Asuka has this reaction when she sees Rei trying a new dress. When she realizes she is staring she says herself "Stupid hormones". That scene led Asuka to realize she was not as straight as she thought and she liked both Shinji and Rei.
* Doing It Right This Time: In chapter 2 Asuka notices Rei has very nice legs.
* Doing It Right This Time: In the first story draft Rei decided to get hammered when she thought she had missed her second chance and Asuka had beaten her to the punch again because she was under house arrest (long story) for long enough for Asuka getting there and get her claws into Shinji before she did.
* Doing It Right This Time: In the original timeline Shinji thought Asuka did not like him back, Asuka thought Shinji did not like her back and he loved Rei instead, and Rei was unable to recognize her own emotions. In the altered timeline neither of them confessed for a while since Asuka was confused because she also started liking Rei, Rei was unsure about her feelings towards Shinji and Asuka, and Shinji thought he would have to choose between both.
* Doing It Right This Time, it is Asuka who reveals Kaji that Misato carries a torch for him still:
* Doing It Right This Time: Lampshaded. Time Travel? Shinji finds it perfectly believable and thinks being skeptical about it is silly. After all what has happened to him, why not?
* Doing It Right This Time makes a minor plot-point out of both Hikari and Asuka doing away with this look in favour of a more "adult"-looking hairstyle. In Hikari's case it's only for a special occasion, but Asuka has made it permanent.
* Doing It Right This Time: One of the fans of this story makes illustrations of several scenes.
* Doing It Right This Time opens with one of these for Ritsuko and Maya. And boy is it a memorable one!
* Doing It Right This Time plot, Kaworu needs a huge amount of energy. More than even an S2 Organ can generate in normal operation. The hastily jury-rigged overclock does work, but...
* Doing It Right This Time Ritsuko changes completely her behaviour towards Rei, treating her like her little sister and being quite overprotective from her.
* Doing It Right This Time: Ritsuko was so engrossed in her work and her scientific research, and so driven to differentiate herself from her mother, that all her

relationships prior Gendo had failed after a few months.
* Doing It Right This Time: Sakura and Nozomi know about her brother and her middle sister (respectively) and other people being time-travelers and are keeping it secret... despite Sakura being very loud and indiscreet.
* Doing It Right This Time: Sakura Suzuhara is tiny, cranky, demanding, and constantly follows her big brother around. The "Don't like being called 'a kid'" came when Asuka did do right that.
* Doing It Right This Time: Shinji, Asuka, and Rei are more determined than ever to save the world after having gone through the canon's events and returned the past. They are also more sarcastic than ever due to be fully aware of having been puppets used to fight massive alien monsters and cause the end of the world.
* Doing It Right This Time: Shinji, Asuka and Rei's minds were sent back in time to three months before the beginning of the Angel War (and later they find out they are not the only returnees). Asuka jokingly suggests they pretend everything was just a prophetic dream or something, and theorizes Kaworu has something to do with their return.
* Doing It Right This Time: Shinji, Rei and Asuka were fourteen when they met (the latter was thirteen to be precise). Shinji liked both girls and they liked him back, but due to their psychological issues they were unable to make a connection. After going through a war, the end of the world and returning to the past they do not want to repeat past mistakes and they are very sick of romantic angst, jealousy and woe so the three of them get together.
* Doing It Right This Time situation, but the one to take the biggest direct step towards derailing the Scenario is Rei... and to a lesser extent, the late Naoko Akagi. Shinji still needs some convincing that they can pull it off.
* Doing It Right This Time's shoulder. In order to talk with them, she leaps from the giant robot and lands on the catwalk in this position.
* Doing It Right This Time: Subverted. After hearing how his father treated Rei, Shinji wants to kill him… and then he thinks of a better idea: giving him exactly what he wants –reunite with Yui- and then watching while his mother gives Gendo a piece of her mind.
* Doing It Right This Time: Subverted. Gendo loves Rei more than Shinji... However, Gendo being Gendo, it only means he treats her in a slightly less crappy fashion.
* Doing It Right This Time: Subverted. When Asuka begins to suspect that Rei's feelings towards Shinji are not sisterly at all she gets jealous... and then stops herself, remembering that was when everything started to go wrong in the original timeline (she loving Shinji but being unable to spit it out and being jealous of Rei because she thought that Shinji liked her was a major factor in her break-down).
* Doing It Right This Time: The Angels -giant alien monsters- of canon, fought in the original timeline. Now the main characters have returned to the past, the battles have become quite different.
* Doing It Right This Time, this trope naturally comes up quite a lot:
* Doing It Right This Time, to which Hikari rather crossly retorts that the man is actually a carpenter who injured his hand in a workplace accident.
* Doing It Right This Time: When Asuka announced Rei was moving with them, Misato demanded knowing what was going on and why they were acting so out-of-character. The three Children figured out that she would find out sooner or later so that they told her they were time-travellers.
* Doing It Right This Time: When Asuka meets Shinji she mentions on passing she had been constantly hitting on him… and getting exasperated because she could not tell whether he was dense or not interested:
* Doing It Right This Time: When Kaworu decided to send himself and the other Children back in time to prevent the end of the world, he thought he might avert to play his role in the Dead Sea Scrolls prophecies if he changed sexes. So he turned female.
* Doing It Right This Time: When Misato and Asuka argue about Shinji's shooting skills, this exchange happens:
* Doing It Right This Time: When Misato is teaching Shinji about gun safety:

* Doing It Right This Time: When Rei meets Gendo for the first time after travelling to the past, she slaps him and informs him all of his planning was for nothing because he would fail. Gendo was pretty... shaken afterwards.
* Doing It Right This Time: When Rei tried a new dress and innocently asked Asuka if she looked good, Asuka felt very flustered and very hot all of sudden (that was her first hint that she liked both Shinji and Rei).
* Doing It Right This Time: When Shinji tries new clothes Asuka spends a while thinking of how yummy he looks.
* Doing It Right This Time, whereas Ritsuko and Maya's was heavily hinted at but finally revealed in Chapter 3.
* Doing It Right This Time, whereas Shinji just decided to pick "a look that works" and stick to it. Asuka cajoles them both into expanding their wardrobes some.
* Doing It Right This Time with a full understanding of how much he had screwed up her life as well as Shinji and Asuka's lives, Rei - of all people - delivers one of these to Gendo in the first chapter. It was strong enough to send him sprawling and knock his glasses off his face.
* Doing morally questionable things like sacrificing others' lives for the team's sake is a recurring theme in
* doing so is another thing entirely, as powerful magical beings (like the Children of Oberon) are basically the raw energy equivalent of the world's nuclear arsenal. But technology can keep up for a while, such as in "The Gathering", where Xanatos uses a force field to temporarily fend off Oberon. That episode also features an explicit invocation of this trope:
* "Doing" someone has traditionally been gangster or assassin slang for killing someone (perhaps short for "doing them in"), but nowadays is more often thought of in terms of sexual intercourse. However, there are still informal senses such as the one of "doing" someone if you paint their portrait or perform an impersonation of them.
* doing the skinning in hyper-realistic detail. What is truly baffling about these dreams is that they can and do occur to people who are well adjusted, and don't reflect reality to a great extent. In other cases, intense horrifying imagery is one indicator of repressed emotions, trauma, and emotional baggage. Even then, the nightmares may seem disproportionately frightening. And God help you if you have nightmares 5 times per week. That'd ruin the relief of rest.
* doing the splits on cinderblocks while balancing eggs on single chopsticks and on his head.
* doing this continually. appears on the viewscreen, causing Worf to leap the tactical console and nearly fire his phaser right at his image. Lampshaded by:
* Doing this is referred to in some medical circles as "against medical advice", or "accident my ass". Trying to claim that you were "standing on the corner, minding your own business" has been shortened to the acronym "SOCMOB" and is treated as equally implausible. Another name is "Eiffel syndrome" (no, don't think about an
* Doing this sort of thing is incredibly common in the espionage business.
* Doing this to Hades (and occasionally other gods of death) has become its own subtrope, see
* "Doing Time" it in there, simply because she doesn't have to deal with SpongeBob anymore. Well, at least until SpongeBob and Patrick visit and attempt to help bust her out of prison, much to her dismay.
* "Doing Time": Mrs. Puff being sent to solitary confinement turns out to be
* doing what David Beckham does best turning Beckham from one of England's most hated footballers (after his petulant red card at the previous World Cup) into one of its most beloved.
* Doink the Clown across multiple promotions. Osborne would reprise the role in some later guest appearances on WWE TV.
* Doink the Clown (at least during his heel run) dressed like a stereotypical clown and played pranks (not all innocent ones either) on fellow wrestlers, yet his technical wrestling skills were always put over by the announcers.
* Doink the Clown is an identity that has been donned by various wrestlers through

the years, no less than 12 in WWE alone.
* Doink the Clown match, with the "Kill the Clown" chants starting at 4:40.
* Doink the Clown run is generally considered the only aspect of the gimmick worth watching.
* Do I Really Sound Like That?: A character hears themselves speaking and is astonished at how they apparently sound.
* Do I Really Sound Like That?: Somebody is surprised by what a recording of their own voice sounds like.
* Dois Filhos de Francisco, the children who will grow up to be a famous country duo (one of them, at least; the other dies young and is replaced by another brother) is forced to eat raw eggs by their father who wants them to be musicians.
* do it. And the humans don't care in the least and are not troubled by it at all. If the evil CEO Mom orders her robots to do so, they comply.
* do it, but even the famously conquer-happy Romans sometimes just had to content themselves with client kings). How loyal the former enemy was to their new lord varied, of course. If they proved truly intractable, a more amenable cousin could easily be offered this trope instead.
* do it chapter "Rena Rouge" does Marinette reveal that she knew that she was Alya.
* doit death. After all, does death show any qualm about laughing at us?). This is a simplified version of the original quote:
* Do It For Me: The "Awake" ending has the protagonist refuse to kill anyone and turn the girlfriend in to the police, and no one dies, including the girlfriend.
* "Do It For Them" opens with Dipper having a nightmare inspired by the events of "Sock Opera".
* do it?" The doctor ponders on this for a second or two and then smiles. "There should be no problems at all. The human race encompasses all shapes and sizes and there's nothing physical that's going to prevent you both from enjoying a healthy sex life... The problem is, you won't have anyone to talk to."
* Do It Transitions between the features were represented by the pages of the magazine turning.
* DO IT YO8 COW8RD KILL M8 KILL M8 KILL M8 KILL M8 KILL M8 KILL M8 KILL M8 KILL M8 KILL M8
* Do-It-Yourself Plumbing Project: Someone tries to fix their plumbing themselves with hilarious results.
* "Do It Yourself" Theme Tune perform the theme song, so the song is an example, just not in the way the image suggests.
* "Do It Yourself" Theme Tune: The theme song is written/sung by one or more characters (but not necessarily within an episode).
* Doja Cat, American rapper, has stated that she is attracted to both men and women.
* Dojima actually does make it to Nanako's side for what appear to be her final moments.
* Dojima's instincts catch onto the MC and the investigation team almost immediately, but he can't bring himself to suspect the person who watches over his daughter.
* dok'aebi, as frustrating as that might be for poor human victims. Many surviving folk legends depict them as benevolent tricksters, but historical accounts still suggests that they were also seen as monstrous forces as heartless as natural disasters. The translation convention for dok'aebis used to be "ogres" due to their aesthetic association with Japanese oni, but because of their characteristic, terms such as "goblins" or "fae" have been taking over recently.
* Dokapon Kingdom female characters who use the Robo-Knight character class turn into robot girls with floating ponytails that turn into wings.
* Dokapon Kingdom game in the series. Both these enhanced remakes came out the same day in Japan.
* Dokapon Kingdom has an item called the Skeleton Key, which allows you to choose the item you get out of Item Spaces, including red ones.
* Dokapon Kingdom has Heck (the game is silly) as the last area the adventurers go into. The first section of the dungeon is the typical fiery wasteland, and the

heroes have to fight their clones. The second section is more of a dark and evil castle, though.
* Dokapon Kingdom makes the Gates of Heck appear somewhere in the kingdom, and the players have to travel down into Heck and beat him up.
* Dokapon Kingdom, one of the random map events is that your character will be abducted by aliens. This causes them to disappear off the map until the start of their next turn, when they are returned with a change to their stats. If this happens to sync up with an end-of-week hairstyle contest (itself a very rare event), the game will comment that your character 'was not around'. This can lead to one person winning by default.
* Dokapon Kingdom), where you can interrupt a fight between another player and a monster and deliver the killing blow to take all the credit for yourself.
* Doki Doki Literature Club! and you get the "END" card backward. The game then goes back to normal as if nothing happened.
* Doki Doki Literature Club! at first, anything and everything that it has to do with a trope like this has to be pretty spoilery.
* Doki Doki Literature Club!, but has no issue with people headcanoning any of them as trans.
* Doki Doki Literature Club! by calling his first day in the Literature Club "the day [he] sold [his] soul for a cupcake".
* Doki Doki Literature Club! courting said girl has no effect on whether he will deny it. The only girl he never has to say this about is Monika.
* Doki Doki Literature Club!, Dan Salvato noted that "'Sayori' was some kind of unholy fusion between 'Sayuri' and 'Saori', and to this day I’m not even sure if it could pass off as a real Japanese name." However, "Sayori" (さより) is an actual Japanese girls' name (as well as the name of the Japanese halfbeak fish), albeit an uncommon one, as seen with voice actress Sayori Ishizuka.
* Doki Doki Literature Club!, despite being a brutal, horrific deconstruction of such, has gotten many into visual novels, thanks to its popularity extending far beyond visual novel enthusiasts.
* Doki Doki Literature Club! disturbing things do make sense, though, with the rest being just additional flavouring.
* Doki Doki Literature Club! Fittingly, her eyes are an emerald green.
* Doki Doki Literature Club! game since all your saved data was deleted.
* Doki Doki Literature Club! gives one to the player character, and he could reciprocate her feelings.
* Doki Doki Literature Club! has Natsuki's poem "Amy Likes Spiders". The poem is about a girl the narrator can't stand due to her interest in spiders, going so far as to not let her touch her, and thinks anyone who's friends with Amy will become a spider-lover, too. As such, this can be read as a metaphor for a homophobe feeling disgusted by a gay person, thinking that their mere touch and companionship will turn the people around them gay. This is, of course, helped by the fact that the narrator of the poem is intended to look like a bigot who judges people for things that don't hurt anyone.
* Doki Doki Literature Club!. However, what is really happening is that to advance the story, you have to start the game again from the beginning, and this time it will be... different. Let's just say different.
* Doki Doki Literature Club! is to do this to Sayori. The mod begins with the Main Character barely stopping Sayori from killing herself, and it's obvious that she's going to try another time. It's up to the Main Character to help Sayori with her depression and make her outlook on life less bleak.
* Doki Doki Literature Club! longs to destroy every reality where an iteration of the game exists as part of her gambit for vengeance on Monika. She had already destroyed 30 realities already by the time the story starts.
* Doki Doki Literature Club Loops has Monika in this role, as implied in the source canon.
* Doki Doki Literature Club Loops, one of Yuri's knives is made out of cardboard. It's still far, far more effective than any normal knife.

* Doki Doki Literature Club Loops. The duo have been together ever since.
* Doki Doki Literature Club Loops. This gets an excellent lampshade in chapter 9:
* Doki Doki Literature Club! Monika decides the Literature Club is a place for no happiness and deletes the whole game to spare her friends from her pain.
* Doki Doki Literature Club!, Natsuki uses a swivel chair to reach a box of manga from a high shelf, and the protagonist helps by trying to keep the chair stable. He realises that he could look up Natsuki's skirt from his position, so he tries to look away. Unfortunately for him, Natsuki notices this and then accuses the protagonist of setting her up.
* Doki Doki Literature Club! port also got a special inner coversheet resembling a notebook.
* Doki Doki Literature Club! premium version on June 30, 2021 adding side stories, bonus content, and HD graphics.
* Doki Doki Literature Club!'s face disappear at a moment when she's being mind-controlled.
* Doki Doki Literature Club! such as a sticker sheet, standees of the characters, a club membership card, and a special poem from Monika.
* Doki Doki Literature Club! Surreal though it is, it makes sense eventually — but before that, if you don't already know, it's just inexplicably freaky for a long time.
* Doki Doki Literature Club! that followed couldn't match the surprise and uneasiness of this.
* Doki Doki Literature Club!, the game hits you hard when you find Sayori having committed suicide in her room. Then it gives you a twofer when you return to the main menu and find that both her character portrait and the new game option are heavily corrupted, both foreshadowing the events to come and that the player had not reached a bad ending.
* Doki Doki Literature Club!: The girls in the club have their own tics.
* Doki Doki Literature Club!, to emphasize the surreal nature of the scene.
* Doki Doki Literature Club! was blamed for the suicide of a 15-year-old boy in Britain by the boy's father and various news outlets. The game was accused of "dragging kids in" to suicide.
* Doki Doki Literature Club!. What qualifies for this trope are the details: if you look closely at the CG, Sayori has blood on her hands. Monika later brings up in the third act that Sayori didn't jump high enough to snap her neck, and instead slowly asphyxiated. The blood was from her attempts to tear herself free, whether out of having second thoughts or survival instinct kicking in.
* Doki Dok I Literature Club, when Yuri and Sayori are just getting to know each other, Sayori tries really hard to make Yuri happy as with everyone else — by reading a rather difficult book with her — and this makes Yuri think Sayori's not treating her like a normal person but going out of her way to help the socially unskilled weirdo. It escalates when Yuri's reaction (together with Sayori's own feelings of inadequacy) makes Sayori try even harder the next day, which of course feels even worse to Yuri, leading to a brief enraged "I don't want your pity!" reaction, although Yuri immediately feels awful about it and knows she's not communicating what she's actually thinking and feeling.
* Doki Doki Literature Club!: Yuri has purple hair and eyes, and Natsuki has pink hair and eyes.
* Doki Doki Literature Girls. After deleting the game, Monika is confronted by Sayori in the void, and Sayori pushes Monika to reset the world, firmly believing that there was still hope for the Literature Club despite Monika's pessimism.
* Doki Doki Literature Girls. As such, teh player is mentioned in passing, but plays no important role in the comic.
* Doki Doki Literature Girls, there is Sayori. In the Friendship arc, Sayori reveals that she had known that her new friend Ako was infatuated with her, but she opted to be oblivious to it. While she does this as a way of preventing having to break Ako's heart since she was dating Monika, it instead comes off as Sayori being deceitful and playing with Ako's emotions.
* Doki Doki Literature Girls, this is to be expected. Natsuki realizes that she

lived in a visual novel making her concerned that she didn't have free will, but she eventually sheds that belief due to Monika's reassurance that the love she felt for Yuri was of her own volition.
* Doki Doki Literature Girls, Yuri ends up becoming enamored with Natsuki despite of their writing styles and personalities.
* Doki Doki Panic was defeated, explaining why World 7 only has two levels when all other worlds have three.
* DokiDoki! Pretty Cure and kill everyone there. Apparently, according to this movie, if there is no future to look forward to, the present will cease to exist (despite the fact that going to the future and changing things there affects jack squat in the present).
* DokiDoki! Pretty Cure, calls out Mana and even abandons her for trying to befriend Regina, who shares the blame for destroying Makopi's country.
* DokiDoki! Pretty Cure can and does do a lot of amazing things, but singing is not one of them, no matter how much or loudly she tries.
* Doki Doki Pretty Cure can only stay transformed for no more than 300 seconds. She's also the only Cure from the franchise who transforms from a kid into a late teen/adult.
* Doki Doki Pretty Cure - despite the name, she does not have any sort of sword.
* Doki Doki Pretty Cure has King Jikochuu who is much taller than the towers of Trump Kingdom, so he's about the same height as Jaaku King. Makes you wonder how he gets a daughter who appears younger than the heroines.
* Doki Doki Pretty Cure in the group pose sequence. The transformation music promptly died out when the girls found that out. The dentist meeting earlier caused Makoto to got too scared to transform upon knowing that the Jikochuu is related to dentists.
* DokiDoki! Pretty Cure, normal security cameras somehow managed to capture Mana's first transformation on video.
* DokiDoki! Pretty Cure said this when her friend, Alice, caught her and Rikka's transformation.
* Doki Doki Pretty Cure, Sebastian reverse-engineers a Commune to turn himself into the superhero Cure Sebastian to help out his master Alice. He used it a grand total of once before somebody stole it and used it herself, while he eventually learns he doesn't need to use it so long as he can help Alice in some manner.
* Doki Doki Pretty Cure. She has overall different powers and a very different transformation.
* DokiDoki! Pretty Cure take this mantle instead, to a much more degree of success than the past two seasons.
* DokiDoki! Pretty Cure, though, like Tsubomi, she wears her occasionally. Unlike Tsubomi, who's given contacts, it appears Rikka's just a little near-sighted, as she'll wear them if she needs to see something too far away.
* DokiDoki! Pretty Cure uses a drill due to being based off a dentist. Because Makoto is afraid of dentists, the drill scares her so much that she refuses to transform... at first.
* DokiDoki! Pretty Cure was a character that had never appeared before.
* Doki Doki Pretty Cure, we have Marmo and Regina. And Regina is the superior one.
* Doki Doki Pretty Cure, when Rikka spends nights with Mana, they sleep in two futons next to each other. The very close futons can be considered as one bed. Makoto spends a night with Mana, too. Also Alice spent some nights with Mana.
* Doki Doki Pretty Cure where it also uses the suits of cards motif for the four main characters, Mana Aida/Cure Heart (Heart), Rikka Hishikawa/Cure Diamond (Diamond), Alice Yotsuba/Cure Rosetta (Club), Makoto Kenzaki/Cure Sword (Spade) and Aguri Madoka/Cure Ace (Ace).
* DokiDoki! Pretty Cure. While not magical, it gives a regular person the same abilities as a Precure. It gets destroyed near the end of the episode and never mentioned again.
* DokiDoki! Pretty Cure with ribbons adding extra volume to her lower limbs.
* Dokidoki School Hours ends with the realization that Mika might not be teaching anymore due to marriage... though falls on its face after the meeting.

* Doki Doki School Hours has a thing for petite women, which just happens to apply to her teacher - and she is not at all shy about showing her affections.
* Doki Doki School Hours: Shizuka "Iinchou" Nagare the Class President.
* Doki Doki School Hours used a cover version of "Furare Kibun de Rock'n'Roll" by TOM CAT as its ending theme.
* Doki Doki School Hours, where an extremely short school teacher was teased by one of her students that this would happen to her. A few of the students proceeded to tie a bunch of balloons to the teacher's obi (they were at a summer festival) and the first student lifted the teacher up so it looked like she was floating away.
* Dokidoki! Tama-tan, Tama-tan is given a magical moon jewel and gains the ability to turn into a Lunar Lady.
* Doki-Doki Universe does this for the cinematics and loading screens.
* Doki-Doki Universe has a meter that tells you how much they like or hate you, which you can influence by summoning things they like or hate, or by picking them up and throwing them around.
* Doki Doki: Yuuenchi, a 8-bit Nintendo game never released outside of Japan, took place entirely in one of these.
* Doki has her donning these, apparently to show that she is, at times, rather girlish.
* Doki may be crippled with cerebral palsy but she'll make you look like
* Dokkan — calling her "Mama" in front of her entire class to boot (and neither Doremi nor Momoko realizes it is the toddler until she says her name).
* Dokkiri Doctor and some of the students, and he tries to help everyone out the best way he can, leading to hijinks.
* Dokkoida?! more serious than the rest of the show, and included some truly epic action.
* do know is that he was a "spiritual brother" of the Air Nomads, and a personal friend of Aang's airbending teacher and father figure, Monk Gyatso.
* Dokonjou Gaeru in 1970. To date that's his only successful series, spawning two anime series and a ton of merchandising in Japan. Since ending it he created dozens of other mangas but none of them are well-known.
* Dokonjou Gaeru is a frog, and they naturally don't have bellybuttons. This was pointed out a few times, and is even part of the lyrics in one of the ending songs.
* Doks if they locate the abandoned equipment of the Waaagh! they're descended from.
* Dokuhime little girls are purchased for the purpose of bringing them up to be Poison Princesses and exposed from the time they're in their cradles to poison in order to build up immunity. Many don't make it, the successes are trained to be assassins whose very touch is deadly. They have to keep ingesting poison to function properly.
* Dokuro has one of these, where the future warden Kawashima is the head, and children are horribly abused.
* Dokuson in person, while other characters, even if they're not affected by her temptation spell, seem to at least acknowledge that she is a beauty (for example, her appearance is Youzen default choice any time he needs a beautiful female form).
* Dolan comics are like this. The appeal of the comics is how intentionally terrible they are.
* Dolan days, when the meme looked nothing like its current self and was all in Finnish. Doge hipsters swear allegiance to the "Daily Doge" blog from 2012, before the now-well-known "shibe" face and the associated captions ("wow", "so", "such", etc.) had become standardized.
* Dolan Life Mysteries videos, especially in the videos animated by Klowncar or ReturnOfGoo.
* Dolan. One of his more infamous incidents involves giving Gooby a car as a gift, only to reveal that it was a stolen vehicle, resulting in Gooby being framed for grand theft auto.
* Dolan's Cadillac a sign so he drives into a construction zone's hole rather than reversing it; the protagonist notes the man he wants to trap wouldn't have fallen for the latter.

* dolce vita epics never ceases to captivate anyone. Plus, the country brought us the greatest thing in the world: pizza.
* do learn to defend themselves, but remain among the more unambiguously good characters in the series.
* do leave the poor girl alone, imagine her disappointment if she happened to say yes!"
* Dolemite Is My Name calling the film coarse, rude, crude and vulgar. Moore tells his co-workers that such a review will make people curious to see just how coarse, crude, and vulgar the film is. Sure enough, when they arrive to the film premiere, the first showing is sold out, and there’s a line down the block to see the next one.
* Dolemite Is My Name. That said, the final product ends up being a surprise hit.
* Dolemite lampshades this, showing off that Rudy Ray Moore, though bighearted and energetic, had no martial arts training whatsoever (which is a problem when you're playing a purported kung fu master).
* Dolemite mayor then takes the reins, but is himself killed by a secondary character. With only a few minutes of screen time remaining, we're introduced to group of assassins hired by the late mayor.
* Dolemite, where supposed police officers actually inhale the cocaine they seize, before declaring it "the good stuff all right".
* Dolichovespula maculata spp.). Yellow jackets, especially the queens, are also often called "ground hornets".
* Dolittle, a dragon has an intestinal blockage that needs to be cleared, and Dolittle proceeds to shove a large leek into her butt (making her exclaim "Oh good heavens!") as a tool to begin removing things.
* Do Little Mermaids Wet Their Beds? and stops wetting after a dream adventure with a mermaid, whose bed is always wet being under the sea.
* Dolittle started and forced theaters to close, significantly reducing its theatrical run.
* Dolittle the good doctor and Chee-Chee try to play chess using mice as the pieces, keyword: try.
* Dollanganger Series, Cathy's eldest son is named Julian after his father, but is known in the family as Jory, which is a combination of his real name and that of his late uncle Cory. Cathy's brother Chris, meanwhile, calls her "my lady Cath-er-ine."
* Dollanganger Series fills in the gaps as a prequel which tells the story of Cathy's grandparents and how they came to disown their daughter. It's just about as complicated and soap opera-ish as it sounds.
* Dollanganger Series theirs together—would be quite convenient.)
* Dollar coins are used as the primary legal tender instead of dollar bills and pennies have been phased out.
* Dollar Flu/Green Poison, as civilization had all but collapsed from his man-made plague at the beginning of the game.
* Dollar Shave Club has several commercials that portray store employees as ranging from indifferent to downright abusive with customers trying to buy razors, doing things that would likely get them fired or even
* Dollars Trilogy, his beating reflects the flogging of Jesus while the party outside is staged to look like The Last Supper. He rides into town on a mule, and during the final duel he appears to "resurrect".
* Dollars Trilogy in other places of Spain as the provinces of Madrid and Burgos as much if not more than in Almería.
* Dollars Trilogy is smart, handsome, intelligent, always wins, and is the sort of guy that audiences feel they want to be.
* Dollars Trilogy: The Man With No Name's hat has a repaired bullet hole in the dead center of the crown. We never learn the circumstances surrounding it, its just another mysterious element of the character.
* Dollars Trilogy: The Man With No Name's poncho is the definite western example.
* "Doll Bones" by Holly Black is centered around a china doll made from the ground-up bones of a murdered girl. The children have to find the girl's grave and

bury the doll or be cursed/haunted forever.
* Doll by Mitsukazu Mihara is an anthology series about humans interacting with robots, so it's only natural that many of its characters are robot specialists.
* doll crucial moment, the entire game's events could have been averted.
* Dolled-Up Installment, but with changes made to certain sprites, including Pac-Man himself, where he looks more like Namco's official artwork.
* Dolled-Up Installment: Practice of inserting a work into a franchise which it was not originally intended for.
* Dolled-Up Installment: Slapping a franchise onto an initially unrelated product.
* dolled up to be a Bajoran to infiltrate the Maquis, and Chakotay felt responsible for not catching on to her as the leader of the cell she infiltrated, especially after he learned later that he had missed other spies among his ranks (including science officer Tuvok). It was only when Tuvok admitted that Seska had deceived him while they were in the cell, as well, that Chakotay got over it.
* Dolley deals with the context for only actual historical invasion of the United States, by the British Army and Royal Marines during the war of 1812.
* Dollface Dollface had her mask magically sealed by the man who gave it to her, and she couldn't find him again when she went to have it removed.
* "Dollface" - name for a woman when a man is pleading his case or apologizing
* Doll Factory and decide to perform a ritual from the book there for a goof. The goof was on them.
* Doll Factory in a sword fight in the titular factory in the film's climax.
* Doll Factory, Sheriff Barclay has his head sliced off with barbed wire by the dolls.
* Doll Factory: Sheriff Bart Barclay is the sheriff of the town who helps the kids deal with evil killer dolls.
* Doll Factory: The intro happens on Halloween Night, 1976. The rest of the film is set in the present day.
* Doll Factory: The titular dolls are little grey bald-headed people in black dresses who are trying to collect souls for their master.
* Dollhouse: Adelle DeWitt - charming, morally grey ballbuster who is equally at home with threats and seduction, and approaches Darth Vader levels of nastiness in the second season. She is. In. Charge.
* Dollhouse Alpha eventually transform into a new type of being with multiple personalities simultaneously inhabiting the same person. When Echo is asked if she would want to go back to her original personality Caroline, she states that she is no longer that person and is now her own entity.
* Dollhouse: Alpha's entire goal in "Briar Rose" and "Omega" was to turn Echo into a composite like himself. Composite!Echo's first act was to hit Alpha with a pipe. Justified in that, since he was a doll, most of his personalities are hopelessly lovelorn romantic rape-slaves specifically designed to put their assigned sexual interest on an absurdly high pedestal, and many of them were tailored to work with Echo specifically. Not all that many of the fractured components of his personality were dispassionate, experts in psychology and engineering, or particularly smart in any field but infiltration.
* Dollhouse, although occasionally DeWitt steps into this role (although more as a strategist than a technical expert).
* Dollhouse. Ambrose, Harding and 'Clyde' change bodies several times. An interview with Alan Tudyk revealed that Alpha planned to do this, as well.
* Dollhouse and is suddenly kissed by her adult son. She quickly pushes him away and starts gagging.
* Dollhouse and revealed that the Dollhouse's technology would destroy civilization if used just a little bit more creatively.
* Dollhouse, and so on. It got renewed anyway but the second season was the last. The second season may have been simply because the execs knew they'd get complaints if they canceled it after only one season.
* Dollhouse and then hired out to clients, many of whom (though not all) specifically do so to indulge in romantic fantasies. While the Actives' original personalities effectively signed a contract to be used as sex slaves with the

Dollhouse beforehand, it's only offered to people who were in some sort of dire straits, nor would such an agreement hold up in any modern court of law.
* Dollhouse: A non-villainous example occurs in "Haunted", when Margaret (a middle-aged woman) is uploaded into Echo's younger body. She briefly feels her own breasts and jokes to Adelle about how they're now "pointing at the sky".
* Dollhouse, a recurring character in a hostage situation (and bomb vest) because of a psychotic kidnapper with multiple personalities refers to a previous good time as "a blast". He's blown up when the psycho points out "Who doesn’t love a pun?"
* Dollhouse are eventually revealed to have formerly been a landscape architect and a sociology grad student, respectively.
* Dollhouse arriving speaking one language and replacing it with an English version.
* Dollhouse' assignment, it turns out that Echo is helping her give birth, having been programmed as a midwife.
* Dollhouse. At the start of Season 2, a pissed-off Dr Saunders puts lab rats in Topher's cupboard, in a not-too-subtle message of what she thinks of him. His female assistant Ivy has to retrieve them while Topher climbs the nearest railing to get away.
* Dollhouse, Ballard thinks this is the secret of the titular facility, that the Dollhouse kidnaps young men and women and forces them into some sort of human-trafficking ring. The truth is more complicated than that.
* Dollhouse been made by someone else, there's no way it would've gotten that far, if only because of the inboxes full on hate-mail his fans could unleash like no other.
* Dollhouse, Boyd Langdon crashes in through a window and punches him out.
* Dollhouse, but as Topher is an egotistical genius he prefers to do it all himself while using Ivy for routine tasks and fetching his snacks.
* Dollhouse. But it's like Whedonites have a constant persecution complex up and running — All. The. Time.
* Dollhouse, but when he gets into a grappling, head-slamming fight with another agent in his office over a personal insult, it's hard to imagine how he's able to continue going about his investigation afterward.
* Dollhouse can be used to generate this effect, as Bennett shows rather graphically to Echo.
* Dollhouse, Caroline!Wendy says, "The wrongness of this is SO large!"
* Dollhouse couple (Priya/Sierra and Tony/Victor) had a son between "The Hollow Men" and "Epitaph One” but Tony and Priya had a falling-out and split, leaving Priya as a single mom. However, they are reunited eventually, and all three survive to the end of the series.
* Dollhouse decided was too confusing and didn't get into the action quickly enough, and so they didn't run it. Therefore, the episode count for the broadcast run was reduced to 12. However, delivering just twelve episodes would violate the contract they had with the company putting out the DVDs, so a stand-alone thirteenth episode was created strictly for the DVD. As a result, the DVD set has fourteen episodes: the twelve episodes broadcast, the stand-alone thirteenth, and the original unaired pilot.
* Dollhouse deleted scene where he tries on some goggles that are meant to go with his interactive computer screen.
* Dollhouse. Despite being a single woman who lives alone, she seems to make lasagne in gigantic portions. It's no real surprise that it works on Ballard.
* Dollhouse developed personalities, or even her fellow Dolls Sierra and Victor, who managed character development early on via their romance.
* Dollhouse develop. When confronted by Echo, he even taunts her to shoot him, pointing out that he'll just download into another body.
* Dollhouse do this (hacking the body up and dissolving it) with a death that he technically allowed to learn that "actions have consequences".
* Dollhouse, Dr. Saunders has numerous thin scars across her face as a result of an attack by Alpha. They seem to be getting less noticeable each episode, and really

don't do much to detract from her beauty.
* Dollhouse: Due to the multitude of personalities that are downloaded into Echo's consciousness, it's not surprising when she speaks mostly in Spanish in one episode to gain the trust of an abused female immigrant, which she does freely even in the presence of the police guards since they can't understand what they're saying. One of her personalities is a Russian girl, so she knows that language as well (although the actress is pretty bad at it).
* Dollhouse. Echo is programmed to believe she's a baby's mother in "Instinct". At the end of the episode when she's forced to give the child up, she sits in a playground in the park at night with her handler.
* Dollhouse, Echo talks to Paul even though he's brain-dead. Seeing Paul, even like that, is implied to be necessary for her mental state and she freaks out when he's moved.
* Dollhouse episode "Briar Rose", FBI agent Paul Ballard muscles his way into Stephen Kepler's apartment, where there are some suspicious-looking plants:
* Dollhouse episode "Haunted", Echo gets imprinted with the personality of a wealthy woman who wants to attend her own funeral. The woman's son makes a pass at her; she's suitably disgusted.
* Dollhouse episode "The Attic" is a parallel nightmare world in which inmates' fears can kill them not only in the dream sphere, but also in real life.
* Dollhouse episode "The Left Hand" sees Topher downloading a second copy of himself into Victor.
* Dollhouse episode where Echo is working as a backup singer for a pop star, she tells her boss, "Bitch, you can fire me, but don't think you can take me."
* Dollhouse "Epitaph Two" makes it worse, as Rossum executive Matthew Harding seems to wear his bodies with rich food and then discards them, putting himself in a new, fit body.
* Dollhouse. Even after Bennett finds out Caroline was only using her to get access into a laboratory, she agrees to help her.
* Dollhouse except even more obliging and unambitious. They're basically like children on Valium.
* Dollhouse. Except for the whole "violently seeking revenge on Caroline's body" thing...
* Dollhouse explores the unmasking of a technology that is originally thought to be an urban legend.
* Dollhouse features a mysterious "memory drug" in the season one episode "Echoes". Supposedly, it triggers suppressed memories. Effectively, the characters in contact with it act like they are on a strong psychotic substances like mescaline.
* Dollhouse features attempts on the life of a pop singer, some of which occur onstage. In one case a stunt double is killed in her place.
* Dollhouse finale, when Ballard takes a no-fuss, no-warning stray bullet in a gun battle.
* Dollhouse had a light, comical version. When Caroline first meets Bennett in college, she guesses Bennett is a neuroscience major. Bennett is shocked she guessed that so easily and asks how she figured it out. Caroline says it's because Bennett is eating a tuna sandwich, and fish is brain food...and also because Bennett is carrying a large stack of neuroscience textbooks.
* Dollhouse had another example of real-life relatives: the series finale has Eliza Dushku's younger brother Nate as Clive Ambrose's latest body. Her real-life boyfriend, Rick Fox, also cameoed.
* Dollhouse has a client hire the Dollhouse to program a mother for his newborn whose actual mother died in childbirth. He blamed the baby and could not give him the love he needed. In a rare subversion, the client knew it was irrational and still wanted the child to be loved which was why he had them program Echo to think she was his mother. By the end of the episode, he's gotten over his issues and takes care of his son on his own.
* Dollhouse has a different version, having taken one of the sleeping pods and stacked his books and personal items around it. He's also writing on the side of the pod.

* Dollhouse has a few of these. Most used is simply "would you like to go for your treatment?" or "it's time for your treatment" which is said to an engaged Active by their handler. This immediately makes the Active stop what they are doing and go with their handler back to the Dollhouse to be mind-wiped.
* Dollhouse has Echo, slave to the titular organization and all too aware that she and her fellow Actives are being exploited. This curse, however, comes with the ability to call on skills from any imprint she's ever received.
* Dollhouse has the sci-fi variant with Victor and Sierra. No matter how many times their personalities are deleted, no matter who they're programmed to be, they fall in love with each other, every time. This serves as powerful evidence against the Dollhouse's claim to be able to programme genuine emotions- at one point Victor breaks up with the woman he's programmed to be in love with, because even though this incarnation has never met Sierra he knows there's somebody out there who he loves more.
* Dollhouse. He even refused to sleep with Echo, whom he's crazy in love with, for a long time, because she was messed up from being a doll and he felt it would be wrong.
* Dollhouse humans referred to as dolls aside, there was the episode where a serial killer collected women who look like his relatives, drugged them with paralytics, dressed them up and 'played pretend'.
* Dollhouse: Implied in the episodes "Man in the Street" and "A Love Supreme" in the Internet tycoon Joel Mynor's relationship with his late wife, Rebecca, who Joel recalls "was beautiful and she knew it."
* Dollhouse, in a sense, given that they are implanted with a full set of memories going back to infancy when they are imprinted for engagements, despite having signed their bodies over to the Dollhouse as adults. An Active can thus have a lifetime's worth of training as a thief, assassin, or soldier.
* Dollhouse, in a way, by having her mind imprinted into a Doll. Technically dead and most of what we know about her comes from hearing her loved ones talk about her... despite her (or her memories in someone else, anyway) being the protagonist of the episode.
* Dollhouse in De Witt's office. Her only comment? "I think we can both agree that that carpet is finally done for."
* Dollhouse into the body they want, then removed and stored for later when the "engagement" is done.
* Dollhouse is about a memory-erasing brothel and the individuals who live inside and work there. The Epitaph episodes have strong elements of this, as well as biopunk. Mag and Zone's survival gang and Victor's tech-heads especially embody the attitude and aesthetics.
* Dollhouse is an expert in playing the politics (and just plain manipulating everyone) in order to protect her House.
* Dollhouse is revealed to be a long chain of nightmarish Mental World scenarios chained together to be a giant super computer.
* Dollhouse is this. Although their villainy lessens over time, especially in season 2 as a Greater Evil is uncovered.
* Dollhouse, it's not a person but the title business. It largely survives because it has a lot of rich and powerful people, including at least one senator and the Governor of California, on its client list.
* Dollhouse?). Later, several of the Dolls and their human handlers are sent to investigate an outbreak, but the handlers are only given cover identities as private security. Topher, as a joke, programs the Dolls to think they are NSA Agents, who act like jurisdiction-stripping jackasses to their handlers.
* Dollhouse may be for hire, but most of the agents and administrators display the best intentions for their work.
* Dollhouse — who are the focus of the show — are all named from it. (The ones at the Washington, DC branch are named after Greek gods, suggesting that each branch uses a different scheme.)
* Dollhouse. Not that, frankly, they seem particularly ready for the tech themselves.

* Dollhouse. One episode even has vox populi interviews about the subject.
* Dollhouse) outright requests that he give her a "treatment" so she can help him better.
* Dollhouse pilot "Echo" was deemed too confusing, as it threw viewers right into the deep end with the show's high-concept premise and began showing the Dollhouse's organisation falling apart right from the get-go. Instead, the network ordered that the show's first five episodes would be mostly-standalone stories showing the Dollhouse functioning more-or-less as it's supposed to before the cracks start to show in episode six. Scenes from the pilot were incorporated into episodes throughout the first season – notably, the last shot of the pilot became the last shot of the aired season finale "Omega".
* Dollhouse plays Graham Tanaka, a white FBI agent with an Asian last name.
* Dollhouse recruited its doll volunteers from people who were desperate to forget something.
* Dollhouse resembles a Zombie Apocalypse. A signal was sent to all telephones on the planet that would wipe the listeners' minds, and program them to kill anybody who didn't hear the signal. As a result, rabid hordes of lunatics hunt down the few remaining normal people in the ruins of the civilization; a very strong similarity with this trope.
* Dollhouse reveals that before being forced to become Echo, Caroline sabotaged a Rossum Corporation laboratory with the help of her roommate Bennett Halverston, a Rossum employee.
* Dollhouse - second season. Sierra is made to return to the evil, evil man who forced her into the Dollhouse, permanently imprinted to love him this time. Topher finds a heart and gives her her original personality. So what does she do? Instead of bashing the guy on the head at the first opportunity, she sits there and smirks and is super-smug about how she never, ever, really loved him, and how she's in love with another man - what did she think was going to happen? Of course he starts beating the crap out of her and attempts to rape her.
* Dollhouse serve pretty much the exact same function in their respective houses.
* Dollhouse. She anticipates this and the last line of the will says as much.
* Dollhouse. She appears in two episodes. In the first episode, the issue of her sexuality never comes up. In the second episode, an offhand comment indicates that she's lesbian, and has been out for some time. Although Zone had to have it spelled out for him.
* Dollhouse. She is part of a team of cybernetically-enhanced vigilantes who can download specialized skills to their brains and store them on thumb drives. When asked what she takes out of her head to make room for the extra knowledge, she holds up a thumb drive labeled "MERCY" and grins.
* Dollhouse similarly took advantage of Enver Gjokaj (Victor) having an identical twin brother. He stood in as the second Victor in a dream sequence.
* Dollhouse's non-actor twin was used in a dream where Victor had to continually fight an enemy version of himself.
* Dollhouse sometimes sleeps in her office, all so she could properly monitor and take care of the "Dolls".
* Dollhouse. So they have to pretend to be the mind-wiped Actives while they work out how to escape; unfortunately, this means going into the co-ed showers. Victor plays the baseball flavor of this trope straight and out loud, reciting the Mets roster by fielding position after catching a glimpse of incredibly hot Sierra all wet and naked.
* Dollhouse sound like a music box in minor key. Appropriate, given the title.
* Dollhouse started airing the second season, the only way to see any promos for the show were minutes before the episode aired.
* Dollhouse's Topher, who is tolerated by dint of being the only one around who knows how all the big shiny brain-scrambling devices work.
* Dollhouse, the Actives are meant to be released with their original personalities after five years.
* Dollhouse: The Dollhouse is once hired to assist a DEA operation. As the Dollhouse is already an illegal entity, everyone involved is upfront about the iffy

nature of this operation.
* Dollhouse the first time we ever see Alpha, although he's not attacking anyone, he is naked. Then the camera pans to show us a dead woman and blood all over the floor, implying this trope.
* Dollhouse) the heroes intervention. Other than that, it plays this trope to a T.
* Dollhouse the Madonna (their innocent resting states) and the Whore (a fair amount of their requested personas) and are celebrated for both roles. Adelle is not amused.
* Dollhouse, there's a whole behind the scenes look at all the cast and crew who return to work with Joss for the show. He's got a production posse that doesn't just act, but also write, produce, shoot, etc.
* Dollhouse, the title organization is hired to protect a rock star from a loony fan. Echo becomes a back-up singer, while another Active becomes a fan.
* Dollhouse. The titular Dollhouse is made up of people who, for whatever reason, volunteer to have their minds uploaded and put in dead storage while the Dollhouse rents out their bodies to high-paying clients, imprinted with personality composites made to order so they can serve a variety of purposes for rich clients (usually prostitution). Of course, it's not long before the show begins to examine the grander implications of the technology involved.
* Dollhouse. This has no significance to the main character at the time as she has no idea who this person will be, but it came as a shock for the viewers.
* Dollhouse, this is Alpha's plan at the end of season 1. It doesn't go well.
* Dollhouse. This is particularly glaring when the characters look down from the top balcony of either show.
* Dollhouse) told them — the genie is out of the bottle. They didn't believe him.
* Dollhouse: Tony chose to become an Active and have his memories erased because his PTSD made it difficult for him to adjust to civilian life. When his contract is up, he enlists with another program that threatens to erase his personality completely, because he'd rather be a cog in a machine than be Tony again.
* Dollhouse took this to a new extreme: the technology that will reprogram humanity into a horde of mindless engines of pure violence and bring about the apocalypse? Let alone allow the technology that would allow the villains behind said apocalypse to gain immortality via erasing innocent peoples' minds and over-writing them with their own mind? It came from technology that allowed for prostitutes/escorts to be programmed into personalized sex puppets.
* Dollhouse Topher takes it away from him, assuming he was just being an idiot; it turns out he's actually one of the villains.
* Dollhouse to produce a show for her so that she could get out of her contract to Fox. To hear Whedon tell it, Fox treated him very much the same way that Rossum treats its "Actives", which may go a long way towards explaining why the show is much darker than most Mutant Enemy shows.
* Dollhouse underneath Los Angeles is pretty much a self-sustaining spa eight stories down.
* Dollhouse usually uses real names but often makes up nicknames. Most are only used once; his most persistent one is "Man-Friend" for Boyd.
* Dollhouse version of this as the Dolls are human beings that have their memories erased of their past and implanted with new personalities between clients. While not all missions are for sex, a large number of them are.
* Dollhouse, was not aired on television but was put out on DVD. So for those who did not buy the DVD, the episode made little to no sense.
* Dollhouse was originally impossible to find, let alone break into or escape from, until the end of the first season. After that, characters seem to be able to get in and out whenever the plot demands it.
* Dollhouse. We don't see what it actually does until late in season 2, but it's mentioned well in advance...
* Dollhouse, when Echo only leaves her client this way when her programming glitches.
* Dollhouse when he's ordered to permanently turn Sierra over to Nolan Kinnard.

* Dollhouse, which aired 2009-2010 on Fridays. Despite poor ratings, Fox renewed it for a second season (still on Fridays), although it was canceled fairly early in its second run due to the already low ratings declining further.
* Dollhouse, with the dolls regularly having new memories and personalities downloaded, along with various abilities, such as Sierra turning into an expert with gunwoman to rescue Echo. In the post-apocalyptic conclusion of the series, several of them had memory sticks loaded with programming so they quickly download skill sets (usually combative in nature) at the expense of other less important (at the moment) skills, like "Mercy".
* Dollhouse. Worth noting here is that Gjokaj's accent was so good and his name so exotically Eastern-European (though he's actually Albanian) that a lot of viewers never thought to guess his character was anything but what he seemed at first.
* Dollicious, as well her sisters. The run a restaruant and are all exelent cooks, but Ramen is noted to be the best one of them all and adored by the rest of the siblings and friends for her talents.
* Dollicious is about family of seven sisters running a restaruant in a magical land where all the foods in the world live personificated as little girls. A lot of stories focus on cooking or food (but not all of them)
* Dollicious is an incredibly energetic, jolly, and crazy girl. It fits as Guarana fruit has more caffeine then Coffey and the character is meant to be a personification.
* Doll is about artificial humans called, of course, dolls, which are hardwearing and very expensive, usually used for service positions.
* doll moving dolls with AI installed in them, it's almost obvious. Least of which when an easy to find bit of dialogue not long after the switch is "Reko" questioning why her body is the way it is. Now, why would she say that unless there was something wrong with her?
* Dolls are a recurring symbol/motif for Asuka. She calls Shinji & Rei "dolls" who make no decisions of their own.
* dolls are often like this. For example, Alpha's Handler suggests he watch his step when he gets caught coming onto Echo. Alpha does exactly that: he walks away by staring at his feet.
* "Dolls/Dames" - Girls/women collectively. If you happen to be a private detective, use it whenever you can justify it.
* Dolls Fall, this is what the students of Jiaiin Girls Dormitory are, whether they are alive or dead.
* Dolltopia are all living toys who came to the titular city to live their own lives rather than what humans dictate for them.
* Dolltopia soon after leaving his life like Kitty did. When he gets to Dolltopia, the doctor is quick to fix him.
* Dolly herself, notably, doesn't mind the displacement. Unlike many of the other original artists featured on this list, she
* Dolly is sort of shoehorned into the role of a levelheaded and headstrong leader in
* Dolly — it lasted one season and was considered a huge gamble even then.
* Dolly Parton AC. There's also the curious case of "Two Doors Down", which was sent to country in a version by Zella Lehr, while Dolly's version never charted at country (it was the B-side of "It's All Wrong but It's All Right"); however, Dolly's version is the only one that country radio plays.
* Dolly Parton, also appeared in a few episodes as the sister of Robby Ray.
* Dolly Parton, and her comment was that she looked like a midget next to them since most of them were around six foot.
* Dolly Parton had several, including "It's All Wrong, but It's All Right"/"Two Doors Down" and "Baby I'm Burning"/"I Really Got the Feeling". Both sides went to #1.
* Dolly Parton hiding behind a tree." (Substitute any other well-known busty woman, as appropriate.)
* Dolly Parton original, it's more like "IIIIIIIII will alllllllll-waaaaaaaaays love yoouuuu..."

* Dolly Parton's "9 to 5", which she takes such a liking to that she quotes part of the song to the Union Counsil while defending her colony of Moclan refugees.
* Dolly Parton's famous blonde hair is a wig; she's actually a brunette. In her day-to-day life, or if she wants to go out with her fame-averse husband, she wears her natural brown hair, minimal makeup, and modest clothing, at which point she just looks like an average Southern woman. What also helps the "disguise" is that she has several tattoos that aren't part of her public persona, hence why she pretty much always wears long sleeves for publicity appearances.
* Dolly Parton's famous song "Jolene" paints the picture of this variety of love triangle. Jolene (with her "beauty beyond compare") is the Veronica, and the singer (who "cannot compete with you, Jolene") is the Betty. The song consists of "Betty" begging Jolene not to steal her man.
* Dolly Parton's song "Jolene" (also recorded by Olivia Newton-John and Kesha among others), where the narrator begs Jolene not to steal her man.
* Dolly Parton was raised in a one-room cabin in the woods with dirt floors and little money. Her parents worked hard to stretch a dollar.
* Dolly Parton wrote "I Will Always Love You", she was on Porter Waggoner's syndicated TV show. She wanted to leave the show to foster her budding solo career but wanted him to know that she appreciated all he did for her, and her thoughts resulted in the song. After she played it for him, he decided to release her from her contract as long as she had "Love You" recorded. It would go on to become a huge country hit and the rest is history.
* Dolly the sheep had three mothers: one that the nuclear DNA was taken from, one that the egg cell was taken from, and one that it was implanted in.
* Dolmann, a quirky inventor, had a small robot doll for every occasion, though it was never very clear whether they legitimately possessed minds of their own or Dolmann was using his skills as a ventriloquist to pretend he had some company. Even so, they seemed to
* Dolmio) has a bizarre, multicolored hairstyle akin to a poodle's without explanation. The hair was explained soon after in a series of follow up shorts that had the theme of the family members having a bad day they immediately forgot about then Mama served dinner: she went to a new hair dresser and it didn't go well. In later shorts, Sophia had straight brown hair like the rest of the family, meaning this wasn't her natural hair.
* Dolochimps have the heads of dolphins, the bodies of chimpanzees and the legs of giant locusts.
* Dolohov's signature spell involves purple fire. When cast non-verbally, this
* Dolomedes) is attacked by a parasitic wasp, the spider will usually try to evade it by going underwater. However, some wasps have been observed following the spider underwater, stinging it, then dragging it out of the water.
* Dolores both undergo character development into this. In the second game, the new pilot of Jehuty actually teases A.D.A. about her apparent crush on her original pilot.
* Dolores, but the host of abandoned plot threads still gives the impression that you did something wrong.
* Dolores catches Eddie with his pants down (he had just gotten out of the shower and was getting dressed) when
* Dolores Claiborne, father and daughter share a bond until he starts sexually harassing and molesting her.
* Dolores Claiborne, Selena sees the back of her own head while facing a mirror. When she tries to turn around, she has no face. This happens just before her bad memories come back.
* Dolores Claiborne), the protagonist's husband hits her across the kidneys with a piece of firewood, then says "Why did you make me do it?" It doesn't end well.
* Dolores Claiborne was a long-suffering wife of an abusive relationship. However, what pushed her over the brink wasn't her husband's treatment of her, it was his treatment of their children (emotional abuse of one son, sexual abuse of their daughter, and cleaning out the college savings accounts Dolores had worked long and hard to build up).

* Dolores does this as a prank on Humbert in the 1997 film adaptation of
* Dolores Duffy has playing the bongos on her professional resume so Iris Puffybush played the bongos in one episode of
* Dolores, i causes a massive wave after falling to earth at hypersonic speeds, inundating a city up to at least the second floor. Although the damage is blamed on the heroes, there are oddly no fatalities mentioned.
* Dolores Jane Umbridge happily employs this during her tenure as a teacher. She finds it difficult to counteract Hermione's vast array of knowledge, and so she allows her to make one statement or raise one question, then promptly turns her back on Hermione and pretends to not notice her raised hand.
* Dolores O'Riordan before her untimely death in January 2018. The band intends to donate proceeds from the song to her children, and the music video is dedicated to her.
* , Dolores strangles her landlord while giving him a massage, and her friend Luis, who runs a struggling empanada shop, disposes of the evidence by mixing it into the meat. The "special" proves quite popular.
* Dolores Umbridge does not have any official ties with Voldemort, but she gleefully uses her post to enforce his
* Dolores Umbridge exploited this trope. She doesn't want Hogwarts students trained in offensive magic so she fills the Defense Against the Dark Arts class with lessons like 'negiotation' and 'non-retaliation' on the premise that these skills are just as important for future Auror teams as curses and counter-curses. While this might not sound like a bad idea, the fact that she is imposing these restrictions while a wizarding civil war is brewing in the background make it clear that, in this case, being The Face is less useful than knowing how to defend yourself from homicidal lunatics. It's also clear from what happens a couple of books later that she's deliberately watering down the students' skill-set so that they'll be less of a threat to face when there's a coup.
* Dolores Umbridge has a high tittering laugh...which hides her sadistic nature.
* Dolores Umbridge is an interesting example. There are eviller villains in the series, to be sure, but none of them are quite so
* Dolores Umbridge, who, as a distinguished and high-ranking Ministry official, is able to get most people to overlook her child abuse in
* Dolorous Edd admits he abandoned Sam in "Valar Morghulis" because Sam was fat and slow.
* Dolphidile (dolphin/crocodile), cockager (tiger/cockatoo) and ralk (rabbit/elk)
* Dolphin Rider Koishi has the fishmen who explode into fish when killed.
* Dolphins are depicted similarly (and, in fact, the Howler mindset is directly compared to theirs), which means that this trope applies to
* Dolphins, Dolphins Everywhere — These creatures make everything a splash.
* Dolphin Sextina Aquafina summarises her personality - "I'm a dolphin, we have sex for plea-sure".
* dolphins (official materials suggest Dolphins and Whales serve aboard the Enterprise-D as navigators.)
* Dolphin Tale: Made in 2011, set in 2005. The 2014 sequel, in turn, is set in 2008.
* Dolph Lundgren as he needed the money to pay his lawyers during his divorce.
* Dolph Lundgren features an alien drug "collector" who overdoses humans with stolen heroin so he can extract endorphins from them for sale off-world.
* Dolph Lundgren has a rather manly, squared jaw that has only become more pronounced over time.
* Dolph Lundgren has played more than half a dozen Russian characters, despite actually being Swedish.
* Dolph Lundgren holds all true to the actor: he studied chemical engineering, moved to the States with a Fulbright Scholarship to MIT, and started working as a bouncer which led him towards a completely different career.
* Dolph Lundgren in the 1980s, and they started a short lived relationship.
* Dolph Lundgren in the Spring of 1991, though it was still released theatrically overseas.

* Dolph Lundgren, led by evil Yakuza boss Yoshida, who murdered Kenner's parents long ago.
* Dolph Lundgren was almost entirely deleted for time reasons, and he only appears as a silhouette.
* Dolph Lundgren, who earned a Masters in Chemical Engineering in 1982, which he studied for while competing in European karate competitions; he holds a 3rd dan Black Belt in Kyokushin karate.
* Dolph Ziggler and Hornswoggle. Funnily enough, her BFF AJ locked lips with the last two as well, and AJ is with Dolph Ziggler as of December 2012.
* Dolph Ziggler are an evil power couple, but seem so blissfully happy together that it's hard not to root for them.
* Dolph Ziggler began his WWE career as Spirit Squad member Nicky (he was a brunette then). Since then, he bleached his hair blond (except for a few months in 2011 when he was a brunette). He's since stopped bleaching it, with the tips of his hair being blond and the rest brunette. As of 2017 he let his natural hair grow out.
* Dolph Ziggler is partial to this. He often yells and hollers when entering a match and when he is in control of a match. He sometimes does this after winning as well.
* Dolph Ziggler more intense than average Joe) and that he is always looking for something to eat.
* Dolph Ziggler: Occasionally does live comedy and even writes sketches for both himself and other comedians.
* Dolph Ziggler: Peaked in 2013 when he cashed in his Money in the Bank contract to win his second World Heavyweight Championship (his first reign in 2011 lasted less than an hour).
* Dolph Ziggler's caddy in the short-lived and controversial Kerwin White gimmick. Once that gimmick was canned, he reappeared as Nicky, a member of the Spirit Squad. He finally debuted as a singles wrestler with the Dolph Ziggler name in 2008, where he eventually became World Champion in 2011.
* Dolph Ziggler who revolutionized how entertaining selling could be and for making his opponents look strong. Speaking of which...
* Dolph Ziggler, who wanted to know who he was but Dolph was too flabbergasted to answer.
* Domain, a horror novel about giant killer rats, one of these aggressive rodents gets stuck twice — once by its shoulders, again by its hips — while squeezing its body through a gnawed hole in a door. Any exterminator, or any rat-fancier who's ever tried in vain to put a collar on one, knows that real rats can fit their entire bodies through any opening large enough for their heads.
* Domain: Dominique Vazquez gains this status in the second book after a more supporting role in the first one. Lilith Mabus also counts.
* domain hacking. Also, the Christmas Islands revoked the infamous "goatse.cx" domain in 2004.
* Domain Tnemrot and he and the JAD artist are working on something else as well. And on his facebook he mentions working on three other projects he hasn't mentioned yet. Apparently he doesn't sleep.
* Domain Tnemrot as almost all tech in the future being based around the touch screen.
* Domain Tnemrot. Dae is one of the last living soldiers in a resistance war and has essentially become the leader by default.
* Domain Tnemrot doesn't see as much action as Dae in the arena, but is shown to be a much more capable fighter than him. The main reason she doesn't fight in Tnemrot is that she's recovering from abuse and still has some suicidal tendencies.
* Domain Tnemrot has numerous cases of the crowd cheering their enthusiasm for someone to deal a deathblow.
* Domain Tnemrot. In a blog post, Herbert says the original 4th chapter gave a history that conflicted with the one mentioned in the About page, so he changed everything around at the last second.
* Domain Tnemrot once said no one was famous until this trope was inflicted on

them.
* Domain Tnemrot, though, the author insists that this is in no way a political comic and it's all just a part of the setting, while the main character's views are just a product of the environment he's grown up in.
* Domain walls - basically a cosmic string in two dimensions, not just one, that would divide the Universe in a sort of cells.
* do manage alright on Hershel's farm for a while, but even that gets overrun with zombies eventually.
* Doman gets subjected to this from Gintoki, who hits him with a kancho multiple times while Gedomaru bends him over, and was also given the same treatment from Seimei in the past (which is a joke on the fact that his family name of Shirino literally means "butt").
* Domaris, which would be deeply dishonorable if it were true since it would violate their mentor-student relationship.
* Doma when she was about to finish him off but suddenly snapped out of it at that very moment.
* Dom DeLuise gets only a few minutes near the start of the film, but kicks off the plot by convincing Kermit to go to Hollywood and get into showbiz.
* Dome is set at a futuristic undersea research lab. One of its residents volunteers to be genetically modified into a fish person in order to better survive the underwater environment.
* Domenica alla Frontiera, and a typical week-end activity for families is traveling to the end of the Universe and watching the nothingness beyond.
* Domenico; in fact, they occasionally have sex — to settle arguments.
* Dome of the Deep (Maraqua): Chiazilla, Giant Spectral Mutant Walein, Koi Warrior, Slug Monster, The Drenched
* Domes are also really drafty, leak badly (think of all the joints on the outside and the fact the outside is all roof), and have really weird acoustics (you can hear someone from the other side of the house but might not be able to easily hear someone in the same room). There's a reason why people like Lloyd Kahn, who actually wrote several books on dome construction, no longer think they're a good idea. Not to mention they have terrible re-sale value and most banks are really hesitant about making loans on them and you get traditional construction winning out over futuristic.
* Domestic Abuse: Almost always by the heroine's husband. Otherwise, it's her own mother or her mother-in-law.
* Domestic Abuse: A person harms their significant other either physically or emotionally (or both), often to control them.
* Domestic Abuse: Characters who abuse their families/spouses/lovers often cross this.
* Domestic Abuse: I can do whatever the hell I want with my own family, like beating them to a pulp!
* Domestic Abuse: Inclined to abuse their partners either mentally, sexually, verbally, physically, or emotionally.
* Domestic Abuse. It's gained a following amongst wolf fans due to its sad, sympathetic lyrics about a wolf trying to abandon its instincts to kill rabbits.
* Domestic Abuse. Noah berates his wife when she told him that giving a rifle to Brandon is not the smartest birthday gift, and leaves her when he's attacked by Brandon. It's hard to tell if the latter is just him not thinking straight, saving Brandon, actually leaving his wife, or all three.
* Domestic Abuse: Remember kids, she's actually flirting if she's verbally or physically abusive!
* Domestic Abusers, with ostracism from a community (such as relatives, or a religious community), or with abandonment, just to name a few ways.
* domestic abuser who controls his girlfriend Bunny with threats and acts of violence while isolating her from people who could help her and using emotional manipulation to his advantage.
* Domestically-produced cartoons inverts this rule, as it's much cheaper to outsource animation to another country than to produce it locally because of the

difference in dollar values. As a result, domestically-animated projects tend to have lower production values than outsourced ones despite having the same budget, since producers have to pay more for local animators than for animators in Japan or South Korea.
* Domestic Appliance Disaster: Modern appliances are not that prone to derail any more, they have auto shut-offs the most often.
* Domesticated pigs. Fat, often pink creatures with curly tails that look too tubby for their little legs, stuff themselves on near everything and look ridiculous when they're running around. As any farmer will tell you, though, pigs are incredibly dangerous when riled, and have been known to kill and eat their caretakers if they're provoked into it (or
* Domestica the couple in the story end up staying together, despite all their differences and the fighting.
* Domestication involves doing this to certain animals. Even if the animal's life cycle can be observed within a human's lifetime, the process still takes decades. Breeding for docility can have very profound effects on the animal's appearance in addition to its behavior. One experiment to breed domestic foxes had them become very similar to domestic dogs
* Domestic cats. A lot of feral cat colonies are entirely composed of female adults and kittens, so matriarchy is default, but if there's a few tomcats in the colony the "alpha cat" is still more likely to be a queen. Though weaker, female cats can sometimes dominate the males through bluff; females are much quicker to hiss and swat. And tomcats would rather save their energy for the mating competitions, anyway.
* domestic comedy. While the father is mostly annoyed by her presence, the other family members generally enjoy her company.
* Domestic Disturbance) by incinerating it in a brick kiln. When the young protagonist immediately reports this to the police, they handwave it away by saying that an investigation would entail expert criminal pathology.
* Domestic dogs also do this sometimes to their owners, especially when they're upset over something said owners have done (forgetting to feed them, taking them to the vet, etc). Huskies in particular have been known to give out
* Domestic dogs have served in this capacity for a very long time too, even back into the days when the strange noise in the night might
* Domestic ferrets are commonly mistaken for Black-Footed Ferrets. They are, however, separate species. Mistaking them is comparable to mistaking a Husky for a Grey Wolf. This confusion is so prevalent that it's led to ferrets being banned in many regions due to fears that they're dangerous wild animals who can cause harm to the environment if they got loose.
* Domestic Girlfriend as much as possible despite the time difference. Their relationship is complicated a bit because Natsuo has several girls who consider taking advantage of his girlfriend's absence to seduce him, and his girlfriend has a sex-crazed roommate who keeps trying to convince her to go on dates.
* Domestic Girlfriend: Natsuo happens to see Hina masturbating while muttering her ex-boyfriend's name.
* Domestic Girlfriend Rui are her daughters. From then on, all the obvious complications of such a relationship begin to arise.
* Domestic Girlfriend. When she tells Natsuo what she's worried about, he tells her in no uncertain terms that he doesn't feel that way about Hina any more.
* Domestic Girlfriend, while he met the younger, Rui, in a casual outing with his friends and ended up losing his virginity to her. Then his father announces he's getting married again and, surprise, the woman's daughters are none other than Hina and Rui.
* Domestic Girlfriend who tries to ruin Natsuo's career and later tries to murder Hina.
* Domestic sheep are also considered this, due to having such low intelligence they can even be defeated by
* Domestikator the animal, which the artist claimed was not the intended meaning.
* Dom Fera videos as well as fans of the videos nagging him to hurry up on the next

one.
* Domina and slaughtered hundreds of people. Lilith was more careful after that, but the idea stuck. By the time the story starts fifteen years later, she is revered throughout the city as the Mother Monster. When negotiations need to be made with America, she is sent to lead the ambassadors, and they follow her orders without a word of dissent. She does privately admit a few times that the burden is a bit beyond her. "Parenting is hard enough with a handful of kids, or even just one. I have over four hundred million. I can't possibly look after them all."
* Domina defeated Perfecto Bundy and Sebastian Joestar in a three way dance to become International Heavyweight Champion of the Chile based Xplosion Nacional de Lucha Libre in December of 2016.
* Domina device known as the toy maker, so everyone else who uses it sees her as the "Mother Monster." Lilith herself is annoyed at being called that, but still fills the role as best she can.
* Domina does when he finds out the city is being attacked by super-powered zombies is go on TV, explain everything, and warn people not to panic.
* Domina. Elites are referred to as "honored," and each culture has their own title for them—vampires would be addressed as "Honored Nightstalker," angels "Honored Daybreaker," and so on. Then above that are the warlords, who also get their own honorifics; in addition to the title itself (which is basically a rank), men get referred to as "Knight," and women as "Dame." Ex; "Knight Derek," "Dame Laura."
* Domina (especially everything involving bathrooms) and resolves to turn back into a machine as soon as possible. It's a slow process, and she's interrupted by an emergency, leaving her as a strange sort of cyborg.
* Domina. Gang politics are not the focus of the story, but multiple characters are still gang members, which influences their actions one way or another.
* Domina guides him to a place of relative safety, and then he asks where he should meet up with the other survivors. She sadly says there are no other survivors, and details how the zombies managed to overwhelm every single defense in the city.
* Domina is described as bronze-skinned, golden-eyed, and over six feet. Sounds like the description of a Greek goddess.
* Domina is that the Lucifers should have been called Samael, but the Arch-Saints sort of skimmed some parts of traditional angelic lore.
* Domina. Maybe. He looks like it at first, but then he was able to shoot a zombie without so much as blinking, so maybe he doesn't really count for the "naive" requirement.
* Dominance Through Furniture: A villain proves their power by using someone as a chair - or worse.
* Domina no Do!: Takeshi's father lost his job months earlier but his wife and son only find out when Takeshi gets abducted. All this time he pretended to go to the office, when in fact he just spent his days in internet cafes.
* dominant hand, regardless of direction. If Haledjian had been correct here, then people would use a different hand to flip back through a book than to flip forward through it. Even animators knew this wasn't true. Also, Haledjian would be discounting the possibility that he was flipping back a few pages, perhaps to find a passage.
* Dominant Species by Michael E. Marks centered on a Marine Rapid Assault Team in powered armor; the depiction took a serious (rather than fantasy) approach to the depiction of powered armor capabilities and vulnerabilities.
* Dominant Species Genes: Cross-species couples have kids of one species.
* Dominant Species Genes: Two creatures of different species have a kid that has the traits of the most "dominant" parent.
* Dominant Species Genes: When species X and Y have kids, the kid is always an X.
* dominant the Tour de France. Using "dominate" as a noun or adjective is also a common error in BDSM fiction.
* Dominaria has two moons, the Mist Moon and the Glimmer or Null Moon. The latter turns out to be an artificial
* Domina) shotgun as one of his main weapons. Although that's pretty small compared

to everything else on this page, that's basically the biggest shotguns get in real life.
* Domina, since it means that a group of insane women with armies of monsters at their command are changing unpredictably.
* Domina, something called the "toy maker" lets people modify their bodies relatively easily. It's described as "like stem cells, but without the moral implications." The products are called "toys," and are split into cosmetic "cosmos" and functional "buffs." It's not limited to humans, either; the fey think it's funny to release augmented animals every once in a while.
* Dominate when they attempt to break the spell on a dominated paladin by disguising Belkar as lord Shojo, said paladin's master and lord.)
* Domina: The city started as a prison-island, and it's implied a few times that the guards were killed decades ago. Technically Necessarius acts as the police, but they're mostly just the largest gang in the city. To make their jobs easier, they give the warlords of any sufficiently large gang the authority to seek "retribution" for crimes against them. While sometimes retribution is settled financially, it usually just involves the victim shooting the perpetrator in the head in front of a Necessarian witness.
* Domina: The city was originally populated by criminals and abandoned by the mainland soon after. Therefore, the local laws are very loose and structured mostly around swift, harsh punishment. There are no prisons to speak of, and the primary punishment is "retribution;" if a crime is committed, a neutral judge assigns a penalty that the victim can inflict on the perpetrator. These punishments can be fines, but for more serious crimes summary execution is granted. Furthermore, if no one calls for retribution, no one will bother trying to interfere, and the two parties are pretty much allowed to just kill each other with impunity. The government only gets involved if the conflict starts to spill over to bystanders.
* Domina, the Kongeegen (usually just called "the Kongs"), are this. While they don't get much attention, they're part of the reason that there are so many gangs running around killing each other all the time, as they prefer it that way.
* Domina. The timeline changed in 1970, and apparently one of the effects is that the USSR never fell. The Cold War appears to be long over, though, and the Soviets maintain the space station that serves as the communications hub for the space colonies.
* dominating the Linear Guild's kobold rogue and using him to fight Zz'dtri.
* Dominator wears a pair of black, Converse-like high tops when she's shown as a teenager-like young girl.
* Domina to the point that he can shrug off bullets; fighting a small mech is nothing.
* Dominatrix as a means to meet potential victims. Arranging to meet clients outside the club, she lures them to private locations in order to eat them. Besides that, she also works for a human trafficking ring and lures young women with the promise of well-paying jobs.
* Dominatrix: Possibly dates back to Mesopotamia, involving rituals of the goddess Inanna (or Ishtar as she was known in Akkadian). Ancient cuneiform texts consisting of "Hymns to Inanna" suggest that these ritual involved powerful females displaying dominating behaviors and forcing men into submission to them. The same text suggest myths where Inanna did the same to her fellow gods.
* Domingo Faustino Sarmiento escaped from Argentina to Chile, during the dictatorship of Juan Manuel de Rosas. Before leaving, he wrote "Barbarians, ideas cannot be killed" in a big rock. He worked against Rosas during his exile and became president of Argentina years later when Rosas had long been defeated and gone.
* Domingo Santos) features an alien species, "rollers", which respond to human colonists with curiosity and cautious friendship.
* Dominic actually screws destiny on a regular basis; one of the advantages of being a seer who can see into the future. The only time he lost was when he suffered a "Fated Fatal": a sign that someone a seer knows is about to die, and there is

* Dominic, a greyhound that lost both right legs when he was hit by a car, manages to stand, walk, run and even jump on his two left legs, an arrangement never seen in nature.
* Dominican Boy of WWC is so named because he hates admitting to being Puerto Rican.
* Dominic And Claire fifty-five times in one story to justify to Claire that he knows about machines.
* Dominic And Claire has Claire blowing bubble gum as she listens to Dominic talking. Dominic pops her big bubble with his finger, leaving her in the next panel to peel the gum stuck in her quills.
* Dominic And Claire; Rusty says she's just a friend, blushing when doing so.
* Dominic and Luna. Dominic learns that Luna's first time was an (intentionally engineered) utter disaster, so she developed some serious hang-ups about intimacy on top her pre-existing self-esteem issues. It works out in the end, though (Three words: "Worth. The. Wait.)
* Dominic Deegan. Aagh. Ten-hour-straight archive binge only to find out that there's a huge hatedom surrounding the comic.
* Dominic Deegan abounds with this sort of thing. Some examples include:
* Dominic Deegan above all else, or the Orcs approaching magic much differently than humans (for one thing, they believe ice is sacred, which allows orcs to use ice to great effect against demonic forces) but some of the clans also having extremely misogynistic values. The fanbase, as with nearly everything else, is sharply divided on this; some people feel it is perfectly justified for non-human cultures to have distinct values, while the other side claims that orc culture is insane and Mookie is wrong for depicting them so.
* Dominic Deegan after Bumper tries (and fails) to knock him out by smashing a staff on the back of his head. He was at first meant to have a much longer run, but writer/artist Mookie stated that he just didn't feel right throwing in a Berserker-type character in a magic-based world, so a raging Brok chases Stunt and Bumper into the sunset and is never seen again.
* Dominic Deegan: A more justified use in the "Battle for Barthis" arc in that the bill in question covered both rebuilding the entire town of Barthis after it was destroyed and repaying Gregory's debt to the kingdom.
* Dominic Deegan, and from several supporting characters. She has orc tusks because of a curse.
* Dominic Deegan and his allies weren't adverse to looking up new information on whatever threat they were facing before rushing off to confront it. A good chunk of the plan for the "Storm of Souls" arc only came about because Dominic researched the nature of what they were confronting and detailed a plan to counteract it. It wasn't perfect, though, as they were still instances of outdated information and simply wrong conclusions.
* Dominic Deegan, and it seems that many of the aristocracy are mages as well.
* Dominic Deegan and pops them off constantly. In this particular case it was just the wrong subject to pick.
* Dominic Deegan, and the other half into a genocidal dictator who wanted to kill everyone outside of his kingdom and then mutate half his people.
* Dominic Deegan, a necromancer and a clairvoyant make a merry drinking game out of trading insulting nicknames for the other's branch of magic. You repeat yourself, you drink.
* Dominic Deegan are insultingly referred to as "piggarts." The author commented that he wasn't sure if he should feel proud or ashamed of making up such a nasty-sounding slur.
* Dominic Deegan athlete and turns to kill the stripper he was accosting... only to get a vision of her telling her daughter good night.
* Dominic Deegan, before Szark Sturtz's duel with Scarlatti, a batallion of Callanian knights arrives as part of Serk Brakkis's entourage, to make sure the duel is fought in all fairness. They're on Serk's pay roll, and intend to make sure Scarlatti (his proxy in the duel) wins.
* Dominic Deegan, Brett Taggerty, a buff jock hopped up on White Magic, is

interrupted from beating up a smaller man by Rachel Hart. Taggerty angrily cries out "How about I break your face instead?" and punches at Hart's face with a strong right. The punch only break's Taggerty's hand, to which Hart replies "I break things with my face."
* Dominic Deegan Celesto Morgan's trademark move is to overload people with Chaos magic, causing them to explode rather messily in all directions.
* Dominic Deegan) clothes of the Travoria sisters. After her plan to have her husband assassinated in order to gain control of his wealth goes south, the would-be assassin strangles her — with her own pearls.
* Dominic Deegan darts that, bizarrely wear off moments after being removed.
* Dominic Deegan, despite Infernomancers being evil by the very nature of their powers (they sell their souls to their patron demon in order to channel that demon's power) and Hell itself showing him the evil that he's done.
* Dominic Deegan did not like the fact that Lord Sigfried — the only morally grey character in a story full of overly pure heroes and cartoonishly evil villains — was so popular among the fandom. He tried to fix it by retconning every good thing Sigfried ever did as just part of a (successful) plan to get into Jaylen's — the wife of his supposed best friend — pants.
* Dominic Deegan does this occasionally to confront his enemies. He has no combat experience or knows any offensive magic, but within their minds even powerful mages have few chances to beat him.
* Dominic Deegan, early on, the viewers are made to believe that Order equates to good and Chaos to evil (the main character even believes he is supposed to be the "Champion" of Law for awhile). We find out later, though, that neither is more inherently good than the other and both can be used for good or evil deeds; the main character is tasked with protecting the balance between them. It helps that there's no cosmic axis of Good v. Evil to complement that Law v. Chaos one; instead it's Creation v. Destruction.
* Dominic Deegan elementalist who literally rearranges quotes from characters by catching "words on the wind" in a bottle in order to have them say something completely different from what they'd meant. It doesn't work on Luna since she's skilled enough at magic to realize that the words were rearranged.
* Dominic Deegan ends with one in hell, which is powerful enough to breach dimensional barriers.
* Dominic Deegan even Dominic's ladyfriend, Luna, is inclined to agree that it's pretty funny. Dominic himself seems to recall it more with rueful embarrassment than with horror, as well. This attracted some controversy, but quickly took a back seat to what followed.
* Dominic Deegan features a variant where Dominic is about to be hanged by a group of evil wizards - one of whom is holding him up with one hand. After he drops Dominic, a stray magic bolt ricocheted off a wizard's hand in the melee cuts the rope - right next to Dominic's neck, no less.
* Dominic Deegan for a human knight, Kiya is probably one of the lightest orcs ever seen.
* Dominic Deegan forces him to do community service as the town's resident seer. A job Dominic loathes beyond measure.
* Dominic Deegan, Gregory is disguised as "ace reporter Buzz Beardman"... but Rachel recognizes him right away when she hears the name, because Gregory created Buzz Beardman as a character in a comic book he made as a child.
* Dominic Deegan had a few weaker arcs a couple years into its run. Specifically...
* Dominic Deegan had each adventure following on the heels of the last. Lately, after every arc the comic skips forward a few months.
* Dominic Deegan had one of his legs blown off when Raf Malish's soul exploded and he was caught in the blast radius.
* Dominic Deegan has a case of this whenever he uses his dark Seer powers.
* Dominic Deegan has a story arc that was partly so the characters could unwind, and partly so Mookie could do some world building.
* Dominic Deegan has a swordsman named Arcangelo Scarlatti. He is employed as a proxy (substitute) to fight Szark Sturtz, who steps in for master swordsman Donovan

Deegan. During the battle, a corrupt knight strikes Sturtz in an old and perpetually open wound, crippling him for a minute or two. Scarlatti can only look on in disgust and anger at the knight's actions.
* Dominic Deegan has been known to have some very strange things happen when he has major visions. When he first saw the Storm of Souls, he spent a week in a coma. Later in the same story arc, an accident with a teleportation spell during a vision caused white light to come out of his eyes, and he was subsequently teleported to another plane.
* Dominic Deegan has Sieg's father, Lars, called in to help with his son's exorcism. "I'm an accountant! What am I going to do, threaten it with a tax audit?" A few moments later:
* Dominic Deegan has the character of Urban Eddie, whose trump card is a necklace that nullifies any magic directed towards him. He even shows another practical use for it by strangling a spellcaster with it, rendering them helpless.
* Dominic Deegan has this when Gregory Deegan's new band, "Facebath," plays their first song. At first the audience is silent after the song ends, until Lars Sturtz stands up and yells "That was un-fucking-believable!" This breaks the silence as the rest of the audience erupts into cheering.
* Dominic Deegan, he cast a spell on a bouncy ball and lets it fly. He apparently also did the same to Dominic's crystal ball in his youth.
* Dominic Deegan. He is, however, immune to brainwashing — "No brain to wash!"
* Dominic Deegan. He lights his pipe, inhales, and... discovers that when his white mage brother Gregory healed him earlier, he also cured his smoking habit.
* Dominic Deegan. If Dominic failed any of the tests, Rilian was ready to kill him. Rilian noted once that his role requires him to be cold.
* Dominic Deegan in a rare same-sex example. Dominic's childhood friend gives Dominic the longing gaze. Luna sees him doing so and demonstrates it for Dominic. This is particularly cute because Luna used to do it for Dominic herself before they got involved.
* Dominic Deegan Infernomancer as... well. Out of Character is putting it mildly.
* Dominic Deegan. In this case it's confined to one area and is apparently caused by eating the food, so it might be that the people don't actually start out that way.
* Dominic Deegan: Inverted with Callan's "Sin City" Erossus, which has a Green Light district where what little non-seedy business the city sees goes on.
* Dominic Deegan is a frequent offender, as are the rest of his family, and anyone else who spends too much time with them.
* Dominic Deegan is a nameless monster that consists of a huge eye and a lot of tentacles.
* Dominic Deegan, is hardly what you'd call iron - more like copper or gilding metal - he takes some serious injuries over the course of the comic, including the loss of a leg and several teeth. The one time we see him go in for a check-up, the diagnosis was summed up as "I'm surprised you're not dead". The major reason he managed to keep going was that his battles were primarily psychic or on magical planes rather than physical.
* Dominic Deegan is mostly about putting on a concert to raise money for the ruined town.
* Dominic Deegan: "It's like the Bikta sanctuary, only smaller and without the killing."
* Dominic Deegan: Luna's oldest sister, Barnet, suffered from this, making her an outcast in the already majorly screwed-up Travora family. It eventually lead to her running away from home and becoming an assassin.
* Dominic Deegan Luna was mistreated by the rest of her family because of her orc-like teeth (result of a curse), her mother tried to drive her to suicide, one of her sisters had a habit of enchanting rich men into challenging her husband to duels to the death then claiming their money afterwards, another sister is a lawyer (and the second most ethical of the lot after Luna), and the third sister was an assassin.

* Dominic Deegan: Magic users have their eyes glow when particularly focused.
* Dominic Deegan — even though Dominic warned her that every applicant, except for two, would add up to this.
* Dominic Deegan: Miranda Deegan is an excellent user of illusion magic, even able to fool her son Dominic's powers of second sight at times. Her father was noted as specializing in this type of magic, implying she learned it from him. Luna also displays some talent with it and picked up a few tricks from Miranda later on.
* Dominic Deegan of effort and resources. Among others, we've seen a Golem of Law (Acibek, made from his creator's followers... whose first act was to expose his creator's crimes), a Leaf Golem (Leaflette, the (first) Forest Oracle), a Miscellaneous-Forest-Creature Golem (Dirk the Mighty), and a Flesh Golem (Quilt).
* Dominic Deegan of her parents out for their behavior (and their attacks) on Donovan for him being her choice of a future husband.
* Dominic Deegan: Oracle for Hire are quite popular among the comic's “ironic” fans.
* Dominic Deegan: Oracle for Hire: The "Storm of Souls" arc centers around a match between two champions who become the personifications of Chaos and Balance.
* Dominic Deegan. Perhaps this is proof that using powers centered around peering into peoples' innermost thoughts and history requires, or leads to, a very gray morality.
* Dominic Deegan sacrificed his highly crafted artificial leg to get a rare and precious gemstone with which to propose to Luna, which she herself noted was a type typically put into rings. She wears it around her neck rather than on a ring.
* Dominic Deegan say "Ilka tuk tak" whenever they feel like they need to let out some foul language, and it is infrequently commented as being very inappropriate.
* Dominic Deegan's father Donovan was an orphan raised by elves, and elven surnames aren't given to humans. So he took his wife's last name.
* Dominic Deegan she calls from off-panel that she "wanted a running start" before making a flying glomp tackle.
* Dominic Deegan she decided to freeze the bandit duo Stunt and Bumper.
* Dominic Deegan simply be too alien and powerful to go up against in his usual manner.
* Dominic Deegan Since he is not forgiven for his past deeds, his survives on what seems to be sheer willpower.
* Dominic Deegan sleeping. Things did eventually progress further, though.
* Dominic Deegan: Someone doing it for themselves, and someone doing it for someone else:
* Dominic Deegan's pant seat). And he can play an electric guitar (which is actually a normal guitar powered by lightning magic, which is all sorts of badass).
* Dominic Deegan, Spark notes that Quilt doesn't have a brain. When Donovan (on one side of Quilt) asks why he thinks that, Spark (sitting on the other side) looks through Quilt's ears and says, "I can see you."
* Dominic Deegan's pet cat, has just about as much deadpan snark and dry wit as anyone else in the cast. It's apparently a mutation caused by high ambient magic.
* Dominic Deegan sported an eyepatch of power ? a blindfold with long spikes on the inside, that concealed magically ever-bleeding eyes (the mark of the demonic pact that gave him his powers).
* Dominic Deegan, Stark and Pam used dummies of Dominic and Dex, respectively, to practice revealing a hard truth.
* Dominic Deegan swoons over the mongrelwoman as she slaughters a group of men who threw a net on her in "Escape from the Wild Edge". Odd in that Bort isn't the villain of the story.
* Dominic Deegan takes this view, almost never corrupting humans in his plans, but freely affecting other species. He also serves as a deconstruction of this trope, showing just how far someone with this mindset would be willing to go and what they would do in order to achieve and maintain this.
* Dominic Deegan' telepaths, i.e. physically weak while mentally untouchable. He describes himself as his body being "frail and weak, but [his] mind is a fortress you have no hope of conquering."

* Dominic Deegan that had cropped up in the forum. He settled on Quilt.
* Dominic Deegan, The Beast loves doing this. The fact that this has let someone intercede to stop him from killing his enemies something like 4 times in under an hour, you'd think he'd learn by now.
* Dominic Deegan the cave, where a completely unharmed Donovan is faking it while his interrogator is telling him to pretend to scream for mercy.
* Dominic Deegan, the main characters are witness to a fight between an infernomancer and a werewolf. Donovan Deegan mentions that, in his day, they had a name for such fights: A Monster Mash.
* Dominic Deegan. Then it turns out he was thrown directly up and he comes crushing down, landing on his neck and dying instantly.
* Dominic Deegan, the people of the Winter Archipelago have several different subgroups—werewolves vs. spellwolves, the nobility vs. commoners, young vs. old. When Mookie had one storyline focusing on the nobility, followed by another storyline focusing on their equivalent of wild college kids, he was accused of being "inconsistent" when it was really this trope.
* Dominic Deegan. They decide their love for each other is more important than fretting over formalities and take a quiet moment to reaffirm that. Their priestess friend Jayden takes the time to formally marry the two to spare them the stress of thinking about it with everything going on. The two do have the courtesy to make sure everyone knows about it, then have a proper wedding party at the end of the comic.
* Dominic Deegan thing—because he had the vision, that means he can change what's going to happen.
* Dominic Deegan to explain her behaviour even if it doesn't justify it for many fans.
* Dominic Deegan try to kill Dominic's father in order to claim his mother.
* Dominic Deegan. Unusually, it's a standard prosthetic limb with no special powers.
* Dominic Deegan used her looks to get men close enough to her to hypnotize them through eye contact.
* Dominic Deegan uses it in a symbolic sense. At the moments when a person is making a decision that has a major impact on their fate, seers refer to them as the crossroads.
* Dominic Deegan was in fact dead and the necromancer wasn't manipulating a still-living skinsuit. Squick.
* Dominic Deegan was the "Cult of the Blind Eye", a group that aimed to wipe out seers due to believing that the use of second sight was a disruption in God's plans. Magic itself wasn't the problem as the group utilized magic items themselves in their goals. It was just second sight they had a problem with. The cult ended up committing mass suicide years ago, but their weapons still played a role in one arc.
* Dominic Deegan: When Gregory starts up his own band, he and his band members draw upon a theme of "honest and ugly", reflecting the corruption in the world and Greg's own horrific experiences with necromancy and dark magic. The results are somewhat mixed, with half the audience walking out of his debut concert and some dicey reviews, but he apparently finds enough success to make a living off it.
* Dominic Deegan when the girl he's had his eye on grows spikes and starts slaughtering the guys trying to capture them.
* Dominic Deegan when the orcs around him realize he might be useful as a magical link to Dominic.
* Dominic Deegan, where the exact quote is, "Will you shut up and help me?!"
* Dominic Deegan (which is exceptionally frightening because Dominic is usually immune to magic illusions). And then THAT turns out to be an illusion, because Dominic is actually in a cage while Johann is magically dissecting his brain.
* Dominic Deegan. Whoever impresses the crowd more wins, though it's not revealed how many arguments are settled with Dance-Offs.
* Dominic Deegan who is also mysognistic, and borderline psychotic, the only use he has for women is giving him sex, and he will fly into a rage at the drop of a pin.

His most memorable scene is after breaking his hand, and finding out that Pam can't fix it in time for a game hits her so that he can hold her hostage until Greg can fix it.
* Dominic Deegan, who lost his right eye and a good part of his face during an infernomancer attack. It's subverted here, because the scar is very nasty to look at.
* Dominic Deegan, who was last seen in 2007, makes a re-appearance in July of 2012.
* Dominic Deegan with Dominic's parents... and grandparents. Miranda Deegan's parents did NOT approve of her betrothal to a bard, expressing it with magical pranks possibly reaching the level of felonious criminal assault. The first time Miranda Deegan realizes she's behaving like her parents in regards to her child's beloved, she breaks down into effusive apologies. It doesn't hurt that Luna is as intelligent as she is sweet - hard to find fault with a girl after you've offered her a position as magical researcher.
* Dominic Deegan with Donovan over Miranda, the reason he's been trying to kill Miranda is to hurt him for taking her away from him.
* Dominic Deegan with the demon of wounds, and Dominic's other brother Jacob the self-proclaimed "zombie alive".
* Dominic Deegan, with the punchline "Toupee" (as the speaker scored the winning touch in a duel, when one traditionally says "Touche", while simultaneously removing the wig).
* Dominic Deegan. Your warband occupies a hilltop overlooking your enemy's camp. Many of your warriors are master archers, while the enemy tribe has shown no ranged weapons and no defenses beyond teepees. You must carry the day, but you're not counting seconds. It follows that you should lead a charge down the hill and take the enemy by surprise. Keep your archers back, but have them hold fire until the ranks have mixed and the enemy is occupied with your fighters. Then pour arrows into the melee, but only have them hit enemies. Fight nonlethally with your clubs, hammers, spears, and rain of arrows on a ballistic trajectory, since only the enemy chief is evil. Have all of this work until the chief overwhelms you with his magic, then give the order to kill by yelling it really loud in the middle of a battle. Get rescued by two different groups of allies that snuck up on everybody on what is largely a flat, featureless plain. Party down.
* Dominic Flandry stories. A young woman wonders if a male nonhuman who has been very attentive to her is romantically interested in her; she then scolds herself for silliness, reminding herself how completely unattractive she must look from his viewpoint.
* Dominici went on to make a series of prog concept albums called "O3: A Trilogy". The first one was a solo album, with Dominici on acoustic guitar, harmonica, and vocals. The second and third were epic amazing prog metal, similar to DT.
* Dominick and Eugene, Guido tricks Nicky into delivering a newspaper with drugs hidden inside. When Gino finds out, he takes the packet out of the newspaper, opens it, and tastes the powder inside.
* Dominick and Eugene is being beaten by his father. He tells Nicky his bruises are from falling over.
* Dominick and Eugene regularly visits Mrs. Vinson, a woman who lives on his garbage route, so he can help her with her "plumbing problems."
* Dominick and Eugene: When Larry says that Gino and Jennifer must be having sex, Nicky says, "He's just helping her study, that's all." Larry answers, "Sure, and I'm the Pope's long-lost son."
* , Dominick Burke claims that he's bi and that his steady girlfriend is in Greece with her dying grandmother.
* Dominic Monaghan (Merry) and Billy Boyd (Pippin) are utterly hilarious. Especially when Billy keeps waxing lyrical about his feelings for Minas Tirith.
* Dominic Monaghan originally auditioned for Frodo Baggins before being cast as Merry.
* Dominic Monaghan originally auditioned for Sawyer, who was originally supposed to be a suit-wearing city con man. The producers were so enthused by Monaghan that the part of Charlie was altered to accommodate him - Charlie was originally going to be

a 45-year-old washed-up rock star.
* Dominic 'Nick' LaRocca: A highly controversial figure in jazz history, cornet player LaRocca was the leader of the Original Dixieland Jass Band. He's probably the first jazz musician who was ever recorded, and the first to outsell John Philip Sousa, who had the best-selling artist in America at the beginning of the twentieth century. At the same time, he was notorious for claiming that jazz was exclusively an invention of white musicians and trying to bribe other trumpeters to leave New Orleans so he could be the best in the city.
* Dominic Purcell they both arrived on set with matching haircuts, which even further confirms the perfect casting of the two.
* Dominic Smith and Heather "Calluna" McDonald also met and fell in love through their association with the site, though they broke up in early 2020.
* Dominion And Duchy and also why they spread all across the world of Pandora.
* Dominion And Duchy has at least six Elemental Manifestations. There is Luxianne, Manifestation of Light, Duister, Manifestation of Darkness, Dante, Manifestation of Twilight (which is apparently a specific type of energy), Lord Anarchy, Manifestation of Chaos, Lady Libra, Manifestation of Order and Malaenda, Manifestation of Neutrality and Balance. None of them seem to be evil.
* Dominion And Duchy has one in the Galactic Library. It is run by an A.I. known as the Librarian and apparently holds the contents of the Great Library of Alexandria. The Librarian was apparently organizing it for the humans when they make first contact.
* Dominion And Duchy is explicitly described as taking place in a multiverse. Which is at the centre of multiple multiverses held together by something called the Framework of Reality. The universe the story takes place in holds the object that all the different multiverses orbit around.
* Dominion And Duchy it looks like Earth is extremely minor, but then its discovered that Earth was the source of the extremely nasty Imperium of Humanity that was engaged in a universe-wide war.
* Dominion And Duchy: Pandora is a flat world that is somewhat unique in that it exists, possibly naturally, in a space opera setting.
* Dominion And Duchy setting, there seem to be twelve Elemental Manifestations, covering things like Light, Darkness, Twilight, Order, Chaos, Neutrality and Balance and several others.
* Dominion back in 2008. The first deckbuilding game, it was influential and spawned many expansions and imitators. The players are feudal lords trying to expand their estates into provinces and colonies to win victory points.
* Dominion created by SyFy lists exactly how the Numbers are organized and how the system operates.
* Dominion" His nemesis Mack (the actual protagonist ironically enough) was by contrast a DBZ-grade superhuman.
* Dominion: In this 1995 movie, members of an expedition are hunted by a deranged man.
* Dominion. In this early-Renaissance-themed deck-building card game, the Bureaucrat is an Attack card that forces everyone else to move some useless-in-game cards (which are sort of like deeds to lands) to the top of their decks. These cards therefore take up space in one's hand for two turns in a row, and the Bureaucrat player gets a shiny coin for his trouble.
* Dominion means that they can slip right past the human defenses designed to detect angelic infiltration.
* Dominion (Minmatar Ragnarok, Caldari Leviathan). CCP has also hinted that more doomsday weapons are on the way...
* Dominion over Man" art series reproduces different animal-human interactions with the human playing the part of the animal.
* Dominions 3 also has the nations Atlantis, Oceania, and R'leyh, all of which have fish people, though Atlantis and especially R'leyh have plenty of full blown sea monsters as well.
* Dominions. Effortlessly crushing AI enemies despite crippling cheater advantages because you know the magic system and they don't never gets old.

* Dominions gods, all warring against one another to become the one true god.
* Dominions has no way to disband a unit, and your units cost you full upkeep even when injury or disease renders them useless. Players will often send the expensive, feeble-minded old wizard on a suicide charge into the nearest enemy territory to get them out of the roster. Just send the player you're "attacking" a note; they'll understand.
* Dominions is ruled by a pretender god who can order the skeptics about.
* Dominions killing the last commander (armies can have multiple commanders) will cause the army to rout, while killing the last commander who can command the mindless undead (or magic) units will case them to freeze in place and stop fighting.
* Dominions MA nation of Nazca as due to their reverence for the wisdom of the elders they took to mummifying their priests and kings so they can continue giving their advice. The result is they they are now the true rulers of Nazca society and in-game their commanders are mummified on death and serve as undead. It is also possible for death Mages of all nations to ressurrect their nation's heroes, who come back as mummies.
* Dominions moment if he's playing an aquatic nation and summons some vamps for their immortality, only to find out that vampires killed in battle do respawn... in their underwater capital.
* Dominions previous Pantokrator), implying this isn't the first time this has happened — and indeed if you win the victory description mentions that eventually you get seduced away from being a Pantokrator by exploring higher mysteries, disappearing beyond the reach of everyone and leaving a power vacuum to be filled thus triggering a new Ascension War.
* Dominions Series of games has the endgame level 9 Conjuration spell "Wild Hunt" which unleashed the Lord of The Hunt on the world. Him and his pack of animals then proceed to prowl the forests of the world hunting down enemy priests, mages and even gods! Until the Lord himself is slain.
* Dominions, some Magic Sites are Ancient Tombs. Also, one might be found in a random event, which can provide both gold and a magic item.
* Dominions spiral-bound manual, written in a personable and readable tone and including a complete spell grimoire. Yet it doesn't even come close to explaining everything...
* Dominions, tames by their ultrasonic voices. The oldest and largest of them are considered sacred.
* Dominions, the later ages are less magical than before, with fewer magic sites and magic troops.
* Dominions, there is the spell ''Call the Worm that Walks". It is a powerful nature mage who escaped mortality by turning into this.
* Dominions, this Astral spell reveals all magical sites within a province.
* Dominions, vampires get this is an explicit weakness. They cannot directly cross rivers, even frozen ones that ordinary soldiers can, decreasing their mobility. They can cross bridges, however; only directly walking/flying over uncovered rivers is forbidden.
* Dominions, what with it being the universal grab bag of mythologies it strives to be. Krakens, bukavacs, void lords, you name it. Oddly enough, aboleth ones are just for show - guess you don't really need base, squick weapons when you can turn brains into quivering goo at will.
* Dominion Tank Police are called androids. However, Uni is the original, and Anna was actually cloned from her, suggesting a biological origin.
* Dominion Tank Police: Focuses on a division of Police who drive around Tankettes. They're more dangerous to the city than the criminals.
* Dominion Tank Police is kind of an object lesson in the problems with armored vehicles in urban combat. In particular the collateral damage.
* Dominion Tank Police is set in a dystopian city that's blanketed beneath a perpetual smog cloud. So its citizens have to wear masks to avoid inhaling the pollutants. But the bigger threat is the prevalence of cybercrimes which have gotten so out of hand, that it requires a police force outfitted like a small

battalion to deal with it.
* Dominion Tank Police manga and anime series - were revealed, close to the end of the original manga, as androids - Ostensibly 'love dolls', although they take offense at this designation. In the second manga series, their android nature was on the table all the time, even becoming a plot point on at least two occasions. Interestingly, in the anime the issue was ignored completely, even as an implication.
* Dominion Tank Police of fetish appeal when you find out that one of their features is to expel water to shrink to midget (cute) size. Could be for storage opportunity, but still...
* Dominion Tank Police should have super strength and military-grade targeting computers, but Anna and Uni probably have the excuse that their boss bought them the upgrades.
* Dominion Tank Police that flip over whatever was driving across them. They're very effective.
* Dominion Tank Police there's a scene where Brenten tastes some mysterious liquid, then is informed a moment too late that it's a urine sample. (The manga had no such gag, but it's exactly the kind of thing Brenten would have done.)
* Dominion Tank Police when the deploy order came, meaning that between scenes they left their vehicles and climbed up a flight of stairs just so they could slide down a rope to reach the vehicles they had just left behind. The one member of the cast who this action would actually make sense for (Leona, who wasn't in uniform when they got the deploy order, but was in her next scene), isn't in that footage.
* Dominion (the movie to which this show is a sequel), but the show is set 25 years after its conclusion.
* Dominion: The "Rats" card has the effect of trashing one of your other cards and replacing it with a Rats card. If you're not careful, they can clog your deck and reduce your chances of drawing something more useful.
* Dominion to be slaughtered, just to remind people of the danger... and when this results in a rampage and angelic attack on the city, he still sees things as a win, since people now remember the true nature of the situation they're in.
* Dominion War front against the Dominion while their Federation and Romulan allies found a way to get their ships functional again.
* Dominion War Martok is impressed by their audacity, even the Klingons never tried that.
* Dominique Dunne, who played Dana in the first movie, died in November 1982 at age 22, after being strangled by her abusive former boyfriend John Thomas Sweeney.
* Dominique Jackson, the first American TV show with a cast of primarily trans women.
* Dominique-Jean Larrey, the Crowning Medic of Awesome. He revolutionized medicine in the French Army during the Napoleonic Wars, invented the field ambulance (thus, by modern reckoning, beginning
* Dominique Trix can get blown up, flattened, burnt, deflated like balloons (but only in the Gamecube and Xbox releases), and more.
* Domino, based (very loosely) on real-life bounty hunter Domino Harvey. Unfortunately, it basically deletes or downplays all of the things that make Domino's story unique, and turns the character into a typical Hollywood cliche.
* Dominoes (Star Wars: The Clone Wars): Droidbait covers his armor in tally marks of everyone he's killed in combat. Eventually, his entire armor is covered in them.
* Dominoes (Star Wars: The Clone Wars): Slick, right before being killed by Ventress after betraying the Separatists.
* Domino falls down the elevator shaft in a cabin just like the ones used at the actual tower (though real ones don't have a speedometer on the floor counter). The whole scene was done with startling accuracy and the Stratosphere signed off on its name/identity being used all over the darn thing, giving it that too soon quality.
* Domino Harvey, whose real life story is significantly more unique than the cliche Hollywood turned her into.
* Domino Lady comics, Ellen's friend Lulu Chambers serves this role for Ellen.
* Domino Lady: Det. "Mad Dog" Morgan Verani provides Domino Lady with details of

cases he thinks she would be interested in.
* Domino Lady, Ellen fakes emotional distress as an excuse to go to the bathroom where she changes to her alter ego and sneaks out the bathroom window.
* Domino Lady, gangsters frame the Domino Lady for murder and she has to clear her name.
* Domino Lady knocks the crime boss Lester Musgrove out of a window in the radio station atop a skyscraper.
* Domino Lady leaves behind a literal one: a black card with white writing reading "Compliments of the Domino Lady".
* Domino Lady Lulu Chambers is married to gay movie director who is in a relationship with his favourite leading man. Lulu gets a rich and glamorous lifestyle, while her husband gets cover for his sexuality, which would be professional doom in the 1930s if made public.
* Domino Lady pulps, Ellen Patrick (a.k.a. the Domino Lady) wields a syringe full of knockout serum that seems capable of inducing instant unconsciousness no matter where it is injected.
* Domino Lady was her beauty, which often distracted and entranced opponents.
* Domino Mask: A type of mask that covers only the eyes and the area around them.
* Domino rarely holds on to wealth for a long time. In the series, where he discovers he has a daughter he did get $10 million for a good while but with his insane spending habits, he eventually lost that fortune. When he started his own mercenary outfit, his entire company got hit with this - they're superpowered mercenaries and quite a few had solid reputations including Deadpool himself at the time, money came in. But Wade is a lousy businessman and even worse intelligence gatherer, so his company's reputation soon plummeted and contracts were drying up.
* Domino Revelation: One revealed secret reveals another secret, which reveals another, which...
* Domino's brought it back in the late-00's with an ad campaign stressing realistic and silly things one can do in the thirty minutes while waiting for pizza. Of course, the small print indicates that the thirty minutes is not a guarantee due to the inherent danger.
* Domino's has ads about kids hating their specialty pizzas to advertise an added medium pizza.
* Domino's Pizza, formerly known as the cheap but cardboardy brand, completely overhauled their advertising in 2010, stressing that, basically, "yeah, our pizza sucked, but we're gonna do better from now on." One of its commercials includes a dramatic reading of complaints about the quality of its pizza, followed by claims that they're changing how they make the stuff. Surprisingly, this has proven rather successful; the new pizza is definitely seen as better than the bulk of the competition. They're doing the same with their cheesy bread.
* Domino's Pizza introduced the 'Noid, an odd claymation goblin in a red rabbit costume who makes it his business to stomp on pizzas.
* Domino's pizza is trying to avert this and have customers photograph their pizza for their advertisements instead of using any sort of fake food or camera tricks. They even had a site called showusyourpizza.com that was
* Domino Squad has two random named clones joining Mace Windu and Commander Ponds when they stumble on the titular beast and the show makes no attempt to specify which one got stomped on).
* Dominus Ghaul has a noticeable tendency to lightly clench his fists when stressed or pensive.
* Dominus Mundi The King Of Kings, a reboot of the above fanfic, the main religion of the wizarding world is a fusion of pre-schismatic Christianity and the general beliefs of the ancient Perennial cults. As such, while there are many deities around, they have the Abrahamic God as their primary deity, yet rarely referring to Him as Aion. The Aeneans also believe that His attributes are embodied in the group known as the Sacred Twelve.
* Dominus Mundi The King Of Kings fanfic, has the Graveyard, a by-product of the creation of time and standing in opposition to the Future. The Mandarin described it as the place where "time goes to die", and contains all events that occurred

before the main point of the timeline. It is stated that mortals cannot enter it, or they cease to exist due to the Graveyard's proximity to non-existence itself. It also seems to be impervious to the laws of physics.
* Dominus Mundi The King Of Kings: The Altantean Empire also serves as the precursor to all the modern civilizations on Earth.
* Dom Irerra talks about an elderly relative and says that "we lost her", then clarifying that she's still alive, his family just lost her. She's gotten so old that
* Dom Joly had a few sketches that involved trenchcoat-and-fedora wearing "spies" in
* Dom-Jot appears to be a cross between billiards and pinball, shooting a ball around an obstacle course with a spring-loaded cue.
* dom (literally "doom-chair") means "justice department" or "court". So if you are "doomed" in Sweden, it only means that justice has come to a solution in your issue.
* Dom Noble's is him being distracted by his two cats wanting attention.
* Domoverse: Amanda, who uses it to force-grow poisonous plants like poison ivy, and greenbriar, as weapons.
* Domoverse, by cultists trying to bring their god to Earth by powering their ritual with human sacrifice.
* Domoverse: Caroline runs into a tree when running with Dr. Chance while marveling at the sensation of seeing the auras of everything around her.
* Domoverse Caroline sees emotions and uses that to substitute for her sight.
* Domoverse: Glitch can project her mind into computers, and hack them, appearing as an angelic girl, reflecting her origins as a computer program.
* Domoverse: Ron, who turns into a girl over the course of several hours after getting hit by a car and his mutant power manifesting.
* Domoverse: The protagonist's idea of angels involve wings, and they're a permenant part of her digital form:
* Domoverse: The titular Master is interrupted having VR sex with the protagonist:
* Domoverse whose creations disobey the laws of physics. As said when referring to her:
* Domo Wilson, bisexual singer/songwriter and rapper and is known for the song "Bisexual Anthem" and other songs that discuss LGBT issues, mental health, and motherhood.
* Domprost of Oslo. Every Bishopry in Norway is known as a "bispedømme", actually the area where the bishop has jurisdiction. Translated into a "bishop`s doom area" it may sound more scary than it actually is...
* Dom sacrifices himself to save the rest of the squad that lasts until the Stranded leader Griffin refuses to let up on trash-talking the COG, resulting in Marcus totally flipping his shit:
* Domu failed to get into college for three consecutive years because he spends all of his time building model airplanes.
* Domu. He does nothing but lie around his apartment intoxicated and that's why his wife and son left him.
* Domu is completely filled with little trinkets that he has collected from every person he killed.
* Domyouji's mother Kaede is the rich bitch "villain" of the series. She is constantly throwing her money about to ruin the lives of Makino and those she knows to keep her away from the Domyouji family. Also, every girl in Makino's school is a rich bitch, excluding
* Don’t expect your allies to stick with you past the 2/3 mark or so, especially if you’re a stronger team. In season 10,
* Don’t Forget the Lyrics' "China Grove". Yes, it did appear within the game itself on one occasion.
* don’t steal monkeys and keep them in the house. It's reached the point where the family does the complete opposite of what he says the moment he says it.
* Don Álvaro, attended the opera's Madrid premiere (which Verdi conducted) and was not pleased with what he saw.

* Dona Flor and Her Two Husbands, where the titular Flor is the widow who is eventually romanced, and who has to learn how to open to love again. Of course, things become more complicated, what with the ghost of her first husband coming back...
* Donald and Douglas and The Flying Scotsman were very well received by Scottish people.
* Donald and Douglas get on with this too. "Love Me Tender" is one example.
* Donald and Goofy care throughout the first game; at the end of the first game, they get ready to leave Sora for good, never to see him again (
* Donald and Pluto. According to the opening titles, it's a Mickey Mouse cartoon, yet he is nowhere to be seen! (It can be assumed that it takes place in his house, but that's pure conjecture.)
* Donald Applecore egg that then explodes and destroys the entire apple orchard, leaving behind an extremely huge and extremely deep hole in its place, causing Donald to fall inside the hole and wind up in China upon falling out the other end.
* Donald A. Wollheim interrupts the game and the dwarf shoots him with a flashlight to quiet him so that they can resume the panel.
* Donald Bellisario said that unless it was dangerous Bakula would rarely use a double for anything.
* Donald Campbell's final transmissions from his Bluebird boat as he tried to break his world water speed record and died when his craft somersaulted over and crashed in 1967.
* Donald, cementing his place as one of the most famous cartoon ducks of all time.
* Donald Crease got kicked out of the CIA because he couldn't control his temper.
* Donald Crowhurst. It is believed that he eventually committed suicide by throwing himself in the ocean.
* Donald Crowhurst, whose mental state gradually deteriorated to the point of suicide during a solo round the world sailing race in 1969.
* Donald Duck (1901-2000). He got his own series in 1952, with Barks contributing stories to 1966. The titles have changed publishers several times but is still ongoing. Many other writers and artists have created Scrooge stories into the 21st century.
* Donald Duck, after being hit on the head by a flowerpot and becoming a famous crooner.
* Donald Duck. After falling something like 50 meters from the top of a sky-scraper, he lands on a pole, which cracks under his weight. Just when he's about to reach a window, a bird settles on his head and the pole breaks.
* Donald Duck alter ego named Paperinik. What are his most iconic and useful gadgets? Spring-loaded punch, paralyzing beam, and spring-loaded boots.
* Donald Duck, a man fires a gun at Donald, with a red, white and blue flag coming out. For Don the shot is as real as everything else.
* Donald Duck, an actor for the Wild West Show (according to Buffalo Bill, Scrooge actually came up with the idea!), the prospector, another stint as a sailor to pay the travel for Klondike, and the prospector again. After becoming rich he did the banker, directed a sawmill, armed ships, SOLD LEMONADE, and traveled the world to create and buy companies, mines and other things that would make him richer (including the ENTIRE STOCK MARKET in 1929), before settling in Duckburg. That's probably not even a complete list...
* Donald Duck and a Disney comic strip in the early '30s (featuring other barnyard animals) are basically footnotes in the duck's history.
* Donald Duck and a foreign Raj competing to build the biggest statue of Coot; it got to the point where you couldn't see the statues in their entirety from within the town borders.
* Donald Duck, and all Donald has is a nickel. The attorney for the defense says that Donald took his situation with grace and restraint. Cue Donald throwing one of his trademark temper tantrums.
* Donald Duck and Goofy. They had been partners years before they even met Sora, and they still have use of their bond, now that creatures of pure evil, led by a bunch of maniacs, are attacking.

* Donald Duck and his nephews in "Donald's Snow Fight". The nephews get covered in snow until they look like bowling pins, which Donald knocks down with a snow bowling ball. Donald gets not only snow but icicles dropped on him, making him look like a rhinoceros in a cage.
* Donald Duck and in some comics, is a pilot, so he may have picked up something from her).
* Donald Duck, and is only saved from a merciless pummeling when he accidentally discovers Pete has a (literal) glass jaw.
* Donald Duck, and Jones had just ordered the most expensive pizza on the menu. Donald did not in fact make it in time, but the joke was ultimately on Jones — he hadn't checked what ingredients went into that type of pizza, and the special pizza sauce turned out to be a substance he'd previously been revealed to hate.
* Donald Duck and laughed in the face of the Grim Reaper just to brag that "Donald Duck LAUGHS in the face of Death."
* Donald Duck and makes Bum Bum as lucky as Gladstone Gander in the span of a few days. Donald immediately goes crazy and tries to get the hat back. At the end, the hat is lost and they tell Bum Bum the classic "the luck was all inside you all along" stuff... except we then see a street artist picking up the lost hat and immediately getting the luck.
* , Donald Duck and Scrooge find the tomb of the eponymous seer and Donald tries to translate the text written on the grave:
* Donald Duck and the Gorilla" has an aggressive gorilla escaping from the local zoo and breaking into Donald's house, attacking him and his nephews.
* Donald Duck angry uncle lest he get a spanking himself! At least one comic has both happen at the same time, with the triplets fleeing a stick-wielding Donald who is at the same time fleeing a cane-wielding Scrooge.
* Donald Duck animal which transforms their disintegrator rays into laughter-inducing rayguns. These prove highly effective in debilitating the pirates.
* Donald Duck. A pelican keeps blowing out the candle in a lighthouse's light, and Donald promptly re-lights it. After a few rounds of this, the pelican takes the lighter from Donald and re-lights the candle, causing Don to blow out the candle.
* Donald Duck appeared in a series of cartoons where he served in the army starting with the cartoon, "Donald Gets Drafted".
* Donald Duck appeared on "How to Have an Accident in the Home" and "How to Have an Accident at Work". What makes these ones different from Goofy's is that instead of a faceless narrator, we have J.J. Fate, a fantastical duck dwarf.
* Donald Duck". A seagull looks at Donald's hat, so Donald moves away, the implication being that the seagull wanted to poop on the hat.
* Donald Duck (as he's a pig, natch). Sandham was a janitor in an oatmeal porridge factory who gained his powers when he was accidentally exposed to a procedure to "remove those nasty lumps from oatmeal porridge". Donald ends up having to dissolve him with it, and finally tosses his head, the only thing left of him, into a vat of porridge.
* Donald Duck as his advertising slogan. Not only his sales plummet, but he soon gets visited by the furious mayor, who gives him "the biggest fine ever". Cue Rockerduck screaming when he looks at the amount to pay.
* Donald Duck, because his nephews are so slow at catching up on his urgent plans. First, he asks them to gather winter clothes, and they just ask why they need them in midsummer. Then he explains that they are going to Labrador. Cue this dialogue:
* Donald Duck - "before" was a duck (one of Donald's friends) while "after" was a human.
* Donald Duck called "Early to Bed" where his bed seems to conspire with the rest of his bedroom furnishings to keep him wide awake.
* Donald Duck can clearly be read, without reading in in the unintelligible voices of Clarence Nash and Tony Anselmo. Curiously Rosa himself defied this, claiming he never wrote Donald's dialogue envisioned with the original Disney voice.
* Donald Duck cartoon, Donald's encounters with a gorilla named Ajax are accompanied by advice given on the radio on dealing with Ajax.

* Donald Duck cartoon "Grand Canyonscope" has Donald and a mountain lion cause a landslide that fills up the Grand Canyon. The cartoon ends with Ranger Woodlore making the both of them fix it by digging up the whole canyon again.
* Donald Duck cartoon in a unique way: Donald enters a boxing match and, at the sound of the bell, comes out swinging punches. However, he is revealed to be ineffectually hitting the ref. The ref then points him at his opponent, who is roughly on par with a Greek Titan in terms of size and strength compared to Donald.
* Donald Duck cartoon in which he's a gift wrapper in a department store. He puts a small ring inside a large box, then tries to put a football in the box meant for the ring. He has to deflate the ball in order to fit it in.
* Donald Duck cartoon "The Flying Jalopy", the villain cuts the fuel line of Donald's airplane and lights the trail in midair, which Don then tries to outrun.
* Donald Duck cartoon "The Plastics Inventor", released in 1944, just as plastics were becoming mainstream. Following the instructions from a radio show, Donald makes a plastic airplane by melting down random junk and pouring it into a mold, then baking it. The finished plane flies like a dream, but there's one drawback: it's not waterproof. As soon as Donald flies into a downpour, the fuselage starts melting away.
* Donald Duck comic artist Kari Korhonen has put Grandma Duck in this role.
* Donald Duck comic, Donald finds out that to get the job he wants, he has to be married, so he proposes to Daisy. She is very touched at first until he tells her the reason which pisses her off and makes her throw him out.
* Donald Duck comic featured a character apparently known as Lawsuit Joe, who makes a living by throwing himself in the path of slow-moving cars and suing the drivers.
* Donald Duck comic has a "doctor" get Donald out of a difficult situation with Daisy by flashing his card. As Daisy points out in the very same panel he shows it, it's a subway ticket, but by then the man is already gone, taking Donald with him.
* Donald Duck comic has Gladstone Gander trick Donald into believing the ball he and Daisy will attend is a costume party, and that Daisy wants him to dress up like a gnome (in hopes that Daisy, when seeing Donald in costume, would be so ashamed of him that she would ditch him in favor of Gladstone). Unfortunately for him, Daisy finds out and to simultaneously get back at him and make Donald feel less ridiculous, she TOO shows up in a gnome costume.
* Donald Duck Comic magical or not — though all the granted wishes were easily explained away by coincidences, the fact remained that all the wishes did, after a fashion, come true.
* Donald Duck comics "Archimede e la spedizione all'eurekannone" has the characters head to a land inhabited by a tribe that is responsible for creating brilliant ideas and spreading them all over the globe. These ideas, it turns out, all look like light bulbs when in physical form.
* Donald Duck comic series by Silvia Ziche, "Il Papero Del Mistero" (Duck Mystery). Scrooge McDuck wants to renew his TV channel's program so he employs the whole Duck and friends family to star in a soap opera with an over-the-top plot based on improvisation.
* Donald Duck comic set in the Wild West had Sheriff Donald repeatedly mocked by his nephews for his feeble horse, which snorted in tired protest whenever required to do anything at all. Donald, for his part, insisted that the horse wasn't feeble, it just had hay fever.
* Donald Duck comics he originated in, Scrooge McDuck had to be turned into a more heroic and sympathetic character when he began starring in his own spinoff title (though even in his own comics he always remained something of an antihero).
* Donald Duck comics) makes them much less sinister than many of the example of this trope.
* Donald Duck comics story "The Head of Rama Putra", Donald's nephews cut him loose from a hanging vine that had entangled his leg. Don ends up landing head first on a rock, and as Huey, Dewey, and Louie check on him, he babbles "Yes, Mr. President, I got the license number of that broccoli... it wasn't armed..."
* Donald Duck comics the comics have, there's just nothing stopping the poor duck from either:

* Donald Duck comic story, Donald scolds his nephews for using his power tools to try and make a birdhouse, saying that one has to be careful around power tools. However, he's so distracted saying this that he does something so bad to his hands that all we see is his shocked expression and his heavily bandaged hands.
* Donald Duck comic story, "Super Snooper Strikes Back". Donald gains temporary superpowers, and tries to prove it to his nephews by running around the world super fast. But he soon realizes that his super-speed manifests itself by making everything else seem to stand still—so, even though the trip might seem fast to his nephews, it will still be incredibly long and boring to him! He decides to come up with a different test.
* Donald Duck comic story thwarted by shovel-whacking. The ad still ends up attracting thousands of customers.
* Donald Duck comic, the nephews cause the Duckburg supercomputer to go haywire, resulting in this kind of weirdness happening all over town: radio songs come from toilets, TV sets flood, etcetera.
* Donald Duck comic. When Donald refuses to reveal the location of Scrooge's money vault among the four dozen he had built, they grab a blank tax form and start filling it out for him, putting down the kind of income that, well, Scrooge would be familiar with. He caves in after that. Fortunately, after Donald explains the situation (once the vault is emptied) and gets Scrooge to stop killing him, Scrooge starts dynamiting the other vaults... where it turns out the Beagle Boys had stashed it.
* Donald Duck comic, where Gyro Gearloose has built an FTL-capable spaceship. (Something which happens somewhat regularly.) When asked how it works, he replies that it transforms the ship's particles into tachyons for the journey... prompting Hewey to mention that he thought the existence of tachyons to be merely theoretical. "Oh, they didn't exist until I invented them." was Gearloose's reply.
* Donald Duck constantly has to prove his cultural capital to impress Daisy. Then again, sometimes Daisy will admit that the theatre shows she brought Donald to are boring...
* Donald Duck, Daisy persistently tries to snare eligible bachelor Donald - at one point flailing in a pond in a park crying for help. When he obliviously walks by, she stands up in a huff in the shin-deep water.
* Donald Duck details, the legend derives from a complete misunderstanding of a 1977 political blunder; Helsinki councilman Markku Huolopainen had proposed that the financially troubled city stop buying Donald Duck comics for youth centres, but when he ran for Parliament the next year, his opponent spun this into trying to "ban" Donald Duck (and went on to beat him in the election). Some Finns did write letters to the Donald Duck magazine on the subject decades earlier, but the magazine put it to rest by publishing a picture of a ridiculous-looking duck with pants.
* Donald Duck doesn't have a belt, but he'd often chase his nephews with a stick. Used to, anyway. This is practically nonexistent in the modern strips, and these days the boys aren't in need of this kind of treatment anyway, being usually more competent and mature than their uncle.
* Donald Duck) does this to Donald's nephews, Uncle Scrooge and finally Donald himself, locking them all out on a battlement.
* Donald Duck", Donald adopts a black coat and hat when he starts imagining himself as a criminal.
* Donald Duck Donald back to his original characterization and managed to tone down his obnoxiousness.
* Donald Duck", Donald briefly imagines himself as a millionaire after Daisy calls him a "big shot", complete with top hat, monocle, and posh outfit, before the narrator points out what stealing from his nephews really makes him: a gangster!
* Donald Duck", Donald climbs the stairs of a skycraper to escape the law, and with no way out, jumps off the roof onto another building. Just barely—the bricks he tries to grasp give way one after another until he can climb back up.
* Donald Duck. Donald Duck and Fethry Duck are secret agents with a collection of nifty gadgets, including one such a ball.

* Donald Duck", Donald falls into Old Faithful Geyser just as it starts to erupt. His nephews try to plug up the geyser with rocks, but they just get sent up to hit him. Finally they throw a boulder big enough to plug it... for a moment.
* Donald Duck". Donald is leading his nephews on a hike. He orders a stop, but the last nephew is distracted and knocks the others over like dominoes.
* Donald Duck: Donald's theme tune: "Who's got the sweetest disposition? One guess, that's who!"
* Donald Duck. Donald taunts the man for his superstition and feels lucky that he got the last ticket. Unfortunately, seat no. 13 is revealed to be the seat behind the column.
* Donald Duck, Donald tries to blow up Chip and Dale's tree with dynamite, but they put the sticks out and trick Donald by popping a bag to simulate an explosion.
* Donald Duck, Donald tries to claim he knew it all along (rather than being terrified out of his wits while Huey, Dewey and Louie single-handedly solved the mystery themselves). His nephews are not amused.
* Donald Duck, dreams that he is a bumbling Nazi mook driven mad by working in a munitions factory, where he is required to heil at every picture of Hitler. This is enforced by an armed oom-pah band.
* Donald Duck episode "The Town Where Everyone Was Nice". His terrible singing was too much for the plant to take, killing it.
* Donald Duck exist some decent stories that feature an actual mystery of this sort as well.
* Donald Duck fail spectacularly and run off with the investor money. (If the movie doesn't fail, the duo will owe the investors 753% of the movie earnings.) In order to ensure a flop, they sabotage every part of the filming process that they can. This includes hiring a completely inexperienced woman for the title role, not buying vital equipment, and employing Donald (who they believe is a huge, incompetent idiot) to do whatever needs to get done, so that he'll mess things up. Unfortunately for the film makers, Donald turns out to be excellent at all his duties... Except for when they make him a cameraman. When it's time to film the big, epic battle sequence, Donald's job is to film it from above, from the top of a pyramid. But he's exhausted from all his hard work, and sleeps through the entire shooting. And this was his only chance—the scene can't be re-shot. Then he's supposed to cut the scene, but decides that it doesn't work without the perspective from above. But one of the film makers arbitrarily re-cuts the scene while Donald is asleep, as a safeguard in case Donald turns out to be a decent editor. By pure chance, the arbitrary re-cut works excellently, and the scene ends up getting praised by critics, making the movie a huge success.
* Donald Duck, features Uncle Scrooge selling hair tonic to the "Chillyboot Indians", which actually causes baldness. Donald later returns with a hair tonic made by Gyro Gearloose; that one works too well.
* Donald Duck fridge-raiding. Pour on the food a drug that made the users' faces green. When it was Donald and not the nephews who had a green face, Donald finally realized he was the one eating the food.
* Donald Duck gets a passion for electrical work. This results in him trying to connect all the electrical appliances in his house together. After the expected massive short circuit he sits smoking on the floor with a melted screwdriver in his hand, and Uncle Scrooge, who was on his way to visit, comes up to him.
* Donald Duck going in circles, only by then, he's created a circular trench around the rock.
* Donald Duck: Goin' Qu@ckers, keeping in contact with Donald and guiding him throughout the game.
* Donald Duck: Goin' Qu@ckers (PS1 and GBA versions, Ubisoft Shanghai)
* Donald Duck: Goin' Qu@ckers, who passed away the year the game was developed.
* Donald Duck got his fifteen minutes of fame by (unwittingly) polesitting the smallest pole in the world, they misprinted his name as "Roland Dunk".
* Donald Duck, Gus takes a straw and sucks up a line of peas across the dinner table. Donald takes a straw of his own and tries to suck up the last pea, and the two engage in a tug-of-war until Gus traps the pea in a teapot.

* Donald Duck had Donald in the studio while the writers are storyboarding his next cartoon. Each of the writers keeps adding in things they think should be in the cartoon (like the nephews and Chip N' Dale) to the point where there is no room for Donald in the cartoon. Donald proceeds to blow his top and start screaming at the writers.
* Donald Duck has been on the receiving end of this several times in golden age Disney shorts.
* Donald Duck has done this to gifts his nephews got for him, partly due to some of the underhanded trickery they pulled off in order to get the gift in question.
* Donald Duck has found himself on the receiving end of this more than once.
* Donald Duck" has him trying to tear away his wanted poster, but reveals another poster underneath with a higher price on his head. Donald keeps tearing off until the zeros go past the poster and into infinity.
* Donald Duck. He is actually sitting on the fender on the other side.
* Donald Duck, however, we never get to see the invasion-fleet show up, but presumably, they'd be in for a nasty surprise...
* Donald Duck in Duckburg so he can get a job at an arctic mining station. Sure enough, it turns out that it's actually part of a smuggling operation that Donald has to dismantle.
* Donald Duck. In his more dramatic moments, you can sense the inspiration from the Batman himself.
* Donald Duck: In "The Secret of the Dragon's Den", an adventure story by Ron Fernandez and Patrick Block, a warrior, his beloved, and his dog are all thawed from a block of ice centuries after having been frozen there. They immediately come back to life with no ill effects.
* Donald Duck: In the war short "The Old Army Game", Sergeant Pete yells this when he thinks Donald got cut in half after he threw him (in a box) onto some razor wire.
* Donald Duck is a stone age duck who ended up in the present, much to her disgrace.
* Donald Duck is clumsy, dim but strong willed, and very temperamental.
* Donald Duck is outfitted with an army uniform several sizes too big, which is doused with water and shrinks until it fits.
* Donald Duck is the victim of this in the Disney short "On Ice" (1935), losing his sweater as it doubles as a makeshift kitestring.
* Donald Duck "Lucky Numbers" made Huey, Dewey, and Louie into teenagers for just one short, as the plot required the trio to be able to drive a car.
* Donald Duck makes him a bank robber, and he worries about becoming a social outcast who has to hide out in the dark corners of the underworld.
* Donald Duck — 171 theatrical animated shorts between 1934 and 1968.
* Donald Duck/Mickey Mouse cartoons and replace the main characters with José. Since they made sure to only use English stories that weren't localized yet, it sort of worked, at least if you ignore José acting out of character or interacting with characters he doesn't normally interact with (such as Goofy).
* Donald Duck miserable life when his new in-laws also move in. After waking up to see that it was all a dream, he frantically runs from her house and joins the Foreign Legion to escape his potential fate.
* Donald Duck (more prominently in PK2), Agent Kay K and his friend's love interest, Stella, from their respective comic both flirt with him a little or praise him. And he doesn't quite know what to do with the attention.
* Donald Duck, of all things, features this as its story. Donald tries out for a singing competition organized by a renowned musician, and gets successfully recruited by having his voice altered by an apparent twin of this musician. It's later revealed that the entire world is actually the dream of Ar-Finn, a primordial cephalophoid monster which slumbers in the ancient city of Sp'too at the bottom of the sea. The two twins are manifestations of the monster's conflicting subconscious desires to either continue sleeping or wake up (which Donald's voice will make it do). When the creature does exactly that, the rest of the world vanishes as it no

longer creates the world-dream, and everything in its vicinity shapes itself into its image, resulting in Donald and his nephews growing tentacles and stick eyes. It's eventually put back to sleep, but the story ends on a rather dark note as Donald contemplates everybody's existence as mere parts of the creature's imagination.
* Donald Duck of the bug, and set up the entire mission so the Beagle Boys would be distracted from the real diamond coming in from elsewhere. Of course, Donald and his nephews had no idea of this scheme, and were a little sore that they busted their tail feathers for almost nothing.
* Donald Duck of the restaurants stars, and the man in the suit turns out to be just a traveling salesman.
* Donald Duck once took a job as a messenger and the first person he delivered a message to was so furious she started throwing stuff at him. It wasn't the matter of the news being good or bad. She just hated the sender and took it out on Donald.
* Donald Duck on him. However, the Ranger appears and gives Donald back the hose, leading to a round of hot potato that ends with all three soaked.
* Donald Duck, placing Donald in "Nutziland", where everything is shaped like Swastikas or Hitlers Face (Der Führer's Face). He has to work really hard for the Führer, and everybody is clothed in Nazi Uniforms.
* Donald Duck refused to loan Mickey out; in still another (thought to be the most likely) version, Walt was willing, but his brother Roy pointed out that their studio was in debt at the time and could not afford "to be making cartoons for other people."
* Donald Duck sees them firing candy balls through a phone. Donald tries to turn the tables by placing a stick of dynamite inside and calling them, but they don't pick up... and trick him into answering his phone again just before the explosion.
* Donald Duck short "Bellboy Donald", Donald has to put up with a sadistic little kid while being threatened with termination if he lays so much as one finger on him. Once he has been pushed way beyond the brink of tolerance, Donald accepts his firing with manic glee and begins spanking the living hell out of the brat.
* Donald Duck short "Canvasback Duck," with a small boy at a fair really being an adult anthropomorphic dog in a boy suit and mask.
* Donald Duck short '"Donald's Diary'', Donald carves a heart on a tree for him and Daisy. The scene then cuts to the opposite side of the tree, revealing carvings from Daisy's past boyfriends.
* Donald Duck short from 1944, "The Plastics Inventor," in which Donald follows a radio announcer's instructions to create a plastic airplane. By baking it. In his oven. Not a toy airplane, a life-size one that actually flies... at least for a while. Somehow Donald makes the plastic base material for plane-baking by combining a bunch of random garbage. Even stranger, it melts in water.
* Donald Duck short "The Riveter" has Donald work as a construction worker, and incurring the wrath of his boss after his jackhammer goes out of control.
* Donald Duck short "Wide Open Spaces", Donald inhales a huge amount of air ballooning his own body to blow up an air mattress.
* Donald Duck short "Wide Open Spaces" ends with a wobbling tree branch pounding onto the pump attached to Donald's air mattress, which floats up in the sky as it expands.
* Donald Duck show up to save kappa from the villainous tengu. They quickly realize the samurai is just Donald Duck in disguise...after they see him running away in panic in Donald's distinctive way.
* Donald Duck's mother and sister and Scrooge's parents, and Scrooge has two sisters, a brother and a half-brother making regular appearances. His mother got around.
* Donald Duck's nephews, Huey, Dewey, and Louie in Carl Barks' comics. In one story they are in kindergarten; in another they are shown driving a car! (The "kindergarten" they are attending is a rather unusual one, however; in the background of the first panel, there appears to be an
* Donald Duck's sane ideas never work, but the crazy ones do. He demonstrates again and again that his crazy ideas do indeed work. For example, the above statement was

a comment on Donald taking a mouse and bug spray to go after an armored man armed with swords, muskets, and a cannon... And it ended with his foe completely unarmed and unarmored while Donald is training his own cannon on him.
* Donald Duck's superhero/antihero alter ego, had many different interpretations:
* Donald Duck's superhero/antihero alter ego), where our hero switched from a M1911 handgun to a multiuse pistol that included, among other functions, a disintegrator ray. Considering it was wielded by the infamously irascible Donald Duck, it's a miracle he never used it on people before switching to a paralyzer-only gun.
* Donald Duck still looks exactly like him, though, and is still covered by the agreement.
* Donald Duck stories had the titular duck discovering a previously unexpressed aptitude in some obscure field, like counting objects or instrument playing. Gyro Gearloose also qualifies as this.
* Donald Duck story. He and his nephews go to a foreign country and the nephews climb a wall. On the other side of the wall, a furious man calls their attention to a sign at the top of the wall and asks if they can't read it. As the sign is written in the country's language instead of one they knew, the nephew who answers truthfully says "no". (The wall is so high nobody would be able to read the sign without climbing it first.)
* Donald Duck story, Indian Ghosts suddenly appear in Donald and the boys' house (after Donald made a huge short circuit by wiring all household appliances on one plug hole). Subverted, as the boys first think it's a case of ole' Indian burial ground, but it turns out, that it's an ancient Indian relaxation spot, and they find the house comfortable.
* Donald Duck story "Paperino e la voglia irresistibile", Donald falls prey to Uncle Scrooge's prototype subliminal advertising. The advert causes him to become single-mindedly obsessed with getting a bottle of drink, with blatant disregard for any property damage he might incur on his way. Donald's nephews turn the tables on Scrooge by showing him a prepared tape which convinces him to give them a thousand dollars each, thus giving him a lesson.
* Donald Duck. That, and the expense of using such a phone, were among the reasons that Donald and Daisy gave up on using it.
* Donald Duck, the Beagle Boys steal money from Scrooge McDuck, but don't notice the new money paper is razor-sharp until they dive into a pile of it. When they get arrested, they taunt the police by saying: 'You'll never find where our hideout is!' but they soon retort with: 'That's easy, we'll just follow the drops of blood.' and point to a blood trail nearby.
* Donald Duck", the moose is voiced by the film's director, Jack Hannah, while the usher is voiced by writer Milt Schaffer.
* Donald Duck. This quickly gets him into trouble when people start seeing him as rude or potentially insane, even going as far as to ask him to sleep in the forest so he doesn't bother his neighbors with his loud laughing. When Donald finally gets a chance to tell his joke in a TV show about best jokes, his inability to tell the joke without laughing ends up disqualifying him due to his time running out. The host finally suggests that Donald just write the joke down. Donald does so and then hands the paper over to the host. Upon reading it, the host concludes that it's actually a really old joke that everyone knows. Cue everyone laughing at Donald's misfortune.
* Donald Duck, though many family members were introduced later on in the comics.
* Donald Duck time travel stories generally uses this rule, at least in the sense of characters having a limited period of time to hang around in the past. Sometimes it's justified by the time travel mechanism; the machine didn't actually travel with them, but just sent them to a time and location, so they had to prearrange a time when the machine would pull them back to the present.
* Donald Duck to do his bidding. Instead of pay, he usually promises to cut a meter off the list.
* Donald Duck to get away with really stupid crimes (like stealing one certain kind of sandwich), just to piss off police and the judge. However, it backfires because the judge later finds other loopholes that make them guilty anyway (stealing that

one kind of sandwich is not a crime... as long as you don't eat it before dusk).
* Donald Duck to this Voodoo priest who then sent said Zombie after him.
* Donald Duck tries to fly away from a rogue airplane ride, but it ends up not working at all, and he still plummets. By that time, his arms/wings were already anthropomorphic enough that they clearly weren't wings anymore, though.
* Donald Duck until the 90s when a male voice actor was brought in to sound more accurate to Tony Anselmo and Clarance Nash's Donald voice.
* Donald Duck used to be a rather successful Casanova before falling for Daisy and is still good at (unwittingly) attracting ladies in spite of being completely faithful to Daisy.
* Donald Duck" was originally titled "Donald Duck in Nutzi Land", but was changed when the song became a runaway hit (though some people call it "Donald Duck in Nutzi Land" regardless).
* Donald Duck were much more mischievous and aggressive in their earlier appearances.
* Donald Duck where a municipal government or a board for/of youths decided to stop their order of the comic due to their poor financial situation. They had joked that the reason was because of Donald not wearing pants, but that's all it was: a joke. One that got picked up by some foreign (as in not-Finnish) newspapers as fact and it continues to spread from there.
* Donald Duck where Donald made the wish that he were alone without all his friends who were annoying him. No points for guessing he didn't like it when the wish came true, though there was more to the plot than that.
* Donald Duck, where he and the nephews go camping. Donald puts ketchup on himself to get his nephews thinking he's severely injured, but gets bandaged up from head to toe, as is typical of those shorts.
* Donald Duck which of course doesn't detonate by shock, it needs a triggering explosive to go off.
* Donald Duck while attempting to show the audience her karate skills. Moments later, he is completely bandaged up.
* Donald Duck who is also stated to have died years before the story, and the second story introduces the figure of Dolly Paprika, Fantomius' lover. Fans have interrogated themselves on their story for years, until they got a series about their adventures... But where did they disappear to still remains a mystery.
* Donald Duck, who learned how to do the voice from the original VA himself, Clarence "Ducky" Nash.
* Donald Duck who used a homemade jetpack to rob a bank. To prove Donald's innocence, Huey, Dewey, and Louie suggests to the police to put him and the doppelgänger through an intelligence test. Donald visibly struggles with the test, while the doppelgänger aces it, leading the police to let Donald to go as he, quite a bit to his humiliation, simply was not clever enough to could have pulled off the heist.
* Donald Duck with retold classics, movie and music references and the like, providing lots of kids their first contact with Greek myths, Shakespeare's plays, classical history, etc.
* Donald Fagen's song "I.G.Y. (What A Beautiful World)" deliberately invokes Zeerust, depicting a world where the US definitively won the space race, computers are benevolent overlords, and everyone wears spandex jackets in a world with perfect climate control.
* Donald Fauntleroy Duck shows him running up a giant pachinko machine head-first, plowing through every steel peg on the way up.
* Donald F. Glut has stated in many interviews over the years that he had little regards for his work as a writer for 80s cartoons (the
* Donald F. Glut is a screenwriter (children's television) and director (exploitation films), but is best known for having written the novelization of
* Donald Gennaro, after abandoning the Hammond children in a car to go hide in the bathroom when the T-Rex shows up, gets the ignominious honor of being nommed on the toilet after the
* Donald Gets Drafted, for example, actually satirized how the real condition of

enlistment and training compared to the glamorized propaganda by mocking Don's awful experience in boot camp after being enticed by military recruitment.
* Donald Gets Drafted (said to have inspired the "Disney bomb" bunker buster).
* Donald Glover as direct inspiration, who in turn became one of the most popular characters introduced in the 2010s.
* Donald Glover episode had Glover hosting and Gambino as the musical guest.
* Donald Glover had this moment when talking about Shaft in his special, "Weirdo"
* Donald Glover, he also does stand-up and did a Comedy Central special in 2011.
* Donald Glover (Troy) takes the opportunity to demonstrate his skill at rapping.
* Donald himself had a long-suffering guardian angel who put up with all sorts of abuse from her devilish counterpart until she got fed up and a
* Donald in Maui Mallard a surprisingly creepy game about the short-tempered duck. Die and you're treated to a scene of him getting dragged into hell by a demonic hand. Dramatic enough to make a native hold his wig as a sign of respect, but not dramatic enough to stop him from simply shrugging it off a few seconds later and happily moving on with his life.
* Donald in Maui Mallard feel and Maui's prose in the game's manual and cutscenes befit the genre.
* Donald is addressed as "Seaman Duck," yet wears a (upside down!) petty officer third class crow.
* Donald is one of the nastiest characters in the story, and his blood-red eyes combined with paper-white skin give him the appearance of a vampire.
* Donald is so unlucky that he cannot even capitalize on it (winning the "Unluckiest Man in the World"-contest, working as a
* Donald Kingsbury is about a generation ship whose captain uses a time-stretching field to live for "centuries" while generations toil and die on the ship itself; the society comes to worship him eventually.
* Donald Kingsbury, the overclans are all priest clans, ruling by religious right. Basically, the whole world is a theocracy, although given the harsh conditions of survival on Geta, a fairly pragmatic and not-very-hierarchical one.
* Donald McBane was regarded as the best swordsman of his century. A career soldier, he participated in over two dozen battles and fought over 100 private duels. He also fought 37 times as a
* Donald Moffitt's, the Cygnans speak a complex musical language based on absolute pitch of a tone instead of the relative pitch.
* Donald Morgan, Harry's old parole officer who would have killed him without much guilt on the matter, fell into this category; she knew Harry was likely stashing him somewhere. This all started when he was sixteen years old and his actions led to a young man being killed by a supernatural monster that was stalking Harry just because it could.
* Donald Na is to be believed then he's also loyal, kind, talented, and just overall perfect.
* Donald Oberman, meanwhile, takes the "rich dad who bails him out" part to new heights; His father is the
* D.O.N.A.L.D. or so), but the "book" he saw in his vision was really a kind of smartphone, and its pages were more like wiki pages - but since those didn't exist on Earth at that time, he drew a book instead.
* Donald P. Bellisario, includes the former naval officer's Vietnam Marine buddies T.C. and Rick.
* Donald P. Bellisario of his family both before and behind the camera.
* Donald P. Bellisario) tend to be more than appreciative of his other shows. And much of the talent, both in front of and behind the camera is recurring.
* Donald P. Bellisario when scfi-nut Bud sees Bellisario's star on the Hollywood Walk of Fame:
* Donald Pierce and his Reavers play with the trope rather than playing it straight: Pierce is one of the first
* Donald Pierce is at willing to be civil to Wolverine and other mutants and even expressed respect for the former. The comics character is an egotistical
* Donald Pleasance's killer wine connoisseur from "Any Port In A Storm" was

nothing if not this. His murder was a crime of passion, committed because his brother was going to take away his vineyard - the only place where he'd ever felt truly happy.
* Donald Pleasence, and even then his face is only revealed for less than a half-hour.
* Donald Pleasence had spent time in a German POW camp during WWII. When he tried to offer director John Sturges advice based on his experience Sturges told him to keep his "opinions" to himself. Once someone explained Pleasance's background to him Sturges quickly started asking Pleasance for technical advice.
* Donald Pleasence was released, where he reprised his role as Dr. Loomis a final time.
* Donald Rumsfeld adopts an uber-right wing and hyper-capitalist ideology, becoming an impoverished backwater and a pariah state.
* Donald Rumsfeld (played sprint football in college, followed by a long career in politics and US government service)
* Donald Rumsfeld (R-IL): U.S. Secretary of Defense (2001–2006, 1975–1977), White House Chief of Staff (1974–1975), U.S. Ambassador to NATO (1973–1974), U.S. Representative from Illinois's 13th district (1963–1969).
* Donald's court martial more resembled a Captain's Mast/Non-Judicial Punishment Hearing (or Admiral's Mast one supposes), and is still pretty off. He had no JAG lawyer present, no JAG judge presiding, no jury. And to nitpick, a trial for treason would probably take over a year to put together, and he would have been put in the brig probably for close to life, not merely busted down and booted from the service.
* Donald's Crime", Donald briefly turns into a skunk when he's about to steal his nephews' money to go on a date with Daisy.
* Donald's Decision (the conflict between Donald's inner angel and devil).
* Donald's Dilemma chronicles Daisy's breakdown after her boyfriend Donald leaves her, all played humorously. One part shows her almost attempting suicide. Not only does she have a gun to her head, but she's also prepared a noose and has a bomb, knife, grenade, and bottle of poison on the table in front of her.
* Donald's Dilemma" when Daisy manages to get Donald's squawky voice back while he's crooning for his audience.
* Donald's Dream Voice, just replacing the autograph paper with bills.
* "Donald's Duck": a tiff between Duck and Donald starts a playful prank war between the railwaymen. First Duck's crew leaves a duckling in Donald's tender — and the amused crew keeps her around as a sort of pet. Then Donald's crew leaves an egg under Duck's bunker at night, and Donald insists he laid it. This is enough to make Duck laugh and tell Donald he's won.
* Donald's iconic temper tantrums in the original shorts and comics often were targeted at the triplets. However, given how it would provide bad vibes of
* Donald's not in it, but a later story had Daisy writing in her diary about being determined to stick to her diet, naturally everything she then sees or hears (or smells) is solely about delicious food. In desperation, she finally locks herself in her room to avoid temptation... then gives up and bites a chunk out of her notebook in frustration.
* Donald's Penguin 1939 Donald Duck thinks that his penguin pet Tootsie ate his pet goldfish and spanks her bare bottom until it turns red. When he sees the fish are still there, he feels ashamed.
* Donald's Snow Fight 1942 Donald Duck launched an ice missile at Huey, Dewey and Louie that splits their flagpole into 3 parts spanking the nephews' feathery butts.
* Donald Sterling, the former owner of the NBA's Los Angeles Clippers, was thrust in the center of a scandal in April of 2014 when audio was leaked of him asking his girlfriend not to "bring black people to Clippers games", amongst other things. Having already been accused of racism in his capacity as a real estate mogul, once the NBA authenticated his voice, they decided to ban him from setting foot on NBA property for life, and removed any and all authority he held over the team. (That said, they had to force him to

* Donald Sutherland, Dale Dye, was a captain in the Marine Corps. He has made a secondary career out of playing military officers.
* Donald Sutherland for this reason. He was so sure the film would flop that he took a straightforward salary over a percentage of the profits. This turned out to be a very poor decision.
* Donald Sutherland says he only needs glasses for a few things, like "reading, driving, seeing movies, walking..." He nonetheless passes the NASA eyesight test by memorizing the letters: "I may be blind, but I have a perfect memory!"
* Donald Sutherland. This made director Philip Kaufman nervous because the catwalk at the pod factory was nearly 50 ft up in the air and there were very real explosions. In fact, Sutherland barely missed one of them; an extra, however, missed his cue and was injured by it.
* Donald Sutherland to director Gary Ross so he could be cast as President Snow, having seen the script by accident and being moved by the character.
* Donald Trump, accusing him of abuse of power. While it passed on mostly party lines, one notable dissent was Hawaii Democratic representative and 2020 Presidential hopeful Tulsi Gabbard, who voted "present" instead of "yes" or "no". She reasoned that the entire impeachment ordeal with purely political and that the voters should decide if Trump should go or not. Making matters worse was that she attempted to introduce a bill that would instead censure Trump rather than impeach him. Liberals and conservatives both called her out over this, feeling that she was trying to suck up to the other side at best or that Hillary Clinton's accusation of her being groomed by Republicans as a spoiler candidate, like Jill Stein was in 2016, might have some merit to it. Ironically, Gabbard’s favorability numbers fell precipitously afterwards with Democrats, potentially harming her ability to serve as an effective spoiler.
* Donald Trump amused by this show of bad faith and promptly got the lawyer to respond with a more straightforward "yes".
* Donald Trump appearance online. Public outcry over his presidency has included calls for the rescission of his Hall of Fame membership.
* Donald Trump avoided serving in Vietnam thanks to a medical report that he had bone spurs in one of his feet... written by a doctor who was a tenant in a building owned by Trump's father. Trump has demonstrated no ill effects from said spurs before or since, and hasn't been entirely clear on which foot was affected.
* Donald Trump (best known as a businessman before becoming US President; former owner of the New Jersey Generals in the United States Football League, a failed attempt to compete with the NFL)
* Donald Trump bought air time just to inform Trump of things he would need to know but doesn't seem to. Their ads are a parody of a catheter ad, but they don't sell anything; and while a few make more or less clear who their intended target is, the rest don't make it obvious.
* Donald Trump by narrow margins, all states that Clinton had an overestimated but still comfortable polling lead in and none of which had voted Republican in a Presidential election since the 1980s. This is attributed to the high turnout from non-college educated white voters and a decline in reliable Democratic demographics. Trump won the electoral college and therefore the presidency. While the polling industry was widely criticized for its perceived overconfidence in Clinton winning, the one thing most polls did accurately predict was that Clinton would receive substantially more votes than Trump nationwide, with her winning the popular vote by 2.9 million and a margin of 48%-46%.
* Donald Trump, even after said lies have been debunked, by appealing to emotion. The terms "Fake News" and "Alternative Facts" stem from this idea.
* Donald Trump filling, if they aren't outright trying to tear down his legacy entirely.
* Donald Trump floated this idea at the end of his term but didn't go through with it.
* Donald Trump graduated when his parents discovered he had made frequent trips into Manhattan without their permission.
* Donald Trump has taught Jewish, black, and gay jokes to countless children. Peter

insists that they don't use as many gay jokes anymore.
* Donald Trump he'd accidentally coined and apparently compelling then-press secretary Sean Spicer to imply it was some sort of codeword or in-joke if challenged on it.
* Donald Trump is portrayed as an unrepentant bigot in "Donald Trump vs. Hillary Clinton", making flagrantly misogynist insults towards Hillary, bragging about deporting Latinos from the country once elected President and almost saying the N-word before Abraham Lincoln interrupts the rap battle. This is dialed back considerably in "Donald Trump vs. Joe Biden", where he doesn't say anything outright offensive, but implicitly belittles the protests against systemtic racism and insults Joe Biden by calling him "Barack's shadow" before remarking that he doesn't like the shade, which could be interpreted as admitting that he is a racist.
* Donald Trump made the building of a wall along the Mexico-US border a huge part of his 2016 campaign, though in his four years in office hardly any of it was completed.
* Donald Trump). Of course, if you claim you're worth billions of dollars, you can afford some self depreciation.
* Donald Trump protests. Both would end up losing re-election with Trump becoming the first one-term president since Bush himself.
* Donald Trump put a halt to economic production. Between that and his response to the pandemic itself, Trump was ousted after only one term. However, unlike Hoover, Trump just barely fell short of winning another term.
* Donald Trump putting the man in his place. After the debate, most people agreed that Trump came off as a bully due to his combative approach and constant badgering.
* Donald Trump reportedly subsisted on fast food and Diet Coke while on the 2016 campaign trail. Even now, he continues to eat fast food on a regular basis.
* Donald Trump rioters who attempted to disrupt the process earlier in the day. As Lamb gave his speech, Allred spoke in a foul manner to Harris, resulting in a shouting match between the two. Given the heightened tension surrounding the riots, the two congressmen had to be physically separated to prevent a fight from breaking out. Speaker Nancy Pelosi (D-CA) even had to verbally reprimand Harris and Allred before dismissing them.
* Donald Trump, some of the Northern Most Counties threatened to secede back as the State of Jefferson (not that this was the first time they made such threats, just the first time they made the threat after full State Secession was discussed.).
* Donald Trump's personal schedules revealed large blocks of what was labeled "Executive time", which turned out to mean "sitting around watching television and doing nothing in particular", inspiring the use of the term by people goofing off at work or lazing at home.
* Donald Trump stands out, which is just the two of them trading insults back and forth.
* Donald Trump's three oldest children agreed in a TV interview that Ivanka was his favorite, while she continues to call him "daddy" into adulthood. After he took office as President, this has led to charges of nepotism since she and her husband moved into the White House with him.
* Donald Trump's upset victory, the plot had to be scrapped as the writers could not come up with a feasible continuation, and they had to basically start from scratch with a turnaround of only one day.
* Donald Trump's xenophobic statements about Mexican immigrants, in which he criticized them for several crimes committed by the more vicious among their ranks, included the assessment "And some, I assume, are good people."
* Donald Trump tells Peter that people have gotten their favorite jokes about Jews, black and gays from his show, to which Peter responds "In fairness, we've been trying to phase out the gay stuff." A day later, the show's producers confirmed that the show will be phasing out the homophobic jokes that have long been an infamous aspect of the series.
* Donald Trump that a vote for the show is a sign of support for him (the show has

won two Emmys, and the awards are known for their anti-Trump stance).
* Donald Trump that he is proud of all his adult children, though he specifically mentioned that it was "to a lesser extent" with Tiffany.
* Donald Trump. The outcry problably helped Bush as unlike some of his other remarks it was a joke, and people saw that.
* Donald Trump. This may be to complete the editing "story" about why someone is getting fired, or simply to insert something more eloquent than what was actually said.
* Donald Trump was leading in the states he needed to win, and he was finally declared the winner five days after the election when his home state of Pennsylvania put him over the winning threshold. Although many people had actually anticipated that there would be a "Red Mirage" due to the fact that Democrats increased their use of absentee ballots while Republicans largely eschewed them; that initial results, being largely from in-person voting, would favor Trump and make it look like he was going to overwhelmingly win, but that the later surge of returns from mail-in and early voting ballots would favor Biden, potentially to a significant enough extent to flip key states.
* Donald Trump when Trump put out a Facebook invite to his inauguration.
* Donald Trump "You're fired!" So did a former contestant whom he fired. Both applications were turned down.
* Donald Westlake are killed anyway after he deems that they lack any valuable skills or resources.
* Donald Westlake has a political crony confidently (or rather over-confidently) declare that he's put a stop to a crooked political donors efforts to sabotage the presidents burglary operation (something affecting millions of dollars and all kinds of political favors) by threatening to revoke his invitation to the inaugural ball.
* Donald Westlake wrote a series of humorous short stories about the small starship
* Donald Wollheim of Ace Books was notorious for changing titles he didn't think were "science fictional" enough, usually into something really pulpy and juvenile. A joke usually attributed to Terry Carr was that if Ace under Wollheim were ever to put out a copy of the Bible, it would be a double-sided cover called "War God of Israel"
* Donal Noye, the one-armed blacksmith of the Night's Watch, uses a warhammer in the battle against the wildings. He also happens to be the person who forged Robert's hammer.
* Don Alonso Quijano, the real identity of Don Quixote, is introduced in the first paragraph as being almost 50 years old. Later, he's said to have graying hair and a black moustache. Yet any adaptation depicts him as a bumbling old man in or around his 70s, most often with completely white hair and beard.
* Don also has his moment in the same number when he and the rest of the Price and Son's employees show up on the runway wearing kinky boots:
* Don Ameche. They would step out of character at the end of episodes to reassure the audience that while their characters fought all the time, the actors were good friends.
* Don and Sam Flack. Don is a straight-laced police detective while Sam, his sister, is a recovering alcoholic and has a felony record.
* Don arc; and by extension, disparaging Zorua got him in further trouble from numerous Zorua fans.
* Donatas Banionis is an example of the trend in Soviet casting where actors hailing from the Baltic republics (Estonia, Latvia, and Lithuania) were a favorite choice for playing Western foreigners of any type. For example, he has played Americans, Englishmen, Swedes, Germans, and Italians, to name just a few.
* Donate at least ten bucks to the Comic Book Defense League through Hero Games official website and you'll have one of the company's official NPCs named after you.
* Donatello accidentally slips up when he's trying to convince April to try some pizza gyoza.

* Donatello had a #6 hit in 1955 with "Nuttin' For Christmas". He was only 6 at the time.
* Donatello is decked from head to shell in various gadgets, including goggles mounted on his forehead and stereotypically taped
* Donatello's David in marble), which is made all the more amusing when you realize he's only wearing the hat and boots.
* Donatien Alphonse Francois de Sade. Her constant life of being raped is placed in deliberate contrast to how pious and innocent she is. The typical reaction is more negative than anything else.
* Donbe and Hikari have a fairly long lineage in Japanese releases and cameos, but have only been seen outside Japan four times: a cameo in
* Don Black...is a white supremacist. Not entirely out of place as his surname also means "evil".
* Don Bluth, after losing their homeworld, humans are viewed as sort of sentient, endangered vermin unleashed on the galaxy.
* Don Bluth, Anya wears white opera gloves like the other ladies attending. Grand Duchess Marie's gloves are daubed with peppermint oil, which triggers a childhood memory of Anya's about spilling some peppermint oil on the palace carpet. This absurd fact proves to the Grand Duchess that Anya is no imposter, but rather the true Princess Anastasia.
* Don Bluth. As the bulk in the movie takes place in Russia, this aspect is downplayed, since (as noted above) things weren't so great there at the time. Once Anya and friends arrive in Paris however, it's this trope all the way.
* Don Bluth at least kept it on the radar with young children the longest, even if adult animation fans dismissed them).
* Don Bluth at the end, where the cel-shaded pieces of staircase are the ones that Drake punches away while trying to attack Hubie.
* Don Bluth behind it that he renounced his director's credit for that movie.
* Don Bluth behind the scenes though, whether that really excuses the movies or not.
* Don Bluth, but the studios wouldn't let him because they wanted the films to appeal more to kids.
* Don Bluth: by killing Charlie Barkin with a Flash Gordon thermo-atomic ray gun.
* Don Bluth, Chanticleer was too weary to crow, and the sun came up nonetheless. His farmyard peers laughed and jeered at Chanticleer, so he ambled away to the big city. There, he became a singing sensation, though still morose about losing his "sun-raiser" status.
* Don Bluth Disney regained its powerhouse status in the 1990s and Bluth couldn't keep up, leading to the closure of his original studio and then later his second studio.
* Don Bluth, Dmitri is hit in the head with a stone in the climax and appears to have died from the blow. But he's okay — he was just knocked out.
* Don Bluth. His diminutive but eager nephew Hunch is tasked with intercepting the party of heroes seeking to retrieve Chanticleer, Hunch is woefully outclassed, as even Patou narrates: "He's more a hoot than horrible ..." and he's voiced by the late Charles Nelson Reilly.
* Don Bluth in his peak year films, but as he was forced to tone down the content of his films, the scares usually went away with them:
* Don Bluth movie too. In fact, Bluth has gone on record to say that as long as the story ends Happily Ever After, then kids can handle whatever dark and depressing stuff happens beforehand (and in Bluth's earlier movies, happen it does).
* Don Bluth, numerous death scenes show the player character - Dirk or Ace - either being eaten alive or the eater preparing to do so.
* Don Bluth ones. Bluth idolized the style, and wanted to keep it alive through his work at a time when Disney was moving away from it.
* Don Bluth, Rasputin's bat sidekick abandons him at the climax and is awarded a female bat at the end with no explanation.
* Don Bluth, show-stopping musical number, comes charging out of nowhere, reprising the aforementioned song as he barrels into the support beams, causing the dock to

sway and Carface to sink and be at the mercy of King Gator.
* Don Bluth, the farm animals believe that the rooster Chanticleer causes the sun to rise when he crows. Except one day Chanticleer doesn't crow and the sun rises anyway, so the animals make fun of him until he leaves. Then while he's gone, the sun never rises on the farm because Chanticleer isn't there to crow. So why did the sun come up that one time?
* Don Bluth touch on the atrocities of Tsarist Russia: the protagonists are Jews fleeing from a Russian pogrom.
* Don Bluth version was. Don Bluth didn't make Mumfie, Britt Allcroft did.
* Don Bluth, when Anya prays for a sign, a dog steals her scarf and runs over to the path to St. Petersburg.
* Don Bluth, when Chanticler learns that his boss Pinky has captured his friends, he refuses to work for him anymore, only for Pinky to threaten the lives of his friends.
* Don Bluth when there are Don Bluth fans around. You'll be sure to irk someone.
* Donbot introduces his two henchmen as "the entire robot mafia". So the criminal organization consists of the boss Donbot and goons Clamps and Joey Mousepad.
* Don Callandar's novels: Pyromancer, Aquamancer, Geomancer, and Aeromancer.
* Don Camillo, and as the sharecropper is now about to be evicted he could face serious consequences. He and Don Camillo (the local priest, who decided to help to protect the sharecropper from his own stupidity) manage to move it where it can be "found"... But not without Peppone shooting the dove statue on the Monument to Peace the Communists had recently built.
* Don Camillo and there are unexploded mines in the area. It gets adapted in the fourth live-action movie, in which the thief is a different character and Don Camillo gets a different revenge.
* Don Camillo collection, he wrote the first Don Camillo story very quickly because he was under a tight deadline and had to fill a page in his newspaper pronto.
* Don Camillo e Peppone series, there is one arc where Peppone (the mayor of the village) has to take the primary school finals because, like most men in the village, he had to leave school and work very early. Despite his earlier self-confidence, he's so nervous he almost fails; Don Camillo trades the correct solutions for political concessions.
* Don Camillo — 5 movies between 1953 and 1965, based on the eponymous novels, and some non-canonical entries afterwards in the seventies and eighties.
* Don Camillo often has a conversation with Jesus himself whenever he is close to a crucifix (and even with the Virgin Mary once in the first movie). The Christ does not respond to him when he is overwhelmed by anger though.
* Don Camillo: Peppone dropped out of school in third grade and is only literate in the most technical sense. It doesn't stop him from eloquently arguing politics, turning his blacksmith's shop into a successful auto repair business, serving as his home village's mayor for over twenty years or out-scheming his arch-enemy, the village priest, with surprising regularity.
* Don Camillo short stories has Peppone admit in confession that he ambushed the priest and hit him over the head some time before. Don Camillo wants to hit him back, but Christ forbids it, saying, "Your hands were made for blessing." He assigns Peppone some prayers in penance, but then, as the mayor kneels in prayer, Don Camillo thinks his rump would be a perfect target.
* Don Camillo short stories reference the Fascist signature practice of forcing their political enemies to drink castor oil. One story features Dario Camoni, who back in the days had forced both young communist Peppone and young cleric Don Camillo to drink a glass of castor oil each; then, when Dario Camoni makes a reappearance after the way, Peppone tries to get his own back... In another story, when two Maoists bad-mouth Peppone, his son Michele becomes incensed that he forces them to drink a glass of ... cod-liver oil each. Peppone is almost relieved: "God be praised, at least they can't say I raised a fascist son!"
* Don Camillo stories, partisan leader Peppone and village priest Don Camillo collude to hide a lot of incriminating weapons this way, once from the German occupiers and once from their British liberators, who are keen for the partisans to

disarm and disband.
* Don Camillo-stories, the old schoolteacher Signora Christina dies, and asks with her dying breath to have her coffin draped in the flag of the old Italian monarchy. Several leading local political figures, both on the left and the republican right, protest this, until the Communist mayor Peppone declares that it's a good thing he is the mayor and not them, because he will make sure Signora Christina goes to her grave with her flag on the coffin, and personally kick the ass of anyone who tries to start anything over it. In the end, Peppone helps carry Signora Christina to her grave, flag and all, wearing the red scarf he wore as a Communist partisan. The narrator notes with pleasure that even in places where the living fight for any and no reason, the dead are still respected.
* Don Camillo story by Guareschi, Don Camillo provokes the murderer by getting shaved by him, essentially bringing over the message "You can kill me but you won't escape divine nemesis!".
* Don Carlo goes berserk after realizing her beloved Don Carlos is in love with the queen.
* Don Carlo is based on Carlos, Prince of Asturias, but the storyline is based on a rumour that he was secretly in love with Princess Elizabeth of Valois, who is married to his father King Philip II of Spain. Furthermore, while Don Carlo's desire to rule Flanders is good-hearted in the opera, in reality, it was most likely rooted in egotism.
* Don Carlos both have fanatical priests with political power as the main antagonists.
* Don Carlos's final act. Elisabeth sings a massive aria, then an endless duet with Carlos. All while the best characters are either dead, exiled, or not present. Then thank God King Philip and the Spanish Inquisition appear and it ends very, very quickly.
* Don Carnage's favorite tool for torturing people was a clawed glove...
* D, once the player, as Laura, has started the second disc (after the Indiana Jones-esque boulder escape) Laura can walk over to an innocent looking painting of an indifferent-looking girl. Upon pressing the action button, the girl in the painting will inexplicably smile (with a non-lipped laugh) before the painting flips to a clue for the next in-room puzzle before it goes back to the same girl who goes right back to looking indifferent.
* Don Cheadle that he wasn't aware of what the plot of the film was either.
* Don DeLillo, the assassination of John F. Kennedy originated as a false flag operation to fake a failed assassination attempt. In the confusion of a postmodern world, however, the plan to fail got lost along the way, and the plan became a real assassination attempt that succeeded.
* Don Denkinger's blown call in Game 6 of the 1985 World Series. The former Major League umpire is blamed for the St. Louis Cardinals losing the 1985 World Series due to his blown call at first base in the ninth inning of that game. This ignores that 1) the Cardinals had a 3-1 series lead over the Kansas City Royals and scored only two runs in the last three games, 2) They made three defensive mistakes after the call that all contributed to the loss, and 3) They were more focused on blaming Denkinger than trying to win Game 7, which the Royals won 11-0.
* Don Diego de la Vega. As soon as his grave is left alone, he breaks out of it.
* Don discovers that he can't have Pete Campbell fired for endangering an account because Campbell's family is
* Don Doko Don, features a pair of dwarves who hit enemies with hammers.
* "Don Donald": At the end, Donald falls into a puddle and his huge sombrero shrinks into a tiny beanie.
* Don Draper and Megan. After they get married and Megan throws Don a surprise birthday party, we find out that Don is forty while Megan is in her mid-to-late twenties. Don is not super excited about Megan's younger friends and her modern ideas.
* Don Draper can disappear from work for days without any long-term consequences. However (as Duck Phillips discovers to his dismay), Don doesn't have a
* Don Draper describes this expression as over-simplifying things. Basically, he

argues, people want to
* Don Draper has a seemingly meaningful relationship with Rachel Menken, a Jewish client of Sterling Cooper.
* Don Draper lost his virginity when he was raped by a prostitute as a teenager, as revealed in the sixth season episode "The Crash." When his mother found out about it, she beat him with a wooden spoon.
* Don Draper's first mistress is a bohemian artist Midge. Her friends know about them, but people in Don's job don't, and he keeps it secret from his wife.
* Don Draper sleeps with Rachel Menken, a Jewish client of Sterling Cooper advertising company. Rachel starts falling in love with him, but breaks it off when Don offers to run away with her without any consideration for his wife or kids.
* Don Draper sleeps with Sylvia Rosen, an older but beautiful housewife of a doctor who live in the same building as Don and his wife Megan. Don is disgusted with himself when his daughter Sally accidentally sees them in bed.
* Don Draper, still married to Betty, romantically pursues Susan Ferrell, his daughter's young idealistic teacher. She resists — at first. Later she is sorry they can't date publicly for fear that they would be seen. Susan's brother visits her when they are together and figures out something is off. Don breaks it off when his marriage starts crumbling.
* Done a bit elaborately, but for the same dramatic effect, in the intro of
* Done a bit more fairly a few episodes later. Sai Saici is pursued by a
* Done accidentally by Doctor Manhattan, when he teleports a television show's studio audience away and some of them die of shock. He also breaks up a riot this way.
* Done a few more times later in the duology, such as with the Geometer scoutship.
* Done a few times, when the usual "They killed Kenny!!"-"Bastards!!" routine was subverted and Kenny's death was met with amusement.
* Done a few times with the droids in the original trilogy, but perhaps the most memorable is when 3PO gets destroyed in
* Done a fourth time in the season 6 finale, with a twist: at the end of the episode, Brennan reveals that she's carrying Booth's baby (the previous episode had implied that they'd slept together), and they actually
* Done after Launchpad McQuack crashes a spaceship right into Scrooge McDuck's swimming pool.
* Done again (And Lampshaded and Played With) when McClane trades up from his Yugo by stealing a Mercedes on the expressway. Zeus points out how pissed the other driver must be, until McClane reminds him that Zeus forgot his bar of gold in the Yugo's back seat.
* Done again belonging to a crook. The trick here is that they can only be freed from the illusion once they are all fully awake, which is a problem since Meowth (who, at that time, was traveling with Ash and friends), instantly goes back to sleep every time they try to wake him up.
* Done again by both parties during ep 12, right before each of them attacks the
* Done again for Jim Henson vs. Stan Lee, where they mostly limit themselves to shout outs. When Stan Lee actually says something hurtful he
* Done again for The Sacrifice campaign and comic version to explain to fans how exactly
* Done again in another anime filler during Water 7 in which Zoro has helped a mother and her foster kids get out of trouble with a debt collector. Zoro, who's been trying to escape from her, is finally let go and heads off to re-join with his crew. Until the mother tries to call out to him for something. He starts running, assuming she wants him to do something for her. Turns out she was trying to return his shirt that she had washed for him earlier.
* Done again in another episode after Danny's parents tell him Jazz ran away from home, and he quickly realizes that she left to catch a ghost after telling her she was a lousy ghost hunter. He then has to come up with a reason to leave and find her after blurting out why she left in front of his parents.
* Done again in another episode, where a few thugs are looking for a hard drive at a hacker's house, but as "the place is like a friggin' Radio Shack", they think it

is
* Done again in "Chuck vs. the Ring", in which it transitions from the Jeffster! (
* Done again in "Geothermal Escapism". For context, they're playing a game of "The Floor is Lava" that's gotten way out of hand, and are dueling to knock each other of their chairs.
* Done again in "Marge vs. Singles, Seniors, Childless Couples and Teens and Gays", when Ms. Krabappel tries to make Bart go home (It's complicated. Maggie has gotten addicted to an annoying children's show. Okay, maybe not
* Done again in "Sleepwalk Surprise" when Doofenshmirtz see his dream demon while awake. When asked about it, the demon disappears.
* Done again in the interim between Shadows Over Innistrad and Eldritch Moon. Avacyn has now gone mad, driving the whole plane insane with her, and Sorin saw it fit to erase her to bring an end to the madness. All this accomplished, however, is that it's removed the last line of defense for Innistrad and allowed Emrakul to encroach on the plane, twisting everything around her. And Sorin is no longer around to defend the plane after Nahiri trapped him in the Helavault out of spite.
* Done again in the sequel, where the same cop seems to be used to Frosty, and then meets his new wife...
* Done again in the sixth season "The Duh Vinci Code", as an extended
* Done again in "Too Many Pinkie Pies" after the Pinkie clones have been rounded up in the town hall.
* Done again in "Troq" when Starfire saves the life of Val-Yor, an example of
* Done again in, with Fozzie and five other Muppets each operating one limb of a human disguise to sneak into Miss Piggy's office.
* Done again much later, with Florence concluding that she has to assume very dedicated and experienced programmers are helping with
* Done again the first time we see Puu. We find out that the egg that Yusuke got when he was dead is about to hatch. Koenma goes on to warn him how even he doesn't know what will come out, or what it will do. Yusuke stands to face whatever is about to appear. The egg hatches, he looks around.
* Done again when Hilda ends up pregnant with Bobby's child, who her family disapprove of, instead of Archie's, who is she is dating.
* Done again when John Oliver asks an anti-Muslim pastor who said he wouldn't let Muslims worship at his church if he thinks that a mosque would ever let Christians worship there. When he says no, John plays a pre-recorded video of himself at a mosque where that exact thing is really happening. He then pops up in the foreground and insults him.
* Done again with Clara and the Doctor (magical) and Danny (muggle), though it's implied that she would not have been happy with anything other than a life of adventure whether the Doctor was there or not.
* Done again with one of the Doc's soldiers, Tank Man. Midnighter realized his adversary had a similar origin story to him and talked him into giving up and going away. They exchanged letters afterwards.
* Done all the time by Naraku. He's constantly employing lesser villains to help him out and ultimately they die, sometimes due to his direct influence. Seemingly subverted when
* Done almost verbatim in the Kursaal Flyers song "Little Does She Know", which was a British top 20 hit in 1976. The chorus is:
* Done another time by El Tigre himself in "Fool's Goal" when he drinks out of a water bottle and does a spit take right in Frida's face.
* Done as a farewell in lieu of a hug between Viggo Mortensen and the stuntmen he fought alongside or against at the end of filming the
* Done a second time when Kim feels like she's lost her mojo when her signature costume gets shredded and is discontinued. However it was subverted in that it was less those specific clothes as having a distinct set of mission clothes, and with the help of some criminal fashion designers she's soon back to her ass-kicking ways.
* Done a second time with Knight-Commander Meredith. In Act III of the story, the mages believe that Meredith is slowly going crazy trying to uproot

* Done as part of a quick gag. After Timmy receives a threatening note from the Francis that he initially thinks is from the nerdy kid in front of him, he gits a flirty note. Francis points behind him to a pretty girl. When Timmy tries to flirt, she points to an
* Done as straight as an arrow in season 8, episode 23 with Mike Franks' last stand.
* Done at the end of Bart's nightmare in the episode "Treehouse of Horror II," The nightmare parodies
* Done at the end of "Beautiful Girls" by Sean Kingston, to reflect the final words of the song: "You'll have me suicidal, *the background music trails off* suicidal, *the vocals follow suit* suici—"
* Done backward in the case of Bond's Scottish ancestry. It was added into his history by
* Done between a squad of Army rangers and Sector Seven agents in the 2007
* Done bizarrely in the episode "A Tale of Two Springfields" where a badger slashes Homer's torso open,
* Done by a four-member gospel choir in a video ad for Gain Flings laundry additive.
* Done by a Headbanger to a group of Hairbangers after he and his friends join Eddie. IF you have the language censor on, it's covered by a big PMRC sticker.
* Done by Alisa on Nanoha when she gets annoyed at the lead character's
* Done by Arya to Jon in the second episode after he gives her a sword he had made for her before their family is separated. This is done to demonstrate that of all the Stark siblings, she has the closest relationship with Jon, despite sharing only a brief few seconds onscreen together in the previous episode, a plot point that the show was unable to go into for reasons of television and time limitations. She does it again in Season 8 when they meet after years of separation and
* Done by Candace and Stacy in "The Klimpaloon Ultimatum" after they miss a high five.
* Done by Gemini Paradox not too long after being defeated by Dragon Ryuhou in episode 33 of
* Done by Joschka Fischer, member of the German Green Party, in 1984. Fischer, then member of the German Bundestag, addressed Richard Stücklen, then vice president of the Bundestag, who had suspended a party member of Fischer's: "With respect, Mr. President, you are an asshole." Fischer later became one of Germany's most popular—if not beloved—politicians, and was Vice-Chancellor and Minister of Foreign Affairs under
* Done by Knuckles, who punches a fault line near the Carnival Night Zone. Since the Carnival Night Zone was built on the edge of the Floating Island, Knuckles completely smashed off that portion of the Floating Island, removing the Carnival Night Zone from the island and sending it falling to Mobius, slightly cushioned by some remaining power of the Master Emerald. The crash-landing of the ruined Carnival Night Zone was a shock to one Emerald Hill boy who had just before wished that the Carnival Night Zone was closer then it crashes in front of him.
* Done by Leila Khaled, one of the hijackers in the Dawson's Field hijackings in 1970, according to an interview she gave in 2000:
* Done by Lockon II and a heavily-damaged Cherudim in the final battle, using a half-second's worth of
* Done by Megadeth on a few occasions, most notably with "Poison Was The Cure" and "Dawn Patrol" on Rust In Peace.
* Done by Mr. Burns a second time in the Treehouse of Horror III segment "King Homer" while taking Marge to Ape Island:
* Done by necessity in Season 1. The production team had no idea if they would be renewed for the back half of the season, so they closed off the storyline by having Jack rescue his wife and daughter in the thirteenth episode and all plots being tied up. When
* Done by one of the stone SpongeBobs at the very end of "SpongeHenge".
* Done by Prince Charles to the documentary cam after his disastrous defeat at
* Done by Ruel in episode 10, all over his friend Calben, from Amalia's yell

surprising him.
* Done by the hijackers in s5e10 in the same manner of a police procedural with the villain starting the hijacking by dual-wielding submachine guns and shooting up into the air.
* Done by the Monarch's henchmen in the 'best entrance EVER' scene from
* Done by the Mordian Iron Guard regiment, who wear fantastically gaudy dress uniforms into war. Many enemies have been fatally surprised to discover that the flashy uniforms are being worn by fiercely disciplined and competent soldiers. The concepts of coloured uniforms helping morale similar to their use in Napoleanic Warfare's smoky battlefields likely applies to the Mordians as well, amplified by them frequently fighting
* Done by the two women identified as "Love" and "Evil" on the backglass of
* Done by the younger Digidestineds/Chosen Children to their youngest member Cody/Iori in
* Done by Walder Frey after Robb apologises for breaking his marriage pact.
* Done deliberately in "The Last Resort" to make the swingers next door jealous.
* Done during Negi's fight with Rakan. Jack patronizingly tells Negi that while he's impressed with his progress, he should just give up because he really has no chance to win. Negi
* Done during the half-track assault in the otherwise quite realistic 1945 film
* Done earlier in the original series. When Goku is laying siege on the Red Ribbon Army, he comes to a room with no stairs, but there's an elevator. Goku doesn't know what an elevator is, so since there's no stairs he gets up to the next floor by jumping and crashing the floor above him.
* Done entirely seriously in the (Daniel J.) D'Arby the Gambler battle in
* Done even better when a news report shows the devastation being caused by the terrorists. The newswoman says, "....these villagers are left to wonder: WHO, if anyone, will help..." As the newscast is playing, Tony is stewing in impotent anger while tweaking his hand repulsor glove after learning that Stane was double-dealing under the table to the bad guys; at that moment in the newscast, Stark blasts loose a workbench hood light with his brand new repulsors in inarticulate rage... and then after thinking a second,
* Done even earlier with Nami and Robin, who, despite having become attached to Luffy and the rest of the crew in spite of not being inclined to view their association with him as a temporary alliance, don't think he is willing or able to overcome their problems. Nami in particular does this by stealing the ship and pretending to kill Usopp to save his life from Arlong, which actually temporarily succeeds in convincing Zoro into thinking that Nami is truly evil (but by the time Robin is thought to have betrayed the Straw Hats, he remains open to either possibility being true).
* Done even more significantly in the following arc, Impel Down. Luffy and the prisoners he's broken out are making their escape. Hot on their tails is the prison warden, Magellan. Normally taking on one guy wouldn't be a problem for Luffy and his allies, except Magellan's power is generating poison, and he's one of the most powerful characters seen at that point in the series, on his own domain, which he would protect at all costs.
* Done even more straight with a recent bonus, where he's threatening
* Done extremely effectively in one episode when, after the killer commits suicide, Castle is shown going over crime scene photos with about 5 minutes left in the episode, only to deduce that the body they found was
* Done face-to-face between suspect and witness at a police station in
* Done far, far earlier when he briefly became the overlord of hell, with all the power and cowering minions the title provides, only to be shoved back into his former body before he could destroy it.
* Done for a humorous role reversal in the episode "Ponyville Confidential". The town is mad at the Cutie Mark Crusaders for their gossip rag. They try seeking forgiveness from Applejack and Big Mac, but Applejack only responds in Macintosh's usual "yep" and "nope"s, while Macintosh chews them out for what they did.
* Done for comical effect, when Ukyo tries to give Ryoga and Akane some time alone

together. He's petrified of the idea because he doesn't know what to do in that sort of situation. Cue Ryoga clinging to her, begging her not to leave him, while she whacks him with her oversized spatula.
* Done for deliberate stylistic effect (and to avoid essentially hand-drawing each frame on the desktop, thus enforcing the trope all over again) on a lot of modern
* Done for laughs in a Chevy ad displayed at Universities. Certain words are in dramatically larger font than the rest, such that from a distance the poster reads "CHEAT ON YOUR EXAMS".
* Done for laughs on the third-rate variety show ("Second-rate variety show!")
* Done for the last time in the strip not to Wily, but by him. As he's right behind Zero as he talks about the future.
* Done for the same reason lawyers do: Any informality or lack of precision may become an issue in court.
* Done hilariously in a cartoon where Sylvester greases up Elmer Fudd's stairs and thumb-tacks his walkway in an attempt to deter him from interrupting his caterwauling. The hilarious part is that after having going through all that, Elmer then runs through it again to go inside and get his shotgun, and then runs through it a
* Done hilariously in "Window of Opportunity". As more time loops go past, O'Neill and Teal'c learn more of the Ancient language they need to decipher to end the loop. In one scene, Daniel is writing out the translation on a board and Teal'c AND O'Neill correct his translation. Later, we see Daniel sitting back flabbergasted while O'Neill and Teal'c write the translations themselves.
* Done in a Dairy Queen commercial for their popcorn shrimp, with a shrimp couple. The wife asks "Hold on, where are they kids?" after looking at the popcorn shrimp box, they scream in horror, realizing they ate their own children.
* Done in a dramatic scene by Satoshi to Shion, when she beats his sister Satoko. Also done by Satoko to Keiichi; the latter is particularly jarring because Keiichi is twice her size and seems to be pushed back at least five feet.
* Done in a marvelously over-the-top fashion in Trey Parker and Matt Stone's
* Done in an Australian ad for insurance, aka CUA, where many people are blocking their ears and singing 'LA LA LA LA' all for just insurance rates.
* Done in an episode where Homer goes to a power convention with his coworker Mindy. At their hotel, the Bellhop says a bunch of words, onomatopoeia, and other sounds to hint that Homer and Mindy are going to have sex.
* Done in another not-so-serious scene in Rei, where Satoko gets launched AT LEAST 10 feet by a Rena-paunch for trying to break up the
* Done in a roundabout way in "The Leap Between the States" when Sam leaps into one of his ancestors, a Union soldier during the Civil War. Near the end of the episode one of the characters, a runaway slave, discusses the surname he wants to take once he's free. Since being a free man makes him feel like royalty, he chooses the name King...and Al confirms the young man is the great-grandfather of Martin Luther King, Jr.
* Done in a single finger-way scratches this in favor of a "let's ignore those idiots" look.
* Done in a Southwest Airlines commercial. A couple is seen heading towards a door, the wife turns to her husband "...And furthermore, Aunt Whatever is rather sensitive about her mole". Cut shot to doorbell, and the door opening.
* Done in a way where during a gun fight, one of the defenders breaks a small window in a 5x4 window frame. The next defender breaks a new window and so forth. In the end a very small man shows up and he jumps in front of the window while under heavy fire for about 15 seconds before he manages to break and fire out of the last window, which was on the top row.
* Done in card form with the Living Weapon ability from New Phyrexia; artifacts with this ability spawn a 0/0 Germ Token when they hit the field and automatically equip to it, but can attach to another creature at will, which kills the token. The most basic Living Weapon artifact, the
* Done indirectly by Goro Majima to Makoto Makimura in the conclusion of
* Done in Episode 7 of Season 1 where, as punishment for sneaking out of the

school and causing trouble, the principal strips the main characters of their powers, forcing them to stop a monster using brooms and soap. The special based on the season released by Nickelodeon altered this into a project for new students.
* Done ineptly by Faith Lehane after she accidentally kills the deputy mayor. She ties weights to it and dumps it in a lake, but the weights apparently come loose and the body is eventually found. The
* Done in excess with the majority of the Heel roster in any fraction or franchise in fictional wrestling, just to make sure the audience knows who to boo. Almost every bad guy wrestler is an overblown
* Done in-game after the Pyromania update with the Pyro. Any of the new items for the Pyro, or anyone wearing the pyrovision goggles, shows that the Pyro sees their weapons as handing out rainbows, sparkles and bubbles. People laugh as they lay down to take naps while covered in dancing colors, and the landscape (of certain maps) filled with lollipops and happy clouds.
* Done in live-action outdoors using a long series of paired signboards in the film version of
* Done in one episode, and rather fiendishly. Jane, via flashback: "That was so sweet, I think I just threw up in my mouth a little..."
* Done in one of the entries in an amateur script competition by the now-defunct Insomniak Theatre Company in Pennsylvania. The director read all of the stage directions out loud while the play was being performed. It was particularly egregious because the characters were
* Done in "One Pull Up" where Eileen helps Rigby, who overgrew his muscles with a machine (long story), reach the chin-up bar so he can perform one to keep his job. Afterward, he's being wheeled to the hospital and thanks her, offering to hug her though she doesn't wish to accidentally crush her spine. She lets him do it anyway, citing it was "worth it".
* Done in "Slide Whistle Stooges" when SpongeBob starts to worry about Squidward's sanity.
* Done intentionally in a story where Brigitta had been visiting Scrooge and, seeing he had an oral thermometer giving out a temperature of almost a hundred, went crazy with the frenzy of curing him from his tremendous fever. When Scrooge could finally get a word in, he pointed out she had wrongly assumed his thermometer gave the temperature in Celsius but it actually gave it in Fahrenheit.
* Done intentionally to a soldier obstructing Aziraphale and Crowley in
* Done intentionally with the actresses playing the Weeping Angels, to make them look
* Done in the Disney Comics Beagle Boys story "Short Order Crook". After being instructed to by "Cousin Half-Pint" (a short Beagle Boy), the Beagle Boys have torn off their numbers so they can't be identified but then become confused about which of them is which, not even remembering their own numbers and as two of them are discussing it, Cousin Half-Pint looks out of the comic at the reader and scowls while jerking a thumb at the other two, as if to ask "can you believe how stupid they are?"
* Done in the episode "Idiot Box". It begins with the titular character buying a humongous flat-screen television, only to throw it away. It's quickly revealed that he actually bought it for the cardboard box it was packed in. Humorously enough, the television itself may be worth less than it seems as when Squidward took it, he found the TV came with only box-related content.
* Done in the episode "McStroke", with Peter, Brian, Mr. Cow, and two McBurgerworld security guards.
* Done in the episode "Phobia Factor," where we see a shot of millions of slimy pink worms squirming around in an empty wooden hot tub as Chris reveals that Beth's challenge is to
* Done in the episode "Wormy" when he and the rest of Bikini Bottom are running away from Sandy's pet butterfly, the eponymous Wormy.
* Done in traditional fashion with the player character (Lt. Nick Reyes) during
* Done in-universe by O'Neill when he refuses to have a funeral for Daniel after one of his many "deaths".

* Done in-universe in the blooper reel, with a bunch of muppet hobos explaining a joke they'd just made to Hobo Joe,
* Done in-universe would make for compelling drama, and saw traditionally heroic and competent characters as "cartoon fiction" and his own as realistic.
* Done in where the titular character is reported to have sliced Macdonwald "from the nave to the chaps" right before the play begins. This is done to establish right away how bloodthirsty MacBeth is.
* "Done It" Duncan, who will confess to anything and everything (up to and including stealing fire from the gods). Can actually be a good source of information: if he says "It wasn't Bob who did that burglary, it was me", you can be pretty much sure that it
* Done later with Taito flipping her work desk in rage after Square Enix gives her too much work - the desk breaks open the door and hits Square Enix.
* Done literally in an out-take of episode 28. The actual scene depicts Scar grabbing Father's face, growling as he unsuccessfully tries to blow it up. However, in the outtake, Scar's growling is removed and replaced by a battle cry of "YOUR FACE ASPLODE!"
* Done literally, when Luna uses a spell to turn her shadow into a localized version of the heat death of the universe to destroy the honesty elemental. Comes complete with a creepy
* Done many times by Cartman throughout the series. However as of lately it is suggested
* Done more lightheartedly when Julian and O'Brien come off the holodeck dressed as Spitfire pilots, and raise a pint of bitter "To Clive!"
* Done more literally in "Walk in a straight line blindfolded", which has Adam blindfolded in the intro and Jamie uses signs to talk to the audience without Adam noticing.
* Done more literally with sleeping couples: the husband wears blue pajamas, while the wife wears pink pajamas.
* Done more seriously in "What's the Deal with Yuumi?" which breaks off the character design discussion after a few minutes to rip into Riot Games for having such terrible management and organisational culture.
* Done more seriously when, halfway through a mystic Carib blood ritual to separate Kenny's soul from Cartman, Chef's parents suddenly realize he hasn't brought a "victim child" to transfer the soul into.
* Done multiple times in "The Greatest Caper Ever" by Strong Bad and The Cheat. Normally, when this trope gets used by
* Done negatively by Triumph the Insult Comic Dog, who says things like:
* Done occasionally, when a "live conversation" taking place between someone in the ring and someone being broadcast over the big screen, turns out to have been a prerecorded statement as just a distraction for the wrestler to run up behind his target or conduct some other nefarious business backstage. Then again,
* Done offscreen: after Dave and Helen hook up, it's hinted that they use the "gender-swap tablets" seen earlier in the strip's run to... interesting effect (as well as the anti-gravity generator, and the nutrient tanks, and the containment room with the padded walls, and the electrodes, and the Steam Caverns of Mars...) One of Dave's laments after they break up is "
* Done on a much larger scale in "Donald Duck and Reginella's Wedding", when one of the weapons Donald uses against the middle ages-armed army of Bingo, the guy who wants to
* Done once, when Karn and Ardam are browsing the web and find what is implied to be some very risqué material of Karashi.
* Done on purpose by the villain the 1960s comic strip where the TARDIS crew meet
* Done on several occasions, most notably when Han hides by sticking the
* Done on the regular during the more extended beat-em-up segments of the
* Done painfully in "The Body", with Buffy imagining the EMTs reviving her dead mother.
* Done peculiarly in the Fourth Doctor's first season — half of the creative team wanted to differentiate the new Doctor by making him

* Done properly in the video "Stupid Mario Maker 2" for fellow YouTuber
* Done purposely by Alan when Charlie and his girl are in the shower in
* Done rather disturbingly in the Cocoa Puffs commercials. The cuckoo will try to give up chocolate, only to see it everywhere until he breaks down and exclaims "I'M CUCKOO FOR COCOA PUFFS!", going on a rampage until he gets his cocoa fix. If one didn't know better,
* Done rather poorly in the first game, since even during a cutscene you can still select units so you can see their hitpoints dropping to zero, or their attack's damage suddenly becoming
* Done realistically when Robin catches Raven in "Birthmark". Slade throws Raven off a roof, and Robin swings by with his grappling-hook, catches Raven (with one arm no less), and then
* Done retroactively with the Centauri Emperor (played by Turhan Bey) and Prime Minister (played by Malachi Throne). When they appeared in the episode "The Coming of Shadows", they were not named and only credited as "Emperor" and "Prime Minister". Later episodes called them "Emperor Turhan" and "Prime Minister Malachi".
* Done seriously later when Joker cracks a joke about the asari after
* Done so often on British TV that it's probably easier to list the British cop shows which DON'T feature this combo at some point (
* Done straight in the latest movie, but also subverted when Raphael does a standard ninja Smoke Out, but instead of mysteriously vanishing he's seen running away. Also
* Done straight in the rugby episode, where Sousuke bravely encourages the school rugby team as they're about to take the field. Well, played *sort* of straight...
* Done straight, then reversed. For all of Season 1, Zuko wore fairly standard villain wear for the show. Lots of militaristic red,
* Done subtly in regards to the world's greatest swordsman, Dracule Mihawk. While what he was like when he was younger is a mystery, as an adult he seems to have no secondary goals and has become bored with nothing to accomplish, and jaded because so few people can give him a challenge. As a result, he tries to pass the time by doing things such as wiping out Don Krieg's fleet and chasing the survivors halfway across the world (though only because they disturbed his nap). Which seems to do nothing at all to alleviate his boredom. When he meets the main crew's swordsman Zoro, who's aiming for his title, he's impressed by the younger man's determination and encourages him to surpass him.
* Done successfully in "Krazy Kripples". The main characters agree that they don't want to have any part in the episode's plot. They actually don't (letting secondary characters run the episode), and agree at the end that they're glad that they didn't get involved.
* Done superbly in Laurens Van Der Post's "A Story Like the Wind." It initially seems like a story about a French boy growing up in Africa, coming of age, dealing with the death of his father, and falling in love. The book winds down with most of the plotlines reasonably tied up... then in the last eleven pages, revolutionaries show up and kill almost everyone. Then you realize that the entire first book was there to convince the reader that Francois really is awesome enough to pull off all the crazy stuff he does in the second book, beginning with him sneaking past enemy lines back to his house and blowing it up.
* Done surprisingly seriously in "Frasier Has Spokane", an episode of
* Done the other way around during Chuck Austen's run. A version of Colossus refuses to attack the team's decidedly amoral version of Magik, even though she's trying to kill his friends and coworkers, because she's a version of his sister.
* Done, though never identified as such, in the case of Sahjhan and Connor. Sahjan read a prophecy that Angel's son would grow up and kill him. He tried to get rid of him by sealing him in an inescapable Hell Dimension, where time moved faster so that after only a few weeks on earth, Connor would have died of old age there.
* Done three times to Goku. The first time, Gohan and Krillin had to saved him when he was being crushed to death by Great Ape Vegeta. The second time, Goku had falling ill to the heart virus and lost his Super Saiyan form. Android 19 pinned

him and began to suck his energy, slowly killing him. All of Goku's friends rushed to save him, with Vegeta being the one to do it. Finally near the end of the Cell Games, Goku was getting his butt beat by a Cell Jr, he was exhausted from his battle with Cell and was doing worst than the human fighters. Yamcha and Tien had to protect him.
* Done through guillotines (referred to as "loyalty enforcement facilitators") on the general populace to enforce the law of taking the "
* Done to a lesser extent in Stephen Baxter's Xeelee Sequence. The precursors are the eponymous Xeelee, who are very much still around for most of the stories, yet they are in a losing war with the Photino Birds, and are eventually forced to
* Done to chilling effect in "Paper Hearts" where Mulder confronts a child killer who claims to have taken Mulder's sister. The episode ends ambiguously with Mulder's convictions of her alien abduction shaken.
* Done to extremes with the very Texas-like planet of Montana that just happens to have a lot of animals that are almost exactly like real Texas animals. And everyone is a
* done to making it work, and that the smallest bit of doubt can cause it to fail.
* Done to, rather than by, Linkara by Jaeris when he proclaims that to amuse himself while doing boring circuitry work, he will review a crappy comic book.
* Done to Spider-Man on a disturbingly regular basis, and considering his own reputation as a
* Done to the surveillance disk at the end of "Traffic Cam Caper" which caught footage of Perry as a secret agent, as Carl disposes of it.
* Done to Tony Almeida by having him switch to a shaved head, a beard, and a black leather jacket when he's working with the terrorists at the beginning of season 7.
* Done to Tristan when he is caught with Isolde in the 2016 Met Opera production of Wagner's
* Done tragically so with John Jameson who becomes Colonel Jupiter when under the effects of alien spores that mutate his body, making him much bigger and more powerful than normal. Unfortunately, the spores affect his
* Done twice (and subverted in one of them) in episode 52. After Kouji and Sayaka have a
* Done twice by Bear in response to Dave's sarcasm in 'The Camping Webisode' of
* Done twice in "I Can't Hear the Fireworks" (Chapters 44 and 45). At first, it looks like, thanks to Hayasaka taking her place at home, she'll be able to watch the fireworks with the student council, but she makes it as the festivities are closing. Disheartened, she goes to cry under a stairway,
* Done twice in South Carolina's 1st congressional district, based in the suburbs of Charleston, in the 2018 cycle. The seat had been held by former governor Mark Sanford since 2013, after Republican Tim Scott was appointed to the U.S. Senate (Sanford actually held the seat before he was governor). However, Sanford's libertarian politics made him quite unpopular with mainstream Republicans. In a primary that went completely under the radar, he lost renomination for the seat to state representative Katie Arrington, a staunch conservative. Given the fact that Trump carried the district by 13, it seemed that Arrington was well on her way to congress. However, she proved to be a little too far to the right for suburbanites to handle, and she narrowly lost her bid to Joe Cunningham, who became the first Democrat to win the district since the 1980s.
* Done twice virtually identically by Rumiko Takahashi, in the one-shot
* Done using singing, of all things, to foreshadow the villain. How do you show
* Done very extensively with the gods of the setting; any given godlike entity established as the top dog is likely to overshadowed in short order by some even more powerful entity, who will then be overshadowed by some even more powerful one, and so on and so forth. In
* Done very frequently, perhaps the most notable involving Kenny's deaths, which, aside from the standard shocked exclamation, are rarely treated with much weight at all and forgotten about quickly. Subverted with "Kenny Dies" when the boys actually treat Kenny's supposedly permanent death with much more sorrow. It doesn't last long, however, and by "A Ladder To Heaven" it's obvious they've all but forgotten

about him.
* Done very straight with the Kaleds (the humanoid culture from whom the Daleks mutated) in
* Done when Madame Souza and the Triplets band together to retrieve Champion in
* Done with almost terrifying thoroughness by the "Change" syringes in
* Done with an alternate timeline, but still averted in "The Girl Who Waited". Amy is stuck in a faster time stream, and when the Doctor and Rory break into it to rescue her, 36 years have passed leaving her old and bitter. They realize they could yank the younger Amy ahead to their time, but rescuing her would cause Old! Amy to cease to exist. Old!Amy refuses to help them, being unwilling to "die" and feeling after all this time she
* Done with a supernatural twist in Peter Crowther's "Ghosts with Teeth." The poltergeists keep calling the protagonist on his own phone line.
* Done with a talking clock in one Mad Magazine short. The clock says "Time to Wake Up" repeatedly until the CRUNCH, after which it says, "Murderer... murderer... murderer..."
* Done with a twist to Tom in "Quiet, Please!" (1945): Jerry throws lightbulbs onto the floor trying to wake Spike the Bulldog (who has threatened Tom with dire punishment if he gets wakened). Tom catches them all— and then Jerry plugs his tail into an electrical outlet, making Tom light up like an old movie sign.
* Done with Ivankov, second-in-command to protagonist Luffy's father (who, for context, is the world's most wanted criminal, and only a handful of people in the world are even aware that Luffy is related to him). Luffy remarks "Oh... you mean my dad?" and the person he's speaking to goes through an entire speech before jumping back in shock, yelling "YOUR FATHER?!"
* Done with pine needles in #21. The short needle morphs a dragonfly, everyone else morphs flea and holds onto them.
* Done with writing logos on car doors in such a way that they look like something else when the door is opened. Namely "L
* Done with your bridge officers as well. It's required to promote them in order to unlock better bridge officer abilities, so an away team mission will have the Vice Admiral player accompanied by four Commanders. If you use the same officers for both ground and space missions, all but one of those Commanders will be filling bridge positions at a lower rank, including Ensign.
* Done yet again again in "Misperceived Monotreme" during the "Livin' in a Fun House" number. Subverted since Perry the Platypus isn't being chased, but is simply trying to find the exit. He ends up turning the room upside-down, seeing multiple copies of himself, and nearly getting his cover blown.
* Don Figueroa's "new style" in the Ongoing tops it by giving all his Transformers (or at least the ones with visible mouths) a gnarling sneer perpetually frozen on their faces.
* Don gets one in "The Janus List". Charlie is somewhat taken aback at actually seeing from an outside perspective what a Eureka Moment looks like.
* Dong Hai Long Wang. It's not funny in Chinese at all, when consulting someone with Chinese as a mother tongue, in case anyone's wondering.
* donghua elements entirely from other animated works influenced by the genre, has been lauded by viewers.
* Don Giovanni. A great opera, truly, but the whole thing could really have been wrapped up after the title character is dragged to Hell, with the curtain falling on Leporello's terror-stricken form. Instead we get another three arias about just desserts, and how everyone intends to get on with their lives - while the audience wishes they could. For that very reason, those extra arias were often cut in the 19th century, when people tended to be more interested in being entertained at the opera than in getting a complete work just as the composer had written it.
* Don Giovanni a mob chases the title character after he attempts to kidnap Zerlina from her wedding. They catch his servant Leporello instead and almost kill him before he convinces them of who he is.
* Don Giovanni by categories. ("...Among these are peasant girls, maidservants, city girls, Countesses, baronesses, Marchionesses, princesses...")

* Don Giovanni cast identical twins as the title character and his manservant Leporello. Since there is a lengthy sequence in which Leporello disguises himself as the Don and fools everyone, this was a stroke of casting genius.
* Don Giovanni has a very unsettling laugh in the beginning of act two.
* Don Giovanni is more well-known than any earlier or later adaptation of the Don Juan story, including Moliere's classic play.
* Don Giovanni is read by some as Mozart's support for the French Revolution.
* Don Giovanni, Leporello has a catalogue of the women Don Giovanni has slept with:
* Don Giovanni. She's a young bride who's almost seduced into sleeping with Don Giovanni and she doesn't realize it until Donna Elvira shows up and puts a stop, declaring that she would protect her.
* Dong ma? The Chinese swearing resulted in characters calling each other "motherfucker" in perfect safety from the censors. Or sometimes more colourful terms like "explosive diarrhoea of an elephant".
* Dong Xian is a gay male example. Ai's extreme favoritism of Dong Xian angered many of his officials, some of whom he had executed for complaining about Dong's power.
* Dong Yi — the innocent secret society Geom Gye are framed for murders they didn't commit, and are exterminated.
* Dong Yi never gives up on, or breakdown over whatever she is doing, even when the odds are completely against her.
* Dong Yi shows Dong Yi a set of cryptic hand signals before he died. The signals actually point out the identity of the killer, although it would take Dong Yi many years before she deciphered the meaning behind them.
* Don Henley hated a cover of "The End of the Innocence" by indie rock group
* Don Henley is a biting take on this, and still relevant (although undercut somewhat by the events that inspired it — Henley's 1980 arrest on charges of contributing to the delinquency of a minor and drug possession).
* Don Henley's "Dirty Laundry" addresses the vapidity of television news.
* Don Henley's "Dirty Laundry" predates popular use of the term, but is a screaming
* Don Henley's "Dirty Laundry", which is about the callousness of TV news reporting as well as the tabloidization of all news. It's told from the point of view of a news anchorman who "could've been an actor, but I wound up here", and is thus not a real journalist. The song's theme is that TV news coverage focuses too much on negative and sensationalist news; in particular, deaths, disasters, and scandals, with little regard to the consequences or for what is important.
* Don Henley's In the Garden of Allah has the devil. "It's just like home—so damn hot I can't stand it..."
* Don Henley's solo hits "Dirty Laundry" and "Drivin' with Your Eyes Closed" have the same verse melody as his earlier "Life in the Fast Lane" with the
* Don Henley's song "All She Wants To Do Is Dance" has the singer go to another country with his lady. Apparently, a coup ends up taking place but amidst all the chaos, his girl just wants to dance. (As if the title didn't tell you.)
* Don Henley was one; this was a major force in the Eagles' 1980 breakup.
* Don Hertzfeldt and the show changes so radically that by the year 10,535 the Simpson family has been reduced to a disturbing collection of caricatured mutants that can only sputter broken catchphrases and hock merchandise.
* Don Hertzfeldt from "Clown in the Dumps" posits a radically-altered far-future "Sampsans", whose 164,775.7th "epasode" airs Septembar 36.4 in the year 10,535.
* Don Hertzfeldt. One film, however, is "Lily and Jim", telling the story of a blind date from the perspective of both people. It is complete Cringe Comedy.
* Don Hertzfeldt presents a series of Dada Ads created by an unbalanced animator who is possibly suffering from "creative stagnation in a commercial world." All of his humorously surreal and unsettling cartoons are rejected for being wildly inappropriate. The animator has a mental breakdown and his cartoon world collapses.
* Don Hertzfeldt's animations have all sorts of violence inflicted on stick figures that go between horrible and hilarious routinely.
* Don Hertzfeldt, with increasingly abstract versions of Marge struggling to tell

Homer that she loves him and will never forget him. But by the year 10,535, the characters have mutated beyond all recognition — confronted with grotesque, catchphrase-spouting children and a vacant wife who can only shout alien propaganda, Homer utters a rather forlorn version of his trademark [annoyed grunt].
* Don is an example as he constantly worries about the shininess of his teeth and makes some comments about his own looks when recapping previous episodes, although he is not much of it as Chris is
* Don Johnson and legitimate music critics. Don sings well, but his lyricism and stage performance could've used a bit more polish.
* Donjon angrily lists all the reasons he doesn't want the power of Immortality. One of them is that he "didn't have an erection since the planet stopped spinning."
* Don Jon, Barbara walks in on Jon pleasuring himself while watching porn. She isn't pleased.
* Don Jones, Alex tries to blackmail Terwillinger to agree that both of their irresponsible behaviors should be swept under the rug. Terwillinger says, "Publish and be damned!" Fortunately this inspires Doralene to decide that he's not after all a stuffed shirt and she's in love with him. This inspires him to let Alex off after all.
* Don Jon explains items of new technology to his family and friends, incredulous that they haven't heard of them yet. Then, half-way through the movie, the tables are turned on him when his girlfriend has to explain that his browser has a "history".
* Don Jon features several sequences of briefly intercut footage from other works.
* Don Jon. Jon wants to believe that this is true of his relationship with Barbara, but he really objectifies her just as much as his other sexual partners.
* Don Jon portrays a very stereotypical Italian-style family with heavy accent.
* Donjon, there is the Cloak of Fate - not so much a cape as a sort of robe, a rather worn-looking thing covered in a garish skull motif, which however is completely indestructible and shields its wearer from all harm.
* Don Jose the eponymous character seems to have this effect on almost every man she meets.
* Don Juan (1926) was the first ever feature-length film to be released with a prerecorded soundtrack (no dialogue, but synchronized music and sound effects).
* Don Juan and Miguel, a pair of famous Renaissance Faire actors and swordfighters, make dozens of puns during their shows. Most of them are good, but
* Don Juan crossing since the play was written, shows his evil atheist credentials by telling an old beggar that he will only give him money if the beggar blasphemes against God.
* Don Juan DeMarco He resists her overtures, and for a few seconds she seems prepared to use violent means (a knife at his throat) to force his cooperation. But then she opts to try tactile persuasion instead (it works.)
* Don Juan DeMarco, rejection by the one woman who really mattered is what prompts the title character to attempt suicide, and so set the plot in motion.
* Don Juan DeMarco. She promptly dumps him. "Truth is a terrible habit."
* Don Juan De Marco: The main character claims he was forced to hide in a harem for a year, until the sultan saw him dressed as a girl and put the moves on him.Well, it was the young Johnny Depp.
* Don Juan DeMarco there's a sweet little bit where Dr. Mickler keeps watch over the peacefully slumbering 'Don Juan'.
* Don Juan DeMarco, the title character helps a therapist & his wife discover the possibilities for passion though their retirement years. Not a bad prospect!
* Don Juan DeMarco, the titular mental patient relates a yarn about spending a year in the 'service' of a lusty Sultana. Not that he seems to've minded much. It probably helped that she kept him hidden in the Sultan's harem (apparently she didn't mind sharing.)
* Don Juan De Marco, this is the title character's problem throughout the film.
* Don Juan is a standard-setter for Loving To Fall In Love. (The heartless-bastard lecher from Mozart's opera, not so much.)
* Don Juan—but all the better-known accounts agree he had a penchant for

wearing a mask.
* Don Juan. One of his longer speeches comes near the end, when Don Juan has finally crossed the line and Sganarelle is desperate to convince him to repent (this is paraphrased from memory):
* Don Kanonji's "Kanon ball" is akin to a miniature Hadoken...that travels at ludicrously slow speed. But once it finally hits something, it explodes with surprisingly strong force.
* Don Karnage is made into a Latino, and is voiced by Mexican actor Jamie Camil.
* Donkerri ordering the Caineron troops to their posts in the end-battle in
* Donkey doesn't realize that the dragon is a girl until she leans in close, into the light, and he can see she has long eyelashes as well as pinkish skin and some coloration to draw attention to the lips. Also a hint of purple on the eyelids, too. She looks like she has an enormous makeup mirror stashed somewhere in her treasure hoard.
* Donkey Hodie, Donkey Hodie greets Bob Dog at his place, excitedly telling him that "Today is the day!" He tells her that he's so glad that
* Donkey Hodie: "Donkey's Bad Day", about the titular character having an unlucky day, aired on August 13th, 2021, which was on a Friday. Many people associate Friday the 13th with bad luck.
* Donkey Hodie episode "A Lot Of Hot", which takes place during summer, aired in May of 2021, a month before summer.
* Donkey Hodie episode "Purple Planet Party", an original birthday song is sung to Purple Panda's mother about Purple Panda's favorite things about her.
* Donkey Hodie for being too rapid-paced compared to that series, because some people don't feel that it is educational enough and because some find the character of Duck Duck to be annoying because of her voice and because she repeats words.
* Donkey Hodie game show, he has a fear that he might suddenly put on a Santa beard and sing Jingle Bells, though this stems from a deeper stage fright. Wackily enough, it turns out his fear is actually justified, as he ends up doing just this while Donkey is trying to help him.
* Donkey Hodie, Gregory the Elephant's eyes appear to be digitally animated rather than normal puppet eyes.
* Donkey Hodie: In the episode "The Fastest Fetcher", Bob Dog gives up fetching after losing one of Game Show Gator's game shows. When Donkey suggests different activities that he can be good at, he keeps seeing things that remind him of the balls he loves fetching. For instance, he tries to fetch the bowling ball and worries about a ball of yarn that's being used for knitting.
* Donkey Hodie was originally scheduled to premiere in Winter 2021, but was moved to May 2021 (in the spring).
* Donkey Hodie were released to the PBS Kids app first before premiering on television.
* Donkey Hodie, when Purple Panda catches the ball for the first time, his surprise is it summoning his Uncle Panda, who sings a song about how he's proud of him, and he hopes he's proud of himself too.
* Donkey Hodie, which has no in-between segment, likely so that it could be easily sold to other countries without editing anything out.
* Donkey Kong 5: The Journey of Over Time and Space, a bootleg game for the Game Boy Color. The game itself is a remake of the first five worlds of Super Mario Bros., with Donkey Kong as the main protagonist.
* Donkey Kong 64, a fairy gives Tiny (and by extension, all other Kongs) a camera whose main purpose is taking pictures of lost Banana Fairies. A successful shot returns them to the main Banana Fairy, who, in return, increases your film, orange, and Crystal Coconut capacities, and refilling all of those plus your ammo.
* Donkey Kong 64 and also briefly appear in a mini-game in Hideout Helm. They drop orange grenades and must be shot with a weapon two times to be defeated, except for Chunky's pineapple launcher, which is twice as powerful.
* Donkey Kong 64 as the last ones before the location of K. Rool, Hideout Helm.
* Donkey Kong 64 barrel. Humorously, they appear to have 'DK 64 PLAYERS GUIDE' written on their covers.

* Donkey Kong 64, Diddy gets a ramming headbutt, Lanky gets the abilty to handstand for better speed and traction). Further Donkey and Lanky also have associated animal friends (Rambi and Engarde respectively).
* Donkey Kong 64, during a cut scene in which Lanky Kong makes fools out of a couple of Kritters.
* Donkey Kong 64 figures that the bars are voodoo, thus also explaining why the imprisoned Kongs can only use their "one-shot voodoo" padless Bananaportation power once they retract (or the cage breaks, in Chunky's case). K. Lumsy can possibly squeeze through the bars in his massive cage, as well.
* Donkey Kong 64: Flames are an enemy resembling a ball of fire with feet and sunglasses. They only appear one level where where Lanky Kong has to fight them off while they try to reach a barrel of TNT and make it explode, with the walking fireballs cackling when getting close to the explosives.
* Donkey Kong 64 has the N64 logo dancing to the beats of the opening drums.
* Donkey Kong 64 is an enormous jack-in-the-box that tries to squash Tiny Kong flat.
* Donkey Kong 64, King K. Rool has hit the canvas after losing a fight to the entire Kong family. As a triumphant Chunky Kong waves to the crowd, we see a closeup of K. Rool's inert face. And then, his eye (the hypertrophied, bloodshot one, of course) pops open.
* Donkey Kong 64, King K. Rool hires a weasel named Snide to build a superweapon called the Blast-O-Matic that will allow him to destroy Kong Isle. However, he grows increasingly paranoid that Snide will betray him, and decides to kick him off the team. How does Snide respond? He defects to the Kongs and ultimately helps them disable the very superweapon he created.
* Donkey Kong 64, Klump is sometimes seen eating orange grenades, which explode inside him. He is shown to be unaffected by them, as he merely belches afterwards.
* Donkey Kong 64, Lanky Kong can "inflate himself just like a balloon" to float himself places once he buys the potion.
* Donkey Kong 64 most powerful attacks is a giant belch that, in the form of a circular green shockwave, kills any enemy it hits, including some that can't be defeated in any other way.
* Donkey Kong 64, one of the objectives on the Gloomy Galleon level is for Chunky Kong to go down under the deck of a ship (the sailing one) and retrieve his Golden Banana. Once the player reaches the banana and Chunky does his dance, the whole screen constantly distorts itself in different ways, Chunky's walking animation has him leaning backwards with his arms down, and the walking direction controls are reversed, implying seasickness.
* Donkey Kong 64: One part of Creepy Castle is a dark and dreary museum filled with enemies in which you traverse with Chunky (through the main entrance) and Tiny (via Monkeyporting from the ballroom) to find two golden bananas in total. Like every other part of the level, the area is coupled with music that matches the dark atmosphere.
* Donkey Kong 64 opens with a singularly creepy music-box segment, complete with "winding up," and it returns several times throughout the tune.
* Donkey Kong 64 series itself actually has the rocket barrels, barrel made jetpacks.
* Donkey Kong 64: Sing it with me now! His coconut gun can fire in spurts! If he shoots ya, it's gonna hurt!
* Donkey Kong 64-style Wile E Coyote falling of a cliff type scene and an extremely loud crash into what sounds like off screen metal objects to end the boss battle.
* Donkey Kong 64: Subverted. While the quicksand in Angry Aztec will damage you steadily the longer you stay in it and also slow you down, you don't sink in it.
* Donkey Kong 64, the DK Rap has a verse for Chunky Kong, who apparently "Can make a Kremling cry out for Mummy!"
* Donkey Kong 64 : There are monster books in the Creepy Castle Library.
* Donkey Kong 64. They seem at first to be amusing distractions, until you get to the final door in the final level and find that it's embedded with Nintendo and Rare icons; you have to beat the original Donkey Kong (the easy mode for the Golden

Banana and the hard mode for the Nintendo icon) and score enough points in Jetpac just to reach the final boss. For many uncoordinated children who hadn't grown up with those games, this is a bit of a brick wall.
* Donkey Kong 64 to have a Golden Banana, though whether he thinks of the car doing this to other cars or to itself depends on the level.
* Donkey Kong 64, via boot-shaped missile fired from a bazooka directly aiming at K. Rool's ass.
* Donkey Kong 64 was planned as a Nintendo 64DD title instead of a Nintendo 64 title.
* Donkey Kong 64 was practically built around this idea. If anything important pertained to a certain character, one simply had to look at the color to figure out to whom the task belongs. For Donkey Kong, it was yellow; there was red for Diddy, blue for Lanky, purple for Tiny, and green for Chunky.
* Donkey Kong 64, which due to the sale of Rare to Microsoft two years later, did not happen.
* Donkey Kong 64, you have to make him slip on giant banana peels. There are also parts earlier in the game where running over a banana peel results in slipping on it.
* Donkey Kong '94, Mario encounters indestructible scorpion enemies called Scorpy in the desert stage, which will cause him to lose a life should he touch them.
* Donkey Kong after three defeats (in fact, merely facing DK once is enough to have him available in Exhibition Mode).
* Donkey Kong appears like this twice before the final battle against K. Rool.
* Donkey Kong Barrel Blast is shown to be somewhere in between Candy and Tiny's heights, not counting her big afro.
* Donkey Kong Barrel Blast. It then became a Wii title, using motion controls instead of the bongos.
* Donkey Kong boards to immediately tell the difference in Mitchell's dark, grainy, out-of-focus footage.
* Donkey Kong Country 2: Diddy's Kong Quest breaks free of his bonds and delivers the final blow. K. Rool is knocked through the roof of his airship and falls into shark-infested waters.
* Donkey Kong Country 2: Diddy's Kong Quest, Crocodile Isle sinks away into the ocean against a setting sun.
* Donkey Kong Country 2: Diddy's Kong Quest, Diddy Kong's idle animation is him doing a cascade with four balls.
* Donkey Kong Country 2: Diddy's Kong Quest do this when bosses arrive.
* Donkey Kong Country 2: Diddy's Kong Quest has Diddy, Dixie and DK watching Crocodile Isle collapse into the ocean as the sun sets.
* Donkey Kong Country 2: Diddy's Kong Quest). It can also work the other way, firing various types of poison gas cloud, cannonballs, barrels, mines... and function as akin to rocket skates for K. Rool to charge across the arena.
* Donkey Kong Country 2: Diddy's Kong Quest, Kaptain K. Rool has a gun that shoots various status effect "clouds" in addition to cannonballs. The purple clouds reverse left and right, which is problematic because Rool also can suck the player toward him using the gun — so pressing the wrong direction results in rapidly crashing into him. On the other hand, it's less dangerous than the cannonballs, because at least if these hit you you have a chance of not getting hurt. The red and blue clouds induce "slow-mo" and "frozen in place" effects.
* Donkey Kong Country 2: Diddy's Kong Quest, Kreepy Krow, already dead after being defeated as Warm-Up Boss Krow, simply goes poof — presumably into the afterlife for good — after being defeated again.
* Donkey Kong Country 2: Diddy's Kong Quest level of the first and second worlds.
* Donkey Kong Country 2: Diddy's Kong Quest's Haunted Hall is a coaster level that takes place in a haunted library.
* Donkey Kong Country 2: Diddy's Kong Quest, signs are used to indicate where animal friend sections end. Trying to cross the sign while riding one (or assuming the form of one) will cause the poor creature to inexplicably disappear and provide an extra life balloon.

* Donkey Kong Country 2: Diddy's Kong Quest The abruptness of the whole situation can catch even experienced players off-guard.
* Donkey Kong Country 2: Diddy's Kong Quest: The acid from Toxic Tower is bright lime green, acts exactly like rising water and instantly kills anything it touches.
* Donkey Kong Country 2: Diddy's Kong Quest The Kremlings probably do like the place, given how many are in the park and how some are even riding the coasters.
* Donkey Kong Country 2: Diddy's Kong Quest: The true ending, only accessible by completing the Lost World, sees the Lost World sinking and K. Rool escaping in a fit of evil laughter.
* Donkey Kong Country 2: Diddy's Kong Quest. They enter and pass through all obstacles, only to emerge in a swamp about twenty in-game feet from the entrance. Separating them is nothing but a grassy knoll.
* Donkey Kong Country 2: Diddy's Kong Quest, this also means that many beloved levels are gone as well.
* Donkey Kong Country 2: Diddy's Kong Quest topic for possible evidence of this.
* Donkey Kong Country 2: Diddy's Kong Quest, when his blunderbuss explodes. Multiple times.
* Donkey Kong Country 2: Diddy's Kong Quest where ghostly enemies like Kloak make their first appearances.
* Donkey Kong Country 2: Diddy's Kong Quest, which is where Kaptain K. Rool is fought for the first time.
* Donkey Kong Country 2: Diddy's Kong Quest, which serves to show just how run down (or possibly deliberately dangerous) the park is.
* Donkey Kong Country 2: Diddy's Kong Quest, who can use his blunderbuss to vacuum up cannonballs thrown at him and fire them back.
* Donkey Kong Country 3 and can create web projectiles that can either form platforms or attack enemies.
* Donkey Kong Country 3: Dixie Kong's Double Trouble!. A first for the series, since poisoned water in previous games is depicted as green (see below).
* Donkey Kong Country 3: Dixie Kong's Double Trouble!. "Bzzzzt... Click... Kongs enemy. You must be... DESTROYED!!!"
* Donkey Kong Country 3: Dixie Kong's Double Trouble! comes in one of the bonus areas of this level, where you control the offscreen cannon and must kill all enemies in the bonus area. The boss of the same world would challenge you to a snowball fight similar to a group of minigames you may play just before entering his area.
* Donkey Kong Country 3: Dixie Kong's Double Trouble!: Dixie and Kiddy Kong bounce into frame riding on the Rareware logo.
* Donkey Kong Country 3: Dixie Kong's Double Trouble!, Dixie wears a pink shirt and hat, while her baby cousin, Kiddy, wears blue pajamas.
* Donkey Kong Country 3: Dixie Kong's Double Trouble! gets a lot of flak for its more subdued soundtrack, which wasn't produced by series veteran composer David Wise, and its greater emphasis on exploration and item collecting. It's generally seen as the weakest game of the 2D "Country" series no matter who you ask, but whether said fan will follow that up by saying it is still a perfectly fine game in its own right or decry it as being truly awful varies.
* Donkey Kong Country 3: Dixie Kong's Double Trouble! had a giant living barrel named Belcha as its first boss. To defeat it you had to throw things into its mouth and make him burp himself off the edge of the level.
* Donkey Kong Country 3: Dixie Kong's Double Trouble! had a unique code that made all the bonus levels Christmas-themed. After finding the Cheat menu, type in MERRY and suddenly the bonus levels will have Christmas music replacing the normal music, Christmas ornaments instead of stars, and presents instead of green bananas.
* Donkey Kong Country 3: Dixie Kong's Double Trouble! is Dixie Kong fighting through the Kremling army to rescue her missing boyfriend Diddy Kong.
* Donkey Kong Country 3: Dixie Kong's Double Trouble!. It's a cool ride that allows you to explore anywhere on the map; unfortunately, by the time you acquire it, the only things left to find are a couple of bonus caves and the game's Golden Ending.
* Donkey Kong Country 3: Dixie Kong's Double Trouble!, K. Rool uses Donkey Kong and

Diddy as such, forcing them to fuel the robotic KAOS.
* Donkey Kong Country 3: Dixie Kong's Double Trouble!. Lemguins are enemies, irritating ones at that.
* Donkey Kong Country 3: Dixie Kong's Double Trouble! of the water, the controls are reset to normal, meaning getting back on terra firma is a bit of a challenge.
* Donkey Kong Country 3: Dixie Kong's Double Trouble!, one of the steps to beating Barbos' Barrier is redirecting seashell-shaped missiles to hit the Lurchins blocking her.
* Donkey Kong Country 3: Dixie Kong's Double Trouble! on the Game Boy Advance. Released in November 2005 - but the all new soundtrack was unfinished (the final boss used the standard boss theme, the secret area used the main map theme, unlike on SNES, the various Kong and Bear buildings shared one theme instead of having one each) and the character roll call was removed from the ending.
* Donkey Kong Country 3: Dixie Kong's Double Trouble! Parry the Parallel bird serves this function, flying a little bit over head the Kongs.
* Donkey Kong Country 3: Dixie Kong's Double Trouble! take upon seeing the Kongs defeat KAOS the second time.
* Donkey Kong Country 3: Dixie Kong's Double Trouble!, there was a hidden code to give Kiddy and Dixie Kong different colored clothing. It didn't affect the game, but the alternate colors looked cooler than the regular colors.
* Donkey Kong Country 3: Dixie Kong's Double Trouble!, where Dixie is giving Kiddie a piggyback ride; appropriately, this causes her to slow down and not jump as high.
* Donkey Kong Country 3's webs (unreliable because Squitter is only in a few levels), while Green Zingers could be killed with barrels as well.
* Donkey Kong Country adaptation has a fair amount of this, but the most obvious is King K. Rool, who had an ankle-length cape in the game. In the series, it was shortened to the point that it seems to be about the size of a placemat.
* Donkey Kong Country, after being told by the Idol of Inka-Dinka-Doo that "To Know everything one must give up everything" Donkey Kong wonders what he could give up...
* Donkey Kong Country, after noticing the TNT barrel that Cranky Kong left him.
* Donkey Kong Country: Almost all primates, ape or monkey, are referred to as "kongs". The main antagonists are crocodiles, but are referred to as "kremlings". Vultures are "neckies", Beavers are "gnawties", sharks are "chomps", etc.
* Donkey Kong Country also provides an example of non-mammalian manboobs. Kalypso is a straight female example.
* Donkey Kong Country altered King K. Rool's long cape from the games into a comedically short one that goes just past his shoulders. Besides that, Dixie's ponytail was shortened, Candy's shoulder-length hair was changed to an updo, and all of the Kritters' tails were removed.
* Donkey Kong Country and so fits the standard hero archetype more than Donkey Kong. Whom Bluster has a very low opinion of.
* Donkey Kong Country and used him to bowl Klump and Krusha over. When we cut to King K. Rool's lair, we see the king wearing an arm cast.
* Donkey Kong Country animated series has this happen more than once. In fact, one episode begins and ends with people slipping on banana peels!
* Donkey Kong Country animated series, most notably when DK punched King K. Rool or another Kremling.
* Donkey Kong Country at the end. The amount of times you hit the suckers doesn't amount to anything other than bragging rights and the satisfaction of saying "take THAT!", but does that even matter?
* Donkey Kong Country, Baby Kong ends up in King K. Rool's lair, and K. Rool takes a liking to him, even going as far as not to trade him for the Crystal Coconut, which he's been after for most of the series. To keep Candy and Dixie from finding out they lost Baby Kong, and as part of Donkey Kong's plan to get him back from K. Rool, Donkey Kong dresses Diddy as a baby against his will.
* Donkey Kong Country became a massive critical and commercial success, the series' reputation returning to greatness among critics and gamers.
* Donkey Kong Country, Bluster Kong has Cranky Kong do a commercial for the

Barrelworks. After many mishaps, Cranky arrives at the live shooting and is fed the following lines;
* Donkey Kong Country, Bluster Kong outright asks Candy Kong what she sees in Donkey Kong("...This big hairy ape?")
* Donkey Kong Country cartoon after having a curse placed on him that removed his strength. He went up against Krusha and rained a volley of punches onto the burly Kremling's stomach. Krusha's response was a sarcastic "Oooo, you're tickling me".
* Donkey Kong Country cartoon, Erika Strobel, wrote in a post she made on Retrojunk that she hated Candy Kong, saying "her weird face made me cringe" and "she looks like a burn victim".
* Donkey Kong Country cartoon, part of the reason why it looks so strange by today's standards.
* Donkey Kong Country cartoon, wherein DK has two completely different voices for speaking and singing (Richard Yearwood and Sterling Jarvis, respectively). Averted otherwise with the rest of the cast, who retain the same voices between dialogue and song numbers (to wildly varying degrees of success), and with most foreign versions, most notably the original French version and the Japanese dub.
* Donkey Kong Country cartoon, with its laughably bizarre animation and surprisingly great songs, the latter boosted by DK's amazing voice actor. King K. Rool and Cranky Kong are also major spotlight stealers.
* Donkey Kong Country CGI cartoon, the character model for Eddie the Mean Old Yeti is the same as Donkey Kong's, but with white fur and a cap instead of a necktie.
* Donkey Kong Country Competition Cartridge, and the Animal Tokens are removed, making it impossible to access the bonus stages without cheating.
* Donkey Kong Country (complete with a bunch of 10 bananas where his crown would be).
* Donkey Kong Country, Diddy Kong has done the hat stomp he does in the games. In "Buried Treasure", Klump calls K.Rool by phone. After their conversation is finished, K.Rool tells Krusha to "Take care of that". The scene ends with a shadowed shot of Krusha stomping down on the phone.
* Donkey Kong Country, Diddy Kong turns invisible in order to hide from Cranky Kong. When Donkey Kong tries to look for Diddy, Diddy Kong playfully tickles him.
* Donkey Kong Country, Diddy would do this to his hat if he failed a bonus game or if the platform in Tanked Up Trouble ran out of gas: amusingly enough, if you move him close enough to the edge of a platform before it happens, he throws it down a pit and jumps after it. He also did this at least once in the TV series.
* Donkey Kong Country: During the final boss battle with King K. Rool, after the Kongs take him out after his second phase, he collapses. Donkey (or Diddy) does his victory pose as the camera pans away from them, and then...the credits roll! Although, there is something very off-putting about these "kredits". After they finish crawling up the screen, it says, "The End?" Then we pan back to see K. Rool getting back up, and we begin the third and final phase of the battle. After this phase, we get to see the real ending.
* Donkey Kong Country episode "Ape-Nesia", DK, having regained his memory, gives King K. Rool and Captain Scurvy separate maps that supposedly lead to where he's hidden the Crystal Coconut. The two villainous reptiles end up finding a bunch of DK's thrown-away banana peels, and after slipping and falling, start thinking they're monkeys themselves.
* Donkey Kong Country episode "Barrel, Barrel, Who's Got the Barrel", Bluster Kong, who normally has a tiny combover parted down the middle, tries to impress Candy by getting a "Banana Flip", an over-the-top drooping spike of hair. Candy wasn't impressed, and later the whole mess was eaten by Klaptraps.
* Donkey Kong Country episode "Cranky's Tickle Tonic", Funky is flying Cranky to the White Mountains. However, the plane engine is so loud that Cranky's instructions can't be heard. Funky's solution is to turn the engine off, and the plane plummets.
* Donkey Kong Country episode From Zero to Hero, Bluster Kong has an X-ray, which reveals something wrong with the machine. Bluster overhears Cranky, Donkey and Diddy Kong talking about how it "doesn't look good" and they'd "give it a week".

However, Bluster leaves upset before he hears the context, thinking that he is the one they were talking about.
* Donkey Kong Country episode "From Zero to Hero", Cranky Kong sums up the plot;
* Donkey Kong Country episode has DK attempting to propose marriage to Candy (something he really doesn't want to go through with), resulting in the following exchange:
* Donkey Kong Country Episode, "Hunka Hunka Burnin' Bluster", King K. Rool has a fake one written out to DK from Candy as an attempt to strip him of his motivation in protecting the Crystal Coconut. When received, Diddy even explains this trope to DK, who doesn't take it well, but Diddy manages to cheer him up almost instantly by proposing the idea of calling Candy out on it.
* Donkey Kong Country episode "Raiders of the Lost Banana" has Donkey and Diddy briefly chase Polly Roger in this manner.
* Donkey Kong Country game, Chimp Caverns. It doesn't feature much that you haven't already seen before, and the levels seem more like palette swaps of previous ones. It's really not much new, the boss is even another rehash of the second one.
* Donkey Kong Country game, Krusha came in two varieties. The first kind was blue with green camo and was only beatable by either of Donkey Kong's main attacks or a barrel (Diddy Kong's attacks were laughed off). The second kind only appeared once in the SNES version, in the very last level before King K. Rool. This version was grey with purple camo. The only thing that could beat him was a barrel, making him the strongest of the Kremlings.
* Donkey Kong Country game lacked any animal buddy with a high-jump ability.
* Donkey Kong Country games are like this, and the inner chests are inexplicably the exact same size as their containers.
* Donkey Kong Country, Gregg simply replied "Let's just say I'm not a fan.".
* Donkey Kong Country has gone unnoticed. (There's also the argument that Rare themselves was never meant to be taken seriously, as they have a history of making jokes about these sorts of questions.)
* Donkey Kong Country has Klump and Krusha hiding in barrels on Kaptain Skurvy's pirate ship while it sails off:
* Donkey Kong Country has multiple snipe hunts...all surrounding the same trinket.
* Donkey Kong Country have unlimited access to the wish-granting Crystal Coconut. On a lesser, but more frequent note is that King K. Rool is able to have video conferences with Klump anywhere. Klump even manages to interrupt one of K. Rool's games in "Buried Treasure." Season 2 explained this slightly by showing K. Rool communicating with Klump via walky-talky...although the video part is never understood.
* Donkey Kong Country in particular solely consists of Donkey Kong beating up an antagonistic Kong at the end of each world.
* Donkey Kong Country: In the extremely unlikely event that you allow the platform to get too far away from you in Tanked Up Trouble, the game will automatically play Diddy or Donkey's Bonus failure animation, a life will be docked from you, and you'll go back to the level select screen as if you'd otherwise died normally.
* Donkey Kong Country is a three-way co-production, still being developed by Retro Studios with music by David Wise, a former Rare employee.
* Donkey Kong Country. It would have worked fine, had they not had two of the episodes out of order (one of them actually having a flashback to something that was to happen in the next segment!)
* Donkey Kong Country King K. Rool. A brief credit roll with a "The End?" right as he gets up to fight another round.
* Donkey Kong Country, King K. Rool pulls this. Just after you defeat him, fake credits start to roll across the screen. They're pretty obviously fake, but seconds after they finish, K. Rool gets back up and continues to fight. Subsequent tries have him just fall over and then get back up, though the first time it happens is likely to catch a player off-guard.
* Donkey Kong Country, K.Rool would bemoan his henchmen being, in his words, 'Home-spun idiots'.
* Donkey Kong Country Krushas, however, can't be beaten without barrels.

* Donkey Kong Country, mainly due to the extremely primitive nature of its CGI animation.
* Donkey Kong Country. Many years later, when he was asked about the incident, Miyamoto went on the record to say that he actually enjoyed the game.
* Donkey Kong Country "Metal Head". This trope also applies to Candy and Klump, who also get body-swapped.
* Donkey Kong Country of the early-80's. The then-current DK (who was, presumably, either Donkey Kong Junior in the 80's or Jr.'s son) is, of course, young and hip, while Cranky is a bitter old geezer who obsessively pines for the glory days of his time as DK in the 80's.
* Donkey Kong Country "Psst" and K.Rool reflexively sprays Klump and Krusha...filling them with hate. Unfortunately, the sprayer's run out of potion, forcing K.Rool to flee from his enraged lackies.
* Donkey Kong Country receives far more love, the game is still acclaimed as a legitimate platformer classic, once again owing to its still first-rate gameplay, and the appealing cartoon art has helped take the burden off the dated CGI.
* Donkey Kong Country Returns. Although they do not wear trench coat nor hat, they pile up to form a tower and attack Donkey and Diddy several times during the fight.
* Donkey Kong Country Returns came with a banana-shaped Wii Remote holder if pre-ordered from Gamestop.
* Donkey Kong Country Returns, DK "rampages through your living room like an ape rampaging through your living room."
* Donkey Kong Country Returns features a shipwreck at the top of a cliff.
* Donkey Kong Country Returns has yellow versions of Itty Bitty Biters that stack up on top of each other and and lunge at the player.
* Donkey Kong Country Returns have shark-like Snaggles. In "Tropical Freeze", they will pursue Kongs if they are in the same body of water.
* Donkey Kong Country Returns, in contrast, are much better received for being more charismatic and varied, and for offering more satisfying boss battles. While the Kremlings still get the upper hand among DK fans in terms of overall popularity, the Snowmads are still appreciated on their own.
* Donkey Kong Country Returns in the levels "Stormy Shore" and "Irate Eight", respectively. His head remains in the background while his tentacles attack the Kongs throughout each level.
* Donkey Kong Country Returns is anything but peaceful due to sharks and a pirate ship firing cannonballs at you. Though, it could just mean that the pier is peaceful—the ocean is not.
* Donkey Kong Country Returns, one level features a gigantic octopus first witnessed destroying a large ship in the background, which then uses its tentacles to destroy various platforms floating in the sea as the player jumps across. Later in the level it appears up close, wrapping its tentacles around walls to obstruct the player's movements.
* Donkey Kong Country Returns saw a re-release on the 3DS featuring several new features to make the game more manageable, the most notable one being the addition of "New Mode", which includes several modifications that make the game somewhat easier, and the addition of a whole new world for the Banana Temple instead of a single level (which is still playable as the last level of that world).
* Donkey Kong Country Returns telegraphed, and all but one are extremely easy to avoid. In addition, a couple of his moves actually involve dropping a health-restoring item onto the arena (they're meant to trick you into getting hurt, but it's fairly easy to nab the item and dodge the hit). If you do lose a life, you're not given the chance to get Diddy Kong back, meaning your health is shot in half, but if you made it that far in this challenging game in the first place, it really shouldn't hold you back. In fact, getting to him is harder than beating him, since you have to pilot a barrel rocket up the face of the tower and have to avoid spikes, moving gears, and columns that come in on both sides that will kill you instantly.
* Donkey Kong Country Returns the blue-colored KONG letters), and no longer reverses the levels.

* Donkey Kong Country Returns: The Golden Temple is a floating continent.
* Donkey Kong Country Returns, the sheer concept looks absolutely hilarious.
* Donkey Kong Country Returns: Towards the end of level 3-2: Button Bash there's a column of monkey statues doing these poses.
* Donkey Kong Country Returns when Kalimba, a Tiki chief, tries and fails to hypnotize him.
* Donkey Kong Country reveals are an evil branch of the Kong clan who were cast out for their wicked ways.
* Donkey Kong Country series have long, blonde hair. The only one to not have it is Wrinkly Kong, as she is an old lady.
* Donkey Kong Country series originally aired in France in 1996, and then on the FOX network and FOX Family in the late '90s.
* Donkey Kong Country status, courtesy of its bizarre animation, zany quotes, and surprisingly catchy songs.
* Donkey Kong Country this by having DK ask if they honestly have to keep doing it.
* Donkey Kong Country: This is how the player switches between Kongs in all games; two-player co-op specifically assigns one player to each respective Kong.
* Donkey Kong Country: Tropical Freeze: According to producer Kensuke Tanabe, the developers decided to take advantage of the Wii U's power by averting this, despite highly increased development time. The E3 2013 reveal of the game saw Satoru Iwata making a special point of calling attention to DK's new fur physics.
* Donkey Kong Country: Tropical Freeze, all marine lifeforms are luminescent.
* Donkey Kong Country: Tropical Freeze and a brand new blue balloon that extends your Oxygen Meter. DK Barrels also change color to indicate which Kong is within.
* Donkey Kong Country: Tropical Freeze. As diving underwater, the Kongs must touch air bubbles or items surrounded by air in order to replenish the meter.
* Donkey Kong Country: Tropical Freeze: As the number of figurines to collect increases each time you clear a world, and getting unique figurines is a Luck-Based Mission as they're only available through the Capsule Toy Machine in Funky Kong's shop (with no real way to manipulate the chances of getting a unique one), Funky will stop the player from using the machine if all the unique figurines currently available had been collected, preventing them from wasting their hard-earned Banana Coins on the machine.
* Donkey Kong Country: Tropical Freeze: Bashmaster, the boss of Juicy Jungle, wields a giant hammer. It even generates ice shockwaves when he brings it down.
* Donkey Kong Country: Tropical Freeze. Because of this, he plays as himself in both games.
* Donkey Kong Country: Tropical Freeze, Dixie and Diddy's barrel font colours are pink and blue, respectively.
* Donkey Kong Country: Tropical Freeze'' is fought in one set up by the Snomads.
* Donkey Kong Country: Tropical Freeze, it's done in a different way: The first five main islands all start peacefully, but their following levels move onto the more dangerous areas or sections (for example, Autumn Heights start with ground-based levels, continues with cavern and mining levels at the middle of the mountain, and culminates with threatening levels at the top in the sky; once the boss is defeated, the Kongs arrive to Bright Savannah, whose first level is a lively carnival with few hazards, but once again is followed up by progressively harsher locations). The sixth island, due to being the last without counting the bonus world, is threatening from the get-go.
* Donkey Kong Country: Tropical Freeze, rabbit-like Fluffs make up part of the Snowmad enemy army.
* Donkey Kong Country: Tropical Freeze. The fact that the world is also the longest in the game, with 12 levels (most contain 10) doesn't help matters either.
* Donkey Kong Country: Tropical Freeze the Snomads invade Donkey Kong Island on DK's birthday.
* Donkey Kong Country: Tropical Freeze would come to be seen as one of the best 2D platformers ever made, but mostly in retrospect.
* Donkey Kong Country: Tropical Freeze would get a Nintendo Switch port in 2018 which added Funky Mode, which changed the items offered in Funky's Fly 'n Buy as

well as offering the option to control Funky himself as a playable character instead of Donkey Kong.
* Donkey Kong Country, visits to Cranky's Cabin are accompanied by Cranky ranting about how newer games have been dumbed down for new players.
* Donkey Kong Country was originally planned to use Donkey Kong Jr. as the Player 2 character. Nintendo's veto of this idea led to the creation of Diddy Kong.
* Donkey Kong Country, where Dogadon (a huge dragon who's fought twice in the game) is scared of a tiny mouse squeaking.
* Donkey Kong Country, which are often invincible barriers in levels, and have boss versions in multiple games. You get to explore a giant beehive, too...
* Donkey Kong Country, which doesn't use bananas for lives (the game doesn't have lives at all, since they were scrapped during the development process). There are exactly 100 bananas for each character in each world, but only 75 are needed in each case to earn a Banana Medal. The remaining 25 are purely optional (getting #100 will net you a completion audio jingle, but that's it). Their main use is to open the door to boss of the world they are collected in, by feeding them to a pig, who will weight down a platform that boosts his buddy up so he can pull the lever that opens the door.
* Donkey Kong Country which is about how great he is and all the ludicrous over-the-top things he's done like riding an avalanche in the dark or being swallowed by a great white shark.
* Donkey Kong Country who refused to smash the "cute monkeys" and was locked up as a result.
* Donkey Kong, he'll use discarded items the Kongs pick up to create vehicles for them to travel around in, from a simple motorboat to a helicopter.
* Donkey Kong, it's safe to assume this worked out monumentally well for them.
* Donkey Kong Jr. such as umbrellas to float down on and balloons to float up on. Birds are your enemies - but they're not the ones who can pop the balloons; that's done by a sharp tree branch at the top of the game screen.
* Donkey Kong Jungle Beat also features Helibirds, weird duck-parrot hybrid thingies that can carry Donkey Kong around by their talons, but these do tire out if DK has too many bananas on him (and, generally, that game is more reasonable regarding the size and species of the animals Donkey Kong can ride).
* Donkey Kong Jungle Beat, since the challenge comes from a getting high score, rather than survival.
* Donkey Kong Jungle Beat, so the games themselves are functionally identical.)
* Donkey Kong Jungle Beat. You make a gorilla jump, swing, grab fruit and headbutt giant bird eggs by beating on a pair of bongos and clapping your hands.
* Donkey Kong kept asking him to eat bananas, Hal said, "And they say I'm the gay one."
* Donkey Kong knows DK's a decent guy, he just has poor impulse control.
* Donkey Kong Land 2 (for example, stating that "Even old Cranky charges for his words of wisdom" when Cranky Kong is not in the game).
* Donkey Kong Land. Two of these levels got their names mistakenly switched — "Construction Site Fight" and "Balloon Barrage". The level that it labels as the former does not use the construction set piece and predominantly features balloons as its main gimmick, where the latter not only uses this set piece, it's the only level in the entire game to do so.
* Donkey Kong Or that in this version, he was a carpenter rather than a plumber?
* Donkey Kong, Pauline does nothing but stand there yelling "HELP!" while Mario tries to save her.
* Donkey Kong Racing, a racing game slated for the GameCube that would focus around the entire Kong family, and would have you riding on animals instead of vehicles. It was canned once Rareware was bought out by MS.
* Donkey Kong series' are all in the same universe and many of the Mario spin-offs tend to feature characters and locations from them. Mario and DK started off as enemies after all and DK still shows up in Mario spin off games and vice-versa, same goes with Wario.
* Donkey Kong series, but this time his opponent Mario is in every one of the

games.
* Donkey Kong's neutral special, Giant Punch, has the Kong wind up a punch up to 11 times, at which point he can release the punch at any time to send opponents flying. The attack even has super armor, which will allow DK to simply take a hit and punch his enemy uninterrupted.
* Donkey Kong: The first DK arcade game of all is also the first to feature such enemies, in the form of fireballs with eyes that hop out of burning oil drums and chase after Mario as he tries to reach Donkey Kong.
* Donkey Kong. Up to that point, Nintendo has only re-released the NES version they developed in-house, which was exempt from any legal issues, throughout the various incarnations of their Virtual Console service. As a result, many younger players only experienced the NES version throughout one of its various releases, unaware that it was missing a level (the pie factory screen).
* Donkey Kong was released in 1994. The game was a huge hit and revived the big gorilla as one of Nintendo's most prominent mascots, kicking off a long series of well-received titles.
* Donkey Kong, when she first appeared in "Donkey Kong 64" she was the smallest of the Kongs and was portrayed as a little girl who wore a white shirt and blue overalls with a flower on the front when she returned for "Diddy Kong Racing DS" she has aged into a teenager who looks older than Dixie, she now wears a sports bra and sweatpants with only her pigtails and rainbow-colored beanie being retained from her original design.
* Donkey Kong which has the plumber soaring through space and jumping from planet to planet.
* Donkey Kong, which included the Factory level and cutscenes from the Arcade version that were missing from the first NES version. It was a very limited release, however:
* Donkey Kong, which means that the very-clearly-a-child Donkey Kong Jr. from the old arcade games has an adult son now even though his enemy is still in his twenties.
* Donkey Kong, with the difference from the 90s live-action movie being a lot more oversight from Nintendo.
* Donkey Kong, with the original Donkey Kong now known as Cranky Kong.
* Donkeyskin, the princess has never seen the prince before being asked to bake a cake for him. But she still puts her ring in the cake so he can find her later, ultimately marrying him.
* Donkey, the Three Little Pigs, the Three Blind Mice, and the Big Bad Wolf from
* Don Knotts) asking for volunteers from the gang to lure two ghosts to an anticipated capture. Nobody volunteers:
* Don Knotts has said that "The Pickle Story" is his favorite episode, because he liked the overtone message of the story of people going to extreme lengths to avoid hurting someone's feelings - in this case, Andy and Barney quietly switching out Aunt Bee's nasty homemade pickles for delicious store-bought pickles to show they do enjoy her pickles.
* Don Knotts. They are walking back to Moody Manor when they encounter the real Knotts, in his Homer Pipsqueak persona. While talking to Knotts, Shaggy looks to his side and realizes who his companion is.
* Don Krieg Arc, Sanji was unable to win in his fight against Gin on account of taking so many hits from Pearl beforehand (due to being unable to retaliate or dodge Pearl's attacks due to Gin taking Zeff hostage). Sanji's injuries were so extensive that his body could not even withstand the impact of his own attacks.
* Don Krieg, Gin and the other Krieg Pirates don't appear again after the Baratie arc. The arc involved Gin breathing in a lethal dose of poisonous gas and telling Sanji he might have not have long to live but he hoped to see him again on the Grand Line... which didn't happen.
* Don Krieg has also been known to use this strategy, specifically wanting to capture the
* Don Krieg isn't too happy about getting his ass handed to him on a plate by Luffy towards the end of their fight and in response repeatedly shrieks that no one

can defeat him.
* Don Leon and Socrates and to Epaminondas, who was a great Theban general and statesman and had a younger boyfriend, Cephidorus. Love between two boys or between a man and a boy is the only form of homosexuality mentioned in the poem; love between two men is not considered. It is thought that the poem was written by Byron's friend George Coleman.
* Don Martin): a man declares to his wife that the anesthetic his dentist had just given him worked so well he was completely numb, and let his wife experiment with a head tap with a hammer - just as a safe drops from a high building onto his head. His tongue unfurls all the way across the street - just in time for a big military parade with marching troops and tanks to trample it - and as the dust settles, a kid on a pogo stick bounces on it. The man blithely says "I didn't feel a thing!"
* Don Martin has a hippie running around the park with a "Flower Power" sign. You already know how this ends.
* Don Martin has some kids selling snow tires for an unbelievably low price. Said tires are made of real snow. (They also sell snow shoes, snowmen, snowballs...)
* Don Martin in MAD had a brain surgeon cut open a patient's skull and find a lightbulb (in a socket attached to a cord) inside the head. When the surgeon turns the light on, the patient makes the Aha! reaction.
* Don Martin's attacks on a map, which form an arrow pointing at the Captain's present location. The pin which marks the tip of the arrow is of course a disguised bomb.
* Don Martin story, the Captain gets ripped to comedic shreds by an enemy. Told literally to "pull himself together", he yanks at one of the wings on his hat and his various pieces all slither back together and reconnect.
* Don McLean, but his hand is seen in a more extreme close-up than his face, which is shown in the background.
* Don McLean called "dirges in the dark" in American Pie — the song, not the movie series.
* Don Mc Lean has been notoriously unwilling to discuss it, and when asked what the song means he replies, "It means I never have to work again."
* Don McLean. 'I heard Satan laughing with delight/ The day the music died.'
* Don McLean is a great example of this. "Everybody loves me, baby — what's the matter with you?"
* Don McLean is a tribute to the rock 'n' roll of the 1950s, and an indictment of where rock music had gone astray from there by the early 1970s.
* Don McLean is "It means I never have to work again." More seriously, he claims "songwriters should make their statements and move on, maintaining a dignified silence." and "They’re beyond analysis. They’re poetry."
* Don McLean so much that they've found themselves accidentally starting to sing the lyrics to Al's version during live performances.
* Don McLean") was a huge country and pop smash in 1957, spending seven weeks atop the Billboard country charts and reaching No. 2 on the Billboard Top 100.
* Don McLean. While "American Pie" is a staple of '70s oldies to this day, he had a second hit single off of that album, "Vincent" ("Starry starry night...").
* Don McNeill's Breakfast Club aired on NBC Blue (later ABC Radio) from 1933-68.
* Don Messick, Marilyn Schreffler, and others all voiced the character in unaired test versions of the pilot before producers settled on Weinrib.
* Don Moen as one's song worthy of singing praises of, "even when a melody won't come/even when my words are not enough".
* Don Muraco (Muraco's manager at the time) to slip on a piece of the sandwich. Albano was not injured but Muraco is seen visibly doing all he can to stay in character and hold back his laughter at the situation.
* Don Music bangs his head on the piano when he's frustrated. This caused parents to complain their kids were copying him, so the writers
* Donna absorbed the Doctor's intelligence and saved the multiverse. Afterward, however, the extreme amount of information started to kill her because it was too much for her human brain. In order to save her, he had to erase all of her memories of him so that the information would remain locked away.

* Donna and the Doctor, although they were often mistaken as a couple. She was one of the first companions in the revival not to view the Doctor as a romantic interest, and these two characters had a very close platonic friendship.
* Donna, a secretary. Flashbacks reveal that the two had sexual and romantic feelings for each other when Harvey was working for the D.A. But they decided to put their feelings on the back burner for the sake of having a professional relationship at the firm.
* Donna Dixon, who appears to the "Romeo and Juliet" overture, slow-motion flying hair and all.
* Donnager until the Martian ship can no longer effectively fight back.
* Donna hooks up with nerdy Arnold after the two bond over a love of anime.
* Donna is mentioned to have felt something for a girl named Martha, but
* Donna is the kind of shouty comic grotesque who'd be played in a sketch show by
* Donna Kaplan the secretary arranged four accidents and other inconspicuous deaths to climb the corporate ladder.
* Donna mooned a pep rally photo that made it into the yearbook. She was proud of it, but Eric was all dickish and possessive about it until he dropped trou to prove he was okay with Donna showing her butt, unintentionally mooning his and Donna's parents in the process.
* Donna Noble and the Magic Castle” has Donna basically adopt this role after she’s de-aged to 11 and sent back to 1991 at the moment of her death, often offering emotional support to Harry, Hermione and Neville once she starts at Hogwarts, aided by her own memories of being the emotionally awkward child who never quite fit in anywhere.
* Donna Noble eventually tracks down the Doctor by following strange and bizarre occurrences, figuring the Doctor will inevitably become involved. She's proven right in
* Donna Noble marries a black man in the same episode. All signs make it clear that this was supposed to be the end result of the character development they would have gotten if they had been cast members on
* Donna Noble's father Geoffrey Noble was originally supposed to be a supporting character in Series 4 of the new series, but he was said to have died offscreen between the events of
* Donna Noble was constantly self-defeating her own brilliance, yet her training as a temp got her out more than one scrape.
* Donna Sabine seems at first like she's going to avert this trope, but she is badly shaken by her first lethal shot and badly botches a subsequent call as a result, requiring Ed to confront her about her problem. She does get better, though she mostly fades into the background when she transfers to Team Three upon Jules' return.
* Donna Scrivo drugged her 32-year-old son Ramsey with Xanax and then strangled him to death. After that, she dismembered him and disposed of the parts on the side of a road. She is sentenced to life in prison.
* Donna's mother, Flo, was run over by a truck sometime between the third and fourth seasons.
* Donna's son Rory was briefly thought to be Davan's biological child, but turned out not to be. Since his bio dad is apparently quite a shit, though, Davan's stepped into a paternal role to the point that Rory calls him Dad.
* Donna's surgical scar are also mysteriously absent in season seven. She does spend several episodes in a wheelchair after an open femur fracture but once she's out of the wheelchair she walks around like normal with no need for physical therapy or any signs of pain.
* Donna Summer follows a romance through the four seasons, from its beginning in "Spring Affair" to its end in "Winter Melody". Then the cycle starts all over again with the final track, a reprise of "Spring Affair".
* Donna Summer: In the video to "She Works Hard For The Money", an overworked waitress and mother of two returns home after another long day. The camera pans around her living room, which is an atrocious mess she's far too exhausted to bring under control.

* Donna Summer is found by someone and read on the radio. The woman hears it and reunites with him.
* Donna Summer, "No More Tears (Enough is Enough)", has a slow-paced opening section lasting (even on 7") nearly two minutes.
* Donna Summer's "I Feel Love" was originally released as the B side of the ballad "Can't We Just Sit Down (And Talk It Over)" because the all-synthesised "I Feel Love" was rather unusual for its day and the record label feared the world was not ready for it. DJ response soon put them straight on that.
* Donna Summer, which is more about a bad woman than one who has a black skin color.
* Donna Troy) backstory has her rescued from an apartment fire by Diana and brought to Themyscira where the Amazons' use of their healing purple ray on her gave her the same powers as them. Depending on which source is used for the tale it can read as if she was healed and given powers to save her life or just to help her fit in among her new people.
* Donna Troy from another Earth who has black hair and wears a red dress and boots.
* Donna Troy is known only as Troia, which was the codename she adopted in the comics after outgrowing the
* Donna Troy who focused more on being a superhero than her own family.
* Donna Troy, who was literally her adopted sister. Post-Crisis, the two eventually came to view one another as sisters, but Donna was never raised by Hippolyta or mentored by Diana in that continuity, making this trope no longer applicable.
* Donna was also known for screeching when annoyed (she was played by Catherine Tate, after all), though she did it less as her
* Donna was a serial killer of sex offenders who ended up killing an undercover cop.
* Donna Williams, Australian writer, artist, singer-songwriter, screenwriter and sculptor, was diagnosed with autism in 1991.
* Donnel is a villager-turned-soldier in her older brother Chrom's army, while Lissa is a
* Donnell Rawlings was considered for the role of Omar before being cast as recurring character Damien "Day Day" Price.
* Donner and Blitzen are named after the German words for thunder and lightning.
* Donner Party to survive. A local tribe took pity on them by first giving them some rabbit meat and root vegetables but when they came back with a deer carcass, the settlers shot at them. They had also heard rumors about the cannibalism so they never tried to make contact again. It took four separate rescue teams to get everyone out over the course of several months.
* Donner Party) would have little or no trouble for the first half of the journey and then suddenly collapse and suffer casualties toward the end.
* Donner und Blitzen! — "Thunder and lightning!" Angry curse or general expression of anger, more common with those who have underlings to rant at.
* Donnerwetter! — "Thunderstorm!" (lit: thunder-weather) Expression of surprise and/or awe and/or frustration and/or anger according to tone.
* Donnie and April relationship and have so many fan-works available. However, unbeknowst to some of them, the creators only made Donnie crush on April for comic relief. April's real love interest is introduced in season 2 and he's someone whom she's been paired up with since the original comics.
* Donnie Andrews, a criminal whose real-life exploits inspired much of Omar Little's character, and who worked as a consultant for
* Donnie Brasco". Barely getting past by the fences that were his initial target, Pistone found himself making contacts in the Bonnano family to the point of being proposed for membership. The intel gathered by his investigation revealed the existence and scope of the Mafia Commission, links between the various Mafia families in the country, mob involvement in labor racketeering, and a large-scale drug-running operation between the United States and Sicily.
* Donnie Brasco in New York. He tells them he has a girlfriend "back in California" (because he actually has a wife, and doesn't want to cheat on her). The mobsters buy it hook, line, and sinker, despite never seeing him call, speak of, or show

around photos of his alleged girlfriend.
* Donnie Brasco. Pistone was married but was posing as an unattached jewel thief, and so needed a plausible reason for the other mobsters why he didn't put the moves on other women or was away to see his real family. So he'd pretend to have an out-of-state girlfriend.
* Donnie Brasco. The undercover FBI agent who is the protagonist punches someone who is about to greet him as Special Agent Jo Pistone. He then pretends to his Mafia associates that the man made an obscene pass at him.
* Donnie Brasco. Unsurprisingly, his character is completely absent from the film.
* Donnie Brasco was very surprised and very, very pissed when "Donnie" walked into the courtroom to testify under his real name, FBI agent Joseph D. Pistone. Eventually the agent was able to return to his normal life after the Feds managed to get the Mob to call off the hit on him.
* Donnie Brasco, which convinces the guy to turn over his car to pay off the debt.
* Donnie Darko and looks like a man in a rabbit suit with a metal skull face.
* Donnie Darko and try to masturbate to Christina Applegate. The psychiatrist quickly stops the treatment.
* Donnie Darkoapocalyptic almost-sci-fi/black comedy/almost-teen-romance-coming-of-age-80s-period-piece.
* Donnie Darko, a resolve to the central conflict of the plot. Donnie locates the artifact in the form of a gun. Donnie uses the artifact to shoot the man who accidentally hit Donnie's girlfriend with his car. The scenes that follow reveal that the man Donnie shot was in fact Frank, that the tragedy of his girlfriend's death was the result of his own actions, and that the artifact that will save everyone is not the gun that Donnie found but the Jet Engine that must fall on Donnie Darko, to avoid the tragedies of what would follow had it not. The Jet Engine itself being a time traveling artifact that would have fallen off the plane Donnie Darko's family would have been on, if Donnie had survived. Thus, revealing at the end that Donnie Darko is the villain of this story, and he must save the future from himself.
* Donnie Darko, Donnie calls his mom "bitch" in the subtlest and calmest way ever:
* Donnie Darko, Frank the Bunny tells Donnie that the world will end in 28 days, 6 hours, 42 minutes and 12 seconds. Donnie then writes these numbers on his arm to remember them.
* Donnie Darko in which the exchange just pisses Donnie off and makes his friends all look like idiots.
* Donnie Darko. It does use some '80s nostalgia tracks like "Head Over Heels" by Tears For Fears but also some more obscurish songs like "The Killing Moon" from Echo & The Bunnymen. Most of what's shown on TV is coverage of the 1988 election and the film shown in the theater is a double bill of The Evil Dead and The Last Temptation of Christ rather than some current film.
* Donnie Darko It's a little creepy, to say the least. No teeth in this one, though.
* Donnie Darko of the release of a movie in which a jet engine falling into a house is a key plot point within two months of 9/11, there was neither the resources nor the will to widely promote the movie no matter how much buzz it had gotten at Sundance.
* Donnie Darko sets the house of public speaker Jim Cunningham on fire. The firefighters later discover a secret room in the house behind a burned-down painting where Cunningham kept child pornography material. He gets arrested the next day.
* Donnie Darko: There is a homage to "Mad World" in the second-to-last scene, in which we see many characters as they were before the plot took off. Or...where they are now, depending on how one interprets the whole time-travel thing.
* Donnie Darko uses time travel to engineer that he's in his bed the night a bit of debris from a plane crashes into his room - thus preventing the eventual deaths of his girlfriend Gretchen and Frank, the guy in the bunny suit.
* Donnie Darko, when the independent-minded teacher complains to the head about being fired, all he says is "I'm sorry you have failed."

* Donnie Darko when the titular protagonist learns of the countdown very early in the movie, but does very little to stop it, only morosely goes through life waiting for it to happen.
* Donnie Dunagan, who provided the voice for the young version of the title character in
* Donnie ends up taking the cake, as he beats himself up over not being able to be as hopeful as
* Donnie Gill a.k.a. Blizzard still has ice powers, but they're not nearly as strong as they are in the comics. While his comic counterpart can generate cold blasts, fire ice projectiles, and conjure massive ice slides, the show's version of Donnie mostly sticks to the old "
* Donnie Loves Jenny: The titular pair, pragmatic Donnie Wahlberg and loopy Jenny McCarthy.
* Donnie refuses to remove his cowboy boots on entering a Japanese restaurant. When the owner objects his Mafia colleagues savagely beat him. It turns out that Donnie had a tape recorder inside his boot, which he later plays, listening to the sound of the innocent man being beaten.
* Donnie slips again in "The Gauntlet", refering to April as 'my April', before
* Donnie Wahlberg shed at least 25 pounds for his role as Vincent in
* Donnie was raped by someone who wanted to reenact the sexual assault scene from
* Donning the hood of his green cloak is apparently all that's needed for Belkar to use his Hide skill. Examples include
* Donny and Mel, along with several other less significant figures in the long course of this
* Donny becomes enraged at Future Shredder after the Karai Legions kill Future Mikey to such horror from Don that he lets out a
* Donny Benet's deliberately outdated brand of lounge-synth, particularly obvious in the video for his main single 'Don't Hold back'.
* Donny Cates' Venom comic it's revealed that Norrin Radd was in-part responsible as well.
* Donny Cates' Venom revealed that Eddie's "cancer" and memories of a sister and uncle who'd died from it were really false memories created by the symbiote to keep Eddie from leaving it.
* Donny Osmond, his sister, Marie, and the rest of the Osmonds. Both Donny and Marie (who recorded together as teenagers) would each have huge hits as adults in the '80s, both as solo artists or in Marie's case, with various duet partners. Marie's success came primarily on the country chart, with her solo No. 1 hit "There's No Stopping Your Heart," and duet No. 1's with two fellow ex-pop stars: Dan Seals ("Meet Me in Montana") and Paul Davis ("You're Still New to Me"); Donny returned to the pop chart's top 5 with "Soldier of Love" in May 1989, and had another top 15 hit with "Sacred Emotion" toward the end of the summer 1989.
* Donny Osmond tells the story of being encouraged by his agent to rack up a minor arrest or two to get rid of his squeaky-clean image as a young adult. On one occasion, he saw his chance while walking ahead of a random cop, so he turned back nervously and started running. The cop stopped him but let him go as soon as he saw the name on his ID. Osmond later recounted that while it's long been said that a would-be actor "couldn't even get arrested in Hollywood", he had never heard of it being literally true until it happened to him. Unfortunately for his youngest sister,
* Don Octavio: Despises post-Hays Code era media because opera was pushed aside in favor of rock music while his fame was kicking off, and intends to force opera back into mainstream by threatening to sink Venice using tar to revive his career.
* Do No Harm, an NBC series that was cancelled after two episodes, the series premiere having broke the record for the lowest-rated premiere on a Big-Four network.
* Do No Harm for a series premiere on one of the Big Four networks, and was killed the week after that. It was so bad, one station in Milwaukee was happy to pre-empt the second episode for alleged 'extended snowstorm coverage' when a sudden lake effect storm came in, even though the rest of the market found it to be an average

snowfall.
* Do Not Adjust Your Set. "Do Not Adjust Your Set" meant "the problem's on our end, not yours, so don't go fiddling with the antenna".
* Do Not Adjust Your Set has a very blatant policeman trying to infiltrate a criminal gang while they're planning a robbery. Eventually it turns that everyone there is a undercover agent of some sort. They decide to go along with the robbery anyway.
* Do Not Adjust Your Set: Interruptions are quite common in analog horror, and videos without them are in the minority.
* Do Not Adjust Your Set: Taking over all TV channels to deliver a message.
* do not announce every plan, complete with schedule, to the world's security organization.
* Do not attempt a frog splash, elbow drop, or any other move that involves coming off the top rope/turnbuckle against
* "Do not attempt" appeared on some airings of a Doritos ad where a high-schooler
* Do Not Attempt disclaimers: "Drive like this and you could wind up like Uncle Carl."
* Do Not Call Me "Paul": A character who usually goes by an alias or nickname hates being addressed by their proper name.
* Do Not Call Me "Paul", but that also isn't particularly well-remembered.
* Do Not Call Me "Paul": Someone doesn't want to be called by their given name.
* Do Not Call Me "Paul": Triple H and the Big Show have both said this to fans that have called them by their birth names. If you meet a wrestler, it is considered proper etiquette to address them by their ring name. According to some sources, this even applies to new wrestlers— if Undertaker introduces himself to you and says "I'm The Undertaker," don't call him "Mark" or "Calaway," call him "Undertaker."
* Do not claim that Susan was "banished from Narnia for being/becoming a woman". Fans will pull out their copies of The Last Battle and make you read the actual chapter that explains her absence. Lewis himself was saddened that many readers missed the point and stated he'd like to write a novel focused entirely on Susan and how she might get back after all. Unfortunately, he died before being able to do so.
* Do not complain about anything to which you need not subject yourself.
* Do not confuse her with the half-animal Panthea by underground artist Trina Robbins. (And Pantha from
* Do not confuse "krab" or "crab sticks" with "crab." "Crab" comes from an actual crustacean. "Krab" or "crab sticks" are actually pollock fish ground into a paste and formed into something resembling crab meat in terms of flavor...and a tube of string cheese in terms of appearance.
* do NOT consider this. Fighters like Ramsey Dewey have gone on record saying that an unfit but technically sound fighter will lose handily to a fitter, stronger faster opponent with even a little bit of training. This is backed up by masters of Traditional Martial Arts like Wing-Chun, Tai-Chi, Kung Fu ect losing repeatedly and handily to even mediocre MMA fighters.
* do not die... not immediately). Some time later, the gangster's mooks summon the doctor to perform urgent surgery on the gangster, who got hit in the head (allegedly in a car crash). During the next robbery, the gangster and all his gang are killed due to a complete lack of planning.
* Do Not Do This Cool Thing From this comes the famous quote of French filmmaker François Truffaut, “There’s no such thing as an anti-war film,” as merely depicting war inevitably creates a fascination with it.
* Do Not Do This Cool Thing make a case for the glory that was Rome, or the splendor of Egypt.
* Do Not Do This Cool Thing side of things, the protagonists get to engage in a luxurious lifestyle, the actors playing the johns are often hunky, and the women get paid generously for their services, which all goes against the "prostitution is bad" messaging.
* do not drive a Pontiac Fiero, Toyota MR2, Porsche 911 or Lancia Stratos like you

would a conventional front-engine car, or it will end badly.
* Do Not Drop Your Weapon: Heroes and enemies will never drop their gun—until they die.
* Do note, however, that the extreme cold of the Pork Futures warehouse was able to increase Detritus' intelligence to the point where he
* Do note that Montgomery spent his entire career specialising in training his troops to the point of perfection and insisting on making sure they had their every need met. He may have a reputation as an unimaginative commander, but his troops went into battle in good physical shape (as good as the UK could manage under wartime rationing), well-trained, with excellent logistics, and the good morale that goes with it. In fact, Monty even got into trouble when he decided to fight the incidence of VD not just by punitive measures, but by distributing condoms.
* Do note that to the ancients just about everywhere, believing oneself equal to or superior to a god -was- an act of overwhelming pride. Just because the gods could be bested (in Greek / Germanic / Celtic mythologies, mostly; Chinese and Japanese myths generally do not have the higher deities ever lose to mortals) did not mean that they weren't inherently superior beings.
* Do Not Go Gentle Into That Goodnight. The name speaks for itself; it's a Rousing Speech in poem format.
* do not have mercy rules, meaning they could score an unlimited number of points, runs, etc., without having special rules kick into effect to hasten the end of the game. Meaning unfortunate teams on the losing end would have no choice but to continue playing and trying to reduce the margin. (Which is not very fun for the loser.) That said, a continuous clock was used on at least three occasions in NCAA Division I football games, where the winning team ran up a large lead by halftime and agreed to a continuous clock for the entire second half; the winning team in all cases at least maintained the lead, with two of them increasing the lead. Aside from that, teams that have a very large lead over their opponents, especially a decidedly weaker one, will typically play reserves, run plays designed to take time off the clock (such as in football, run the ball up the middle and rarely if ever pass), use pinch hitters (in baseball, said roles going to non-starters and/or reserves) with low batting averages, or shoot the ball conservatively (in basketball).
* do not hostile towards you, as they rely on their secrecy to stay alive and you just revealed the location of their secret base to their worst enemy.
* Do NOT hurt Asuka unless you fancy the idea of Shinji going berserk on your posterior:
* Do not invite blood-sucking dead people into your home!" Buffy breaks that rule too.
* do not keep a million dollars, making the other corrupt cops in his squad suspicious that they'll turn them in. This drives his partner to theft and drug use, culminating in a fatal overdose on Frank's "product."
* Do not kill non-human animals unless you are attacked or for your food.
* do not let them know that you know what jury nullification is, as they'll assume you plan to use it and can't be trusted to be an impartial juror/give a conviction.
* do not like Google Street View. illustrates it perfectly, with Germany and Austria conspicuous in their lack of coverage in Google Street View.
* Do not make sexual advances unless you are given the mating signal.
* Do NOT make up your own rules while playing a game with Natalie Tran. She will
* DO NOT mistake any well-known fan-made character as a canon character. At best, you'll drown in disappointment but at least other fans are willing to simply correct you on that. At worst, you'll be shouted at by the more hostile fans, especially if they don't like the idea of fan characters in general (which also isn't helped by the idea of
* do not molest the Fae you never even met might've offended some faerie at some point and that's the only reason they need.
* do not. No matter which side of the argument you're on, it won't be pretty. This has lessened since the release of Re:Connect, which expanded upon Mink's character and motivations, but his route is still very controversial.

* Do not open until Elevator Day (an elevator which takes you back to the wax museum).
* Do not open until Halloween (contains a puppet, which tries to goad you into looking in Wardrobe Five).
* Do not open until Monster Day (contains five monster masks which unlock Wardrobe Five if examined in a certain order).
* Do not open until Winter (contains coats, one of which you can examine).
* "Do not operate heavy machinery" has been spotted on a container of, of all things, feline medication. One has to wonder what they thought the cat was doing when it was sober. In at least one case (like
* Do not post anything explicit or link to sites known for explicit material: is not something we want.
* Do Not Run with a Gun: Only the player can move and shoot at the same time; everyone else has to stop if they want to attack.
* Do not say that The King of Town is Marzipan's father. That was a very old bit of story information that was retconned ages ago.
* Do NOT strike, threaten or merely badmouth Beren when Luthien is in the vicinity. You have been warned.
* Do not take that which does not belong to you unless it is a burden to the other person and he cries out to be relieved.
* DO NOT TAKE THE SHELLS has a sign on the beach with the eponymous phrase on it. Ask one of the residents why, and they'll just say you really shouldn't take the shells. And that's not even getting into the strange weather, or the mysterious disappearance that took place there in the past.
* DO NOT TAKE THE SHELLS is a Lovecraft-inspired weekly serial about a man who visits a coastal village that is not quite what it seems.
* DO NOT TAKE THE SHELLS it suggests she might be anything but. Then there's her remarks about living "below the water".
* DO NOT TAKE THE SHELLS, Jonathan Vaun's bookcase contained several of these. One of them is named "The Ancient Art of Daemonism", and another "A Window into Providence".
* DO NOT TAKE THE SHELLS, the town of Taveye is cloudy all the time, despite the story taking place in the middle of summer.
* Do Not Taunt Cthulhu: A character mocks a being much more powerful than they are and suffers the consequences.
* Do Not Taunt Cthulhu: After this person mocks the powerful being, the powerful being retaliates.
* Do Not Taunt Cthulhu: Gilgamesh has a habit of insulting Inanna, refusing her advances, throwing animal body parts at her face, etc. It doesn't do him any good.
* Do Not Taunt Cthulhu: When the entity you've been picking on retaliates by murdering you.
* Do not tell your troubles to others unless you are sure they want to hear them.
* do not. This is why most air-to-air missiles will detonate if they lose lock; it prevents them from engaging the wrong target, and gives them a slim chance, if they lost it due to evasion, of damaging the original.
* do not threaten him with Hell, unless you're willing to listen to a long, loud rant about how inherently unjust Hell is.
* Do not touch any caterpillar with the nickname "asp!" The fluff hides numerous venomous spines that cause excruciating pain, comparable in agony to snakebite, and, with the added bonus of causing bleeding, blistering rash at the site of contact.
* Do Not Touch the Funnel Cloud part of a tornado, the most it can do is whip your hair around a little.
* Do Not Touch the Funnel Cloud: Tornadoes are safe as long as you don't touch the funnel.
* Do not try this at chess tournaments, lest the arbiter will throw the book at you. Blitz chess in your club is an entirely other matter and no fun without this trope.
* Do Not Try This at Home: One of the main reasons these disclaimers are shown on

wrestling programs.
* Do NOT use it when Dan tells you to: save it for a later teleporter in the same sector, where it is much more needed.
* do not want to accept the truth. As an example, when Butters gets attacked by a bunch of zombies and Harry saves him, Harry explains the coroner that people will usually rationalize events that contradict their worldview to fit with it - and Butters begins to rationalize the event mid-speech.
* Donovan Deegan, father of the title character, speaks Orcish — to some degree. When he received the Orc name "Kulka Sheendo Dak", he was told it meant "bringer of peace and joy". Appropriate as that would have been, he found out many years later that "bringer of peace and joy" was "Kilka Shiendo Dak". As Donovan proudly dressed in pink most of the time, they had named him "little pink man in pink". His Orcish has provided comedy on other instances as well, with such statements as "
* Donovan Dijak was most responsible for bringing an end to The House Of Truth's second
* Donovan folk rock. Eventually he switched to psychedelia because of this.
* Donovan Hock from the "Kasumi's Stolen Memories" DLC is also an example, being a ruthless criminal who owns several rare sculptures, including the Lady Liberty's head and Michelangelo's David. Hock even shouts a
* Donovan is a bit less involved in the day to day operations of Fisk's criminal enterprises. In season 2 of
* Donovan (Leitch), Steve Hillage's cover version has reached a larger audience and enjoyed a greater popularity since the mid-70s.
* Donovan McNabb played on a broken ankle for most of a 2002 regular season game. He went to the locker room to have his ankle taped, but returned for the Eagles' second drive. His injury was reported to be a sprained ankle, but X-rays after the game revealed that
* Donovan McNabb was the best quarterback in the history of the Philadelphia Eagles franchise by almost every statistical measure. He holds the records for regular-season and postseason wins for the Eagles, as well as several other passing records. Despite his success in these areas, he is mostly remembered in Philadelphia for going 1-4 in the NFC finals, with three of those losses coming in games he was favored to win. Salt was rubbed in the wound in 2018 when the Eagles won their first Super Bowl with their backup quarterback, magnifying McNabb's struggles and helping to further cement his legacy as a quarterback who came up short in big games.
* Donovans Brain, an adaptation of the novel, in which an evil millionaire's life is saved via removing his brain from his crippled body and preserving it in a tank of an electrified saline solution; however, Donovan's evil will allows him to begin remotely controlling the doctor who saved him. In this version, the brain is ultimately destroyed in a house fire.
* Donovan's "Catch the Wind" in a commercial describing their use of wind power — a bit ironic considering that the singer uses the phrase "I may as well try and catch the wind" to describe how useless his efforts to woo someone are.
* Donovan's Reef children in the care of his friend Donovan for a couple of weeks. Their late mother, the doctor's second wife, was a Polynesian princess. He has yet to explain this to Amelia, his Boston Brahmin daughter by his first marriage, who visits the island. The children are temporarily passed off as Donovan's until their dad returns, and they correctly assume this is because they are not white.
* Don Pantuflo often tells Zipi and Zape off because of their bad marks on school, telling them he always got A. One story, however, revealed he never achieved more than a B. Although whether this is canonical
* Don Para becomes so afraid that he literally transforms into the painting for a few seconds in
* Don Pasquale. By the time the ruse is revealed, Pasquale learns that he's just not cut out for marriage, and he blesses Ernesto and Norina's marriage.
* Don Pasquale ends with the characters pointing out that the elderly shouldn't get married.

* Don Pasquale) to his beloved Norina at the beginning of the final scene. It's part of a scam to make Don Pasquale think his young wife "Sofronia" (actually Norina) is cheating on him, but the sentiments are genuine.
* Don Pygoscelis was eventually beaten in 2009, replaced by the seemingly-reformed Crimbomination... then in 2010, the Crimbomination became a
* Don Quijote. Its mascot is a blue penguin with the first syllable of his company's name (katakana "DO") emblazoned on his belly and his pink girlfriend has a giant heart on hers.
* Don Quixote: Al Donza, with "Al" being a prefix like Don, only Al Donza is her real name, and Don Quixote isn't his.
* Don Quixote classic novel of all time, and the source of the iconic windmill scene. It tends to be more talked about than reading, even among literary scholars...unless you went to school in a Hispanic country where the book is taught to you...maybe even several times through your school career.
* Donquixote Doflamingo and his crew in the Dressrosa Arc. During the end of Punk Hazard Arc/beginning of Dressrosa Arc, Doflamingo was a well-respected King of Dressrosa and one of the 'heroes' who helped to get rid of the tyrannical ruler
* Donquixote Doflamingo and the underground empire he founded on Dressrosa from
* Donquixote Doflamingo ate the Ito Ito no Mi (String-String Fruit). It allows him to create lethal
* Donquixote Doflamingo has one of these in the Dressrosa arc. His toy slaves have been freed, he's been outed as the fiend he truly is to his subjects and lost his stranglehold on Dressrosa, all his executives have either been defeated or pulled a Heel–Face Turn.
* Donquixote Doflamingo is a major underworld figure, supplying weapons left and right, having moles here and there, and even have enough political leverage to get the
* Donquixote Doflamingo is introduced as the kind of villain who'd cut loose anyone who
* Donquixote Doflamingo, one of the Seven Warlords of the Sea, used to be a World Noble because his father gave up the title to live as a commoner. But due to the atrocious acts of the World Nobles, many of the lower class, most of whom were previous victims, wasted no time in tracking them down to dole out retribution to them even though the Donquixote family was one of the more
* Donquixote Doflamingo used to dress the part when he started his criminal career (with the unique addition of the nifty pink feather mantle). Even though he doesn't anymore, he still acts it.
* Don Quixote. Don Quixote wants to revive this past that, at least for him, is troperrific. So, in chapter XLIX, part I, the Canon (who himself is a coveted fan of chivalry books) recriminates Don Quixote:
* Don Quixote Don Quixote will find in his adventures. He talks exclusively in this fashion when he engages with Don Quixote in a duel to the death. Even with that, Don Quixote understands him perfectly:
* Don Quixote: Even when all it’s only part of a scam, maid Altisidora gave Don Quixote three kerchiefs that later are stolen by bandits:
* Don Quixote fights an unending stream of foes; all of them existing only in his delusional mind. Chief among these is Friston the magician, an imaginary character who Quixote imagines as the thief of his books and the enchanter of the windmills.
* Don Quixote has Sancho Panza, whom he ropes into being his squire via promises of receiving some of Quixote's lands and wealth, and by convincing the simple Panza that his delusions are real.
* Don Quixote has several smaller novels inside of itself, one of this "The Impertinent Curious", a married man decides to put to test his wife's loyalty through his friend, all goes well until his friend happens to fall in love with his wife and runs off with her after performing a perfectly executed theater making the man believe his wife is faithful. The man eventually commits suicide when he finds out that he was the responsible all along.
* Don Quixote". Interestingly, in Cervantes Part 2 of Don Quixote, Quixote is infuriated that there is an imposter using his name. At one point Quixote meets Don

Alvaro Tarfe (a character created by Avellaneda) and "gets him to swear an affidavit that he has never met the true Don Quixote before".
* Don Quixote is also always depicted in an old but typical, complete, Medieval Knight's suit of plate with a close helmet (until he ditches it for the
* Don Quixote is also portrayed like this in the male villager's stories about her. We later find out these injuries were imagined, she was just being chaste and as she wisely points out, she can't help being beautiful.
* Don Quixote is a very old example; he read tons of books about knights and then thought he could be one.
* Don Quixote is Don Quixote, a delusional would-be knight errant who engages in a constant struggle against evil sorcerers and wicked monsters that exist only in his own mind. Most famously in chapter thirteen, he mistakes a group of windmills for "thirty or forty outrageous giants" despite his squire Sancho telling him that he is wrong, and gets thrown into the air by one of the sails when he sticks his lance into it.
* Don Quixote is framed by a historian finding stories about the "famed" knight.
* Don Quixote: Many characters (most memorably Andres, the flogged boy) react this way to Don Quixote's interference.
* Don Quixote, many critics consider it the first modern novel too, because it wasn't about ponies and princesses and was written by a commoner, not a nobleman.
* Don Quixote of one of his favorites. Disturbingly similar to some modern-day fandoms...
* Don Quixote of this trope. The hero Don Quixote, who believes himself to be a knight, claims to serve a beautiful, virtuous young lady, Dulcinea (really named Aldonza, but Don Quixote doesn't care), who is, in fact, nothing more than a peasant from his hometown, and, in some adaptations, a whore. Interestingly, in the original novel as well as in most adaptations, the actual character Dulcinea makes not a single appearance. He knows that the lady is nothing more than an excuse for the hero to have adventures, so he imagines his lady and begins to live his dreams!
* Don Quixote on this situation. In the Preface of the Author, Part I, Cervantes first denounces authors who claim that the verses they use in the preface of their books commending that work (a common literary practice at the time) were made by people claimed to be famous poets when it is easily discovered they were not, or worse yet, they were illiterate. And then Cervantes proceeds to make some commendatory verses of his own, and attribute them to wizards, knights, and damsels of other books. The following quote from a friend to Cervantes advises him to use this trope (and to ignore the critics):
* Don Quixote parodied this along with every other facet of chivalry. Dulcinea, the lady in question, has no idea that Don Quixote exists, yet he believes they have this relationship.
* Don Quixote, parodying the chivalric romance genre by showing what would happen if a crazy fanboy actually tried to be a knight errant in a mundane, often cynical setting where things like magic, free lodging for knights, and courtly love don’t actually work.
* Donquixote pirates are very fond of this trope. In addition to Law (mentioned above), Vergo, Buffalo, and Baby 5 joined the gang when they were kids, and Dellinger was raised by the gang from infancy.
* Don Quixote plays this trope perfectly straight with Dorotea, a girl who dress as a man who sets to get back her unfaithful lover in the first part of the novel. At the second part, this trope will be parodied and deconstructed
* Don Quixote,refers to this trope as "a saying" (Ch. 33), providing another indication that it's really even older.
* Don Quixote, Ruy Pérez de Viedma, a Spanish captain who was prisoner of the Moors. Curiously, this man, like the Priest, claims to know some guy called “de Saavedra”.
* Don Quixote: The legendary knight errant wannabe/Misadventurer/Badass uses his lance the most out of his three weapons. He also carries a sword and a shield, of course, but his lance features the most in his most famous adventures, especially the legendary battle with the windmills.

* Don Quixote: "The old proverb still holds good, thieves are never rogues among themselves."
* Don Quixote to come to him, he took a much more proactive approach to live out his chivalric fantasies.
* Don Quixote, U.S.A. the rebel forces in San Marcos, Los Descalzos, transmit weekly "fireside chats" by leader El Gavilan and his second-in-command Eduardo over a pirate radio station.
* Don Quixote, we can see that Cervantes wants us to admit that all this tale is a long sequence of lies and nonsense... just like all the chivalry books.
* Don Quixote, where the main character goes mad from reading too much chivalry novels, and believes he is a knight himself. During this time, it was believed reading could cause gout, catarrhs, wasting, indigestion, colick, crudities, vertigo, consumption, and wind (according to dr. Robert Burton).
* Don Quixote. Whether his beloved Dulcinea appears to be a garlic-chewing peasant, or our hero is transported from his inn chamber to fight a giant (who is actually a passel of wineskins hung above his bed), Don Quixote believes it is due to malevolent enchanters. In fact there is no magic occurring and Don Quixote is quite deluded when he believes such things. This trope is also the excuse that Don Quixote's housekeeper and the priest come up with when they burn down and seal up his library in an attempt to cure him. The book is making fun of earlier works that used this trope.
* Don Quixote, with the characters offering some pretty sharp criticisms.
* Don Quixote. Writing in the early 17th century, Cervantes decided to satirize both the genre and its main source.
* Don Quixote ("you mean Gulliver traveled to places other than Lilliput and Brobdingnag?").
* Don Rafael is dead by the end of Episode 1. However, his actions in this episode and the
* Don Rickles almost a decade after his death, to construct a new performance for Mr. Potato Head in honor of Rickles.
* Don Rickles passed away in 2017, but Mr. Potato Head is alive and well in
* Don Rickles, so it was clear that your (fill in the blank) wasn't being singled out.
* Don Rickles' stand ups was to go around the room trying to "insult" as many people in the audience as he possibly could.
* Don Rickles was constructed using years' worth of unused recordings from Rickles portraying the character.
* Don Rickles when a ketchup bottle was brought to the table, and abruptly picked it up and threw it against a wall, creating a massive mess. The entire restaurant went completely silent... except for Rickles, who, without missing a beat, asked: "Frank, can you pass the ketchup?" Sinatra burst out laughing, and the tense situation was defused.
* Don Rosa, a man sees a time-traveling Magica de Spell magically alter her clothes, and in the next panel his arm can be seen in the background, pouring out the beer he was drinking.
* Don Rosa, and no-one wants to buy jewelry they can't actually wear. Don't think too much about the actual science here...
* Don Rosa and Scrooge are listening to somebody else's phone-call, trying to discover attack plans against Scrooge's money bin that way.
* Don Rosa" and "The Black Knight Glorps Again", thanks to Arpin Lusene's suit of universal-solvent-coated armor. At one point Donald is blasted through a wall in a similar way by a sabotaged canon, and Lusène notes that this trick is much easier with his suit.
* Don Rosa. As he says on the linked page, this probably resulted in far more people reading the essay than if it had been published in a high-priced book aimed at hardcore fans and comics collectors.
* Don Rosa), asserting it's "for each of us duck fans to imagine in our own minds. I have my own idea, but after all, this is a Disney comic!"
* Don Rosa), but upon learning there's only two dozen of them they try and search

for some other people.
* Don Rosa comics, this was an important part of Duckburg's history. Cornelius Coot, Donald Duck's ancestor, received possession of an unclaimed territory named Drakeborough. Since no nation claimed it, a ship of Spanish privateers arrive to take it by force. Since he was alone and unarmed, Cornelius pretended to surrender and offered them a feast with a dish they had never seen before: corn. He tossed a bunch of ears into the fire, and when they started popping, the Spaniards were so spooked they ran for it and sailed away.
* Don Rosa Donald rushes back to the museum and begs for the birthday genie to reverse the spell; he does so, and the now-enlightened duck returns home to find a surprise party waiting for him.
* Don Rosa features a statue who is quite affronted at the thought of sharing Junior Woodchuck information with a non-woodchuck. Don Rosa quite likes these sorts of bonuses.
* Don Rosa first realized something was amiss at the contest because the sponsor's shadow was shaped like Flintheart Glomgold. (Magica had disguised him)
* Don Rosa has also drawn Magica de Spell with them — or at least with cleavage.
* Don Rosa has the trio fighting a villain on the flatcars of a train when the driver detaches the flatcars in order to save himself. Once they've defeated the villain, they remember that the other direction of the track is incomplete, and indeed ends right at the edge of a huge cliff. Incidentally, the track is a real one, completed in the early 1960s. Unfortunately for the protagonists, all Rosa's comics are set in the 1950s.
* Don Rosa has written a hidden dedication D.U.C.K (Dedicated to Uncle Carl from Keno) on each Donald Duck adventure he has drawn.
* Don Rosa himself said that he didn't show the scene because Disney wouldn't have allowed what he intended them to do.
* Don Rosa, his Finnish-themed story. In it, the Grim Reaper returns Scrooge McDuck's top hat and offers to allow him to take his fortune to the afterlife in exchange for a hundred dollars.
* Don Rosa invented by Gyro in the middle of Stonehenge since they can be certain that no other structures will have been there for several thousands years.
* Don Rosa is not the only Disney author that did that. In multiple Italian stories, via either time travel, flashbacks or other kinds of stories set in the past, Disney characters found themselves responsable of various events. Gus Goose invented the shape of the American Football doors, Donald Duck accidentally suggested the plot for
* Don Rosa, looking at it as having nothing in common with the comics.
* Don Rosa, "On Stolen Time", the Beagle Boys steal a stopwatch from Gyro Gearloose that freezes time anywhere outside a ten-meter radius of the device. Naturally, they use it to rob Scrooge blind, but also to mess with him by for instance, sticking a hundred "thank you" cards to his body while time has been stopped.
* Don Rosa: Scrooge leaves Scotland as a 13-year-old and briefly visits home when 18. In 1902, a 35-year-old Scrooge has earned a small fortune and attempts to resettle in Scotland. Having spent most of his life in the United States, South Africa, Australia, and Canada, Scrooge has problems being accepted by traditional Scottish villagers. Soon Scrooge decides to return to the United States, this time taking his two sisters with him.
* Don Rosa's "Guardians of the Lost Library", it seems that the Library of Alexandria is buried under a modern football stadium. A match is going on and the digging after the library will break it, which will be a breach of the rules. But Scrooge just says to the officials: "Okay, then I buy both teams and stadium."
* Don Rosa's "Incident at McDuck Tower" had Donald fall in a very cartoonish manner from a building, finally landing in a display in a grocery store. As a clerk helps him out he asks "St. Peter... why is heaven full of parsley?"
* Don Rosa smirking at this and exclaims, "Oh, shut up, nephew!" Donald smugly replies, "I didn't say a word."
* Don Rosa's story "Mythical Menagerie", Donald Duck tries to pull a prank on Huey,

Dewey, and Louie, who are going animal-spotting for a Junior Woodchucks merit badge, by gluing props onto farm animals to make made-up creatures... unfortunately, all the creatures Donald makes up are unwittingly based on creatures from mythology: A yellow rabbit with a horn? A mi'raj from India. A polka-dot cat? A gulon from Scandinavia, and so on.
* Don Rosa story, "Attack of the Hideous Space-Varmints", features an alien asteroid miner's hyperdrive beacon accidentally snatching Scrooge's money bin. When the Ducks go in hot pursuit, Scrooge (a veteran prospector himself) makes friends with the Asteroid Miner patriarch.
* Don Rosa story "Cash Flow", a bank of switches on the money bin's security system allow for the release of "Big Dogs", "Mean Dogs", and "Big, Mean Dogs".
* Don Rosa story "Fortune on the Rocks". For example, when Scrooge and his nephews are preparing to climb a craggy mountain:
* Don Rosa that it has to be fake, since they're living in the 50s and the award reads "1995" with big letters. Rosa compares his relationship with the rule to the below-mentioned joke in Roger Rabbit.
* Don Rosa, where Donald gets buried alive while digging for rare coins in Uncle Scrooge's money bin.
* Don Sebastiano, or "The Don" (as he is also known), is a major campus supervillain, and enjoys romancing women. Once he's gotten what he's after he likes to dump them with as much public humiliation as he can arrange. He seems to enjoy the 'hurting them' part more than the 'boinking them' part, which makes this more like a
* dons his glasses when it's time to look clever (borrowed from the Fifth Doctor).
* Don Shula was an NFL coach from 1963-95 and retired with the most wins by a head coach in NFL history; to go with two Super Bowl titles (the first of which famously concluded the Miami Dolphins' perfect season). However, his first decade as a head coach was this in spades.
* Don Siegel, director of the original film, also appears in the remake as a cab driver.
* Don sleeps with his secretary Allison when he's wasted and she helped him to get home. She feels exploited by him because he pretended like nothing happened.
* Don starts sleeping with Faye Miller. She is a marketing researcher hired by SCDP, and probably the healthiest of Don's post-divorce relationships. They kept it secret from all people in the office, and not many knew about it because Faye left the job when SCDP lost their tobacco account.
* Don starts sleeping with Faye Miller. She is a marketing researcher hired by SCDP, and probably the healthiest of Don's post-divorce relationships, until he screws it up. They kept it secret from all people in the office.
* don't admit they're under attack by zombies when they call for help, but by people who've gone murderously insane "like rabies, only it's a lot faster". They're not trying to lure in victims, they just know the emergency responders will never believe the truth.
* don't agree that this is a wholly good and desirable thing. The American Media Empire still works the classical way, though - spread out across the globe and introduce everyone to "The American Way", with movies, music, literature and video games which are distinctly American overtaking the charts in other nations. Like the former, not everyone agrees that this is a good thing.
* "Don't Ask, Don't Tell" basically applied this principle to the law against gays enlisting in the U.S. military. It was still illegal, but it was also against regulations to try to find out about it. Annoyingly enough, it's the "trying to find out about it" side of things that often involved more cheating.
* (don't ask) from Homer Simpson. Though rather than interrupting the broadcast, he was just running from studio to studio as Homer changed channels.
* don't ask) interrupts him just as he's about to kiss what is clearly an attractive woman. The singer pulls off her wig (and only a wig), revealing an ugly guy in drag, complete with facial hair.
* Don't Ask, Just Run trying to fight back is a pretty meaningless exercise.
* Don't ask your local vet nurse when they're going to veterinary school; they

won't be amused.
* don't attend church regularly than it is to find non-religious people who do, if there are any.
* don't at the Adeptus Mechanicus for stealing a relic they've spent 1000 years trying to find after it was lost.
* "Don't Axe Me": The Barnyard Dawg squeals on Daffy for Elmer to catch him, which he has been trying to for the whole short.
* Don't be a bullfighter, because kindness is righter, Says Popeye the Sailor Man.
* Don't be a dick. If you engage in behavior that makes other users' lives unpleasant, you are subject to being suspended or banned even if you are technically following our rules.
* "Don't be afraid of the dark ... be afraid of what it hides ..." —
* Don't Be Afraid of the Dark, but only because the unsuspecting father stops listening at the grate and turns away before the evil faeries can shove a sharpened piece of wire into his ear.
* Don't Be Afraid Of The Dark, in which the characters are confined to a mansion due to both an inmate from the local asylum being loose and a relative's will stating that they forfeit their inheritance if they leave.
* Don't Be Afraid of the Dark, Kim is pulled into the cellar grating by the homunculi, and her leg snaps at the hip to stick up past her head as she's forced through the opening.
* Don't Be Afraid of the Dark seems fond of the trope) has its little horrors entirely too interested in young children sleeping in the mansion they call home.
* Don't Be a Menace, Dashiki explains that her name is Swahili for "doggy-style".
* Don't Be a Menace to South Central While Drinking Your Juice in the Hood.
* Don't Be a Menace to South Central While Drinking Your Juice in the Hood after a character proudly declares to have raped another man in prison. Cue the shocked expressions from his friends.
* Don't Be a Menace to South Central While Drinking Your Juice in the Hood consistently harass Ashtray and Loc Dog while they're frequenting their store, while completely ignoring the white customer who is robbing them blind in plain view of everyone.
* Don't Be a Menace to South Central While Drinking Your Juice in the Hood, one of the characters appears to be making a play at an attractive black woman, who seems receptive to his advances. However it turns out he's actually talking to a white woman behind her, who is... rather unattractive. He defends himself to his friend by implying that it's revenge on white people for centuries of slavery and injustice.
* Don't Be a Menace to South Central While Drinking Your Juice in the Hood parody of the genre. Ashtray is left by his mother to live with his estranged father (who is literally younger than him) in the hood. While hanging out with his crazy cousin Loc Dog and their friends, he quickly gets caught up in violence and crime.
* Don't Be a Menace to South Central While Drinking Your Juice in the Hood, where Loc Dog names his homies as he pours his bottle over a fence... the camera then pans down to a knothole in the fence where you see he's actually pouring it over their bodies on the other side.
* Don't Be a Menace to South Central While Drinking Your Juice in the Hood, which has an actual random white guy running around the hood, doing everything he can to keep the black man down, to the point where he shoots one of the main character's friends to keep him out of college.
* don't be a Wild Card, so Luthor has found it safest to just include him in his plans in some capacity and at least try to get him to cooperate. The alternative is leaving him out and praying he doesn't invite himself to the party.
* Don't Become an Otaku, Shinozaki-san!: Akina Shinozaki loves clothes and fashion and even plans to become friends with her otaku classmate Kaede to draw her out of the otaku life. This backfires, causing Akina to become more of an otaku and results in things like Akina spending more than two hours designing an MMORPG avatar.
* Don't Become an Otaku, Shinozaki-san! are also quick to realize that she has a

major crush on Kaede, another thing Akina thinks she's hidden.
* Don't Become an Otaku, Shinozaki-san! as the oddball of the classroom.
* Don't Become an Otaku, Shinozaki-san! for both being interested in girls and being an otaku. As Akina's still in denial on both points, it's a toss-up as to which is the bigger closet.
* Don't Become an Otaku, Shinozaki-san! Hibari. Despite being the main character, Akina herself gets one in chapter 17, where she gets to take her otaku friends clothes shopping like she's always wanted.
* Don't Become an Otaku, Shinozaki-san! Kaede gets pushed into Akina while in a crowd rush. Poor Micchy is not so lucky and just gets squished up against a wall. In a later chapter, Akina gets shoved into Ayu's chest, much to her enjoyment, then Kaede's which almost kills her.
* Don't Become an Otaku, Shinozaki-san!, Kaede thinks she can play baseball after reading manga about it. She quickly gets beaned in the head by a fly ball.
* Don't Become an Otaku, Shinozaki-san! often accompany her overreactions.
* Don't Become an Otaku, Shinozaki-san! personality when discussing her favorite Yaoi pairings.
* Don't be like this me.". Later, NFL stars like Tony Romo, the Mannings, and Randy Moss did similar commercials (Arts-&-Craftsy Tony Romo, Bad Comedian Eli Manning, Petite Randy Moss, and High-Pitched Voice Peyton Manning).
* Don't Be Ridiculous: A character dismisses another character's beliefs or observations as being absurd, before giving a correction that's just as (or even more) ludicrous than the other person's statement.
* Don't Be Ridiculous: Someone makes a ridiculous statement. Another person corrects the other person's observation or belief before giving a statement that's just as (or even more) ridiculous.
* Don't Blink: The resort where the story takes place. It is a visually normal place, but the weather behaves oddly, being both warmer and colder than what it should be and it could snow in a second. There's a bizarre phenomenon where, if no one is looking at you, you might disappear.
* Don't Bother to Knock Jed tells Lyn about his night, saying that when he left Bunny was safe in bed. It then dawns on him that Bunny was in the wrong bed and wasn’t moving (because she was bound and gagged.)
* don't bother trying to assassinate Hitler to prevent this either, clever dick; you'll just make things worse
* Don't Breathe a squeaky floorboard in the living room gives away the intruders' location to the Blind Man.
* Don't Breathe features a young woman held captive beneath a house in a padded room. An escalation of the trope occurs when the first Bunker Woman is freed (and ultimately killed), the film's villain captures the woman who tried to free her and attempts to keep her in his underground prison as a replacement.
* Don't Breathe takes place in the only inhabited house in an otherwise deserted neighborhood in Detroit. Before breaking in, the thieves establish that there are no neighbors for several blocks. This means that no one will hear any gunshots, and no one will be calling the cops or coming to help.
* Don't Breathe: The burglars think that the Blind Man is fighting back to protect his money. What he's really defending, however, is his kidnapped hostage in the basement, carrying his child.
* Don't Breathe, the protagonists attempt to escape through the Blind Man's creepy basement, which is a twisting maze of cabinets, shelves and benches. It gets even more nightmarish when the Blind Man cuts the power, plunging the basement into total darkness.
* don't bring a flyer then s/he has wasted valuable points on a useless weapon. As a result, hardly anybody uses them.
* Don't Butt in Line, if You Can't Pay the Fine. When politeness doesn't get a five-year-old anywhere, adult language does.
* Don't called Dwarfs "Dwarves." The former is the plural in Warhammer Fantasy, the latter is the plural in
* Don't call Elsa a villain. Yes, she was originally written as one and maybe some

of her actions are questionable, even if they're accidents, but the fandom will
* Don't call it "tilting" instead of "nudging". Pinball enthusiasts will remind you that "tilting" is what happens when you excessively nudge the table and void your current ball as a result.
* Don't Call Me Ishmael!, bullies transform the protagonist's name from 'Ishmael Leseur' into 'Stalepiss Manure'.
* Don't Call Me Ishmael! can't see without his glasses, which becomes a problem when he tries to play sports. He once loses them during a volleyball match and can't find them, leading to the match to end in complete chaos because people trip over him as he is searching for the glasses.
* Don't Call Me Ishmael! doesn't speak much, particularly in the beginning of the series. This is because he often zones out into his own world and because he has very low self-confidence due to being bullied for his weight. He becomes a bit more talkative when he makes friends with the rest of the debate team.
* Don't Call Me Ishmael!, fits. Failing his subjects, described as "wasting his potential".
* Don't Call Me Ishmael! for the first time. This happens right after he was brilliantly debating.
* Don't Call Me Ishmael! get together with Kelly or go on dates with other girls.
* Don't Call Me Ishmael!. His grades are terrible and he isn't very intelligent, but he is very sociable and fun-loving.
* Don't Call Me Ishmael! is the second kind. He's yearned for Kelly since the first time he saw her, even when she was in a relationship with someone else or out of the country.
* Don't Call Me Ishmael!. It takes a long time for him to become more self-confident and stand up for himself. At the beginning of the first book he lets bullies walk all over him, but this slowly changes when he joins the debate team.
* Don't Call Me Ishmael! joins the debate team to meet girls at debates, flirts with nearly every girl he meets, and fancies himself a casanova, but he is devoted to his girlfriend Sally and perfectly willing to wait until she wants to have sex.
* Don't Call Me Ishmael! Kelly, Scobie doesn't join in on the others making fun of the incident. Until...
* Don't Call Me Ishmael!. She knows every Beatles song ever recorded and can play most of them on three different instruments. She is named after their song 'Dear Prudence'. Her brother comments that she even looks like one of them.
* Don't Call Me Ishmael! talks quickly, loudly and constantly. His cousin Cindy even more so, when she's talking Razz himself can't get a word in.
* Don't Call Me Ishmael! that have nothing to do with the conversation the others are having. His mother makes him join the debate team so he will develop social skills, but he doesn't get much better over the course of the series.
* Don't Call Me Ishmael! tries to be this, but his attempts at any kind of sport fail miserably.
* Don't Call Me Ishmael! uses him as an example of how not to wear the school uniform and Razz pretends to be on a catwalk.
* Don't call Peppermint Patty just "Patty". There is already a separate character named "Patty".
* Don't Care High = A Bruno and Boots-esque team at the world's most apathetic high school.
* Dont Care High: Or rather triplet switch, the LaPaz's sometimes switch classes with each other to do better on tests in subjects where one of them is stronger than the others. They are impressed when Mike (or rather Paul pretending that Mike told him) figures this out.
* Don't Care High, Sheldon and Paul get kicked out of Geography class (the class before lunch) for laughing hysterically at another student's mistake. Sheldon is happy about this because they now have a two-hour lunch break.
* Don't Celebrate Just Yet: The heroes defeat a villain but realize they still have to take care of something else that's occurring.
* don't claim Carroll was a pedophile, repressed or otherwise. essay on how whichever myth you claimed as truth came to be, and a healthy helping of evidence

debunking it.
* don't claim that Java and JavaScript are essentially the same thing. As any computer science teacher will tell you, the only thing they have in common is the word "Java" in their names.
* Don't Come A-Knockin': Implying Auto Erotica by showing a car swerving about.
* Don't confuse tension with fear. If the hero is in trouble, but you know he'll make it out okay at the end, it's probably not Nightmare Fuel unless the threat is especially disturbing.
* "Don't Cost Nothing / Empire City", sung by Steven and Greg in "Mr. Greg" about how to spend Greg's money, and then about the city of Empire City.
* Don't Cramp My Style, the one story contributed by a male author was "The Heroic Quest of Douglas McGawain", by David Lubar, in which — you guessed it — the title character buys tampons for his girlfriend. The female cashier is impressed, saying "it takes a real man to buy tampons for a lady".
* don't delete your post." and made the point that leaving such posts up would also bring ridicule and ostracization to those who posted them rather than allowing for cover with them being deleted.
* don't die by blood loss if they lose a limb. Go see a mantis feed, as an example.
* don't directly tamper with official game resources the names of the franchise on their titles. See first entry on Anime/Manga folder.
* Don't discount them though; they absolutely have their moments. For a brief time during the
* "Don't do it! It's suicide!" But he refused to listen and hanged himself anyway.
* "Don't do that, Jimmy. The contents of that bottle must never be exposed to heat!"
* don't do this, at least in higher levels of play. Overextending while chasing a wounded enemy hero is a very good way to get isolated from your team and killed, meaning you feed the enemy team experience and cost your side a player while you wait to respawn, for no benefit.
* "Don't Download This Song" is an example of Weird Al doing satire. Made even funnier due to the fact that it was offered as a free download on many sites. Including his own.
* Don't Download This Song of Very Bad Things that will happen to you if you pirated the song off the Internet. Of course, part of the joke was that this was a preview track for the album it was on that was available as a free download.
* Don't Drink the Water bickering like the old married couple they are...until Marion starts to cry with worry over their escape plan. Walter finally calms his brash demeanor to comfort her and the two remember their first few dates together.
* Don't Drink The Water early in his career, is set in the American embassy of an unnamed Soviet Ruritania.
* Don't Drink the Water, is embarrassingly incompetent at his job and only has it because his dad is the boss. He really is a good guy, he's just in the wrong career.
* Don't Eat and Swim hundreds of times. There are no recorded instances of drownings or near-drownings caused by cramps developed from eating. And there's multiple experiments all across the Internet that show people eating meals, going swimming instantly after they're done, and getting no cramps at all. If this trope gets used these days, it's going to be exaggerated for the sake of comedy, like a character just dipping their toe in the water and suddenly developing cramps all across their body.
* Don't Eat the Pictures: Sesame Street at the Metropolitan Museum of Art, the adults keep barely missing Big Bird at the beginning when they are trying to find him before the museum closes. And then there's the various scenes where the night guard barely misses Big Bird, Snuffy, and the Prince....
* Don't enlist the aid of another Guild or a member of another Guild without the Guildmaster's approval.
* Dont Escape 3 has a similar premise, with the player character realizing he's infected by a parasitic alien crystal and struggling to destroy all traces of it before rescuers are infected as well.

* Don't Escape 3, the AG quests corresponding to the in-game achievements were only added after the game had been up for a while and, as a result, a lot of players had gotten them already. To prevent players from having to do the same things twice, the quests were coded so that going to the achievements page in-game would trigger the completion of any quest whose corresponding achievement was already completed.
* Don't Escape has the mysterious crystal being capable of doing this if it infects a human being's insides, eventually growing too large to contain.
* Don't Escape—the protagonist is a werewolf whose goal is to lock himself in as best he can before he transforms and becomes a danger.
* Don't Escape, particularly 4 Days in a Wasteland, includes these to fend off of huge spiders and/or bandits on days 1 and 3 respectively.
* Don't Escape. The hero is a werewolf who realizes he's only got a few hours before the moon rises, and must try to restrain himself as best he can.
* Don't Escape Unlike most examples, the ship actually seems quite pleasant to live in.
* Don't Escape: When you get to the Sidereal Plexus lab on Day 3, whilst trying to get in the roof will collapse, ordinarily leaving Barry and Cody both in danger. If you happen to get to that point in the game having not recruited Barry or Cody, the roof still collapses, but the game treats it much less dramatically (with the music that usually plays absent) since nobody is in danger.
* Don't Escape: You can dig a trap hole which will disable 15 zombies. When improved with sharp sticks at the bottom, it will disable 20 zombies. If you're callous enough to toss your allies Jeremy and Father Bernard down there instead of setting up the stick trap, it will disable a net total of 30 zombies (15 from the pit and 25 from the zombies being more interested in eating them than you, but 10 more zombies will be attracted by you shooting them).
* don't even notice the stand-in. Oh yeah, he went on to win the race.
* Don't ever hurt or kill one of Willow Rosenberg's girlfriends, lest you want to end up
* don't). Except for the Tau using mind-controlling pheromones to keep its population and "allies" under control. Yeah, just that little detail. Move along, citizen.
* Don't Explain the Joke: A character makes a joke and then ruins it by going to the trouble of explaining the joke.
* Don't Fear the ReaperDeath can be a benevolent figure, especially when an angel is assigned that role.
* Don't Fear the Roofer randomly enters and explains that Bart's vision was coincidentally obscured by a brief mini-black hole forming between him and Ray.
* Don't feel like (or can't) torrent? Uncomfortable with fansubs? The below mentioned
* "Don't fight Frieza." Naturally, he does so in order to save his son and friends, but also because he
* "Don't fight Majin-Vegeta because the energy from the fight will awaken Buu." Wild guess what happens there.
* don't follow the Clan Warrior rules are very difficult to deal with.
* "don't follow these instructions or this grape juice will turn into wine".
* Don't forget about Claudia (though perhaps to a lesser extent) as it's implied that she and Louis (one of her 'vampire fathers') have romantic feelings for each other, which is a source of
* Don't forget about Sakura. She's this around Sasuke, especially in Part I. The scene in the hospital shows it quite well, with Sakura not doing anything to call Sasuke out on his actions.
* "Don't Forget About Us" and her exceptionally famous "We Belong Together" definitely do count.
* Don't forget balancing out overpowered equipment (such as making Excalibur's Haste effect temporary instead of permanent), giving previously useless equipment like most daggers a reason to be used via stat boosts or special effects, balancing out overpowered classes (I'm looking at you,
* Don't forget Beauty, the core hound boss in Blackwing with her litter of pups

Lucky, Spot, Buster.. and Runty. Runty stays in the back during the fight and hides and is a nonissue through the fight, yet he is still targetable and even killable. If you do, though, prepare for a world of pain from his mother who gains a
* Don't forget Bonnie from the first volume, who conceals a strangling cord inside her prosthetic thumb, and a shotgun in her leg. And the foot of that leg apparently contains a remote-controlled bomb.
* Don't forget brown. Brown robes meant that you didn't go through with the test.
* Don't forget Burger Jerk, Fishy Joe's, or Chizzler. It's debatable, depending on what you hear, whether Molten Boron is a brand or a state. "No one does/nt/it like Molten Boron".
* Don't forget David and Rachel. After two books with no interaction, Rachel swears to kill David after he
* Don't forget Domon combined the Exploding God Finger/Erupting Burning Finger with the Sekiha Tenkyoken, which, like everything else in that series, is surrounded by
* Don't forget Dr. River Song trying to get the Doctor's attention by
* Don't forget his laws-of-thermodynamics-be-damned dispenser, and the fact that he can make one from scratch using the raw metal of a
* Don't forget how the Romulans and Klingons tended to fly around in the same stock footage, though that is explained
* Don't forget Keroro's which includes Tamama, Mois, Pururu and in one episode Karara (in that episode they're all seen together, it doesn't go very well). It's also possibly included a girl who likes gunpla and Sumomo (only in the manga)
* Don't forget; Lelouch is only 17 when the series begins. Older than most of the examples on this page, but still a little young for the kind of
* Don't forget main character Chaz, who has the entire spectrum of single-target healing spells, several status-effect removing spells, and the lower level revival spell. In addition to being a swordfighter and capable of shooting lasers from his hands.
* Don't forget most of the second season, like Hiro finding out that Adam killed his father when it was already incredibly obvious in Peter's storyline.
* Don't forget 'My dark and wicked lovelies', used occasionally for members of the dark court.
* Don't forget "My My, Hey Hey (Out of the Blue)" and its variation "Hey Hey, My My (Into the Black)".
* Don't forget Saltgunners (overall Fandom), Mooseketeers (Sam/Jared Padalecki Fans) and Twicksters (Fan of Trickster/Gabe)
* Don't forget some of the songs from "New American Gospel", a radio station even had a competition where the fans had to try and decipher the lyrics to the song "Black Label"
* Don't forget "Stinking Fish Realty. With a name this bad, we've gotta be good."
* Don't forget that a woman who worked for one of the charities they went through to find people to donate the cars to approached them and threatened to sue them because one of the cars was two years older than she had been told it was... even though it was a charitable donation.
* Don't forget that Buffy gets a drawing as a gift from a kid that she saved. Even her mother liked it, despite the fact it was a gruesome and bloody display of her killing the
* Don't forget that taking the stuff will create a mystical bond between the user and the vampire it came from, allowing them to feel each others emotions, making the user sexually attracted to the vampire in question, and at least to an extent allowing the vampire to keep track of the user, though the extent of how well this works is unclear.
* Don't forget that the testing (and thus presumably use) of those takes place in a nebula, which means plenty of background noise (including, judging from the game's nebulae, thermal) to hide your ship in AND you have a hard time even seeing it with your own eyes.
* Don't forget the demon that turned the Internet and any computer connected to it into his plaything, trying to romance Willow.

* Don't forget the discussions about their producer roles, Wisconsin Dells, Krispy-Kreme Donuts, and the Jack in the Box drive-thru.
* Don't forget the Doritos ad from Super Bowl XLIII. The one where the boss gets
* Don't forget the Eldar Storm Serpent in Epic, this thing doesn't carry infantry like a normal APC but has an in built webway gate which can pump out as many reinforcements as you need from half the galaxy away.
* Don't forget the exact details of Largo's first meeting with Erika. His near-fatal error of thinking her breasts weren't real and that she padded her Kasumi outfit was followed by his being asked in Japanese "Want me to break your other arm so you have a matched set?" most definitely didn't point at 'cute', rather 'keep your distance, you perv.'
* Don't forget the Gadessa's GN Mega Launcher, or the GN Particle Cannon on
* Don't forget the giant snake, it's bad enough knowing that they can get pretty big in real life.
* Don't forget "The Golden Age of Ballooning" episode, riffing on the Montgolfier Bros. and Ferdinand Von Zeppelin. Notably a scene where Zeppelin's brother(Terry Jones) tried to blow up a giant balloon, only to have the air rush back into his lungs, inflating himself(and tearing off his clothes), turning himself into a giant balloon.
* Don't forget the good ol' Type 61, with its double 150/155mm cannons, in MS Igloo 2, King of Ground battles.
* Don't forget the laser-firing skeletons, the armor-wearing blade Masters, and the amusing skeletons called
* Don't forget the Magella Attack! It's a tank whose turret can detach and fly. A
* Don't forget the nursery-rhyme bit at the end of the "Guaranteed Eternal Sanctuary Man" segment of "Supper's Ready."
* Don't Forget the Oatmeal book, Ernie writes down a shopping list for his and Bert's trip to the supermarket, but since he forgets to write down "Oatmeal", Bert ties a string around his finger to help him remember. Cookie Monster goes to the supermarket around the same time as Ernie and Bert due it having a big sale on cookies. When Cookie reaches the cookie aisle, he eats every cookie in sight, making a huge mess of the store. Ernie and Bert help Cookie clean up and remind him to pay for the cookies he had broken and eaten, and when they arrive home, Bert still has the string around his finger, realizing that he and Ernie forgot to buy the oatmeal.
* Don't forget the planets that the good guys borrowed from the other dimension, which has the speed of light as a low bound (ie, everything in it is moving much much faster than light). Transporting two of these planets to our dimension on a collision course such that they meet with the bad guys planet between them,
* Don't forget "The Return of Harmony pt. 2" Twilight is finally able to locate the Elements of Harmony.
* Don't forget the Soulknife, a character class that can make an energy sword out of pure will!
* Don't forget the time Ichigo failed to land a scratch on Ulquiorra, but succeeded in
* Don't forget the very popular "Beefy Bob's" burger joints, good enough for superheroes on a low-profile date. The city also has an ample supply of "Astro-Mart" convenience stores.
* Don't forget the Virtual Reality and Augmented Reality interfaces, which can look like
* Don't forget this line: "...and when she opened the closet door, all the clothes were
* Don't forget Timmy's hero look from the special "Abra-Catastrophe!"
* "Don't forget to change your—" "Alright, mom! Jeez!" Done regardless of who (friends, neighbors) or what (television cameras) is nearby, either. In the English dub, Delia is reminding Ash to change his underwear. In the original Japanese, she's reminding him to brush his teeth. The English dub exaggerated this as it has Delia embarrassing Ash more than she originally did.
* Don't forget Vader's cool chair in his meditation chamber. It's unique in that,

rather than being the typical throne, it's low enough that Vader has to cross his legs when sitting in it.
* Don't forget variable geometry turbos where through various methods (Adjusting the turbine vanes for an example)
* Don't forget when John mentioned the title of the strip, quickly followed by a smack from "God's Hand", and a firm verbal downtalking. Leave the question: who did the slapping? Ryan or Lar?
* Don't forget when she decided she needed to wear the school's 'pacifist' and 'ultra-violent' armbands, and just switch off on different days.
* "Don't forget, you're here forever." Of course, despite that, Homer actually
* Don't forget Zhaan's traditional Delvian mysticism, which lends itself to the occasional
* Don't Fuck With The Culture. It's a well known maxim. Nasty things tend to happen to people who do.
* Don't get involved in non-Guild thievery within the Guild's territory.
* don't get us started on game balance issues involving the non-combat classes!
* Don't give someone a "thumbs up" gesture in a Middle Eastern country, as it basically means "up yours!"
* Don't Go Inn In this case the slow rate of very carefully concealed disappearances and the friendly Enzeem work to make sure a small but not insignificant number of people stop by.
* Don't Go in the House hears voices that we assume are just auditory hallucinations, though as he's dying they call him a failure and say they'll find someone else. Before the credits role, another abused little boy is shown hearing similar voices.
* "Don't Go in the Woods" by Calibretto begins with a single bell toll.
* Don't Go in the Woods film follows four campers who are confronted by a murderous woodsman slaying hikers on a wooded mountainside.
* Don't Go in the Woods: Forests are full of all kinds of scary and dangerous things hiding between the trees, so one must be careful to never get lost in them.
* Don't Go in the Woods: Going into the wood triggers the tale. This is not a good thing.
* Don't Go in the Woods: Terrible things happen to those who wander into the forest.
* Don't Go to Jail!: Saul against the temptation to represent themselves.
* Don't Go To Sleep towards Matt according to their mother, even though they constantly torment Matt when their mother is away.
* Don't go to The Couch and call yourself a couchie. That is, unless everyone kisses your ass. Otherwise sit back and watch the flames.
* Don't Hang Up centers on a group of teenagers who become internet celebrities for their prank calls, until they receive a phone call from a "Mr. Lee", who proceeds to torture and kill them to teach them a lesson about their prank calls.
* don't have last names. This makes the human raised Shadow Robotnik and Amy Rose stand out amongst their kind. Shadow was created and raised by humans, while Amy grew up in a mainly human orphanage.
* Don't Have Money!. For example, where motorcycles are more common than cars and mark them as middle-lower income class, you will tend to find them more blatantly disregarding the traffic rules. Going against the normal direction in a one-way street is just the tip of the iceberg, and their excuse is often that motorcycles are easier to handle than a car and they can afford to do such stunts, or that they're less privileged and thus should be exempt from certain rules.
* don't have shields (or don't have them on, because they're uncomfortable to wear for long periods), the blades are for when they do.
* don't have smells, and so can't rule out the possibility that they do.
* don't have the diary, then you have either the map or good ol' fashioned ingenuity.
* don't have these. Their humble, homebody, rural-England aesthetic doesn't go with busy cities or ancient works of peerless engineering.
* Don't Haze Me: Falcon Sentinel is predominantly an annoying new villain who won't

stop following Kim. But, when angered, he's dangerous. Shego learns this when he beats her up. Falcon Sentinel's increasing violence leads to Kim shooting him in self-defense when he tries to kill her.
* Don't Haze Me Kim turns to the dark side when she goes solo and asks Shego to help her purge the world of terrible people. While Kim might be trying to "fix" the world, their murder sprees and other criminal deeds make them outlaws on-the-run.
* Don "The Jackyl"/"Cyrus" Callis: Debuted in 1989 as Don Casablancas.
* Don "The Jackyl"/"Cyrus" Callis: Debuted in Canada in 1989, arrived in WWE in 1997.
* don't, his regular clarification that "the 'o' is silent" often being a very rapid-fire throwaway line. Fans have taken to spelling his name "Blitzø" to indicate the pronunciation he likes, with the "ø" representing an "o" that's been crossed out.
* don't. However, the expectation for this campaign is for its users to put the pieces together, as the site contains additional resources and services as a companion.
* "Don't Hug Me I'm Scared 2 - TIME": The camera zooms in on the Yellow Guy's hears as they begin bleeding, and it goes right into the characters' face as they
* "Don't Hug Me I'm Scared 3": The camera centers on the egg as the bloody maggot pops from it and gets smashed by Duck Guy.
* "Don't Hug Me I'm Scared 4": Colin's "digital mind", which is really more a collection of gore, pops out of his head as the camera cuts closer to him.
* Don't Hug Me I'm Scared 4", when Red Guy asks about the relevance of the Internet, the talking computer hesitates.
* Don't Hug Me I'm Scared, after Red Guy touches Colin, it harshly launches the puppets into its virtual world, signaled by a disturbing sequence containing visuals of them being distorted and glitched to hell and back.
* Don't Hug Me I'm Scared: After the CREATIVITY EXPLOSION from the first episode, the puppets are sitting around, confused as to what the hell just happened. Sketchbook says they should all agree to never be creative again.
* Don't Hug Me I'm Scared and quite creepy, Tony is portrayed in an even more malicious way.
* Don't Hug Me I'm Scared" and Red Guy almost reveals his name, but he's interrupted.
* "Don't Hug Me I'm Scared": As the camera zooms in on one of the characters cutting a cake, it's evident it's actually made of organs on the inside.
* Don't Hug Me I'm Scared as they rot away to expose muscles, veins, and eventually bones.
* Don't Hug Me I'm Scared, Duck Guy gets his organs removed and eaten alive.
* Don't Hug Me I'm Scared explanation on how the digestive system works makes no sense. They ignore him and continue to sing their health song with greater volume.
* Don't Hug Me I'm Scared has almost no inflection in his voice, even when he's supposed to be singing, creating a humorous contrast to the more excitable teachers like the time-obsessed Clock.
* Don't Hug Me I'm Scared has a wanted poster when the main characters time travel to the Victorian era.
* Don't Hug Me I'm Scared has Malcolm, a gigantic gravel-munching stone head who's worshipped by a talking butterfly and his band of deranged love cultists. It makes about as much sense as it sounds.
* Don't Hug Me I'm Scared has "Now let's all agree to never be creative again."
* Don't Hug Me I'm Scared has Red Guy tuning into a conversation three other Red Guys are having at a nearby table.
* Don't Hug Me I'm Scared is brutally eaten in the fifth episode and left dead for the final, sixth episode. However, his friend begins to fidget with the computer that seems to control their absurd world, which has the side effect of briefly bringing Duck Guy back to reprise a small part of a song from the second episode before the computer glitches out and turns him into someone else.
* Don't Hug Me I'm Scared is extremely creepy and sketchy, saying nothing and only staring at the viewer with dead eyes. He's later shown viewing what appears to be a

heavily-pixellated porn site.
* Don't Hug Me I'm Scared is June 19th, a date that has been referenced multiple times throughout the series.
* Don't Hug Me I'm Scared is named Sketchbook, not Notepad. And they are not female, their gender is ambiguous (though the latter isn't helped by them having a female voice actor).
* Don't Hug Me I'm Scared just wants to be left alone with his friends, rather than having to be taught by a time-traveling clock or a magical sketchbook.
* Don't Hug Me I'm Scared Malcolm, as a jerrycan sits in front of the camera and the statue goes up in flames. The can has an interesting symbol on it, implying that the arsonists are the same people who kidnapped Yellow, Red and Duck in the Kickstarter kidnapping arc.
* Don't Hug Me, I'm Scared only gets weirder. It has 2D animation parts and shows an impressive case of making dolls morph into...something.
* Don't Hug Me I'm Scared series is mostly comedy with one scene of pure horror plus some mildly creepy imagery, with the exception of the last two, which are closer to the middle of the spectrum.
* Don't Hug Me I'm Scared sing about healthy foods but the problem is their views on what is healthy are messed up. 'Bland' and plain-looking foods like bread and cream are healthy no matter how processed they are while 'fancy foods' like eggs, vegetables, and fruits are unhealthy. Later they even say white sauce - something they encouraged seconds before - is bad for you.
* Don't Hug Me I'm Scared suddenly has one by the sixth episode and uses it to grab Red Guy by the shoulder, notably disturbing him.
* Don't Hug Me I'm Scared takes place in a beautiful and vivacious world of felt, covering the cruelty and evil of some of the world's inhabitants.
* Don't Hug Me I'm Scared, the antagonists treat them like children, but the photos of them on their wall reads 19/06/55, which makes them quite old if home computers exist. The sixth episode shows a picture of Red Guy in a cap and gown with a diploma and implies that he works at an office, suggesting that he is at least a young adult.
* Don't Hug Me I'm Scared, the page from the anthropomorphic Sketchbook with her face on it is briefly shown on the ground. Given that she's a sketchbook, it could very well be the equivalent of this trope for her.
* Don't Hug Me I'm Scared The sequels are at least as terrifyingly bizarre as the original.
* Don't Hug Me I'm Scared, the teacher of the video silences a dissenting student by screeching louder and louder until the student's ears begin to bleed.
* Don't Hug Me I'm Scared. The way his arms stretch beyond their natural length, along with his ability to slip into random scenes without drawing attention to himself, the way the music changes whenever he appears as well as the fact that Red Guy was teleported right after making eye contact with him make him seem far too abnormal for such a crudely made puppet.
* Don't Hug Me I'm Scared. This formula is broken in episode 4, which ends with Duck Guy and Yellow Guy still trapped in the digital world and Red Guy apparently dead, and is ignored for the rest of the series.
* Don't Hug Me I'm Scared, Tony the Talking Clock's voice cracks on the fourth line when he switches from speaking his lines to singing them.
* Doña Bárbara) ends the feud with Lorenzo Barquero, both of them the last of their family.
* Doña Barbara, wrote most of the characters based on people he knew or heard about during his travels through the Venezuelan flatlands.
* Doña Cleotilde's voice actress Helena Samara died in 2007, after dubbing the first season of the animated adaptation. She was replaced by Beatriz Loureiro, who, in turn, was replaced later by Isaura Gomes (although she didn't die).
* Doña Florinda tried to pass a store-bought cake as one she baked by herself. When La Chillindrina decided to tell Professor Jirafales about it, she just told him Doña Florinda was tricking him and that she could ask the baker for confirmation. Professor Jirafales interpreted it another way.

* Doña Rosita the Spinster. Pink in the morning, it becomes red by the day, whitens in the evening and withers by night. It symbolises the main character, with its life stages paralling the course of her life: youthful romanticism, maturation into a passionate woman and sad life of a spinster after her romantic disillusionment.
* don't in combat. The only way to get rid of it is to kill it, which is no easy feat.
* Don't interrupt a giant tortoise who's about to mate with a female. They'll get angry and chase you down... slowly.
* don't invoke this to some extent—those being Buster (obviously a rabbit) and Mr. Ratburn (obviously a rat).
* Don't Judge Me, Knuckles distracts Eggman's Moth Bot with a lightbulb and pretends it is one.
* Don't judge people by who their relatives are. There can be black sheep and white sheep in every family.
* don't just to use that water for terraforming (via ripping the surface of the planet apart) before disposing of it.
* don't just work on size as well. It turns out a few other superhumans have powers that apply Pym Particles in this manner.
* Don't Keep Your Distance has long romanticized herself and her best friend Arrowhead the Toad as Bold Explorers, but learning of her father's existence for the first time takes them (plus three of their other friends) on a real-life quest across the entire world.
* Don't Keep Your Distance: they leave their home village behind on a quest to meet Tails and do a lot of growing-up on their journey.
* Don't Keep Your Distance. While she has a good heart, her behavior with new people is less than tactful (notably, demanding they stay still while she draws them, as she craves more practice as an artist) and her behavior even with her parents is more talking back than anything else (although they seem perfectly okay with it).
* Don't Kill It: The demon is trapped in a container, which Woodley drops into the Gulf of Mexico. It is promptly eaten by a shark, implying that it'll rampage once more.
* Don't Kill It: These are incorporeal beings that only exist to destroy humans' lives. They can only interact with the world via possessing people, which traps the souls in utter agony, but each one has its own way of doing so. Their form when not possessing people resembles an orange, glowing orb.
* Don't kill victims just to rob them. Try to keep your crimes non-violent.
* don't know her that well instinct for Dawn and had a growing friendship with Buffy even after she and Willow split up.
* Don't know if it's a trope, but if it is the perfect title would be Occam's Razor Burn. (Can't make a
* don't know is that his companions control those other empires and are doing the same thing; all three empires seek to gradually absorb every independent state in the region.
* don't know the rules of the game and end up committing penalty after penalty.
* "Don't Laugh" features a laugh sample synchronized to a 303 bassline.
* "Don't Leave Home" is supposed to be about addiction, and even without that
* "Don't let nobody tell you there's no future in a life of crime, because some rackets can last forever." —
* Don't let the marriage fool you though, he fully intends to keep drinking and gambling. His... insistence on reminding everyone of that fact is succinctly put by the
* Don't let this steaming hot bowl of chili sit out too long, or it'll get chilly.
* don't let this stop them about this, especialy after an old friend of his is killed in one of the upheavals.
* Don't Like? Don't Read!: A warning that people who don't like certain topics, pairings and so on shouldn't read the fic.
* Don't Like? Don't Read!: Someone responds to negative feedback on their work with

the rationalization that the reviewer who panned their creation shouldn't be watching works that they dislike.
* Don't Like? Don't Read!: The creator responds to negative reviews with the rationalization that the reviewers shouldn't be watching works that they dislike.
* Don't Like? Don't Read!: Using the rationalization that the detractors of the work shouldn't be watching a work that they don't like.
* don't like the burgers of suggests making an ad which stars him as a very weak boy until he eats a burger from Burger Boy and develops superpowers, but Helen disallows this as that would be lying.
* don't like to have our odor linger on their fur. Handle one for long, and it's likely to go wash itself pretty thoroughly afterward, mostly to remove any residue of human sebum (skin oil) left behind on its pelt.
* "Don't Look Any Further" has a chorus that nobody understands and that may not even be in English.:
* Don't Look at Me!: A common reaction of a victim after the fact is to beg people not to look at their defiled state.
* "Don't Look Back" by the Savannah, Georgia sludge-metal band Kylesa.
* Don't Look Back he comes blasting in with a gun and shoots Hades dead.
* Don't Look Back) is a retelling of the Orpheus myth and, in the return trip, has that as a gameplay mechanic: facing the wrong way will cause Eurydice to dissolve and necessitate the player to replay that screen from the beginning.
* Don't Look Back Orpheus lost his wife Eurydice (again) because he looked back when leading her out of Hades.
* Dont Look It Sucks has Mandew, who can cook food so good, that it often takes on magical properties and can even come to life. One of the secondary characters is born this way.
* Don't Look Now, because the insurance for the stunt man didn't get set up in time. The wire holding Sutherland up nearly broke.
* Don't Look Now has several scenes where the main character has recurring visions of his deceased daughter and of his own death and funeral as he wanders lost in abandoned plazas, courtyards, and palaces in Venice (which themselves are distorted and dreamlike due to the near-absence of other people).
* Don't Look Now: The protagonist keeps catching glimpses of a figure in a red raincoat that might be the ghost of his daughter (who was wearing a red raincoat when she died).
* don't look up," and a larger sign above it that says "sublymonal advertising complete"
* "Don't Lose Ur Head" and "All You Wanna Do" have also fallen victim to this, especially the latter, which is a
* Don't Lose your Head!" campaign for Fosters Beer in Australia, which showed people being decapitated mid-broadcast by animals, though the headless body still seems to be alive post-decapitation. These commercials caused quite a stir and calls for banning after they were shown on British TV, although most of the complaints were rejected.
* Don't Lose Your Head to set off a couple of powder kegs and blow a door open. Impressively, the trail leads up a flight of steps at one point, and this apparently offers no obstacle to the spark.
* Don't Lose Your Head tried this to get close to Duke de Pommefrites, except he picks it up and throws it away. When she tells him she dropped her handkerchief he refers to it as a smelly old thing.
* Don't Lose Your Heart, Ryuko is regarded as an acclaimed and legendary Keyblade Master, having decimated armies of Heartless and leaving Maleficent utterly terrified of her. She even becomes highly respected by those who oppose her as well.
* Don't Lose Your Mind, cranks this up even further by having a list of 26 new Madness Talents (one for each letter of the alphabet) that have built in methods of turning those that have them into Nightmares, each Nightmare being based off of a pun that somehow, despite the humor, ends up being horrifically creepy.
* Don't Lose Your Mind. Fall over the deep end with this power, and you turn into

The Knifeman, a Nightmare whose goal is to create a beautiful world, by "cutting off all the flaws".
* don't make it personal on themselves. You can go to war with dwarves, and win or lose they'll be happy to trade with you after. If you do make it personal, however (such as by breaking oaths or claiming that they're the ones who started the war when they didn't), then they will hold a grudge for generations, passing it down from parent to child like a treasured heirloom.
* Don't Make Me Destroy You: I don't want to hurt you, but I will if I have to!
* Don't Make Me Destroy You: I'm warning you! I don't want to have to do this, but if you don't stop what you're doing, I'll have to hurt you!
* Don't Make Me Laugh comprises four comedians trying to explain why topics aren't funny, with points deducted if the audience laughs.
* Don't Make Me Over", a man and a woman pull out jerrycans, pour gasoline over themselves and set themselves on fire in horror after looking at Meg.
* Don't Make Me Over that they set themselves on fire and jump out a nearby window.
* Don't Make Me Take My Belt Off on their children as a method of punishment.
* Don't Make Me Take My Belt Off whip your ass, you annoying little shit!
* Don't Meddle with My Daughter!. After spending a few years in the past, he is then sent forward in time one year past the date he was sent back, making him biologically a mere two years older than his daughter. Much to his dismay, she's reluctant to call someone who barely looks older than her "father".
* Don't Meddle with My Daughter!. All four are later seen in the infirmary.
* Don't Meddle with My Daughter!, as she doesn't summon them for the remainder of the series.
* Don't Meddle with My Daughter!: Athena gets captured and brainwashed twice by the organization Blowjob. Both incidents are resolved by someone banging her until she returns to her senses.
* Don't Meddle with My Daughter!, Athena used to be embarrassed by sexual harassment, but her libido is greater. So now that her enemies are aware of it, they design their monsters and robots to take advantage of her.
* Don't Meddle with My Daughter!, by sexually molesting her in public.
* Don't Meddle with My Daughter! from the beginning. Clara had received a call sign on her smartphone and ran out of class, so Mei followed her into the hallway, where she saw her changing into her costume. From then on, Mei kept her safe by not telling anyone.
* Don't Meddle with My Daughter! it during a news broadcast, where the news anchor describes them as angels of beauty, virtue, and justice.
* Don't Meddle with My Daughter! So it's good that it isn't something she often has to deal with.
* "Don't Mess with Magnetman": It's pretty clear that Magnet Man has feelings for Roll, but does she reciprocate? She tells him "Watch yourself, my brother wants you dead," but since we don't hear it
* don't necessarily follow them if someone brings to light some transgression in his or her past.
* don't need done, just as long as someone officially has the job title. He gets extra buckets of coal for his troubles and sometimes some extra food.
* don't need to eat or sleep and one of them notes to herself that she'd gone a year or two without even removing her armor since becoming undead.
* DONTNOD Entertainment sold over three million copies and won acclaim for its story and adventure gameplay.
* don't normally respond to curbside hails as most taxi service is dispatched straight to a calling customer's location. Doesn't stop people from trying to hail them while they're en route to a dispatch, and flipping off the driver when he appears to be ignoring them.
* Don took over from Chris as the host, which was welcomed by the majority of the fandom given
* Don't Open Till Christmas. Instead of a killer Santa, it features a Santa killer.
* Don't Open Till Christmas, the girl working the peep show can only watch helplessly as her client is stabbed to death on the other side of the glass.

* "Don't Open Till Doomsday" starts in 1929, when a groom on his wedding night becomes trapped inside a box with a nihilistic alien who wants him to help destroy the universe. The groom refuses and winds up spending 35 years inside the timeless void of the box, remaining young while his bride becomes a crazy old woman.
* Dontos Hollard receives a crossbow bolt because he cannot be trusted with a secret.
* "Don't overexert on Kaioken." He does so during his fight with Vegeta and nearly incapacitates himself in the process.
* Don't Overlook Salvation, which certified gold despite producing no singles.
* Don't Panic: Douglas Adams and the Hitch-Hiker's Guide to the Galaxy calendar prior to making them a book.
* Don't Panic idea, because now they're nearly hitting him most of the time.
* Don't point out that the scientific community, medical community, and nutritionists do not recognize the term B17 and do not consider amygdalin a vitamin. Also do not mention that no known chemical pathway of human metabolism uses amygdalin part of healthy cell metabolism. And of course, studies that found amygdalin useless against cancer and toxic due to being converted to cyanide are either to never be mentioned or to be turned into part of a Big Pharma conspiracy. You are, after all, there to prey on people desperate to save themselves or a loved one from cancer, not to teach good science and offer ethical treatment, comfort, and genuine care.
* Don't Press the Red Button game, at one point after clicking the button a certain number of times, it threatens to cut off your head with a toothbrush.
* don't proceed to give him the third degree. But it didn't do his already wild, shaggy, frizzy hair any favors.
* Don't Put Mustard in the Custard, a book of children's poetry by Michael Rosen, includes the poem "Christmas Eve, Christmas Day":
* Don't Put Your Finger in the Fan" by The Tinklers warns against sticking fingers in fans, blenders, lawnmowers, etc.
* "Don't Put Your Trousers on Your Head" features Fred, who puts his pants on his head, and Pete, who wears his gloves on his feet (which slows him down and he loses a race).
* Don't Read This Book, Whatever You Do! in which a child is cast as a flower in their class play. He or she falls asleep while waiting onstage for their cue, and "I was supposed to bloom when the lights shone on my side of the room!"
* "DON'T READ THIS YOU WILL GET KISSED ON THE NEAREST POSSIBLE FRIDAY BY THE LOVE OF YOUR LIFE." You
* don't realize that most people don't experience the world the way they do until they're older.
* Don't refer to Asha as Yara unless you want to be laughed at. Also, it's Jon, not John; Robb, not Rob; Grey Wind, not Greywind; and Shaggydog, not Shaggy Dog.
* don't remain loyal. One of the worst threats the Imperium faces are the Chaos Space Marines: Space Marines who have given in to their selfish base desires and surrendered themselves to Chaos.
* Don't Rest Your Head; and which is reachable by the protagonist only after succumbing to destabilizing, long-term insomnia-fueled madness-inducing sleep-deprivation.
* Don't Rest Your Head ever get to sleep, they are in deep shit (If they live long enough to wake up again, they lose their superpowers untill sleep deprivation drives them crazy enough to use them again).
* Don't Rest Your Head has a hidden hour that occurs twice a day, once at noon and once at midnight.
* Don't Rest Your Head is quite fond of giving punny names to monsters. The Paperboys and the Ladies in Hating come to mind. Despite the lame puns, these are incredibly creepy horrors.
* Don't Rest Your Head — and once they return the Crapsack World is quite capable of following them back.
* Don't Rest Your Head. Most of the book is devoted to an A to M and a Z to N list of insanity powers, each and every one of which has at least one pun in the "What

Are You Becoming" section. The puns are pretty bad, Agony Ant and Yes Man, but the monsters they belong to are incredibly creepy, when not downright scary, plus, since the character is turning into these things, there's an added layer of body horror.
* Don't Rest Your Head runs off this like crazy. The Mad City doesn't operate on normal logic, but instead functions as a surreal and bizarre world that will warp and twist things for the sake of horror. It uses all three methods: mixing the weirdness of the Mad City with almost normal inhabitants, and the perfectly mundane City Slumbering; lots of fairly amusing ideas for Nightmares that are cranked up to their terrifying potential, and stories that tend to end with the most terrible outcomes possible; topped off with lots of violence, truly bizarre and creepy entities with warped bodies, and many a hero slowly turning monsters themselves.
* Don't Rest Your Head's supplement Don't Lose Your Mind, one of the powers is this. Whenever you say fuck, it intensifies things (If you say that there is a fucking fast car it could outspeed a racecar, if a dude is fucking huge he becomes a giant, etc.). Overuse of this power turns you into a perpetually swearing Nightmare known as a Fuckwit.
* Don't Rest Your Head that prey on humans and have dream logic powers as the protagonists.
* Don't Rest Your Head, the Sun never rises on the Mad City; you can still get sunlight if you get back to the City Slumbering.
* Don't Rest Your Head will discover what happens when you keep pushing your limits.
* Don't rip hotdogs (or people, the Aesop is not entirely clear) out of fridges and then open them with scissors."
* "Don't Rock The Jukebox" (as in, play some country 'cause I'm not in the mood for rock) by
* Don't Say a Word, Patrick is buried alive in the New York cemetery when several tons of dirt collapse on him.
* Don't Say a Word station. The station (Lower Bay) has filled in for NYC and Chicago stations so many times that the Toronto Transit Commission asked that the movie set be donated to them, giving them a selling point for future location shoots.
* Don't Say a Word)'s wife at gunshot in their home, forcing him to cooperate with him.
* Don't Say, "Dannit", Lola, upon hearing her baby sister Lily was suspended, says, "You can get suspended from DAYCARE?!".
* Don't Say, "Dannit"), only to say it himself, have Rita almost say it, and find it on the radio.
* Don't Say Goodbye, Farewell in a criminal investigation: in this case, of an officer whose home planet recently defected from the Federation to the Klingon Empire. Commander Janice Qua refuses and demands an attorney.
* Don't Say Goodbye, Farewell, she observes that the Moabite characters in turn have a lot of decorations but not all the ones they're authorized for, before giving them an impromptu medal ceremony for the Christopher Pike Medal of Valor.
* don't see him acting. When Pickles tells him that their amazingly bad movie can't be released to the public after its first screening, Ofdensen just nods, and walks away, with no attention paid to it. A few minutes later, everyone who has laid eyes on the film (and can confirm that it sucked) is dead. Sure, it "looks" like an accident (the helicopter rotor hits the pipeline on the oil platform used for the screening as it's leaving), but you know it wasn't.
* Don't Shit Your Pants, a game revolving around creative ways to shit yourself... or not.
* Don't Shit Your Pants: Entering "Don't shit your pants" results in you shitting your pants anyway.
* Don't Shit Your Pants, it also causes the player to lose by making them shit their pants as they die due to loss of bowel control. Unless they took their pants off beforehand, in which case they shit on the floor as they die.
* Don't Shit Your Pants, which is the same except the character needs to urinate

instead.
* Don't Shoot Me, Santa envisions St. Nick as a deranged serial killer, living in a trailer in the Mojave desert, who kidnaps and intends to murder singer Brandon Flowers.
* Don't Shoot the Message: Audiences agree with what the story is trying to say, but feel that the effectiveness is undermined by how ham-fisted the delivery comes off as.
* Don't Shoot the Message: Not only do you fail at enlightening others because your delivery was fallacious, vicious, or both, but for like reason(s) you fail at appealing to those on your side.
* Don't Shoot the Message, someone complains that God's followers' actions are besmirching God's name.
* Don't Shoot the Message: The creators attempt to communicate a noble message in their work, but the execution leaves a lot to be desired.
* Don't Shoot the Message to a work goes wrong because the viewers argue at the practicality or correctness of the message.
* don't shoot vampires and stake them while they're down. Fortunately explosives can still bring down even the biggest monster and The Scoobies use this fact from time to time.
* Don't Some People Ask the Biggest Fool Questions? uses this trope extensively. In one example, Gerald is building a dog house:
* don't speak in a similarly archaic manner. 1550 is only five decades away from the start of Modern Japanese, so it's understandable that Kagome wouldn't have too much trouble.
* Don't Split the Party and maybe even turned the tide of the battle in the Order and Azure City's favor.
* Don't Split Us Up: Siblings are threatened with being separated from each other by divorce or foster care.
* Don't, spoofs the horror movie version of the trope; a narrator repeatedly issues warnings to not go into the haunted house, not look in the basement, etc., while the characters on screen do just that.
* Don't Starve, and character dialogue; Wilson is in his early 30s, Willow is in her early 20s, Wolfgang is about 40, Wendy is 8-10, and Webber and Wurt are confirmed to be children but don't have specific ages.
* Don't Starve, and realized he wasn't that interesting after all. He was replaced by Wormwood, a living plant who as a concept is more unique.
* Don't Starve can blow balloons at the cost of five sanity points apiece. He must exhale helium, because they do indeed float.
* Don't Starve character Warly, the Culinarian, begins play with a portable crock-pot and a chef's bag, allowing him to prepare and preserve more complex meals from the word "go". His character trailer depicts him cooking and serving a seafood stew so delicious it relieves his mother's dementia! However, being so skilled makes Warly a picky eater, which is not so good for wilderness survival.
* Don't Starve drops too low, your character will start hallucinating... and their hallucinations will begin to affect reality. Sets of shadowy disembodied Night Hands will try to snuff out your campfire at night, rabbits will turn into hairy little monsters named Beardlings that drop Beard Hair instead of Morsels of meat, and eventually the flickering shadowy creatures you sometimes see start spawning as Crawling Horrors and Terrorbeaks.
* Don't Starve excretes an edible goop (which also burns as strong as a hefty stack of floorboards) at regular intervals. Characters describe it as tasting like floor and smelling foul (and it drives them insane to eat it), but it restores 40 health when consumed.
* Don't Starve gets too low. The expansion packs add even more ways to die, such as poison, heatstroke, a giant bear who wants to eat your food stockpile, and falling rocks.
* Don't Starve, grows a beard over time in the game's permanent survival situation. It can even be used as a crafting ingredient.
* Don't Starve has health, hunger, sanity, body warmth and naughtiness meters to

keep track of and if you lose control of one, you lose control of everything and can easily die. Then, to name a few things to worry about:
* Don't Starve has manure and guano, which are occasionally dropped by various creatures. They're actually incredibly useful items, serving as both fuel for campfires and fertilizer for gardens.
* Don't Starve has the Krampus appear and steal the player's things if the player is naughty (defined here as "killing too many non-aggressive animals" like rabbits and beefalo). A skilled player, however, can repel or even kill the Krampus, which will allow him to keep his bag. There is a Halloween skin that allows you to dress as the Krampus.
* Don't Starve. He is first seen trapped in an invisible jail which looks more like a pantomime performance at first. As a playable character, the only item he will mime is the paddle used when riding a boat.
* Don't Starve, huge gold nuggets can be found fairly readily among the other rocks in the wilderness. They do have practical use since they can be used to craft tools and other useful things, but many of the stranded characters point out that they can't spend it on anything out there, and at least one of them remarks that they can't eat it. Averted/zigzagged by the Hamlet DLC, where there are towns with shops, gold itself is much more rare, and there are NPC's who will buy gold from you with the local currency, which you can then in turn buy other things with, including food.
* Don't Starve if you kill too many non-aggressive animals, but if you're able to chase him down and kill him you can take your stuff back.
* Don't Starve is powered by actual Nightmare Fuel. An update even introduced an ancient civilization that got destroyed by overusing Nightmare lights.
* Don't Starve is too low. Said hands are accompanied by spooky music box music.
* Don't Starve. It can summon shadows of various sorts. In-game, it creates a doppelganger of Maxwell to work alongside him, at the cost of sanity and some Nightmare Fuel. In the backstory, however, its consequences are far more dire...
* Don't Starve". It even has its own practical purpose, as it turns out.
* Don't Starve known as WX-78 happens to spark and take damage when exposed to any rain.
* Don't Starve mentions this whenever she teleports. Surprisingly, she doesn't do so in any dialogue involving revival altars or meat effigies, which are much more in line with this trope.
* Don't Starve need to be wary while chopping a coconut tree with an axe. The trees occasionally drop a coconut on the player’s head, dealing 20 damage.
* Don't Starve, Pig-men villages are often lead by an enormously fat "Pig King" who lounges around, seemingly not doing anything. He'll trade you gold nuggets in exchange for various trinkets dug up from graves, like lawn gnomes.
* Don't Starve, shadowy hands will reach out of the darkness to snuff out ground-based light sources.
* Don't Starve Spider Queen, which is a very tough boss. After her defeat, though, she drops the "Spider hat", effectively negating further spider problems by turning them neutral.
* Don't Starve that fuels it, has this affect on the player characters. However, while the Thurible smells like different things that most likely attract the different characters, the raw Fuel seems to have different properties of things that may frighten them.
* Don't Starve, that when touched causes the stones to rise out of the ground and resurrect the player once should they die. However, most characters unaware of this fact comment on how primitive the technology is, or refer to it as a "useless ward."
* Don't Starve. The bait is optional, if you can get them to walk into the trap on their own.
* Don't Starve Together, there exists a type of non-hostile mob known as the Stagehand: an entity that is attracted to light. In broad daylight or by firelight, it appears to be a normal but quite out-of-place end table in the middle of the forest. However, in complete darkness, it reveals a set of insect-like legs that it

uses to scurry about in pursuit of a light source, playing an ominous music box tune the whole time. Unwary players may be alarmed when traveling by torchlight, as a nearby Stagehand may pursue them throughout the night only to appear as a misplaced set-piece to those unwary of its true nature. To make things even more unsettling, in spite of the fact that it cannot harm the player, the Stagehand itself is nigh-indestructible. It cannot be attacked or broken, and is completely immune to fire.
* Don't Starve, unlocking Webber as a playable character requires you to find his skull and bury it in an existing grave.
* Don't Starve: Warly briefly jogs his mother's failing memory by feeding her a meal she used to prepare for him.
* Don't Starve: Webber can control a very large number of spiders, and he is also a spider himself!
* Don't Starve, Wes's sole purpose in the game is to challenge players who find the core game too easy.
* Don't Starve, Wigfrid the Viking Warrior is actually just an actress, dedicated to living out her latest role despite the circumstances.
* Don't Step over My Head, refusing to reexamine or reconsider his methods.
* Don't Stop Believing", and "Battle Hymn of the Republic". It says they invented the concept of a song less than 3 hours long, and Scottie Pippen was the fourth Beatle, instead of Ringo.
* "Don't Stop Me Now" is one of the most recognizable hits of Queen's discography and reached the Top 10 in the UK, yet it is the
* "Don't Stop Till You Get Enough": Michael dancing with three clones of himself.
* don't take it personally babe, it just ain't your story focuses on the drama of one of your students, though cahpter 6 will focus on either Kendall or Akira depending on the choices made up to that point. Chapter 7 focuses on Mr. Rook himself.
* don't take it personally babe, it just ain't your story of "lol finally" on the AmieConnect post he used to officially come out.
* don't take it personally babe, it just ain't your story that the main character visits — the anonymity of the geeks and weirdos contrasting with the mainstream, fully-identified social networking of the class teenagers.
* don't take it personally babe, it just ain't your story. This works because the Teacher Student Romance student is, otherwise, the most emotionally well-adjusted member of the class.
* Don't Take It Personally, I Just Don't Like You has Maria, who drops at least one F-bomb per minute she's on screen, counting nearly a hundred in the hour-long demo alone.
* Don't Take My Baby. He didn't get the part, but he was then written in as a character called Mike who offers the protagonist advice on managing the condition.
* "Don't Take the Girl" repeats the title three times with gradually increasing meaning.
* Don't Take This Risk the character you play as is genuinely crazy and/or lonely enough to believe herself to be in love with him just from hearing his voice over the phone.
* Don't Take This Risk way that relationship can be healthy, for either party.
* Don't Take Your Guns to Town by the same artist, which song ends in tragedy.
* "Don't tase me, bro!" incident is one example of particularly controversial taser usage.
* Don't tell anyone I told you this and a few matches in the old days that degenerated into full-on "shoots."
* Dont Tell Her Its Me ends with a classic chase to the airport gate where our star-crossed lovers overcome all the comic misunderstandings that have come between them.
* Don't Tell Mama: A character doesn't want their family to know about their criminal activities.
* Don't Tell Mama: A criminal's mother doesn't know that their child is a criminal and the criminal prefers that their mother remain oblivious of the fact.

* "Don't tell me [bad news]." (someone tells him) "I [told/asked] you not to tell me that!"
* Don't Tell Mom the Babysitter's Dead: After the babysitter dies and the kids lose the money their mother gave them, the oldest sister first has to take a minimum wage job in a fast food joint to support the rest of her siblings because it's the only place that will hire teenagers. It's precisely because the job is so bad with so little reward that she decides to pose as an older secretary to work at a big firm instead.
* Don't Tell Mom the Babysitter's Dead. In fact, the scary heavy metal posters on his bedroom walls are what causes the babysitter to die from a heart attack.
* Don't Tell Mom the Babysitter's Dead when she forces her to put on a dress and act like a girl.
* Don't Tell Mom the Babysitter's Dead: When the elderly babysitter unexpectedly dies, the two oldest siblings are left to manage the household. Sue Ellen has to get a job after their money runs out, while Kenny has to stay at home to take care of the three youngest siblings. Sue later calls out Kenny on behaving pretty irresponsibly himself by ignoring his new role.
* Don't Tell Mum I Work on the Rigs (She Thinks I'm a Piano Player in a Whorehouse).
* Don't Tell Mummy girl called Morton, who turns out to be a living mummy. Nevertheless, they become friends by the end of the novel, and there may be subtle hints at this trope (especially given that Park chose to pursue the career of an archaeologist due to his encounter with her).
* Don't Tell The Bride where Grooms arrange their wedding without their bride's knowing went through the unthinkable when the Bridal Party went through the Groom's Emails using his Ipad, the bridesmaids slipped up on the secret trip to Paris where the service was to be done and so the Producers checked and cancelled the wedding.
* don't" the kids run out behind the school immediately afterward and start chain-smoking cigarettes as if their lives depend on it.
* don't. The Necrons also don't have reserves, since they have no way of making more of their own kind outside of converting the rare blank into a pariah, but there are a whole lot of them to begin with, and thanks to teleportation and auto-repair technology, Necrons are basically impossible to permanently destroy.
* don't. There is no canonical backpack shape, but the models assume that the player is making CSM from one of the "original" nine traitor legions, hence the fancy backpacks. The best way to make "newly-evil" Chaos Marines is to buy a Tactical Squad and a Chaos Space Marine squad and combine the pieces to make 20 men, thus keeping the mostly Imperial armour but with a few new Chaos goodies.
* "Don't Think About a Zebra," it says that you shouldn't think about zebras because then you might think about zebras doing crazy things, up to and including wearing diapers on their heads.
* Don't think too hard about how such an unwieldy physiology could possibly evolve naturally..
* Don't Think Twice: Although it's a mutual attraction, it's heavily implied that the student Miles brings home from one of his improv classes at the beginning of the movie is not the first. Later in the movie, we get this gem:
* Don't Think Twice: Although the couple were together at the beginning of the film, Sam breaks up with Jack at the climax, seemingly highlighting what his success has done to distance him from everyone. It's clear that this breakup has hit him the hardest, although they are all still friends at the end of the movie.
* Don't Think Twice, being a film about an improv comedy troupe, naturally focuses on improv. The bonus features mention the difficulty of keeping the scenes that are improv in-universe fresh, while still being consistent enough for the camera.
* Don't think you can cheat in the DS version without consequence. Setting back your DS's clock will cause the concierge to accuse you of being a time-traveling witch and aliens will swarm the town. There is no consequence for setting your DS clock forward, other than causing bugs to occur more frequently.
* Don't think you can get away with screwing around with the social worker if she shows up to take your kids.

* don't to reboot civilization from the year 2000 with no knowledge of what really happened before.
* Don't Torture a Duckling: the townspeople use the string of murders as an excuse to accuse all the local outsiders and misfits of being murderers, including a witch and a mentally ill man.
* don't to the first game where a random elevator announcement details the director's goals of not only bringing Shakespeare to an elcor audience, but also producing a production seemingly devoid of emotion to humans in order to "give audiences a chance to judge Hamlet by his actions, not his emotions".
* Don't Touch It, You Idiot! by a genius about them touching world-destroying devices.
* Don't Touch That Dwarf, Hand Me the Pliers troupe stages a parody of Archie and Jughead serials, in which the entire high-school building vanishes and the panicked principal tries to reassure the students over a loudspeaker:
* Don't Toy With Me, Miss Nagatoro anger forcing them to run. Once she finds out, she decides to pull the same stunt on Senpai, but it backfires when one of the buns slips out of her blouse and he grabs her boob for real, much to her embarrassment.
* Don't Toy With Me, Miss Nagatoro as she was in the image sets she originated from, eventually grew out of it and became more overtly affectionate with her Senpai while still hiding it beneath shallow insults and teasing. To pick up the sadistic slack, her two unnamed friends became Senpai's main bullying problems, often being much more cruel to him (but not as cruel as Nagatoro was in her first image set appearances).
* Don't Toy With Me, Miss Nagatoro in that, by the time her friends get a real introduction, Nagatoro has already started to get attached to Senpai, and her bullying has scaled down to flirting.
* Don't Toy With Me, Miss Nagatoro seems to be this, as she's shown practicing kendo in the nude at home.
* Don't Toy With Me, Miss Nagatoro. There's more emphasis on the bullying in the original webcomic, where Nagatoro is a straight-up sadist, while the later serialization tones it down to make to closer to teasing, with her toning it down when he's noticeably enraged.
* Don't Toy With Me, Miss Nagatoro, this often appears when Nagatoro or her friends are chasing Senpai.
* Don't Toy With Me, Miss Nagatorotoro when she appears), with ears, tail and large cat paw gloves. He later starts drawing her this way, much to her delight, and even does a cosplay with the outfit when he dares her to it.
* "Don't trust known liars—especially children—with important responsibilities, such as watching sheep."
* Don't Trust the B---- in Apartment 23 and she has absolutely no qualms to abuse everyone around her to further her agenda. Examples include getting her love interest deported because she felt he didn't appreciate her enough, drugging her roommate to a two-day blackout because she missed having her around and setting said roommate up with her own father to get back at her paraplegic mother. Occasionally she does something genuinely nice, like getting June money to visit her parents on Christmas, but this always includes manipulation and scamming.
* Don't Trust the B---- in Apartment 23, Chloe walks in on June in the bath "playing her lady harp."
* Don't Trust the B---- in Apartment 23 filmed an energy drink commercial in Vietnam. As expected it is hilariously bad.
* Don't Trust the B---- in Apartment 23 free pass. He promptly has sex with the bride at the reception. Her new husband is actually okay with this — turned out that when they said "free pass", they meant it.
* Don't Trust the B---- in Apartment 23 helps. In the face of such overwhelming evidence, the two are forced to conclude that there's nothing between them.
* Don't Trust the B---- in Apartment 23 magazine and takes over the production of the annual "Sexiest Man Alive ..." issue to get James on the cover in order to prove to June that she's a sheep who follows trends. She does her best Miranda Priestly, firing the first two people who ask her questions, constantly bullying

another employee, drawing penises on the whiteboard and trying to throw things through the window to make her points. However, at the end it turns out that one senior editor picks the cover boy every year, completely ignoring the staff's suggestions.
* Don't Trust the B---- in Apartment 23 season 2 episode "Original Bitch...", Mark tells June that he left a voicemail on her answering machine. June tells him she didn't get the voicemail because Chloe wouldn't give her the code. The conversation afterwards:
* Don't Trust the B---- in Apartment 23, set in New York, was filmed there.
* Don't Trust the B---- in Apartment 23 was loved by people who actually watched it. But between poor production choices, bad scheduling, and low ratings, the series never took off and was canceled halfway through its second season, with its last episodes being released solely on DVD and later on Netflix.
* Don't Trust the B---- in Apartment 23 when the two tried having sex again several times afterward, ultimately coming to the conclusion that it was really bad and agreeing they were better off as friends.
* Don't Try This at Home (considerably more appropriate than others on this list).
* Don't Try This at Home: Culinary Catastrophes from the World's Greatest Chefs, Michelle Bernstein tells of accidentally dropping a terrine (i.e., pretentious meatloaf) in a bowl of chocolate sauce. The resulting mess was delicious, and she went on to use the same combination intentionally.
* Don't Try This at Home: During scenes that feature imitable behavior, the audience is warned that they shouldn't copy what the characters are doing because they could hurt themselves.
* Don't Try This at Home To achieve this, the skull must suffer microfractures. The healing process thickens the skull a bit. Then you repeat the process. Most objects used in breaking demonstrations tend to have a "sweet spot" where fracture can be induced with significantly less force (and hence less trauma). For practitioners who exploit this fact, the stunt becomes as much an artful display of precision as it is a show of this trope.
* DON'T try this in real life, where attendees have been known to glomp others, have outright banned the practice.
* don't try to make ballsy moves (Especially for the first couple weeks) wind up going further.
* Don't try to outrun one of Dominia's Grizzlies; it'll catch you, knock you down and eat you. Of course, you could run up a tree. In that case, you'll get a nice view before it knocks the tree down and eats you..
* Don't try to recreate the Chrom vs. Marth cutscene in Chapter 4, since Marth has a much better weapon and a higher speed stat. Chrom doesn't stand much of a chance without any team support.
* Don't try walking a kitten, whatever you do. A house cat has no hope of ever being able to drag a human along involuntarily, but the cat will instinctively try to go the opposite way of the owner. The end result is that the cat is dragged along against its will. Note that this isn't particularly nice to the cat, and this should never be done with actual kittens (baby cats) as they have been known to literally stress themselves to death in situations like these. Cats and kittens can be trained to walk on leashes; however, it is NOT like training a dog to do the same thing. It's not as easy as simply slapping a harness (as a collar will put too much pressure on the cat's neck and injure it, if not kill it) and leash on and expecting the cat to take your lead. Even when the cat becomes comfortable with the leash, it will never take your lead and instead do whatever the hell it wants, because it's a cat. Improper training can result in the cat being very stressed out and quite possibly badly injured.
* Don't Turn the Other Cheek! virgin Irish Catholic reporter, who's viewed as desirable by both Max Lozoya and by General Huerta.
* Don't Turn the Other Cheek!: When out to interrogate Mendoza on his own, Lozoya gets into a fight and, looking for defense, hurls himself into an empty well. This doesn't work out as he gets a graze on the hand, his gun runs out of bullets and the soldiers fill the well with water to drown him...

* Don Tumasonis' horror story "The Prospect Cards" is a sales catalog of very odd postcards. The back of each card has a fragment of the log from an expedition intended to milk an isolated tribe of all their wealth, while the front has a picture that hints at each expedition member's fate.
* Don't underestimate the power of wood. There is a reason why the Australian Aborigines make weapons from it. Oh sure, you might laugh at
* Don't use "Real Warhammer" or "Original Warhammer" to indicate that you mean
* Don't use the towels to wipe blood from cuts, as a barf bag, or even just to wipe makeup off your face. In many hotels, the towels in question are declared biohazards that have to be disposed of and you will be charged for replacements. This is why many hotels require an incidentals/security/damage deposit. A subversion of this can occur should one decide to pay using a credit or debit card, depending on the exact method that the hotel uses for transactions. Suppose the room itself is $200, plus an incidentals hold of $150. You'll see a transaction of $350, but what is actually happening is that the hotel ran an authorization hold of $350, which is less binding than an outright charge (i.e. "hey bank, set this money aside for us, but don't actually move it out of the customer's account yet"). Once the transaction settles, and assuming you don't ring up any incidental charges, the final charge on your bank statement will be $200 as expected. Of course, you have to have $350 in the first place, and the remaining $150 can take time to be available again, so this mechanic can cause headaches for first-time travelers.
* "Don't use your special powers to do X" aesops; we've learned that using powers to get out of doing laborious and trivial tasks, for personal gain, or directly to make other people happy are all bad ideas. (Using them to triage a friend's problem is sometimes okay, but just magicking your best friend a cute date is right out.)
* don't want to go, such as the woman's relatives for Christmas ("Whoops, missed the turn-off...").
* Don't want to go through the trouble of re-releasing and sending your movie through the MPAA rating process? Just release a
* don't was cool because everyone else wore leather jackets. If you want to be different, they just told you how.
* Don't Wear Your Pants on Your Head, Fred, a boy named Fred is learning to get dressed but has many issues, including wearing his underpants on his head.
* Don't Wet Your Pants: If you type in "fap", the game tells you that now is not the time for that.
* Don't Wet Your Pants, when you ask your character to do something that's not part of the game, he will reply "I don't know how to X". This makes him seem pretty ditzy when you ask him to do things like "walk" or "blink". He's also able to take off his pants but not put them back on.
* don't, when he request a set of clothes designed just like Piccolo's.
* "Don't Worry, Be Happy" is not by Bob Marley, either, but by the similarly-named Bobby McFerrin. This is especially
* Don't worry, zombification is reversible. However, once the characters turn back to normal, they have a bad case of
* "Don't you believe it!" (reference to a 1947 similarly titled radio show in which popular legends, myths or old wives' tales were debunked with this quote.)
* "Don't you believe it!" was a reference to a 1947 radio show of the same name in which popular urban legends were debunked. Tom saying this in
* "Don't you believe it!" was the title of a 1947 radio show in which popular legends, myths or old wives' tales were debunked.
* Don't you dare call that Obi-Wan figurine that came with your LEGO
* Don't You Dare Pity Me!: A character rejects the sympathy from other characters.
* Don't You Dare Pity Me!: Desperately needs your help but won't give up enough pride, independence, or self-control to accept it.
* Don't You Dare Pity Me!: Immediately brushing off any sympathy you may receive in response to experiencing a tragedy.
* Don't You Dare Pity Me! moment where one partner tries to comfort the other, only to be turned away.
* Don't You Dare Pity Me!: Screw you! I don't need pity from someone inferior like

you!
* "Don't You Forget About Me" is in the same boat as its fellow 80's anthem "Don't Stop Believin'" thanks to its usage in countless TV shows and movies, with a notable recent example being
* "Don't you have any special talents?" "Talents, hmm... I can name every single Po__mon!"
* "Don't you know the difference between the two economic systems? Under capitalism man exploits man. But, under communism, it's just the other way around
* Don't You Like It?: You gave someone a gift, so why don't they like it?
* don't you're supposed to do it can be quite a hassle. Especially if you weren't expecting to be plummeting.
* Don't you want to bask in your trickery, to gloat about it, revel in your superiority?
* Don't You Wish You Were Me had achieved two of his dreams, singing in a rock band and being a professional wrestler and had now become "The King Of Energy".
* Don Tyrano, General Insecta, Fishtor and the Mechanoids (the bad guys) and Go-Tron (the good guy) in
* Donut always insists that his armor color is "Light-ish red". In the Relocation mini-arc, Grif spots Donut among holographic-Grifs and notes that the armor color among his doubles is "light-ish red".
* Donut is revealed at the end of Season 3 to be able to speak some Spanish. In Season 4, it's revealed that it was only a couple years of high school Spanish, and he apparently wasn't a great student:
* Donut mistakes Blue Base for a convenience store; and still somehow manages to get the Blue flag when Caboose mistakes him for a general. Later on, Donut mistakes the Meta (An insane soldier who speaks exclusively in growls) as friends with Simmons (when in reality, the Meta is trying to kill Donut and Simmons), even mistaking the Meta's grenade launcher/bayonet combo as being a broom.
* donuts so they can try to claim they're being arrested for no reason.
* Donut starts as a somewhat wimpy rookie who is unfortunately assigned pink armor. He at first despises and insists it is "lightish red" but later on seems to embrace that armor, becoming full-fledged flamboyantly
* donuts to see which one of them would be laid off; the "losing" donut contained a memo firing the recipient. Somehow, to the Boss's annoyance, the meeting ended without anyone losing their job.
* Don was also an accomplished player, although not quite good enough for the pros, before joining the FBI. Charlie also played Little League at one point but wasn't quite as good as his brother.
* Don Williams about 30 years before Alan Jackson's cover. Both versions went to #1. "It Must Be Love", along with the below-mentioned "Pop a Top" and "The Blues Man" were from a covers album.
* Don Williams, a longtime country music superstar, was known as the "Gentle Giant" ... although he was only a somewhat average 6'1". His name was likely metaphoric, per his gentle ballads
* Don Williams, country music's "Gentle Giant," had one of his earliest major successes in the late spring through summer of 1973 with a double A-sided hit, "Come Early Morning" and "Amanda." The double-sided hit never got any higher than No. 12 on the Billboard Hot Country Singles chart, but like Kris Kristofferson on the Hot 100 in 1973 with his memorable spiritual "Why Me," it was one of those crazy occurrences where the song was popular in one area of the country early on, then caught on in a different region and/or at different radio stations just a few weeks later; toward the end of the run, "Amanda"
* Don Williams embarked on a solo career. "The Gentle Giant" would notch over 50 hits on the Country Music charts, with 17 of them hitting #1.
* Don Williams song "Amanda" has the line "Fate should have made you a gentleman's wife".
* do occasionally manage to make their way to the shop with the intent of burning it down and destroying the many odd and dangerous items inside (it's never clarified if they're led there by a current customer or stumble across it on their

own). What actually winds up happening is Templars being squashed flat by golems.
* Doodah Day, introduced in book 5 is basically a second Mulch Diggums. A reformed fairy criminal who lost his magic and is now helping the heroes. The only difference is that he's a pixie rather than a dwarf.
* Doodle Champion Island Games, a cat shirking exercise at a ramen place sends you to find his sneakers and water bottle when you try to convince him to continue his workout. After getting each of these, he then says he lost his lucky bandana out at sea, which he says a fish ate and then exploded. You happen to have another one to spare, and he realizes then that he's only been avoiding his responsibilities.
* Doodle Diaries is a journal comic by three close friends who seemed to hate eachother at first when they met, but soon became like family.
* Doodle God Blitz depicts a couple of adventurers lounging around a campfire with a list scrawled underneath.
* Doodle God Blitz, the second stage of the game has you creating a world with aspects of both, but Doodle God realizes they can't co-exist and splits it into two worlds. The third stage has you developing the scientific world, and the fourth and final stage has you developing the magical world.
* Doodle Jump, the platforms stop existing as soon as they fall out of view. Thus, if you try to jump down to get a power-up you missed then there is nothing to land on - you will fall to your death.
* Doodle Toons, but Cruncher gives her a gun to use instead since it's much quicker.
* Doodle Toons had an example where Bellybutton read a telegram from his talking clock, including the word "stop" every time it appears in the telegraph.
* Doodlez: The most that Dood and any of the other characters ever make are things like laughs, sneezes, and grunts.
* do of a concussion that left him unable to properly move his legs until he got a blood transfusion.
* Doof does it to himself after trapping Perry the Platypus on his hover machine in "What Do It Do?":
* Doof does it to his rival mad scientist Rodney when they enter an "Inator Creator" contest. Doof says Rodney will cry like something that cries a lot. In the end, Doof finally figures out that a baby cries a lot.
* "Doof Dynasty": The Great Wall of China was Princess Isabella's idea, and apparently Phineas and Ferb spent the next several decades building it together.
* Doofenshmirtz actually succeeds in a later episode with an -inator that makes Perry think he's his new butler...
* Doofenshmirtz also tried to exploit this in "The Sci-Fi Pie Fly", but
* Doofenshmirtz. Every day, Perry ends up foiling his plans in some way, leading to the destruction of one of his many -Inators in a massive explosion or something that will bring some harmful treatment to Doofenshmirtz. In spite of this, he rarely ever seems hurt or displays any kind of bodily damage. So far he's survived fiery explosions, being hit by a giant ball of aluminum, the eruption of a volcano, the sinking of his lair while perched over a crocodile's mouth, crashing headlong into his own building several times, and multiple other situations.
* Doofenshmirtz goes through this three times, first when Agent P gets reassigned to the Regurgitator, making the OWCA drop Doofenshmirtz down to a "minor threat". He's extremely offended by this and decides to take care of it... only to realize how bad the Regurgitator really is, and starts working for him (hey, the job came with maternity leave).
* Doofenshmirtz has the same reaction when his old childhood friend Grulinda moved to Danville; she was a tomboy who used to dump water on his head because she liked him but he was too petty to see it that way. He was stunned speechless when he saw her.
* Doofenshmirtz interrupted a Football match to keep seeing his Telenovela: El Matador de Amor. Describing it as "three simultaneous story lines that interconnect... Genius! Anyway, the last episode was a cliffhanger...s".
* Doofenshmirtz is defeated and freedom and fun are restored to the Tri-State Area. They and the other kids are confused about how to use them and end up creating a

game of Calvinball. The sports-playing montage ends with Ferb hitting a soccer ball with a golf club into a flaming hula hoop to score a touchdown.
* Doofenshmirtz makes an Inator that merges the souls of any 2 things that get hit by it. Phineas and Isabella get hit by it, as do Vanessa and Perry.
* Doofensmirtz recycled his scheme from the first episode, with his only change being switching out his giant magnet for a giant magnet-inator
* "Doof Side of the Moon": After watching a tourism ad for their city that lists "grass, milk, and smiles" as selling points, they and their friends set out to build the ultimate tourist attraction.
* Doofus Drake from the original series was an annoying but harmless
* Doofy the Dragon advertises Doofy-O's cereal, with a knife as the prize that wins them a trip to Disney World inside specially marked boxes.
* Doogal at the beginning of the film alongside Doogal's love of sugary treats.
* Doogie Howser, M.D.. A celebrity came in to the hospital after a trip through third-world countries with an illness none of the doctors recognized immediately. They did tests for all sorts of unusual diseases, until a nurse recognized it as measles, which wasn't recognized solely because immunizations for the disease are nigh-ubiquitous.
* Doogie Howser, M.D. and steals Doogie's car this time. They just don't realize how much or seek any help until Doogie nearly attacks a guy he mistook for a mugger.
* Doogie Howser, M.D. As a genius doctor, it should be undoubtedly easy for him, right?...Wrong! In fact, it’s a lot more difficult than he realizes.
* Doogie Howser, M.D. as a washed-up teen sitcom actor who turned to a life of crime after failing to find more acting work. As Harris himself was still struggling to get a steady gig, this casting could be seen as an allusion.
* Doogie Howser, M.D., Doogie's best friend, Vinnie, entered Doogie's bedroom this way in nearly every episode (before Doogie moved into his own loft space in season 4).
* Doogie Howser, M.D. Doogie's girlfriend Wanda wins Doogie by outbidding a bulimic model.
* Doogie Howser, M.D. had a new female department head try to get artificial insemination using Doogie to produced a genius child, but Doogie thought she meant the old-fashioned way. Their coworkers called her out on how creepy this was.
* Doogie Howser, M.D. has four of these in the first 20 seconds, detailing how Doogie got perfect scores on his SATs at age 6, breezed through high school in nine weeks, graduated from Princeton at age 10 and passed the medical board at age 14.
* Doogie Howser, M.D. once picked up the basics of the Hmong language in a single half-hour episode, while treating a Hmong patient and conversing with the patient's relatives.
* Doogie Howser, M.D. summarizing their episodes, quandries and lessons into their computers. In Carrie's case, speaking out loud as she writes her column.
* Doogie Howser, M.D. the defendant is a young man accused of assaulting his employer. Vinnie's not convinced of his guilt.
* Doogie Howser, M.D.: The episode "Look Ma, No Pants" has Doogie skinny dipping in the family pool with his mother’s new boss…until he gets caught by, guess who?
* Doogie Howser, M.D.: The premise: medical doctor who is just a kid. Faintly based on a real-life example.
* Doogie Howser, M.D.; usually ends with Vinnie subsequently barging in on him.
* Doogie Howser, M.D., Vinnie falls for a girl in the hospital who is blind. By the end of the episode, she gets a cornea transplant and can see; however, he gets cold feet now that she can really see him.
* Dookie is a very detailed drawing full with little humoristic scenes going on.
* Dookie - which committed the extra sin of selling 10 million copies in the US alone!
* Dooku. In the latter case, however, he may have been about to say "friend."
* Dooku is actually far more powerful than her to have bodyguards and lightsaber-wielding Force users are showy enough for the job.

* Dooku is a villainous version. Hereditary Count of Serenno, political manipulator, and deadly warrior with a lightsaber.
* Dooley and Pals (has two versions; the secular version aired on PBS)
* Doolittle Raid. Two U.S. carriers launched a small fleet of bombers that firebombed Tokyo in early 1942. Tactically, the raid was not too important as nothing important was damaged and over half the bombers were lost, but it did a fantastic job of boosting U.S. morale and lowering Japanese morale in the capital city, in addition to forcing the Japanese to hold back many of their forces to defend the Home Islands from further attacks.
* Doolittle Raid with formal letters in an official ceremony on the USS Hornet prior to the raid.
* Dooly the Little Dinosaur, a dinosaur takes a bite out of a wicked witch's backside, exposing her underpants to the villagers she was threatening, before being chased by the monster.
* Dooly the Little Dinosaur who debuted in the 1980s is considered the most successful cartoon character in South Korea, and his popularity was milked by selling merchandise featuring pictures of him or his friends, and Dooley was also used to teach math, reading and writing to children in Korea.
* DOOM (2016) again features Lost Souls, as well as the new Revenants, which now still have attached some bits and pieces of flesh and muscle. The codex explains that they used to be humans and they were transformed by both cybernetic implants and exposure to demonic energies, and as a result their skeleton went through an accelerated growth and literally tore their flesh from their bodies; they also now possess jet packs in addition to their shoulder-mounted rocket launchers.
* DOOM (2016), a game about massacring the ever-loving hell out of demons, was released on Friday, May 13, 2016.
* DOOM (2016), and is a great way to get an ammo refill, but each use consumes fuel. Chainsaw fuel is quite rare, and bigger enemies require more fuel to take down, the biggest (the Baron of Hell) requiring all of your fuel. Its presence on Mars is explained as being imported by a black market for unusual weapon enthusiasts.
* DOOM (2016) and using its energies to advance to a Golden Age, whilst experimenting on demons and engaging in dark arts rituals. Your allies are an A.I. and the Cyborg C.E.O. of the company that runs the place, fighting against the demonic forces of hell whose Earthly agent is a scientist using an exoskeleton to counter a crippling disease.
* DOOM (2016); Argent Energy is the original form of Hell Energy, and is both perfectly clean and absolutely unlimited. Unfortunately, the demons have corrupted all sources of Argent Energy, necessitating an expensive refining process unless you are willing to use raw Hell Energy, which is much more dangerous. And then of course there are the demons who are using Hayden's plans to get their own cultists inside his organization in order to ultimately destroy the human race.
* DOOM (2016), but also results in a metric crapton of ammo being dropped, making it a very good way to refill ammo if you're running low.
* DOOM (2016) comes around, which quickly became known as catharsis incarnate.
* DOOM (2016) has NeoPhalanx, the military organization that appears in the game, getting overrun (killed or turned into Possessed Soldiers) as usual, though they at least manage to put up a fight, as several dead Possessed (both soldiers and civilians) are found in "The Foundry".
* DOOM (2016) himself led their armies. They even wear armor resembling those of medieval crusaders (which even comes with a few cross motifs).
* DOOM (2016) in all of Hell because of his tendency to rip and tear through absolutely everything he came across. It's eventually revealed that they only stopped him by dropping an entire temple on his head. And even that only lasted so long.
* DOOM (2016) is a more downplayed example. While he does inflect, and the player can even hear his barely-restrained frustration towards the Doom Slayer on occasion, he never raises his voice and remains composed throughout.
* DOOM (2016) lack obvious eyes, including but not limited to all five subspecies

of Possessed, Hell Razers, Hell Knights and Summoners. Neither has any trouble hunting you down regardless, not even the Razers, which are basically demonic snipers.
* DOOM (2016) lands in this pose after particularly long falls, which gives a nice impression of how this stunt would look like from a first-person perspective.
* DOOM (2016), picking up a gun, and shooting more demons before he can even find any clothes.
* DOOM (2016), Samuel Hayden underwent research into cybernetics after learning that he had brain cancer, uploading his consciousness into a robotic body so that he could continue his research.
* DOOM (2016) seemed to suggest not even the publisher had any faith in what was by now all but a confirmed flop. Yet, its single-player campaign alone carried the title to win multiple "Game of the Year" awards. The campaign was so well-received that when the later Switch port made the multiplayer mode a separate download to save on cartridge space, people didn't really mind all that much.
* DOOM (2016) the Glory Kill for the Mancubus involves ripping its heart out of its bloated gut and shoving it down its mouth.
* Doom 2016, the only survivors are the Doom Slayer and Samuel Hayden.
* DOOM (2016) to help them invade Mars in exchange for godhood. This along with other elements of the story paint a picture of less "Science is bad" and more "Over-harvesting natural resources for short-term benefits without conideration toward the consequences will inevitably lead to disaster for everyone involved."
* DOOM (2016). Upon completion of the first level, you come across a UAC propaganda hologram that proudly states "Welcome to the UAC - Now 221 Accident-free days!"...as the entirety of the level you played (and the hallway you are currently standing in) are soaked in blood and strewn with corpses.
* DOOM (2016) video. So, for example, you'll rip out a Cacodemon's eye, but it'll make a noise like a cork being removed from a bottle, and then the thing will fall apart like a freshly killed pinata; you'll bring a fist down onto a zombie's head, but instead of shattering and spilling brains everywhere, the skull will just be slotted cartoonishly where its sternum used to be; a Whiplash having an exposed, broken bone driven through the base of its skull is so fast and goofy-looking that it's funny rather than gruesome and so on.
* DOOM (2016) when you're at low health will make enemies drop even more. Also, enemies will occasionally drop free ammo on death if one of your ammo types is empty.
* DOOM (2016), where you land in an area with about twenty Possessed. It's pretty much a testing ground for the aforementioned weapon.
* DOOM (2016), while the Doom Slayer is riding an elevator Samuel Hayden tries to explain through the intercom that while he takes full responsibility for everything that's happened it was all done for the good of humanity. The Doom Slayer looks down at his feet to see a desiccated corpse, proceeds to crack his knuckles while physically trembling with rage and smashes the intercom.
* DOOM (2016) with the Heavy Assault Rifle's Tactical Scope mod. Of course, since his targets are all demons, they shouldn't garner much sympathy.
* Doom 2099 (or the United States, anyway, which is not actually the entire world). The twist? He's actually a pretty good leader.
* Doom 2099 the real deal; his youth and failed memories were because of a regeneration tank. There was no Gambit; it was just Doom's former lover getting bored and screwing with him.
* Doom 3 – there are certain civilian zombies whose only bit of head remaining is a stump of the lower brain stem and the lower jaw, and they orient themselves, vocalize and attack just as well as zombies with heads.
* Doom 3 at least implies that Heaven exists, but the whole thing is still vague.
* Doom 3 corporate suit, while in the game he was an aversion of the stock character type, being actually competent and decisive.
* Doom 3 did this quite nicely with its audio logs, video disks, and emails. Plus, it also did wonders for making players actually get the plot by placing important information such as codes in with the plot.

* Doom 3 enjoyed this heavily, having bodies fall out of vents or fly across rooms with no warning, often designed to spook the player and make them waste ammo on a non-threatening body. The most prominent is towards the beginning where after grabbing a PDA, a body on a rope swings from the ceiling in front of the player. In addition to falling out of closets and vent shafts, they are occasionally seen being levitated or otherwise manipulated by the demonic forces.
* Doom 3 features a red, meaty growth gradually taking over the base - Sarge even describes it using almost exactly those words.
* Doom 3 franchise's earlier roots by having most of the demonic encounters occur in brightly light areas at nearly all times so that you can see you foes in all of their horrific glory.
* Doom 3 games (due the arrival of their aforementioned updated 2019 re-releases) and multiplayer features at a lower price point for PlayStation 4, Xbox One, Switch, and PC via Bethesda.net.
* Doom 3. Generally they just jump out of cupboards and from behind false walls.
* Doom 3 gets wiped out before you even find them. Except for one, who is picked off by a Wraith shortly after you meet him.
* Doom 3 had Decontamination Chambers near some (but not all) experimental teleporters. They also have a bio scan system before you enter Mars city proper.
* Doom 3 had to be changed because it was later discovered that someone had independently come up with their graphics algorithm and patented it.
* Doom 3 has plenty of this, even outside of the actual infirmaries and medical installations. There are several instances of 'medical specimens' in vats of liquid held up in the Delta Labs, and a portion of the place has an office wing converted to hold people that gradually became zombified, as explained in PDA logs; the feel of the location owes nothing to a bad sanitarium.
* Doom 3 has the Forgotten Ones, which are floating flaming skulls similar to the aforementioned Lost Souls.
* Doom 3 has the marine hallucinating all alone with visions of hell while incoming enemies spawn in front of him.
* Doom 3. Headshots do cause a good amount of extra hurt on everything, including zombies. However, body shots work just fine, and some zombies don't even really have heads to begin with.
* Doom 3 his weapons. The BFG Edition takes the tack of attaching the light to Doomguy's armor, allowing the player to use weapons freely.
* Doom 3, id gave the player a flashlight that is attached to the player character's armor, allowing you to use it without putting away your weapon.
* Doom 3 implies that we're the last survivors of a Martian civilization that came to Earth to escape the demons that were wiping them out.
* Doom 3, in keeping with the more unsettling atmosphere, has a soundtrack and ambient sound design composed largely of subtle drones.
* Doom 3 into something suitable for building Thief-like game content in. This is partly due to the Thief mod community not generally liking the Unreal engine based Thief Deadly Shadows for modding (there are some strange differences due to changing engines, and it turns out to be very hard to get things that should be a doodle, like a passageway you can just walk down, to work properly).
* Doom 3, in which the programmers had the right idea by making the Cyberdemon the final boss, but cocked it up by making him easier to kill than virtually any other enemy in the game. His rockets are fired rarely and are extremely easy to dodge, and he is taken down after a few hits with the game's superweapon that automatically hits after being charged up.
* Doom 3 is a dog-sized construct with a small body and a huge elongated head right on top of it, with no recognizable features if you don't consider its headlight as an eye. It skitters along the ground like a spider with its four three-toed legs, and attacks threats with a machinegun nestled under its chin.
* Doom 3. It takes place partway through the original game when a bunch of soldiers get massacred. You get to play a soldier who somehow survived it and go from there.
* Doom 3 made a point of rendering both fixed and dynamic objects the same way for this reason, among others.

* Doom 3 mentions a delivery error - somewhere on Earth is a group of lumberjacks wondering why they got a shipment of jackhammers instead of the chainsaws they ordered.
* Doom 3 mostly eliminates the survival horror elements and feels more like a standard FPS.
* Doom 3 of the scientist being killed, only leaving behind his skeleton once the reactor opens up again.
* Doom 3 pulls off one scare by having bloody footprints appearing out of nowhere as something invisible walks away from you towards a locked door.
* Doom 3's iteration goes up to a more modest but still considerably high 480.
* Doom 3 stuck to the ceiling by spikes through its limbs, with its torso peeled open from its neck down to its hips, still "alive" and screaming.
* Doom 3) that is already on fire when it attacks you. Ordinary zombies, however, seem abnormally sensitive to fire.
* Doom 3, the nameless protagonist is the only survivor. Every single NPC he has met over the course of the game has met their end through one way or another.
* Doom 3, there are two Doomguys: the Marine Corporal and the Marine Engineer. Both of them are considered the best hope humanity has for survival.
* Doom 3 there is the prototype BFG 9000s. Despite being extremely powerful, noted as lighter than earlier prototype versions, and being deployed in limited numbers to Mars, it still suffers a critical flaw: if the user overcharges the weapon, it will explode and kill the user.
* Doom 3 thing on Mars not trying to kill you, and prove to be quite helpful in fighting off the demonic invaders whenever you run into one.
* Doom 3 to toss objects at you and seem to serve as brood mothers to the Trites.
* Doom 3 was notorious because of this to the point it didn't shock or surprise the player. They just knew as soon as they entered the empty room and touched the item they'd immediately have to turn around and blast all the monsters that teleported into the room.
* Doom 3, who were already messing with the Martian colonists before they invaded.
* Doom 3 who works at the base you're assigned to. It's a pretty long first day.
* Doom 3 would have starred as the space marine, but then it sank back into development hell for another decade.
* Doom 3, you are incapable of surmounting waist-height obstacles such as broken stairs.
* Doom 3 you finally hit the "Vent Gas" switch, at which point it is instantly drained from the entire location and ceases being harmful. Apparently the Mars base has some powerful gas vents.
* Doom 3, you're introduced to the Lost Souls through the horrific death of a female scientist, whose head rips itself off her body to become the monster in question.
* Doom 64, both scored by Aubrey Hodges, are mostly made of this trope.
* Doom 64 installment). The name was used as a map name in the game itself instead.
* Doom 64's final boss, the Mother Demon, shows up when you have the ludicrously overpowered Unmaker, not to mention there's both an invincibility and a supercharge in the same room. Grab the supercharger and fire the Unmaker at her, and she tends to die in about ten seconds.
* Doom actually counted on Storm being incapacitated due to panic. The extremely dire gathering of storm clouds outside couldn't possibly be related to her, could it? No, I'll prop her up by the window and go about my plans. Who cares there's no other possible explanation? Because it is a perfectly natural storm, surely there's no way the window could be in danger. This eventually resulted in the storm expanding into
* Doom. After telling Sarge several times to drop his gun, he notices Sarge's eyes suddenly widen in surprise. Pinky, to his credit, immediately understands what it means and is able to utter "Aw, there's something behind me, isn't there?" just before one of the nastier mutant monsters grabs him from behind and bounces him off the walls several times.
* Doom: After the demon hordes of Hell invade Earth, the remaining human population

is loaded onto space ships that will carry them to safety.
* Doom also has on occasion created stronger variants of the armor, powered by draining some of the above-mentioned "cosmic" characters and thus rendering Doom's power almost as God-like as his ego. Since Doom is also a mage, he can use a combination of
* Doom and continue blasting them into giblets until you run out of demons to kill.
* Doom And Destiny: One of the playable characters, Johnny, has the option to transform into a Death Knight, a Knight in all black. Although his personality remains the same, and he shows no malice associated with the trope.
* Doom And Destiny, there are a bunch of these in the graveyard underneath Ben's house.
* Doom, and its arms have dwindled into near vestigial appendages. Most startlingly, its massive mouth now features a set of four teeth-lined prehensile tongues, which it uses to ensnare and crush prey before swallowing it whole.
* Doom and later source ports can be used to make doors that actually imitate real-world door behavior.
* Doom and ledge catching to the player's repertoire...which you will need in order to navigate the game's many treacherous jump puzzles.
* Doom. And the only place where the team was credited—the DOS text-mode post-exit screen—didn't appear in the bundled Windows 95 version, which is how most people installed the game anyway.
* Doom, and they can even make the same grunts and moans as zombies with heads. This only affects civilian zombies, however - Z-secs, zombified security forces and marines that wield weapons and behave like actual humans in a firefight, are unaffected.
* Doom, any monsters that attempt to teleport into a space occupied by a player will die as if the player teleported into them. Players can sometimes weaponize this by standing on the exact spot a monster is supposed to teleport into to preempt an ambush.
* Doom, a platoon of marines called the Rapid Response Tactical Squad is dispatched to deal with the events on Mars.
* Doom are usually of a silvery tone, and polished metal prevails. Rust-orange colors and rougher materials are characteristic of maintenance sections.
* Doom, Arlene gives Jill a sex ed talk during the LA mission. Afterward, she laments that humanity had beaten STDs, including AIDS, just in time for aliens to wipe out most of the species.
* Doom, Arlene grabs a chainsaw and uses it to clear a hall full of demons. This nearly gets her killed. The second time she still grabs the chainsaw because she wants to get it right. How a chainsaw came to be on Deimos is a mystery.
* Doom, a room suddenly turning dark indicates a monster ambush. "Invisible" enemies are also visible in bright areas, but practically impossible to see in dim or dark ones.
* Doom, as many levels could no longer be completed if an enemy got "stuck" over the destination point and made the teleporter unusable. This was fixed in a later release by making the incoming entity frag whatever is standing on the exit point, and this evolved into a gameplay mechanism.
* Doom as Test Prize: A competition where the winner's reward is getting killed.
* Doom as Test Prize: A competition where the winner's reward is to be killed.
* Doom as Test Prize: Seriously?! I have to be murdered just because I won?! What kind of shit is that?!
* Doom. As the name implies, is about the aliens and their genetically-engineered-to-scare-humans creations attacking planet earth.
* Doomathon II game that Jason gets for Christmas, only to end up getting addicted to it.
* DOOM attacks, to separate buttons for firearms and grenades, had been done before in previous games), but it is unquestionably the game which popularized them all to the point that most modern First Person Shooters now use them by default.
* Doom at that point doesn't help. Not to mention it had better stats (health, speed, pain chance) than the final boss, who shows up one whole episode later.

* Doom at the start of the battle, you'll hear the message "To win the game you must kill me, John Romero!"
* Doom because he assaulted a superior officer (who himself deliberately ordered the company to open fire on people he knew were probably pacifist monks).
* Doom begins in Afghanistan where Fox company is lost in a mist. The company sees shadowy figures moving around and Lt. Weems panics and orders the Marines to attack. Arlene, the company scout, has gotten in close and confirmed that the men are unarmed monks. Weems refuses to listen, Fly tries to punch him out but fails, and Fox guns down civilians in a fog.
* Doom, Bill Ritch is wrapped in webs after the spidermind interrogates him.
* Doom but not following the people behind it, it can be a shock to realize the guy who made things like "nuts.wad" (a really big room with more monsters than the original game can handle, let alone any player could kill with the equipment provided) and "Doom 2:2 - The Time Travel Saga" (simply adds a second number II to the title graphic on the pause menu) was named "Mapper of the Year" by Doomworld in 2004 and at least had a hand in well-regarded map sets like "Grove", the second "Community Chest" project, and "Equinox".
* Doom, but still. Interstingly enough, the novels' interpretation of the Doomguy is a devout Catholic regardless.
* Doom, but the baddie slowly mutates into a much more badass villain while normal civilians and soldiers turn to slobbering monsters.
* Doom by leaping onto the otherwise inaccessible exit switch/linedef.
* Doom call the BFG 9000 "the Holy Grail of Firepower" and had it found on top of a plinth like a relic.
* Doom) cases, the person never touched a game in their life, or touched a game so non-offensive there's no way it would have warped their minds to the degree that's claimed.
* Doom Chris, comic artist. (Of course not his real name - he's a Dr. Doom fan)
* Doom comic book. Sample quote: "Knock knock who's there ME! Me me me me me me me me." It gets worse.
* Doom comic book. The Doom Slayer's Glory Kills often tear chunks of Demons off, and lethal headshots will easily destroy their heads in a cloud of blood. With the power of a Berserk artifact, your melee attacks are all turned into more spectacular dismemberments, including a reference to the Doom comic where the Doom Slayer punches through an Imp's chest from the front to pull out its spine. The Chainsaw carves demons up, and the BFG incarnation in this game utterly obliterates demons caught in its blast.
* Doom comic has Doomguy abandoning his highly-respected shotgun for this piece of ordnance.
* Doom comic. It's manliness and a half! It's a 12.0 on a 10.0 scale of manliness!
* Doom consists of five levels, the first three of which are pretty amateurish and usually considered to be terrible. The latter two, however, are surprisingly good, to the point of earning the mod a place in Doomworld's "top 100 WADs of all time" list back in 2004.
* Doom defeated the first demon incursions in that expansion with few losses... but were overwhelmed in the latest ones when the demons changed tactics, leaving you as the sole survivor yet again.
* Doom, Doom Guy was quite unhinged and seemed likely to be the kind of guy who you'd expect to be able to survive a trip to hell and back just because of his sheer lack of a grip on reality. Whether or not this came before or as a result of the Hell invasion is open to interpretation, however.
* Doom Dragon's attack, Cruel Ruin, which appears to shoot a chain of exploding beams, each destroying massive areas of land. Also, the Daedalus summon, which brings out a giant ancient-looking robot that shoots several small missiles that hit immediately and a final, huge one, which three turns later, hits for a large explosion.
* Doomed Appointment: Someone is killed before someone they asked to meet with them is able to do so.
* Doomed Autographed Item: Someone's prized autographed possession gets lost or

damaged, often with comedic results.
* Doomed by Canon: If a character is dead in the series' other installments, the prequel can't prevent their death from happening.
* Doomed by Canon: The character has died in the other installments, so it is obvious that the prequel won't prevent the character's death even if they make it out unscathed in the end.
* Doomed by Canon: The character is dead in the installments that take place afterwards, so it's obvious that the prequel won't prevent their death even if they make it out unscathed.
* Doomed by Canon: The prequel can't prevent a character's death without contradicting the events of the series' other installments.
* Doomed by Canon: We know what happens to a character in an earlier future story, meaning their fate in a later past one is sealed.
* doomed/domed - When a thing is doomed, it is headed for destruction. When it is domed, it is covered by a dome. One
* Doomed Fellow Prisoner: A prisoner in the same cell as the main character ends up suffering some horrible fate.
* Doomed Hometown. He's only recently starting to get over the fact that it wasn't his fault.
* Doomed Hometown, she tries to laugh away the pain like her friend Saul had taught her before breaking down into sobs like any child would.
* Doomed Hometown that destroyed the village, can't get so much as a sidelong glance from him, and Mau himself seems to be experiencing the whole thing as if it were a dream.
* Doomed Hometown: The destruction of the hero's hometown is what stirs them into the adventure.
* Doomed Hometown: The place the hero first appears in will get destroyed.
* Doomed New Clothes: A person buys new clothes, only for them to get ruined.
* Doomed Predecessor: Finding the corpse of a previous adventurer in a cave.
* Doomed/Reiser, a college freshman who accidentally gained the ability to become a Doomsday-like monster, had most of his intrigue removed when transferred from his short-lived solo comic
* "Doomed" (Season 4, Episode 11): Xander's and Willow's helpless silent protestation to Spike's sudden unexpected outburst of enthusiasm (after he realizes that the implanted behavioral modification chip doesn't punish him for killing demons) for "fighting the good fight". That, and after a long exhausting day of monster-slaying, Spike is blocking their view of the TV box.
* Doomed Supermarket Display: Supermarket displays always get knocked over.
* Doomed Supermarket Display: When a stacked supermarket display gets knocked over, often by a stray shopping cart.
* Doomed. When Willow and Xander bring him along to stop him from staking himself, Spike manages to cheer himself up by taunting and insulting them, stating that they are "even more useless than he is" and he doesn't want their pity.
* Doom: Endgame, Fly and Arlene have their souls stuffed into a Newbie computer system and are forced to relive the events of the Phobos/Deimos invasion.
* Doom end level score cards include not only the player's time and completion percentage, but a par time set by the developers, which encouraged players to try and beat it, and then keep going faster. All of these factor made for a thriving speedrunning community at a time where most others couldn't really do that.
* Doom ends like this, as after you defeat the Barons of Hell, you step on a teleporter expecting to end the level, but it sends you to a dark room filled with monsters and a damaging floor that kills you. The following text screen even lampshades this. Fortunately, you can still continue with the second and third episodes.
* Doom engine began working on Brutal Hexen. One important feature will be collecting XP and levelling up like in Hexen 2.
* Doom-engine game). There are both unofficial and moderately official (as in "with the input of the original developers", although Chex themselves not so much) follow-ups to the original series as well. So Merchandise-Driven as it may have

been, it no longer is bound to that and the "Chex" name and setting remain simply because that's what started it.
* DOOM especially are praised for having combat sandboxes not unlike stylish character action games.
* Doom-esque which scared Bethesda into not sending out review copies. Upon release however, the multiplayer was generally ignored by the fanbase & reviewers, while the single-player campaign was extremely well received to the point that it became the prime reason most people played the game. Later, towards the end of 2016, Bethesda revealed that this would become a standard practice for them, and reviewers shouldn't expect advance copies of any of their games in the future.
* DOOM Eternal, and so went straight from the Iron Age to an spacefaring empire with no intermediate steps.
* DOOM Eternal, and the Heavy Assault Rifle is now the Heavy Cannon. As its name implies, it shoots more slowly but also more powerfully.
* DOOM Eternal. Another is that the Marauder speaks in the rewritten versions when he was silent originally.
* DOOM Eternal. At no point does he attempt to justify or regret his actions; if it has nothing to do with demons, killing demons, or cute furry animals, he doesn't care.
* DOOM Eternal. But since being taken over by Hell, it has become a place of blood sport, with the Hell Priests encaging a powerful demon known only as the Gladiator into the arena in direct transgression of Sentinel law, using it as an executioner to enact judgement of their own decree.
* DOOM Eternal: Composer Mick Gordon and producer Marty Stratton accused each other of being hard to work with or sabotaging their music, with the former claiming his tracks were mangled and taken out of his hands and the latter accusing Mick Gordon of consistently missing deadlines.
* DOOM Eternal cranked even further up, to the point where your new special melee attack, charged by doing glory kills, is called the "Blood Punch". One glory kill on the new Whiplash enemies has you break its arm, then shove the exposed broken bone through their mouth and out the base of their skull.
* DOOM Eternal, creating a shockwave that also hurts nearby enemies. It can rip the armor clean off of a Cyber-Mancubus and one-shot a Pinky even from its heavily-armored front.
* DOOM Eternal, during cutscenes the Doom Slayer prefers to move in an intimidating stroll that terrifies every human around him.
* DOOM Eternal features the hilarious UAC Spokesperson, who at one point can be heard speaking over loudspeakers: "Remember: Demon is an offensive term!" and then explains that we should call the demons "Mortally Challenged". Weirdly enough, some others respect this terminology proposal.
* DOOM Eternal has the Marauder, the antithesis to the Doom Slayer, who's able to dash around the stage as fast as he can, making the player have to play a game of hit and run. Too far and they fire Argent axe beams and send wolves at you. Too close and he shoots the slayer with his own Super Shotgun.
* DOOM Eternal in tandem with their own versions of Super Shotguns used to blast you if you get too close.
* DOOM Eternal into its brain and break the blade off to seal it away.
* DOOM Eternal is even older, if indeed age is a concept that can be applied to such a being.
* DOOM Eternal, King Novik's narration explicitly says that against the evil of demon and man, only the Doom Slayer will be sent. He's enough.
* DOOM Eternal, leading to many a fanart of the tough, heavily armored Doomslayer chasing butterflies with a net, and the small anthropomorphic dog Isabelle tearing through hordes of hellspawn with weapons bigger than she is, the Super Shotgun most often of all.
* DOOM Eternal) man before the Seraphim hooked him up to the Divinity Machine and altered his body. Now he has enhanced strength, speed, doesn't age, and can absorb Hell energy to sustain himself.
* DOOM Eternal marches through the Phobos space station and comes across a locked

gate and the key card that opens it, which is hanging from the neck of a hapless desk-jockey. In his typical goal-obsessed take-no-shit manner, the Slayer grabs the key card to swipe it over the reader, while dragging the man along by the neck. At least he does it gently.
* DOOM Eternal: Partway through the game, the Doom Slayer faces a problem: the final Hell Priest he needs to kill can only be reached via a teleporter that is buried deep inside the core of Mars. It would take months, at least, to dig down to it, even without considering the apocalyptic demon invasion going on. Doomguy's solution? Take control of humanity's most powerful weapon, the BFG 10000, and... well...
* DOOM Eternal ramps up the difficulty from its predecessor, but also adds a number of helpful features:
* DOOM Eternal) rune and you can pull off some crazy mid-air maneuvers. It can even be upgraded to set demons on fire.
* DOOM Eternal, the computer voice that greets the Doom Slayer in Urdak is female. In the Polish dub, the voice is male.
* DOOM Eternal: The demonic invasion of Earth is dependent upon the Hell Priests, who command its activities outside of Hell. Thus, a primary objective for the Slayer is to hunt down the Hell Priests to halt and reverse their advance—by the time two out of three are dead, their force has already diminished by 68%.
* DOOM Eternal, the Doom Slayer encounters a huge shark during an underwater segment. The shark will ignore him unless he approaches it, which will cause it to bite him repeatedly. You cannot attack underwater, so the shark cannot be harmed.
* DOOM Eternal, the Doom Slayer's new armor now sports a massive extendable blade on his left arm.
* DOOM Eternal; they are treated just like a completely alien species.
* DOOM Eternal want you dead already and so they're waiting for you there.
* Doom even put Valeria under his protection after helping give birth to her and naming her, so if you mess with her, Doom will come after you. Also, Doom is known to be a tyrant who rules Latveria with an iron fist, but
* Doom, even when walls and obstacles impede them. Savvy players can exploit this mechanic by leading a mob of monsters into a cul de sac, then moving toward the access point; the monsters will usually emerge in ones and twos rather than all at once.
* Doom exact examples of this trope in maps featuring library-like areas.
* Doom film also used this to get the plot rolling. When those research labs on distant planets cease communications, that should be your hint to close the portal.
* Doomfist, a mercenary/terrorist whose primary weapon is the massive gauntlet that he wears over his right arm; both his arms are themselves quite intimidating prosthetics. Doomfist is one of the few confirmed antagonists in the game, and his gauntlet is twice as large as his left arm, decked out with spiked knuckles, and features a prominent set of horns on the shoulder.
* Doomfist's entire kit is designed to bring overwhelming power on weaker opponents, but he can be countered by other tanks. So in his introduction cinematic, he effortlessly takes out Genji and Tracer, but Winston weathers his blows and takes him down after entering berserk mode, which in-game fully heals him and doubles his health to 900; Doomfist's best attack deals 300 total.
* Doom, Fly and Arlene are trapped on Deimos, orbiting Earth, with a leak in the pressure dome. Oxygen is bleeding out but the facility is so large that it takes over a month before the air is dangerously low.
* Doom, Fly and Arlene need to get to a radio they don't have access to. Arlene hands Fly a clipboard and he plays inspection sergeant all the way to it.
* Doom, Fly and the squad meet some infiltrators posing as drug dealers and making zombie serum. The spies blast obnoxiously loud music and everybody talks about bands and drugs while holding the real discussion on notepads.
* Doom: Fly describes Arlene as being the best looking woman he's ever seen, but not in the conventional sense of beauty. In particular, he loves her muscle tone. One newbie to the squad once tried to pull down her pants and while the whole squad was interested in seeing more of her ass nobody else was stupid enough to piss her

off.
* Doom, Fly finds the escape route of the chemist's basement hidden behind a bookcase. There was a fake book to operate it but the bookcase was blown to pieces before he could figure it out.
* Doom, Fly is introduced to the Fred ray. The disintegrator weapon disturbs him because it has no visible emissions and just erases things from reality.
* Doom from out of his ass. Lol and behold, three weeks later said reviewer came out with a mod: A Better Wad Pulled From My Ass.
* Doom full of imps. The imps are as accurate with their fireballs as ever; the player character, not so much.
* Doom games also had re-animated corpses as enemies, these created by Nazi Mad Science.
* Doom games makes use of this. This is especially noticeable in Doom 3's 'Mars city' The well maintained sections look pretty rough, the seldom used sections are dilapidated, then the forces of hell turn up...
* Doomgiver, there are 3 full hangars packed with pilots and stormtroopers that you can send flying into space. Of course, you can also do it to yourself — by accident.
* Doomguy for assaulting his commanding officer after being ordered to fire on civilians.
* Doom had been fighting a Hulk robot that was screaming "DOOOM" as it pummeled him. As Doom turned the tables on the robot, he said "Once more… with feeling…
* Doom had friendly fire in co-op mode. Much more famously, any monster with a projectile could incite a riot by accidentally hitting its allies, which would cause them to forget all about the player and kill each other. They don't really notice if one of their buddies wanders into the line of fire. Quite a bit of Doom strategy is based around tricking enemies into hitting each other.
* Doom had this, your character portrait would show damage depending on how much health he had. In a few versions, taking a vicious shot at low health would result in not the head slumping down dead, but blowing up.
* Doom has a long-range flame attack that uses the standard charge-and-release arm animation.
* DOOM has a love of invisible teleports, sudden ambushes and all other life-ending trickery liberally scattered around every map, it's more likely that these marines were minding their own business and then suddenly found themselves being whisked away and killed off horribly in the space of a few seconds.
* Doom has Arachnotrons with plasma cannons, chaingun-using Heavy Weapon Dudes, Mancubi, Revenants, and more.
* Doom has a small banner above its cover art reading "Consider yourself WARNED!! This book contains scenes of graphic violence!" The warning is so small that readers are guaranteed to see the cover art first, which shows Doomguy shooting a zombie with blood gushing from its head and guts strewn around.
* Doom has Doomguy facing off against the angelic host. The angelic host is composed of an endless number of cute, adorable angel girls that want nothing more than to wipe you off the face of the earth.
* Doom has the Omen Warhammer as a subweapon. You can smash the enemy with it, and you are able to throw it, too. The alternate attack of this weapon will send a huge version of warhammer, and the said warhammer will spawn more warhammers to smash more enemies nearby.
* Doom has the "Tyson" speedrun category, which allows using only the fist, chainsaw and pistol.
* DOOM hidden earlier in the episode you can sprint up in the creature's face and 1HKO it before its AI has registered that the fight has started.
* Doom House declares, "I'm so bored", while clutching a wooded board.
* Doom House. Determined to defuse the creepiness by any means necessary, Reginald picks up the phone with a goofy hand gesture, then discovers that the aforementioned voice of evil sounds utterly ridiculous. The gratuitous presence of his cat doesn't hurt, either.

* Doom House died before the story begins, which made Reginald very depressed.
* Doom House is never seen wearing shoes and is even seen walking outside on bare feet.
* Doom House mostly consisted of reviewers playing along and hailing it (in detail) as a triumph of modern horror cinema, and one confused reviewer who took it at "face" value.
* Doom House, Officer Cop arrives at the doom house for the first time before Linux is finished speaking on the phone with the emergency operator.
* Doom House, Officer Cop is initially introduced as the dispatched police officer responding to Reginald P. Linux's 911 call, but he turns out to be the one responsible for the horror Linux is experiencing inside the doom house.
* Doom House, Officer Cop, who was initially thought to be a kind civil servant who is regarding Reginald's safety and well being as a top priority, reveals himself to be a terrorist who was only pretending to be a cop to try to get Reginald to leave the house so he could take it back from him.
* Doom House threat, that much is obvious. Something to do with putting Reginald's hair in a bowl.
* Doom, however, had "classes" of enemies that changed palettes according to their type and subsequent difficulty.
* Doom. If the demonic invasion wasn't bad enough, even travelling through a portal to another place on Mars can cause paranoia and insanity. Makes sense, since the hyperspace tunnel appears to be a bloody vein-like tunnel, and you hear screaming as you move along it.
* Doom II before the elevator reaches the top, since the vanilla Doom engine has a vertically fixed camera, meaning that you have to ride the elevator three times to finish off the boss while enemies spawn like crazy. If you're the sort of person who plays with a source port that allows vertical mouselook, you don't even need the elevator.
* Doom II but the novels played this trope to the hilt, throwing in "Pinkies" and "Pumpkins", along with other non-animal designations of "Clydes", "Bonies" and "Fire eaters" amongst others.
* Doom II enemies. The enemies' sprites have even been altered so that they cover their ears.
* Doom II game manual, the description of the Spiderdemon's weapon is as follows:
* Doom II it is shown that they are actually demons with transparent flesh, and the Arch-Viles, which clearly have a layer of skin but are otherwise very reminiscent of a walking skeleton.
* Doom II outside of the final level. This can clearly be seen on many maps, where a huge horde of monsters teleports in — one monster at a time, shortly after the previous one is killed.
* Doom II: The Icon of Sin, the final boss, has this appearance. The "Final Doom" manual explicitly refers to it as "Baphomet".
* Doom II, where basically every encounter with the Cyberdemon and Spider Mastermind has some kind of gimmick making them way easier than they should be. For instance, in MAP 20, you encounter both of them in the same room... and hostile to each other, at which point the challenge becomes "wait for ten seconds and then kill the badly-injured survivor."
* Doom In addition to this, the utterly crazy fanbase will stack on some of these challenges:
* Doom include porn in its unrated version, assuming a not-all-that-explicit T&A sequence featuring a nude, blood-soaked, demonically-possessed woman with a severed arm qualifies as porn.
* Doom. Infamously tried to make the franchise's usage of Hell and demons figurative instead of literal.
* Doom in particular taking the piss out of corporate greed and tonedeafness), a more slapstick tone to the violence, a lot of goofy easter eggs, and a protagonist whose attitude and antics are often mined for humor (such as his interactions with certain collectable figurines and his palpable glee in doing the exact opposite of whatever Samuel Hayden requests of him).

* Doom is a picture of a guy's face getting progressively bloodier and beaten up the more damage the player took.
* Doom is based on the premise that teleportation is a literal contact with Hell. Half or more of the demons are cybernetically augmented. On the other hand, experimental weapons tend to save the day. In the third game, the company that develops the teleportation device is shown to have also created breakthroughs in energy generation and storage, and is in the process of terraforming Mars.
* Doom is defeated by smashing it into a wall so that its ammo pack full of rockets explodes.
* Doom is John Romero's head on a stake. Also, the "satanic" speech that is heard before its attack commences is actually the following, played backwards through a modulator: "To win the game you must kill me, John Romero."
* Doom. It gets better: One sky from an official MegaWAD is made out of what looks like twisted flesh.
* Doomlord had its first story arcs as a fumetti (1982-?); then changed to a traditionally-drawn comic-book when relaunched in 1991.
* Doom Magnet and executed the rest of his team for "heresy". After becoming the leader of SG-11, he was captured along with the rest of his team by the shape-shifting aliens protecting the Salish tribe, while his second mission ended with his entire team being executed by Apophis.
* Doom Magnet: A person who always brings death and disaster to other people.
* Doom: many players were thrilled to see a fan production become canon, while others accused Team TNT for "selling out" their fans.
* Doom Marine is the sole survivor of his unit. Unless you play Co-Op.
* Doom movie are, as confirmed in the dialogue, very explicitly the cavalry. Too bad it doesn't help.
* Doom movie. Goat, the team religious fanatic, tries to bash through the glass (using his head) to get to the survivors. Not only does the glass hold, but the characters later realize that he wasn't trying to break through. He was trying to kill himself.
* Doom movie is that he was caught in an accident like this when the Ark to Mars was first discovered, leaving him as a torso on wheels.
* Doom movie is that it has too many talking Space Marines followed by too little demons for about 20 minutes.
* Doom movie kept whole scenes in first-person POV, in tribute of the original game, that defined FPS.
* Doom movie killed off all the marines one by one with the exceptions of Reaper and Samantha.
* Doom movie, when a teleport-pad accident sent his upper and lower halves to different destinations. Due to futuristic medicine, he lives, but as half a body permanently attached to a wheelchair/life support system.
* Doom movie, where it's lampshaded by being called the "Bio-Force Gun." Of course, when The Rock's character gazes in awe at it before acquiring it, he says to himself, "Big... Fucking... Gun..."
* Doom movie, which has them test alien DNA on a death row criminal (and said DNA makes evil people into monsters).
* Doom novelization had especially creepy scenes where zombies, still bearing an imprint of their former lives, would mindlessly shamble to the grocery store, pulling rotting food from the shelves, walking past the cash register, and so on.
* Doom novels have Arlene Sanders. Once Fly reunites with her on Deimos, mid-way through the first book, she remains at his side for virtually everything. Together they take on the "demons" on the Martian moons, "hell", the ruins of Earth, and ultimately the enemy homeworld and beyond.
* Doom novels make use of the trope, little surprise given it's an adaptation of the Trope Namer. Fly has no idea what kind of gun it is and calls it "the big freaking gun".
* Doom novels, the aliens that attack Earth use this as a ploy to gain control over most of Earth's armed forces — however, this is only in preparation for their attempted genocide.

* Doom Patrol (2019) after all the times she's been dragged back to the sanatorium (in vans), she punches the man and breaks his hand, but he still ends up getting away, climbing into the back of an unmarked grey van — with Cyborg already inside.
* Doom Patrol (2019) how Jane acts after Cliff brutally and graphically slaughters a bunch of Nazis.
* Doom Patrol (2019): Made in 2019, flashback to Kay Challis' backstory happened in 1976.
* Doom Patrol (2019)'s character Larry is revealed to be cheating on his wife with a man.
* Doom Patrol (2019), the men of the team are all inhuman in appearance to some degree. Robot Man and Negative Man don't have human bodies at all, and while Cyborg is still fairly handsome, half his body is replaced with machinery. Meanwhile, the two ladies of the team — Elasti-Woman and Crazy Jane — look like normal beautiful women when not using their powers, as they just so happen to have abilities that don't compromise their appearance.
* Doom Patrol #90, the previously-captured Madame Rouge is on the loose again because "A crafty lawyer had her freed on a technicality!" Handwaved by not revealing what the technicality was—and Madame Rouge was promptly deported.
* Doom Patrol, a doomsday cult is looking for something called the Book of the Fifth Window. It turns out to be a young man with writing all over his skin.
* Doom Patrol All four of the actual members (The Chief, Rita Farr, Cliff Steele, Larry Trainor) were nuked saving a small fishing village.
* Doom Patrol, although his parts weren't designed to come off. His readiness to discard body parts at the first sign of trouble is actually a symptom of self-destructive rejection of his artificial body and severe depression.
* Doom Patrol. Both teams consisted of super-powered individuals shunned by the world, were led by a man in a wheelchair, and premiered within months of each other in 1963. The X-Men would rise to prominence and become one of the biggest franchises in comics, while the Doom Patrol would struggle to maintain a series. However, the two series diverged: while the X-Men focused on traditional superheroics with a lot of focus on the soap opera side of stories, the Doom Patrol, under Grant Morrison, eventually became a much more strange and experimental title focusing on more mature and artsy themes. While the X-Men do dip into some weirder stuff — particularly when Morrison himself revamped the franchise — along with all manner of magic and sci-fi, the Doom Patrol have largely stuck to the more "out there" tone. The two are very rarely compared these days.
* Doom Patrol can leave his body as an energy-form that can control its tangibility.
* Doom Patrol, Casey's origins are presented in the various styles of Golden and Silver Age comics to denote that Casey is a comic-book character who came to life.
* Doom Patrol comics, Cliff Steele is a racing driver whose brain is salvaged from a horrible crash and inserted into a metal body, causing him some anguish.
* Doom Patrol Danny the Street is a cross-dressing street. Some people are surprised by this.
* Doom Patrol had a benign one in the form of Danny the Street. Luckily, he was a good guy.
* Doom Patrol had a haunted headquarters at one point, and hired out many of the haunted occupants.
* Doom Patrol has Crazy Jane, a woman with severe Dissociative Identity Disorder, caused by sexual abuse by her father. When the alien Dominators detonated their gene bomb during the "Invasion" event, activating the metagene in thousands of humans, Jane was one of those affected. Jane has 64 different personalities, some good, some bad, and some neutral or inactive (the Jane personality has no powers). Among the evil ones are Black Annis (a violent, psychotic misandrist with blue skin and razorsharp claws and teeth), and "Daddy" (a giant copy of Jane's father made of insects, excrement and puzzle pieces). The Daddy persona was destroyed when Robotman entered Jane's psyche and helped her defeat him.

* Doom Patrol has had a few of these: The Chief is the leader of the team, Robotman is a man who became a robot, Danny the Street is a sentient street called Danny, and Beard Hunter is a guy who hunts for... Well, take a guess.
* Doom Patrol has spent time as a disembodied head in a jar. Hard to say if this is still true as of the latest retcon, though.
* Doom Patrol headlined issues #94-96 (September, 1977-January, 1978), the first ones of the revived series. With most of the original members dead, these issues got to introduce some new blood. The new version was not popular enough to "graduate" to their own series, though they served well as guest-stars in various titles.
* Doom Patrol. It's telling that he, an irreverent braggart and smart alec, is immediately cowed when he realizes his mom has his phone number. She also corrects his grammar over the phone.
* Doom Patrol). It took the addition of a fifth member to have two actually wearing the same outfit.
* Doom Patrol member Robotman. In his case, everything but the brain is robotic.
* Doom Patrol: Mr. Nobody has a boiled egg and is not afraid to use it. He thinks you know what he means.
* Doom PatrolRachel Pollack expanded on the plot point of Dorothy's powers becoming stronger during her menstrual cycle because her first period was badly traumatic. No-one had bothered to explain to Dorothy what would be happening to her body when she finally reached puberty, and her period began while a group of boys were mercilessly bullying her. After Dorothy finally made it home, her mother belittled her over the incident and said to Dorothy's face that she should've aborted her. This horrible experience became linked to Dorothy's power because, a little afterwards, she tried to "kill" some of her imaginary friends because she thought she was too old for them.
* Doom Patrol, real name Rita Farr, a former actress who after an accident gains the ability to change size. She's more famous for growing than shrinking, though.
* Doom Patrol run. However, issue 3 makes it clear that both Grant Morrison and Keith Giffen's runs did indeed happen, by having Robotman reference events within those series.
* Doom Patrol's foes the Brotherhood of Dada used a magic painting to steal the city of Paris. But then that's the Doom Patrol for you.
* Doom Patrol's headquarters for a time. He eventually grew up into Danny the World before being torn down by cosmic repo men. Now he's slowly regrowing from Danny the Bungalow. For a time, he was Danny the Brick.
* Doom Patrol showed a heavily armed gorilla (Monsieur Mallah) walking along the street pushing a baby carriage and about to slip on a banana peel.
* Doom Patrol's Negative Man could separate his energy form from his body for 60 seconds at a time. He had to act fast; If he didn't return to his body in time, he would die.
* Doom Patrol, "Soul of a new machine", Robotman's new body spontaneously becomes self-aware, and acquires a pretty good understanding of materialist philosophy, just by the Chief meddling with it. "It's a little embarrassing, and I'm not really sure how it happened. My guess is a faulty responsometer."
* Doom Patrol story with the first appearance of the Men from N.O.W.H.E.R.E., Mr. Jones has a laugh track installed in his house to emulate his "normality". It goes off seemingly at random, coinciding with him stabbing his wife and planning a massacre
* Doom Patrol, Terry None first meets Casey Brinke while delivering a singing telegram.
* Doom Patrol: The main plot of the Orqwith arc is that a fictional city starts to bleed into reality.
* Doom Patrol, this is used as a way to "clear the board" so that the next writer can essentially do whatever they want; Grant Morrison talked with his predecessor Paul Kupperberg to specifically plan how the latter's run would end with only the characters Morrison wanted to use surviving.
* Doom Patrol, to goggle-eyed youths with skateboards following one incident: "And

remember kids, don't walk through plate-glass windows!"
* Doom Patrol took over, and the title subsequently became one of the most iconic comics of the '80s and early '90s. Today, few people remember the initial 18 issues that preceded Morrison's run.
* Doom Patrol took the book from standard Silver Age superheroing to...very much not that.
* Doom Patrol. Turns out he's actually the personification of mankind's fears of nuclear holocaust. Yeah. Shit got real.
* Doom Patrol who became outcasts and freaks through cruel twists of fate. However, the outcast hero niche got more and more crowded throughout the 60s, and today their gimmick is more like "really damn bizarre".
* Doom Patrol who often shows a greater capacity for lateral or existential thought than his teammates. He's also a poor kid from rural Alabama who dropped out of school in the 7th grade.
* Doom Patrol wouldn't let the character be used in child friendly comics.
* Doom port. Knee-Deep in the Dead was supposed to be the title of the third episode.
* Doomquest forces Iron Man to fight a demonic version of his father. He magically summons some popcorn to enjoy while watching but discards it because he forgot the butter.
* DOOM: Repercussions of Evil gets special mention for sheer density. The page lists 31 tropes at the time of this writing: roughly one trope every seven words. It's even noted that the works page is longer than the story itself.
* DOOM: Repercussions of Evil, the protagonist is suddenly transformed into a zombie with no explanation or foreshadowing.
* DOOM: Repercussions of Evil: This is the motivation for why protagonist John Stalvern wanted to join the marines, despite his father dissuading him by saying he would be killed by demons.
* DOOM: Repercussions of Evil, where it turns out that John was the demons. And then a zombie.
* Doom said that they were aiming for a "hard" R, and as a result, included all sorts of adult content that was never in the game, including nudity and F-bombs.
* Doomsayer is a 0/7 that destroys itself and all minions at the start of your next turn, and is summoned with a dramatic "THE END IS COMING!". If you manage to attack with it
* Doom's comment to the weasels about "laughing yourselves to death" the light bulb go on in his head.
* Doomsday a car flies through a bus. Despite only hitting the glass windows, and not the engine, gas tanks, or anything else remotely combustible, the entire length of the bus still manages to explode (the car, being driving by the heroes, is perfectly fine). This is made even worse by the fact that buses and other large vehicles are nearly always powered by Diesel, which is hard enough to light (not that gasoline is exactly easy) yet alone cause to explode. Then again, CNG and LPG and now Hydrogen are sometimes used as fuels, but still very rarely.
* Doomsday against anything that does manage to injure him, rapidly regenerates and even if you do "kill" him, he can regenerate back to life. In theory, he becomes more and more this trope with time as you can't kill him the same way twice.
* Doomsday, although her most memorable scene was not fighting but lighting a man on fire in order to cook him for the hungry crowd.
* Doomsday and by the time we meet him, has completely abandoned science in favor of ruling as a feudal dictator.
* Doomsday Arcade fight their way out of a building using swivel chairs and guns.
* Doomsday Arcade had the Dicelord who went by the names The Creator, The Dungeon Master and Richard Gariot (even though Richard Gariot was in the same room as him).
* Doomsday Book has reached Oxfordshire. In some villages there was no-one left to bury the dead.
* Doomsday Book is about a mystery involving plagues that are occurring concurrently in the Middle Ages and the future-present. No one is working against the protagonists to stop the plagues.

* Doomsday Book, Mr. Dunworthy notices that all the presents his friend Mary has gotten her great-nephew Colin are sweaters and the like, so he tries to get better presents... unfortunately, between it being Christmas Eve and the quarantine, the only place open is a convenience store. He does manage to buy some interesting candy and between that and a well-picked book, he gives Colin a satisfactory bunch of Christmas presents.
* Doomsday Book) The story we read may be the result of a series of loops converging on stability.
* Doomsday Book (which shared the Hugo Award in 1993), a history student aiming for England 1328 lands instead in 1348, where she can't affect history because everyone she meets will shortly be dead of the Plague.
* "Doomsday", but the show never gives any details about what she got up to during her time with them.
* Doomsday Clock: After Rorschach and Ozymandias bring Mime and Marionette to the DC universe, they handcuff the two villains in the hopes of keeping them out of trouble while Rorschach and Ozy look for Doctor Manhattan. Naturally, Mime and Marionette manage to escape.
* Doomsday Clock are forgotten or never happened, despite said work being part of DC continuity post "New 52."
* Doomsday Clock Doctor Manhattan discovers the multiverse changes itself in relation to the primary DC Universe, or the Metaverse.
* Doomsday Clock is growing into one, and decides to act on his beliefs while most of the Justice League is busy fighting Dr. Manhattan, leaving Wonder Woman as the only one who can stop him.
* Doomsday Clock, thanks to a whole confluence of factors, primarily the meddling of Doctor Manhattan.
* Doomsday Clock trope (released at three minutes to midnight, geddit?) and November 22 being the day that the story opens on.
* Doomsday Clock was killed. Issue 4 also reveals that the original Silk Spectre has passed on.
* Doomsday Clock: When the literal clock strikes twelve, it's all over.
* "Doomsday", considered Hell by some people, to stay with the Doctor.
* Doomsday Dawn this. The PCs have to break into a party and steal a valuable item from a pirate lord. The item will enable them to teleport away once recovered - but the PCs aren't told this. If the players stop to think about how to get the item out, the adventure becomes practically impossible, as they'd have to carry the item back through the party and then somehow get passage on a ship away from a town with shipping run by a pirate lord who's just had something go missing.
* Doomsday Device: Any device that will bring about some unspecified 'doom' if it is activated is usually one of these.
* Doomsday Device is prepared by linking every nuclear, chemical and biological weapon in existence. Five people are placed in five bunkers around the world. When an alarm sounds, they have 30 seconds to hit a dead man's switch to disarm it. If none of the five do so in time, the doomsday device will detonate.
* Doomsday Device on a global scale and use it to take over the world.
* Doomsday Device on the planet and threatened to detonate it if they rebelled.
* Doomsday devices has a long tradition in Magic, going all the way back to
* Doomsday Devices's hobby, with Dr. Drakken the major builder of them.
* Doomsday Device strategic asset for Apocalypse. It tends to hurt a lot of people when activated.
* Doomsday is fully sentient and capable of speech, in contrast to his comic book counterpart, who is traditionally depicted as little more than a mindless, feral brute.
* Doomsday Machine, actually averts this trope in the end, where the two astronauts who board the Russian spacecraft have black, reflective visors on their helmets. Unfortunately, this was mostly an attempt to (not particularly successfully) cover up the fact that the last part of the movie was filmed with different actors and different sets due to budget constraints.
* Doomsday Machine by the idea of women being capable astronauts. Though the

bemused misogyny doesn't kick in until later: the initial shock was over half their team getting removed at the last moment and the mission suddenly becoming co-ed.
* Doomsday Machine) during an attempted rape. They're not actually blown out into space, but remain in the airlock and die of suffocation, as well as bleeding from every orifice. Not a pretty way to go.
* Doomsday: Neil Marshall lived near the ruins of Hadrian's Wall and fantasised about what conditions would cause the Wall to be rebuilt and imagined a lethal virus would work. Marshall had also visualised a mixture of medieval and futuristic elements: "I had this vision of these futuristic soldiers with high-tech weaponry and body armour and helmets—clearly from the future—facing a medieval knight on horseback." The director favoured the English/Scottish border as the location for a rebuilt wall, finding the location more plausible than a lengthy boundary between the United States and Canada. Additionally, Scotland is the home to multiple castles, which fit Marshall's medieval aspect.
* Doomsday, Sinclair's team enter virus-infected Scotland through the rebuilt Hadrian Wall in a pair of sleek-looking APC said to be the last of their types. They look heavy but a crossbow arrow kills one of the drivers - though the action doesn't let audience wonder about armor long enough to suspend suspension of disbelief.
* "Doomsday" So they manage to occupy the same spot while still being unable to communicate or connect.
* Doomsday-style chase with the bad guys. This may be justifiable (after all, it had been locked away in a sealed underground bunker), but what can't be explained is how the denizens of post-apocalyptic Scotland have somehow managed to keep their own cars running for twenty-seven years, despite there being no oil on the Scottish mainland (it all comes from the North Sea).
* Doomsday": The Cyber-Leader, managing to sound incredibly smug for an emotionless shell, engages in some towards the Doctor after Jackie and Yvonne are dragged away to be converted, claiming that the Doctor is proof of how emotions destroy.
* "Doomsday": The Daleks and Cybermen are known as two of the most humour-challenged races in the universe, but when they finally interact on-screen, they prove to be pretty good at trash-talking each other, which they do in a truly amazing exchange that Mickey describes as being "like Stephen Hawking versus the speaking clock".
* Doomsday" The screen goes dead... and clearly, so does the poor reporter.
* "Doomsday". The surviving Jackie and Pete are naturally paired together.
* Doomsday. They also use a bus which pursues the heroes in a neat recreation of the attack of the Turnbull ACs from the same film.
* Doomsday though it doesn't stop the plague from getting into England.
* Doomsday trilogy. The setting is the same (beach) and the issue is also the same (two lovers about to be separated forever across different dimensions).
* Doomsday uses mostly South Africa to stand in for post-apocalyptic Scotland.
* Doomsday Warrior (to the point where the American rebels were able to repel the Soviet invaders because of their superior tech and good ol' American pluck).
* Doomsday, when a group of highly-trained, heavily-armed British special forces in armored personnel carriers get killed in a matter of minutes by some punks with ice picks and a crossbow.
* "Doomsday", when Rose told them that they didn't need to kill someone, their response was "neither did we need him alive".
* "Doomsday"), when she suddenly, inexplicably appears out of thin air inside the flying TARDIS and starts berating him.
* Doomsday", when the space-time rift that pulled through an army of Cybermen and a ship full of Daleks is closed, it starts to suck them back in.
* "Doomsday", which features them going up against the Daleks, has a lot of this trope:
* Doomsday won't go anywhere, unless there's something in his way to smash to pieces.
* Doom's DLC (in which he is briefly called "the Devil" but not "Satan").
* Doom's Doorway is a rift on Themyscira that leads to the underworld and the

outer rim of Hades. In the
* Doom seized the power of the Silver Surfer for himself, and it drove him mad.
* Doom series. He later ascended even further to become the lead designer and current co-owner of the company.
* Doom series, in addition to its green marble and red brick structures, is often composed of walls of skulls and screaming faces.
* Doom shortly afterward and they can withstand four to six rockets apiece. From that point on rockets are reserved for emergencies and "boss fights" so he and Arlene run the dungeons looking for key cards. One time he suggests the option to Arlene to avoid entering a maze of unnatural darkness to find the key. Their rocket supply is dangerously low so they brave the dark maze instead of risking taking the next baron without ammo. They encounter a baron in the maze and they kill it for the key. Running the dungeon cost them all their rockets when the Dungeon Bypass would have used a few.
* DOOM Slayer incarnation and significantly faster than almost all of his modern contemporaries (who can't even maintain such high speeds due to focuses on "realistic" mechanics).
* Doom's manual, where the Cyberdemon and Spider Mastermind are marked "in Doom II only" so as not to spoil their boss fights in Doom 1.
* Doom. Some monsters have organic weaponry and others have cybernetic weapons installed. Not that it makes them any less deadly.
* Doomspell Trilogy, there is a LITERAL Witch Species. They serve as the main villains in the books, including a secondary, more brutal race of witches bred for battle, called the Griddas.
* Doomstone of Darke and their armies into serving him, but he pays a terrible price. By the time Lone Wolf catches up with Magnaarn, he is little more than the Sceptre's frail undead puppet.
* Doom, the aliens have "reworked" Earth's sky to their liking, which has the benefit of nullifying the fallout from the nuclear war.
* Doom, the Cyberdemon and Spider Mastermind are immune to splash damage, which means they only take about 40% damage from rockets and 22% damage from Arch Viles. This is understandable to prevent the rocket-launching Cyberdemon from harming itself with its own rockets, but the Spider Mastermind had no excuse.
* Doom the faces of the Barons of Hell everywhere and have an Unholy Cathedral dedicated to whatever they worship. The Icon of Sin can be assumed to be something like Satan.
* Doom: The mutants were condemned criminals who were injected with an extra pair of chromosomes, but due to their DNA having "genetic markers for evil", horrifically mutated. And they can sense who else has the same evil genes, so they attack them as well.
* Doom. Then the end screen comes up expressing your expected outrage for you: "where's your fat reward and ticket home?" etc. Even the ending of the third and final episode of the full game is not entirely satisfactory, due to the scene which greets you after you "get home".
* Doom, the protagonist's entire military unit is wiped out before the game starts (the protagonist then blasts his way through a demon-filled complex that bested an entire unit of elite soldiers).
* Doom, the protagonist's eyes on the status bar become glowing and golden when an invulnerability power up is taken (or God Mode is enabled). Combine with a Berserk Pack, and you too can have fun with puns!
* Doom: These are mutated by a Martian virus to give them superpowers and increase their violent tendencies. Some of them resemble wounded corpses, and some resemble various other monsters, but all have an uncontrollable urge to kill.
* Doom, the squad crosses the LAX parking lot planning on hijacking a plane. They briefly discuss who will pilot it and none of the Marines can. They hijack the plane, with enemies trying to get in the cockpit, and then bring up the pilot question again. Jill volunteers and, when asked why she didn't speak up before, replies, "You didn't ask."
* Doom, the talking imp rotates its head around to face Fly as it lays dying.

* Doom; the vocalisations of the Disciples of D'Sparil, and of D'Sparil himself, are all reversed English phrases such as "Destroy the Heretic".
* Doom, they receive a massive step up; in 3, Z-SEC zombies can tactically sprint around, firing pistols, shotguns, and submachine guns, compared to the slow, mindless shambling civilian zombies. In the 2016 version, the Possessed Soldiers are tactically cognizant and will make great use of their arm-mounted plasma guns; the Security will even tactically utilize their giant energy riot shields, firing in defilade and dropping the shield at range to adopt a more accurate firing stance. The regular Possessed, on the other hand, are just mindless zombies that shamble at you in a slow gait.
* Doom. This re-release later was ported to PC as well with vanilla-compatible WAD support like in the mobile version, followed by another update that introduced 16:9 widescreen presentation, DeHackEd mod support, variable frame-rates, toggleable V-sync, gyro motion controller support, among other improvements.
* Doom to be the dullest assignment imaginable, "With no action for fifty million miles, your day consisted of suckin' dust and watchin' restricted flicks in the rec room." Obviously, things didn't go so well.
* Doomtown card of the same name. (It's possible to get a divorce, though.)
* Doomtown have a normal distribution of values, but one that you decided on. While a hand that has multiples of the same value/suit card is certainly possible, it makes you vulnerable to game-changing "Cheatin!" cards, so those five Kings may not be as good as you thought. The importance of the hand also factors in, as players are more likely to use up resources to improve an important fight that they wouldn't use over a minor scuffle.
* Doomtown that you can only target someone who's more of a mook than one of your dudes getting killed.
* Doom Trooper. In addition, there was a Dark Eden game, also based in this setting, though it only had one release.
* Doom Troopers has twin fireball-shooting bracers as secondary weapons.
* Doomtroopers: Siege of the Citadel universe. You lead elite Doomtroopers from the various Megacorporations to destroy various alien beasts including the centaur-like Ezaghoul.
* Doom Troops (Mooks whose signature is their fear factor, regardless of strength or status.)
* Doom, uses this trope. The closest it gets to a swear word is "sunova..."
* Doom virtual versions of his high school to shoot up, but that didn't stop "journalists" from claiming that they were (the morbidly curious can still find them online to see for themselves).
* Doom WAD "Cleimos" is that monsters in a virtual reality combat sim come to life and take over a military base, and it's up to the player to wipe them out.
* Doom was caused by Martians experimenting with teleportation opening a portal to Hell, which was later found by human colonists. Many of the demons themselves are cyborgs, including the final boss of the first game.
* Doom was planned to have at least two episodes, with the first one coming out in a fairly reasonable time frame. The second one? Well it started sometime in 1997, and has spent so long in development that Duke Nukem Forever ended up being announced, developed and released in the meantime.
* Doomwatch such as Mary Whitehouse. Ironically, it became one of the few episodes the BBC didn't erase, although it was not legally made available until the 2016 DVD release of all surviving episodes.
* Doom wear quite sensible fatigues, but their body armour comes in Day-Glo Lime Green and Peacock Blue.
* Doom, where any protrusion above knee height might as well be Mount Everest until you find the right button to lower it. A number of source ports have since added jumping to the game, which allows players to skip huge swaths of some of the classic levels by simply hopping over these obstacles.
* Doom, where "Doom" is the name of the pool cue used by Cruise's character. The developers hoped that their game would have a similar effect on the entire gaming industry as the cue stick "Doom" had in the movie. Which it did.

* Doom, where the first map of the compilation dwango5 (otherwise known as D5M1, a derivative of an older map called SS-MAP1.WAD) overshadowed basically every other level in online play at the time. Notable too in that there were seventeen DWANGO compilation packs including the aforementioned dwango5, for a combination of over three hundred maps - and the only variation seen in this was D5M7, from the very same pack, seeing some play when the source port Zdaemon became popular.
* Doom where the player's position during a cutscene midway through the game is near one such door.
* Doom why the other two participants seem far more concerned than expected.
* Doom with the aliens on the other end of Mars' teleportation network was an Imp throwing a flaming ball of snot into the crowd. It went downhill from there.
* Doom with them (also counting the rather obvious fact that they are shooting at you).
* Doom. Yes, we do acknowledge that right now it tends to, well, open the gates of Hell, but our engineers are diligently working on the problem and we expect to have a marketable solution shortly!
* DOOM (Zen Studios) closes the portal to Hell, and therefore shuts down the demonic invasion...right?
* DOOM (Zen Studios) in "To Hell and Back", or 2) start the "Hell on Mars" side mode. Better get rid of those demons quick!
* DOOM (Zen Studios), which can instantly wipe out any demon leaders that stand in your way as you complete missions.
* Doona novels, specifically the first one where the Admiralty and other high holies of Earth are aware that the 'Doonan' language is complex and intricate enough that mispronouncing a syllable would be equivalent to insulting someone's ancestors to the 13th generation or so. Needless to say, the aforementioned high holies rely on the 5 year-old child who wears a tail and has been living with the 'Doonans' (later revealed to be a star-faring sentient race of their own) to translate between the two races/superpowers when they finally do meet in an official capacity.
* Doonesbury and a few spare interviews (the last one was in 1973), he avoided media attention during the strip's heyday, which is quite phenomenal when you consider that he married a famous TV journalist (Jane Pauley). After the strip's 20th anniversary in 1990, he started giving interviews again, but he's still very selective about who he talks to.
* Doonesbury, and are either represented by abstract symbols (a bomb for Newt Gingrich, a waffle for Bill Clinton, a giant hand for Arnold Schwarzenegger, etc), speech balloons coming out of the White House/Congress, or, in some rare cases, a face hidden in shadows, obscured by camera angles, and so on. Donald Trump is the only president cartoonist Gary Trudeau actually draws in full, and this is only because the strip established him as a "seen" human character in the strip long before his political career.
* Doonesbury and thinks, "Actually, I'm just a French major from the Bronx."
* Doonesbury, Andy Lippincott, who had just died of AIDS, has a prerecorded video played at his memorial service that talks to and responds to specific people at the memorial.
* Doonesbury arc dealt with the tobacco executives who claimed under oath that they did not "believe" nicotine is addictive, despite the vast amounts of evidence to the contrary. In the strip, the executives are prosecuted on perjury charges. Every member of the jury is convinced they are guilty, except for Jeremy Cavendish, who can’t decide if the executives are "monsters or idiots." The other jurors argue with him for a long time and he eventually agrees the executives are guilty. He later reveals his change of heart was motivated by his desperate need to visit the restroom.
* Doonesbury, B.D.'s loss of a leg in the Iraq War and his subsequent rehabilitation in a VA hospital is depicted in a series of strips.
* Doonesbury, B.D. (the university quarterback) played with this trope, wearing his football helmet everywhere, all the time; even instead of an army helmet while he was in the Army serving combat duty in Cambodia.

* Doonesbury began his journalist career in syndicated newspapers. He was issued a "Press" pass for his hat, where it would hide among the buckles, straps and nabobs. The pass likely disappeared (hard to tell) when Hedley became a television correspondent. It's gone for good now that Hedley is reduced to blogging for sustenance.
* Doonesbury brick joke in August of 1974 at the height of the Watergate scandal. As dialogue from President Nixon's secret tapes were shown, a brick wall was built in front of the White House. After Nixon's resignation, another strip was published on September 2nd showing the wall coming down.
* Doonesbury ceremony on a public beach, dodging territorial seagulls. The marriage didn't last all that long, either.
* Doonesbury comics during the DotCom Boom. A character started a DotCom company and began Step One by finding venture capitalists to invest in his company. He was so successful at this that he never got around to figuring out what Step Two was supposed to be. To his great amazement the company actually developed a Step Two on its own but he does not find out what they were actually selling until the very end when Microsoft forced them out of business.
* Doonesbury: During a Gulf War-era R&R cruise, B.D. is awakened by an enthusiastic buddy who says he won big during the night. He asks B.D., "How about you, how did you do?" And a voice in the bed next to B.D. answers "Pretty good".
* Doonesbury" during the fills after the chorus, explaining that it's a Swahili phrase he once heard. Jones asks the Ethopian observer if it would be offensive to Ethiopians, and the observer says no, so they begin singing it. However the observer (outside the frame) adds "It's not a very nice thing to say about your own sister, though."
* Doonesbury error: On the correction note the word "bridegroom" was printed as "bridegoon".
* Doonesbury example is the late Lacey Davenport, a sweetly aristocratic liberal Republican who was modeled on real life New Jersey representative Millicent Fenwick.
* Doonesbury extended to his getting a square in the AIDS quilt. While Andy had been a secondary character, he was pretty much the first openly gay character in American daily comics.
* Doonesbury for every strip that even so much as dabbles in political/topical humor.
* Doonesbury for May 1977, an entire graduation speech at Waldon is given this way, including the speaker's thought balloons.
* Doonesbury for Monday 13 July 2015 has Joanie Redfern enrolled in a Lamaze class. Her husband, Rick, arrives late and unprepared, for which he's bawled out. The neighboring couple remark that they'd thought Joanie was an unwed mother until Rick arrived.
* Doonesbury had an American soldier and an Iraqi soldier staking out a possible insurgent, with orders to capture him alive. However, the Iraqi soldier recognizes the insurgent and insists he must be killed, since a member of his family had killed a member of the soldier's family, and he is sworn to vengeance. When the American soldier asks when this happened, the Iraqi replies "1387".
* Doonesbury had George HW Bush's evil twin, Skippy, as a recurring character during his Vice-Presidency and Presidency. Since Trudeau considered Bush such a bland non-entity that his representation in the comic was just a voice coming out of an asterisk floating in mid-air, Skippy appeared completely identical.
* Doonesbury had two men, apparently identical twins, who were advocates for an unusual drug. In an interview, one of them says that one of its side effects was it that could "make your alter-ego visible". The other says "Wait - you're saying I'm only a side effect?" In the next panel, the first man says "the effects are only temporary," and the second has vanished.
* Doonesbury has a step-daughter who called him "Uncle Stupidhead" when she was a child.
* Doonesbury has B.D., who fought in the Vietnam War, and used to be known to never remove his helmet. In civilian life, he coached Walden U's football team, which was

stacked with thugs and convicts. It took the loss of one leg in the Gulf War, and some counseling at the Vet Center for B.D. to settle into being a family man. B.D.'s fellow soldier, Ray Hightower, has it worse, taking multiple deployments to worldwide hotspots rather than endure the boredom of civilian life.
* Doonesbury has Michael pulling this on JJ, successfully. He also tries to put his hand on her leg but manages to get a handful of ice from her soda instead.
* Doonesbury, has slapped at his employer several times for making him submit strips six weeks in advance, with characters saying things along the lines of "even though the election happened last week, we don't know who won because this strip was submitted six weeks ago."
* Doonesbury has Zonker Harris at Walden College furiously tapping away at a typewriter, explaining to Mark that he has a lot of papers due. Zonker bangs off two paragraphs of abstract musings, whereupon Mark asks which course this paper is for. The response? "Dunno, haven't decided yet."
* Doonesbury. He himself isn't sure of their relationship, but he thinks he recalls winning Zonker in a card game.
* Doonesbury: In one strip Jeff Redfern is undergoing CIA training in Afghanistan and accidentally launches a missile. However, it actually ends up demolishing an Al-Qaeda ammo dump. Jeff's superior wonders how this is possible, exclaiming "It's all those damn video games, isn't it?!"
* Doonesbury in order to tip off the prosecutors that yes, they know there's a bug in the room. It gets the case thrown out of court.
* Doonesbury in this era, signaling the rise of depressing comic strips. Doonesbury even did a strip about the sobering end of the 1980s for New Year's day, 1990.
* Doonesbury is a victim of this. 40 years of strips with close to 100 characters, around 30 or so who appear on a regular basis.
* Doonesbury is a wounded Iraq War vet; he was introduced as a serving soldier in B.D's unit, the strip covered his wounding and recovery, and he and Alex later became love interests.
* Doonesbury left college (and the town the college was in) behind, got careers & families, and started aging in real-time. This caused a noticeable shift in the perspective of the strip (although its political nature never changed).
* Doonesbury, Mark has a "guest" named Chase Talbot on his radio show. Mark keeps dropping hints about their being a couple, and they argue about it during the commercial break before realizing the mike was still on.
* Doonesbury, Mark Slackmeyer is bartending a college reunion, and an attendee comes up to the bar wearing a lampshade... before the party has even begun.
* Doonesbury, Mike and Zonker wait for Mario Cuomo to announce his bid for the presidency. The two finally give up out of frustration, and a beat later, Cuomo arrives in the last panel.
* Doonesbury offered a depressingly realistic explanation for the seemingly impossible task of convincing certain Iraqis to live together peacefully, when Ray stresses the importance of capturing a target alive:
* Doonesbury rants (these got the strip moved from the comics section to the politics page in many newspapers). He still works for an unnamed NPR station.
* Doonesbury section) was mocked in a storyline that saw Uncle Duke steal Alex Doonesbury's collection and hold them for ransom. The whole thing is treated as seriously as an actual kidnapping.
* Doonesbury shipped his then-girlfriend Didi back home from Vietnam by sending her through the mail.
* Doonesbury: Since the 1970s this Pullitzer Prize winning political cartoon has addressed and criticized all American political presidents and other events.
* Doonesbury, so much that he's named after Hunter S. Thompson's alter ego Raoul Duke. Later in the strip's run he becomes a free-range influence peddler.
* Doonesbury strip during the first Gulf War, a called-up National Guardsman admits that he's been a civilian so long he's even forgotten the proper use of "the F-word." A fellow soldier helpfully reminds him: "It's easy, just use it like a comma."
* Doonesbury strip has Mike tour his software company, and happen upon one of Kim's

hires playing solitaire. The testy fellow claims he's developing a new paradigm.
* Doonesbury strip, Mr. Butts, the spokescigarette for the tobacco lobby, has little hearts appear around him as he deceitfully claims he loves children. A fellow lobbyist calls this "the heart thingy."
* Doonesbury strips included an actual action figure of one of the characters.
* Doonesbury strip, the Sarah Palin Doll is trying to get one of the other toys to kill Samantha when, "She's right behind me, isn't she?"
* Doonesbury strip where the Skylab astronauts return from their mission to be congratulated by... the Lieutenant Governor of Iowa. In the words of one: "I'll bet we don't get a parade, either...."
* Doonesbury Sunday strip begins with Zonker chatting with a man who we've never seen before, who is drawn more realistically than the strip's usual style. In the final panel, Zonker introduces the man to Mike, saying "Mike! Meet the guy I'm modeled after!"
* Doonesbury tends to hog the camera lens, especially since he's been reduced to vlogging. It's gotten worse since the development of high-definition broadcasting: "Oh, God, you can see every pore!"
* Doonesbury: The daily strips entered a hiatus in 2014, being replaced by a recollection of noted continuities from the strip's history.
* Doonesbury). The girl responds "That sounds good, I think I will get a wife too," to which the boy says, "Get a pretty one, they never get traffic tickets."
* Doonesbury, Uncle Duke isn't a normal person. His age was unknown when he was introduced and remains so to this day.
* Doonesbury: Uncle Duke takes his son Earl on a hunting trip in some marshlands to dispense some fatherly advice. Suddenly, there's a fluttering sound, the top of Duke's head flips open on a hinge, and two batlike creature come flying out. Duke nails one with a shotgun blast, downing it. Earl picks up the fallen critter and wonders if they're good to eat. "No idea," replies Duke, "Never hit one before." Amazing what being deliciously wasted can do.
* Doonesbury was the first newspaper comic strip to regularly use this, and was directly or indirectly the inspiration for most modern uses.
* Doonesbury was worth it; her friend's response is "what do you think I'm avoiding answering?"
* Doonesbury) when Calvin is set to enter a boxing match and asks Mike to suggest a pre-fight poem:
* Doonesbury when he died of AIDS. Earlier in their relationship she thinks he's married, but he reveals that's not the problem.
* Doonesbury. When it runs arcs dealing with highly controversial or non-kid-friendly topics, some papers will replace that arc with reruns or move the strip to the editorial page.
* Doonesbury, when Jeff brings up his interview with a private security contractor:
* Doonesbury, where Mike talks to JJ about their relationship problems while she's in a coma, only to find that she was faking it. Furthermore, she was filming him talking to put in a movie.
* Doonesbury with an early character named Limekiller. No word if Thompson had issues with this copy of a copy.
* Doon, where two characters have a half-hour long conversation without knowing what the other is talking about.
* Doopliss, after being (supposedly) defeated by Mario, takes Mario's appearance and name and tries to erase Mario himself.
* Doopliss in the process). Kirby then claims that only the real Mario would remember their goodbye.
* "Door #16": Arnold accepts a package for Mr. Smith, a reclusive boarder at the apartment house his grandparents run. Hijinks ensue as he tries to keep the other boarders from opening it and deliver it to Smith. The boarders end up opening the package to reveal a photo of the boarders besides Smith. Arnold then discovers he has to accept another package for Mr. Smith.
* "Do or Diaper": Due to having so many failed attempts to kiss Margaret, Mordecai agrees to a bet with Muscle Man, which states that if he can kiss Margaret until

Friday midnight, Muscle Man will have to wear a diaper for a week and if he cannot, he will have to wear the diaper. He asks Margaret out, but her only free evening is Friday. Their date goes well,
* Door Focus: A character leaves a room, and the focus remains on the door long enough for the character to return.
* Door Kickers. The revolvers available offer no real advantages over the .45 pistols, but have multiple weaknesses such as a lower fire rate and a smaller ammo capacity. The weakest enemy in the game also uses a .38 revolver that is ineffective in harming your officers.
* Door Monster appear when he's torn about taking the last slice of pizza.
* Door Monster stat for the D&D game, opting to create "Dave the Average Human" as a result.
* Door of Doom it's not just a collection of knobs and hinges, and going through is a Big Decision.
* Door of Doom. When our heroes first see it it's locked, but when they come back...
* Door on the Left as You Leave the Elevator when Florence finds her in his apartment.
* Doors are color-coded based on what weapon the player needs to shoot them with to open them; the standard colors are blue for any weapon, red for missile doors, green for super missile doors, and yellow for power bomb doors. The exceptions are
* doors close immediately after the heroes dive through) "Open the blast doors! Open the blast doors!"
* Doors that open to distant locations, times, and/or realities are a dime a dozen in the
* Doorstop Baby: A baby gets left on someone's doorstep and ends up adopted by whoever lives in the house.
* Doorstop Baby: A baby left on someone's doorstep gets adopted by whomever lives in the house.
* doorstop of a bakery. She was taken in by its owners, who have been happily raising her since.
* Doorstopper book full of wisdom and the history and laws of the religion, that is required to be read regularly and followed as guidance on how to live your life.
* Doorstopper, by the 'Middle Warner Sibling', takes place in this universe, as we follow the Warner siblings from their poverty-stricken beginnings to how they were hired by Warner Bros. for their respective parts and beyond.
* Doorstopper in order to get the hang of it quickly) to deal with this.
* Door Stopper written by a fictional German general, who provides brief summaries of the war's major battles and events, so that the reader will know what is going on in the chapters that follow.
* Door to Before: A door that leads you straight back to the beginning of a dungeon so you don't have to walk out the long way.
* Door to Before, or tunnel crawling, you can sometimes shortcut around the impasse.
* Door to Before, or whatever) to allow a quick exit after the dungeon is cleared.
* Door to Before, the last place in the game that one encounters Krug.
* Doorways in the Sand: Every single chapter, except the first and the last, works this way.
* Doorways in the Sand is more or less an example of this. The aliens are officially benevolent, but there's some behind-the-scenes political weirdness leading to less-than-benevolent behaviour on some of their parts.
* Doorways in the Sand. This is because although alcohol is symmetric, the various flavorings are not.
* Doorways in the Sand was left an enormous allowance from a rich relative's estate as long as he stayed in school, which he of course decides to abuse. In spite of every effort by the university to make him graduate or kick him out, he always manages to outmaneuver them, until The Plot detains him long enough for his most recent adviser to award him with a degree in absentia.
* Doorways To Adventure: A hybrid of cards and video, the objective is to collect

the most valuable pile of stuff. The video segments featured an item (on the cards), and players would bid on the price. The player who guessed closest to the actual price of the item won.
* Doorways To Horror: The video portion of the game uses old royalty-free horror movies, while the dice tell you where to fastforward to different scenes. Players cast magic spells against the monsters to earn gold. The player with the most gold wins the game.
* do outrank NCOs, but are expected to defer to the knowledge and experience of their senior NCO subordinates. The corollary being that NCOs must never in any way be perceived as diminishing or being dismissive of the officers' command authority.
* Do Over, a short-lived 2002 sitcom about a man reliving his school years.
* do over", he imagines doing over several earlier emails. The fantasies end in Homestar dressed as The Cheat falling in love with Strong Bad, and Strong Bad getting beaten up by Strong Mad.
* Do Over, the main character loses a baseball game to a young Greg Maddux.
* Doo-Wop Progression: Many songs, even those who aren't doowop have this kind of progression.
* Doozy Bots to American audiences in the early '90s (that thankfully never got past a short 5-minute preview video) featured the black kid of the gang who also happened to be in a wheelchair. To make matters worse (or funnier, depending on how you see it), when the main characters all transform into the eponymous super-deformed chibi Gundams/Mobile Suits, he gets stuck being the Guntank — which is the top half of a Mobile Suit attached to a set of tank treads.
* Dopamine has Danny jerry-rigging his way out of most of the jams he gets himself into.
* do penance by entering an all-male monastery. (She chose not to join a women's community because her husband could too easily have tracked her down.) As "Theodore," she became renowned for her holiness. When a young woman accused Theodore of fathering her unborn child, Theodora was unable to prove her own innocence without revealing her secret; she ended up raising the child. She is venerated as a saint.
* Dopey doesn't speak at all, though he is quite expressive. Happy explains that Dopey doesn't know whether he can talk, because he never tried. The only sounds he ever made in the movie are a one-shot yell upon mistaking Snow White for a sleeping monster, a few hiccups during the Washing Song, whimpering like a dog in his sleep, and most notably, crying when he and the other dwarfs think Snow White died.
* Dopey idiot, so they let him do some pretty impressive drumming during the dance sequence.
* Dopey is perhaps the best-known Disney example, being smallest and, well, dopey, and also the only one without a beard. Although it's Doc with the
* Dopey was made to be cute. His namesake means he always has a grin on his face is acting silly.
* Dopin' Dan has Sgt. Turdy, exhibiting every trait of the trope, generally ineffectually, but not from lack of trying. When an intellectual private insists he's entitled to his rights, Turdy gives him a right — to the jaw — and growls "Anyone else want any "rights"?"
* doppelganger monster appears, because killing people and replacing them is their modus operandi.
* Doppelgangers are an inversion, they have eyes but no other facial features in their natural form.
* Doppelgangers are based more off of Eberron's Changelings than the show's, though the Doppelganger mini-splatbook makes them more like their show counterparts, including noting that Kara devotees turned into doppelgangers resemble the insecto-equines of the show.
* Doppelgangers, a species that is generally too lazy to bother with parenting, usually reproduce by assuming the forms of attractive males of their preferred species and bedding women from that species before clearing off. The resulting offspring look like members of their mothers' species but are in fact doppelgangers who are basically

* doppelgangers. Of course, the setup for that experiment was an attempt to trick the mind into thinking it had control of another body that it could actually see, so YMMV.
* Doppelgangers, the loose ends concerning Rincewind's temporary visit to Earth as Professor van Rijnswand are dealt with. It is discovered that all Discworld people have identical body doubles on Earth. This explains a lot.
* Doppelganger. The title comes from the old legends about seeing one's double, which was seen as a bad omen.
* Doppelgangland" after defeating an alternative universe vampire Willow the gang actually return her unrestrained to her home universe. While she's instantly killed they had no way of knowing that that would be the case. For all they knew they were sending a vampire back to kill other innocents just because it looked like Willow.
* Doppelgangland", Anya tries to drown her sorrows at the Bronze, but as she looks outwardly like a teenage girl the bartender stubbornly insists on an I.D. "I'm 1,120 years old! Just give me a frickin' BEER!!!"
* Doppelgangland": a vampire version of Willow was using finger breaking to recruit a gang of vampires.
* Doppelgangland crumbles to dust after being pushed into, not a stake, but the jagged edge of what looks like a broken 1-by-4 — something that would have to be propelled with awesome force to do anything more than give the average human a nasty scrape.
* Doppelgangland is a vampire, and thusly has no pulse to spread the sedative.
* Doppelgangland" when they realize she wasn't a vampire after all (following an earlier encounter with Willow's AU vampire counterpart). After they let her go, Giles glomps on her, prompting Willow's reaction:
* Doppelgangland": When Willow is impersonating her vampire self and is asked to "prove it" she says, "I'm a bloodsucking fiend! Look at my outfit!" Later, when challenged again, she comes up with a way to signal her friends.
* "Doppelgangland": Willow enters the library, where Giles, Buffy, and Xander are trying to come to terms with the fact that she's dead, because Xander and Buffy have seen her vampire counterpart from an alternate dimension:
* Doppelgangland", Willow, trying to be angry and assertive, has to tell Buffy "I'm storming off...doesn't really work if you come with me." as she walks off in a huff.
* Doppelgänger: An in-story reason for them to be played by the same actor.
* Doppelgänger Attack — When one person makes multiple physical copies of oneself for combat.
* Doppelgänger Crossover — Fanfiction crossing over two works featuring the same actor in different roles.
* Doppelgänger Crossover: A story that crosses two works which both feature the same actor playing different characters.
* Doppelgänger Crossover: Fanfiction crossing over two works featuring the same actor in different roles.
* Doppelgänger Dating who is eerily similar to an established character.
* Doppelgänger different honorifics for the various classes of witches in the story. "Katsu" is a generic term; the others are based on a witch's rank and area of specialization.
* Doppelgänger Gets Same Sentiment — The doppelgänger gets the same emotional reaction as the original.
* Doppelgänger Gets Same Sentiment: A clone (among other possibilities) gets the same emotional reaction as their original.
* Doppelgänger Gets Same Sentiment: An alternate version of a person is treated the same way as their counterpart.
* Doppelgänger Gets Same Sentiment duplicate/zombie/shapeshifter that "is" or used to be them.
* Doppelgänger is suppose to be an Evil Counterpart of a person. In some myths if you see your Doppelganger it is a death omen, and/or the Doppleganger will kill you.
* Doppelgänger, nerds form an entire clique. Even they consider Victor too

nerdy to join them.
* Doppelgänger Replacement Love Interest: A character's love interest dies/leaves, and they meet a doppelganger who looks exactly like the previous love interest.
* Doppelgänger Replacement Love Interest: Hooking up with someone identical to your lost love.
* Doppelgänger Replacement Love Interest that just died? They have a duplicate that wants to shack up with you.
* Doppelgänger series by Marie Brennan, a witch child is split in two when the channel for magical power is created in her as an infant. One half gets the channel for power, while the other gets lightning-fast reflexes and large doses of badass. This practice is the source of much personal and political strife throughout the story.
* Doppelgänger Some laws of physics are still fundamental no matter which side of the mirror you're on.
* Doppelgänger Spin — When one person makes multiple harmless copies and circle the target to distract them.
* Doppelgänger Spin has the Blademaster vibrate from side (making it look like three of them are trying to stand in the same place) before his mirror clones pop up.
* Doppelgänger to grant the contractee three boons without conditions, so magical compulsion may or may not extend to the contractor). Also a slight crossover with Type AB, as blood is used not only to bind the contractee, but as an elemental focus for shaping the complicated spell, and while it represents Fire in the blood-oath spell, it is "one of the rare foci that can serve for more than one."
* Doppelgängland": “Because one Willow is certainly not enough.”
* "Doppelgängland": “I was in the vampire Willow outfit, and Alexis had some holy water, and he made this noise, like FFFFT!! And it just cracked me up. I had such a crush on him.”
* Doppleganger, it is exactly this trope, able to completely negate the spells of other witches.
* Dopplegangers can only take humanoid forms, but can mimic any individual or type of humanoid they please, including clothes.
* Dopplegangland", where Willow still feels weirded out by her encounter with her vampire counterpart when Buffy asks if she'd like to meet her at the Bronze:
* "Dopplegangland" Xander runs up and sticks a cross in her face, telling her to "BACK! GET BACK, DEMON!" Getting no reaction, he shakes the cross as though it were broken and tries again.
* Do Princesses Dream of Magic Sheep? by appearing inside a cake during Pinkie Pie's nightmare, making it explodes.
* Do Princesses Dream of Magic Sheep?" has one of these try to chow down on Neon Lights during the nightmare sequence near the end.
* Do Princesses Dream of Magic Sheep": In a dream that's about to turn into a nightmare, Fluttershy's first hint that the giant Angel Bunny has turned monstrous is his drool falling on her head.
* Do Princesses Dream of Magic Sheep?", some of Luna's apparitions into a dream are through existing items — like a dress, a cake or an apple flower — which get destroyed in the process.
* Do Princesses Dream of Magic Sheep?": The Tantabus warps the ponies' dreams into nightmares by making something they love become a monster. Rainbow Dash is already fighting Changelings in her dream, so what's her nightmare? ''Flowers singing to the tune of "This Old Man" while one of them plays a flute!
* Do Princesses Dream of Magic Sheep?": The transitions between the Mane Six's dreams are done with something belonging to each dream — an animated dress, a fast wipe mirroring Pinkie's quick-changing settings, a moving apple tree, Luna flying into a cloud...
* Doquixote Doflamingo, so to cope with it, he drinks generous amounts of alcohol.
* Dora and Friends: Into the City! special in 2011 and was due to air future

episodes not soon after. Years passed and nothing ever appeared so many assumed it was canceled, probably due to the controversy involving the time skip. In 2014 it finally aired, having added a male character to the line-up.
* Dora and the Lost City of Gold: Due to being filmed in Australia, a number of the minor characters are either Australians or New Zealanders playing Americans. Sammy was Hispanic American but played by Aboriginal Australian Madeleine Madden.
* Dora and the Lost City of Gold is rated PG for "action and some impolite humor". Rather oddly specific, though it's relatively true.
* Dora and the Lost City of Gold is set in Los Angeles and Peru, but was filmed in and around Brisbane and the Gold Coast.
* Dora and the Lost City of Gold movie that includes Dora's parents being kidnapped and held hostage, mooks actively seeking to harm her, and Dora herself wielding a machete.
* Dora and the Lost City of Gold: Quicksand is one of the perils that the heroes encounter. More realistically than most examples, Dora coaches her companions in the correct way of getting out, not by struggling to break free, but letting oneself sink in further then lying on your back to float your whole body up to the top. Unfortunately, Alejandro is too stubborn to try it and ends up having to be rescued by the others.
* Dora and the Lost City of Gold: Subverted. Alejandro's obsession with getting the treasure of Parapata leads him to trigger a trap that drops him down a flaming pit, with Dora pointing out his greed caused this. However, he manages to grab the edge and survive. Instead, he is made a prisoner of the Guardians of Parapata.
* Dora by saying that it provides a positive role model for African-American girls while appealing to other demographics as well.
* Dora calls her demon and angel friends respectively "imp" and "little angel"
* Doraemon. Although, the company might've gotten sued due to copyright infringement on the character.
* Doraemon), and another did this with a fight between Doraemon and the action planner.
* Doraemon, and the Puppet Master's Camera have been re-used at least once.
* Doraemon anime, "The Fishing Pond in My Studying Room", Doraemon and Nobita try to escape from a shark in the ocean and find a sunken ship to hide in. The wrecked ship is noticeably battered but is sitting perfectly upright.
* Doraemon. As Noby continues to spend time in the world without sound, he begins to realize how difficult it is to live there. The entire story leads up to the climax at Big G's concert. Reading the lyrics to Big G's songs is enough to make Noby feel sick.
* Doraemon: A woman drops her shopping onto the floor on seeing her baby hanging on the rail of a balcony.
* Doraemon. Big G draws graffiti, and he gives Noby his chalk to make it look like Noby drew the graffiti.
* Doraemon. Big G hits himself with a frying pan after he feels guilty about blaming Noby for his graffiti. Later on, Tammy tries, but fails to shave her head for being a bad mother.
* Doraemon, by using the 'Hypnotizing Megaphone', Nobita and Suneo make their comic books take on the characteristics of birds, specifically those of swans, so that the books can fly away from being dumped by their owners' mothers. Cue all the books flying south and just not coming back even when their owners want them to, as swans are migratory birds and the time is winter.
* Doraemon came out in 1973. The 1973 series features, among other things, a different art style, a unique character named Gachako, various changes to the existing characters and items, and plots that haven't been done in later adaptations. The later TV series don't have these changes.
* Doraemon comes off as hypocritical in the episode where Nobita finds out she wasn't a good student either and wasn't that different from her son.
* Doraemon couldn't be shown on television unless it was dubbed in Bengali.
* Doraemon Dekisugi in one episode, for which Nobita attempted to use one of Doraemon's gadgets to cheat, a plan that ultimately failed. Although Nobita lost

the taste test, Shizuka, who judged the cookoff, finished Nobita's rice anyway, out of appreciation for how hard he worked to make it.
* Doraemon. Doraemon himself is one - a babysitter robot, to be exact - but is also so over-engineered that he can run off and have planet-saving adventures in the movies.
* Doraemon during university and they eventually marry while the rest are still bachelors.
* Doraemon episode "Big G: Master Chef" was released to the internet before it aired on TV, along with "Noby! Noby! He's Our Man; Gone With The Sneeze", though the latter was removed after its TV premiere.
* Doraemon episode "The Insect of Ignorance", Nobita finds Suneo's diary and learns that he is a bedwetter and has to wear diapers to bed. He uses this fact to scare his friend Gian, who winds up wetting himself upon hearing it.
* Doraemon episode "The Not So Lucky, Lucky Cards!", the person who winds up with the deck of cards, which now consists of only the joker card, ends up slipping on a banana peel and falling into a sewer.
* Doraemon especially at the end of an episode. Most of the times it's Nobita who gets chased due to misusing a gadget.
* Doraemon, etc, despite most of Fujio's work being for children. Interestingly, the Doraemon animes have recieved more international dubs than the others, since it was the author's most well-known work.
* Doraemon feature films and volume-length comics, which featured life-threatening situations.
* Doraemon features one of these using the house's television. The video feed was also (obviously) one-way.
* Doraemon frequently get underestimated on their abilities because they're "just a bunch of kids".
* Doraemon, from what little we read of Big G's song, it appears to be a peppy love song. "My love is like..."
* Doraemon. Fujimoto died in 1996 and while the manga ended with his death, the anime still airs to this day with more than 2,000 episodes made.
* Doraemon gadgets, the "Ventriloquism Doll". It will talk like the user and trick the listener(s)'s into believing what the doll said. However, should the gadget be stopped, the listener will immediately come back to sense.
* Doraemon game has the eponymous robot underneath the logo, performing the jingle.
* Doraemon. Gian and Suneo get caught littering and are sent to work at a disposal site where all garbage is compressed into giant balls and illegally launched into orbit.
* Doraemon had been this as well, being already selected before as anime ambassador for the world.
* Doraemon has a fourth-dimensional pocket full of stuff—but because he's horribly disorganized, he occasionally can't find what he wants and he owns a frightening amount of useless gadgets.
* Doraemon has a number of gadgets that slow or stop the normal flow of time.
* Doraemon has a particular fondness for dorayaki, and when the show became a success, dorayaki also became extremely popular in Japanese bakeries and confection shops.
* Doraemon has a pocket dougu (gadget) called "Hon'yaku-Konnyaku" (translation konjac). This piece of jelly allows one to understand and speak any known language after eating it. The duration is unknown. Doraemon also has a variety of flavors of konjac such as miso.
* Doraemon has is a straw that enables a Chain of Deals to give the wielder what they want.
* Doraemon has Nobita goes back to the day he was born, when he sees himself as a baby, complaining that it's "fuzzy like a monkey" (which might have been lanugo explained above). Of course, his parents at the time didn't take this too well.
* Doraemon has the same case of an alien world which apparently didn't have glass, so a box of marbles is enough as an apology after being abused.
* Doraemon. He takes a few gadgets from the future back in time and actively

searches for cavemen. He tries to impress them with a flashlight only to discover that the batteries are dead. He tries to entertain them with a radio but no stations have been invented yet. Everything he tries ends up falling flat. The Cavemen decide to keep him as a pet. The episode ends with everyone practically worshipping Doraemon due to the fact that while rescuing Nobita, he shot a rampaging mammoth with one of his futuristic gadgets and impressed all who witnessed it.
* Doraemon himself comes from the 22nd century with a time machine to help Nobita in his school days. At least in some episodes/chapters, Doraemon and/or Nobita has to solve the problem of the day by going to the past or future with said time machine.
* Doraemon: In "Experimental Dream Schemes", during his science fiction dream, Noby's face is clearly visible through his space helmet.
* Doraemon. In few episode he like to watch Shizuka's panties or when she showers, but in others he cant act perverted toward her.
* Doraemon in Japan. He is a cat-like robot created in the future and is sent back in time by Sewashi to help the main character Nobita.
* Doraemon: In "Machine Copy Machine", when Big G turns Doraemon into an airplane, the latter flies away and disappears with a twinkle. Later in the same episode, when Noby uses the Machine Copy Machine to turn into a rocket, he also disappears with a twinkle.
* Doraemon: In "Sequence Spray", Noby uses the Sequence Spray on a photo of Sue and Ace. The resulting scene shown in the picture makes it look like they're about to kiss, until Noby uses the Sequence Spray again to reveal that Ace just noticed a leaf in Sue's hair.
* Doraemon: In the American English version of "Big G: Master Chef", Sneech mentions that Big G's food tastes like feet as he is eating it.
* Doraemon In the comic it has a fake ending but of course it doesn't work since people will notice a suspiciously large amount of book left.
* Doraemon: In "The Connection Cap", Noby uses the Connection Cap to meet the celebrity actress Serra Ivy. She holds Noby's hands, and he is very flattered and exclaims that he'll never wash his hands again. Serra comments that doing that would be very unsanitary.
* Doraemon. In the final frame, Big G punches Noby while they run off into the distance.
* Doraemon involves Sewashi changing the past by sending Doraemon back to the 20th century to improve Nobita's future, resulting in his great-great-grandmother being changed from Jaiko to Shizuka. He demonstrates that no matter who Nobita will marry, he will always be born which is not possible due to his 1/16 gene being different, thus, he will cease to exist. The fact that this doesn't occur in any of the mangas or adaptations so far suggests that there is something that Sewashi didn't tell or either the authors just didn't think about this.
* Doraemon is a blue cat robot from the future who currently lives in present-day Japan where sentient robots have not been invented yet.
* Doraemon is a good example to this. While saving a friend, a character usually states that he couldn't swim. Realizing that, he drowns, usually ending up being saved by another character.
* Doraemon: is having a rough history in attempt to get into South Korea after the anti-Japanese protest occurred in July of the same year. After the movie were postponed from August to October and instead have the movie withheld indefinitely and never has released in South Korean theaters since, and the movie instead put on South Korean streaming website instead and then later received a television airing in Champ TV in 2020.
* Doraemon is probably the most well-known bully character in Japanese anime society. His victims are every boy in his neighborhood, though he picks on Nobita the most. Suneo (Sneech) is another of Gian's main targets, although he too enjoys bullying Nobita.
* Doraemon, lying is second nature to Suneo. He literally cannot go a day without lying about something, which bites him in the ass when he is given a device from

Doraemon's fourth-dimensional pocket of futuristic gadgets that makes all his lies true.
* Doraemon managed to outlive one of its creators, and yet poor Nobita and his friends are still in the fourth (fifth in the anime) grade.
* Doraemon manga, Doraemon introduces a robot that tests the purity of the heart of a person and grants the person 3 wishes if they're worthy. Gian and Suneo finds out when the robot grants Shizuka three wishes, and arranges to trick the robot into thinking them worthy. Greed then overcomes the boys and both uses their final wishes to turn each other into anthropomorphic pigs during a heated argument.
* Doraemon manga, Nobita's great grandson explains to him that even though the future will be changed he will still exist, despite the fact Nobita marries Shizuka instead of Jaiko.
* Doraemon mission to destroy the core of Poseidon with Doraemon's future gadgets.
* Doraemon movie, Doraemon has a gadget that makes a person capable of Super Speed fast enough to become invisible as long you have the stamina.
* Doraemon movie had Doraemon's magical doorway lead into another world; relativistic effects made it so that one day in the other world was nothing more than an hour on Earth.
* Doraemon. Nobita doesn't like to study, so Doraemon provides Nobita with "ankipan", a special form of bread that can be pressed into a book, the book's information copied to the bread, and then after eating the bread Nobita would remember everything printed on it.
* Doraemon, Nobita has Doraemon do this in an attempt to get a better allowance; though he does earn a buttload of interest, the bills are in future currency, so it only nets him a modest increase when it gets exchanged for present day bills.
* Doraemon. Nobita himself, however, is one of the weakest kids in school and is thoroughly uninterested in any sort of physical activity.
* Doraemon: Nobita in the Wan-Nyan Spacetime Odyssey, in the manga, Hachi acts more hostile to Nobita and the gang and even scolds Duc for nearly revealing their secret by pulling his tail, and only acknowledges Nobita as his friend after the drill incident. In the movie adaptation, he befriends Nobita after the chase scene, and even going as far to wish him luck in his quest to find Ichi right in that moment. He does retain his distrust at the gang at first regarding their secret in the movie though— however, the scene of him pulling Duc’s tail was cut from the movie.
* Doraemon (Nobita's Chronicle of the Moon Exploration) have a rough history in attempt to get into South Korea after the anti-Japanese protest occurred in July of the same year. Postponed from August to October and then delayed indefinitely, and the movie instead put on South Korean streaming website instead and then later received a television airing in Champ TV in 2020.
* Doraemon: Nobita's desk drawer is linked through some kind of hyperspace that, with a special vessel, you can use to travel through time. Said hyperspace has a lot of distorted clocks flying around.
* Doraemon: Nobita's Little Space War where an alien race are doll sized.
* Doraemon, Nobita sometimes has used few Doraemon's gadget to peep Shizuka in the bath.
* Doraemon, Noby and his friends are unable to talk, so they communicate by writing on signs. Even this isn't enough to prevent Big G from sounding awful.
* Doraemon of Sneech's mother to retrieve his rare Cardosaurus card from Sneech, and later uses a similar disguise of Big G's sister to retrieve his Beast Mask comic from Big G. Both times, he uses latex masks of whoever he is disguised as that fit perfectly over his head.
* Doraemon: One chapter has Doraemon and Nobita boarding a drill beneath the Earth. They do not actually want to cross all the way, but the drill experiences a malfunction and does not stop until it runs out of fuel. Fortunately, it is heat resistant. Unusually, they end up at a ruined pre-Columbian temple, instead of Brazil.
* Doraemon: One of Doraemon's gadgets is an arm cannon that can shoot blasts of air to blow people away. He uses the arm cannon in "My Best Friend Doraemon" to blow

Big G out of the way while he is under the control of Sneech, who is using the Buddy Beacon to make him his best friend.
* Doraemon - One of his gadgets are a pair of shoes that enables the user to go into the world of fiction.
* Doraemon. Other characters such as the titular character himself also tend to play this trope.
* Doraemon. People might say this phrase after they are hit with the Soap Bubble Straw and feel remorseful.
* Doraemon played tons of Doraemon ads during its ad breaks. Most of the ads had adults recalling memories of the show from when they were kids.
* Doraemon questions rights, Nobita just zeroes everything. On the other hand, he can be intelligent at times and quite cunning, usually when trying to get his hands on Doraemon's gadget.
* Doraemon: Robot cat travels 100 years in the past to give guidance to a hapless 10 year old boy.
* Doraemon's gadgets can bend dimension and create such effect. For example:
* Doraemon's gimmick, though because it was partly a commentary at the time on people relying too much on technology, nearly every gadget ended up causing more problems.
* Doraemon, Shizuka has brown hair in the original series which is changed to black hair in the 2005 anime. Either way, though, she is very quick-witted and loves to study, unlike her friend Nobita.
* Doraemon shows that the franchise has given some fans hope that the franchise hasn't totally abandoned the US.
* Doraemon, socially inept Nobita and his love interest Shizuka share an umbrella once. There is also a gadget that invokes this trope; when a guest enters under the umbrella, he becomes very affectionate to the user.
* Doraemon. Sue's friends draw with markers all over Sue's dog's face. They claim they made the dog "handsome".
* Doraemon, Suneo will cry "Mama!" in tears whenever he's in a worst-case scenario, like being held prisoner, especially in the movies.
* Doraemon. Tammy initially wants to discipline Noby for making Mr. S feel depressed, but when she gets hit with a huge soap bubble, she feels sad and refuses to discipline her son or anyone besides herself.
* Doraemon that's been going on for 25 years now is that any time she takes a bath — anywhere, anywhen — Nobita will walk in on her, run past her being chased by a dinosaur, teleport her into the middle of school, accidentally brainwash her to become a militant nudist, etc, etc.
* Doraemon that takes part at the bottom of the ocean has this happen. Nobita, who up until that point has been ridiculed by his friends for telling them of the existence of giant octopus (and he did see it), is overjoyed when the monster appears and smash their undersea camp. The other kids lampshade his improper rejoicing.
* Doraemon, the characters go to an alternate universe where there is no sound and everyone communicates through writing.
* Doraemon, the heroes discover that this is due to the triangle being part of an ancient force-field, home to an AI gone insane.
* Doraemon. The "sounds" that the viewer hears are actually from the spaceships and tanks in the scene.
* Doraemon, the titular robot cat owns many gadgets from the twenty second century that is capable of defying the law of physics; from flashlights capable of altering the size, matter or density of an object, to a phone booth that can alter reality. The technology behind these gadgets are so advanced that characters from other equally advanced civilizations or from outer space mistook them for magic.
* Doraemon the titular robot leaves a message for Noby when he returns from school. Not only did Doraemon predict Noby would be lazing about, he also predicted he would be trying to find him so he states that he's not actually here.
* Doraemon to reduce Riruru's size to a doll and keep her in Shizuka's birdcage as an impromptu prison.

* Doraemon type, but sometimes you'll get an explanation of a fairy tale not known by Americans such as "The Honest Woodcutter" or an episode set in a historical time period.
* Doraemon version of this future, like Nobita getting punched by a trucker, or almost getting crushed by a car billboard, and it's implied that fate is satisfied when Nobita makes it to his original destination and gets beaned in the face by a little kid's toy car.
* Doraemon) was the beneficiary of such gifts from a grateful time traveling tourist who'd got stranded in the desert and saved by Sinbad.
* Doraemon, when Nobita accidentally kicks a can onto a dog, the dog chases him and bites off the seat of his shorts.
* Doraemon when when Nobi turns into a frog off-screen, Sue looked directly at the camera as if the viewer interested her. Also, there are quite a few times when Doraemon directly addressed the viewers.
* Doraemon, where Doraemon would almost always inevitably fail to produce anything useful for several moments during a critical moment.
* Doraemon which hold the record as the highest-grossing film series in Japan.
* Doraemon, who is bad at almost everything, however he excels at shooting as well as Cat's Cradle.
* Doraemon, with his gadgets, can warp reality to its full extent. Check out the "what if" phone booth. It's able to create a whole new world based on the wish.
* Doraemon with Nobita using the Anywhere Door to go to Shizuka's house and finding her bathing in the tub (sometimes happen also with Doraemon). In other occasions, he accidentally sees under her skirt.
* Doraleous & Associates. It manages to be creepy once we see it, too.
* Doraleous & Associates of the series is that no-one outside the the Associates can pronounce his name right, with "Doralingus" being the most popular pronunciation.
* Doramad Radioactive Toothpaste, which contained thorium, though its actual radiation level was rather low.
* Doraman: His description ends with a note to "Be sure to subscribe if you like what you see!"
* Dora mentions that Sven actually had a Canadian girlfriend and that his resulting screaming fight with the enraged
* Doran Martell. After this revelation, Arianne and the Sand Snakes became supportive of it, though the latter still make quick jabs on their uncle Doran's passivity.
* Doran Martell's immense personal guardsman Areo Hotah wields an opulently bejeweled glaive.
* "Dora's Christmas Carol Adventure" is framed by Santa Clause telling the story to his elves at the North Pole.
* "Dora's Dance to the Rescue" is really a flashback to an earlier time told by Dora at the beginning of the episode.
* Dora's Explorer Girls the spin-off series premiered, with it only airing in the United States several years after both the original series and spin-off had been cancelled.
* Dora's Explorer Girls, with the belief that aging her up would taint the brand's image.
* Dora's parents, Peter and Elssa Bianchi, are serious stoners, prone to
* Dorastor: Land of Doom. Of the Spider Folk who live in the Spider Woods, the largest type are the Great Mother Spiders. They can reach a Size of 54, which means they weigh just less than 7,000 lb.
* Dora the Explorer, also has endless amounts of merchandise. It was announced in February 2021 that the show would also be getting a live action reboot on Paramount+.
* Dora the Explorer and the Destiny Medallion. After this, in annoyance Swiper clarifies that he'll shoot anyone who does this.
* Dora the Explorer and the Destiny Medallion arm is also cut off, then he's left to die as the tomb collapses.

* Dora the Explorer and the Destiny Medallion: Dora asks the audience whether they can solve the puzzle, and stands there looking at the camera waiting for them. This makes Diego call her crazy.
* Dora the Explorer and the Destiny Medallion, while the original cartoon was made for preschoolers and had little to no violence.
* Dora the Explorer are given black eyes with no pupils. Most human characters have colored eyes with no irises, but they're usually a color close to black, like brown.
* Dora the Explorer are stories or flashbacks told by Dora. The viewer interaction even takes place in the story.
* Dora the Explorer as an actual miniseries because so many people demanded it.
* Dora the Explorer didn't work on Future!Swiper when it was used by his past self, of all people.
* Dora the Explorer, Dora and Boots go to search for the Big Red Chicken. According to legend, the chicken lives on the Big Red Hill. No points for guessing what the Big Red Hill really is.
* Dora the Explorer: Dora is so kind and nice to everyone that she even forgives villains (particularly Swiper, who attempts to rob her on a regular basis) for stealing.
* Dora the Explorer Dora's about to go through. Nickelodeon properly unveiled her in attempt to settle the outcry.
* Dora the Explorer episode "Boots' Banana Wish" has a wishing machine, which can grant any wish. Though it is prone to breaking from too many double negatives.
* Dora the Explorer except for the Turkish, Serbian and Irish versions, the characters speak in Gratuitous English.
* Dora the Explorer, followed suit by adapting "The Great Jaguar Rescue".
* Dora the Explorer franchise. Nickelodeon decided to shove anything Dora-related into early morning timeslots on Nick Jr. and pulled reruns off the main Nickelodeon channel.
* Dora the Explorer got away with using the song with Spanish lyrics on one of its episodes. Nickelodeon's parent company, Viacom, presumably paid for rights to use the song.
* Dora the Explorer has been voiced by three different girls who were around Dora's age when they started recording.
* Dora the Explorer; he and Dora do things for the fun of it, and the audience isn't asked for much help. The only notable instance of the audience being asked for help, is, of course, when Swiper shows up- and perhaps to compensate, he’s much more aggressive than usual, deliberately being more sneaky.
* Dora the Explorer, her minions don't seem to be capable of doing anything quite right and at one point actually get so caught up in one of Dora's accomplishments on her path to becoming a true princess that they cheer for her.
* Dora the Explorer : If Dora and her friends run into a body of water blocking their path like a lake or river with no bridge, don't be surprised if there's a rowboat nearby to help them out.
* Dora the Explorer in mind. It wound up being released in November 2020, a year and three months after the movie and at a time when Nickelodeon had taken the show off their channel's schedules.
* Dora the Explorer instead - overlooking the fact all of Dora's other foreign dubs replaced Spanish with English as well.
* Dora the Explorer in "Tarzan II". After Season 4 of Dora wrapped up in 2007, Harrison Chad retired from voice acting.
* Dora the Explorer is clearly a burglar because of his name and the fact that he always wears a mask.
* Dora the Explorer is supposed to take place in a 1990s computer game. It used to have things like mouse pointers showing on screen, but has since scrapped the "It's a game" concept.
* Dora the Explorer is universally loved by small children, despite featuring a Latina protagonist whose ethnicity is played up.
* Dora the Explorer: Lasted in the United States from 2000-2019, 19 years.

* Dora the Explorer: Many parodies have Dora begin each show with "Hola! Soy Dora!". While she has said it in a few later episodes, she usually doesn't say it most of the time. She usually just says "Hola".
* Dora the Explorer. Oddly enough, the merchandise started off unisex, but after a few years it began being aimed at only girls.
* Dora the Explorer; on the few occasions he successfully takes something from Dora or one of her friends, he throws it offscreen thinking she'll never find it, and it seems to be because of this trope.
* Dora the Explorer special "Dora's World Adventure" is about Dora traveling around the world to France, Tanzania, Russia and China (in that order) with Swiper to return swiped bracelets for Friendship Day. Along the way, they encounter other children who also have to contend with sneaky animals who like to try to swipe from them.
* Dora the Explorer Thankfully, Dora was able to guide the way and get Swiper off the naughty list, preventing the Bad Future.
* Dora the Explorer. The plot revolves around Dora and Diego as teenagers.
* Dora the Explorer (where Dora is aged up and has adventures with a new group of friends).
* Dora the Explorer, where Steve meets Dora herself after putting the "Door" in "Dora".
* Dora the Explorer which air on the respective holidays, "Dora Saves Three Kings Day" airs year-round, even when it's nowhere close to the actual holiday, which is celebrated in January.
* Dora the Explorer, which started the trend, actually averts the trope slightly by sometimes carrying a few items she doesn't need.
* Dora the Explorer who hides the items he steals instead of keeping them, and even helps Dora in later episodes in the series. One could also consider the Grumpy Old Troll a villain, but he’s more of a recurring obstacle, and he, too, helps Dora in a few episodes. Some of the specials would avert this by including genuine villains.
* Dora the Explorer who throws Dora under the bus whenever it's convenient for him.
* Dora the Explorer... with that show having ended its own run in 2017.
* Dora, too, has managed to do similar, but from a more computer nerd end of the spectrum, like fixing Pintsize back together after an unfortunate cake mix incident.
* Dora Wilk Series, a bunch of werewolves run an underground fight club where werewolves fight each other, and when audience wants a fight to death, they use their captured kin.
* Dora Wilk Series. After starring in book one as one of side characters and then appearing briefly in book two, he was sent out for basic magical training out of town and, despite being mentioned several times as Dora's trainee off-screen, hasn't reappeared yet.
* Dora Wilk Series, a large chunk of the final novel is devoted to dismantling the organization of a man who's said to be holding Varg prisoner for Bruno. When Dora finally raids his compound, it turns out Varg was never among the trapped shifters and the search has to start anew.
* Dora Wilk Series are, technically speaking, Dora's superiors, but their attitude towards her vary not only from person to person, but from situation to situation as well, meaning that in some books, their friendly, in others they're actively or passively antagonistic, and in some they are divided.
* Dora Wilk Series, as he usually comes to chat (and he made her breakfast once). He's just kind of lonely, but the Prince of Hell can't go around just visiting people.
* Dora Wilk Series. Both dearly hope it's not true, but Dora suggests, just in case, that she knows a girl with reptile fetish ("close enough").
* Dora Wilk Series busty trophy girl to get unnoticed into illegal werebeast fights. She calls the whole experience profoundly humiliating, even though no one recognizes her.
* Dora Wilk Series by turning into a wolf, running circles around one of them until

he accidentally shoots the other one, and then making him chase the wolf into a rusty bear trap. That's because according to Alina, if bite marks were found on any of the two, her dogs would be put down.
* Dora Wilk Series charms turn on when an infected vampire is asleep, making him/her go out in the deadly daylight.
* Dora Wilk Series comes to kill Nathaniel, Dora tries to blast him with storm magic, but in panic reaches for love magic. This proves to be actually better, as it awakens the memories of Azjel's mother, therefore bringing back his emotions and humanity. The sheer shock drives him away and when he returns, it's as an ally.
* Dora Wilk Seriesconvenient when there's supernatural trouble brewing in regular world.
* Dora Wilk Series, Dora discovers at one point that Varg has an impressively enormous collection of digital porn. She's amused but also baffled, as she doesn't understand why a man like him can't bed a real girl.
* Dora Wilk Series, every magical can see magic auras of people, with an aura being specific to a person. Some, like Bogna, start to see it only when a person having an aura is about to die.
* Dora Wilk Series fertile, to the point where any sexual encounter, even with contraceptives, is nearly sure to result in woman getting pregnant.
* Dora Wilk Series, find a way to call upon the power of spirits, understand the ghosts clearly and see them more sharply.
* Dora Wilk Series has the simply-called "school", which is part-education facility, part-psychiatric hospital, part-safe haven for half-bloods which had been mistreated by Rafael. The students include a slew of half-angels, half-fire demons, part-werewolves, people with blood of all three systems and more.
* Dora Wilk Series implies that this is true for all angels: as a species, they are so absurdly fertile that many of them end up having a child after their first sex, and nothing helps them in that regard. Defied, though, with the main character: as a fertility witch, she can reduce her chances of getting pregnant to zero.
* Dora Wilk Series is still in her teens and five-feet-nothing. She first threatens a head-taller vampire with a knife, then kills a not-so-small sea serpent.
* Dora Wilk Series, it's said that Hitler was extremely interested in raising an elite commando of werewolves, and had his warlocks invent a collar - called the SS Wehrwolf curse - that would force them to fight for him. He would've succeeded, too, if it wasn't for Stalin of all people hiring a witch to dismantle the Wehrwolf, but the secret of its creation is, unfortunately, not lost to time.
* Dora Wilk Series, Katia's date with Anubis takes several days from outsiders' perspective, but she's confident only a few hours had passed.
* Dora Wilk Series look on her face, even though in-story, her angelic sword has an European-styled blade. Presumably, the publisher decided to go with a katana to create a "cool" look.
* Dora Wilk Series, Miron suspects that him and Joshua being forbidden from helping out Dora is not because it may cause an inter-system scandal, but because it would make Dora's job easier, worded so that you can almost hear "and the book would be over in moments".
* Dora Wilk Series' newer books are marked on covers as being part of "Thorn Universe", the latter being written in English, despite the books being Polish and there existing a perfectly fitting Polish word.
* Dora Wilk Series. Of course, troubles start one thirds through book four.
* Dora Wilk Series. Olaf isn't even her biological father, but she wants all the best for him and he loves her enough to let her do basically all she wants.
* Dora Wilk Series, one of Thorn Councilmen tries to force Dora to free his nephew from prison and rape charges, basing himself on this trope. She has none of this, though.
* Dora Wilk Series proposes that he can free Joshua from his Guardian position, but by then Dora's with Miron and Joshua is just too nice to pursue her.
* Dora Wilk Series seems like a fairly pleasant place when we see it for for the first time, with nice houses and lovely old town, but that's just residential area. Apart from that, it seems to be a mostly barren wasteland with local overlords'

residencies here and there. There's also Samael's domain where souls are recorded and tortured, and old battlefield where angelic and demonic blood never soaked into the ground.
* Dora Wilk Series she met with, including her Guardian Angel, two archangels, Lucifer, Baal, Angel of Death, local vampire lord, local Alpha and her subordinate vampires. None of this is true — she sleeps with exactly two people during the series.
* Dora Wilk Series, Szelma is a head shorter than Eryk, a fact he lampshades, noting that she's the first person in a long time to make him feel tall (he's about metre seventy).
* Dora Wilk Series, the killer in one of the short stories have been getting scot-free on many crimes and other things because his uncle is one of the leaders of Thorn.
* Dora Wilk Series. The person and demon can be connected against their wish by a special magical ritual, which is how all of the above became possessed.
* Dora Wilk Series, there are sub-species of witches. So far, three were shown and more are implied:
* Dora Wilk Series. They're actually the only creatures with whom Dora is careful of what she's saying.
* Dora Wilk Series. Thorn produces electricity by magic, and phonelines are managed the same way (explaining partly why phones of the normal world don't work in Thorn and vice-versa). She states that they are probably the cleanest society in the worlds.
* Dora Wilk Series, traditional elves, witches, Wicca, wizards, pagan deities, Egyptian and Greek gods, all the creatures of Slavic and European folklore, ghosts and a character descended from Native American shamans.
* Dora Wilk Series, vampire Antoni escapes his punishment tomb after eighty years of imprisonment, and is completely lost — the street plan of his city is completely different, a whole new political system came and went, along with new laws, culture and architecture, and even blood, with its higher vitamin and sugar count, is different and makes him nauseous.
* Dora Wilk Series wears his long coat for every occasion, no matter how unpractical it might be.
* Dora Wilk Series: When vampire Antoni glamours his lawyers, exasperated with the amount of trouble he has with them, Dora is full of understanding.
* Dora Wilk Series with her) and is still a virgin. He explains that with angels being absurdly fertile, it's quite possible that after first or second intercourse he'd have a child and have to settle down, which he doesn't want to do.
* Dora Wilk Series, Witkacy is still unsettled by magic, distrusting himself with an opening portal between Thorn and Toruń and hiding from combat spells - something he'd never do with muggle weapons.
* Dora Wilk Series, Witkacy's shamanism teacher told him before the story starts that for all the ceremony, drugs and gadgets that surround shamanistic practices, it's all simply to help him use power that comes from him.
* Dora Wilk Series wouldn't tell Nisim that Katarzyna may be behind his recent problems.
* Dorbees: Making Decisions and states that he shouldn't have taken all those drugs... only to lapse into this when he's told he hasn't taken any yet.
* Dorbees: Making Decisions has a scene where the teacher says that the sides of a triangle add up to 90 degrees. Firstly, the sides of a polygon aren't measured in degrees, the angles are. And secondly, all the angles of a triangle add up to 180 degrees.
* Dorcas initially shows up as an enemy unit, as he is desperately taking any paying job to help his ill wife, Natalie. Since you have to protect Natalie on that same mission, he won't actually attack her if you
* Dorea, although too young for combat, enjoys using a morningstar mace to knock fruit off of trees.
* Dorei Shouni Shika Sentakushi Ga Nai Desu Yo, there are no jails or prisons because any and all crimes, from petty theft to murder, result in being enslaved.

Slaves who fail to sell a certain number of times at auction are shipped off to the mines, to work there until they die.
* Do remember that these exhaust pipes are always venting, even when docked in a station.
* Doremi and Poppu's mother Haruka was a prospect piano player, but got a severe hand injury and had to give it up.
* do revealing that they were too scared to fight the First Order after Starkiller Base destroyed the Hosnian system.
* Dorf Quest both get declared the ultimate villains of the plot when things hit the fan and they end up on opposite sides.
* Dorf Quest, boys are default black, girls are pink, gods are blue, and goddesses are purple.
* Dorf Quest, which surprisingly turns out well with no negative side effects (at least, none that were the djinn's fault). It may have helped that Aldwin had the foresight to ask the djinn what it might want in return - and his dialogue even implies that it would have done so even without payment.
* Dorian can only be romanced by male Inquisitors. He will playfully flirt back with a female Inquisitor, but makes it clear that it can never be serious. (Plus, he's
* Dorian Electra, genderqueer (goes by they/them/their pronouns) singer, songwriter and performance artist with many, many songs which deconstruct gender, sexuality and homophobia.
* Dorian Gray could do no more than insert subtext to let the reader know what was really going on.
* Dorian Gray, Emily Wotton appears to serve as one for both Dorian and Dorian's former mentor, Lord Henry Wotton, with Dorian showing a desire to redeem his past acts while Henry refuses to allow his daughter to be with the man he sees Dorian as.
* Dorian Gray is absolutely divine for everyone. Everyone stares at him in breathless wonder, does everything to please him and gets ruined because of him.
* Dorian Gray. There is literally no one who can't be persuaded to screw him, regardless of gender. And age. And flight instinct. (You halfway expect James Vane to give it a go.)
* Dorian Hawkmoon's novels. It's even on the cover of one paperback edition.
* Dorian Hawkmoon trilogy has the appearance of one of these, but is actually fully on the good guys' side (if in an annoyingly enigmatic way).
* Dorian Hawkmoon was very pleased after killing a pirate captain. Hawkmoon may be far-future Germanic nobility, but that pirate had the finest sword that Hawkmoon ever saw and he happily took it for his own.
* Dorian Missick planting evidence. Now he's a dice game runner and gun buyer in Harlem who proves to be a thorn in Misty's side. The flashback scene where Cockroach hurls colorful insults at Misty as she recalls Scarfe planting the gun was supposedly difficult for them to film without either of the Missicks corpsing.
* Dorian Pavus, a former mage from Tevinter who despises the falseness and depravity of his people and wishes to reform the Imperium. He defected to help the Inquisition deal with the Venatori, a faction of Tevinter mages under the rule of the
* Dorian, refuses to go on any of the fast rides at the amusement park because he doesn't want to mess up his hair. When Varric lures him onto a ride and it gets just a little unkempt, he plots revenge.
* Dorian's conflict with his family centers on his refusal to enter an arranged marriage partly
* Dorian series, and takes great pains to force the other teachers to be this as well. They tolerate it to varying degrees.
* Dorian's fiancee, Sybil. She falls head-over-heels for Dorian, to the point that she starts to give up on her fantastic acting ability because her love makes it seem false. When he yells at her for this, since it accidentally led to his embarrassment (he brought his friends to see her perform, only for her to do a subpar job), she starts weeping and begging for him to forgive her. And that night

she decides to commit suicide, which is even more tragic since Gray repented his actions the next day and was going to visit her to apologize.
* Dorian tendencies in regards to his partner John Kennex, has not only mentioned the possibility of Detective Stahl being attracted to him, but has demonstrated the ability to tell that John has not *ahem* tapped anything recently by noting that John's testicles are filled to capacity.
* Dorian will make one of these if the quest "In Hushed Whispers" is completed.
* do riding and/or being pulled by a variety of things that are very notably not horses (including an emu, as described by someone who has never heard of such a thing), it's mostly to illustrate how utterly insane Fourecks is.
* Dorina Basarab (a.k.a. Dory) from Karen Chance's second series describes herself as small and curvy. Vampires often underestimate her because she appears cute and harmless. She is still, however, a 500-year-old dhampir who can easily tussle with all but the most powerful of vampires and other supernatural creatures. During one of her "berserker rages", two First-level Masters could barely hold her down and are implied to only have managed because one is her father who has incredible mental abilities and hundreds of years of experience in dealing with her.
* Doris & Mary-Anne Are Breaking Out of Prison creator Ben Levin has reacted very positively to the idea, saying that someone making rule 34 of his show will cause him to "...finally feel like [he's] succeeded in life..."
* Doris & Mary-Anne Are Breaking Out of Prison, Doris asks Mary-Anne if she was imprisoned for murdering her boss, her "loverboy", or her "loverboy who was also [her] boss".
* Doris another character created by Rosemary Wells who showed up in
* Doris Castle, home of the titular countess Raymonda from the ballet Raymonda, is a normal, lived in castle that happens to be haunted by a helpful, if strict, family ghost called the White Lady.
* Doris Cotto towards El Chico Illegal Chicano in WWC. During his 2015 feud with El León Apolo he had to stop her from punching out Apolo's wife Habana but couldn't suppress a smile while she continued to try and get around him and shouted insults towards her father's enemies.
* Doris Day) and left her in debt when he died. She sued her husband's business partner and they fired lawsuits back and forth at each other for several years. Then she married for a fourth time, which ended in divorce. Her only child, Terry Melcher, died in 2004. She once said, "A baby, a husband who really loved me, a home, all the happiness they could bring. I never got that, and that's all I really wanted."
* Doris Day (as she just came from the set of that movie to film this scene).
* Doris Day got a few lines on her face, she had a contract that all her closeups had to be filmed this way. It's especially noticeable when Rock Hudson is still in sharp focus, but she's fuzzy and glowing.
* Doris Day. Instead, she picked, "We'll Love Again", which viewers can barely hear over the rescue of Day's onscreen son.
* Doris Day slapping the two main characters just because she does it in all her movies.
* Dorito - A Mazda RX-7, in reference to the triangular rotor that spins in its Wankel engine.
* Doritos Crash Course is a downloadable game for the Xbox 360 meant to market Doritos chips. This one actually received a short-lived sequel.
* Doritos Crash Course, there are coins that you can purchase with money. You can subsequently use those coins to unlock levels or get power-ups. However, apart from a few cosmetic effects, you can earn everything by just playing the game, if you wish.
* Doritos Locos Tacos were adapted into Doritos Locos Tacos flavored chips. It's a mix of either nacho cheese or cool ranch and "taco flavor" chips. The world quietly weeps, but also gets ready to go grocery shopping.
* Doritos re-released three chip flavors (Taco, Sour Cream & Onion, and Salsa Rio) that they discontinued in the 1970s or 80s in 2012, and put them in bags made to look like the bag design from that era as well. In Canada, they reissued the

discontinued Ketchup flavor for a while in early 2015.
* Doritos were introduced in 1966, but the Nacho Cheese (debuted in 1972) flavor is now considered the flagship flavor, and Cool Ranch (debuted in 1986) has also overshadowed the original (which is now labeled as Toasted Corn in the few markets that still sell it).
* Dorium Maldovar, owner of the Maldovarium, who knows — among MANY other things —
* Dork Age, a flurry of new regulations on fuel economy and emissions emerged, and big gas-guzzlers fell out of fashion for a generation until the rise of the SUV in the '90s.
* Dork Age: A period where the fans feel that the franchise lost its edge.
* Dork Age: A period where the franchise just wasn't as good as it used to be.
* Dork Age arc, Frank was suddenly human again with no explanation beyond that he "didn't like it" and "told the angels where to stick it". A later issue revealed that from the angels' point of view, Frank pissed them off so badly that as punishment they resurrected him as a normal human being and dumped him back into the blood and filth of a corrupt world...which of course was just what Frank wanted.
* Dork Age cartoon "Tease for Two", the Goofy Gophers cover a rock with gold paint and toss it into the hole in which Daffy is digging for gold. Daffy, of course, thinks it's real.
* Dork Age due to money and fan interest running out. The pay TV company dropped the NFL due to its high cost and football entered a serious slump. Cue back to back European championships for the German national team (2010 and 2014, the 2018 edition will be held in Germany) and promising ratings for the NFL in free TV coverage (Playoffs only). Suddenly one very smart person over at Pro7/Sat1 Media Group decides to carry the regular season (two games every Sunday, plus all London and Thanksgiving games) and ratings suddenly explode, teams don't know where to go with all the young people who suddenly want to try the sport and NFL related hashtags are trending topic on German Twitter. And if you try counting the amount of people running around with NFL basecaps on any given day, you'd soon get tired of all the Raiders and Patriots gear.
* Dork Age, explaining that it was the evil Malice personality trying to come back via her subconscious. Thankfully, she went back to a more modest look.
* Dork Age: Fans consider installments of a series or franchise released during a certain period to be inferior to those that came before and after it.
* Dork Age get a proper ongoing in 2018, but the problem there is that the series is perpetually late and is very isolated from the rest of the DCU, though it is still an improvement.
* Dork Age have all been received a much better rep outside of theaters.
* Dork Age merchandise sold in mainstream American music/video stores.
* Dork Age) PCs instead of Macs, usually relegating them to a corner of the store, if they sold them at all. They also often left the machines turned off, crashed, or set them up without a mouse, leading to an unfavorable first impression with potential buyers. The fluorescent lighting also didn't help, helping show off the various PC beige boxes, but doing no favors for Apple's machines. Apple stores were created to give Macs and other Apple products an aesthetically pleasing showcase. Apple has since gone back to selling their products in major retailers, though they insist on its products on being presented in specialized displays.
* Dork Age: The decade had this reputation back in the 60s and most of the 70s. Even today it often rivals decades such as the 70s and the 80s for this crown.
* Dork Age: The decade was considered this back in the 1990s and most of the 2000s. Even today it often competes with the 50s and the 70s for this crown.
* Dork Age, this is not exactly America's most fondly-remembered decade for many reasons listed above.
* Dork Diaries didn't manage to get a date to go to the prom with, so she tells everyone that her date is playing in the band.
* Dork Diaries: Nikki, Chloe, and Zoey all tend to cry out "SQUEEEEE!" when they're excited about something.

* Dork! Evan Dorkin discusses his fear of death and at one point depicts himself as a small child yelling "Mommy!" running away from the Grim Reaper.
* Dork Horse Candidate: An underdog character competes against a more popular opponent in an election.
* Dorkly and doesn't even remember him, saying that Blue is his only rival.
* Dorkly Bits short White Mages are Jerks, the party’s White Mage poorly attempts to become a combat medic, emphasizing more on combat than actually doing his job and healing the party.
* Dorkly Originals", Diddy Kong realizes his last name is the same as Dixie's, Candy's, and Donkey Kong's, and he immediately questions if they are related, which is confirmed when all four of them say the name of their grandfather, Cranky Kong.
* Dorkly Originals features "Video Game Trick-or-Treating", with Mario and the gang having a party, Ghosts throwing toilet paper at Pac-Man's house, Link and Zelda trick-or-treating, and Mega Man fighting Choco-Man.
* Dorkly Originals getting ready for a foot race, until Supes shoots Flash in his leg, worried that his "faster than a speeding bullet" powers would get outpaced by Flash's light-speed.
* Dorkly Originals", in which the narrator is repeatedly interrupted by Mario killing whatever she was filming.
* Dorkly Originals is having an argument with Dr. Light about his new upgrade (a reindeer sweater), and during the conversation, X realizes that Light's capsule is actually pre-recorded, making their whole argument odd.
* Dorkly Originals shrill voice, prompting the agent to suggest he should never speak at all.
* Dorkly Originals sketch "Vision Wants to Be in the Avengers Movie" has Vision showing up on the set asking when he'll be needed. When Iron Man sheepishly tells him that he's not in the movie at all, Vision says the following:
* Dorkly Originals, Tails never realized that his real name, Miles Prower, was a pun on "miles per hour" until he spoke it out himself.
* Dorkly Originals that's considered ridiculous in fiction, with video games being the most common victims of this.
* Dorkly Originals video, Sonic and Tails open an animal pod containing thousands of rats that were to be exterminated by Eggman. Tails is immediately devoured, the rats overrun the nearby city, and Sonic gets bitten and dies of rat plague.
* Dorkly Originals video, Sonic frees the animal critters from inside Badniks. Unfortunately, one Badnik contained a very large bear that proceeds to immediately tear into Sonic and devours him.
* Dorkly's Pokemon Rusty Wiki. Ironically, it has many more pages than the Dorkly Wiki.
* Dork Souls 3 has a spoon, based on the joke that replaces the First Flame with the Pudding of the Lords.
* Dork Souls 3, this is how Shez managed to get the Abyss Watchers to kill each other.
* Dork Tower adopts it. The case in point that led to this observation was "All your base are belong to us!"
* Dork Tower and is never heard from again. His main claim to fame is smoking Matt's wargames terrain.
* Dork Tower, as his girlfriend Sujata regularly trounces him at whatever games they play.
* Dork Tower, but otherwise uses computers, gets jobs, drives cars, and functions socially like everyone else.
* Dork Tower, Carson the Muskrat gets this from a bunch of costumed furries at a convention.
* Dork Tower catch everything requires devoting a good chunk of time to the TPBs.
* Dork Tower Christmas storyline featured some anonymous character going into a tirade about "miserable Christmas-hating moonbats" when Matt McLimore wished him Happy Holidays.
* Dork Tower demeanor, while his sexual orientation was mentioned only as a passing gag.

* Dork Tower even had Happy Thulhu saying "I threw up on your sanity a little."
* Dork Tower fantasy standby. In one strip, Matt tries to get them out of the rut of Igor always playing a paladin, Ken always playing a cleric, and Carson always playing a halfling thief by launching an oriental-themed campaign. Igor was a lawful-good samurai, Ken was a wise holy man, and Carson was a short daimyo who picked pockets.
* Dork Tower favors "spleen", especially in the legendary strip for which the punchline was "Roll the dice. I want to see if I eat your spleen..."
* Dork Tower has an arc where Clearance, the guardian angel of small stores, shows Bill of Pegasaurus Games a world where gaming shops like his don't exist. At first it seems to be better, the dorks have more money and nerds at a high school they visit aren't getting picked on, but then it turns out Igor was able to munchkin his way into the presidency of the United States without gaming to distract him, and he's bent on world domination.
* Dork Tower has a running joke about furries being the absolute bottom rung of the gaming community.
* Dork Tower, Igor insists on inventing "house rules" for almost every game played, including rules for landmines in Candyland and a variation of License Plate Bingo that was so arcane, the road trip was over by the time he'd finished explaining it.
* Dork Tower in Wisconsin. Too bad Matt keeps salvaging his relationship with his gamer-hating girlfriend and Gilly doesn't know he exists.
* Dork Tower over the years, most notably Matt with Sarah Michelle Gellar and Carson the muskrat with Megan Morrone. Megan refuses to discuss whether her baby is actually Carson's...
* Dork Tower panel later, the two of them look over the pamphlet more seriously.
* Dork Tower, Sonya, a furry, believes that Carson, a genuine anthropomorphic muskrat, is "a guy in the worst dog suit ever. Or marmot suit, or sheep suit, or something."
* Dork Tower strip, Matt's stoner brother thinks he is high after smoking Matt's basing floc.
* Dork Tower that he might be interested in someone else sends her into a rage.
* Dork Tower, usually after Matt has suffered yet another indignity with his gaming group or his personal life. One trip to a Ren Fair had him depressing a nearby bard into the same funk.
* Dork Tower when Ken Mills gives his girlfriend Sujata a 1,000-point Korn Demon of Kaos High Priest of Pain Blood Champion miniature figure as a token of his affection. Needless to say, she didn't take it well.
* Dork Tower, where a sufficiently annoying situation will prompt any of the main characters to bang their head against the nearest wall or table.
* Dormammu, Dread Dormammu or The Dread One, The Black One, Eater of Souls, Lord of Darkness, Lord of Chaos, Lord of the Dark Dimension.
* Dormammu really, except being even more powerful... But then you remember that his head is on fire, and that he's usually severely downscaled to let anyone even have a shot at surviving.
* Dormammu, Strange's archenemy and Mordo's sometime master, is a demon who is
* "Dorm Lawyers" or "Dorm Doctors", in favor of seeking out the actual subject matter experts.
* Dorm Life is a web-original comedy mockumentary about dorm life, of course.
* Dorm Life would be produced at one time, this was done intentionally.
* dorm mother is off. In her route, she does this all the time for Yamato.
* "Dormouse" originates as a misspelling or folk etymology of the original "dormeous", as in "sleeps a lot".
* dorms tend to have even thinner walls and even more people in the same amount of space than an apartment building.
* Dormtainment usually has annotations that say please subscribe, and some of the earlier videos even had them asking producers to consider them for a TV show.
* Dorne, the most southern region in the continent of Westeros is an arid desert whose people have the reputation of being savage and uncultured due to being colonized by a different ethnic group than the Andals and the First Men that make

up the vast majority of the Seven Kingdoms.
* Dorohedoro". A perfect summation of what Dorohedoro is generally like.
* Dorohedoro biting on Ebisu's face, then Fujita comes in through a dimensional door, grabs her by the arm and pulls her out. A few scenes later and Ebisu's face is hanging around Kaiman's teeth.
* Dorohedoro during Kaiman's attempt to solve the mystery behind his transformation. One of the most egregious being when he goes to interrogate a death row inmate, who gets eaten by one of the demons scheduling his execution seconds before he could give them any useful information.
* Dorohedoro, Fujita notes that while Ebisu laughed, as usual, she actually looked very sad.
* Dorohedoro has a variant- magic users are weakened by rain rather than normal water- and it's specifically mentioned it never rains in the magic-users's world. It's a plot point twice-hinting at a major character's identity and marking the beginning of the end of the manga.
* Dorohedoro is one scary guy, but otherwise quite nice to his subordinates.
* Dorohedoro prefers to grant wishes that are stupid or selfish. The main characters figure this out and realize that he can be manipulated into granting selfless wishes if they're phrased in such a way as to sound selfish.
* Dorohedoro. Strange fashions, stranger masks, odd architecture, a restaurant whose main attraction is a toilet connected to Hell...
* Dorohedoro that can quite literally chop people in two with her bare hands.
* Dorohedoro uses an average hammer as his main weapon. It is incredibly surprising however the amount of damage that he can do with it.
* Dorohedoro, when several different magics go off at the same time, they stop being effective.
* Dorohedoro. While outwardly identical to regular humans, and fully capable of interbreeding, they are biologically distinct, with their magical abilities caused by having a couple of extra internal organs: an organ that produces magical smoke, ducts that channel the smoke into the fingertips, and a devil-shaped brain tumor that controls the smoke organ. Canny fighters target those organs to render even the most terrifying magic users powerless.
* Dorohedoro, with prizes for killing a certain number of Zombies and everything.
* Dorohedoro would have slaughtered most of the main cast by volume 8.
* Doro Merande played small parts in four Preminger films, and was also in several Broadway flops Preminger directed.
* Doronjo divides the cake the group receives like this in the first episode of
* Doronjo's involves yanking the opponent off-balance, then kicking them in the ass with a high-heeled boot.
* Doro Pesch has quite a few, including "Homicide Rocker," "Earthshaker Rock," "Fight For Rock", "Lady in a Rock 'n' Roll Hell" and "Metal Tango" with Warlock, and "Rock On" and "Celebration" as a solo artist.
* Dororo (2019) follows this, with Hyakkimaru battling a demon while gaining one of his body parts back.
* Dororo (2019): Rio Suzuki was fourteen when she voiced the titular child.
* Dororo, but instead has a powerful sixth sense. This, naturally, makes him a target for spirits and monsters of all kinds.
* Dororo compromises his blindness with his ability to see life energy. While he can't distinguish gender, he still gets general form and is able to see the level of corruption their souls have taken.
* Dororo has a tendency to be forgotten by his squad-mates; in fact, part of the reason he broke ties with the Keroro Platoon is that he was mad they forgot he existed.
* Dororo has swords concealed in his prosthetic arms, which slide off just below the elbow when he needs the blades. After he regains his real arms, he switches to wielding the swords as normal.
* Dororon Enma-kun: A kappa called Kappaeru is one of Enma's sidekicks. The name "erogappa" indicates he's a bit of a lech.
* Dororon Enma-kun. In one chapter, everyone fights over who has to be The Bait to

catch a Youkai. Nobody wants to be it, but Dororon, Yuki, and Chapeauji finally agree on Kappaeru, who is still refusing. However Hitomi took pity on him and volunteers. Given the followings events, maybe she should have shut her mouth.
* Dororon Enma-kun placed the literal ice princess, Yukiko Hime, on the receiving end of a large amount of comical abuse from friends and foes alike. When a monster puts her into a deep sleep, Enma wastes no time attempting to wake her through outrageous beatings and whippings.
* Dororon Enma-kun. Technically, Enma isn't supposed to slay the demons he fights (only capture them), but he doesn't care.
* Dororon Enma-kun They later change their minds and solve the problem.
* Dororo: Nihiru is a bloodthirsty demon-possessed katana that is capable of controlling the wielder's body (with some effort, if the wielder chooses to resist) and cannot be released of the one's own free will once held (though can still be forcefully disarmed by another person). It also may affect the mind after enough kills, though it's not entirely clear whether that is the case or whether the wielder just went insane from trauma.
* Dororo since birth for protection and even after figuring out her birth sex from Hyakkimaru sees no problem in identifying as she has been, at least in the original manga. She also showed some discomfort in how Hyakkimaru treats her after discovering she's female. Many adaptations make clear that Dororo eventually identifies as her birth sex, however.
* Dororo's surname can be broken down into "Te," meaning hand, and "zuka," meaning grave.
* Dorothea Duckfontein Dillworthy: "To describe the haremaid's voice as being akin to a frog trapped beneath a hot stone
* Dorothea has nicknames for most of her Black Eagles classmates, usually taking the first half of their name and adding "ie" to the end - house leader Edelgard is called "Edie", Hubert is "Hubie", Ferdinand is "Ferdie", Bernadetta is "Bern", and Linhardt is "Lin". Caspar and Petra are the only two characters who don't get this treatment.
* Dorothea has the most romantic supports out of all the students to reflect this goal.
* Dorothea leaves the top buttons of her uniform undone, showing off her ample cleavage. She also wears a black cap and jewelry.
* Dorothea, nonchalantly stating that all the people Dorothea killed didn't want to die, either.
* Dorothy and Blanche buy the same dress for an occasion. Each takes her dress back without telling the other, trying to be the nice one. After a brief scare that they've bought the same dress again, they reveal two totally different dresses, only to have Sophia emerge wearing the same dress as Blanche.
* Dorothy and the Wizard of Oz; personality-wise she's this trope and is the primary antagonist of much of the show, while her age and the show's art style cause her to lean toward the latter in the looks department.
* Dorothy and the Wizard of Oz to weaken her until she disappears completely.
* Dorothy and the Wizard of Oz would be quiet for 10 seconds so she can think after they annoy her by trying to influence her decision.
* Dorothy Ashby: This black woman was the first artist to play the harp as a jazz instrument, playing professionally in the late 1950s and 1960s.
* Dorothy, being a substitute teacher, rather expectedly gets this treatment in
* Dorothy Catalonia is a subversion. At first she appears to fascinated by war to the point of obsession. She is a vocal proponent to conflict, frequently clashing in views with
* Dorothy describes her coming out of said basement with fire in her eyes, still armed with the weapons she used, and kissing him.
* Dorothy Gale likewise only appears in one episode. All she does is arrive from Kansas and mistakenly throw the water on Zelena. However she acts as a
* Dorothy Gilman, after trying to contact a woman in a reading, she starts to get dream messages from her.
* Dorothy Gilman carefully arrange things to alert them if they've been

searched—Emily Pollifax is just a neat elderly lady. But that's the point.)
* Dorothy Gilman, Joe Painter's song is about a tragic example, prophesied to end in tragedy three times before they get their happy ending. A fortune-teller tells the man in question that their current incarnation is a tragic one.
* Dorothy Gilman, Lt. Pruden works out the Syndicate's intentions by testing some heroin like this.
* Dorothy Gilman, Madame Karitska dreams of a brownstone with a sign in a window: "Madame Karitska, Readings." When she happens on the brownstone with a sign "Apartment for Rent", the landlord is suspicious because he had put up the sign five minutes earlier, but she gets her office.
* Dorothy Gilman, Madame Karitska finds some things that lead Lt. Prudens and the police to realize that the Syndicate is moving in, which nearly causes them to miss that there is a significant change in tactics.
* Dorothy Gilman, Madame Karitska lays flowers on Mazda Lorvale's grave.
* Dorothy Gilman, Madame Karitska's landlord is this, which is why he has to have her rent on time.
* Dorothy Gilman, Madame Karitska, teaching two psychics, has them turn pages in a book.
* Dorothy Gilman, Madame Karitska warns an archeologist against digging one up.
* Dorothy Gilman series. A sweet if somewhat shrewd little old lady who raises flowers, plays bridge, fusses over the grandkids and generally potters around — in between doing courier work for the CIA.
* Dorothy Gilman tendencies, combined with a very no-nonsense common-sense approach to whatever trouble she landed in, led her into more and more active assignments — this while still being essentially a part-timer who works for the CIA to keep her retirement years from being boring.
* Dorothy Gilman. The title character, Madame Marina Karitska is Russian and uh, clairvoyant. Her talent leads her into many investigations with a member of the police department Detective Lieutenant Pruden.
* Dorothy Gilman, when Madame Karitska gets enough evidence, Lt. Pruden has a grave exhumed to double-check with this.
* Dorothy L. Sayers: A car accident keeps Lord Peter in Fenchurch St. Paul during the New Year peal at the beginning of the story, and a flood traps him there for the endgame. In between he is not trapped, however, just at those critical times.
* Dorothy L. Sayers, actually) then realizing the murderer is using something similar.
* Dorothy L. Sayers, a female student is badly hung over. Harriet Vane writes out a recipe for a hangover remedy and tells another student to go to the chemist (Americans would say "drug store") and have them make up a batch. It works. The book doesn't say what's in it.
* Dorothy L. Sayers and started offing other people as well. At the end of the story, Chief Inspector Parker says of the first murder, "We can't prove it now — that's why I left it off the charge-sheet."
* Dorothy L. Sayers and wanted to get rid of him by marrying him off — at the time it was held that a detective-series hero could not be married without breaking the 'rules' of the genre. However, when Sayers finished drafting the novel she realized that in Harriet she had created a character with more integrity and interior reality than her series hero had, so she had to go back and write almost as many novels again featuring Lord Peter before he reached a point of psychological complexity and reality enough that she could feel comfortable letting Harriet marry him. She then wrote a novel about their honeymoon and had plans to continue the series further, but moved onto other projects and never completed the next manuscript. The next manuscript was completed much later, in true Franchise Zombie fashion, by Jill Paton Walsh, who then proceeded to add three novels of her own to the series.
* Dorothy L. Sayers as a deserter; in fact, there was a pardon for deserters, but he had other reasons to lie low.
* Dorothy L. Sayers. At one point, describing one character's comments on another, our detective protagonist Lord Peter uses the phrase "...praise him with faint

damns."
* Dorothy L. Sayers because he had fallen in love with her after she had been arrested for murder and was in serious danger of execution. The class difference didn't help.
* Dorothy L. Sayers, Bill Rumm is a thoroughly reformed cracksman. But he still can admire a good job and disapproves of dynamiting open safes.
* Dorothy L. Sayers, Claudia's dream, which causes her to warn Pontius Pilate not to execute Jesus, turns out to be hearing over and over people reciting the Nicene or Apostolic Creed's lines about being crucified under Pontius Pilate.
* Dorothy L. Sayers. Constantine divorced his wife to marry her — albeit in a political match — and is faithful to her, and she complains that he is faithful because he thinks it's the respectable thing to do.
* Dorothy L. Sayers, downplayed. Helena is very stiff and formal with Flavius when they meet years after he divorced her for a political match, but softens enough to ask after his health.
* Dorothy L. Sayers ends with Robert Fentiman taking Ann Dorland out to a show, to help distract her from the unpleasantness.
* Dorothy L. Sayers features an ad agency within which someone is feeding the titles ahead of time to facilitate the operations of a drug ring. The guilty party didn't know their part in in at first, and was trying to provide for their family, so Lord Peter gets them to walk home without looking behind them, and (presumably) be killed by the gang to protect its secrets; protecting the culprit's reputation and hence their family. Not exactly let off, but by the standards of the time public disgrace would have been at least as bad, if not perhaps worse.
* Dorothy L. Sayers (finished by Jill Paton Walsh) a secondary character does (indirectly) tell the police about his illicit alibi for a murder. However, he completely fails to mention that he visited the victim that afternoon (well, before she was last seen alive) and gave her a gift that then allowed the REAL murderer to establish an alibi.
* Dorothy L. Sayers, Harriet Vane discusses how she continued to write murder mysteries after being tried and acquitted for murder; she says that anyone with feeling would rather scrub floors, but it happens that she would scrub floors very badly and writes mysteries very well.
* Dorothy L. Sayers, Harriet Vane goes to Gaudy Night to meet an old school friend. Within minutes, they are making painfully polite inquires about the other's life, and Harriet is thinking it's terrible, and she should never have come.
* Dorothy L. Sayers, Helena awaits the arrival of the ex-husband who divorced her for a political match, and then took her son away when he was eleven, with calm and dignity, while her elderly servant fumes over the indignities she was subjected to. (Thus also making clear what it takes for her to be calm and dignified.)
* Dorothy L. Sayers (in fact, she considered the translation her best work as a writer) and provided the accompanying jingles to John Gilroy's famous "zoo" series of Guinness advertisements.
* Dorothy L. Sayers is another archetype. Younger brother of a duke, he was educated at Eton and Oxford, he is notably eccentric, and collects 15th Century books as a hobby.
* Dorothy L. Sayers is Rosanna Wrayburn, aka "Cremorna Garden", who ran away to go on stage and fully lived up the reputation of actresses.
* Dorothy L. Sayers Lord Peter, who is working undercover at an ad agency as a copywriter explains the limitations and requirements of the English labeling laws in some detail to his sister and brother-in-law while visiting them.
* Dorothy L. Sayers. Mystery novelist Harriet Vane is tried for poisoning her lover Phillip Boyes with arsenic. Despite a mistrial, she is widely assumed to be guilty and vilified on that account. Norman Urquhart's cook comments on this to Bunter, "...but the horrors of slow poisoning, that's the work of a fiend."
* Dorothy L. Sayers observed that it is a gentleman's first duty to remember who is in bed with him.
* Dorothy L. Sayers points out that this is evidence: The young doctor had to be very certain to go against such an eminent authority.

* Dorothy L. Sayers, Sayers used the legend that Helena was the daughter of King Coel — the original "Old King Coel". She then used the rhyme in the opening act.
* Dorothy L. Sayers's marriage to Harriet Vane, noting that Peter's nephew pretended to lose the ring five times, then really lost it, but as the groom was a detective he was able to find it.
* Dorothy L. Sayers's moment of revelation is explicitly compared to staring at jumbled letters until they formed a word of their own inclination.
* Dorothy L. Sayers, the clues to the murder are all there when Wimsey and Harriet arrive at their new house, but it's dark, and they have to have the chimneysweep in the next day and "all the clues got destroyed in the muddle". Or if they weren't, they're removed in the cleaning-up process - some by the murderer, under the eyes of the sleuths!
* Dorothy L. Sayers, the Dowager Duchess explicitly tells Harriet that Peter is her favorite child.
* Dorothy L. Sayers, though not by any stretch of the imagination a loser and rather more self-aware than most, otherwise fits this trope nicely in his wooing of Harriet Vane.
* Dorothy L. Sayers tricks him into killing his son by his first wife.
* Dorothy L. Sayers, two brothers both try to cover for each other. The police throw them into the same room and eavesdrop. When they both realize that the other didn't do it, they both cooperate.
* Dorothy L. Sayers uncovering the truth about a jealous sculptor's surprisingly lifelike statue of his mistress (hint: electroplating is involved).
* Dorothy L. Sayers uses parlor games in several of her short stories. In one "the Prime Minister's Speech on the Wireless" was ruled out of order in "Twenty Questions" as there was a dispute about its being 'animal' or 'a kind of gas.'
* Dorothy L. Sayers, where he is working undercover, and his cover is almost blown due to the sports fame of his younger days.
* Dorothy L. Sayers worries about children because of how his brother's turned out. Harriet points out that his brother married his own cousin; his sister, who married a commoner, has children who are perfectly fine.
* Dorothy Malone got fame in the 1940s and 50s for the on-screen person of (to quote the lady herself) "the all-American girl watching the all-American boy do all sorts of things". She opted to shed her good girl image in the middle of the 50s by dyeing her hair platinum blonde and playing a nymphomaniac in
* Dorothy masturbates for the first time while a tornado is passing through her farm and dangerously close to her house. According to her, she didn't know what she was doing, but thought she was going to die, so why not?
* Dorothy mentions how she always tries to buy her grandchildren better gifts than she got from her grandparents, mentioning a set of soap in the shape of the Seven Dwarves (Dorothy: "What kid wants to play with soap? Besides, after a couple of baths, they looked like Seven Suppositories.")
* Dorothy, mixes photos of human models with illustrated creatures and environments for the Oz scenes.
* Dorothy of Oz initially believes he is an android (a robot that merely looks human), but it turns out he's actually a cyborg and thus half human. This turns out to be the reason behind his unwillingness to let anyone get killed while he's in the vicinity, which is, of course, a good thing for everyone involved.
* Dorothy of Oz with the Witch of the South's newest and deadliest creation. Or that she travels with three supposedly dangerous escaped biological experiments, all of whom are incredibly loyal to her and will lay down their own lives to protect her. The fact that she doesn't have very good control of her powers in her witch form contributes a bit to the mess as well...
* Dorothy Osborne and Sir William Temple were a famous 17th Century English couple, who finally managed to marry after her father died (and she suffered smallpox, to the ruin of her looks and the loss of any other marriage prospects.)
* Dorothy Parker, because her savage theater reviews offended powerful producers too often.

* Dorothy Parker divorcee who delights in making her son feel guilty about having any kind of life without her or thinking kindly of his father's second wife.
* Dorothy Parker is not a book to be tossed aside lightly. It should be thrown with great force!"
* Dorothy Parker's poem "Resume" lists six ways of committing suicide, but also states why they are all bad ways.
* Dorothy Parker wrote a short story called "The Standard of Living" about two girls who like to play "If you had a million dollars..." It ends with them going to a jeweler's to look at a necklace, guessing that it costs a thousand dollars, or maybe ten thousand.... The jeweler tells them it's $250,000. As they walk away, one of them asks the other what she would do if, say, someone died and left her ten million dollars.
* Dorothy says something like this about one of Rose's cooking attempts on
* Dorothy's hair colour is never mentioned in text, but a large amount of illustrations depict her this way. She's an innocent, sweet-hearted child from Kansas who is always up to adventure and enjoys helping others.
* Dorothy's parents raised her areligiously in order to give her the maximum amount of choice, are very proud of her ambitions to become president but insist they would be supportive even if she aimed lower, and are unfailingly kind to her boyfriend because they can tell she loves him.
* Dorothy's son, a morphine addict, breaks into Dr. Mike's home, looking to steal some. Dr. Mike handles it okay, even after shooting him in self-defense, but daughter Colleen is severely traumatized to the point of being afraid to leave the house.
* Dorothy's son Michael announces that he's engaged, but warns Dorothy that his fiancee Lorraine is black, which she is okay with. But when he brings her to visit, it turns out he
* Dorothy starts dating Douglas, also known as D.B. Cooper. When he's found out and jailed for the crimes they can prosecute for (many had passed the statute of limitations) his jail cell roommate is none other than Dorothy's criminal ex-husband, Bentley, who strikes up a friendship with Douglas.
* Dorothy telling the Scarecrow "I think I'll miss you most of all" makes a bit more sense if you know about a cut subplot where Scarecrow's "real world" counterpart, Hunk, was Dorothy's close friend and
* Dorothy the Dinosaur, a secondary character of Australian childrens' group
* Dorothy, where she holds the rank of Princess in Ozma's court. Ozma then brings Em and Henry to Oz as well and sets them up with a little patch of land in Munchkin Country.
* Dorothy which mixed photos of human models with illustrated creatures and environments.
* Dorothy would also occasionally use food to help keep Sophia's snark at bay. In another episode, Blanche's daughter Rebecca wants to have a baby via artificial insemination, much to Blanche's chagrin: "I have a reputation in this town!" Without missing a beat, Dorothy shoves a forkful of dessert into Sophia's mouth: "Cheesecake, Ma."
* Dorrie Sacks, aka, Lovely Dorrie, queer streamer and anime YouTuber from the channel
* Dorrie the Little Witch books are good, some are this trope, and end up the antagonists of some books.
* Dorsai!, long range countermeasures have actually reduced the effectiveness of many weapons. Civilians have better, more advanced firepower than most soldiers. As a result, many troopers rely on simple, effective weapons.
* Dorsai!, the Friendlies have "Conscience Guardians" who seek out heresy among their troops. Interestingly enough, the Guardians' authority is only over their Church members and not foreign mercenaries. In addition, they keep their forces from bickering with each other over issues of religious doctrine, preventing tensions within their army.
* Dortmunder. A gang of criminals plot to steal an entire bank that is temporarily housed in a warehouse by surreptitiously attaching wheels to it, then later pulling

it away with a truck. To deal with the guards that are stationed inside the trailer/bank they attach one end of a garden hose to the truck's exhaust pipe and put the other end in the trailer's air-vent.
* Dortmunder, despite him hating it, as it always the only alias he can think of when under stress.
* Dortmunder, Dortmunder and Kelp are able to gain access to almost every area of the Watergate complex by dressing as engineers and carrying clipboards.
* Dortmunder, Dortmunder comments that the lower levels of the Avalon State Bank Tower are reminiscent of the bowels of an ocean liner, then tries to develop a metaphor about how a skyscraper is like an ocean liner that stays in one place, before running aground on the ways that a skyscraper isn't like an ocean liner, and ending with "...maybe they aren't anything like each other at all. Forget the whole thing."
* Dortmunder: In an early short story, Dortmunder is forced to make up an alias under pressure and the best he can come up with is the very silly-sounding "John Diddums". He eventually comes to like the alias and continues to use it as his go-to alias in subsequent stories.
* Dortmunder in order to crack the safe! The bank had temporarily relocated to a trailer while the bank building was being renovated.
* Dortmunder Kelp buys a fake ID that previously belonged to a man named Harbin before he moved onto another alias. Very little is revealed about Harbin, but he is on the run from a European dictatorship and is one of the few people ever to escape their main assassin.
* Dortös is Olydri's former ruling Source and got sealed away when Lys and Ark'hen took over. He's the "other Source" that Lys and Ark'hen don't want mortals to tamper with. Soulles eventually get high enough numbers to band together and start working on setting him free. His plans consist of destroying all of Lys and Ark'hen creations, including the universes' equivalent of the human race. His side of the conflict is exclusively
* dory, a double-length version. Hoplites along with the spears and large shields made for their tight formations were impossible to beat head-on, except against other hoplites, causing hoplites to dominate Greek battlefields for hundreds of years - battles amongst Greeks at this time generally took place on open ground and had few casualties, tending to essentially end after one side's formation wavered and broke ranks, who would then flee en-mass.
* Dory and Marlin in the first movie; Marlin tends to be cautious while Dory tends to be happy-go-lucky.
* Dory is good with these. She also has "Zzz... the sea monkeys have my money... Mmm... yes, I'm a natural blue..."
* Dory Jr. and the Sheik shifted their perception overnight. By the time of Terry's first retirement in 1983, he was the biggest babyface a gaijin had ever been.
* Dory the blue tang wants to do this with a cute, very small jellyfish...until she learns that jellyfish
* Doryuuso, the second model can manipulate earth masses freely and even forcibly bury people to the neck.
* do's backstory), Marvel's most well-known ancient "dragon" is a giant alien named Fin Fang Foom.
* Dos Caras Junior is the only one to ever be a heel (at least until the family went to Puerto Rico) and is still more known for his tecnico run there. And when he returned from his WWE heel run he was greeted by scores of hero-worshippers, as if it never happened, or indeed he had remained good during his entire stay up North. Mil Máscaras in particular has a similar reputation to Tiger Mask and Maeda but is shielded from any damaging criticism by his legendary status, being considered the third biggest name in lucha libre after El Santo and The Blue Demon.
* dosed in toxic waste. As he shambles about the factory, begging for help, he gets hit by a speeding Bodikker. His body bursts the same way a water balloon would.
* Dos Gringos after the narrator at a tender age told his parents of his life ambition to "fly the fucking F-16".
* Dos Gringos has written several songs based on the personal experiences of their

fellow fighter pilots.
* Dos Gringos track S.O.S contains a short spoken part, where the narrator has a BSOD at his instructor and yells:
* Dos Gringos UAVs because they might wind up getting completely replaced by them if UAV enthusiasts have their way.
* do shift it into park, then try to drive when the light turns green. An automatic transmission does not appreciate someone trying to drive in park, and if you're especially unlucky, doing so will ruin it.
* Doshin the Giant can only be killed by falling off the edge of the world.
* Doshin the Giant. Finally, with the island sunk beneath the waves, Doshin collapses and becomes a new island.
* Doshin the Giant for the ill-fated Nintendo 64DD, and went defunct in 2003. The modest success of the Nintendo GameCube port in 2002 wasn't enough to save the company.
* Doshin the Giant, Jashin, wants to kill them and make them suffer. He starts off 10m tall, and can reach a maximum height of 301m.
* Doshin the Giant would eventually release in Europe, but never hit American shores.
* Do Skinwalkers really exist? or does the legend stem from traumatized Native Americans mistaking their fellow Native American attackers, who often wore animal pelts, for supernatural creatures?
* Død Kalm" also includes the Apocalyptic Log. This episode is about an ill-fated ship which had the supernatural effect of rapidly aging its passengers. Scully keeps a journal of their misery, stating "Agent Fox Mulder lost consciousness at approximately 4:30 this morning, the 12th of March. There is nothing more I can do for him, or for myself. Supplies are exhausted, no food or liquid consumed for over 24 hours."
* DO SOMETHING!") as a stand-in for whatever she would eventually say when performing her ultimate in game. However, the line and delivery from the cinematic was so perfect for the character they just kept it.
* do something; they tend to supply or coordinate humanitarian aid, alleviating the suffering caused by the Bad Things. Everyone seems to forget about this part of the UN's business — which is, truth be told, most of what they do — when saying that the organization "doesn't do anything."
* Dostana when the two male leads are trying to get a flat. They run with it, because it was the only way to get the place. It backfires though.
* do start to develop, he's able to apply his crafting in ways most wouldn't have considered as a result.
* do stay home are generally doing so by choice rather than societal pressure. As such, they're likely to hold conservative views about gender roles, gay rights, and various "social justice" issues, forcing showrunners to tone things down in order to retain viewers. It also explains why prime time has invaded daytime's old territory: The housewives who watched soaps before the rise of feminism have evolved into liberal-leaning working women who watch prime time shows in their free time.
* Dostoevsky as a young Sofia Kovalevskaya, who would later become Russia's first female mathematician.
* Dostoevsky's is set up as though it is a recounting of actual historical events (with even an introduction from its fictitious author presenting it as a biography), and the narrator himself expresses himself in such a way that he cannot help but become a character in the novel, even though he does not directly affect any of the action.
* Dostoyevsky, both Stavrogin and Petr Stepanovic are highly regarded by the whole town, with the exception of a handful of characters who are either despised by everybody (Satov, Stepan Trofimovic) or too insane/lunatic to care (Kirillov). Petr Stepanovic actually pulls this off on two levels, as he is admired both in the high society he frequents and in his secret terrorist group.
* do. Subverted in that, for this exact reason, there's doubt over whether they're actually legally binding.

* Dota 2 amongst the 18 teams competing. They bombed out of the previous two Internationals in top 12 and top 8 successively. They lost their captain and offlaner in sudden and shocking fashion that left even the remaining players off-guard by the news, scrambling to recover from the fallout. A major shift in the roster was in order as their coach stepped out of his coaching seat to play on the offlane, their carry returned to his old, yet famed support role along with taking the burden of captaining the team, and the team signed a relatively unknown pubstar to play mid and convinced their old midlaner, who hadn't played professionally since his departure from the team after the previous TI, to return to the team as their carry, all of this in time for the regional qualifiers, which they won easily. They had a rocky start to the group stage, but ultimately placed top 4 in their group to secure an upper bracket spot. There, the team upset three favorites on their way to the Grand Finals, exacting revenge on the two players who had left the team for their current one in the process, and ultimately won the whole damn thing in a thrilling 5 game series. It was a long five months for Johan 'Notail' Sundstein and his crew, spanning from March all the way to August, but they won the game's most illustrious tournament and made believers in OG out of almost everyone.
* Dota 2, ancient beings each representing a fundamental force of nature: Chaos Knight (chaos), Io (the force that binds particles together), Keeper of the Light (light) and Enigma (gravity).
* Dota 2, and a hard-to kill hero with a penchant for dreadful puns. There's also Clinkz the Bone Fletcher, a master archer who was accidentally cursed to become a perpetually burning (and thus perpetually in pain) skeleton, and Pugna, a psychopathic skeletal mage who preys on other mages.
* Dot A 2, aptly classed 'Sniper'. He also has a Headshot skill that is generated at a random chance that does additional damage and makes his target so dizzy they move and attack slower.
* DOTA 2" at getting kills in the early game. However, other sword-wielding carries, such as Phantom Assassin and Chaos Knight, deal higher critical damage and can potentially hit much harder than Juggernaut with the same amount of late game farm.
* Dota 2, but almost every support character is expected to build group healing items to help out the team, making them all this.
* Dota 2, Chaos Knight hilariously refers to the mounts other riding heroes have as horses, be they equine or not.
* Dota 2, character Leshrac is this based on his backstory and array of responses. To top it, his lore even says how he was once a philosopher.
* Dota 2 could be anywhere from Stage 2 to 4. It receives the most support, merchandise and spinoff material from Valve currently and its average playerbase is the second largest of any of their games. However, the Dota fandom is mostly self-contained and the game is rarely talked about amongst general Valve fans (outside of accusations of preferential treatment).
* Dota 2, dealing a crap ton of extra damages in every of his attacks. And if he's carrying an Aghanim's Scepter while doing so, you also get pumped up to whack the enemies harder by just merely standing near Sven.
* Dota 2 from competitive play for anyone discovered engaging in match fixing.
* Dota 2 games in total from the group stage to the Grand Finals, crushing Team Liquid 3-1, not only becoming the first-ever two-time TI winners, but also back-to-back TI winners, having successfully defended their title. OG have now cemented themselves as the greatest Dota 2 team of all time, and it all started with the leaving of two key players. That being said, everyone clearly saw that both teams ultimately benefited from it as a whole. EG have returned to form as one of the best teams in the world. OG have become immortalized in esports history.
* DOTA 2 has Aghanim's Scepter, which buffs some heroes' ultimate ability in a certain way. Meepo, for example, gains one extra clone on purchase, while Juggernaut gains 3 extra slashes on his ultimate.
* Dota 2 has an uncommon use of this. Usually, the heroes have no "Awaiting Orders" quote at all if clicked once or twice. Poke them a lot of times and they will let out Rare Quotes.

* Dota 2 has a variation, it doesn't cause him to vanish but it does silence enemy heros and is often used to complement his stealth attacks.
* Dota 2, has breast-like protrusions on her chest. Interestingly enough, she's also completely topless (unless certain cosmetic items are equipped), making it clear that she has no nipples.
* Dota 2 has Gabe Newell, founder and CEO of Valve, calling out your killing sprees, and many lines in the pack have Newell acknowledging many memes and jokes about him and his company.
* Dota 2 has Mars' ultimate ability, Arena of Blood, which summons a ring of spears that serve as an arena for Mars and any entrapped enemies. Whenever the ability is active, a snippet of Holst's "Mars" would play to remind players to fight or die when he's on you. Even Mars hums to the song whenever move clicked or he kills an enemy while the ability is active.
* Dota 2. He's more about burrowing, but his stinger tail contains venom that will make those infected by it explode messily when they die as shown in his skill Caustic Finale. It's the least of your worries when it comes to Sand King.
* Dota 2. His backstory parallels the internet forum kind and he is pretty much the rudest hero in the entire game. He's still on the Radiant side, commonly considered the "good" side.
* Dota 2: In The International 2019, OG's Main Stage run started and ended with Io, playing it as a carry in both game 1 of the Upper Bracket Quarterfinals and game 4 of the Grand Finals, the latter being their tournament-winning victory. These were also the only two games in this stage where OG got to play Io and ended both by fountain diving in soul-breaking fashion.
* Dota 2 is a giant spider - she covers the map in webs, spawns smaller spiders, and then overwhelms her opponents. If uncountered, she can typically destroy entire teams by herself.
* Dota 2: OG was founded after The International 2015 mainly through the efforts of best friends N0tail and Fly, along with former Team Secret manager Evany Chang. Their other three founding members and teammates were Fly's compLexity Gaming teammate David "MoonMeander" Tan, Andreas Franck "Cr1t-" Nielsen, and Amer "Miracle-" al-Barqawi. Initially starting off as (monkey) Business, they rebranded to OG prior to The Frankfurt Major.
* Dota 2, one jungle creep (the Dark Troll Summoner) is able to bring back any corpse as two tiny skeletons. Doom is able to steal this ability, which is very useful for farming jungle creeps.
* Dota 2, patches often massively shake up the foundation of the game, often leaving the player base in shock (whether it be positive or negative) as they read through the patch notes. But some patches have a bigger effect than others, leaving players feeling like they're looking at a whole new game:
* Dota 2's heroes use many types of weapons based on their main attributes. Strength heroes are melee weapon-users, Agility heroes are either bow or gun-users (some are melee), and Intelligence heroes use their staves. Weapons are also very popular as cosmetic items. Some examples:
* Dota 2, so if you're doing well with him, you probably *do* have some serious skill.
* Dota 2: Team Secret was founded after The International 2014 with the help of legendary now-former Natus Vincere captain/support Clement "Puppey" Ivanov, and had also brought together his teammate and support partner Kuro Salehi "KuroKy" Takhasomi, midlaner Gustav "s4" Magnusson, and former Fnatic support duo Johan "BigDaddyN0tail" Sundstein and Tal "Fly" Aizik. However, months after this formation, Fly and N0tail would soon depart/be kicked(?) from the roster, with Evil Geniuses's Artour "Arteezy" Babaev and Ludwig "zai" Wahlberg taking their places. The team was dubbed as quite possibly the most start-studded roster ever built leading up to The International 2015, having also won 4 LAN's to prove their status as favorites. But with this much talent,
* Dota 2: The Techies are known and feared for being able to create invisible minefields, which can take off a huge portion of your health or even instantly kill you if you step on them. This can be used to invoke this trope: you can choose to

put mines in a high-traffic area, where enemies are likely to step on them. But a savvy opponent will predict that, and take a different path instead. So you could choose to instead mine that path. To further increase the confusion, Techies can also place a minefield warning sign. Is the sign honestly warning you, or is it a trick to make you take the other path and get blown up there? These dilemmas can both be solved by putting down a Sentry Ward or buying a Gem of Truesight, which reveals the invisible mines so you can destroy them. But if the Techies buy Aghanim's Scepter, the minefield gains an additional ability: mines placed withing a small radius of it can not be revealed at all, even with truesight. Are you still willing to take that chance and walk through what may be a minefield? Or will you take the detour?
* Dota 2, this is the backstory for Bradwarden the Centaur Warrunner; having bested all worthy opponents in the gladiatorial arena, he grew bored, and set off into the world to find greater challenges.
* Dota 2, this trope is Outworld Devourer's role, as his very presence is an omen of doom. Bonus points for his real name being Harbinger.
* Dota 2 Tinker who displays a condescending attitude toward both magic and its users.
* Dota 2. Tiny makes rock puns, Lich and Crystal Maiden make ice puns, Lina makes fire puns...and so on and so forth.
* DOTA 2 to do so, while others are capable of making up and some don't need it at all.
* Dota 2, typically being animals who deliver items from the shop to heroes across the map. Using couriers is the more efficient play instead of returning to the shop each time, and professional games have been won or lost on sniping enemy couriers carrying valuable items.
* Dota 2 uses a dagger for his weapon and prefers striking from the back for extra hurt. And he can easily do it by sneaking behind your back without being seen, or he jumps straight at your back.
* Dota 2 "WALRUS PUNCH!"). If it lands a killing blow, the punch will send the victim flying off the screen only to slam back into the ground at ridiculous speed.
* Dota 2, when casting his ultimate ability, the entire map goes silent, accompanied by him shouting "SILENCE!"
* Dota 2, when it comes to The International, in terms of professional organizations, Team Secret is possibly the biggest example in its pro scene. Its first iteration consisted of Puppey, Fly (then known as Simba), N0tail (then known as BigDaddy), KuroKy, and s4. They had some good success but wasn't enough for Puppey, who would kick Fly and N0tail for Evil Geniuses's zai and Arteezy. They were considered to be the most star-studded roster ever made in Europe and had shown it, having won the last four LANs before The International 2015. They only finished 7th-8th after being beaten by Virtus.pro, a disappointing showing for the all-star team.
* Dota 2, where surrender isn't possible outside of professional games. While no one gains from dragging out the game, and massive comebacks are more likely in Dota, there is still the occasional game where one team will insist on defending for hours, potentially, before they can be defeated.
* Dota 2, with certain internal organs sticking out of the gaps in his stitched body.
* DOTA All-Stars, Huskar's Burning Spear ability is entirely Cast from Hit Points. Centaur Warrunner's Double Edge attack also consumes hitpoints rather than mana, but lorewise is considered a physical attack rather than a magical ability. Lord of Avernus (Abbadon)'s Death Coil skill and Phoenix (Icarus)'s Sun Ray costs both mana and hitpoints. There's also the Soul Ring item which allows any hero to expend hitpoints to provide a temporary boost to mana, which can then be used to cast spells; good for those strength heroes with lots of hp and small mana pools.
* DOTA are the same song with different lyrics. In turn, "DOTA" is based on Daddy DJ's self-titled song.
* Dot (acting as a stewardess on an airplane) walks down the aisle offering refreshments: "Coffee, tea,

* DOTA: Dragon's Blood. Yet in the majority of fights they get into, both women (but especially Marci) easily kick the asses of men way bigger than them.
* do take a shot at a criminal (though not for the reward), both are horrorstruck to learn that one of them is guilty of taking a life.
* Dot and Bob suffer from this on several occasions. Once by the appearance of Rocky the Rabid Raccoon, and once by the appearance of a second Bob!
* Dot and the Kangaroo, features animation based on Aboriginal rock paintings.
* Dot and the Koala, only to be tied up and gagged with logs themselves by Dot and her animal friends in order to save said wombats.
* Dota skill shot with a big payoff and strong burst damage, and two abilities that can be used either as a gap closer or an escape ability. She's an effective ganker and carry with the right amount of skill:reward ratio and basically set the gold standard of balance for future heroes.
* do taste like synthetic evil (with the aftertaste of sucralose being probably the least foul/easiest to get used to).
* DotA there's Rubick, a playable hero with the title of Grand Magus, who can use his ultimate ability, Spell Steal, to copy almost any previously cast active ability from a nearby enemy hero for 3-5 minutes into his own set of abilities.
* Do the Evolution showcases humanity's evil actions throughout history, though it also implies that life on Earth in general has always been naturally savage and brutal.
* Do The Gasmask Shuffle hunting down and killing anyone who stands in the way of the implementation of their plan.
* Do The Handicapped Go to Hell?" and "Probably" were not dubbed by WOWOW for season four. While the official reasons were not stated, the popular theory is that the references to Christianity and the Western concepts of the afterlife wouldn't be fully understood by Japanese viewers. The episodes did later make it on to the DVD releases but were left in the original English version with Japanese subtitles.
* Do the protagonists regularly get away with ruthless or amoral actions?
* do there are... having living Starks always in Winterfell to keep what is in the crypts contained might be somewhat more imperative than many in the Seven Kingdoms realise.
* "Do The Reggay" by Toots & The Maytals. Possibly the most successful one of all, since instead of popularizing a dance, it wound up naming
* Do the Right Thing is constantly offended at the racism around him (hence the nickname), and his going off about the pictures of Italians on the wall of an Italian restaurant owned by an Italian leads to the riot at the end.
* Do the Right Thing uses a similar device, panning across stacks of newspapers on a news-stand to show the effects of the heat wave on the neighborhood.
* Do They Ever Grow Up?, a boy, who has dumped three boxes of cereal on the floor, tells his disapproving mother, "I couldn't 'member which one had the free helicopter."
* Do They Know It's Christmas about how painful it is to starve to death, has church bells playing on the parts without singing.
* Do They Know It's Christmas Time?: A character learns to be nicer on Christmas, but turns mean again once Christmas is over so as not to disturb the status quo.
* Do They Know It's Christmas Time? song by Band Aid about the then-contemporary famine in Ethiopia. The trope is about Christmas time not being treated as a big deal by characters.
* Do They Know It's Christmas Time?, they almost stop being friends completely for those same reasons.
* "Do They Know It's Hallowe'en?" by the "North American Hallowe'en Prevention Initiative" is a charity single by a cast of performers.
* do. This is harder than it sounds, because piloting a spacecraft is a task that consists of short bursts of complex mathematical calculations -which, unless something has gone spectacularly wrong, will be handled by computer- followed by anything from hours to months of waiting. Lightweight, compact storage media for books, music and other entertainment media might be as crucial to the feasibility of manned spaceflight as any development in the field of rocketry.

* do this to themselves when they trigger the nerve gas defense system in Area 51 - and lock themselves in the lab by doing so.
* do. This ultimately turns on him in the end, when he's just too unhinged for Tarquin to work with.
* Dothraki are always led by the mightiest warrior. Drogo commands the largest khalasar in the Dothraki Sea, is undefeated in battle and a peerless warrior.
* Doting Grandparent: A grandparent who's hip and spoils their grandchildren.
* Doting Parent) as, because, Satsuki often sick and because she was the first baby she carried to term (according to an author's note), she would overprotect and didn't think to probably encourage her daughter out of her comfort zone. However, it's mentioned that she didn't mean to and laments that she didn't teach Satsuki "what to do".
* Doting Parent - Constantly express immense pride for their child(ren).
* Doting Parent that actually taught her to read in defiance of custom.
* Doting Parent, would have grown up to be just another honest yet equally faceless laborman in Victorian London, and more importantly; the Joestar/Kujo family's legacy as Warriors and Heroes would never have been awakened without him finding George, accidentally saving his life, which in turn led to Dio's vicious bullying of Jonathan in childhood. Like-father Like-Son, after all. Though, even if the Joestar/Kujo's legacy would never awaken, no threats would come to the world because Dio would grew as a honest man.
* Dot in Space, Dot rescues a Russian dog trapped in orbit but ends up crash-landing on a planet ruled by bubble shaped aliens who are trained to capture and imprison anyone who isn't round. Dot ends up like this when said aliens ambush her.
* Dot is also different from the other blob-like monsters, seeing as how she has a more realistically slim body complete with curves.
* Dotjeiess makes buildings cheaper but also makes heavenly chips less effective (that is to say, slows down your cookie production rate).
* Dot matrix printer heads can be used to make music. Look up Midi Desaster
* do to Arrogant Prick. After all, it is difficult for them to be nice to people when they do not even respect them. However, they still feel compelled to help these lower creatures on a regular basis.
* Do tomato, tuna and soy sauce pancake sandwiches sound good to you? No? They sound good to Hatsune in
* do to the enemy and blow up one of their ships, the debriefing is altered so that Command congratulates you on proving the new enemy is not invincible.
* do touchy. If vehicle flamer fuel is exploded by a hit from enemy fire, the (remains of) vehicle carrying it is guaranteed to be seen from orbit when it detonates.
* Dot. owns a tablet that appears to be very futuristic, with holographic apps being plot points.
* Dot Pixis and Eren. Pixis tells him about an old story from the time before the Walls and the idea that if people had some greater threat, the wars that plagued humanity would cease. He then jokes that this doesn't seem to be true, as humanity continues to fight with each other in a barely maintained order. Eren dismisses this story as nonsense.
* Dot Pixis comments that he wouldn't mind being eaten by a Titan as long as it was a sexy female one.
* Dot Pixis invokes the trope to explain Eren's mysterious ability to transform into a Titan, claiming it to be the result of a military experiment to create a super soldier.
* Dot's daughter-in-law Marcy once rode in a taxi with an abysmally bad driver. Then she noticed he had a picture of Dot mounted on his dashboard. When Marcy commented on this, he exclaimed, "You're related to Dot Cobb? Can I have your autograph?"
* "Dot's Quiet Time": Dot's eye cover the camera when leaving a noisy church from France.
* Dotted spaces called "cavities," which required a player be "stuck" until drawing a card with the same color as the dotted space they're currently on.

* Dottywot and Spottywot, respectively, in the British preschool series
* Doty is even worse. It only attacked a couple of times and was quickly destroyed twice in the main story and once in the Battle Royale.
* double #14. Madrox and Rictor are having a drink and catching up, and Rictor makes Madrox spit out his drink when he jokes about sleeping with Quicksilver; Madrox gets his revenge by mentioning that Shatterstar would be jealous.
* Double Act: A History of British Comedy Duos by Andrew Roberts, one act doing the rounds of working men's clubs in the sixties billed itself as "The world's greatest clairvoyant hen". A footnote asks the obvious question.
* Double Aesop for her to eat, Sabrina suggests Zelda might need a bite too.
* Double Aesop, too; while Elizabeth is in a car crash and arrest, her twin sister was the one who spiked the drink, and is punished for her actions by a dead boyfriend.
* Double Agent: A member of an organization who is secretly a mole working for an opposing organization.
* Double Agent among the Death Eaters. This is part of why he can so easily rejoin the Death Eaters; his reputation for being unpopular with Dumbledore's allies is so well-known that nobody questions it.
* Double Agent - Claims to work for one side but actually works for another.
* "Double Agent Droid": Kanan is absent for the second episode in a row, and Sabine's still gone.
* Double Agent, even the Order is unable to tell which side he is on. He has effectively fooled both sides of the war, making his true allegiance impossible to discern because anything he's said could have been a lie and they don't trust themselves to know it.
* Double Agent for him using his knowledge of how Nacho caused Hector's stroke. He comes up with a scheme that allows him to cover up Arturo's death and also make a move to drive the Salamancas out of Albuquerque. He has his henchmen Victor and Tyrus stage a shooting "attack" on Arturo's car, wounding Nacho and riddling Arturo's dead body with bullets, then blow up the car. This accomplishes several goals: it covers up the true cause of Arturo's death, obscures the fact that Nacho is now a double agent conscripted into working for Gus, and makes it look like Arturo's death and a truck robbery Mike had orchestrated on one of Hector's money couriers back in season 2 were the work of a rival gang wanting to take on the Salamancas. To complete the illusion, Gus has his men deliver some of the Salamanca's drugs to the Espinozas gang and then has Nacho "identify" them to the Cousins, who subsequently massacre the Espinozas' compound.
* Double Agent for the Coalition and want to assisst her. However, any action on their part favoring Gaea also favors the Empire. This makes its members basically switch sides each time they run into Gaea.
* Double Agent has a similar situation, where the commander of the facility you're infiltrating, once he realizes what's going on, ignites a flare and threatens to drop it into a vat of gasoline; where it kind of falls flat is that if you shoot him or get spotted by him, he drops it and blows the place up, but if you sneak up and grab him... it still falls through the catwalk and into the gas, but doesn't ignite it for some reason.
* Double Agent has JBA HQ Part 2. Most of the mission consists of exploring a bunker full of narrow, well-lit tunnels with guards patrolling through them. This is already tough enough to get through, but the Red Mercury room in the Xbox version is by far the hardest part of the game to do 100% stealth. There are two guards patrolling the room in really tight patterns, one in Emile's office, which you have to sneak into, is well lit, and the cabinet is against the window which the other guard can see you through, and another on the ground level who sometimes go up a left ramp. You have to get a sample of Red Mercury from the center of the room, which requires first either hacking the keypad or using a password from the computers up the left ramp, then actually going up to it and scanning it. The problem? The ENTIRE CENTER OF THE ROOM IS FULLY LIT WITH NO COVER EXCEPT A THIN CABINET ON THE LEFT SIDE and the scanning takes a good 7 seconds to do, during which you are standing still and are fully exposed to the two guards in the room,

and you have to quickly escape the room through an air vent on the right side as the front door closes and the room fills with gas. If you don't have the reflexes and timing of a god, you WILL get seen there. And it's not over after that if you are going for the good ending, as you'll have to defuse two bombs under a time limit. The one on the roof is easy to deal with, but the one in the docks has 4 guards patrolling the area who get suspicious really quickly, and the area is rather well lit and has some security cameras to deal with. Also, chances are that after you defuse the first bomb, your NSA trust will go completely to the right and will force you to report to Emile at the beginning of the level, wasting some of the precious time on the bomb timer. Good luck beating this mission with nobody knocked out.
* Double Agent has the Sea of Okhotsk, especially when going for 100% stealth. Even though you are in a blizzard and can barely see anything five feet in front of you, due to the the enemy AI not factoring in the blizzard, it acts as if you are running around in broad daylight and so the enemies can see you at ranges you can barely even see them at, if you can see them at all. One objective requires you to hack and activate a brightly lit detonator in the middle of a camp to open the way up to the next portion of the level, and another forces you to knock out or kill a certain amount of enemies once you get aboard the ship. Also, once you get to the Captain and have to knock him out or kill him, he wanders around with a flare on a metal catwalk above a ton of oil and tends to turn suddenly, and you have to grab him from behind without making him even so much as suspicious. If he catches even a glimpse of you or you eliminate him without grabbing him from behind, he will throw the flare into the oil and kill you instantly in a huge explosion.
* Double Agent in SD-6. In the course of this, the bad guy captures Sydney (who also happens to be a SD-6 double agent), and tells Jack to prove he's a double by killing her. Jack and Sydney manage to work out a way to take down the bad guy and his henchmen.
* Double Agent in the room shouts "Checkmate!" in delight, and gets shot instead.
* Double Agent or their morality is wavering toward their cause, compelling them to leave the heroes a way out.
* double agents that introduced the Juggernaut Collective, to begin with.
* Double Agent they decide to discredit rather than kill him, so Blake is framed as a child molester and deported to a penal planet. His legal defense team uncover proof that he's been framed, only to be murdered by the Federation agent.
* Double Agent Vader begins with Darth Vader being sent by Emperor Palpatine on a mission to his former homeworld of Tatooine; Palpatine's intention is to taunt him by reminding him of what he's lost, but the actual result is that he finds a way to reconnect with his roots, reclaims his identity as Anakin Skywalker, and dedicates himself to bringing down Palpatine and the Empire from the inside.
* Double Agent Vader, Kadee is the medic droid assigned to Darth Vader. She takes her responsibility to her patient seriously, and holds a personal grudge against Palpatine for the times, before Anakin unfettered her, that Palpatine forced her to give Vader suboptimal care as part of his strategies to keep Vader in his place.
* Double Agent Vader, Leia gets angry when she learns what kind of tortures Palpatine puts Ekkreth through to punish unsatisfactory performance.
* Double Agent Vader when his performance is unsatisfactory, deliberately gives him substandard medical care and prosthetic equipment, and amuses himself by making him do annoying or unpleasant tasks.
* Double Agent without realizing that's what they're doing. They claim to love their country/faction/family/4-H club, but their actions and words say otherwise — and they'd never believe you if you pointed it out.
* Double amputee Aimee Mullins has about a dozen different prosthetic legs, including the special sprinting legs that made her famous when she ran track for Georgetown University, the legs that make her six inches taller than normal (yes, a double amputee has done runway modeling), and the clear plastic legs she wore in a movie. For a TED talk, she describes how she was talking to a class of children, and one girl posed the question:
* Double Arts, must always be physically touching (normally holding hands) or

Elraine will die of the disease she's infected with but he's immune to and staves off.
* Double Arts reveals in a side comic that Kiri's parents met this way. When a super-tall boy and a super-tiny girl trying to enroll in a seamstressing school misjudge the "normal" sizes of their trial garments...
* Double Arts. She's too shy and thinks he's clueless about her feelings, and he's convinced that the boost in sexual tension caused by confessing to her would make life trapped together too awkward.
* Double Arts: Since the male and female leads must remain in constant physical contact at all times or she will die, they naturally have to share a bed. They tie their hands together to make sure they don't separate in their sleep, and Elraine usually insists on putting a curtain or other barrier between them.
* Double Bash Brothers moment when Zorn and Thorn decide to mess with Eiko and Mog.
* double blind test revealed that the Stradivarius violins are not quite as superior to modern top-drawer violins.
* Double-Blind What-If: People living in an alternate timeline ponder how different things would be if history had turned out more like it did in the real world.
* Double bonus badass: When an X-ray shows that his arm has healed sufficiently for him to be released, he
* Double Caper: Protagonists are told to steal, they find out their boss was a fraud, and go to steal from him/her.
* Double Consciousness: The internal conflict of a person whose ancestry and/or upbringing are on two different sides.
* Double Cranko is played with a poker deck, a chess board, checkers, dice, and
* Double Crit; all on the vanguard. Izumi Kitta, the voice actress of Misaki Tokura, in stark contrast with the character she voices often wins through double triggers after often breaking her opponent's guard. This has lead to her nickname "Izuqualia."
* "Double Danger". The doppleganger Race Bannon tells the Thai Jungle Guide to get rid of Jonny and Hadji, and to make it look like an accident.
* Double Dare (1986) (1986-93, 2000, 2018-; Nickelodeon children's game show)
* Double Dare (1986) anymore because he doesn't want to be like those people.
* Double Dare (1986) example; each time a question is passed to the other team (known as "daring" the opponent to answer; the controlling team can "dare" the other team to answer, and be "double dared" to answer it in return, after which they must answer it or take a physical challenge), the dollar value for it is doubled (twice the amount on a "dare", four times the amount on a "double dare"), and if the question is answered wrong while a "dare" or "double dare" was in play (or the physical challenge was not successfully completed), the last team to pass the question gets the money. Savvy players, therefore, could ping-pong a question with their opponents to rack up the cash, then get the answer right or win the physical challenge to net them a huge lead (or give the game to the opponent on a silver platter, if they suck).
* Double Dare (1986) revial under the pseudonym "Hal Leigh". He based the name on his daughter Hallie.
* Double Dare (1986) video included footage of an obstacle course mishap on the first taped show. The course began with the innocently-named "Nightmare" obstacle in which a contestant had to look for a flag in a giant pillow.
* Double Dare (1986) was the Triple Dare Chalenge. During the second round a family could turn any physical challenge into a Triple Dare Challenge worth $300 and a prize. The producers ensured that a Physical Challenge happened in each episode by including at least one question that the contestants almost certainly couldn't answer. However, even without the Triple Dare Challenge, the challenges were so complicated that they could take several minutes to describe (longer if, as often happened, host Jason Harris stumbled through the description). When all was said and done, adding the Triple Dare Challenge ate up most of the second round, leaving time for only four questions at most. It didn't help that the Triple Dare Challenge was overhyped with confetti cannons, people dressed in huge boxes and marching

bands. To make matters worse, the Triple Dare Challenge was only revealed if the family opted to go for it, ruining the buildup to get there. Even original host Marc Summers got in on bashing the Triple Dare Challenge, pointing out all its obvious flaws in an interview with AfterBuzz TV.
* Double Dare (1986), when Harvey began singing a different version of the song (same lyrics, different cadence), but cuts himself off before he sings the sixth word, saying Nickelodeon would have to pay royalties if he sang another word.
* Double Dare 2000 offered a team that took a Physical Challenge in the second round the option of adding on the "Triple Dare Challenge." Maybe they'd have to do the challenge blindfolded or one-handed, maybe they'd have to catch more items/fill a bigger container, maybe they'd have to do it in 20 seconds instead of the normal 30, but if accepted and completed, it awarded $300 (rather than the usual $200) and a bonus prize; failure handed the $300 and the prize to the other team.
* Double Dare, a team could "Dare" and pass the question onto their opponents if stumped or believed the opponents didn't know the answer. That team could "Double Dare" and pass it back, earning the other team twice the cash if they answered it correctly. However, they could go for the "Physical Challenge", where they would play a game to earn the cash. Most of the time, a team would only Dare if they didn't know the answer and only one family managed to exploit the Double Dare strategy.
* Double Dare has a laundry list of many different messy and non-messy items for it's obstacle course bonus round.
* Double Dare - one partner would have to find poker chips in a bowl of dip and throw them to his partner, who was required to catch them with the lampshade serving as a blindfold.
* Double Dare, with all the mess and fun intact (as the Jenner pilots were significantly watered down in terms of gunge, likely a major factor in why they weren't picked up) debuted shortly thereafter.
* doubled but often screws things up - sometimes thanks to his own ambition - resulting in him trying to make it up to her. Though Claire rebelled against both her dads in Volume 4, she later reveals in episode "1961" how much she wanted to impress them.
* Doubledealer, a two-faced scoundrel with no loyalties to anything other than who can give him the most power and Energon. Doesn't have a single qualm betraying anyone as long as it's worth more money, more fuel, more
* Double Dealing Character as the 3rd main character. The principles above apply too.
* Double Dealing Character was causing usually calm youkai to become angry and seek a fight.
* Double D goes all out building The Ed's Miniature Golf Course in the
* Double Digits, the duet "Oh, no!" is sung by a popular jock-boy and a quieter girl who is tutoring him in maths. To wit:
* "Double Dipper" is about Dipper using a photocopier that acts like a cloning machine on himself. Just about all of his copies are virtually the same as him, save for the hat symbol. But at one point, the copier gets a paper jam, resulting in the
* Double, Double Boy in Trouble" when Mr. Burns explains how he came by his inheritance, despite having 10 older siblings:
* Double, Double, Toil and Trouble says this almost word for word when the twins manage to bring her sister out of the mirror world.
* Double, Double, Toil and Trouble twin. This is somewhere between the third and fourth versions of the trope.
* Double Dragon 3: The Rosetta Stone, items in the in-game shops cost real world money. Complaints about this feature caused it to be later removed from the Japanese version.
* Double Dragon a bad guy gets force fed spinach through a funnel as torture.
* Double Dragon, Abobo makes his debut by punching his way through a brick wall... right next to the actual door of the building.
* Double Dragon, about two burly guys punching everyone who appears in front of

them.
* Double Dragon and doesn't mind unofficial derivative works as long as they're good and have something to do with the franchise.
* Double Dragon animated series gives us RPM, a drug that turns its users into hulking blue monsters with super strength. The Shadow Master was able to make it out of a natural alien substance called Black Fungus.
* Double Dragon. Apparently the presence of a second player character who looks identical to the first player was enough to clue in that something was different with the Genesis version, but not enough for him to actually make the correction. As a result, Machine Gun Willy, the game's actual antagonist, is incorrectly identified as Jimmy himself, while the actual Jimmy becomes a non-related ally of Billy named Jake.
* Double Dragon are famous for this thanks to the game's co-op availability, which allows two players to play as both of them and kick ass.
* Double Dragon as the heroes in a speedboat sail by a tour boat ("Up to your right, you'll see a shitty movie being made").
* Double Dragon (ASW's founder and CEO) apologizing on his company's behalf to the former Technos staff members in an interview.
* Double Dragon (Billy and Jimmy Lee), has a set of three enemy mooks (Williams, Rowper and Abobo) that it uses for every stage, but with a different palette each time, along with the occasional black variants. The two bosses, who are themselves head swaps of other characters, reappear in the final two stages as well (in particular, the third boss is the first boss with green skin). The only enemies who don't have palette swapped variants are Linda (who wears the same purple outfit in all of her appearances) and Machine Gun Willy (the final boss).
* Double Dragon can be used without corrupting the user with its power, with Billy using one half and Jimmy using the second.
* Double Dragon cartoon, the Shadow Master intends to destroy the Dragon Dojo (the Dragon Warriors have been banished to the Shadow Mural, and the Lees are in another dimension), saying that once it occurs, "it will be as though (the Double Dragons) never existed."
* Double Dragon cartoon used the Black Flame. His attacks were a combination of #1 and #2 (darkness based attacks that are fueled by death, fear, hate, etc) and he could create/imbue minions which darkness as well.
* Double Dragon consisting of three brothers each (the Chin, Oyama, and Urquidez brothers). However, only Billy and Jimmy are shown in the opening and ending, and only a single member of each of the other sibling teams are shown in the ending.
* Double Dragon could put on dragon masks to turn into the Double Dragons of the title. They also sported dragon tattoos across their chests and trained in the Dragon Dojo.
* Double Dragon did this. While it certainly wasn't unusual or unexpected for a game of the arcade era, the fact that all of your opponents were human meant that different coloured characters got rather stupid toward the end. Whilst a man with brown or pink skin made sense, the same character with better fighting skills and blue, grey or green skin later in the game was cause for raised eyebrows.
* Double Dragon III went with the identical palette-swapped designs and original hair colors.
* Double Dragon II makes references to the steel pipe, a weapon featured in the NES version of the game. However, the enemies in the game are actually armed with shovels, which is the weapon they used in the arcade version. Likewise, the manual makes no reference to the wrecking ball, which is a weapon that was in the arcade version but not on the NES.
* Double Dragon II, Marian gets gunned down by Machine Gun Willy at the start of the very first stage. In the NES version, her death is simply mentioned in the opening text, but it is implied in the images shown afterward that she was stabbed by a ninja. Stabbing also seems to be the method in the PC-Engine Version as shown in a cutscene.
* Double Dragon II: The Revenge, Mission 3 is set entirely inside the confides of a chopper. The player fights against a total of seven or eight enemies in this stage

(two right hand-men, three or four Williams and two Bolos), all coming out from the helicopter's cockpit.
* Double Dragon II: The Revenge, whereas in the original arcade version she remained dead.
* Double Dragon II: Wander of the Dragons, becoming the most critically panned digital only release on the 360.
* Double Dragon in the battle against Vanilla Ice as played by T-1000.
* Double Dragon is about Billy and Jimmy being forced to fight their way into the Black Warriors' turf to save Billy's girlfriend Marian.
* Double Dragon is criticized for being DD1 with new graphics and tweaked levels/backgrounds.
* Double Dragon, Jimmy Lee is in love with brother's girlfriend, Marian, who gets kidnapped by the Black Warriors. If two players defeat the final boss together, Billy will challenge Jimmy over Marian.
* Double Dragon live-action movie has a magical Dragon Medallion that grants great power when the two pieces are put together.
* Double Dragon, Marian interrupts just when one of the brothers deliver a finishing blow.
* Double Dragon medallion turns American villain Koga Shuko into a ninja in the movie of the same name.
* Double Dragon movie. While the attract demo uses footage from the movie, the game itself uses traditional hand-drawn sprites instead of digitized actors and barely half of the roster are actually characters featured in the movie (Billy, Jimmy, Marian, Abobo and Koga Shuko). Still, there are some visual references to the movie, such as Billy and Jimmy having transformed forms, or Abobo swelling into a mutant when performing some of his super moves.
* Double Dragon Neon cited the high difficulty and the fact that you had to start at the beginning of a stage if you lose all your lives. Ironic, considering how hard the original games are (see above), and that we now have the modern convenience of save games...
* Double Dragon Neon. Coincidentally, the same level has undead versions of many previous foes.
* Double Dragon Neon, if one of the Lee brothers gets to the door to the next area before the other, he'll cross his arms and taunt his brother by saying things like "Hurry up, buttcake!" Other choice insults include "weiner" and "poindexter."
* Double Dragon Neon, in addition to palette swaps, also has model variations for mooks, such as the Afro Williams, Mohawk Linda, and Tatooed Cooley hat-wearing Abobo.
* Double Dragon Neon, one of the late-game enemies, the levitating sorcerer Bao Boshi, has one of his most devastating attacks named after this trope.
* Double Dragon Neon Skullmageddon clone Billy and Jimmy to make hulking, dimwitted minions named Bimmy and Jammy, which resemble Billy and Jimmy's appearance stretched over Abobo's frame.
* Double Dragon Neon's second stage ends with you entering Skullmageddon's temple, only to find out it's actually a rocketship, which launches into space.
* Double Dragon recycles the same plot description from the manual of the NES version, which changed the story from the arcade version by turning Jimmy Lee, the player 2 character in the arcade, into the final boss. However, in the actual Game Boy game, Jimmy never really shows up in the main story mode. Once you defeat Machine Gun Willy (who was the main antagonist in the arcade version and the final enemy before you fight Jimmy in the NES version), Marian is set free and the ending sequence starts. The sibling battle between Billy and Jimmy still occurs in this version, but only in a separate 2-player versus mode that has no story to speak.
* Double Dragon take the Double Dragon legends in different directions. The movie makes it a post-apocalyptic gang-war for a mystical medallion, whereas the cartoon turns Billy and Jimmy into ninja super heroes. Both are entertaining, but have little to do with the video games.
* Double Dragon). The change in title, setting and characters was precisely done to appeal to the western market from the get-go without the need of making a separate

overseas version.
* Double Dragon The level layouts are also changed with different enemy placement and new traps, most of the returning enemy characters are given a few new attacks in addition to their new looks, some of the weapons have different properties and all of the stages have a new end-boss. Averted with the NES version, which uses a completely different game engine from the first one and has all-new level designs.
* Double Dragon. There's actually a close-up of her tied up this way before the final battle in the iOS/Android version.
* Double Dragon video games have nothing to do with dragons, but included gratuitous dragons in their logos and promotional images.
* Double Dragon V: The Shadow Falls) featuring characters lifted from the show, including the Lee brothers themselves (who went from unarmed combatants to swordsmen), although the game also deviated slightly from the show too (Billy and Jimmy never wore masks like their counterparts on the show).
* Double Dragon, wanted posters of the game's bosses can be seen in Mission 1 and Mission 3. The award for Machine Gun Willy, the final boss, is $100,000, ten times more than the other bosses (who are only worth $10,000 each).
* Double Dragon, which turned the Lee brothers into ninja-like costumed crusaders.
* Double Dragon with two stylized dragon heads as its logo. The heroes wore costumes with the logo over their chests and shoulderpads.
* Double Dragon. You start with only one life, have no continues, and are fighting aggressive enemies that love to gang up on you.
* Double Duck, Gizmo, have dinner. At the end of the dinner, they get the restaurant check, which includes an envelope with two plane tickets to go to Krabi, in the southern part of Thailand.
* Double Duck) the Agency has the Total Reset Button, a treatment that erases someone's memory of something that is used on former members that quit (they also make them record a video message to prove their identity and that they were paid for their job in case they must recall them in service) or people who know too much. The Agency can reverse it, but it's a difficult procedure that doesn't guarantee full results. Like with Gyro's candies, the memory may sometimes be partially recovered through emotional shock.
* Doubled up when they find some old computers when they need to get a message out. They work but don't have keyboards. Luckily, they can be rigged up for Morse Code.
* "Double Duty" is when a driver attempts to race in both the Indy 500 for
* Double Eagle with the elite and incredibly arrogant Apostles. In addition, many of the major characters are from Phantine squadrons, which are part of the Imperial Guard, while virtually every other squadron on the planet is from the Imperial Navy.
* Double Elimination, this is Heavyweight's preferred method of handling close range opponents.
* Double-ended weapons are also commonly taught in martial arts schools, like a double-ended spear, double volgues, and a unique weapon sometimes called the Monk's Spade.
* Double Entendre: A phrase with two valid meanings, one of them possibly sexual.
* Double Entendre: A statement that has a hidden and often risque meaning.
* Double Entendre during the entire operation. He promises. Then Dr. Miller says something like "Okay, in order to do this we need to go in from behind." Todd looks up. The scene cuts to him walking out the OR, taking off his surgical mask, and saying "Worth it!"
* Double Entendre for the UK vacuum cleaner slogan "Nothing sucks like an Electrolux" was intentional.
* Double Entendre offering "I get down on my knees" as a description of his act and an observing couple calling such performers "extraordinarily queer."
* Double Entendre states he enjoys making people uncomfortable for his own amusement.
* Double Entendre. The tour also removed "There's Me" and "Coaches' Rolling Stock" for financial purposes.

* "Double" entendre, they says. In one scene Clarence sings to himself that alone out of all the guys he has available to him, he wouldn't do Dean, his boss' big, beefy, dumb-as-a-rock son, then corrects himself: "Actually I would, 'cause that's how gay I am."
* Double Entendre to Nail. Nail starts to chuckle, and Frieza assumes this trope is in effect. Then Nail tells him the real reason he's laughing: because Nail suckered Frieza into wasting time while a plan by the good guys to use the dragonballs and thwart Frieza was being played out.
* Double Entendre. Two weeks later, it was the number-one song in the UK.
* Double Entendre video, they overlook the fact it actually advertises outboard motors for boats.
* Double Entendre", which is more often used to refer to the other kind of "going to bed".)
* Double Entendre with someone you're already close to may result in them assuming that you're propositioning them.
* Double example. In the Olympic handball tournament, Danish goalkeeper Niklas Landin wasn't doing well against Spain, so the second keeper Marcus Cleverly was subbed on. Cue Cleverly saving a lot of shot, peaking at over 50% saved. Cleverly stops saving, so Landin is put back on, and makes several important saves, eventually securing a win for Denmark.
* double example of Gameplay and Story Segregation: Zoltan is said to have nothing but contempt for Hoog and his policies but serves under him in-game.
* Double Experience's "A.I. Freaks Me Out" manages to address Roko's Basilisk, the Library of Babel, Alan Turing and a host of other neurotic thoughts about robots and algorithms.
* Double Experience's song "New Me" is written about The Punisher. The chorus ends on these lyrics:
* Double Feature: Two movies for the price of one was a mainstay in popular culture.
* Double Fine has Tim shrinking producer Greg's T-shirt down to size so Tim can wear it. If you use too hot a wash, the shirt will shrink to a tiny size and then disintegrate.
* Double Fudge, Fudge's latest "phase" is that he's obsessed with money. His parents are actually somewhat worried about this, and Anne, the mother, is positively mortified when Fudge's excessive greed results in him getting evaluated by the counselor and she's told that maybe she should try to stress that "the best things in life are free," etc. The problem is never solved, per se, in order to allow for hijinks and because Warren and Anne really have no idea what to do about it, but it does seem to lessen. Slightly.
* "Double Gulp" drinking cups stretching from the top of their heads to the bottom of their neck have been included in The Canadian Ninjas' ring entrances.
* Double Harness: Joan believes that if she treats marriage like a business, she can get financial security and be happy without letting pesky emotions get in the way.
* Double Harness, Joan's father finds her and John in a compromising situation, so John must marry Joan in the name of honour.
* Double Harness, John must marry Joan because her father found them in a compromising situation.
* Double Header, of the Legion of Substitute Heroes, was said to have been killed by Earth-Man, prior to
* double.) He can get a title for only using the wooden swords until a certain point in the game.
* Double Helix, but he also makes it abundantly clear that they're both on the same team now (Calhoun is deep undercover again.) Thus, he tells them that should one of them die, he'll immediately assume the other did it and kill him.
* Double Helix era), a shadowy malefactor sponsoring medical research appears to be purposely infecting different planets in order to test out the most efficient way to send out viruses to kill off as many Federation citizens as possible.
* Double himself has three Body-type Memories, including Metal, which grants him

* Double Impact and the first strike against Zhang and Nigel. But he spends most of the movie as a prisoner of the bad guys who needs to be saved from them by the twins.
* Double Impact has an interesting subversion - there's a darkened room fight, hand to hand, in the single most interesting and memorable scene in the movie.
* Double Impact he plays twins of who were orphaned at birth by gangsters who killed their British parents. The French accent of both is explained by one twin baby being taken in and raised by French nuns (in Hong Kong!) while the other was taken to France to hide him from the gangsters, and raised there.
* Double Indemnity: As he is finishing his recorded confession of murder, Neff looks behind him to see Keyes standing in the doorway.
* Double Indemnity Barton Keyes reels off a Long List of suicide methods, ending in: "But Mr. Norton, of all the cases on record there's not one single case of suicide by leap from the rear end of a moving train!"
* Double Indemnity have to make the death look like an accident – specifically, a train accident – in order to collect the insurance money they're after. It ultimately fails.
* Double Indemnity is about a woman plotting to kill her husband to claim the life insurance.
* Double Indemnity is a flashback derived from the Dictaphone confession of guilt-ridden insurance agent Walter Neff, beguiled by femme fatale Phyllis Dietrichson into murdering her husband.
* Double Indemnity is generally a wicked person, having arranged the murder of her husband and (probably) having murdered his first wife to take her place, and so can't be expected to be anything like congenial to her stepdaughter Lola, especially since she's the only one who sees through Phyllis.
* Double Indemnity Keyes is entirely satisfied that the late Mr. Dietrichson's death was not suspicious and entirely accidental...until he realizes that the man had broken his leg right after signing up for a generous accident coverage policy, yet he didn't file a claim for his leg. This is the first piece of evidence that Dietrichson didn't even know about the policy in question.
* Double Indemnity lighting the cigarette of the mortally wounded Walter.
* Double Indemnity love interest. In the film, the story is told from the mortally wounded protagonist's recording on his Dictaphone.
* Double Indemnity: Phyllis and Walter are in on a murder plot to kill her husband and split the insurance money. Phyllis hides Walter in the back seat for him to ambush and strangle him.
* Double Indemnity (the film's screenwriters) thought that Nirdlinger was too silly a name for such a serious story.
* Double Indemnity the protagonist Walter is shown popping up out of the backseat of a car, the shot changes to the wife of the victim driving while the victim's neck is audibly broken. In the novel, Walter sits up in the backseat of the car and grabs his victim by the neck, the author then (through the main character's voice) states "I won't tell you what I did then. But in two seconds he was curled down on the seat with a broken neck..."
* Double Indemnity, through the device of the protagonist's confession.
* Double Indemnity, to cash in on the policy they filled behind his back.
* Double Indemnity was based originally featured a nameless Filipino houseboy. Naturally, he was cut out from the film.
* Double Indemnity was in place at the time, it is not shown on-screen in the film.
* Double In-Law Marriage: A common plot is for the heroine's sister and the hero's brother to have married, had a child, and then died; this forces the leads to interact on more or less hostile terms over custody, until the matter is resolved by their marriage.
* Double In-Law Marriage: A pair of siblings marries another pair of siblings.
* Double In-Law Marriage be in play, but the siblings blow it with some last-minute treachery.
* Double In-Law Marriage—Leah would marry Esau and Rachel would marry Jacob. Because Esau was a jerk, to say it politely, Leah prayed to God for help, and He

arranged events so that both sisters would marry Jacob instead.
* Double In-Law Marriage: Two pairs of siblings are married to each other.
* Double Inversion, as Baba Booey is so commonly screamed after a golf swing on TV that some think it is just something you scream when golfing.
* Double Jeopardy. A husband frames his wife for his murder so that he can run off with his wife's friend and the life insurance money while evading his creditors. When confronted, the husband has the audacity to claim that he intended to fake his suicide. That may have been believable, except for the blood, knife, and the radio message claiming his wife was trying to kill him.
* Double Jeopardy, although at the time she hadn't seen the body yet, just a lot of blood.
* Double Jeopardy, Ashley Judd's character is wrongly convicted of murdering her husband and spends several years in prison.
* Double Jeopardy. As she tries to follow her "son" through a cemetery, her husband comes up behind her, knocks her out, and drags her into a mausoleum. When she comes to, she is horrified to realize that she's been placed in a coffin.
* Double Jeopardy has a cannon as its main weapon that shoots a similarly shaped, sized weight, though at about 190 miles per hour (or about 305 kilometers per hour). Like Chrome Fly's drone, it can only shoot it once, as it's not equipped to reload another slug. Unlike Chrome Fly, it managed to hit its opponent Gamma 9 on its initial match, though Gamma 9's operators were never directly in front of Double Jeopardy whenever possible, which meant it didn't fire that cannon until right before it was knocked out.
* Double Jeopardy. She serves a six-year prison sentence in the story but, when she leaves the prison, it seems like she had only been in it for a day or two.
* Double Jeopardy, starting a new life with a new wife — whom he has already murdered, by the time the heroine finds out.
* Double Jeopardy the principle that one can't be tried twice for the same offense.
* Double Jumpers are Kane, Sela, Mongo, Sebastian, and Pilfer. The first four are humans, while Pilfer is a goblin.
* Double Jumpers: Maxine-in-Sela's-body gives one to an army of Barbarians before they launch an attack on a castle.
* Double Jump. He said something along the lines of "What am I doing?!" before fighting back.
* Double Justified, given how resistant he was to being a prophet and leader multiple times (which gave him vast power), and also the power he initially lost as part of the life he had in the ruling family, to then be a serf, it actually fit his history. If nothing else, 40 years of migration, in a desert, with ungrateful people, all depending on God, and knowing you'll die before even reaching your goal after all that, will humble someone a bit.
* DOUBLE K. If that isn't a recipe for incredibly loud shouting, we don't know what is.
* Double King ends. The Double King obtains the crown of Agatha, Matriarch of Death and runs away with it, falling into the void outside the planet. Cut to credits.
* Double King is a strange little creature who spends the whole cartoon running around, killing other rulers and stealing their kingdoms, all so he can wear their crowns.
* DOUBLE K, Kamina tells Kittan the story of a drug bust he handled, and he honestly expects the goody-two-shoes Kittan to berate him over it. Kittan instead proclaims, tears in his eyes, that it's the greatest story he's ever heard, and reveals that he's just as crazy as Kamina and that his by-the-book image was just a fake-out so he could transfer to another department.
* DOUBLE K: Simon has spent all but two panels dressed in drag, and several people in-universe apparently find his disguise attractive. And some out of universe as well.
* DOUBLE K, the buddy cop version of the anime, combines how Rule Of Cool driven both types of shows are.
* Double lampshaded because at first they just think it's because she was horribly disfigured in an accident, but then she mentions that even before the accident, a

woman who was "nothing special" would have been a pretty good catch compared to her.
* Double Live at #1 on the country airplay charts) was in 2008, and "Ask Me How I Know" from fall 2017.
* Double Meaning — Poetry is infamous for its reliance on multiple layers of meaning.
* Double-Meat Palace. This was toned down in later episodes as several fast food chains threatened to withdraw advertisements from the show.
* Double Movie Wars, the Toei logo is shown in red, yellow, green and purple, mirroring the color schemes of both Riders' basic forms (green and purple for Double and red, yellow and green for OOO).
* Double Negative, etc.) are reinforced for the reader, though not for the slightly oblivious characters, by Aaskhugh's peculiar nicknames (his name for Woeps is "Daisy," and so on).
* "Double-O-Duck in You Only Crash Twice!", an episode which parodies the
* "Double-O-Duck in You Only Crash Twice!" sees him play Baccarat against
* Double or Die, Fairburn plants cryptic clues (literally: he is a cryptic crossword compiler) in the letter he is allowed to send his students. If correctly interpreted, these clues reveal that is a prisoner and where he is being held.
* Double or Nothing", a demon misunderstands and thinks the "Fred" Gunn loves is a guy. He doesn't judge, though.
* Double or Nothing's palm, holding him in place so Angel can lop off his head.
* Double or Nothing that will destroy his relationship with Fred, so he dumps her as cruelly as he can. She quickly runs crying to Angel—not because of what he said, but because she knew what he's doing and realizes that he's in real trouble. Fred later makes him apologize for handling the problem that way.
* "Double-O Twistervision": Opens with the RP gang complaining about a movie they just saw ("A monkey could make a better movie!") and deciding to make their own movie. After the finished product is shown at the Shore Shack (it takes up most of the story), Mackenzie does the same complaining to her friends, replete with monkey comment.
* double partners start the relationship under false pretenses and with ulterior motives since she's trying to get dumped and he's trying to hang on and keep his job. Both halves of the deception are revealed; both parties are hypocritically furious and dump each other, then decide in the end that they're meant to be together after all.
* Double Play not only allow double modes on a single credit, but will even let you switch between single and double between songs.
* Double points for Penny thinking she has averted Fawlty Towers complications by convincing Sheldon they should tell everyone the "truth" about why he and Leonard can't see her play. Also, the episode is called "The Loobenfeld Decay"; is that glorious, or what?
* Double points for the implication that they wouldn't have minded if she only ate one.
* Double Rainboom is known mainly for the ambitiousness of its premise: a full-length fan-made episode of professional quality. Needless to say, whether or not the video itself is any good in and of itself is up for debate.
* Double Rainboom when Rainbow Dash drinks the potion that allows her to fly faster. There is even a scoreboard adding up points.
* double rainbow meme, featuring a man noticing a double rainbow that goes all the way across the sky, commenting on its beauty, and asking what it means.
* Double Red Alert - Extreme and immediate danger, e.g. a bomb on board is about to explode.
* Double Reverse Quadruple Agent: A character is affiliated with way too many opposing factions at once.
* Double Reverse Quadruple Agent: A character with way too many concurrent allegiances to opposing factions.
* Double Reverse Quadruple Agent in the "Meet the Spy" video and is most definitely loyal to his own team.

* Doubles as even derisively states that Bond does it to hide the inner grief of losing the only woman he truly loved.
* Doubles as Moroccan traditional tale: An unlucky man named Akbar in one version (the Morocco version has this to be the local sultan), explodes in a fart in the middle of the market place, loud enough for everyone to hear - as the place is crowded with people. The man is ashamed and goes into hiding, and lives the life of a hermit for several years (varies from ten and up to 30 years at the most), until he thinks it safe to return to his home town, because now people
* DoubleShot back to Spain by assassinating the British Prime Minister, and frame Bond for acts of terrorism.
* DoubleShot is a killer with an insatiable bloodlust who specializes in daring assassinations and is attracted to other deranged people like herself.
* DoubleShot share the identity of the CIA agent Hillary Taunt, going out one at the time to keep their status as twins a secret.
* Double-Sided Tropes: For when the two things are the two sides of some larger object.
* Double Standard: Abuse, Female on Male: Female abusers and male victims are not treated as seriously as male abusers and female victims.
* Double Standard: Abuse, Female on Male: Female abusers and male victims aren't treated in the same level of seriousness as male abusers and female victims.
* Double Standard: Abuse, Female on Male: It's bad when men abuse women, but somehow not when women abuse men.
* Double Standard: Abuse, Female on Male: Most often seen in Woman vs Evil Man scenarios.
* Double Standard: Abuse, Female on Male variety has been gradually starting to get this reaction, although so far it hasn't been nearly vocal enough to convince the networks to stop using it.
* Double Standard, and had served time for it. The crowd (with the now-doubly indignant exception of the wife) disperses with basically an "Oh. Carry on, then."
* Double Standard as if he had not inherited his kingdom and the best army in the world from his father and a supernatural mystique from his mother (who put about that Alexander had been fathered by a god and also accelerated his inheritance) as if he had not been educated by Aristotle and been surrounded by experienced and highly competent generals. And how many men's reputation was really diminished by the saying "behind every great man there is a great woman"?
* Double Standard complains about being an outcast because of her single eye and takes extreme offense to anyone who disparages or discriminates against her for it or is even put off by it, yet she herself has ludicrously high standards for men and will chase off anyone for even the slightest imperfections. One episode even has her chase off a man who is otherwise perfect, looks and personality-wise and who loved her in spite of her eye, because he had a lizard-like tongue.
* Double Standard disguise, he has a moment of panic that the stamp won't mark the plastiflesh.
* Double Standard followed, as a French sprinter did the same exact thing as Makhloufi but faced zero consequences.
* Double Standard: For when one person or group would get a free pass of something that another person or group would be completely ridiculed for doing (and vice versa).
* Double Standard going on. Since nursing is even today still seen as a woman's job, people tend to assume that female nurses are nurses because they want to be and male nurses are nurses because they weren't smart enough to be doctors.
* Double Standard". In his words, "It's fuckin' easy to be a slut. It's fuckin' hard to be a stud", and "You can be a fat ugly slut. There are no fat ugly studs."
* Double Standard, it was only because she'd fallen down while roller-skating.
* Double Standard making fun of Mickie's weight and anyone who called Mickie overweight on the IWC was immediately vilified. Yet many people started cruelly calling Michelle "Skeletor" on the internet and calling her underfed and a stick insect. Anorexia can be just as lethal as obesity and Michelle has struggled with anorexia in the past.

* Double Standard of the trope, noting that if they were auctioning off the girls, no one would think it was cute.
* Double Standard over it being seen as okay for boys to have sex but not girls, and also demonstrated how grossly repressed Hank and Peggy's adult friends were. One of Peggy's friends mentioned that after her mother had shown her the same book Peggy had read, whenever she has sex with her husband she just "lays back and thinks about those pretty flowers" while he does whatever he wants. Peggy is very disturbed by that.
* Double Standard: Rape, Divine on Mortal: Being raped by a deity isn't considered as bad as being raped by another mortal.
* Double Standard: Rape, Divine on Mortal: Rape isn't considered wrong if the rapist is a deity.
* Double Standard: Rape, Female on Female: A woman raping another woman isn't depicted as wrong.
* Double Standard: Rape, Female on Female: Objectification taken to the extreme, never the victim's opinion about being molested by another woman. No penis, thus nothing serious and there's nothing to complain about.
* Double Standard: Rape, Female on Male: A common way of introducing romance subplots in '80s movies.
* Double Standard: Rape, Female on Male and could easily overpower a forceful woman, right?
* Double Standard: Rape, Female on Male are full of examples of situations that would be viewed as horrifying if the genders were reversed, but because the victims are men, are played for laughs (or otherwise trivialized) instead.
* Double Standard: Rape, Female on Male: A woman raping a man isn't depicted as wrong.
* Double Standard: Rape, Female on Male, even if the woman was "hot" and Bud was "consenting".
* Double Standard: Rape, Female on Male is NOT invoked. The show is very clear that just because Jason didn't recognize what happened to him as rape doesn't mean it was okay. It's also all but stated that what happened with his teacher caused Jason to develop a promiscuous lifestyle, and being led to believe his only worth as a person was in sex and nothing else.
* Double Standard: Rape, Female on Male: Rape is completely normal if it is a female after a male; the roles reversed, on the other hand, is downright disgraceful.
* Double Standard: Rape, Female on Male: The crime of rape is justifiably considered horrific, but if inflicted by a woman on a man, nobody cares.
* Double Standard: Rape, Female on Male what Mary Kay Letourneau looks like? Either he must have wanted it, or he was gay.
* Double Standard: Rape, Male on Male: A man raping another man isn't depicted as wrong.
* Double Standard: Rape, Male on Male: A man raping another man isn't treated as being as bad as a man raping a woman.
* Double Standard: Rape, Male on Male trope, by contrast, apparently gets even more hilarious when the character is shown to be badly traumatized, conveniently minimising the psychological trauma such an act wreaks for the sake of a cheap laugh.
* Double Standard: Rape, Sci-Fi: Sex without consent is achieved using pheromones, mind control devices, and the like to seduce the victim and this isn't considered as bad as straight-up rape.
* Double Standard, saying that if he had a teenage son who came home late from a date with a girl, he'd still punish him and lecture him for it, but secretly he'd be proud of him and the next day he would brag to all his friends that his kid got laid. However, since he has a daughter instead, he plans on having this conversation with her when she becomes a teenager:
* Double Standard the nymph Calypso complains about this. She points out that male gods frequently sleep with mortal women, but are "harsh and far too jealous" when goddesses take mortal lovers.

* Double Standard: Violence, Child on Adult: The same kind of violence performed by children on adults would be viewed as horrifying if done the other way around.
* Double Standard: Violence, Child on Adult, which would horrify viewers should the ages be reversed.
* Double Standard: We have respective standards that one gender must adhere to, but the other doesn't have to.
* Double Standard: X did Z? Eh, whatever, good for them. Y did Z? How dare they!
* Double Star, an actor is hired to double for a prominent politician who has been kidnapped, and spends weeks studying the politician's files on everyone around him to make the masquerade work. He notices that the file on the emperor is nearly empty, and assumes that they don't have much contact...until he meets the emperor, and gets found out, because why would you need files to remember how you deal with your longtime friend? He's caught when he dutifully plays with the emperor's toy trains instead of teasing him about them.
* double status, as it doesn't really have any good moves to use it with...but at least it has Skill Swap, which lets it gain a niche in doubles granting this ability to stronger Pokémon (most frequently Arcanine).
* "Double Sting," from the first season, sees Rosco using a large "field telephone" to communicate with Enos. The field telephone was typically used only by law enforcement (and in large cities, more populous counties and state agencies at that) and the very rich in 1979. Today, everyone – even in the most backwoods of communities – is using cell phones and iPhones, perhaps videophone sites like Skype just like the rest of us.
* Double Subversion. A man escapes from prison to clear his name after his son falsely accused him of molesting him. Olivia discovers the truth, and the governor sentences the man...to time served for escaping, which essentially amounts to a release.
* Double Subversion and he's pretty much the reverse of the above, trying to act aloof and disaffected despite caring about her a great deal (much to his chagrin).
* Double Subversion and she is disgusted. Later in the film, Allison's new boyfriend and Burke's rival, Striker, sings a much better version in front of a crowd of people.
* Double Subversion: A trope seems to have been subverted, but then it happens anyway.
* Double Subversion: A ventriloquist is performing a routine with his dummy, telling a series of dumb blonde jokes. Suddenly, a well-dressed platinum blonde businesswoman stands up and says "How can you judge people based on their hair color? It has no bearing on intelligence!" The ventriloquist says, "Lady, please, I just—" The blonde snaps, "You stay out of this! I'm talking to that jerk sitting in your lap!"
* Double Subversion breaks the window with his gun and hotwires it in a flash. When everyone stares at him dumbfounded, he just says "How do you think I put myself through medical school, hmm?" So... yeah.
* Double Subversion: Cancer Man/CGB Spender/Cigarette Smoking Man is something of a self-learned intellectual with an amazing capacity for reciting facts and quotations, but we find out in the episode "Musings of a Cigarette Smoking Man" (though the episode has to be taken with a grain of salt, as it is told by what Lone Gunmen find out about him, but can't be sure it is all accurate) that all he really wants to do is write airport novels about the lone rogue going up against massive conspiracies... it is made pretty clear that he wants to tell the truth about what he knows, but the only way to do this without sacrificing everything is to frame it as bad fiction that gets rejected by publishers. So CGB Spender is a ruthless villain with a façade of culture whose actual personal interests are a subversion of the archetype this trope describes.
* Double Subversion cannot be applied to this trope for fear of implosion.
* Double Subversion characteristic - a monster protecting her child stirs Ben's compassion, an illusion suppressing Johnny's powers causes him to demonstrate surprising smarts, a battery of laser cannons forces Sue to summon up her courage, and an airtight cell forces Reed to tap his normally sublimated aggression to break

free.
* Double Subversion. D'Artagnan is at first reluctantly willing to ignore Constance (who has been captured by the villains) and continue with their mission, saying that the fate of France is more important. Athos urges him to save her, or else he will save France only to become a lonely and bitter man like him after he lost Milady de Winter. The Musketeers then save her.
* Double Subversion: Djelibeybi is a pun on the name of a British candy that was lost on Americans. So Pratchett created the nearby country Hersheba - which is equally lost on people who speak with a rhotic American accent. It can also be misinterpreted as having the stress on the second syllable, like "herSHEEba".
* double subversion, equating his taking on said debt with Christ's martyrdom.
* Double Subversion freak out until they find out he's black underneath.
* Double Subversion: he began the show as a 12 year-old boy, and is 13 by the next season. However, the passage of time gradually slowed down to the point where Finn was just 17 as the show entered its eight and final year.
* Double Subversion. He safely brings a bag of treasure to his camel. Then he goes back to load up another bag and doesn't make it. Doubly ironic because it's setting down the sack of treasures that accidentally sets off the traps.
* Double Subversion. He then asks how Butt-Head could have known the eggs were rotten unless he and Beavis were the ones that threw them. Butt-Head has no response, and he and Beavis are sentenced to 500 hours of community service.
* Double Subversion: his question of "Are you the King of the Jews?" was actually him asking Jesus how did he plea, so that when Jesus answered "no" he'd be able to throw the entire proceedings out for lack of evidence, but when he instead got a sarcastic "You have said so." he got the equivalent of no plea at all, which in Roman law is the same as a guilty plea.
* Double subversion: In "Darkly Through A Glass Of Ale", a short story set in the
* Double subversion in one strip, where Jon and Garfield were eating Chinese takeout. Jon says he was surprised Garfield ate the octopus, causing a shocked Garfield to go into a coughing, gagging fit, only to calm down in the last panel and say, "Actually, it wasn't
* Double Subversion In the end, however, his stopping to tell them this gave them just enough time to get loose and take him down anyway.
* Double Subversion is actually portrayed as being a benign character, and she even makes a magic potion that can make people on the outside 10 times what they are on the inside. According to Yaga, the titular bat is supposed to drink the potion, which will turn him into a brave hero, but the potion is later stolen by the evil Ludmilla, who is portrayed as being beautiful. Ludmilla actually wants to use Yaga's potion to make her even more beautiful so she can take over Russia, but when she finally drinks it, said potion realizes that Ludmilla is evil once consumed, and as a result, it turns her into a dragon.
* double subversion is if the car hits the glass and knocks it out of the workers' hands without damage to the glass or car... and the glass crumbles after it gets picked back up.
* Double Subversion is that she knew about them and where they all were! When the programmer explained what happened, Ocean made up the above story in solidarity to the man's failing marriage.
* Double Subversion later, the gang decides to send the gold to the bottom of the ocean to prevent someone from doing that again.
* Double Subversion later when Bra'tac uses the same metaphor ... in the wrong context.
* Double Subversion, only for Chad to clarify that he doesn't want any alcohol because he's underage. When Kyoraku offers some tea, Chad willingly sits down for a drink and talk.
* Double Subversion or a vindication of Cryptozoology is anyone's guess.
* Double Subversion, Ox (who's inside the cell among the prisoners) decides he's had enough of Stillman's whining and charges towards him, but smashes open the door when Stillman steps out of his way.
* Double Subversion, Phoenix calls a witness' pet parrot to the stand, hoping that

it'll blab an important piece of evidence, but finds the opposition has thought ahead and managed to re-train the parrot. It still gives enough information to let him go ahead with the trial.
* Double Subversion, Po throws all caution to the winds, ties himself to a chair with hundreds of fireworks bound onto it, and prepares to light the fuse. His (adoptive) father shows up, incredulously demanding what he's doing. Admitting that he does not dream of making noodles, he lights the fuse and lets out a proud, reveling crow that he loves kung fu... only to have the fireworks do nothing, apparently duds. His dreams crushed, he sadly takes his apron to go back to work—only to have the fireworks go off after all.
* Double Subversion powers that he didn't know about, and the first happens to be the only one that can defeat Kurotsuchi's Shikai ability, and the second happens to be the one most perfectly tailored to fighting in a world made entirely of the stuff it uses for ammo. Even earlier, Ishida fought a 3rd Seat shinigami whose Zanpakuto ability is splitting into projectiles. Unfortunately for him, it's damn near impossible to out-projectile a Quincy.
* Double Subversion, promptly gets hit by an Amtrak train going in the opposite direction on the second set of tracks.
* Double Subversion right there, making it loop right back to paper-thin.
* Double Subversion Saiyan Hybrids descended from Goku and Vegeta, while actual humans are still irrelevant when it comes to saving the world.
* Double Subversion. She unleashes a slap on Hao, only for him to grab her wrist before she can do it, shocking everyone (including her.) Then she catches him off-guard with a Legendary Left.
* Double Subversion, since the Empire is explicitly founded on the power of chained magic-users that are always at the rulers' disposal. They just choose to ignore this or don't understand the fact.
* Double Subversion The double subversion comes when Numbah 1, who was missing during the plan, was actually captured by said assembly, forcing the team to rush in to save him.
* Double-subversion; the ember itself wasn't corrupting, but the source of the Ember Blight was Ordrak, whose Heart continued to corrupt after his death. The Alchemist becomes obsessed with magical experiments on the Heart and Blighted Ember, succumbs to the corruption after donning armor made of it, and destroys Torchlight at the start of
* Double Subversion: the narrator notes that "no man can live forever... except he who possesses the heart of a star. And Yvaine had given hers to Tristan completely."
* Double Subversion: The trope looks like it's going to be subverted, but is then played straight.
* Double Subversion to a bunch of clowns, standing by a broken car, wondering where the dog went.
* Double Subversion to humans. Things get better when you get an item that turns you into a monkey.
* Double Subversion What, did you, of all beings, think that those were just words?" While Mephisto leaves the wedding seemingly defeated, his thoughts reveal that he took the beating on purpose to increase the Hulk's hubris. A few issues later, the Hulk's organisation, the Pantheon, went down in flames and Banner suffered a pretty bad nervous breakdown, ruining all of his work with Doc Samson.
* Double Subversion when Rose sends a letter to Gorbachev about nuclear disarmament. She actually receives a response from him, saying he would like to hold a press conference with her, but just before the conference starts Rose finds out that Gorbachev thought a little girl wrote the letter.
* Double Subversion where a cookie truck is held up by a man leading a group of scouts. The driver gives a thorough description of the man in question right down to having a limp, however since he started off by saying that the guy was black the police didn't hear anything else.
* Double Subversion, where Agent J starts to decode a ridiculously complicated chain of arrows in a pizza shop which leads him nowhere, because he missed a much

more obvious clue at the first arrow. However, the free-association links he found do turn out to be quite close to the actual plot.
* Double Subversion, where the money saved this way was almost worthless in the future due to inflation, but it was still better then the grinding poverty most people suffered from.
* Double Subversion (which he escapes in dramatic fashion). Justified, since Moriarty doesn't want a gunshot to be heard outside.
* Double Subversion who slaughtered a dragon in single combat, makes Cacame one of the most dwarfy elves ever.
* Double Subversion). Yet somehow, the police are still unable to solve the crime (something to do with the crystal clear CCTV evidence, motive, lack of alibi, and clear connections to the victims being inadmissible in court!)
* Double Subverted: Abby is captured and tied up below the deck of a ship. She tries using a letter opener to cut through the bonds, but one of her captors comes back in and takes it from her before she can finish. Luckily, the titular dog finds her and finishes the job.
* Double Subverted: After he finds him, he still stays the hell away.
* Double Subverted. Agent 99 points out that the credit card won't open the deadbolt lock that 86 is using his card to open... until Max reveals that the secret heat laser built in will certainly do the trick.
* Double Subverted: All the strange events notwithstanding, the local folks' babbling about the witch seems to be just that — until the very last scene, where it turns out to be at least partly true.
* Double Subverted and hasn't been able to visit Jolin and Sameen in a year and a half.
* Double Subverted and is able to get things under control before the others arrive.
* Double Subverted, and R&D concluded the equivilent materiel in battlesuits would always be more efficient. The development of such uneconomincal machines is pushed solely by needing to counter a force that can afford to maintain regular units of such behemoths.
* Double subverted - and that very evening the base comes under heavy artillery attack. Later in the movie, however, it's made clear that being posted on the rear base is still relatively much safer than being a front-line rifleman.
* Double Subverted, and then Subverted again so that it occurs after all.
* Double Subverted and the Red Guy finally pushes the gurney with the incredibly heavy baby Cow on it out the door.
* Double-subverted appears in Ginza - the Japanese state goes out of their way to keep the world's other nations (including allies such as the US) out.
* Double Subverted are known, it's clear he takes the Watcher for a backwoods sucker as much as, if not more than, anyone else in the Deadfire, and is just using honeyed words to make them do his dirty work.
* Double subverted as it's revealed actively boxing is too demanding on his legs and he has to retire before he's left permanently unable to move: His match with Joe was The Last Dance
* Double subverted as Orihime spends a good portion of the rest of the chapter
* Double subverted, as the Emperor wasn't testing that – he was checking which Inquisitors have to be gotten rid of. The good.
* Double Subverted". Bart expects to be told to go to his room, but Homer realizes that's not a punishment and sends him to the garage instead. But then Bart uses this opportunity to steal a riding mower.
* Double Subverted. Because the Areion's marginally-better armor doesn't really protect against the weapons of Martian Kataphrakts anyway, Inaho prefers the Sleipnir's higher maneuverability, making it the superior choice after all.
* Double Subverted. Bill Murray's character drives a pickup truck over the edge of a quarry. It lands upside down, crushing its roof, but does not explode. Chris Elliot, looking over the edge, weakly suggests that "He might be okay." The truck then suddenly erupts in a massive fireball. To which Elliot concedes, "Well, probably not now."

* Double subverted by various toys first revealed in mid-2012. Soundwave's finally a tape player again, but only in the form of a high-end, collector-oriented "Masterpiece" toy — the upcoming kid-oriented Soundwave toy is based on his armored car form from
* Double Subverted came from another galaxy, but not by hoofing it. Their home galaxy was a dwarf that was "eaten" by the much larger Milky Way a few billion years ago.
* Double Subverted confused, but continues thinking Matsuri is a girl. Eventually, she does realize he's a guy, and holds something of a grudge over the incident.
* Double Subverted. Contrary to popular belief, the word 'ass' can be and is said by John Cena and others in the PG era. He only did that in one or two promos
* Double Subverted crossover with a good deal of Lampshading. The Captain engages a Magus/Lavos hybrid after the original party was wiped out. Alex offers Mavos a SNES Fruit Pie, to which Mavos is disgusted at the blatant product placement. He takes it anyways and finds they are actually pretty good, but will still eat Alex's soul regardless. Then it turns out Alex spiked the fruit pies with Chocopectate and sends Mavos running toward the nearest bathroom.
* Double Subverted. Daigo, despite his creepy and villainous personality, seems to have no problem with his beloved girlfriend flirting with other men... but that's only because he thinks she's playing around. If she ever seriously acted on her flirtations, then he'd be pissed.
* Double Subverted. Ellison is working undercover in a prison suspected of corruption, when his cellmate asks him if he's a cop. Ellison looks like he's about to deny it, but the man cuts him off, saying that if he's not a cop, then they have nothing more to discuss (i.e. he hopes Ellison is a cop, so he can stop what's going on in the jail).
* Double Subverted episode, in which a store camera is both active and shows the killer dragging his victims to where he kills them. The only reason it doesn't get used is because the killer had the video and the trick police used to stall him so he couldn't destroy the evidence before a search warrant arrived was more than the judge was willing to let slide.
* Double Subverted have a sudden change in taste and go back to the soldiers to whom they were originally engaged.
* Double Subverted, he uses a virtual reality chamber to create a naked clone of Yvette to amuse himself, painting him as a sleazy misogynist.
* Double Subverted hurting others, especially Duane, and Charlotte tells him that she is a better person for having met him.
* Double-Subverted in a cartoon: Wile E. buys "One Genuine Boomerang (Guaranteed to Return)" to use against the Road Runner, but when he hurls it, it seems to come and smack him from the other side of the screen (and change color from yellow to red before it is seen)... until the camera pans over to show the Road Runner standing next to a box for "Another Genuine Boomerang (Guaranteed to Return)". Wile E. starts to give chase... then his original boomerang comes back and hits him.
* Double subverted in a first-season episode. The teaser focuses on a teenage girl in a diving competition. The suspense is built up well as she's about to dive — then she takes the dive, surfaces, and smiles, just in time for a spectator to collapse. After the opening credits, we learn that an epidemic has started, but the focus returns to the girl, whose symptoms do not match everyone else.
* Double-subverted in a later episode. Lois finds out that Malcolm and his girlfriend are getting serious and, since she's leaving soon and won't have time to give him all the lessons he needs, drags poor Malcolm around in an endless car-trip where she tells him
* Double subverted in an episode where Snow White has forgotten who David is via a magic potion. A kiss doesn't cure her but he decides to jump in front of an arrow to prove his love for her. Snow is so touched that someone would be willing to die for her, that she kisses him - and thus gets her memories back.
* Double-subverted in a plot where Ross is dating one of his students. They agree to keep it secret, as they initially think it's not something he can get fired over but that it's merely "frowned upon". Later, when Ross reveals the relationship to

his fellow professors after
* Double Subverted in a routine where he rants about how ridiculous corporal punishment is. "Kids are the only people it's okay to hit! They're the most defenseless, and they're the only people it's okay to hit!"
* Double Subverted (in a sense) during the "Legendary Heroes" arc of the original
* Double subverted in "Bill Gathers Moss", where Bill looks for a roommate with the guys' help. After two terrible applicants, the third is a former
* Double subverted in one episode, where the kids meet a creepy old man who tells them a creepy story of a haunted house, then disappears. They spend most of the episode trying to catch a headless ghost in said haunted house, only to find out it's the inheritor of the house (a person they've never seen before), trying to keep treasure hunters away until he can recover his grandfather's fortune. The next moment, a masked burglar wearing a bedsheet on his head breaks into the house. They catch him and guess what? He's the guy they met in the beginning.
* Double Subverted in season nine. Clark gets mad at Chloe when he discovers she's been stockpiling kryptonite weapons. Then it turns out she was doing it in case he had to fight Zod and the Kandorians.
* Double subverted in the opening scene of the remake's first episode, which is set in South Korea, but filmed in Hawaii.
* Double subverted in the Season 10 episode "The Tower". Beta leads the Whisperer horde on Alexandria, only to find that it's been evacuated, leaving no one to attack. But at the end of the episode, they track down the titular "tower", the communities' safe haven at an
* Double Subverted in "The Voice". Gumball accidentally knocks Sussie's eye out in an attempt to find something to apologize to her for. She screams "Aaah! Aaah! Aaah! But Sussie like this, too!"
* Double-subverted in "Toni P." Sheen is ashamed to call the titular character until Fatigue tells him not to be ashamed of himself and accept that "this is simply who he is." Sheen enthusiastically calls up
* Double subverted in "Turnabout Time Traveler". At one point, you have to prove that
* Double Subverted in two-player mode (a feature in the Amiga original cut from most ports), since it's one of those rare games where player 2 also uses a mouse. (The Atari ST version limits player 2 to a joystick, however.)
* Double subverted in "Walnuts and Rain", where Finn devises — in an
* Double Subverted is directed to the pearly gates and advised it's customary to tip the cherubim.
* Double Subverted is quite common, the child's species is either that of the mother or the father. Usually. Otherwise, the person will embody this trope.
* Double Subverted: It's not Death, it's just a guy with a scythe. However, since he's here to kill you, Death comes next.
* Double Subverted later on in the series, when Ross says the wrong name at the altar and his fiance Emily feels like turning her back on him but finishes the ceremony before fleeing the reception - which the others only discover after Rachel lampshades "When I was in the bathroom at my own wedding, I was trying to escape through the window", and indeed, once they break into the bathroom the window is open and Emily is nowhere to be found. She later comes back to fly with Ross on their honeymoon, but he's with Rachel. Emily runs away again and mails him the divorce papers.
* Double subverted once more in 2020, where it was revealed that for the Walmart exclusive
* Double Subverted; on the other hand, Washington had nothing but problems in the quarterback department after they lost Smith for half of the 2018 season and all of the 2019 season with an injury, which is likely part of the reason that the team was happy enough to put Smith back on the roster (although they were a little reluctant to let him play) when he decided to come back for 2020.
* Double Subverted, possibly because they thought that the guy had it coming.
* Double Subverted. She normally is quite the opposite, but the boys still look up to and admire her and during the show she actually perform many cool things.

Indeed, Phineas points out in "Summer Belongs To You" how she's always taken part in their adventures and done so many cool things: driving monster trucks, traveling through time, becoming the Queen of Mars, and so on. To them, she is that cool.
* Double Subverted. She on the other hand considers "exchange of bodily fluids" disgusting, since the rise of STDs such as AIDS have greatly stigmatized it in her society.
* Double subverted. Starbuck crash lands on a barren moon and a big deal is made of how difficult it is to find one person on a planet when all you've got is "visual scanning". At one point they even show a map of the moon with the comparatively small area they've managed to search drawn on. They then throw this out the window by having Starbuck find a crashed Cylon Raider that apparently came down not far from where she crashed.
* Double Subverted strip, Roy prepares a Coffee for both him and Marth, but before drinking Marth suspects he did something to it, so he switches cups and Roy just leaves annoyed. Then, as he is drinking from the other coffee, Link enters asking for Roy, as he had peed in his coffee.
* Double Subverted. Susan and Mary fit Dukey with a brainwashing collar that sways his will much more towards their whims than his own or Johnny's without taking it away completely. However, when he persists in desiring to sleep in their room rather than Johnny's, they fire an "Obey" override that forces their will over his, signified by... well, this trope.
* Double subverted tall man in a suit comes up, and the worker likewise exposes the head as a stuffed tiger.
* Double subverted". The daughter of the swan fairy is shocked that the handsome portrait she had fallen in love with belongs to such a rude man — but they soon discover that he's an impostor. Rescuing the true king finds him both courteous and handsome. The illustrations play it straight for Hermosa, the swan fairy's daughter, and Riquette, Ismenor's daughter. Hermosa is depicted as beautiful, while Riquette is depicted as ugly and apelike.
* Double Subverted. The killer yanked out the victim's teeth to prevent dental identification and threw her in a bonfire to get rid of the body. But he didn't account for the fact that the victim had a titanium dental implant, and the team is able to identify her by tracing the serial number.
* Double Subverted. Then at the end, he arrests an obviously innocent clergyman.
* Double Subverted, then exits again to grab the cake and enter again through the window.
* double-subverted this in a season 6 episode — with 4 guys outside with guns, he turns to Barry and says, "OK... I need a beer." Barry tells him to keep it together, this is no time to get drunk. Sam actually wanted the can for a plan, for which he needed the beer, some scissors, Barry's wallet, and a glass. What's the glass for? To drink the beer, after he's done with the can.
* Double Subverted to do it. While none of the changelings come to help them at first, they all still come along afterwards after having had time to think about it.
* Double Subverted to help her. Further subverted in that the whole thing was real but didn't actually happen—the witch showed him the consequences of running away from his problems but closed the timeline by bringing him back (since her house was one of the first to burn).
* Double-subverted unfrozen several centuries later, with no apparent ill effects (which could be due to 26th century medicine).
* "Double Subverted" vs. "Untwisted": A Double Subversion is when the trope is Subverted, and then
* Double Subverted...wait, Erina is pregnant with Jonathan's child? The Joestar legacy lives on!
* Double subverted western: the main character is a 14-year old girl trying to prove her companions she doesn't need babysitting, and succeeding. However, eventually she does, in a perfectly classical way: first getting kidnapped by outlaws, than falling into a snake pit.
* Double Subverted what the alien looks like, but the other characters do. Sure

enough, they are utterly horrified.
* Double subverted when breaking the sword releases the Elder Kai, whose abilities
* Double Subverted. When first created, he was just a hatchling. However, he was placed in a nutrient bath which sped up his aging for as long as he stayed in it.
* Double Subverted when he comes back and assaults the sign a few seconds later. Then later, Red has to deal with the consequences of his actions when Chuck shows the destroyed sign, which he made, to the rest of the group.
* Double-subverted when he takes her to the city clerk's office for a surprise wedding and she accepts there.
* Double Subverted. When they check on a suspect, his record has a collection of normal, petty offenses and complaints, but the team notices that the other civilians involved with the complaints are all related to police officers. They explain that witness protection programs deliberately include minor criminal records with new identities to avoid this trope, and that pattern is enough for them to realize that the identity has been manufactured by the government.
* Double Subverted where Arnold goes through a seemingly bland montage of dating Lila, not enjoying it at all. However, later on when thinking back on it he remembers the fun that the previous montage didn't show the audiences, realizing he'd fallen in love with her.
* Double Subverted where the topic is "Name something that gets passed around."
* Double-subverted with Nami. The serious damage she receives during her more intense fights does show, but as soon as the fights are over, in any of the more minor battles, and in the long run overall, her skin is absolutely flawless. The most ridiculous is probably the case of her shoulder; she
* Double-subverted with Princess Twilight, who is an Alicorn Princess but not immortal.
* Double Subverted with Professor Frink's device that allows Homer's family into his dreams. When the family are falling down a cliff, Marge assures them that if they die in the dream they'll just wake up, but then Frink interjects, saying that since he didn't update Adobe Acrobat they'll actually die for real.
* Double subverted with Siren. When she changes sides and becomes Cure Beat, she's quite badass and crushes the
* Double subverted with Susan Calvin, one of the first robopsychologists. She had plenty of fame in her time, and by the Robot series, she's a mythical figure… in the spacer worlds. Back on Earth, she is barely another name in the history books (the fact that they don't like robots on earth doesn't help matters). In later series, she gains a mythical status on all the worlds.
* Double subverted with the Farmers' Insurance commercial featuring a giant jack-in-the-box that fills the entire front of a classroom. The professor demonstrates how accidents could be "a little scary" by turning the crank, with the onlooking agents presumably thinking a giant clown will pop out and destroy the room. However, on the "POP" note nothing happens... until about five seconds later when a space capsule falls through the ceiling and crushes the jack-in-the-box.
* Double subverted with the mysterious masked man Tobi being Obito Uchiha. It seemed incredibly obvious right from the get-go until Tobi pulled a 180 degree on personality, authority, and power level that completely contradicted what Obito would have been capable (eg: the class dunce should not be capable of giving
* Double Subverted Zentraedi, and by non-Zentraedi standards hundreds of thousands of ships are an enormous number.
* double subverting this trope, as the ball must be allowed to strike the tabletop once, but not a second time.
* Double Subverting this with his near-fatal crash at Michigan in 1994. While he did get back into the car by 1996, and even won in 1997 at the same track that almost killed him, the simple fact of the matter was that he just wasn't a championship-level driver after the wreck (he had been in the midst of challenging Dale Earnhardt for the 1994 title before the injury), and several more head injuries after his comeback drove him to retire in 1999.
* Double's use assets or conceptualisations from other characters' movesets that were abandoned during development.

* Double Switch: Alex is very much this. She ends up getting a story, and then some!
* Double Switch: Mobsters serve as one of the main antagonists of the game. A group consisting of four gangsters are trespassing into the apartment complex to find and kill Brutus, a former associate who failed to pay back his loan from them. You must use traps to keep them from killing Brutus and keep them out so they don't hurt the other tennants.
* Double Switch mother knows that her son is insane. However, she is strongly in denial over it and even acts as his accomplice at one point.
* Double Take for a lawyer, implying that he doesn't get a lawyer either. Of course, it's entirely possible that the Mexican cops aren't familiar with American laws and get their information from the same place the public does — TV.
* Double Take, Freddie Tiffany is the obvious Deuteragonist to Daryl Chase's Protagonist, being the titular Double.
* Double Take released in 2000, lead guitarist Pete Orta sings "Breath In", a song he wrote.
* Double Take they realize what they've just seen, and turn back around.
* Double Take to see that the Professor has her body and that she has his.
* Double Tap's friends is seen "stabbing" the dead body of the friend in the head over and over again, likely because it was feeding.
* Double Team and only asks Quinn for some hair so he can help him fake his death.
* Double Team does this no fewer than three times. The first time doesn't work out, and the protagonist ends up bedridden for 6 months from his injuries.
* Double Teamed, which portrayed WNBA twin sisters Heather and Heidi Burge (both 6'5"), had the actresses portraying them (who weren't twins, and in fact weren't even related) using several methods to tower over their teammates, from Scully Boxes to specialized sneakers.
* Double Team: If your television has the right (or wrong) display settings, just before the tiger jumps out from the darkness in the film's climax, you can see the shadowy outline of the animal handler apparently letting it out of its cage.
* Double Team, the heroes hide behind a coke machine and survive despite roaring walls of flame on either side. Possibly a moment of genre-savvy.
* Double Team: Things become personal when Stavros kidnaps Quinn's pregnant wife after his own lover and child were killed in an assassination attempt that went awry.
* Double Team, where a row of Coca-Cola vending machines successfully saves the hero and his infant son from a large explosion in the climax.
* Double Team, where he lights up a cigarillo in celebration of the film's climax. Cigarillos are classed as less harmful than cigarettes, as you don't inhale; you just keep the smoke in your mouth and breathe out.
* Double that for coroners, forensic scientists, funeral home staff... really pretty much anybody who works with death on a regular basis, especially the horrible and gruesome variety.
* double the amount of points for popularity percentage, so even if the majority of players end up picking one team, if the other team does even just a smidge better than the popular one, the other team is almost guaranteed to win the Splatfest.
* Double The Dollars: It's time for Round 2, where all the prizes and penalties are doubled...
* Double the Fist (8 episodes) was made for $250k, which is pretty impressive considering the amount of CGI effects used.
* Double the Fist gives us The Time-Saw, a chainsaw which can cut through the fabric of time and space. Oh yes, Chainsaw indeed good.
* Double the Fist: Mephisto gets possessed by a Demi God Fear Factory, causing him to shoot lasers, murder people at random (well, more than before) and steal Steve's car. He shows up again two episodes later leading an army of lumberjack pandas.
* Double the Fist presents to us the man who discovered Australia, Captain James Cook, as an egotistical Space Pirate who barely flinches at the sight of the ballistic Fist Team.
* Double the Fist. What we do know is that there was a time when he wasn't batshit

insane, he used to be a security guard, and is on the run for tax evasion. One episode has us meet his friend from his time in training, who is excited to see his good friend again. Mephisto proceeds to use his face as a mask.
* Double the Fist who replaced Mephisto after he was taken over by an Aztec Demigod. In Series Two we got Tara, a shapeshifting cyborg assassin who was on par with Steve in combat. Comically, she was mostly used for paperwork. Blue Womp would also technically count.
* Doublethink: AKA cognitive dissonance; when one believes in two mutually exclusive ideas at the same time.
* Double Think: It's wrong to harm one another. It's also wrong to not harm one another.
* Double to explain his return. Hell, he doesn't even have a body these days.
* Double Trouble does this twice: he starts whistling innocently after he and his brother are unable to chase after the bad guy due to him removing the steering wheel from his brother's car (he was handcuffed to it), and whistles again later when he throws away a small, seemingly harmless explosive, and it blows up a car.
* Double Trouble. However, instead of Hayley Mills or Lindsay Lohan doubling up, the series featured real twins Christine and Cassandra Glenn as the two girls, meaning there are noticeable differences between them.
* Double Trouble tells Hordak that Catra exiled Entrapta to Beast Island. Hordak, who has romantic feelings for Entrapta, immediately
* Double Trouble, the non-binary mercenary introduced in the fourth season, is voiced by Jacob Tobia, who is also nonbinary.
* Double Unlock by first completing a quest for the wizard, it's the most expensive thing in the game at ten million gold, and the only thing it does is stop debris from appearing on your farm. By the time you can earn that much money, debris is a pitiful concern.
* Double-U Tea F just after purging himself of Skreel's influence. Raike has to clean it up after his siblings make him do it, much to his disgust.
* Double-U Tea F, which made his subsequent fight scenes make him look even weaker by comparison.
* Double Vision of their parents, so when he killed Caroline, she assumed the identity of her twin sister so their grief wouldn't be as profound.
* Double Vision - Someone playing two or more roles so they can appear to be in two or more places at once.
* Double Wedding, Margit has set up Irene and Waldo because they both are made for each other in her eyes. But Waldo’s lack of initiative has led to a four-year engagement between the two.
* Double Whammy (Part 1)" Fliqpy overfills Nutty with a water pistol until he bursts.
* "Double Your Entendre, Double Your Fun" occurs when the (known) guys fall over themselves trying to listen in, and Haley remarks the noise is "just the boys eavesdropping and misinterpreting our conversation".
* Double Zeta Gundam colony named Moon Moon (yes, that's its name), and naturally the evil Zeon empire followed the heroes there. Turns out their society has an old-but-impressively-large mobile suit left over from the colony's construction that, once reactivated, gave the heroes just enough of an edge (mostly through distracting the enemy) to fend Zeon's forces off.
* "Doubling Down" has Cartman corrupt his girlfriend Heidi Turner into eating junk food and become anti-semitic. By the next episode, Heidi has become
* Doubling Down. When he says that he spies something that starts with S, another character is quick to warn him that the answer had better not be "sand."
* Doubling for London: When British made shows are set in London, but filmed elsewhere.
* Doubling the payment of voluntary or forced labour, and when they refuse on the grounds that double of nothing is still nothing, the briber offers to triple the payment.
* Doubly creepy because the Overwatch Dispatcher refers to Overwatch assets and objectives with mostly medically-inspired jargon: turrets are "sterilizers",

soldiers are "protection teams", and the order to isolate and kill intruders is "Clamp. Expunge. Sterilize."
* Doubly-funny due to Wesley and Cordelia being the subject of a fair amount of
* Doubly funny if you realize that Florence Nightingale's diaries are full of her varied romantic adventures with women—and the only direct nursing experience she had was with male patients.
* Doubly hilarious, because some prior My Little Ponies actually looked like that. Bonus points: Cheerilee is one of the few characters directly
* Doubly notable is the fact that the Eye of Decay (the aforementioned item in POR and OOE) looks almost identical to the Scouters in
* Doubly so in language learning, where the "Translation Method" (ie. using known language A to explain a word/phrase in unknown language B) can interfere with the mental modelling that would otherwise develop from struggling through language B by itself.
* Doubly so in that at the end of the show, when they've both triumphed over their own respective issues above, Mai
* Doubly so since the creators want to have him change jobs every couple of seasons since this is commonly the case in
* Doubly so when he tries putting out one of those fires only to have the
* Doubly so when the proper punishment (yellow card) is given, as it is now considered unsporting behaviour by the official FIFA rules.
* Doubly subverted, actually—His Divine Shadow was bothering as he had found out a Brunnen G was destined to get him killed. Thus, His Divine Shadow exterminated the race, save for Kai, who he reworked into a technologically undead servant.
* Doubly Subverted in Century Theatres. Concessions sell snacks that usually only have a multiple of 25 cents (and most people have a few extra quarters in their pockets). These prices however, already calculate sales tax. The "real" cost of a large popcorn isn't $6.50, but around $5.96 with 9% tax.
* Doubly subverted in one episode. They try to splice pig and elephant DNA, despite having heard that song by Loverboy. They don't get a pig/elephant hybrid. It looks like a normal pig. But...
* Doubly subverted in that the place they're supposed to be going to is
* Doubly subverted, most of the realm's populace, including the haughty guards, will express their respect/reverence to you, and you cannot be arrested for crime (though you still have to pay the fine or be booted out of the city until you do). Unfortunately, you are still forbidden from entering the Saint/Seducer sanctuaries, Zealots will remain hostile toward you, and do not expect anyone in Cyrodiil to believe you.
* Doubly subverted. They promptly survive the ensuing explosion, the odds of which were exactly a million to one.
* Doubly-subverted with Weird Al's "Amish Paradise": Most people know that it's a parody of Coolio's song "Gangsta's Paradise" (1995); fewer will remember that the latter was recorded for the 1995
* Doubly true for IT managers when management is for all intents and purposes tech-blind, as most don't consider the position to be important outside moments when things collapse. The irony comes from such moments of collapse coming when one such IT manager is let go, only for them to be patiently waiting for the invitation back in, often with an increased salary. Some try to enforce this trope by introducing systems that would collapse without them simply pushing a button every day. When programmers do this it's called a time bomb or logic bomb (as they would have their status as fired to be the exact trigger for an orchestrated collapse, usually when employee records are kept in a digital medium). Obviously, such practices are highly illegal and frowned upon.
* Doubly true of the Space Marines. Promotions up through the ranks from basic footsoldier (Scout) to Brother-Marine, Brother-Sergeant, and Brother-Captain to Chapter Master. They can dual-wield most power weapons (the picture in the Codex shows one dual-wielding
* Doubt Academy, Emilia speaks multiple languages, even a few dead ones.

* Doubt Academy, Misaki Watanabe is viewed as the protagonist by many. However, she is the sixth victim, shoved off a balcony and impaled on a candlestick by Nanase.
* Doubt Academy of this as its second motive. Monobear tells the students that unless a murder occurs within a week, he'll randomly select one of the students and cripple them in a way that'll ruin their SHSL Talent.
* Doubt (and the movie adapted from it) centers on the efforts of an old-school nun to remove a progressive priest from the Catholic school she runs, on the grounds that he is (she believes) a pedophile. Although the final scenes imply that she was correct, she is now plagued with doubts about her own less-than-pure motives and methodology.
* Doubt, but Sister Aloysius has a line about nuns falling over like dominoes when one trips over something. The mental image of that is made of this trope.
* Doubt doesn't have a closure. Instead the viewer is left with the question who to believe, Father Flynn or Sister Aloysius? The resolution, as it were, is Aloysius, full of iron-clad conviction throughout the story, finally lets the cracks show in the final line:
* Doubt is about a murder game called "Rabbit Doubt", and creepy rabbit masks are a common theme throughout.
* Doubt persona is activated when hearing the phrase, "For the one I love."
* Doubts are slow-moving sludge monsters that can bog you down if you let them linger too long - they're extremely vulnerable to being set on fire and the puddle they leave on death is destroyed by fire; burning away doubts leads to a clean, clear mind.
* Doubt, the kidnapped teenagers find themselves being tattooed with a barcode that they can use to unlock doors in the buildings they are trapped in. However, there are only five of them, and each barcode can only be used on one lock, so they must be careful in how they use their tattoo to escape the place.
* Doubt The original Sister Aloysius, Cherry Jones, said that the first act was the play itself and the second act was the discussion amongst the audience afterward.
* Doubt. The point of the play is the investigation. He has, however, noted that he has decided on an answer and told the actors playing Father Flynn, although nobody else.
* Doubt, the stranger appears to have died of a morphine overdose before the party finds him. While discussing what to do now, he suddenly opens both of his eyes and attacks Yuu.
* Doubutsu Sentai Zyuohger. It can fire energy beams or a cooling mist to put out fires.
* Doubutsu Sentai Zyuohger of the movie resurrects all of the series' generals, including Jagged. None of the characters, either ranger or villain, really remember him at all, much to Jagged's dismay. During the actual fight, Jagged lampshades his early demise by saying it happened because he wasn't paying attention during his first battle.
* Doubutsu Sentai Zyuohger: One of the auxiliary mecha is Cube Moguera, a mole-based mecha with a drill. It ends up forming an arm of their final combination.
* Doubutsu Sentai Zyuohger responds to this by nicknaming him "Micchan."
* Doubutsu Sentai Zyuohger. The imagery that formed look like a giant elephant's foot slamming down on the target, with the swords looking like its toes.
* Doubutsu Sentai Zyuohger. The show is meant to be about four anthropomorphic animals from another dimension and a human native to ours harnessing the powers of their species to become Sentai Rangers and stop omnicidial aliens, with the obvious mystery on why Yamato can assume eagle powers. Problem is, even after that is answered, his relationship to his relatives overtakes the rest of the show when not fighting the Dethgaliens, and even then it comes to the point Yamato obtains not just one, but also two power up forms over the course of the series.
* Doubutsu Sentai Zyuohger Zyuoh TheWorld, originally created as a pawn of the villains, has Shadow.
* douching with the live eggs of eels, frogs, or cephalopods also leads to this in some.
* Doudoumeki has arms covered in hundred(s) of bird eyes as a result of stealing

(this derives from a pun).
* Doug about self acceptance which she takes to heart (though it doesn't prevent her from going wild with excitement when she defeats him).
* Doug, Al and Moo have to ask for Skeeter's help in dealing with an invention that's become increasingly erratic and dangerous. When Skeeter looks it over, he's impressed with the design, but becomes alarmed when he realizes it's fueled by Plutonium. When he asks the twins where the heck they found Plutonium, they respond in unison that "we found it".
* Dougal and the Blue Cat, as Dougal tells Zebedee about the events of the night before, we are treated to a flashback in which Dougal wakes up and wanders around in the middle of the night and we hear the piercing sound of a cat shrieking, then we hear a sinister female voice singing "Blue is beautiful, blue is best." Nothing happens to Dougal and for now we don't see the source of either of them, but the atmosphere is chilling.
* Dougal is so dim that one wonders how he managed to become a priest in the first place, as he needs a diagram to differentiate between dreams and reality. He also has a hard time understanding
* Doug," and imagines they'll be a sadistic loony like the one in the movie. Instead, Dr. Kay turns out to be a kindly woman who painlessly fixes Doug's cavity.
* Doug, and it's revealed that he's actually amazingly skilled in mechanics. This goes unmentioned for the rest of the Nickelodeon run, but it gets brought up now and then in the Disney run.
* Doug and Rob have them on the DVD again, making it clear that while it was an easier experience for the actors, it was a much harder one for them as they struggled to figure out how the project could possibly be completed given the huge weather problems, until they were ultimately forced to make the film far more of a pure comedy than Doug had intended. There's also one by line producers Holly and Iron Liz, which gets off to a rough start as they experience some technical difficulties, but soon settles into providing some more great information about the shoot.
* Doug (and slapping their name on it) was the only thing they did to the show. Creator Jim Jinkens made all the changes himself.
* Doug), and then mentions it in front of Roger, causing Patti and Skeeter to think the other betrayed their trust. Plus, the parrot was used to parody "The Raven".
* Doug and yowling, this actually means that Doug saved Stinky and her kittens' lives since that means that the babies were obstructed. Ordinarily, cat labour is quiet.
* Doug animation style. Nickelodeon aired it as the second episodes of the series, with a new scene added in to extend its length from 7 to 11 minutes.
* Doug Anthony All Stars the world is run by the corporation-government Shitsu Tonka, which has declared history officially over and all art dangerous.
* Doug (as of May 8, the latter has its original rating) when they aired on the channel.
* Doug: At the end of the episode "Doug's Fair Lady," Patti Mayonnaise takes Doug's hand to help him off the ferris wheel, and afterwards Doug writes in his journal that he may never wash that hand again. But then Porkchop spills ice cream on his hand and he adds "Well, maybe this one time."
* Doug a valid cooking method, as he could have made a smaller recipe if he reduced each ingredient by 1/4 of its original amount, but subtracted when he should have multiplied. Close, but still so wrong.
* Doug Basham was a singles wrestler for much of his career, until he reached
* Doug bet among the friends, watches the TV at her house and notes that she has a lot of channels (at least one of which is distinctly shown in live-action).
* Doug birthday party, and he agonizes over what to get her, as he knows her (but not well.) He knows she likes sports, so he tries to get her a Beet-Ball (for a game similar to softball, except the ball is shaped like a beet root), but that doesn't work out. He finally builds her a towel rack, but she thinks it's a caddy to hold the Beet-Balls everyone else gave her, thus making it her favorite gift that she received.

* Doug book where the title characters' father has been mysteriously kidnapped; the solution turns out to be that he "kidnapped" himself, hiding away to test his children's sleuthing prowess.
* Doug can become this at times, such as in the episode "Doug Gets His Ears Lowered" when he told Skeeter he was getting a haircut, to which Skeeter told him he was "getting his ears lowered" (hence the episode's title). Doug then looks at his reflection in the glass of a building and sees himself with his ears literally lowered down to his cheeks right before Skeeter tells him what the phrase really means.
* Doug, causing Dr. Rubbersuit to cry "Hey! At least use the same hole!"
* Doug) colorful cast of the more idiosyncratic characters, which also boils down to his normal skin color. Aside from a few quirks and his vivid imaginary thoughts, Doug is pretty much normal compared to the rest of the cast.
* Doug Demuro, Jalopnik columnist, invoked this trope with the passage: "For proof, I start with my own experience owning German cars. I've owned eight, in total: one from every important German automaker, and also Volkswagen. And they were all complete pieces of crap."
* Doug dishes one to Roger at the end of "Doug Throws a Party", knocking the wind out of the bully.
* Doug, Doug and his friends go through great lengths to see the principal physically and plan to see him through the window of his office, with Doug on the top. When he finally reaches the window, he realizes it's actually the window of the girls' restroom instead. Since they are graduating soon, Vice Principal Bone lets Doug and his friends off with a warning.
* Doug, Doug and Mr. Dink are aboard a fishing boat overloading with all sorts of mostly unnecessary equipment. Not until Mr. Dink needed the keys in which his wife tossed them to him was it enough to sink the boat with them on board.
* Doug, Doug and Patti finally become a couple in the last few minutes of the final episode.
* Doug, Doug and Skeeter do this to try to achieve a frisbee while Porkchop distracts the bull dog guarding the yard.
* Doug, Doug bases his comic book Quailman on himself, Quaildog on Porkchop, various villains on Roger or Mr. Bones, and includes his friends in other roles.
* Doug: Doug Funnie. He's very responsible, though still acts like the average eleven-year-old. He's also one of the so-dorky-they're-cute types.
* Doug: Doug Funnie in the episode, "Doug's Secret Song," when it looks like all the girls from school are about to see his goofy video of the song he wrote for Patti.
* Doug", Doug gets a pimple that makes him too embarrassed to go to Beebe's party. In the end, it turns out that it's a costume party (which Skeeter tried to tell him about), so he just wears a mask. And when he does take off his mask, no one notices the zit at all.
* Doug: Doug got a role in a school play opposite his crush, Patty. Instead, Patty had to drop out for some reason, forcing Doug's sister Judy to take the role. The dramatic kiss scene is thus changed to a kiss on the cheek.
* Doug, Doug is about to be beaten up by Mr. Bone's nephew, Percy Femur. As it turns out, Roger went and told Mr. Bone what was going on and he immediately went to put a stop to it. He explained he wouldn't let anyone pick on Doug unless he was doing it himself.
* Doug, Doug needs to talk to Chalky after being accused of cheating off him on a test, but Chalky is in the middle of track practice, and Doug is desperately trying to keep up with him, jumping over every hurdle along side him. After the second hurdle, Chalky comments, "Hey, you're pretty good, Doug!" That's when Doug realizes what he's doing and trips over the next hurdle.
* Doug, Doug's new school is having a contest to see who can come up with a name. One of Skeeter's suggestions is "Kool Skool". He then has to point out he spelled it wrong on purpose.
* Doug Dr. Klotzenstein mentions "Klotzland", a theme park where you work as a zombie slave for the rest of your life.

* Doug during the Disney years, Connie starts to become famous for her music talents and having Roger become her manager. During her transition to becoming a rock star, Roger says "Her name is this" holding up a key chain that somewhat mimics the Prince symbol.
* Doug episode "Doug Battles the Rulemeister" has Beebe Bluff blowing up and popping a giant bubble in a Saturday detention.
* Doug episode "Doug On the Trail," Mr. Dink goes missing in the woods, so Doug, Skeeter and Porkchop set out to look for him. Doug still has a handkerchief that Mr. Dink lent him when he sneezed at the beginning of the episode, so he has Porkchop smell it to track Mr. Dink's scent.
* Doug episode, "Doug Saves Roger", Roger is being bullied by Mr. Bone's nephew Percy Femur. At one point he has a sign on his back saying "I'm a doofus." A few people point it out to him, but he just says he already knows. At the end of the episode, he puts the same sign on Doug's back. Doug quickly catches it and puts it on Roger's back without him noticing.
* Doug episode "Doug's Cookin'" has Porkchop making a pizza where the dough begins to swell so much that it smothers the inside of the Funnie home and spills out of the windows and front door.
* Doug episode "Doug Throws a Party" has Doug fantasizing reenacting the famous "From Here To Eternity".
* Doug episode, "Doug Tips the Scales". The episode begins with Doug pigging out on junk food at his grandma's over the weekend, only for him to return home pretty chubby. After getting invited to a pool party, he works hard to lose all his weight, which he succeeds in doing. Though after going back to his original weight, he still complains about being fat, when all he really has is a slightly pudgy belly.
* Doug features our protagonist questing for a missing ring that he is supposed to present as ring bearer. He finds it at the last minute.
* Doug featuring one of the Quail-Man adventures had Quail-Man asking Silver Skeeter, who had been half-frozen in a block of something like carbonite, who froze him. He replies saying he doesn't have the strength to say the name and is too worried he'll get halfway through telling him before he's completely frozen. When Quailman demands that he try, this is exactly what happens.
* Doug fell victim to this trope when he and the rest of his class were doing volunteer work at a local nursing home. He tried to be nice to the lady he was working with, Mrs. Whackhammer, but she chewed him out on his first day there. The next day, at his mother's suggestion, he brought her milk and oatmeal cookies. She ended up chewing him out again. As it turned out, she couldn't have dairy and oatmeal made her queasy.
* Doug Funnie, on the other hand, subverts this. While he's still as sweet as sweet can be (and even more so), he's also an alcoholic, due to various problems in his life (which usually have to do with Barney, Roger never leaving him alone, the stress of being owned by two companies, and his job at McDonald's which is dressing up as children's characters for birthday parties)
* Doug gave his approval for Critic and Snob to be labelled "Internet Reviewer Boyfriends".
* Doug had an episode that involved Doug trying to have one of these with Patti. He manages to get a seat with Patti on the Ferris wheel, but the fact that they're riding "the fastest Ferris wheel on Earth" dampens the romantic mood somewhat.
* Doug, had squiggly animation in its pilot episode, "Doug Can't Dance".
* Doug had this in Guy Graham, a slightly older more narcissistic kid who had a crush on Patti Mayonnaise, much to Doug's chagrin.
* Doug Halloween is the event with the big rabbit that hides eggs, while Christmas is celebrated by wearing scary costumes and asking for candy.
* Doug has an impressive collection of yodeling trophies. He once punished a student by making him polish them all. His love for polka is played for laughs and makes him look like a total square to his students. Kind of subverted when the kids' favorite rock band The Beets works yodeling into one of their songs.
* Doug has a rather peculiar example. In "Doug's Dinner Date" when Skeeter tries to

hypnotize Doug into liking liver and onions, it fails and instead has Doug hallucinate and see Skeeter as a giant Honker Dog. His hallucination once again comes back to him at Patti's dinner when he realizes that Patti was only joking about having liver and onions, and in the end, Porkchop even ends up hallucinating and sees Doug as an ice cream cone after accidentally hypnotizing himself.
* Doug has a subversion. Patti is at his house and Doug's mom is showing her photos while Doug is in another room, only able to hear the reactions. It turns out the photos aren't of him, but of his dog.
* Doug has been uploaded by Studio 100 (under license from Viacom) to the Kids TV English YouTube channel.
* Doug has the students forming an organization to protest the school's decision to start requiring students to wear uniforms, but they end up fracturing into smaller organizations due to disagreements. Ultimately the school never goes through with the decision because the members of the school staff can't agree on what the uniforms should look like.
* Doug has two of these. The first is the episode "Doug Out in Left Field" where Patti decides to implement her own baseball team called The Pulverizers after a sexist coach rejects her from his team due to her gender. The next one is "Doug On First" when Doug's father tries to get Doug to replace Patti as pitcher despite the fact that Doug wants to stick to his position at first base.
* Doughboys is so dimwitted that he accidentally enlists in the Army. He thought the recruitment center was an employment agency, and he was looking for a valet.
* Doug. He gets his shirt replaced with a clean, new one by Porkshop, who wrings the sweat out of the shirt into a potted plant, which wilts instantly.
* Doug. He is finally cured when he is dragged to the films final showing by his dog Porkchop, who holds his eyes open so he can see that the monster's costume is depressingly lame (one can even see the zipper up the back). It also turns out his friends were too afraid to see the monster, and Roger denies it.
* Doug. He then has one last dream where he and his dog Porkchop encounter the Abnormal, spot its zipper, and get some good laughs when they see that the monster was being played by a tower of little dogs inside the suit.
* "Dough For The Do-Do" was a color remake of the classic black-and-white short "
* doughnut as well as the signals left in the CMB by its topology, had one instead of being flat and infinite, do not exist yet because of the large extent of the Universe and light has not had enough time to make them.
* Doughnuts Under a Crescent Moon named Hinako whose obsession with trying to be "normal" leads her to break down after her repeated failures to have a romantic connection with men. She's found by Satou, an older co-worker who shares doughnuts with her and ends up becoming her confidant.
* Dough Ray Me-ow, a pet parrot named Louie learns he's second in line to inherit his master's wealth, behind Heathcliff, a big doofus of a cat who obliviously survives several attempts on his life by Louie.
* doughut in the ninth season when Larry tells her he is in love with Will.
* Doug: In "Doug Can't Dance", this happens when Roger enters Doug's garage while he's looking into a mirror attached to the door.
* Doug: In "Doug's New Teacher", Doug is worried that the new substitute teacher thinks he is a troublemaker but Skeeter reassures him that she will probably forget about it the next day. When Doug asks his friend if he really thinks so, Skeeter admits he doesn't and only said that to make Doug feel better.
* Doug: In one episode, Doug was afraid to get his picture taken, thanks to an outburst from Skeeter's kid brother making him self-conscious about his nose.
* Doug: In one episode Judy fails her driving test and then practices for the re-test on a car-race arcade game.
* Doug intentionally or the brown is stylized like the green and blue skinned characters.
* Doug: In the Christmas episode of the Disney series, Doug's father Phil, after spending the entire season trying to give Doug The Talk (probably because of his wife being pregnant; the baby is born in the same episode), finally works up the courage to tell him, only for Doug to cut him off and say he already knows about

sex and proceeds to explain it to his dad. It cuts immediately to after the conversation with his dad walking away saying "Thanks son, that was really informative, I guess they left out a few things when I was kid," in a completely dazed voice. Either his dad did not understand something (despite having three kids), or Doug is into some creepy stuff. Even after Doug was given The Talk, his parents are completely clueless about Doug's crush on Patti, referring to her as a friend — even inviting her for a sleepover.
* Doug: In the episode "Doug's Bum Rap", Doug imagines himself getting the lowest score of -60 on his English test, earning him a spot on the infamous Hall of Losers as the "Stupidest Boy in the World".
* Doug in the school cafeteria, and he actually bans the paper. The whole thing ends up getting defused in the end when the principal calls Mr. Bone saying he saw the cartoon and thought it was really funny.
* Doug in the United States and Ellipsanime (then Ellipse Programme) in France.
* Doug is a downplayed example; he is a bully and plays football, but so do most of the male cast and isn't mentioned to be particularly talented in the sport. His bullying is also mild teasing or pranks and he is often on civil terms with Doug. Percy Femur, the large, threatening, and talented basketball player who scares even Roger is a straighter example.
* Doug is prone to this, particularly when he's insulting someone. Doug calls him out on it in one episode saying he wouldn't need to laugh at his own jokes if he was actually funny. Roger tries to defend himself, but quickly shuts up after that.
* Doug is shown to be starting and stopping the tape, so it's likely that if he hadn't taken out the refinery, he wouldn't have been in a position to start the tape again from Chappy's perspective.
* Doug is the contender, or maybe even a competitor for the record. There was almost always at least one of these per episode, sometimes as many as three. Many of them featured characters thinking about exaggerated outcomes of their actions, good or bad, and they're often known as one of the show's most memorable parts.
* Doug. It's the invert this time: Doug's animated friends jump out of the projected screen, and become live actors.
* Doug Jacobs, and later, Agent Trent Chad, got body-swapped into a house cat's body.
* Doug Jones of his fingers can replace pages worth of characterization and hours worth of makup.
* Doug: Judy (at the insistence of Mrs. Funnie) brought her new boyfriend Kyle home for dinner. She was reluctant to do so because she viewed her family as being boring, so she staged a performance where her parents were a writer and an anthropologist, and Doug was a butler. Doug was upset at this, so he tried to spice things up by being a secret agent instead. Kyle tells Judy that he would have accepted her family, no matter how "uncool" they were, and that she didn't have to put on a show for him. Afterwards, Kyle is never seen again, implying that he and Judy broke up (whether because of the antics of this particular evening, or for another reason.)
* Doug Langdale essentially imported the "storyteller" from an earlier show of his, the
* Douglas Adams, also has the words "Don't Panic" written in large, friendly letters on the backside of its cover. The reasoning behind these words is as follows: If you are about to die, then consider how lucky you are that life has been good to you so far. Alternatively, if life hasn't been good to you so far, which given your current circumstances seems more likely, then consider how lucky you are that it won't be troubling you much longer.
* Douglas Adams and casually mentions the existence of Random Frequent Flyer Dent to Arthur. He then tells Arthur to try to look surprised when it happens.
* Douglas Adams, and doesn't appreciate prank calls. Between a couple of updates to the UK area code system, the introduction of commercial competitors to British Telecom and the increasing popularity of cellphones it's rather unlikely that the number still works.
* Douglas Adams, and Douglas looks out over the Great Barrier Reef and realises why

Australians are always smiling at British people as though the Brits have missed the joke.
* Douglas Adams a radio broadcast and book about endangered wildlife. At one point Adams describes the Chinese authorities apparently seeing their visit as an official conservation event, with the result that he "tried desperately to think of some way of looking intelligent and not letting on that I was merely a science fiction comedy novelist on holiday."
* Douglas Adams, a radio play pulled a very big Back from the Dead: the series' multiverse.
* Douglas Adams, as Thor comments at one point that humanity created the gods, but just because we no longer need them doesn't mean they go away.
* Douglas Adams, as Thor comments at one point that humanity created the gods, but just because we no longer need them doesn't mean they go away. I Ching also has a truth, as do other "impossibilities".
* Douglas Adams a vehicle moving at a certain function of speed R which is the speed you need to be traveling to get there safely, sensibly, and no more than five minutes late. The pay-off for the description of speed R was "Therefore, R17 is not a fixed velocity, but is clearly far too fast."
* Douglas Adams) became incredibly popular as an author, humorist, essayist and atheist. The second week after the date of his untimely death (25th of May) is celebrated as Towel Day, in recognition of his best known life lesson: always know where your towel is.
* Douglas Adams because it took Adams so long to finish the script. The role was cast by handing the pages to the one actor still in the studio who didn't have another part in that scene. In fact, the second series' deadlines for the scripts were so tight that his producers essentially locked him in a hotel room to force him to hit them.
* Douglas Adams, but which didn't make it into the finished book, was written as Arthur's diary, and had him complaining that the pen Slartibartfast gave him kept writing words on its own based on what it thought he was thinking. Yes, Adams predicted predictive text.
* Douglas Adams, by saying he sat the main characters down, explained the plot to them, and none of them seemed at all interested.
* Douglas Adams by seeking to insult everyone in the Universe — individually, personally, and in alphabetical order.
* Douglas Adams came from a 1971 incident while he was hitchhiking around Europe as a young man with a copy of the Hitch-hiker's Guide to Europe book: while lying drunk in a field near Innsbruck with a copy of the book and looking up at the stars, he thought it would be a good idea for someone to write a hitchhiker's guide to the galaxy as well. However, he later claimed that he had forgotten the incident itself, and only knew of it because he'd told the story of it so many times. His friends are quoted as saying that Adams mentioned the idea of "hitch-hiking around the galaxy" to them while on holiday in Greece in 1973.
* Douglas Adams, caused him to lose a most profitable customer. He sends her one final bill that reads "Saving the world — No charge".
* Douglas Adams defines "Sluggan" as a facial bruise caused by walking into a door, but which everyone else assumes is the result of a fight with your partner. There's no point trying to tell them what really happened.
* Douglas Adams episodes, showing his love for the series, cementing these relationships.
* Douglas Adams features a man at a university with a very long nose. He never speaks, and is never spoken to because people are too startled by the sight of his nose, and don't want to bring it up. He also constantly taps his fingers and makes other odd gestures, and nobody asks why due to their reluctance to speak to him. Finally one character ends up addressing him after accidentally knocking on his door. The man stops twitching and calmly announces that nobody has spoken to him in almost two decades (quoting the exact time to the second). Apparently all the gestures were him counting the seconds.
* Douglas Adams he mentions wasting about 45 minutes writing a program to calculate

the volume of a particular type of bird's nest. Actually calculating this by hand would have taken seconds, but now he has a program to do it for him in case he ever needs to do it again. Which he won't. He just felt like doing it. (The bird in question, incidentally, has a very unusual nest because it's basically a massive compost heap forming a primitive incubator, and the bird is constantly adding or removing material to keep it at a constant temperature, thereby relieving it of the need to sit on its eggs. Adams very much identified with this.)
* Douglas Adams, he was locked in his hotel room by his editor and was only allowed out for the occasional walk.
* Douglas Adams involving everything from base thirteen to Tibetan monks continue to live on.
* Douglas Adams, in which Dirk Gently realizes that the god Thor would have a huge amount of difficulty if he wanted to use an airplane because he has no passport, no birth certificate...
* Douglas Adams" is based on the first draft scripts, which are much longer, and very different, from what made it on screen. Goss later wrote a different 2021 paperback novelisation based on the final story as broadcast, with its publisher blurb inviting readers to check out the hardcover novel for an early draft tie-in.
* Douglas Adams is famous for mentioning things in throwaway lines which later turn out to be what the entire plot hinges on.
* Douglas Adams It is then mentioned that Ford later falls in love with someone who dies suddenly due to drinking from the polluted river. "The lesson one should draw from this is to never throw the letter Q into a privet bush, but there are unfortunately times when it is unavoidable."
* Douglas Adams lampshades this, defining the word 'Liff' as any product which does not live up to its claims, and specifically any book with the words 'This Will Change Your Life!' on the cover. The book itself, of course, had a sticker stating just that.
* Douglas Adams later." However, he wasn't completely averse to joking in conversation and was known to laugh at his own jokes in a way that was endearing rather than annoying.
* Douglas Adams likened driving a Porsche in London to "bringing a Ming vase to a football game."
* Douglas Adams—his head is a planet on the Magrathean factory floor and the last thing the Heart of Gold turns into before disappearing, and Humma Kavula's church is in the shape of his nose. Adams' 2001 death prevented him from making a personal appearance in the film.
* Douglas Adams. Most notably, he walks into the ocean stark naked after the actor who was hired didn't show up.
* Douglas Adams, Norse god Odin punishes Thor by making him count all the stones in Wales.
* Douglas Adams parking starships at the Restaurant at the End of the Universe.
* Douglas Adams plot is a very different sort of animal from its predecessors.
* Douglas Adams saying that if you don't want to read the novel he's writing, you should skip to the last chapter, which has Marvin in it.
* Douglas Adams says this is why you can't remember your New Year's resolutions. When you write them and put them away, you're in a post-party state: stuffed, hungover, dehydrated, possibly ashamed. Once you're back to normal, you forget them until the next time you're in the same state, next New Year's Day.
* Douglas Adams series, in which Arthur Dent relates this experience to an amused Fenchurch.
* Douglas Adams series, Marvin, a menial robot, makes a lullaby about counting electric sheep. It's very depressing.
* Douglas Adams should have been a far shorter series and ended approximately ten minutes into the first episode when Ford and Arthur are thrown through an airlock on the Vogon ship and into deep space. Even if they had been rescued twenty-nine seconds later, all that would have been recovered would have been a couple of corpses.
* Douglas Adams "Show No Tea to the door"), a comic, and a film — this

example is particularly famous. Although the film was made after his death, most of the plot-altering elements added to the film (the character Humma Kavula, the Point-of-View gun, the little things that pop up whenever you have an idea on the Vogon homeworld, etc.) were thought up by Adams himself.
* Douglas Adams's last season in the role, a far cry from the goofy piss-taking of "The Horns of Nimon" just one season previously.
* Douglas Adams: Something invented before you were born is simply a normal part of the world. Something invented before you're 35 is cool and exciting. Anything invented after that is against the natural order of things.
* Douglas Adams' Starship Titanic is thoroughly suffused with Art Deco, from the design of the starliner itself to its robot staff. Better still, it actually uses Dieselpunk motifs such as pneumatic tubes.
* Douglas Adams the galaxy is supposedly a single state, but government control is minimal at best and the civil service is corrupt and ineffective. The Vogons, the principal bureaucrats in this universe, think nothing of blowing up populated planets to make way for bypasses that may never actually be built. The President's main job is to distract the population from the real rulers, who, it turns out, all take their advice from a man in a shack on an isolated planet.
* Douglas Adams. The implication of this being that someone apparently discovered a method of time travelling that somehow involves passing through a rhino's nose.
* Douglas Adams to digital watches, he considered the "pretty neat idea" dig valid.
* Douglas Adams, Trillian's daughter Random goes into an intergalactic daycare as a preteen and comes out past puberty. It turns out the daycare was also temporally displaced, and the time you come back is random.
* Douglas Adams varies, but the novels and computer game are the ones he had the biggest hand in, and he delighted in completely reworking the story each time he tackled it. The TV version also had his input, and his last draft of the film before he died was used as the final one with minimal editing.
* Douglas Adams, which entered production in 2003 - two years after Adams' death.
* Douglas Adams, which Richard MacDuff advises police (who have a non-functioning model) would be best used as a giant paperweight. (At which point the policeman he's talking to admits they're already using it as a doorstop.) The same book also contains a very much defective example of the not-exactly-a-computer-in the-conventional-sense Electric Monk, which does all your believing for you.
* Douglas Coupland, Ethan declares: "I've come to the conclusion that documents are thirty-four percent more boring when presented in the Courier font."
* Douglas Coupland, in which all the main characters are fans of his earlier works. As it turns out, he's a "sociopathic shit" who steals the main character's friends and colleagues (even his mom), and tricks him into handing over his laptop on which the entire novel is based, spam mail, porn collection, and other stuff included.
* Douglas Dakota with militaries around the world, with Greece's Hellenic Air Force being perhaps the most prominent example.
* Douglas DC-3, the first successful commercial airliner and probably the best transport aircraft of WWII (Stalin certainly thought so, and built it under license in huge numbers), is still in use today all around the world. "The only replacement for a DC-3," the saying goes, "is another DC-3."
* Douglas Fairbanks. He spent the first several reels trudging along in chain mail on Crusade before receiving an Urgent Message from back home in Merrie Old....
* Douglas gives Martin a job reference stating that "other than myself, there is no one at MJN whose skills as a pilot I rate higher."
* Douglas James' screechy voice, which he developed after one too many electric shocks, is a perfect imitation of
* Douglas MacArthur, and the American Civil War, as well as being an early Military Governor of the Philippines.
* Douglas MacArthur (another unpretentious practitioner of the "less is more" school of military dress), "more gold braid than I thought it was possible to put on a hat".
* Douglas MacArthur attempt to put down any opposition, notably massacring Huey Long and disloyal members of the Louisiana State Legislature when they openly

protest against this bold-faced subversion of the Constitution. This is the final straw sets the stage for the Civil War from which the UASR will be birthed.
* Douglas MacArthur, maintaining his military junta indefinitely. Even the former outcome has a horrible precedent for American human rights and democracy.
* Douglas MacArthur on returning to the Philippines in 1944, fulfilling a vow he made 2 years earlier to do so.
* Douglas MacArthur tailored to a much shorter length. In more modern times, the Chief of Staff of the Air Force and the Chief Master Sergeant of the Air Force have attended public events wearing unique variants of the uniform, evidently to help trial new design proposals before trying to push them to the rest of the service.
* Douglas MacArthur went as badly for the Western Allies as they did. Ultimately, "Dougout Doug" really was that badass on a lot of occasions, and he did truly care for his men, but it had to be pretty bad for those traits to become less visible than his glory-seeking.
* Douglas Munro, put his boat in between the men evacuating and the enemy. He was killed in action but received the Medal of Honor, the only Coast Guardsman ever to do so.
* Douglas often wore lifts to appear taller in his movies. Frequent co-star
* Douglas "Wrong Way" Corrigan, who supposedly intended to fly from New York to Long Beach but ended up in Ireland in 1938. Many believe that his supposed "navigational error" was in fact a deliberate turn, since he had previously announced his intention to cross the Atlantic but had been denied permission from aviation authorities because they thought his plane was not suited for transoceanic flight.
* Doug Lawrence also voiced Filburt, which he was a writer on before working on
* Doug. Making fun of the guy in the burger suit outside Honker Burger is pretty much a Bluffington tradition, but eventually, Doug learns that it's his next-door neighbor Mr. Dink. In order to help out, Doug fills in for him and gains a new respect for Dink after witnessing the "playful" teasing from the other end. He also gets people to respect the "burger man" by saving some drowning kids thanks in part to the costume's buoyancy.
* Doug Moench's They've chosen to flee the cities not just to get back to nature, but because the cities in that world are class warfare nightmares where the slum dwellers live like vermin.
* Doug Murphy was such a poor physician that his ineptitude regularly resulted in patients dying. It got to the point where everyone in the hospital would call a major goof-up "a Doug". But they don't fire him — they send him to the morgue, and he becomes a brilliant pathologist from his experience of
* Doug of sorts on the Rulemeister, Quailman brings back weekends and adds an eighth day, "Funday", to the week, something that the narrator erroneously describes as "slowing down the Earth's rotation".
* Doug of the group pulls out a laptop to try to communicate with the outside world for help. While the laptop itself was pretty indistinct, the desktop environment it exhibited was unmistakably Apple's Classic Mac OS, with a Beet (a running gag in the series) in the place of the Apple on the top-left corner of the screen.
* Doug once accidentally turns in a doodle he made of Mrs. Wingo along with his homework assignment, and is panicking as she begins grading each of the papers. Doug decides to try and act casual and maybe she will never find out he made the drawing. But as soon as she asks who turned in something, before she can finish the sentence, Doug confesses, only to find out she is asking who had turned in a paper titled "My First Pair of High Heels" (which is Bebe's paper, who forgot to write her name).
* Doug once included a fantasy in which Doug and Skeeter were truck drivers. Skeeter's request to take the wheel ends up with Doug giving it to him.
* Doug. Once Mr. Bone finds out, Roger gets what he deserves: having to polish Mr. Bone's trophies after school.
* Doug: One episode begins with Patty being turned down from the school baseball team for being a girl, ends with Patty turning down school coach's offer to let her join after he saw what she could do (or rather, could have done: Roger's game-

winning catch for the school was all that prevented her from driving in Doug as the game-winning run for her team the Pulverizers).
* Doug, our title character had just legally obtained a large sum of cash after no one claimed it from the police. Doug's busy totaling up how much was in there and, when he gives the final amount, it's echoed on the TV. Turns out that the money belonged to a little old lady who was going to lose her home if she didn't have it.
* "Doug Out") together take place over less than a week, and six of them within a twenty-four hour period.
* Doug, Patti's father begins dating the school English teacher, Ms. Krystal. Patti is not initially thrilled, partly because it interferes with the bond she had with her dad, and because she still misses her mother. She eventually warms up to the idea, and Patti's father and Ms. Krystal get married in the series finale.
* Doug. Patty then copies him, and soon the entire auditorium is doing "the Slug Hop".
* Doug personality. He does show a few signs of maturity at times, though.
* Doug, played by Thomas Lennon, who thinks he's on a date with, and kisses,
* Doug, Porkchop briefly turns the same color as Mr. Dink and replicates his laugh to suggest to Doug that they visit Mr. Dink for assistance.
* Doug Quailman spoofs this trope by wearing white briefs over his trousers.
* Doug revolved around her), and of course, Beet Ball. The only sport she doesn't seem to be good at (and in which Doug is better than her at) is bowling.
* Doug revolved around this. Not only did Doug not even know if he and Patty were on a date, near the end of the episode this trope finally happens — and she stops and this is never referenced again (during the Nickelodeon incarnation anyway...)
* Doug; Roger, who framed Doug for stealing one of Vice-Principal Bone's yodeling trophies, goes into the office to taunt Doug, sits at Bone's desk and kicks his feet up — switching on the intercom just in time for Bone to hear the whole thing. Doug even tries to warn him, but Roger's too full of himself to notice and just mocks Doug further until it's far too late.
* Doug's 1st Movie, Doug is talking over a walkie-talkie and ends his call with "Roger" while the bully Roger is walking by and assumes Doug is talking to him.
* Doug's 1st Movie lake monster slowly emerges behind Skeeter, making Roger and his goons stammer in terror. Seeing Roger's horrified state doesn't take long for the realization to dawn on Skeeter.
* Doug's 1st Movie retains the scrapped subplot of Roger having a crush on the disguised monster.
* Doug's 1st Movie was hated by critics for looking like a direct-to-video film, but did okay at the box office despite this.
* Doug's at the same time. Judy is ostensibly considered one of the main antagonists of the series yet she gets plenty of heartwarming scenes with Doug. This is most likely the end result of Judy gaining new respect for Doug after he willingly gave back a large amount of cash to the old woman who lost it, even though the money was now legally Doug's.
* Doug, seeing how cruel the teasing can be, and ultimately wins peoples' respect by using the suit's buoyancy to save somebody from drowning.
* Doug, seemingly the worst person who could find it, but Roger gives it back unread, simply because he can't make out a word of Doug's cursive handwriting.
* Doug Selby novels is an example, but D.A. Selby shows him little malice; he remarks that without defence attorneys defending guilty clients, there wouldn't be trial by jury, but trial by defence attorney.
* Doug's fantasy, Roger, portrayed as Klotzilla, carries Patti hostage and roars in Patti's face. The latter responds by throwing a whole pack of breath mints down Klotzilla's throat.
* Doug's humor as well. While a lot of it came from the Critic reacting to the movie, being based around a
* Doug, Skeeter's ocarina is swallowed by Roger's cat, and Doug's puppet breaks in the middle of his act. Thinking fast, Skeeter puts his head through the curtains, pretending to be the head of the puppet, and the two wow the audience with Doug's

suddenly amazing ventriloquism skills.
* Doug's Math Problem", Doug fails a math test and his parents receive a school letter. His numerous attempts to see what it says first are thwarted. The school alarm system goes off when his hacker friends try to see what the school computer says. When he tries to open the letter, he cuts a corner off when he tries to use scissors, cuts himself with a letter opener, and spills liquid white and ink. When he uses steam to pry it open, it makes the ink run. Just as he is about to read it, his dad comes home and he decides to confess everything.
* Doug's realization that Patty is a terrible singer (yet can't bring himself to tell her the truth because he isn't willing to risk hurting her feelings), he imagines her attempt at singing in a theater, and then the audience members proceeding to pelt produce at her, and she's still singing even when she is up to her waist in a pile of rotten food.
* Doug Stahl and the late Neil Caricofe teamed on the east coast as Doug and Neil Superior.
* Doug Stanhope has a routine in which an urban prostitute delivers an obscenity-laced tirade about how the current economic climate will force her to start doing anal to "stay competitive in the marketplace," and eventually turns into a rant against Keynesian economics.
* Doug Stone's most famous song is his 1990 debut single "I'd Be Better Off (In a Pine Box)", which is not one of his four #1 hits (it only got to #4). Also, his only Hot 100 entry is "I Never Knew Love", which is nowhere near as well-known as "Pine Box" or any of his #1 hits.
* Doug superhero Quailman, whose outcomes ultimately led to Doug figuring out a solution to the problems in his own life.
* Doug talks about a fight he was in, his father tells him that violence is not the answer. Mr. Dink points out that a boy has to protect himself and asks Doug to hit him. Doug reluctantly does so, and with the punch knocks the wind out of him.
* Doug TenNapel, is a Conservative Christian. The character of Professor-Monkey-For-A-Head, one of the bosses in the game, is not only an example of his wacky, absurdist humour; it is also TenNapel's mockery of Darwin's theories and Evolutionism.
* Doug TenNapel (though not as much as the sequels to the first two games that were made without his involvement). In a fan interview, he specified at least one point of dislike: Most episodes feel like Peter Puppy is the actual hero and Jim just a sidekick.
* Doug TenNapel, which actually gets more focus than the title character's romance.
* Doug. Thankfully, Chalky owns up to his mistake and agrees to do a retest, even if it means missing an important football game, so it's ultimately a deconstruction of the trope.
* Doug that involved a kite-flying contest, Doug's father presents to him the Funnie V... which looks like an ordinary kite, while all the other father-son pairs have cool, flashy kites. Towards the end of the episode, Doug finds out that the Funnie V's simplistic design allows it to perform stunts and all the other kites ended up having flaws that crippled them (such as being too heavy or its dark colors making it hard to find after it crashed).
* Doug that looks and sounds exactly like Mr. Bone, and who is eventually defeated by being trapped in his own rules. Mr. Bone catches him and grabs his comic away, causing Doug to point out that "No grabbing other people's comic books" is one of his rules, and manages to convince Mr. Bone to let him and the other kids out of detention. In another episode, Quailman battles the "Robo-Bones", robot versions of Mr. Bone. Rather than trapping Bone with his own rules as in the previous example, Doug uses the "Secret Dream" version of escape by convincing the Robo-Bones to become a professional yodeling troupe.
* Doug, the back of Doug's real painting was marked up by Porkchop chasing a raccoon through Doug's paints and then over the back of the canvas. Initially people think it's abstract; matters aren't helped when he attempts to explain, and they assume "Porkchop" is the name of the painting.
* Doug, the Bluffington population counter ticks over by four as the family drives

past it.
* Doug the drug rehab man does this frequently with names of drugs in
* Doug: The episode "Doug's Dental Disaster" shows that the title character's next-door neighbor Mr. Dink wears a set of chompers in his mouth to replace his real teeth that fell out due to far too many cavities. By the end of the episode, Porkchop steals them to use for a flamenco dancing routine.
* Doug. The lines are particularly cheesy. "Don't lose your head over it. <blam> Oops. Guess you did." "Breaking up is hard to do. <Blam>" "Make a wish. <Blam>"
* Doug, the Muzak playing in the dentist's office waiting room in "Doug's Dental Dilemma" was an elevator music rendition of in-universe rock song "Killer Tofu".
* Doug, the title character mentions in his voice-over that he and Skeeter saw a Smash Adams movie 7 times.
* Doug, the titular character's introduction to Bluffington involved being sent out to find the fictitious "Neematoad". He avoided any embarrassment when his dog, Porkchop, got covered in pond scum and the natives mistakenly believed he had succeeded in his impossible task.
* Doug, the titular character thinks of Guy Graham as a rival, particularly because Guy also has his sights set on Patti Mayonnaise. However, Guy is completely unaware that he's such a burden to Doug.
* Doug. The traditional greeting is "Zwooba, Zwooba, Zwooba!" while making fart noises under your armpits. And Christmas follows Halloween traditions...and Halloween follows Easter traditions.
* Doug: This happens to Quailman a few times, by way of a giant stone foot falling on him.
* Doug. Unless he lets his competitiveness get the better of him, he's really nice.
* Doug Unplugs, Princess Woofingham is voiced by series co-creator Aliki Theofilopoulos Grafft.
* Doug vs. the Klotzoid Zombies", Doug imagines what would happen if all of Quailman's friends avoided him. When Quailman asks Skeeter if he wants to hang out, Skeeter says he would rather kiss a moving train.
* Doug Walker, and wanted to focus on that project of his dreams; instead having to torch the thing and bring back the character everybody else wanted.
* Doug Walker around anyone he remotely likes. The fact that he's incredibly lonely and estranged from his wife already probably has something to do with it.
* Doug Walker calls himself a Navy brat in a video where he shared a story about losing his passport. He was born in Naples, Italy.
* Doug Walker creator Jim Jones' daughter, saying that he himself doesn't hate the show.
* Doug Walker featuring interviews with creator Tom Ruegger and several writers.
* Doug Walker has admitted to having this problem, as in one vlog he tells a friend that trying to figure out his rambling would only cause pain, and in other he's relieved that the letters swirling around in his head are actually forming words.
* Doug Walker have them?). A lot of the flaming comes from his fans missing the point.
* Doug Walker, he's told to mimic Chester's catch phrase, he gives his own version before eventually giving a perfect imitation of his "Change? Ya got change? Come on help a guy out, will ya?" catch phrase, asking if that's what they want, then saying he won't do it. However since they're all Doug Walker characters, this is understandable.
* Doug Walker - in case of the latter, till she passed away in 2016. The ending of The Critic's Nutcracker review is dedicated to her.
* Doug Walker in OTL) becomes an actor turned scriptwriter much like Rolfe.
* Doug Walker in the latter. He seems to have become one again after the Uncancellation, though.
* Doug Walker in which the guardian angel takes a look at what his own life would be like without the protagonist.
* Doug Walker is a lot more mellow than his brother Rob, who come across as more abrasive and prone to making darker, off-the-cuff jokes. That said, Doug's a lot

more hyperactive and upbeat than his brother, who's very sardonic and grouchy.
* Doug Walker Not helping was how he said "fuck Phil Collins" like as if he had a grudge against him personally.
* Doug Walker of throwing something together at the last minute to wrap up the series and bring back the Critic, and the presentation can be read as part of the reason Donnie is so mad.
* Doug Walker on the grounds that they shouldn't complain so badly over something they can watch for free, but after calming down, he realized that if someone's job is to make free stuff, they aren't allowed to pull this card, because it's their job to make the audience laugh.
* Doug Walker Q&A panel, you can be assured his normal eloquence will take a backseat to cooing over them.
* Doug Walker seems to live off booze, cereal and junk food but never gets spots or looks fat.
* Doug Walker, since he was also working as an illustrator and worried that being associated with such raunchy material would hurt his ability to get work, as so much of the job consisted of material for children. After his online work completely eclipsed any other image he might try, he went by his real name everywhere.
* Doug Walker, the series proved not to be cost-effective enough to keep going; it had a much higher budget than anything done on the site before, at a time when a loud number of the fans had made good on their promise to flee the site after Critic died. The series wasn't particularly well-received either. A particularly sad example revealed on "The Review Must Go On" commentary, as apparently when Doug was told he had to bring Critic back, he was also given the option of keeping the dream project but was so upset that he torched it.
* Doug Walker they'd like it. He also has valiantly tried to get it into fandom's heads that this trope is awful.
* Doug Walker vlogs about how the internet and iPhones make us scared to be alone.
* Doug Walker. You only have to put on a random VLog or commentary to see how much he cares about children and hates movies that treat them like idiots.
* Doug was a stage mother for one episode, but at the end, Beebee was able to call her out on it and her mother quickly saw the error of her ways.
* Doug was this slightly when he moved to Bluffington in the first (chronological) episode.
* Doug when Porkchop disappears, once Doug has given up searching for him, he tries to take his mind off with some TV. A folk singer can be heard singing "Every boy needs a dawg, every dawg needs a boy, a puppy dawg is just—" before Doug turns it off.
* Doug when the latter loses his journal. He has a fantasy of his journal, which is personified, on a moving conveyor belt at a junkyard calling for help as it is about to be crushed by a large mechanical boot.
* Doug where Doug's superheroic alter ego faces down the Rulesmeister, master of arbitrary rules, and eventually defeats him by pointing out he's wearing mismatched socks, one of the many things he has a rule against. This carries over back into reality, when Mr. Bone snatches a comic book...and Doug points out that one of the rules is "No Snatching Other Peoples' Comics!"
* Doug where the entire non-adult cast spy on Doug and Patty's first date.
* Doug, where the reenacting is polemic and quite different from the incident it supposedly represents.
* Doug, which doubles as a reference to creator Jim Jinkins' elementary school principal.
* Doug (which Doug thought he was playing innocent); another is when he thought the foreign exchange student is in love with Patti and Skeeter tells Doug to just tell the exchange student how he feels about her.
* Doug with the title character fiercely denying that going to the movies alone with Patty Mayonnaise was a date. (It totally was.)
* Doujin has suspended all of their activities in October 2017 with no plans to return to the doujin music industry. As of January 2020, none of their albums are

available digitally, despite rumors flying about that they are.
* doujin music and release it on physical albums, but can't/don't release them digitally.
* doujinshi, and some of them still dabble in the pastime. This is buffered by the very low print runs of such work (though this is somewhat compensated by most doujinshi being downloadable at sites).
* doujinshi, as the term itself implies: "同人誌" literally means "published by the same person (who wrote it)".
* doujinshi (which, meaning "purity" in Italian, is arguably a lampshade). This one has Haruka's father joining in on overhearing, at which point he chops down the bedroom door with a sword before realizing the scene isn't what he thought.
* Doujin Work does this in practically everything it can get its hands on. (Um, wait...) A show dealing with the struggles of a newbie doujin artist, it often brings up jokes such as comparing virginity to being a beginner artist, and partnership to lesbianism. Every episode title also relates to some form of innuendo pun or hentai cliche. Although other times it's clearly on purpose, such as the creepy relationship between two other characters, more often than not it can disturb viewers from even getting into the doujinshi industry.
* Doujin Work has a minor example: crowds are not faceless, but monochrome.
* Doujin Work is this through and through, causing most of the misunderstandings in the series.
* Doujin Work, Najimi invites a boy friend to one of these... just to see the room and sketch it for future drawing reference.
* Doujin Work she produces. She also projects her fantasies on her friend Najimi, who she firmly believes to be a masochist.
* Doujin Work stays involved with the rest of the cast is because their antics amuse her to no end — and she is not above stirring things up even more.
* Doujin Work, when Najimi shows Tsuyuri and Justice her first story, the first thing they compliment is the quality of the paper.
* Doujin Work works as inspiration for her own material, her imagination tends to go rampant whenever she sees males interact.
* Doukyusei don't have any real campy attributes, especially not Hikaru Kusakabe.
* Douluo Dalu... until he reveals that he's a prodigious blacksmith who swings around 150 kg hammers around like toys and is a ruthless strategist who seeks nothing but complete and utter victory.
* Douluo Dalu, who after his death was born in a world of Spirits and Great Powers, he now looks to create his sect again and grow to the very top.
* "Döbeln at Jutas": The severely wounded officer Döbeln begs his doctor for a medicine that will let him out of bed for just one day, so he can lead his troops in the battle at Jutas.
* Do Unto Others Before They Do Unto Us: We must use our superweapon before others find it and use it against us!
* do use the magic to bring their loved one back from the dead. The lesson for our impressionable young viewers? Magic can bring your loved ones back from the dead; enroll in magic school today!
* do use time travel to make everything better. The lesson for our viewers today is that they should get busy inventing that time machine.
* Douwe Dabbert, a comic book series revolving entirely around a very old man.
* Douwe Dabbert attempts to force his cousin Gwendoline to marry him, because if she does not, he will lose the rights to his title.
* Douwe Dabbert comics. There are four artifacts hidden away at the four cardinal directions, in mysterious temples, each embodying a classical Greek element. Their exact powers and uses are unclear: in the Middle East, there is a chest containing an apparently infinite amount of sand (Earth). In the Caribbean (West) there is a balloon containing a mighty storm (Wind). In the arctic, there is a... dodo egg frozen in Ice. (Yeah, I don't know either.) Douwe finally figures it out when he gets at last to the artifact hidden in Africa: a diamond that is kept in a dark underground temple. He correctly surmises that when the sun shines on it, it will set everything on Fire. (Too bad that the villains don't get it...)

* Douwe Dabbert comics, where the title character has a magical knapsack that always contains what he needs. Whether he knows what he needs or not. More than once, he gets the item with which he can solve his current problem in the first half of the comic, but he still needs to figure out exactly what to do with it.
* Douwe Dabbert does this. Throughout the series, he repeatedly refuses to settle down.
* Douwe Dabbert, Douwe and Domoli enter a book so they can watch the story play out in front of them. However, they are merely there as spectators, and as such cannot interfere with the events in ways that would alter the course of the story.
* Douwe Dabbert: Happens to Domoli in "The Black Kimono". When visiting Japan, Domoli and Douwe are given Kimonos to wear because their regular clothes are being washed, but Domoli is accidentally given a woman's kimono. And since he doesn't know the difference between the two, he puts it on anyway. Fortunately for him, Pief quickly points out the mistake.
* Douwe Dabbert. Very inconvenient for the villain who wants to marry Gwendoline to become a count.
* Dovahkiin in play: this was somewhat less objectionable in medieval times.
* Dovahkiin is assigned one every time they are declared thane of a hold where they can own a house.
* Dove back when they were part of the original Titans, and it's implied that Robin still has some lingering feelings for her in the present. None of this has any basis in the comics, where Robin and Dove typically had very little interaction with one another, and certainly never slept together.
* Dovecote Crest makes use of this. Most notable is the series of pages for the letter Charlie reads, from a Union soldier to his Confederate brother.
* Dove has received a great deal of attention for their Campaign For Real Beauty, that includes commercials like
* Dove Keeper: Baron Gilles de Rais, a real-life aristocratic serial killer.
* do very much involve Lydie and Suelle, as well as their father, Roger. There is no cut-scene evidence indicating that any of the other playable characters enter the painting with them, yet all are still present for battles.
* Dove Self-Esteem Project x Steven Universe characters educating the audience on how to love their bodies in a world where everyone is expected to be "pretty".
* Dovewing, and once to Brambleclaw, Leafpool, and Squirrelflight. Not to mention Jayfeather finally telling Firestar he knows about the prophecy
* Dovewing/Tigerheart — Their relationship was pretty drawn out, Dovewing's feelings spanning almost the entirety of Omen of the Stars and serving as a major plot for her, despite Tigerheart's devotion being rather limited and being seen as a traitor in her eyes for helping his Clan hold her sister hostage and being in the Dark Forest. By Bramblestar's Storm, set a whole six moons after the ending of Omen of the Stars, she still has very obvious feelings for him. It took yet another arc and one Super Edition for their
* Dov finds out that his girlfriend is still married (they never got to signing the divorce papers) and breaks up with her over it. She works in the same division and it creates a lot of tension between them before they reconcile.
* Dovin Baan while working for the corrupt Consulate under Tezzeret strongly disapproves of their methods. When they confiscate every device he reflects that a change in approach — a few empty promises, some official-seeming forms, and a touch of politeness — would be easier, safer, and less likely to spark rebellion than just snatching them.
* dovin basals tactic is to wait for something to drop into atmo - a meteor shower, say, or debris from a destroyed ship - affix ablative plates to the fighters (which burn up on reentry), and drop in alongside the perfectly innocent debris, only pulling up when underneath effective sensor altitudes.
* do visit Atlantis. It's just a collection of ruined buildings, though.
* "Do Wah Diddy Diddy" was originally recorded by girl group The Exciters (best remembered for "Tell Him"). The
* Do Well, But Not Perfect in all rounds that aren't the final, so you're saving your actual best performance for the only round where it matters. Additionally,

even if you don't care about crowns, winning the final round earns you a massive quantity of Kudos and Fame, more than you could possibly get from all previous rounds put together even if you got gold on all of them.
* do what they do best) and are typically fluffed as the "first in, last out, make sure the men are safe and supplied" types.
* do when it comes to infection rates. So while the initial bite of a housecat tends to be far less damaging than one from a dog, it can also be far more harmful if left untreated.
* do, which involved reviving the Replicators and taking away their only weakness.
* Do with Him as You Will: I won't punish you, evildoer. Instead, I'm giving that honor to someone you've terrorized so dearly.
* Do with Him as You Will: The hero leaves the villain at the mercy of the people the villain has wronged.
* Dow Jones & Company was founded by Charles Dow, Edward Jones... and Charles Bergstresser. What makes this example particularly unfair is that he was the chief financier for the new company and he came up with the name
* Down a Dark Hall has been suppressing almost all of the letters that her students send to their families and friends back home in order to prevent any speculation of exactly what is going on at the school to get out. This leads to the main character Kit's mother and best friend wondering in their own letters why Kit never writes to them.
* down a flight of stairs ("Hey Bobby! Play that one about falling down the stairs!") and lands on a piano.
* down and around." They're describing how a saxophone works. An instant hit and notoriously catchy, one reviewer described this as "the conversion of a song hit into a plague, like Japanese beetles or chain letters."
* down-and-out baseball player Ed Hamner, who is his late 30s, is good friends with his 12-year-old neighbor Paula, a huge baseball fan who idolizes him.
* Down And Out: Grace towards Amelia when seeking treatment for Simon's injuries, after every other attempt to convince her to help.
* Down and Out in Duckburg says he's anticipating it too...the way he would anticipate being hit by a bus.
* Down and Outing, while Tom and Jerry are in the master's car, Jerry pushes down on the gas pedal and makes the car speed out of control. The master sees Tom's paw searching for Jerry underneath him and he, thinking the cat is to blame for the incident, stomps on it with his foot.
* Down and Out in Paris and London", Orwell worked as a dishwasher at the "Hôtel X." This was the Hôtel de Crillon.
* Down and Out in the Magic Kingdom. Anyone with enough Whuffie can backup themselves at will, a restore is made using a clone body. Since the process is so easy and basically free, it's common for people to swap their body for a clone-and-restore for things like the common cold.
* Down And Out. When The Cat visits the Mall Car to see Simon, Grace lies, saying that Simon died, before blaming the feline for his downward spiral and demise. When The Cat points out it isn't fair that she should get all the blame when Grace also played a role, Grace responds that while neither of them are responsible for how Simon responded to his trauma, The Cat is still the source of said trauma.
* down, and tunnels through the Earth subjecting him to the extreme heat of the Earth's core before coming out the other side and continuing off into space. Ultimately subverted, since Kaito dies from his illness before the execution finishes, enraging Monokuma, and achieved his dream of seeing space before he died.
* Down At Mcdonnelzzz appears to be about a centaur with a Vanilla Ice haircut and a plastic katana crashing the night shift of a Mc Donald's with a giant 90's-style parking-lot party, complete with numerous 40-oz bottles of liquor and a
* Down by Law. It's about their imprisonment and eventual escape, but doesn't focus on how they get out.
* Downed condition. A player or mob in this condition has a small pool of health which can be regenerated, allowing them to resume combat. A successful Finisher instantly depletes this pool of health for a permanent KO. To perform it, the

player or enemy gets close to their target and begins a cast that lasts a few seconds. Visuals vary as there are many cosmetic variants available to players.
* Downer Beginning her entire life up to that point is gradually played out and how she got those eyes.
* Downer Beginning of this trope; as she saw Manabe has no contempt for her, unlike everyone else. This subversion persists as Manabe is so honest that the invocation above doesn't work at all.
* Downer Beginning: The story starts with a huge catastrophe and many deaths. Don't worry, it will get worse soon.
* Downer Ending: A story has a very cynical ending, a common trait for the romanticist storyline.
* Downer Ending: A tragic early death, usually by murder or substance abuse.
* Downer Ending doesn't necessarily mean that it's a bad ending. This trope is, however, played straight with the "Snow" and "Memories" endings, which are essentially shortened versions of "Live Now".
* Downer Ending for the story causes everyone else to get bummed out and leave.
* Downer Ending, in which he commits suicide by driving his car into Lake Toluca, though it can also be seen as a final end to his torment and an escape from a life which has been broken beyond repair, to spend eternity with his wife in a place where death maybe isn't the last word.
* Downer Ending many years later) and the cop's life falls apart when his manipulations to set the trap are revealed.
* Downer Ending, Maravich makes an apparent buzzer beating shot and starts celebrating... before realizing that the shot came a split second too late.
* Downer Endings. At least the former is not as downing as the other, because Doraemon actually came back.
* Downer Ending: The good guys lose. They might at least get to take the villain down with them, though.
* Downer Ending. The Max that died was still the same one who had been with Sam since "Chariot of the Gods", when time travel copies of Sam and Max was created. And if the Max who joined with Sam at the end was the "real" one, then that would mean the real Sam had died during his adventures elsewhere.
* Downer Ending, though, because Bobby was more than happy with second place.
* Downer Ending to implicate her recently-deceased client in the crime, allowing the other man to be exonerated.
* Downer Ending usually follows about free will being stronger than destiny.
* Downfall (2004) surrounding Berlin, fighting to put an end to the Third Reich, will be this.
* Downfall (2004) videos, which goes out of their way to make Steiner as the go-to-general for Hitler's crazy demands (and naturally failing, which sends Hitler into another long rant).
* Downfall (2009): the prologue of the game stars Joe Davis and his future wife, Ivy, as children.
* Downfall (2009), where the main character, Joe Davis, wakes up in the middle of the night to find out that his supposedly schizophrenic wife, Ivy's, visions of terror about the hotel have suddenly become far too real for his liking.
* Downfall, a German film showing the final days in Hitler's life, deconstructs this trope, as the Nazis are portrayed as real humans, having both bad and good qualities, without glorifying their deeds. This was in fact the intention of the director, as he wanted to show the audience the Nazis were humans, instead of the monsters most media make them out to be.
* Downfall, a group of Nazi soldiers has realized that their leadership has lost its damned mind and they're probably screwed, so they decide to get shitfaced and trade jokes while they wait for whatever's coming next.
* Downfall a mixed crowd of Wehrmacht and SS officers is seen partying in a Berlin posh hotel along with nurses and civilian women; the revelers are depicted possessed with all the frenzy of doomed people: the Red Army was already encroaching the city and many of the partygoers would have either died defending it or be subject to the Russian mass-rape and torture. The episode is partly inspired

by an actual event.
* Downfall, and at times even grossly overestimating the fighting capacity of units which are so under-supplied and under-manned that they may as well not exist. Even the other members of his inner circle give each other nervous looks as he makes these costly decisions. After the last offensive ordered by his generals, Unternehmen Zitadelle/The Battle of Kursk of July 1943, failed and lead to a spectacular reversal which cost them Ukraine and all the Reich's (experienced) Panzer forces, this became Truth in Television for the remainder of the war.
* Downfall As the party gets in to full swing an artillery shell lands nearby and the music stops with an audible scratch. Eva tries to restart the party with a jazzy piano tune, but the party finally ends when another shell lands right outside the building, covering everyone with dust and rubble.
* Downfall at one point, director Oliver Hirschbiegel has stated that he enjoyed them. He also stated they go along well with the message of the original film, which was to stop demonizing Hitler and the Nazis and show them as (still terrible) human beings.
* Downfall, a troop of Hitler Youth are using a Soviet-made 85mm M1939 (52-K) air defense gun for the Battle of Berlin. It is likely supposed to represent the ubiquitous German 88mm Flak, but could also be justified that they are so short on weapons that they are being forced to utilize captured equipment, which, as mentioned above, is a rarity for this trope.
* Downfall by Sex: Samson had a lust problem, and the Philistines he tormented used this against him by bribing a prostitute named Delilah to try to learn his secret. He eventually caves, and is captured and humiliated as a result.
* Downfall by Sex: The downfall for a certain character is linked to them sexually assaulting another person.
* Downfall by Sex: The greatest failure for a character (or cause of downfall) is because they had sex with someone and are suffering the consequences.
* Downfall depicts Adolf Hitler as this in the final days of the war, commanding divisions on his map which effectively no longer exist.
* Downfall, died on 21 July 2010, over three years before the real Rochus Misch passed away on 5 September 2013, making Misch the only surviving member of the Führerbunker to live up to the 2010s.
* Downfall features the Battle of Berlin. While much of the film takes place in Hitler's underground bunker, there are brief scenes showing the Third Reich's last defenders, mostly old men and young children, fighting a losing battle against the Red Army.
* Downfall guild SK Gaming reacting to their rival Nihilum getting the World First defeat of the Eredar Twins in Sunwell Plateau has Hitler/bds yelling "Shut up Mackelina you faggot! Second place is for fucking losers".
* Downfall has an interesting one — although it appears at first glance that Unohana and her faction are the villains, subsequent perspectives given the readers have rendered that perspective uncertain. At best, that is only half the answer, and it is implied that some other force may be manipulating events.
* Downfall has one in Chapter 17- Later, in Chapter 20, Momo and a platoon from Squad Five arrive to reinforce Rangiku and the exhausted Squad Six detachment denying the Arrancar retreat to the Garganta.
* Downfall He reacted like this after he was told Felix Steiner couldn't hold back the Allies (the Soviets get there first of course) with the forces he has. After his breakdown, he is permanently hunched over and he is usually the only one sitting while everyone else has to stand.
* Downfall. Hitler himself is portrayed as a person who is most likely insane, while his followers are rational except for their misguided belief that he is a legitimate leader rather than a madman. Their actions make total sense when one takes this tragic belief into account.
* Downfall, Hitler randomly promotes officers to higher military positions. General Weidling is ordered to defend Berlin when he only came in to attest that he didn't move his command post and therefore shouldn't be executed. Ritter von Greim is an even better example however: he was also already a general, but when he makes it to

the bunker he is put in command of the entire German air force (which is all but completely defunct by this point in time), and told that he has to rebuild it from the ground up. When Hitler starts claiming that he'll be able to give Greim a thousand jet aircraft on short notice, it's become obvious that reality and him don't see eye to eye anymore.
* Downfall: Hitler's refusal to leave Berlin, despite clear signs that the city is lost before the Soviets even invade, opens the door for many Nazi officials to claim power for themselves at the expense of their Führer.
* Downfall: Hitler's subordinates react this way several times when they have to give him news that is certain to send him into another screaming rage, such as the report that Steiner was unable to launch a counterattack and the news that Himmler tried to make a surrender deal with the Allies.
* Downfall is set during the same time period as the above, but focuses on the Berlin bunker where Hitler and his inner circle are taking shelter while the Battle of Berlin rages overhead. Everyone in the bunker knows that the war is lost, and the movie explores their reaction to Nazi Germany's rapidly approaching end at the hands of the Allies. Hitler desperately tries to postpone the inevitable, trying to command units that don't exist any more or have straight-up defected to the other side against the advancing Soviet forces. Himmler goes behind Hitler's back to negotiate a surrender with the Allies (who are having none of it), his adjutant Fegelein tries to desert (and is shot for it), and many of the remaining officials (along with Hitler himself) eventually commit suicide.
* Downfall is set mostly during the Battle of Berlin, just as the Soviets are finishing off the last German resistance in the city.
* Downfall is too much for her and she suffers a severe anxiety attack. As she retreats to the "Fuhrerbunker", a friend, and fellow secretary asks what's wrong and Traudel responds, "Oh god. It's all so surreal, like a dream, but I can't wake up."
* Downfall is very good at this. He can even sneak up on Nnoitra, who is the best Arrancar at sensing reiatsu.
* Downfall. Many versions of the meme have Hitler ranting while Burgdorf tries to point out some flaw in his position, while in others, Hitler is actually meant to be seen as right.
* Downfall, Mercury taunts Ruby after disarming her, asking what she'll do without her weapon. Ruby responds by headbutting him in the face and telling the assassin she's going to shut him up. While she doesn't yell the line, her delivery is nothing short of badass.
* Downfall movie, coupled with the subtitles and the German, that inspired the Hitler parodies that are popular on the internet.
* "Downfall of a Droid", having placed AT-TEs on the chunks of rock to catch Grievous in a crossfire.
* Downfall of Bleach fandom, takes a far more realistic outlook on the Winter War- and is bitterly violent, in both ideaology and combat.
* Downfall Of course, there seem to be other events and forces involved, moving behind the scenes…
* Downfall Parodies, although he leaves the really bad news for Jodl to announce.
* Downfall parodies, which earned him the nickname "fast-ranting boozing Burgdorf".
* Downfall, played beautifully by Bruno Ganz, discusses this concept at length. After spending a good portion of the movie walking around looking like the dignified old captain of a sinking ship, he does need to remind you that he's still the same psychopathic asshole you know and love. Hilariously enough, after giving the below speech, he receives news that Himmler has begun talks for surrender with the advancing Anglo-American Allies and launches into a furious rant - guess the whole "the strong must survive at the weak's expense" thing doesn't really apply when "the strong" in this case is someone other than Germany.
* Downfall slowly and deliberately removes his glasses after he is given the bad news that the enemy is advancing and that Steiner could not mobilize enough men to carry out the assault. He then explodes into a rage.
* Downfall that had been drafted just hours before unknowingly run into the

crossfire between the German and Soviet positions. General Mohnke goes to complain that using random civilians with no military training just adds to the body count, and hampers any real combat effectiveness since they just get in the way. Joseph Goebbels, who controls the Volkssturm, says that he won't disband the Volkssturm, and outright says he feels no pity them, and blames them for the situation they're in since they supported the Nazis' rise to power.
* Downfall. "THAT WAS AN ORDER! STEINER'S ASSAULT WAS AN ORDER!'' Who do you think you are to disobey an order I give?! So this is what it has come to... The military has been lying to me... Everyone has been lying to me, even the SS!"
* Downfall. The courtyard of the Fuhrer Bunker appears desolated: full of dirt, shell craters and stockpiled munitions, but Traudl looks down and smiles when she sees a white flower. We then see there are other flowers and trees growing around the courtyard. But the moment of peace is soon broken by an air raid siren.
* Downfall. The man looks like a skeleton with sunken eyes that wears a flesh mask.
* Downfall, the only way to treat any serious injury during the battle of Berlin is to knock out the patient and amputate a limb, which has filled up the buckets used to collect them. And medicine, including painkillers, are becoming desperately rare.
* Downfall videos as annoying Hitler and the other occupants of the bunker with cartoon antics. Unlike many of these portrayals, this one has no basis in his characterization in the film or in real life, being based mostly on a scene where Hitler has one of his famous rants about Fegelein's desertion.
* {Downfall, who's one of Hitler's closest subordinates. That alone is enough to qualify.
* downfall without a decisive winner! The idea behind working matches was to both have long bouts and keep them interesting.
* down from a man in his seventies to a man in his forties. However, this was not plot relevant, but rather an excuse for the unavailabilty of the original actor.
* down from the half-ledge they were on while standing next to O'Brien and Bashir.
* Down Home and Kate's eventual response is to admit to several bits of wrongdoing so he has nothing to base his attacks on. This has the effect of thoroughly disgusting the townspeople. Afterwards, Grover comes to Kate and tells her that she won the election two-to-one. Kate's quite shocked to hear that people actually voted despite the mudslinging. That's when Grover pulls three ballots out of his pocket and reveals that two-to-one wasn't the ratio, it was the actual vote count.
* Down in Moonshine Holler starts with Banjo Bindlestuff and Gummy riding the rails to the wherever the Hobo Princess was sighted last. There, Banjo sees a
* "Down in the Bonehoard". The entire mission is set in the Bonehoard, a gigantic underground tomb complex featuring lots of
* "Down in the Boondocks" is about a poor boy in love with a rich girl. The song was first popularized in 1965 by pop singer (later turned country artist) Billy Joe Royal, and in 1969 became a big country hit for ex-Raiders guitarist Freddy Weller.
* down, it's a bit more risky — it damages your ship too, that being one of the few bits of physics they got right.
* Down L.A. Drain: The LA storm drain system is used as the setting in a film/TV show, usually a car chase.
* Downloadable Content: Additional, optional content provided by the developer via digital distribution and purchased separately from the main game.
* Downloadable Content, an optional objective has Karl Fairburne discover an armory's worth of captured Allied tanks and weapons intended for such as purpose, with German documents even calling the operation "False Flag".
* Downloadable Content campaign brings back the Italian Paratroopers, distinguished from regular Italian troops by their green camo uniforms and overall better equipment. The Germans, meanwhile, get the Valkyrie Jager, an elite unit of paratroopers distinguished by their black uniforms and far better combat efficiency.
* Downloadable Content can only be accessed from terminals you find in the levels themselves, and not from a separate VR menu like Raiden's.
* Downloadable Content games), meaning that even if you didn't buy it, you're left

feeling like the game is incomplete.
* Downloadable Content, officially the "Pokémon Sword Expansion Pass and Pokémon Shield Expansion Pass".
* Downloadable Content rocket launcher known as the Teufelsfeuer, a mix of the Panzerschreck and the MG42. They're distinguished by their dark gray uniforms and goggles.
* Downloadable Content who has made inventions that are utilized by those living in the dojo located on the very isle and has yet to show any capacity in Pokémon battles. That being said, there's no known conflict between the two of them.
* Downloadable Cotnent, preferring to go down fighting against the Reapers. Without the Crucible, galactic civilization fell to the Reapers. If it weren't for Liara's warning, the next cycle wouldn't have succeeded.
* Downloadable GMod weapon "Erectin' a Boom" is a radio that ignites anyone who hears it, and then their head explodes shortly after.
* downloading an OP destroying porn file established at the beginning of the episode.
* download their consciousness into a cloud of utility fog. Notably, the first story to feature this concept also features a fog person spontaneously assembling a flower out of... air? His own particles? Nanotech can't transmute elements or create mass, so it isn't clear where it came from or what it's supposed to be made of.
* Down Low's minimalist song "You Don't … How We Do" appears to be little more than a single measure that is repeated for a few minutes. At least one critic preferred it over the fan favorites.
* "Down on My Luck" starts with the rapper at a club when he gets a text from his girl. It rewinds back to that part whenever something goes wrong.
* Down on the Farm: rural America, typically somewhere in the "corn belt"
* "Down on the Farm" with Penny, after she receives a call from Brain; she walks into the screen as she tells him "I'll be there on the next bus."
* Down on Us is never mentioned by name and its members have no resemblance to Manzarek, Kreiger, or Densmore (not to mention all of the songs in the film are original songs which sound nothing like the songs made famous by said artists).
* Down Periscope. Almost everything Lt. Cmdr. Dodge does amounts to winging it. Given the conditions of the exercise, an old diesel sub versus much of the US Navy's east coast fleet, it's also the only way to succeed.
* Down Periscope also sing "Louie Louie" while pretending to be drunk fishermen.
* Down Periscope, and no one can audibly respond because they have to maintain their silence or risk detection.
* Down Periscope as it comes into port, complete with the crew rattling off a firing solution as though it were a torpedo, must surely qualify as bizarre and improbable.
* Down Periscope centered around an officer being tasked to test the abilities of the US Navy to adapt to unconventional warfare because he had a tendency to think this way.
* Down Periscope Commander Dodge and the other crew dress up as pirates and hold a mock execution for him, forcing Pascal to walk the plank off the submarine, blindfolded. He falls harmlessly into the net of a waiting fishing trawler that takes him back to shore.
* Down Periscope, Commander Dodge initially mistakes a female officer assigned to his submarine for a stripper. The fact that she was the first woman allowed into the submarine service branch doesn't exactly justify it.
* Down Periscope electrician. Since he's undoubtedly absorbed quite a bit of voltage during his years of service (a fact that is not lost on Cmdr. Dodge), getting shocked doesn't bother him so much any more.
* Down Periscope-era submarine to test the Navy's vulnerability to unconventional attacks.
* Down Periscope (except, maybe, Lake, as Dodge is actually just as good a diver as her but felt sorry for her). The most direct example comes at the climax, when

Dodge and crew steer the sub right between the twin propellers of a cargo ship to sneak through the Admiral's blockade.
* Down Periscope goes from a "mere" asshole to this, as Dodge keeps beating him in the wargame. Not only does Graham consider Dodge and his entire crew unfit for his perfect US Navy, he will happily cheat in order to win a game, whose purpose is to determine how vulnerable the US is to a rogue sub attack (i.e. he's putting personal pride and career over his duty). It's very satisfying when Vice Admiral Winslow chews him out at the end and tell him he can forget about his promotion.
* Down Periscope is pretty much based on the idea of the main character playing the part of this trope; in fact, he is under direct orders to do so in order to test how well other navy units do when the enemy doesn't follow the script. In particular, one of his crew is deliberately trying to be as big a nuisance as possible so he'll be discharged because he really doesn't want to be in the Navy but his dad's an Admiral and won't hear of it.
* Down Periscope knows it, but isn't willing to oblige). After getting Stepanek's hopes up with a promise of "relocation", the Captain barks at a passing sailor who is carrying an armload of planks. The sailor spins, swatting Stepanek off the deck, thus successfully relocating him into the sludge tray that was alongside.
* Down Periscope: Lt. Lake (Lauren Holly). At the time the movie was released, the US Navy did not permit women to serve on submarines. Justified, however, as she's explained as being a test case for doing so. A running gag is that the admiral running the other side in the war game is also assigning the crew and stacking the deck; her assignment is a calculated attack on crew morale and discipline.
* Down Periscope. No one realizes the connection until it's openly stated at the end of the film, because the son is using his mom's maiden name.
* Down Periscope shenanigans, they succeed in slipping past the nuke boats long enough to lay in their simulated attack.
* Down Periscope, shortly after Lt. Cmdr. Tom Dodge pulled a rather risky and clever stunt to boost the self-confidence of his (very hot, very female) Diving Officer, Emily Lake. She corners him in his cabin, asks "Permission to speak freely, sir?" and after he grants it, kisses him rather passionately. After she salutes and leaves, Dodge muses "I should grant permission to speak freely more often."
* Down Periscope: Stepanek, who's been an uncooperative Jerkass the whole movie, says this after single-handedly saving the engine room from a flood.
* Down Periscope style and wants to give him a chance to prove himself.
* Down Periscope tendencies had already put a sizable crimp in his chances for promotion and independent command, but this one was the last straw for his superiors.
* Down Periscope, there's not just a yell from the chronic gambler to "Pay Up" on the misfit's boat, but after an admiral who hated the protagonist took over the opposing boat a surreptitious exchange of a wad of cash from the former-Commanding Officer to his Executive Officer of the appropriated submarine.
* Down Periscope. The Stingray's crew shrink Lt. Lake's uniform to the point where she attends parade with her cleavage on display. Her trousers end up being so tight that she is unable to walk properly.
* Down Periscope: Zig-zagged. After Dodge gives the command to push Stingray's old clapped-out diesel engines well beyond redline for an extended period of time, the chief engineer pulls out a bottle of whisky and pours a shot for himself and the engineer's mate. He then dumps the rest of the bottle into the fuel line, stating that upping the proportion of ethanol to diesel in the fuel will let him squeeze another 50 RPM out of the engine.
* Downplayed a bit in where Shifu is the old master to the Furious Five and Po, but he himself has more to learn from both his own mentor, Master Oogway, and from Po's own insight.
* Downplayed a bit with Sam who wasn't all that opposed to shopping with girls....as long as it was for gothic fashion and made with non-animal materials, anyway.
* Downplayed about the drudgery of their jobs in the margins of the books they

hand-copied.
* downplayed: After getting chewed out for having sex in the Forbidden Forest, Draco suddenly shouts that he loves Ebony — which somehow gets them off the hook and only sent to their rooms, rather than punished.
* Downplayed. After the first one is destroyed and the inexperienced Captain Harriman realizes that he has no idea what to do, he swallows his pride and asks the veteran Captain Kirk for help, which he's practically jumping to provide.
* Downplayed allowed to serve in England's Aviator Corps (because for some reason the strategically indispensable Longwings will only accept female captains), this has to be kept a secret from the general populace for most of the series to avoid a public opinion backlash.
* Downplayed also in the oldest episode of the first season, "The Letter", but at play still. The case is from 1939, 65 years before the present section and 19 before the next oldest case in the season. The main characters only look into the case because Lilly wants to. However, three witnesses are still alive, and the detectives are surprised to find that one of the perps is as well (he confesses when they tell him they'll look for DNA in the body).
* Downplayed; an axe is "a dual inclined plane attached to a lever;" if she gets caught in the rain, she might "wonder what [her] body's saturation point is." On the other hand, many of Wickerbottom's lines are much more reasonable (when asked to examine a flower she'll just say it's a wildflower, and admit she doesn't know what kind) or even sympathetic (when examining a collapsed rabbit hole, she simply says that she hopes the small animal inside is still okay).
* Downplayed And at the start of season 3, we see he can make homemade omelettes in his cell, but they don't look or taste as great as the ones he'd make in his penthouse before his arrest.
* Downplayed, and crying when she realizes how she's been unintentionally insensitive to Ruby's feelings and by extension upsetting Steven. By the time of "Hit the Diamond", she's just as flirty and distracted as Ruby is.
* Downplayed and Daniel and his father haven't been on speaking terms for over a decade.)
* Downplayed and inverted in the pilot, when Shawn and Gus come across the victim's dog, who runs up to Shawn playfully. Gus is alarmed by what looks like blood on its whiskers, but Shawn dismisses this as 'snausages'. It turns out it
* Downplayed, and left him heartbroken, prompting him to return to his womanizing ways. So it's less "love makes you evil" and more "love makes you kind of a dick".
* Downplayed and mostly averted with Sonic himself. He is friendly and cheerful, but not very expressive and tends to prefer being beside himself until a threat appears. This is far less apparent in the comics.
* Downplayed, and they stay together at an inn sharing a room, with Shigure saying they're a couple. In this case it's done so they can save some money, but it flusters Kenichi to no end.
* Downplayed, and while she stays pleasant, she tries to offer guidance to her more experienced coworkers, only to quickly find that she doesn't know enough to help them out. Unusually for this trope, she quickly ends up becoming depressed as her confidence is deflated, until Hifumi has a talk with her.
* Downplayed and would have been second only to Goku in the 21st Tenkaichi Budokai if the Muten Roshi hadn't entered. He also learned the Kamehameha on the fly with no prior training at the age of sixteen when it took his master fifty years to developed it. The only things that really held Krillin back was his lack of self-esteem, which was an effect of the bullying he received from the monks at his former temple and his occasional bouts of arrogance.
* Downplayed antiques shop. The owner thinks the instrument is just a piece of visual art; Elena proves him wrong.
* Downplayed approve of the relationship whatsoever. We don't yet know what, if anything, she's said to her nephew about his infatuation with the leather-clad Noxian assassin, but when forced to team with Katarina she doesn't mince words. Unfortunately for her, neither does Katarina.
* Downplayed are perfectly capable of taking care of themselves, but they still

usually have cause to regret leaving the Noghri behind.
* Downplayed. Arts A's victory in the medley brought them victory... over Arts B. School-wise, they're still second last.
* Downplayed as it was unlikely that New Zealand would have scored a six off the last ball. McKechnie was a lower-order batsman (number 10 out of 11), facing his first ball, at a venue famous for its large boundary.
* Downplayed. As you would expect from a race of giant alien insects, they keep multiplying as long as their queen is still alive. Luckily, Beltino Toad creates a virus that causes them to suffer from apoptosis; killing the queen with it kills them all instantly. They were forcibly turned into a keystone army.
* Downplayed: At least some bugs are able to detach a limb to save themselves without too much fuss. They've got more of them to spare than we do, and some — spiders, for example — are able to regenerate lost limbs. This is demonstrated often by pest control glue-traps, in which it's not uncommon to find a lone cockroach leg with no sign of its original owner.
* Downplayed. A Trill who plays host to a symbiont will have all the memories and experiences of previous hosts, as well as elements of their personalities, but (if properly trained) won't be consumed by them; the current host instead retains his/her individuality.
* Downplayed automatically grants 100% warscore, and if he isn't personally leading his troops, he'll be at his capital and can be captured after a siege on it.
* Downplayed avatar too much. She won't however acknowledge him around her friends.
* Downplayed: A villain plants a small, camouflaged bug on a chair. Despite the fact that the disguise would have been sufficient to fool the average viewer, our series revolves around professional detectives who are
* downplayed, a villain who has a horribly mangled face and strangely-shaped head due to an accident. Although the damage was not voluntary, it's explicitly pointed out that he could repair his face using the world's futuristic technology and his wealth, but makes the choice not to. He claims it helps make him more memorable.
* Downplayed because he's in his own words scared, and later when he sees her in person he unloads what he wants to say to her at a less-than-opportune time.
* Downplayed. Besides wishing he could see some violent action, he's shown violent tendencies and at least a couple of times tried to shoot others of his regiment — in humorous contexts, of course, but still for real, and without even any real reason. On the other hand, at other times he's portrayed as more sympathetic and human, a young man with a harsh past who has trouble relating to others.
* Downplayed between Erin Reagan and her ex-husband Jack Boyle. They're reasonable but rather curt with each other, and the first time we meet him, Jack wonders why Erin still has her married name "Reagan-Boyle" on her door. She says it's the same reason people who have lost weight keep a "before" picture. Ouch. However, they still trust each other enough that Erin calls Jack to represent her brother Danny after he gets framed.
* Downplayed between the Jedi and the New Republic Defense Force. Several Jedi also have NRDF commissions, and Jaina Solo becomes a pilot in Rogue Squadron during the war. She's given the
* Downplayed, blue for the Sullisin, black for the Phariastans and blue-green for those from Zharbi, who became the Sharen, Sullisin'rune, Beldrobbaen/Balvhakara and Illhar'dro respectively once they moved to the underworld.
* Downplayed brushfire wars (it still had Khan ruling part of India openly, which obviously did not happen, but the rest took place behind the scenes).
* Downplayed building up a resistance to the basilisk effect; when a truly deadly basilisk is left in the school, a member is able to destroy it and only passes out from the sight.
* Downplayed, but mentions she's been compared by one of her senior staff to a "Christmas-and-Easter Christian" (she thinks he's exaggerating).
* Downplayed, but Milly doesn't like it when Rivalz starts ogling other women.
* Downplayed, but still deserving of mention, is Leblanc ("The Deceiver") from
* Downplayed but still implied during Chandler's job interview. He aces it until he makes a "poo" joke, befuddling the interviewer and ultimately costing him the

job.
* Downplayed but still present in the episode "What's Your Problem?"; after the fallout of the reveal that
* Downplayed, but there are multiple documentaries that take an obvious delight in lampooning Hitler by pointing out that, in real life, he actually
* Downplayed, but when Lupin "beats" Inspector Zenigata in Shogi, the detective knocks everything off his desk.
* Downplayed by Adam saying of one suspect, "The penal code is his personal to-do list. Pick a section, he's violated it."
* Downplayed by Asuma and Kurenai since they at least have one moment where they're walking together and Kakashi accused them of dating (which they try to deny). After the
* Downplayed by attacking the offender with a sword (at least one early human negotiator lost a limb that way). Aside from that, they're actually quite humanlike in thought, despite being amphibians.
* Downplayed by Billy Blade in Vendetta Pro Wrestling, where, as company founder, he tries to be politically correct but often fails miserably. Because let's face it, he doesn't trust you kind of people (used to refer to various individuals different from himself) or claims to be better than Pro Wrestling Revolution while displaying a belief in a wide variety of latin American stereotypes regarding Vintage Dragon and Lil' Cholo.
* Downplayed by Captain Ryan. When pressed and all but interrogated by Cooper and Sarge for an explanation, Ryan explains what he and his team were doing in the glen trying to catch a werewolf,and where the squad themselves came into their plan, though it takes a lot of talking and a physical death-threat from Cooper to push each section of Ryan's explanation along.
* Downplayed by Indira Gandhi, former Prime Minister of India. While she attained her position at least partially because she was the daughter of the influential politician and former Prime Minister, Jawaharlal Nehru, she quickly proved to be far more powerful than expected.
* Downplayed by Mr. Clyde, who for the most part is a somewhat gruff but ultimately good guy and a reasonable boss, but he also repeatedly threatens to stab Ignatius with a rusty fork, and it’s pretty clear that he will follow through in his threats should Ignatius push his luck.
* Downplayed by the Hermits. Kyle has taken them from a collective of hackers to a gang of enforcers (who while not liked, are appreciated by the citizens of Section 09 for bringing some semblance of order) and
* Downplayed by Zero. He isn't outwardly childish, but he's ultimately shown to be an entitled, insecure brat whose crimes are all the result of him throwing a giant tantrum over not getting to lead the original Shatter Squad and his need to prove how much of a badass he is to everyone.
* Downplayed called "the blue devil." This means in present day he is well-educated of Earth, though missing out on a lot of personal experiences he wants to explore. He never knew what a chili dog was until he ate one.
* Downplayed case, but some believe it happens to Bittle. The first 2 years of the comic heavily focus on Jack's issues, his past and his plans for the future, leaving Bittle to have focus only during his coming out, his
* Downplayed "Celebrity Jeopardy" skits, where Alex Trebek throws away a "Final Jeopardy" question that he thinks is too hard for the simple-minded contestants and makes up an easier one, like "Write any number" or "Ask your own question and answer it". Inevitably, they still manage to foul it up.
* Downplayed, claim he will carry off the princess. He does marry the princess, because of the consequences of that.
* Downplayed comic, where Cloudburst unintentionally gained the favor of the queen of a race of alien giant amazons, but she was as impressed by his intelligence and diplomatic talent as by his fighting ability. She was... disappointed by his robotic inner self.
* downplayed compared to the other Hokage; while Minato was powerful to even an elite Ninja's standard, in contrast to Hashirama, he mainly relied on finesse,

speed, and teleportation jutsus to compensate for a lack of humongous chakra power.
* Downplayed. Davian isn't his own ancestor, but time travel does result in his saving his father's life and introducing his parents to each other.
* Downplayed. Davos finds this rather reasonable, and has served Stannis loyally ever since, keeping the his fingerbones in a bag around his neck. Also, he was mocked for the blockade running by people who said he saved people with onions. Rather than take offense, he put an onion on his coat of arms.
* downplayed decision has to be weighed consciously. And it only gets weirder from there.
* Downplayed. Detective Charlie Crews has been in solitary confinement for 12 years, convicted of a murder he didn't commit. After his conviction is overturned he gets his old job back and his former uniformed cop partner decides to take a picture of Charlie to commemorate the occasion. The partner pulls out his cell phone to take the picture and Charlie is confused; he's familiar with cell phones, but he doesn't know about the ubiquity of cell phone cameras.
* Downplayed does show them in a sympathetic light because they have realized what they're done, it also shows that they have a long way to go before they can be forgiven and make up for what they done.
* Downplayed due to the lack of onscreen parents, but Kouta and Yuu both go through variations of it in
* Downplayed episode "Song of the Petalars" when Wilykat teases his sister Wilykit for kissing an 8-legged amphibian he calls a "froog" on a dare from him.
* downplayed episode "TKO". Walker Smith, the underdog, fights the Sho-Rin Gyor to an honorable draw.
* downplayed example. Acorns can be gathered and eaten as-is. They don't provide any unusual buffs, but real-life acorns are technically edible... if you first grind them to a pulp and then put the pulp in a sack in a stream of running water for a week to leach out their extremely bitter tannins.
* Downplayed example also happens between Spike and Buffy in season 10, after getting back together. Upon reaffirming that they both still have feelings, they burst into Spike and Xander's apartment, throwing each other against walls as they aggressively make out and strip. Overhearing the commotion from the next apartment over, Xander complains that whatever they're doing, he knows it's resulting in the destruction of his action figures.
* Downplayed Example as they met early in middle school and have been friends ever since.
* Downplayed example: Azhi Dahaka, a three-headed dragon associated with the Zoroastrian apocalypse, has scorpions instead of blood.
* Downplayed example get her way, she throws a massive tantrum, but all the adults in the strip merely grit their teeth and suffer through it (or simply cave in to her) rather than admonish or discipline her. So it's downplayed in that she only acts like a brat during those times where she's not being spoiled.
* downplayed example. He was a great and proud ruler for much of his life, but his twilight years were spent in paranoid madness, hiding in the Ziggurat of Dust and violently lashing out against imagined demons.
* Downplayed example in the 1996 Western Conference Finals between the Colorado Avalanche and the Detroit Red Wings. In the first period of Game 6 with the Avalanche up 3 games to 2, Avs forward Claude Lemieux checked Red Wings forward Kris Draper from behind and into the boards - Draper had to go to the hospital with a broken jaw and a shattered cheek and orbital bone, requiring surgery and stitches. Lemieux got a five-minute major penalty plus a game misconduct (meaning he got ejected from the game entirely) but the Avalanche won the game 4-1 to clinch the series. While the teams did shake hands after the game (the Red Wings players didn't learn how bad Draper's injuries were until they got back to their locker room) Red Wings forward Dino Ciccarelli was quoted in the press saying, "I can't believe I shook this guy's friggin' hand after the game. That pisses me right off." The hit was the biggest catalyst for the brutal, bloody, and vicious rivalry between the two teams in the late '90s, including an (in)famous
* downplayed example, Michael Jackson was driving his Rolls-Royce down the Ventura

Freeway in California and was apparently so absorbed thinking about the lyrics to 'Billie Jean' that he didn't notice his car was on fire.
* Downplayed example: The Holy Avenger is a powerful magic longsword that only allows Paladins to access all of its abilities. Subverted in that any character with the right training can trick it into believing that they're a Paladin.
* Downplayed example with Bow's dads. Lance is generally shown to be more emotionally open than the more reserved ex-soldier George; additionally, Lance has long hair while George has short hair and a moustache. That being said, it's not a huge thing; it's just them not having exactly the same personality.
* Downplayed example with Corbin/Hanner. None of their singles ever hit the top 40, but "Work Song" is still played by many country stations on Monday mornings despite not being their highest-charting hit. It was also their only song to get a music video.
* Downplayed example with Olivia: while still quite powerful as the Island Kahuna of Akala Island, her anime counterpart has many humorous eccentricities and emotional comedic moments that weren't present
* Downplayed expresses interest in the same topic, asking to be loaned the tome in question once she's finished reading it.
* Downplayed extremely close beforehand, but it can still feel a bit sudden.
* Downplayed for female Hunters, and if un-romanced or if the PC is male, he comes to them for dating advice.
* Downplayed for Squeaks who can turn into different kinds of soap, but only soap.
* Downplayed for the cover of the original 1976 publication, where Dr Asimov appears holding up the face of a completely unrelated statue. Still, by this point he had grown his sideburns and started wearing glasses constantly, so his face is readily recognizable even if it isn't a closeup.
* Downplayed for the ending of "All's Well That Pretends Well": It seems as though the babies have caught Angelica's cold, but actually they were
* Downplayed for the sake of the situation regarding his relationships with them. There is also another memory depicting Link and Zelda's escape from Calamity Ganon and the Divine Beasts; both of them are completely soiled head-to-toe in grime, mud, and rain. It is also played with where a lady in the Gerudo Town Inn points out the scars she sees on Link's body while giving him to a spa treatment.
* Downplayed from the pulpit. Jessica goes to investigate a teenage girl's disappearance and finds that she just ran away to be with her girlfriend in the next town over and get away from her drunken father and ultra-conservative mother and aunt. The place is set up to seem idyllic but proves to be no more or less screwed-up than anywhere else.
* Downplayed, given how Beale and Susanna are prone to arguing with each other whenever they are together.
* Downplayed has a few doodles of a miniature Tanna training and learning archery, as well as serving and obeying her superiors — specifically Luero himself, much to his great glee.
* Downplayed. He is far larger than any real species of jumping spider, which tend to be a few millimeters in size, where as Lucas seems to be around 3 inches long.
* Downplayed, he points out that there are still all sorts of ways Sarah could use Tedd's form to embarrass or humiliate him if he ever steps over the line again.
* Downplayed, however, in most ordinary families. It's normal to have squabbles once in a while and anger can definitely make you feel like someone is insufferable. Doesn't mean they are, though.
* Downplayed in 1859 with "the Pig War", when an American farmer on the San Juan Islands near Vancouver, Canada, disputed between the US and Britain (The most recent treaty between the US and UK regarding that region clearly marked the border between America and Canada on the mainland, but was vague as to who owned which coastal islands near said border, and where the territorial waters of the islands owned by one side ended and the territorial waters of the islands owned by the other side began), killed a British-owned pig rooting in his garden. British authorities tried to arrest the farmer, and the American community on the islands called for US protection. When both sides realized that it was insane to "involve

two great nations in a war over a squabble about a pig," in the words of the British commander on the scene, they set up a joint military presence and called in German mediation. (Which eventually decided in favor of the Americans.)
* Downplayed in 5E, where zombies have the ability to potentially survive what would be lethal damage if they succeed a saving throw. The only ways to get around this are to either use
* Downplayed in a commercial for Bob's Discount Furniture where kids excitedly open giant presents, only to get upset when they realize the presents are low-price furniture. The furniture itself is still depicted as quality for adults, however - as the narrator says, "Kids just don't understand."
* Downplayed in actual gameplay. Ships colliding with each other do not inflict damage, and rebound off of each other like rubber balls. However, that bounce can still be used offensively: in order for a ship to use its
* Downplayed in a few books where they morph rhinos and elephants. The kids use them for scenarios where they expect to run into a lot of small arms gunfire, as both beasts are thickly built enough to tank a few shots.
* Downplayed in a later arc, where the heroes are fighting in a residential neighborhood that ends up nearly flattened. Since the attack took place during normal work hours, the number of casualties is relatively minimal because most people were out at work when the attack took place.
* (Down)played in an odd way with Carrot's sword. It's completely, utterly mundane and nonmagical, just a sword that wouldn't be out of place in our reality. The thing is, it's an utterly mundane, nonmagical sword in a world where everything
* Downplayed in an old TWA ad. The ad was a fairly normal ad talking about superior service and travel experience. Perfectly normal... except the lines were spoken by a trio of stewardess wearing tight short shorts and tight crop tops as they walk across the tarmac to a small plane. You know what they say, "I don't like TWA coffee, but I love TWA tea."
* Downplayed in another episode with a Ninetales (kitsune Pokemon who can reach 1000 years of age); as per the trope, she waited a long time for her master. But once 100 years passed without his return, she realized he'd died and attempted to leave the house where he'd lived, only to be unable to since her Pokeball was still in there.
* Downplayed in a promo package for SHINE 12, as Kimberly's maniac obsessive was shown to be disturbing to one of her dogs but the other two paid her no mind.
* Downplayed in a Raisin Bran with Bananas commercial set during a father-daughter camping trip. The father walks out of the RV wearing what the daughter calls an "aggressive yellow" jacket.
* Downplayed in Bruce Springsteen's song "Nebraska"; right before being executed, Charles Starkweather acknowledges that people want to know why he became a killer, but all he offers as an explanation is, "I guess there's just a meanness in this world." This is artistic license as the real Starkweather didn't say that.
* Downplayed in "Clean Hands", Sam is taken hostage by the subject but the subject's target is the serial killer the team is safeguarding. While talking with Sam, it's clear he doesn't want to hurt Sam but in his state of mind, the subject might be willing to do so if it got him to his target.
* Downplayed in Eastern Europe and East Germany. Soviets liberated them from Nazis, while committing a few atrocities, then they installed satellite regimes, ruthlessly suppressing opposition. They also supported post-WWII reconstruction and modernisation of economics. After
* Downplayed in Episode 16. Sojiro's remarks about Futaba's need for a safe place are implied to be the reason why he had Ren stay in the attic above Leblanc rather than in the Sakura residence, but he doesn't say this outright.
* Downplayed in "Happily Never After" when a dead woman slides off the top of a schoolbus that came to a sudden stop in traffic. Turns out her killer had thrown her out a window onto it the night before, and the guy who had "borrowed" the bus to attend a party didn't realize she was there when he returned it to the lot.
* Downplayed in Jay and the Americans "Come a Little Bit Closer." The narrator is in a bar and the girlfriend of "Bad Man Jose" flirts with him. Attracted, he has a

dance and kisses her...but then Jose shows up and he jumps out the window to avoid Jose's wrath. The girlfriend, without skipping a beat, goes and uses the same come-on lines on Jose she was using on him.
* Downplayed in "Nakimushi Kareshi". Len is the sensitive crybaby who is always crying over simple stuffs, but while Miku is
* Downplayed in one episode where another doctor looks like JD, though not exactly like him, and other people think he's JD.
* Downplayed in one strip where Thaddeus gets a slight belly and it takes a few strips for him to lose it.
* Downplayed in "Robot Rampage, Part 1"; at one point Uniqua carries Robot Roscoe on her back, however Robot Roscoe is big in the "heavy" sense rather than the "towers over other characters" sense.
* Downplayed in Ruri's case since, as a dhampir, she only gets sunburns very easily and does not like garlic.
* Downplayed in RWBY as this is a course for a specific group of people that is not the norm for everyone in society. Fighting monsters and landing from a great fall are all implied to involve a lot of prior vetted studying and the only reason it staggers Jaune is because he enrolled with forged records.
* Downplayed in season 12; there's still a small age difference between herself and her two sons, but since she'd been dead for many years while they aged normally, no more than a decade or so.
* Downplayed in season 1 Stage 15, where he fakes a video conference with Mao, to get Mao to think he was far away so he wouldn't hear Lelouch's thoughts as he approached. Lelouch interrupted Mao a lot and generally ignored his answers, simply pushing his line. He also remained silent for too long, causing Mao to ask, "Cat got your tongue?" before he resumed the pre-recorded message. This worked in large part because Mao was too out-of-his-mind to notice anything off.
* Downplayed: in Season 5, while in the underworld, Mary Margaret accidentally kisses David's twin brother James on the lips, thinking he is David.
* Downplayed in "Slice of Life"; We see that Octavia (The cello Earth Pony) and Vinyl Scratch (The disc jockey pony) are housemates, and their house is literally split down the middle, each side reflecting their styles ala
* Downplayed instead. Cinderpelt's reincarnation, Cinderheart, gets together with Lionblaze, who is Firestar's grandson. Neither is aware (initially) that Cinderpelt and Cinderheart are one and the same.
* Downplayed in that the Kings — at least, the leaders — figure that the King wasn't a
* Downplayed in that throughout the series Sasuke only used the ability to imperfectly copy one of Rock Lee's moves, Kakashi only used moves that he copied from anonymous fighters before the series began, and no other Uchiha has been seen copying moves at all. That said, the Sharingan is a near
* Downplayed in the case of Kuroudou Akabane (a.k.a. Dr. Jackal) from
* Downplayed in the case of Rex, a hydroponics robot, in that its most powerful abilities come from the plant it carries around rather than the robot itself.
* Downplayed in the case of SCP-973, a police cruiser, as it will only attack anyone that goes over a certain speed limit. However, said limit can vary anywhere from 35 mph - 70 mph, and the Foundation has yet to find a predictable pattern between the ever changing speed limits.
* Downplayed in the case of subcompact handguns (like those often used for concealed carry), in that semiautomatics scale down better while still retaining stopping power. Revolver calibers were designed around longer barrels that allow powder to burn for longer, and lose as much as half of their energy when fired out of short snubnose barrels (semiautomatics lose energy much less sharply, and it's proven easier to design semiauto-caliber ammunition to work consistently across barrel lengths than revolver calibers). Most people don't realize that a 9mm +P round has as much or more energy than an equivalent weight .357 Magnum round until you get over a 3-inch barrel.
* Downplayed in the case of Xavier and Xena in "Saving Agent Orson". Though they still retain their serious composures, they have to resist giving in to the

cuteness of the titular agent.
* Downplayed. In the cutscene between the Sky Battalion and the Jade Creek, Team Lilac attempts to convince the Royal Magister of the existence of Lord Brevon who stole the Kingdom Stone, but Neera Li doesn't believe them and accuses them of lying on Mayor Zao's behalf (who stole the stone earlier before Shuigang's forces, under Brevon's control, stole it from him), using the rationalization that Lilac and Carol were thieves and members of the Red Scarves, a criminal group that was behind the Kingdom Stone's theft, also on Zao's behalf. This got them imprisoned, while Torque and his evidence, a fragment of one of Brevon's machines, were quarantined, so Lilac decided to make a false confession to the Magister to get Torque released, and then busted out of the prison together with her friends, all while resisting arrest and assaulting Neera Li, a lead officer. Eventually, Lilac was re-arrested, but by that time, the scientists examined their evidence and discovered that Neera's initial accusations were false and Lilac and her friends were innocent. However, the Magister still had to send Lilac on an important and risky mission to investigate Pangu Lagoon for any clues behind Brevon's invasion before their names could be cleared.
* Downplayed in "The Doohickey Problem" when Cat says, "I doohickey what I can", which resembles Ramone's catchphrase "I do what I can."
* Downplayed. In the flashback third chapter Ty insists on his nickname, because his parents conditioned him to equate his full name with incoming punishment.
* Downplayed in the Japanese version SMASH, where most of the foreigners were good, or at least respected, and
* Downplayed in the main body of the work. By the year 802,701 humanity differentiates into the Eloi, childish beings of limited mental powers, and the Morlocks, brutish apes who prey upon them while maintaining the machines that sustain them by long-ingrained instinct. While they're still nominally sapient — the Eloi are little beyond dull-minded, although it's not clear how intelligent the Morlocks are or aren't — neither species retains much of its ancestors' creativity, awareness or higher intelligence.
* Downplayed in the movie proper. They didn't catch him not because he ran away in the fastest vehicle, but because
* Downplayed in the movies. While limited by his programming, Murphy remains a man inside. It does take a while for his old personality to re-emerge; initially he is every bit the compliant, robotic cop the OCP execs intended him to be.
* Downplayed in the UK, where they had twelve Top 10 hits. And yet the #1 hits, "Country House" and "Beetlebum", are probably less known (or at least well-regarded, given the band expressed
* Downplayed in the work. For a trope to be Downplayed means it does occur, but to less of an extent than usual, regardless of the setup.
* Downplayed. In TMDDF: Danny Chooses Alex After the Many Dates, Clover tries to set up Alex with one of Dash's friends, Dale, because Danny's not into sports like her. But Clover does not truly dislike Danny or try to get in the way of his and Alex's relationship and accepts that Alex's not interested in Dale. And later Clover becomes more supporting of Danny and Alex's relationship.
* Downplayed is certainly driven by a desire to inflict pointless cruelty according to his journal, he is also driven by feelings of powerlessness and insecurity. Fraser believes that the more suffering a human being inflicts, the more powerful they are.
* Downplayed. It is possible for a character to patch up serious wounds if they receive proper medical attention and not suffer any long-term effects of getting shot or hit with a sword. That said, natural healing takes longer than in most RPG games and you can wind up with permanent injury if you are unlucky.
* Downplayed. It's downplayed because some attacks are reflected, not ceased to be.
* Downplayed. Izuku doesn't become rude or obnoxious, but he goes on a little power trip during the U.A. Entrance Exam because of his continued success, bouncing around with a smug little grin on his face and soaking in the oohs and aahs of the competition he's running circles around. He even stops punching robots to chat with Jirou and Sero, which Iida calls him out on as insulting to the people who are

trying their hardest.
* Downplayed Justified since he's been completely undefeated since he became the Champion when he was at least ten years old, so he's not used to handling losing.
* Downplayed learning how to control her powers, Elsa again loses control in the sequel short. This time, however, she at least has a better idea of how to handle that loss of control, and the results are much less disastrous.
* Downplayed linguistics, the sketch is played as straight as possible, with very little antics surrounding it.
* Downplayed Loki doesn't have innate godlike powers, and all his skills come from learning.
* Downplayed, magically forming it into the needed shape over hundreds of years before uprooting it and moving it into a drydock for finishing. The hull is a hollow trunk and the masts are carefully shaped branches, it's own sap rung out to form tough and tight outer seal.
* Downplayed most of the time. After the first book, most battles are still fought using largely 17th-century (or at most 19th-century) tactics and weapons, with American weapons and devices appearing in a supporting role, such as aircraft used for reconnaissance.
* downplayed Nazis in general were much more banal and ordinary than in nearly all fictional representations, which only makes their actual deeds seem more horrifying.
* Downplayed nearly deafened her entire first-grade class. She spent a period after that trying to never talk again.
* Downplayed of a girl named Tulip, so she's certainly familiar with everything in the human world due to constantly being present around her "prime", but had never had a chance to actually craft an identity or any interests of her own because she was stuck doing whatever Tulip did. And even then, Lake tells the Cosay family that she quickly discovered that things she thought she properly experienced this way, like eating, were actually pale imitations of the real thing.
* Downplayed of the cassettes attempts to use autogenic exercises to let a patient control their implant enough to restore some memories.
* Downplayed of what Shinobu would do if she finds pictures of blondes online makes Shinobu's response look similar to a horny guy's response to pornography.
* Downplayed", "Once, In St. Olaf", which aired in 1990. The elderly Rose volunteers at the local hospital, but the hospital's volunteer uniform is a solid pink pinafore.
* Downplayed or relatively minor characters with no bearing to the plot to be killed off, yet receiving a bit of characterisation beforehand. Two particular examples of how this trope is played with are shown below. Note that both characters are only present in the original version.
* Downplayed out instead. However, it's pretty clear that Gloria is far more his type and that he didn't in any way settle for her.
* Downplayed: Parry loves heights while his twin sister Madchen is afraid of them.
* Downplayed Piccolo. He doesn't puzzle over it so much as get mildly annoyed by it.
* Downplayed pre- to post-release example: on the E3 2018 demo, we see that female
* Downplayed pretty much everywhere. While prostheses are commonplace for victims of accidents and other misfortune, and gene therapy (using genetic modification to treat diseases) is a growing field, there's a strict ban on any sort of human augmentation for purposes of enhancement.
* Downplayed. Qrow plays cards with Clover and consistently loses as his Semblance grants him bad luck while Clover's grants him good luck, giving Clover a much greater advantage. Fortunately, the two didn't appear to be betting anything and it was just a friendly game.
* Downplayed" rather than an interracial couple, but Mary Jackson blatantly ogles John Glenn and the other (all white) astronauts when they come visit the facility. Katherine scolds her for it, but Mary asserts her "right to see fine in every color."
* downplayed refusal to let Blake run herself ragged to finally avert this trope.

* Downplayed regarding the Land of Lightning. People from Kumogakure do have surnames, but they almost never use them outside of legal documentation. Karui explains in chapter 116 that it was a practice put in place by the first Raikage to encourage loyalty to the village above all else and cut down on clan rivalries.
* Downplayed religion is doing poorly: the protagonist is a Catholic priest who joins the Berzerkers mercenary company as a chaplain to find that much of the membership are neo-pagans (everything from Asatrus to Wiccans).
* Downplayed's character is briefly seen holding his mouth in disgust.
* Downplayed series and spinoffs. It's possible on some maps to rush the enemy commander and get an instant win, but often events block your path. However, individual soldiers are almost irrelevant; you finish the map much more quickly if you jump from general to general as fast as you can.
* Downplayed. Several of Honor's political enemies, including Klaus Hauptmann, arrange for her to be given command of a flotilla of Q-ships to hunt pirates in the Silesian Confederacy. They reason that either she succeeds and improves their bottom line, or the pirates kill her. Either way, they win.
* Downplayed, she can't make heads or tails of some sensor readouts, but she does understand more general concepts such as what a radioactive half-life is and that a Class N planet is going to look rather like Venus.
* Downplayed, she has the technical know-how to troubleshoot malfunctioning orbments and make minor repairs, but she's not quite on the level of being an engineer. Her forte is more on the business side of the company than on the development side.
* Downplayed. Shinji is still pretty insecure and timid, but he makes an effort to become more assertive, since he knows he will let Asuka and his family down again unless he stops running away, mans up, and takes responsibility for his actions, and he even gradually succeeds in doing so. It is perhaps most obvious in his interactions with Asuka, especially after he gains a better understanding of her; he finds that while it just isn't in his nature to be confrontational with her (plus he knows that such an approach wouldn't be very likely to change her mind anyway), he can, often successfully, appeal to her better nature during an argument.
* Downplayed since the film has the characters wearing dark-color body armor-suits.
* Downplayed, since you don't actually see your character covered in it, but many events feature slime as a nod to this trope's use in game shows, either as an inconvenience that slows you down, or a dangerous trap that eliminates players who fall in it.
* Downplayed slightly with Elise and her retainer Effie. They met in their youth when Elise snuck out of Castle Krakenburg to
* Downplayed, Spidey can swing and jump circles around them and dodge their blows due to his small teenage frame. But when he does get caught by them, he tends to get very slammed down hard and needs time to recover, although keep in mind, most other Avengers would be greatly injured — if not killed were they in Peter's place.
* Downplayed's task was simply to make the other jurors follow their own predilections rather than actively changing their minds.
* Downplayed strip, in which the woman's arm simply tans instantly instead of burning when she reaches out from under her umbrella.
* Downplayed; Taiga ends up slapping Ami's face in order to get a fly when the latter is mid-sentence (the former thought the flying bug in question was a mosquito).
* Downplayed. Terry takes off the mask and asks Max if being Batman has given him a suspicious nature.
* Downplayed that he is in his respective show, but some of his more overtly negative traits are lessened. For example, Rick saves Lincoln from falling off a cliff, injects Lincoln with a serum that would negate the effects of the mega seeds dissolving in his butt, and admits that the whole love potion incident was partially his fault. None of which Rick does in the original show.

* downplayed. The asteroids are too small to support atmospheres, but they do have enough gravity for you to walk on without floating into space.
* Downplayed. The eponymous dome is invisible unless seen in very wide-angle shots. Direct contact only cause a slight iridescence on the touched zone. It also gives a static shock the first time it's touched, but afterward only tingles a bit. Although it's dangerous to do so while carrying any electronic devices, which tend to blow up. The presence of the dome is quite obvious from plenty other hints, though, like the deep gouge it left in the earth. Or, the cow who was sliced in half because it had the bad luck to be right on the Dome's line.
* Downplayed: The first portion of the tour winds through the manicured forecourt (front lawn) of Trémicour's property. The miniature dairy, stables, lawn and fountains are all designed in a charming pastoral style that hardly hints at the luxurious apartments within the maison, nor the bustle of the busy Parisian streets beyond the walls. Mélite is so distracted by the delightful gardens (and more than happy to tease Trémicour) that she has to be cajoled into leaving them behind to begin the house tour proper - not so much a garden of "love" in this case as one of "flirtation."
* downplayed). The Gaang keep him around, but they, particularly Katara, feel bad for him more than they enjoy his company or respect him and can be fairly harsh with him when he makes a decision with which they don't agree, even if they don't say it to his face.
* Downplayed. The heretic Farinata degli Uberti spends his time in Hell glaring contemptuously at every aspect of the afterlife he denied the existence of. He fails to acknowledge his mistake when Dante talks to him and seems single-mindedly fixated on his family's reputation in the physical world, which he still treats as if it was the only world that exists.
* downplayed), the Medic had much more potent weapons, but as a result, none of the medic playtesters bothered to heal anyone.
* Downplayed. The mind-reading character never seems to get the whole picture. She only reads people's minds at a few moments here and there, hearing not their full stream of thought, but a few relevant (and incomplete) thoughts.
* Downplayed, then as now, permit the deceptive use of an enemy flag on one's own vessel, but require said vessel to (literally) show its true colours prior to entering combat.
* Downplayed, the petals only appear when there is no water in the area. If there is water, the Bankai can repair itself. And following the 18 month
* Downplayed. The primary weapons of the setting are etheric "gauntlets" and the rifle-like "long-guns", which shoot streams of etheric energy. However, such weapons are worse than useless against an etherealist, who can redirect the blasts back at you. Against them, kinetic firearms are the only weapons with any chance of working.
* Downplayed. The protagonists tends to wander his home town late at night, and some really bizarre stuff happens. He ends up on streets he's never seen before, meets creepy passersby and cannibals that live under a bridge; the general feel is that the town at night is some realm completely different from daylight version of it.
* Downplayed. There are a lot of exotic products available from thousands of different planets. These do include spice. The "dust-spice" is loved by both Aslan and Vargr.
* Downplayed. The show largely retains the technology it started with. However, a few episodes of the modern seasons (such as "Karate Star" in Season 8 and "Goodbye, Krabby Patty?" in Season 9) have featured smartphones, flatscreen TVs, and some other high-tech stuff.
* Downplayed. The survivors call the zombies by a variety of names, includes "lurkers" and "roamers" (depending on the zombies' behavior) or simply "biters." Unlike the TV adaptation, the word "zombie" exists, but is used only infrequently — the characters admit they find their undead adversaries hard to take seriously when they're called that.
* Downplayed, "The Tale of the Night Shift," which aired in 1996. Teenager Amanda

is a volunteer at United Hospital, and though her uniform's silhouette is identical to the Candy Striper's standard striped-jumperskirt-over-blouse ensemble, her uniform consists of a pink jumperskirt with white piping over a white blouse. The male volunteers wear solid pink polo shirts.
* Downplayed. The titular cell is on a corrupt police station where prisoners are abused by the staff and abuse each other. The ordinary cells and the treatment therein are hellish enough, but everyone's afraid of cell one even though they don't know what's in there. Someone's carried out of there dead, and after the narrator's brother is released after having spent a short time there, he isn't traumatised out of his sense, but he doesn't speak of what happened and has signs of physical abuse and has turned much more somber than he used to be.
* Downplayed though, in that it's less cute counterpart Dustox leaves the realm of predation by being outright destructive.
* Downplayed. Todoroki is by no means weak or un-athletic, in fact he's on the upper end of his class in terms of speed and strength. He just relies on the devastating long-ranged power of his Quirk so much that he falls into the danger of overspecializing, which is why Aizawa faces off against him during his exam, so as to negate his Quirk and force him to not rely on it temporarily.
* Downplayed... to Lincoln to get him stay with her permanently should she win.
* Downplayed Trope as if it's impossible to die in-between baptism and adulthood.
* Downplayed Trope. As is standard for Netflix, all 6 season 3 episodes premiered at once on May 31, 2016. However, the UK didn't finish airing the episodes until June 9.
* Downplayed Trope: At the start of the episode "Biffers and Blockers", Murdoch is unpacking a picnic for himself and Julia. He's surprised at how much food she's packed, and is holding a large jar of pickles as he asks "Are we expecting someone?" At which Julia tells him yes, they are.
* Downplayed Trope, but France had a history of presidents' first act while in office being to mass pardon parking violations.
* Downplayed Trope decisions prioritizing industrial development, and the planetary administration passing the "Project Cornucopia" decision, planets can take a -45% Habitability penalty.
* Downplayed trope: If a "pretty normal" instrument is used where you don't expect it. A random prominent example is
* Downplayed Trope is significantly easier than with a fully foreign empire... But a formal First Contact mission is still required before understanding develops.
* Downplayed Trope. Piggy uses male pronouns, despite naming the penguin Gloria Estefan. Uncle Deadly uses female pronouns. The truth is unrevealed.
* Downplayed Trope: The trope is played straight, but to a lesser degree than most uses.
* Downplayed Trope to be an actual person, which Spike admits is pretty creepy. That said, she's never seen to try and interact with it, nor is she all that upset when the book is destroyed. (Though that's mostly because she didn't need the book by that point.)
* Downplayed Trope: when accosted by Madame Roberta "Bobbie" Meserole, he wonders "Why did I wait until I was married to become strangely attractive to powerful women? Why didn't it happen to me when I was sixteen? I could have done with it then."
* Downplayed Trope. While it is not hazardous, you still have to win to get your files back.
* Downplayed Trope, whose horse flees when it gets spooked during a quest to rescue Anna's sister and kingdom, but who also manages to attract and befriend a group of baby ducks during "For the First Time in Forever", can tame Hans's horse and quickly befriends Kristoff's reindeer Sven.
* Downplayed. Ultimately, while not utterly useless against Neuroi by any Stretch of the imagination, they are still facing a foe with comparably better weapons and more resilient attrition rates by at least a few steps, not even factoring the distinct nuances of Neuroi warfare.
* downplayed. Upon reading Hazamada's mind and finding out that (among other

things) he attempted to rape a classmate and chickened out, Rohan is thoroughly revulsed.
* downplayed version: Blanca gives Dudou the ability to talk but he still acts like a normal dog despite that.
* downplayed version. Everyone just finds them kissing in public gross, and spend a part of the episode keeping them apart.
* Downplayed violation in addition to resulting in the death of one of the Hunters). However, the Hunters had attacked Deep Space 9 to get to Tosk and the subtext of the scene makes it pretty clear that Sisko's only doing it because he's required to and that O'Brien knows it.
* downplayed wanting to sue Mr. Peabody; Patty is more bubbly and is also a big fan of Peabody.
* Downplayed when Cam has to babysit his “evil little sister”, Angelina. He has to yell at her to not microwave the goldfish and gets hit in the head with both a water balloon and soccer ball and presumably more offscreen. In the end, though, it's not so bad, considering they're just acting like siblings usually do and not causing anyone real harm. Except for the goldfish, that is.
* Downplayed when Dr. McCoy tells Nurse Chapel to prepare Ensign Chekov for another physical. She tells Chekov, "This won't hurt... much."
* Downplayed, when in one episode the protagonist just neglects to listen to the thoughts of the murderer, who stands over the dead body a few hours after the murder. Instead he gleans a thought from someone else in the room, so the episode doesn't end there and then.
* Downplayed when Izuku inwardly speculates that Momo and Iida don't have the highest opinion of him.
* Downplayed when Leo wins a challenge match for his crown by throwing his knife and then wordlessly summoning it back toward himself, sticking it in his opponent's back. Since they were free-duelling, it was an entirely legitimate tactic (and it wasn't fatal, merely teaching a painful lesson).
* Downplayed when Luffy punches Saint Charloss. Like in canon, he does so for Hachi being shot after
* downplayed. When romantic elements are brought back into play a few arcs later, Uraraka has now developed a massive crush on Midoriya, who no longer seems to feel the same way, or at least doesn't show it.
* Downplayed when Ron shows the Granger parents affection when they hug him and Harry in Book 2.
* Downplayed when the president gave a speech on the situation on March 29th, 2020 at 6:00PM EST, since at the time, all four major stations were playing their evening news programs.
* Downplayed when Uncle Iroh pushes Zuko to go out and have fun with a girl. Not so much because they're so cute together, but because he knows focusing on something completely unrelated to their fugitive situation would do his nephew a world of good.
* Downplayed," where Dipper is called on to briefly play "guy amazed at how good Mabel looks."
* Downplayed, where expectant father Dhahabu does pace nervously outside the birthing den (after somewhat frantically trying to get in earlier to see his mate—justified by having found their den empty with birthing blood in it) but in the end patiently waiting until the first cub's birth is announced, then falling asleep until the whole thing is over.
* Downplayed, where it's presented more realistically: a group of kindergartners caught in it don't find themselves in any danger, but are forced to discard their boots to free themselves.
* Downplayed where Tywin is thankful he does not keep wine in his solar while reading a letter from Cersei filled with nothing but complaints and orders.
* downplayed, which was hours before she arrived at the mansion. Though she still ends up being cornered by a Hunter and would've been killed had Chris not arrived in time to save her.
* Downplayed. While Kushina does have red hair to contrast with Minato wearing

blue, she also primarily wears green, a color closer to blue than pink.
* Downplayed: While Louise is more vulnerable to the sun than the other wastelanders, her burns are not often played for laughs, and no-one even makes fun of her for them.
* Downplayed: While they both act like brainless troublemakers, Butt-Head is the more aware and unrepentantly self-centered of the two. With Beavis, it's shown that he acts much nicer without Butt-Head's influence.
* Downplayed. Wilhelm has his brother Karl deported to a Nazi concentration camp.
* Downplayed with Amy and Cream, as they are both children, but still present as Amy is twice Cream's age (Amy is twelve, and Cream is only six).
* Downplayed with Andalites. They evolved from (well, technically still are) grazing, herd-based ungulates, so they are instinctually uncomfortable in enclosed spaces. But that's really the full extent of the "horse stuff" in their culture.
* Downplayed with Anzu Sugiura, the Ultimate Waitress. She's not nearly as unpopular as someone
* Downplayed with Bagheera, who remains a serious character but often ends up becoming
* Downplayed with Bandana. Though the author included a moment in the story where she mentioned an ex-girlfriend, he had to confirm on the forums that she was a lesbian rather than bisexual.
* Downplayed with Bill Potts' mother, who died before the character was introduced. While the mother herself never returned, the Doctor altered history so that Bill could suddenly find a trove of photographs of her; previously she had absolutely nothing by which to remember her mother.
* Downplayed with Blake Belladonna. Despite her hiding her cat ears with a bow, the fandom had her pegged as a cat Faunus from the very first episode. The only confusion is whether she's a housecat Faunus or a panther Faunus.
* Downplayed with Candace. She constantly obsesses over "busting" Phineas and Ferb, but still cares deeply for them, and sometimes loves their inventions instead of trying to bust them for it.
* Downplayed, with Cassie the Kelpie in issue #23, who brainwashed the entire town of Ponyville and had them try to tear down a dam that some friends of hers were stuck behind, uncaring if this flooded all of Ponyville in the process. Although she is
* Downplayed with Chiller ending its final broadcast day with an airing of
* Downplayed with Daenerys. She herself never does any actual fighting, but she's the only one who can control her dragons, and if she wants to commit them in battle she has to actually mount Drogon, and fly into a battle herself.
* Downplayed with Dina and Becky. they are both in a happy romance with each other (Becky is lesbian and Dina is
* Downplayed with Freeza. He's still a genocidal tyrant, but he's not quite as hateful as he was in canon. For one thing, he doesn't show as much sadistic glee in his cruel and brutal acts, and almost comes off as a
* Downplayed with gray dragons, who strongly favor sapient humanoids as prey; they can eat animals fine, but prefer their food to be intelligent enough provide at least some semblance of a contest in finding or in killing. They still favor targets that they overpower, however, and will quickly turn tail and run from persistent opposition.
* Downplayed with Handsome Jack himself. While the city of Sanctuary doesn't throw a party or the like, you can hear random civilians expressing joy and relief that he's finally dead.
* Downplayed with Hawks: he doesn't exactly hide his identity - his bright red wings would make that kind of hard anyway - but he does hide his real name,
* Downplayed with Henshaw, who clearly prefers women but is also not human.
* Downplayed with Irene: she's very smart, likes to feel intellectually superior, and can get annoyed if other people show her up, but also tries not to rub it in other people's face.
* Downplayed with Jerome and John Clarke. Jerome initially hated his father for all of the mistakes he'd made, which had eventually landed him in prison and forced

him to abandon Jerome and his daughter, Poppy. Even when they reunited, Jerome was almost too angry to actually speak with him, even comparing him negatively to
* Downplayed with Jiraiya. His canon one-sided crush on Tsunade is eventually reciprocated after a few years of them acting as Naruto's adoptive parents, and they end up getting married.
* Downplayed with Johann Kraus. He is virtually invulnerable whenever he assumes his intangible form, but must return to his suit within a relatively short period of time.
* Downplayed with Kaguya, whose relationship with her maid Hayasaka is much like that of a younger sister who relies on her older sister for almost everything and causes her no end of stress. Of course, Hayasaka still loves her dearly and admits that she'd do anything for her.
* Downplayed with Kate Kane and Sophie Moore. Kate was more masculine in appearance than Sophie, but both were skilled Army cadets.
* Downplayed with Kuki Tohma, he was born an orphan and was adopted by the Greater Kuki. But because of his jealousy towards Seishiro, Tohma murdered the old man and stole his red katana, which was said to grant its owner greater strength, for himself and became the power-hungry bad guy that sets the events of
* Downplayed with large shouderpads, but in each case the shoulder pads are still somewhat proportional to the rest of the armor; Pharah has jetwings attached to hers, and Reinhardt is a giant anyway.
* Downplayed with Lobot, Lando Calrissian's aide. He may seem rather soulless in the movie (the fate of many
* Downplayed with locations like the Ryugu Shelter or a nearby subway station. The former looks aged, but still has working electricity and speakers and is treated as decently sturdy. On the other hand, the smallest of errors can easily cause the entire structure to fall apart. And the latter's train looks pristine, but is so badly corroded and affected by prolonged contact with seawater that it crumbles like papermaché at the slightest touch.
* Downplayed with Loras Tyrell, whose trademark Tyrell good looks have garnered him plenty of
* Downplayed with Louie (as with the other triplets, a pre-teen at around 10-11) and Goldie O'Gilt
* Downplayed with Luigi, who's comparatively nicer than Mario, but still has his moments of selfishness.
* Downplayed with Madame Olympe Maxime, a half-giant like Hagrid ("[Harry] doubted whether there was an inch difference in their heights"). She's very tall, but nowhere near monstrous (twelve feet tall at most). She's described as a handsome woman who dresses in satin and opals and moves elegantly.
* Downplayed with Maritza and Flaca, who attempt a one-time drunken kiss on the Christmas episode. They quickly let the experiment go, resuming their mostly platonic
* Downplayed with Meriweather but that was a boys' name before the movie (with Merry being a common nickname for it) but it's now associated with girls after the good fairy.
* Downplayed with Naruto. Most of the other kids avoided him during his early childhood, but he befriends Hinata shortly after they enter the academy and is shown to be on good terms with most of his classmates.
* Downplayed with Nico, who has to draw her own blood to call forth her magical staff. Menstruation counts, so she doesn't always have to self-harm. It doesn't have any other effect on her powers, though.
* Downplayed with Pinkie Pie. In G3 that was her full name. In G4 her full name is Pinkamena Diane Pie.
* Downplayed with Pinkie's fight with Cheese Sandwich. While she does give him a good fight and even manages to injure him, she still loses and it's clear she never stood a chance, even without Cheese using his Bankai.
* Downplayed with Professor Pyg, who targets the corrupt cops of the GCPD, but mere as an excuse to indulge his twisted fantasies.
* Downplayed with Queen Aanya of Duren, who doesn't actively try to prevent the

war, but shows to be far less inclined than the other monarchs to wage it just because everyone is vaguely agreeing with it.
* Downplayed with Rand and Aviendha. Aviendha tries to keep an angry distance between them, but thanks to Rand's ignorance of Aiel culture his attempts to apologize to her keep turning out to be Aiel courtship rituals.
* Downplayed with R.L., in Kell's case. While he's never been thought of as a good person, Kell actually felt a certain amount of respect and loyalty toward him as her boss. When he fired her, a highly competent and loyal employee, on the advice of a outside contractor, that loyalty was shattered, and she only accepted his offer to rehire her because her family needed the money, particularly to pay for her stepdaughter's college education. Their relationship afterwards was cordial (even after Kell accidentally usurped R.L.'s position in the company, long story), but him acting as a mentor to her, only to seize his position back out from under her nose, ruined any loyalty she had for him for good, and she started a rival company instead, cementing themselves as bitter enemies, with R.L. constantly trying to ruin Kell's company. Still, she did express a moment of pity for him when R.L. is indicted for targeting. Which immediately disappears when she realizes the 'R.L.' on trial is a double and the real R.L. is hiding in the Wild. She promptly blackmails him into signing a non-compete clause.
* Downplayed with Roy and Celia's relationship. They hit it off almost immediately and have no drama in their relationship, but Celia is offscreen most of the time so it doesn't really come up.
* Downplayed with Sanji — he's certainly not stupid, being quite book smart, but he can still be one of the ditziest Straw Hats, sometimes a bit of a
* Downplayed with Ser Robert Strong, who is almost certainly Ser Gregor Clegane, re-animated by Qyburn's "
* Downplayed with Sesshoumaru, who's a jerk to anyone, but when he turns to his
* Downplayed with Sheldon Cooper and Amy Farrah Fowler. Amy isn't exactly a great catch, being kind of plain-looking and socially awkward... but Sheldon is even
* Downplayed with Shizune and Shisui. She's the surrogate eldest daughter of the Fifth Hokage and he
* Downplayed with Simon, as his black hair and clothes indicate that he's a jerk rather than evil. Played straight with his alter ego, the Dark Dragon, who's fully evil and shows it with an all-black ensemble.
* Downplayed with Sir Bevier and by extension the rest of the Cyrinic Knights from the same series who are
* Downplayed with Steven and his father Greg, who almost always wear flip-flops.
* Downplayed with Strong. Unlike previous Super Mutant companions like
* Downplayed with Supreme Leader Snoke in the sequel trilogy. While he is a Dark Side user, he is not a Sith Lord like Palpatine and his predecessors and is more of a
* Downplayed with The Blue Fairy. She's a pacifist most of the time, but
* Downplayed with the Breen bridge officer you can get from playing the "Breen Invasion" story arc during featured episode events. Tran may have defected from the Breen Confederacy to whichever side you're on, but it's because he focuses on the "Proud" part of
* Downplayed with the drop troops in the climax, as they manage to take back the stolen nuke from the MUTO's nest and take it to a near by boat. Although they do get killed by the Female MUTO, they manage to distract her long enough for Ford Brody to move the boat.
* Downplayed with the Duras sisters, Lursa and B'etor. Although they're ambitious and double-dealing, Lursa, the elder sister, tends to act more straightforward while addressing their enemies, while B'etor isn't above acting flirtatiously towards them.
* Downplayed with the Fuji ship. It overall still works perfectly, just not the parts where iron-eating bacteria has affected the machines.
* Downplayed with the main couple. Kaguya and Shirogane's love for each other has shaped their romantic preferences, meaning that the only times they show even a passing interest in another person is when they meet a relative of the other who

displays similar character traits (Shirogane's little sister Kei for Kaguya and
* Downplayed with the Quickfix medigun's Ubercharge. It doesn't make the Medic and his patient invincible, but instead VERY rapidly heals them. Things that kill in a single shot (sniper rifle headshots, crit rockets), enough stickies, or simply enough concentrated firepower to overwhelm the overheal can still finish them off, so shooting them is still a smart idea. Although if all you have is a shotgun, it is still a better idea to run for it.
* Downplayed with the vampires, for whom human blood consumption is treated more like a conventional addiction than a truly uncontrollable compulsion, and can be deferred by focusing with equal intensity on another topic or substance (examples include coffee, photography, and politics), or delayed by consuming the blood of an animal... but woe betide you if the vampire is under a lot of stress and/or has been denied the topic of their
* Downplayed with Tifa, gameplay-wise she’s always been a badass fighter but the original game and other media focused on her gentle qualities being the
* Downplayed with Tigress in the first film. Tigress was quite overachieving in the beginning but it was mostly to reinforce her worth in the eyes of Shifu, the citizens of the Valley, and her teammates. Nevertheless, it's these traits and the feeling of being pushed aside by an incoming (and seemingly undeserving) student that drives much of her cruel treatment towards Po.
* Downplayed with Tory. In one episode they tested multiple things rumored to help ease chili. He was completely unaffected by the first test, and Kari had to use something stronger to get him to react the same way that Grant did.
* Downplayed with Triss Merigold, her actress Anna Shaffer is pretty attractive but in the books Triss is described as
* Downplayed with Weiss. While she still has her early jerkass attitude, she's at least a little nicer towards Ruby, even showing sympathy for her despite them being on separate teams. She also lacks the original envy she had about not being selected as her team's leader, though that has more to do with Tsubaki, someone she grew up with and respects, being her leader more than anything else.
* Downplayed with Zelena/The Wicked Witch of the West. Here she has a regular human appearance and her skin can change to green and back. Her green skin makes her look more of an
* Downplayed You might not notice the Elder One has multiple Dragons unless you pay very close attention or run multiple playthroughs.
* downplays be used to improve the world, but they're also exceptionally easy to pervert to evil uses (as Sauron and Saruman demonstrate all too well).
* Downpour has one of these as an optional place. There is nothing in it except for a milk box with the poster of a missing child and creepy cries of sorrow. If you brave to go there and solve a simple puzzle, you will find a new enemy in the darkest room alongside a Colt.
* Downpour later justifies it when you are tasked with finding a key to start a boat. Murphy declares he can hotwire it no problem, and Bobby Ricks
* Downrange packs a lot of gore into a simple concept: a nameless, faceless sniper pins down a carload of college-aged friends on a remote stretch of road, occasionally taking potshots at them to cripple them and their car, and to keep them from escaping. The result is a tense but overall bloody thriller, as the film doesn't hold back with the gore effects. The first kill is an extremely messy head shot, and the other wounds handily follow suit.
* downright brutal to players different kinds of berries even grow on the same tree.
* downright insane), it was repeatedly delayed and pushed back until being put on infinite hold in 2006. The design company has since been accused of fraud by the SEC, changed names, and decided to focus on releasing the console's couch-keyboard-and-mouse accessory for other platforms.
* Downstairs, Karl the evil chauffeur arrives at the mansion and, over the course of the movie, blackmails half the people there and has sex with the other half. Eventually, Alfred the sympathetic butler throws him out on his ear—but the film ends with Karl gaining employment with another sexy rich lady.

* Downstairs, one of the servants at the mansion is counting off the cocktail glasses being set on a tray for the big party. Cut, without missing a beat and with the numbers in sequence, to Karl the evil chauffeur counting the money he's stolen from Sophie the too-trusting cook.
* Down The Bright Way, is made up of many distinct flavors of humanity. The Termite Mound-earth has the most extreme divergence; while the denizens look pretty much human, they have a biologically-driven caste-baste society with radically different metabolisms where the rich live in a blur while the poor are like sloths, and the Founders who discovered the travel device look more like apes than humans.
* Down The Bright Way via star killing. Since the UnFound inhabit every planet, and thousands upon thousands of asteroids and comets in each Earth's solar system, making the sun burn away most of its mass in a miniature supernova becomes the most effective way to kill the UnFound.
* Down the Drain: A level that takes place inside a sewer or other pipe system.
* "Down the Drain" had Angelica scaring Tommy and Chuckie by saying they'll get sucked down the drain (After an incident where Tommy accidentally loses one of his toys this way) whenever they take a bath, and throughout the episode they try to find ways to get out of it, which includes flushing anything bathtime related down the toilet. Ironically, she
* Down The Line, and anyone who'd seen that show would have immediately recognised the voices of Paul Whitehouse, Charlie Higson, and Rhys Thomas ('Paul' in the Swiss Toni sketches) as the host.
* Down The Line, a phone-in talk show where the host was an idiot and the callers ran the gamut of fools, drunks, the confused and the very strange. It was promoted as being a serious programme (despite being in the comedy slot) and there were complaints that it was dumbing-down, the host shouldn't have let near a microphone (or the callers allowed on air) and the whole thing was a terrible mistake. Naturally, it was all a parody.
* Down the Mine, Thomas sets out to disobey a sign saying "Danger: Engines must not pass this board". He ends up... down the mine, whose roof is not strong enough to hold the weight of an engine.
* Down the Rabbit Hole as it is written, including spelling mistakes, while still remaining as deadpan as ever.
* Down The Shore) who was tired of shallow guys hitting on her for her looks and who was looking for an intelligent man attracted to her mind; she quickly sees through the switch and happily meets the real Eddie.
* Downtime Downgrade finally get together...then in the next installment they've broken up or are on the verge of breaking up. In some cases, the break up will be permanent.
* Downtime Downgrade: Two characters hook up at the end of the story, only to have broken up by the sequel.
* Downtime Downgrade: Two characters who get together in a film have broken up in the sequel.
* Downtiming The Night Side, it's said that most of the humans who moved to other planets had to radically alter their bodies to survive; most don't even look human now, though they still think of themselves as such.
* Downtiming The Night Side. Once the timestream finds a niche for a nightsider, they become that sort of person in whatever time they leap to. (In the hero's case, a prostitute.)
* Downtiming The Night Side: The setting in future has Earth fighting an increasingly desperate war against "The Others", genetically modified humans living on the moon. The Others battle plan consists of hurling asteroids at the Earth, the defense of which is rapidly draining resources and leads to desperate measures.
* Down To A Sunless Sea air traffic controller they contact tells them that, based on where everyone else who called him asking for help is, he has room for them (and a few more passenger planes) to land, but a little while later he calls back to report that the runway is blocked due to a collision between a private plane that tried to sneak in behind a landing passenger plane. This forces the dismayed main characters to try to find another place to land (although the place they do find

proves safer from fallout in the long-term).
* Down To A Sunless Sea being carried out by the airport manager, despite initially seeming indifferent towards it.
* Down To A Sunless Sea by David Graham, at one point the narrator's Boeing and his new girlfriend's Antonov are fleeing to Antarctica to escape the nuclear devastation of the entire civilised world. Unfortunately, they run into heavy clouds which are lethally contaminated with fallout, and the Antonov doesn't have the fuel to make the trip at the higher altitude required to clear the fallout. So the Russian co-pilot calls for volunteers and opens the Anti's cargo doors, and leads a procession of about one-third of the passengers on the long drop into oblivion. In some editions of the book, it turns out that they were the lucky ones when all was said and done.
* Down To A Sunless Sea by despair) all avert this by being helpful and sympathetic characters who never entertain any delusions of grandeur or ideas of continuing their old government.
* Down To A Sunless Sea. However, the author quickly grew dissatisfied with this ending and re-released the book, cutting out the final section and ending the book with a scene where the characters find out that they won't die of radiation sickness, exposure to the cold, or starvation in the coming months and proceed to celebrate.
* Down To A Sunless Sea: The plane that's crossing the Atlantic when the nuclear war that wipes out practically the entire world has four scientists from an energy conference aboard, who are thrust into this role as they scramble to figure out where the radiation fallout will travel to, where it would be safe to land, and what other long term effects the missiles might have.
* Down to Earth, after being brought back to life for the second time, Chris Rock's character tries to hail a taxi to test if he was reincarnated as a black man. He fails to attract a single cab, much to his delight.
* Down to Earth" in a public place, and the audience's reaction when he goes to a comedy club at a black neighborhood and starts to deliver his usual routine is priceless. Then there is an attempt by the white guy's wife (played by Jennifer Coolidge) to act "street" to get his attention.
* Down to Earth starred Chris Rock as a Black comedian suddenly reincarnated in the body of a wealthy old white man. This proves to be an obstacle when he tries to win audiences over with his trademark racially-based comedy.
* down to her bra and Castle is wearing a shirt which he says is the last thing he's got left to bet (we only see them from the waist up). Both players go all-in, but don't even bother seeing their cards or taking off their last garments - instead they start making out, and we cut to the end credits.
* Downton Abbey a form of this at the time, albeit a more practical form. Only the very wealthy would need them, after all.
* Downton Abbey, and Blake moves abroad. The entire love triangle has no real effect on any events in the show, nor on Mary, who gains yet another new love interest in the Christmas special following Season 5.
* Downton Abbey and the fourth went past the point of return for a lot of viewers.
* Downton Abbey are against the match. She finally gets the hint when he leaves her at the altar.
* Downton Abbey. A self-admitted not-"nice" person, inflexible, and fiercely protective of her opulent lifestyle. She is very much her father's daughter, while her sisters are a smidgen more in touch with the people. That being said, she isn't uncaring or unfeeling, but mostly stubborn and contrary — and she comes to actually love and care for Matthew enough to marry him (despite seeing him as embarrassingly middle-class at first).
* Downton Abbey, as she doesn't mind the body being found; it's just necessary that it be found somewhere that won't lead to a massive life-ruining scandal for her.
* Downton Abbey, Barrow takes a disliking to the nanny and lies about seeing her neglecting her duties. When Lady Grantham checks in on her, she discovers the nanny has in fact been abusing one of the children under her care. Lady Grantham gives all credit to Barrow for uncovering the nanny's abuse.

* Downton Abbey because a sizable portion of the fanbase still adores her.
* Downton Abbey, Branson is a seduction-proof widower after Sybil's death, not wanting any of what saucy maid Edna is blatantly offering. It's heavily implied that they do sleep together after she gets him drunk, after which he is consumed with regret and unwilling to have anything more to do with her.
* Downton Abbey cast New Zealand soprano Dame Tiri Te Kanawa to play Australian soprano Dame Nellie Melba.
* Downton Abbey cousin. And it's implied her sister Edith had a thing for him, too.
* Downton Abbey For his part, Bates tries his best to serve as Lord Grantham's eyes and ears downstairs. No doubt the both of them have other such friends from the Regiment, but we never see them.
* Downton Abbey. Fortunately, the Crawleys decide to go in a different direction.
* Downton Abbey from Matthew, who's just been trying to explain the folly of get-rich-quick schemes.
* Downton Abbey, generally about pointless drivel Thomas has zero interest in. The narration describes Cuttingham this way as Thomas gives up and just tunes him out.
* Downton Abbey had one subplot where Ms. O'Brien bought a Ouija board during the spiritualism craze after World War I. Almost none of the characters believe that it works and several of them intentionally manipulate it to mess with other characters. In the last ten minutes of the episode, Anna and Daisy see it spell out, "may they be happy." They're confused by the message and accuse each other of pushing the tile. What the audience knows, but neither of them do, is that Matthew is proposing to Mary at that very moment.
* Downton Abbey has the police who come to arrest Bates giving a form of this — the arrest took place in the period after the police were officially advised to inform suspects of their rights (the Judges' Rules of 1912), but before a national standard phrasing was set.
* Downton Abbey has to go behind the stuffy, snobbish Dowager Countess's back to get the doctor to try it on a patient who would otherwise die.
* Downton Abbey, his mother finds the toy and offers to give it to charity, but he insists it would be bad luck to give it away. His fiancee is listening.
* Downton Abbey: In series five, Anthony Gillingham suddenly becomes clingy, demanding and possessive of Mary (even giving the implied threat of ruining her reputation if she tries to break up with him) in order to have her warm up to Charles Blake.
* Downton Abbey invokes this trope in season 1. Kemal Pamuk and Mary Crawley have sex, and Kemal died in the act. It's implied it may have been a heart attack.
* Downton Abbey is a kitchen maid who has no idea of the ways of the world.
* Downton Abbey is caught off guard to be sitting in one when she visits Matthew Crawley's office:
* Downton Abbey is incredibly stuffy most of the time, but demonstrates a softer side with certain people and/or when no one will find out. For instance, he refuses to go to the fair with the rest of the staff, just because they'd feel the need to be on their best behavior if he was there, and instead spends the day with baby Sybbie.
* Downton Abbey) is long past, and we never see them in the Guards' public duties role.
* Downton Abbey, it is snowing when Matthew proposes to Lady Mary at the end of the Christmas special.
* Downton Abbey, joins the army at the announcement of WWI anticipating a cushy assignment at a hospital, having wrangled something with the local physician. Instead he ends up in the trenches as a field medic, terrified for his life and hating every minute of the war. The only way for him to leave is if he gets killed or injured. So he encourages a German sniper to shoot him in the hand and gets reassigned to Downton as the sergeant in charge of the hospital staff.
* Downton Abbey, Lady Mary is being escorted by her suitor Henry Talbot to her aunt's place where she is staying in London. It starts raining and they end up sharing a kiss under a roof. Lampshaded by her brother-in-law who says it was romantic.

* Downton Abbey likely to also ship Dr. Turner/Sister Bernadette on the latter. It's been speculated that this is due to the tremendous amount of physical and emotional restraint on the part of each pairing.
* Downton Abbey marries his fellow servant Anna, and (possibly) Richard Ellis for Thomas, who's first love was with the very manipulative Duke of Crowborough.
* Downton Abbey, Mary visits Matthew's grave about four years after his death. She tells him she's going to remarry, and promises that she'll always love him no matter how much she loves her second husband. Then Matthew's mother shows up and tells her, "I don't know if you have his forgiveness, but you don't have to ask for mine."
* Downton Abbey — so much so that they drop the "in-law" part of the equation and simply refer to each other as "my brother" and "my sister".
* Downton Abbey: Michelle Dockery cut her hair into a bob for Season 5 when Lady Mary finally does so.
* Downton Abbey), Molesley asks Carson if he is now the first footman. Carson agrees, since Molesley is the only remaining footman. For the next several episodes, Carson keeps giving Molesley extra work, pointing out that, since he is the first footman, it's now his job. By the end, Molesley wishes he hasn't said anything.
* Downton Abbey movie, Thomas meets a man at a bar who takes him to a gay nightclub. It's 1927 in rural England so the gay nightclub is hidden in a warehouse. Not hidden well enough however, as Thomas barely gets a chance to dance before the local cops raid it and arrest everyone there.
* Downton Abbey movie, Violet can't understand why Robert's cousin, Lady Maud, is determined to leave her estate to her humble servant girl Lucy instead of leaving it to Robert and keeping the money and house in the Crawley family. It turns out Lucy is Lady Maud's secret daughter, the result of a ten-year affair with a servant after Maud was widowed.
* Downton Abbey: Mrs. Hughes does a corker when it comes to this trope; it's so bad that millions of fans still smack their hands to their heads when they hear it. "What if there's a flood? What if there's a war?" – that line is in 1913... and we ALL know that 1914 brings said war that she used in her example.
* Downton Abbey: Mrs. Patmore is furious when she catches Ivy wearing rouge (no doubt to impress the chaps), and demands she scrub it off immediately.
* Downton Abbey: Mrs. Patmore, Mrs. Bird, and Molesly are caught skimming food from the main house to feed wounded and homeless vets out of Mrs. Crawley's kitchen by O'Brien; she brings Cora to the house in order to tear into them. Instead, she gets mad that they were taking food provided to the house by the military for fear Downton would be accused of mismanagement of the wounded vets they were taking care of. She promptly grabs a ladle and joins in dispensing food.
* Downton Abbey, O'Brien overhears Cora and Violet discussing hiring a new lady's maid, so she thinks she's going to get the sack and plots her revenge. Turns out, Cora was just helping Violet to find a replacement lady's maid, since hers was retiring.
* Downton Abbey of teas by the time the show wrapped up, and they're still being made)
* Downton Abbey quite brave enough to depict their characters having a realistic, period-correct attitude towards sexuality and race — most likely for fear of offending a contemporary audience's sensitivities, and to ensure the series' hero characters remain likeable. We can all cluck our tongues in guilty amusement at Violet's out-dated, ultra-conservative views, but to show her as an actual "racist" would kill her character, no matter how realistic that may be. Examples follow:
* Downton Abbey, Rosamund, Lord Grantham's nosy sister, misses the weddings of his daughters Mary and Edith because the actress who plays her was busy.
* Downton Abbey, set in the 1920's, very young Lady Rose and a black jazz musician Jack Ross have a row-boat date in London. Her family doesn't know about their relationship.
* Downton Abbey spoof "Uptown Downstairs Abbey" portrays Julian Fellowes this way, making something of a catchphrase out of "How do I do it?" He also protests that he

can't do anything about an actress' issues with her character, because "I just do the silly writing."
* Downton Abbey subverts this. He claims, "Anytime, anyplace, I love to be in love!" but he's really a misogynistic hound who hits on every woman he sees.
* Downton Abbey surrounding Downton) and thus little relevance to the plot.
* Downton Abbey, Sybil and Branson many times through season 2, possibly in the last episode of season 1, too. Mr. Bates and Anna quite a few times towards the end of the first season, as well.
* Downton Abbey that, "We've waited long enough to be together, you and I." Also, Branson to Sybil.
* Downton Abbey. The aristocrat's youngest daughter has married a commoner with certain opinions about aristocracy that he freely shares at the dinner table. The butler is upset by his comments about the king.
* Downton Abbey, the arrival of Kemal Pamuk is greeted by Lady Mary dropping her jaw at his handsomeness and Anna, Gwen, and O'Brien congregating behind a cracked door to get a better look. Similarly, most of the downstairs women—plus Thomas—are quite cheered up when Jimmy turns up as the new footman in Series 3.
* Downton Abbey the Dowager Countess. Granted, she had initially seen him out of the corner of her eye and he was wearing the wrong evening clothes because of an ironing mishap.
* Downton Abbey. The rest of the characters look on this revelation as amusing at worst, and Lord Grantham is actually quite impressed by it.
* Downton Abbey They are initially drawn to each other due to their shared interest in politics and women's rights. Later episodes reveal their rebellious natures and disregard for societies class divisions.
* Downton Abbey, this is how Violet guesses that Rosamund's given excuse to visit Switzerland — to improve her French — is bunk.
* Downton Abbey This is the fate of Vera Bates. It's confirmed in the third season that Vera did, in fact, kill herself with an arsenic-laced pie.
* Downton Abbey, Thomas Barrow has a falling out with one of the nannies, who doesn't let him see the children (whom he is fond of). So he tells Lady Crawley that the nanny is mistreating them. He thinks it's a lie, but then Lady Crawley does actually see the nanny racially abusing little Sybbie and sacks her on the spot. He looks slightly bewildered when Cora declares the family owes him a great debt the next morning, but quickly recovers.
* Downton Abbey: Thomas Barrow says this to Miss Baxter when she expresses concern that he is using a "cure" for homosexuality, essentially poisoning himself.
* Downton Abbey: Thomas Barrow teaches new footman Jimmy how to wind the clocks.
* Downton Abbey to learn French. Even her parents and sister don't know the truth.
* Downton Abbey was going to be from Yorkshire but actor Allen Leech tried in both that and his native Irish accent. Lord Fellowes decided he liked this and it became the character's entire identity, the change in nationality basically writing its own subplots for the last four series.
* Downton Abbey, when gloves practically mandatory to appear upper-class.
* Downton Abbey when guests are there, but Robert's private breakfasts with his daughters can involve a bit of overt shock (and they do much to shock him). "Downstairs" meals in the servants' hall can also be the site of much tension, which is inevitably broken abruptly by Carson or Mrs Hughes saying, "Back to work".
* Downton Abbey, when Larry Grey is called out for using a spiked drink to embarrass Tom at a dinner party, he responds with this excuse. Mary immediately rejects this as "A bully's defence!"
* Downton Abbey: When Matthew Crawley and Sir Richard Carlisle come to blows in the drawing room at Downton, they knock over an apparently significant vase with flowers. As the parties are departing, Matthew tries to apologise to the Dowager Countess:
* Downton Abbey, when the Countess Dowager asks Doctor Clarkson to make some "amenagements" with the truth to help Cora reconcile with Robert.
* Downton Abbey, where Anna is forced onto the sidelines at Bates' trial.

* Downton Abbey, where Matthew tends to an injured Sybil after she's assaulted during a riot. Unusual in that it's used not to advance the relationship between the two of them, but between Matthew and Sybil's older sister Mary.
* Downton Abbey, where the house cook discovers that her prospective husband is only interested in her excellent cooking. When she's not around, he flirts with every woman in sight.
* Downton Abbey, where Thomas's suicide attempt seems to be viewed as shameful by the more old-fashioned Carson but treated with sympathy by the rest of the cast.
* Downton Abbey, which evolves into Matthew's unrequited love for Mary. Mary begins to reciprocate these feelings, but changes her mind when it becomes possible that Matthew may be usurped as heir. Matthew stops liking Mary because of this, only for Mary to change her mind and fall back in love with him. She spends the whole of Season two pining after Matthew, who is engaged to a hypotenuse.
* Downton Abbey (with Lady Mary mentioning "the boys' haircuts they're wearing in Paris"), the Dowager is finally catching up to the fashions from the beginning of the show (in 1912).
* Downton Abbey works with this trope to a hilarious extent. First there are the people who really do get married—Mary to her mechanic, Edith to her marquis, Isobel to Lord Merton, Carson and Mrs Hughes to each other—to say nothing of Rose, who married and went to America at the end of the previous season. Then there are all the hinted-at future pairings: Moseley with Baxter, Mrs Patmore the cook with Mr Mason, Daisy the under-cook with the latest footman, Tom with Edith’s new editor. By the end of the series, poor Thomas is the only one left without a soulmate.
* Downton Wars fading. It's just an excuse for the cast to run around waving lightsabers at each other for charity.
* Downton Wars from chasing each other around. They both seem quite startled when they realize what they're doing.
* Down to the Last Play before losing in one of the greatest games of all time. Unfortunately, Butler's return to the championship game in 2011 will forever be remembered for a truly horrendous performance by the Bulldogs: blowing a halftime lead and shooting an abysmal 12 of 64 (19%) from the field. In fact, many people forget who actually won the game (Connecticut, 53-41).
* Down to the Last Play; it seemed that the image of Seattle Seahawks wide receiver Jermaine Kearse making his juggling catch was going to be the game's biggest moment. Two plays later, New England Patriots rookie cornerback Malcolm Butler (who played a role in said catch) one-upped that by intercepting a Russell Wilson pass intended for Ricardo Lockette at the goal line, saving the Patriots' victory and humiliating the Seahawks for making an awful play call.
* Down to the Last Play. The entire game rides on this one. I'm sure we can all guess what happens next; the game is won in the most spectacular fashion possible.
* Down Town, a tiny green shoot remains to communicate with Zenovac in Down Town, and a similar sprout appears at the ancient oak's stump in New York's Central Park.
* Down Town, Cary's first uncanny encounter is with an apparent bag lady. The accompanying illustration makes it clear that this is actually a whole lot of tiny humanoid creatures dressed up in old clothes.
* Downtown episode "Before and After" has Mecca give Fruity the middle finger in response to him telling her not to copy his hand movements.
* Downtown episode "Night Shift", a group of nerds quickly get exasperated with one of their members who is so socially inept, he thinks 'laid' is the name of a Star Wars character.
* Downtown episode "Testing" ends with Fruity getting peed on by a dog he adopted with the intent of using it to attract women.
* Downtown episode "The Con", Alex and Serena look at a book of nude robot women with breasts.
* Downtown episode "Train Pain" has Chaka and Mecca agree to race Fruity and Matt to Coney Island by taking trains. When Chaka and Mecca have difficulty getting to one of the trains on time, the man at the door rudely refuses to hold the door for them. On another train, Chaka and Mecca spot the man in the window of the train

next to them and they retaliate against his earlier action by mooning him, which subsequently gets them kicked off the train by the operator.
* Downtown had at least one per episode. More often than not, they would be Mecca's romantic fantasies or Jen's vivid plots of petty vengeance against the vapid and hip.
* Downtown has Jen complaining about her roommate having extremely loud sex with her latest boyfriend.
* Downtown ideas to be the voice actress for the character of Alex's sister Chaka.
* Downtown, much to the annoyance of his best friend Matt, who often has to prevent Fruity from getting both of them into trouble.
* Downtown no Gaki no Tsukai ya Arahende!!! (Japanese comedy/variety show, running since October 1989).
* Downtown that allegedly live in the area, which of course is where the car breaks down. At the end of the episode, after getting help from the REAL Cropseys, who aren't cannibals, just people who prefer living in relative isolation, the characters drive off... only for the actual Jersey Devil to suddenly slam into the windshield. Cue credits.
* Downtown was eventually released on a two-disc set by the creators. The DVD included the "bonus" Halloween episode, which never got aired during the original run - but was shown in various non-US countries when it ran in syndication.
* Down Under, Anita Wig'lit's elimination. Having performed well in the previous three challenges and won the prestigious Snatch Game challenge, Anita seemed like a lock-in for the finale. Anita ended up going home on the fourth episode, much to the shock of the fans and fellow queens, most of whom ended up emotional and upset watching Anita sashay away.
* downvoters). The behavior has only increased since they organised a list of the "top 100 best Commodore games", which has made some users give the competition a 1 out of 10 (the absolute minimal score that a game can have) to make their favorite game look better. As you can imagine the situation quickly escalated and since then lemon attempts to prevent those type of users from using their sites.
* downward instead of launching him upward. Infamously this was the case for early models of the Lockheed F-104 Starfighter, as initially no ejection seats were available that would launch a pilot fast enough to guarantee he'll clear the fairly tall T-shaped tail of an F-104. The downward ejection seat eliminated that risk (and as an incidental benefit mean the extreme acceleration of conventional upward ejection seats wouldn't happen. But it had the very obvious downside that a pilot could only eject at high altitude. Given that among the most common times for something to go wrong in an aircraft are during takeoff or landing and the F-104 had notoriously tricky handling at low altitude, this was the cause of quite a few pilots' deaths. When more advanced upward-ejecting seats became available, those were installed on the later models, though they were speed-limited and thus if something when wrong at high speed (the F-104 was very fast) the pilot would have little chance of escape.
* Downward To The Earth: Holman's World, known to its natives as Belzagor.
* Downwell are bubbles that stop time for everything outside of them when you enter.
* Downwell : The protagonist jumps down the well for seemingly no reason.
* Downwell: This is literally your primary form of attack, as you use gunboots to hover in the air while whatever you shot for the recoil to hover is used to kill stuff.
* Down with Love), and his secretary eavesdrops on the intercom mid-conversation:
* Down with Love and it would be a waste if they didn't do something to show that off.
* Down with Love and "Well, how long does a man's hose need to be?" are just a few examples.
* Down with Love, as the discussion concerns two magazines called "Know Magazine" and "Now magazine"
* Down with Love), Catcher Block, in urgent need of a pseudonym for himself that Barbara Novak won't recognize, takes a look at the dry cleaners' signs saying

"Zippers Repaired" and "MARTINIZING Specialists" and comes up with the name of "Zip Martin."
* Down with Love, concluding with, (paraphrased), "Until women are equal to men in the workplace."
* Down with Love is a legendary Casanova but finds himself questioning his lifestyle when he meets Barbara Novak, who advocates for women to establish identities independent of men.
* Down with Love: "Oh, Vikki! You're the best friend a girl from Maine who wrote a book and came to New York could ever have!" Subverted, as Barbara actually does think that Vikki is a good friend.
* Down with Love serves as a glorious pastiche of wacky 60s sex comedies. Most specifically the Doris Day-Rock Hudson ones.
* Down with Love shows the needle automatically scooting across the record.
* Down with Love's Vikki Hiller and Peter MacMannus's relationship revolves around Barbara Novak and Catcher Block, with one couple getting married at the end inspiring the other.
* Down with Love the Beta Couple is on the phone getting together with a hilarious synchronized chorus.
* Down with Love touches. It's particularly noticeable in the set design and background music.
* Down with Love uses the song of the same name, recorded decades earlier.
* Down with Love: Vikki gets flattened by a fold-out bed when Peter activates the one in Catcher's apartment while trying to open the hidden bar.
* Downy Reed is perfectly okay with destroying the universe due to the death of his little sister and his inability to get revenge for it. Such an unfair world clearly shouldn't exist or something.
* do written by the Prime Minister, containing orders on what action to take in the event that an enemy nuclear strike has destroyed the British government.
* Do Wrong, Right: Scolding someone not for doing wrong but for doing the wrong thing incorrectly.
* Do Wrong, Right: Someone admonishes someone not for doing something bad, but for doing something bad the wrong way.
* Dowry Dilemma: Inability to afford a suitable dowry gets in the way of a potential courtship or wedding.
* Dowry Dilemma: The bride's family has trouble putting together the dowry needed for her marriage.
* Dowsing rods. Though magic is feared and hated, dowsing is generally acceptable, since...
* do ya?" He answers, "Yes, I do, but there's no sexy way to remove an artificial leg." He proceeded to mime what would result if he tried a strip show with his leg.
* Doyle coped poorly with the revelation of his demon side, and his marriage to Harriet soon crumbled. However, the point is made that his demonic heritage probably wasn't the only reason their marriage broke up. Upon learning about demons, Harriet found the thought of studying an entirely new set of cultures and pastimes intriguing, whereas Doyle just wanted to pretend his demonic side didn't exist.
* Doyle died of a heroic sacrifice midway through the first season of
* Doyle had Holmes go over the Reichenbach Falls with Moriarty. But because of the the
* Doyle, is an unarmored scientist with a gun that isn't very impressive at this point.
* Doyle tends to involuntarily morph to his demon form when he sneezes.
* Doylist, this comes the closest to expressing the show's overall tone.
* Do You Believe In Fairies? and finally revealed to Renee that she has never been Owen's girlfriend.
* Do You Believe In Fairies?, but she still goes to Harmonica Town nevertheless.
* Do You Believe In Fairies?, Evelyn asks Toby if he wants to "watch Netflix and chill". When he starts blushing, she rethinks her wording and understands what she accidentally said.

* Do You Believe In Fairies?, Mira prefers to her adult nephew Julius to refer to her by her name instead of "Auntie".
* Do You Believe In Fairies?: The name of Cadance's silkworm was retroactively changed from a Coco Chanel reference to a Vera Wang reference because the writer thought Coco was too problematic.
* "Do You Believe in Magic?" by Lovin Spoonful is by no means an obscure song. But then it was used in
* "Do you enjoy bathing beauties?" "I don't know, I never bathed one."
* Do you ever wonder why we're here?, with Church and Caboose standing on Blue Base, Caboose asking the question, Church going on an incredibly long speech about what it means to hate someone before Caboose explains what he actually meant, all while the Red Team spies on them from the cliffs.
* Do you have a boyfriend? Which is fine by the way." Holmes answers simply, "I know it's fine." and keeps staring unmovingly at him, needing another repeated prompt to actually answer "No." to the question. John's next comment (that they're both single) is misconstrued by Sherlock as him hitting on his new flatmate, prompting Sherlock to inform him that he's flattered, but married to his work. John reassures him that "I'm just saying... that it's fine. It's all fine." And a ship set sail.
* Do You Have a Short Attention Span?, Matt says that he doesn't have a short attention span, and immediately gets distracted by a bird.
* "Do you have comrade?" Before you ask, yes, it was fixed in the English dub.
* "Do you have paper towel absorbent enough to pick up this acid?" "No" Well neither do I, but I do have this extra mint chewing gum"
* Do you have to die or fail a section of the game several times until you find the correct answer? You might be able to overcome it with some
* Do you have to keep tapping like that?! You bloated sack of protoplasm!"
* "Do you have trouble [everyday action]? [More specific rephrasing]? Well, that's because you're using a [random object] instead of [object normally used for task]!"
* "Do You Hear The People Sing" happens much later in the film than it does in the stage version. Onstage its sung as the students whip up support for the pending revolution; in the film it's sung at the actual beginning of the revolution, as the barricade is built.
* "Do you know there are land mines on this ground?" "Well, I should think we'd know. Not going to play eighteen holes without doing our recce, are we? Twelfth at Direidi, best par 4 in the galaxy."
* "Do you know there's someone trying to sleep up here?" "No, but hum a few bars and we'll fake it!"
* Do You Love Me" involves a father trying to show his daughter at a party she's attending how he can now dance, greatly embarrassing her and causing the other kids to laugh (when they're not singing backup chorus to the father's lead vocals.)
* Do you love singing and music, but need to beat someone up. Silver-Voiced Nightingale Style.
* Do You Love Your Mom and Her Two-Hit Multi-Target Attacks?: Mamako keeps killing monsters before Masato or his harem can because of her drive to protect them, not noticing how this upsets them and prevents them from leveling up. Even when they try to explain that they need to kill monsters so they can get stronger, she cannot be convinced to stop.
* Do You Love Your Mom and Her Two-Hit Multi-Target Attacks?. Porta hands her an apron. Masato complains it just makes it worse, and asks if she's trying to kill him.
* Do You Love Your Mom and Her Two-Hit Multi-Target Attacks? rather than Brother-Sister. Mamako's interactions with Masato are outright scenes you would find in any little sister story, complete with "We're related, so it's okay" justifications from Mamako.
* Do You Love Your Mom and Her Two-Hit Multi-Target Attacks?. She angrily kills it with her magic swords.
* Do You Love Your Mom and Her Two-Hit Multi-Target Attacks?. She complains, saying she was wearing a thong. Her son Masato says he didn't need to hear that.

* Do You Love Your Mom and Her Two-Hit Multi-Target Attacks?. She hates it because her irresponsible, neglectful, and slutty mother whom she can't stand simply named her after one of the men she cheated on her husband with. Wise gets really angry when she runs into her mother and she calls her Genya.
* "Do you remember a time when you heard this slogan? Pepperidge Farm remembers." This one's taken on
* Do you remember Dennis Kucinich or anything about his politics when he ran for the 2008 Democratic nomination for the presidency of the United States? How about the six-foot-tall redhead 30 years his junior that was his wife?
* Do You :REmember?: Kaneki suffers this over the course of the first six chapters, with Aogiri Tree repeatedly cutting off his limbs, gouging out his eyes, and even ripping out his vocal cords.
* Do You Remember Love?, all the Zentradi are bald (though their morality varies considerably).
* Do You :REmember?: The first chapter opens with Aogiri Tree broadcasting their torture of Sasaki/Kaneki directly to the CCG.
* Do you remember the iconic mushroom-men from the Mario games? They're called Toads! But they don't look like actual toads in the slightest! Their name is derived from "toad
* Do You See What I See? has one installment that involves exploration of a Halloween Town, starting from a hill overlooking the town, down into the streets and finally to a spooky house at the other end of the village.
* "Do you solemnly swear that you will tell the truth, the whole truth, and nothing but the truth, and let the lawyers say the rest?"
* "Do you take it off to have sex?" He lets the audience laugh, then says that's the reaction he normally gets. "Ha ha ha...
* "Do You Think I'm Disco?", eighty-seven times as he tries to pick up women at the club.
* Do you think M1 Abrams tank is able to overcome ankle-high curbstone? Think again.
* "Do you think the author will eventually grow tired of the Buffalo Bob joke? Why not?" (
* Do you think today's wrestling is too politically correct? Are you tired of seeing
* "Do you think we've had enough Winston Churchill jokes? Explain." (also
* Do you tropers recall Pepperidge Farm's commercials based on this trope? Pepperidge Farm remembers!
* Do You Trust Me?: An earnest question asked from one character to another.
* Do You Trust Me? game show hosted by Tucker Carlson, shot six episodes in 2007, but didn't make it to the air at all.
* Do You Trust Me?". He also rolls an apple down his arm and throws it to her with his elbow, a trick he does as both Aladdin and Prince Ali. The animator who drew Jasmine's facial expression when she realizes this deserves an award.
* Do You Wanna Date My Avatar The music videos also highlight Felicia Day's talents as a singer.
* Do you want a website and domain in a country where you're sure that your site will not be shut down due to countries where censorship is enforced on copyright grounds? Enter the offshore hosting and domain register business. These companies are not based in the United States, but in countries where privacy laws are tougher such as Iceland, the Netherlands, and Switzerland so reporters and whistleblowers can do their job without legal complications.
* Do You Want to Copulate?: Someone without inhibitions greets someone else by asking them if they want to have sex.
* Do You Want to Play with My Balls? by Matthew and Christopher Cifaldi, has children talk about playing with balls. Pretty much all their statements are obvious innuendos referring to the more vulgar meaning of "balls."
* Doyt (and later Doyt-Haban). When the crew rescues some hostages, he explains the way to turn a profit. Ransoming them back to their families is wrong, but selling them to interested governments is fine.

* dozen carried on a bandoleer over his shoulder. Blackbeard was a walking armory.
* Dozens of films have alternate Hindi dubs, mostly for theatrical release, home entertainment, streaming, and TV airings (mostly for different channels).
* dozens of future versions of themselves pop up to stop them. It ends with Stewie and Brian stopping their past selves from a few minutes ago from time traveling, causing them to fade out of existence.
* dozens of Gizmos brutalizing Hitler before he's had enough and stops his first self... and gives him a video recording of the event.
* dozens of hours into the story when a bad catch will turn you to stone.
* Dozens of lost lands from folklore, including Atlantis, feature in Bard Games' three-volume RPG series
* dozens of mindless clones of Rei grown as substitute Eva pilots showed up.
* dozens of pages of the narrator describing the taxonomy of his dinner?
* Dozens of people park their cars in the middle of football fields and start having sex in them at the same time.
* Dozens of "There are X ninjas hiding in this picture." Can you find the ones that aren't a joke?
* dozens). Veneto, the region surrounding Venice, is one notable example of a region that still sees active campaigns for sovereignty by right-wing and nationalistic groups, particularly since it ranks (unsurprisingly) amongst the wealthiest places in Italy.
* dozen tranquilizer needles stuck in him and still manages to stay conscious long enough to win the contest. It would seem that this is due to his relatively high body mass, which (in theory) would require longer for the chemicals to spread through his body.
* DP-017 "Wild in the streets". Episode based on stoping a fossil Pokemon rampage, placed between Ash's
* DP-056 "The Keystone Pops! ". Episode focused on a Spiritomb's revival, that despite the Pokemon's dark origin is a comedy episode.
* DP-070 "The Bells Are Singing!" Episode focused on a Chingling show, placed between two important groups of episodes, the first one being the Veilstone Arc (that included Ash and
* DP-130 "Frozen on Their Tracks!" Episode that shows Looker's debut while investigating a mystery on a train. Placed between
* DP-153 "The Treasure Is All Mine!" Episode that shows Jessibelle's return, placed between the Team Galactic Climax and
* DP-178 "For The Love Of Meowth!" Episode showing Meowth falling in love with a Glameow, placed between the Sinnoh Grand Festival and the Sunnyshore Gym Battle.
* D.P. 7 more than once would at least be enough to sustain a friendship, but apparently not. Because there was very little direct contact between Randy and Charly in the next (and last) issue of the series, the reader is never told whether Randy and Charly ever resolved their differences.
* DP arc applies this to Ash and Dawn. It's always observed by other characters that they are very similar.
* DQI has four "chapters" before the hero's storyline begins, each focusing on one of the hero's eventual party members, each with their own parties (and party members).
* DQIV were released with the numbers intact. Thanks to Internet, nobody was fooled by the ones with the numbers removed.
* Dr. 13 frequently alternated in stories where the Phantom Stranger appeared opposite him showing a prior story that was pure trickery he'd revealed only to have things a bit more supernatural (obviously) much of but not always when they were together. He also once disproved that ghosts haunted a house by showing it was actually ALIENS using the house as a stopover point as they teleported across the universe. He's always been the example of the devout worshiper of science whose blind-spot always has him refusing to accept the evidence of supernatural things because he operates under the (obviously proven wrong) premise that nothing supernatural actually exists.
* Dr. Đặng Thùy Trâm, dubbed "the Vietnamese Anne Frank"

after her war diaries were published. The chief physician at a field hospital in Central Vietnam during the Vietnam War, fresh out of medical school, she was shot and killed
* DR2 sympathetic, and the second clearly expects the others to react much the same.
* Dra†Koi are spoiled by the arrival of his girlfriend. All of this is played for laughs.
* Draal, once installed in the Great Machine, appears to be a Trans-Minbari and seems quite happy about the whole thing, and has the abilities of a minor demigod by way of a bonus.
* Drabble, apparently because its summoner also has this problem, and cannot summon anything with powers beyond his own.
* drabble involving this. Pyrrha has a crush on Jaune, who has a crush on Weiss. Weiss, however, likes Pyrrha and asks her out to the dance. Pyrrha had actually wanted to go with Jaune, but she agrees to Weiss' request.
* Drabble, Mr. Drabble (the title character's father) finds his wife singing Christmas songs and setting out Christmas decorations in September.
* Drabble once devoted a week's worth of strips trying to coin the word "Drabbleation" to mean the act of remembering embarrassing moments.
* Drabble once ran into his girlfriend at a family wedding. After spending some time having fun with her, he asks why she's there. It turns out they're both related to the bride. A few strips later, it was revealed that they weren't blood relatives, but Norman didn't tell his girlfriend that immediately.
* Drabble, Ralph gets an idea, complete with bulb. His wife glares at him, and in the next panel, the bulb is a more energy efficient compact fluorescent one. He looks annoyed, and his wife is now smiling.
* Drabble Ralph is cooking hamburgers outside when his wife June hands him some tongs and says "Tongs!", to which Ralph says "You're welcome!" June walks away puzzled. Later that night while they're in bed she tells him "Oh, I get it!" Of course, Tongs = Thanks.
* Drabble story had Ralph going out to cover his annoying neighbor Steinbauer's home with toilet paper. However, it was very dark that night, and Ralph discovered to his horror the next morning that he accidentally TP'd his own home.
* Drabble strips (week of November 13-18 2017) were told as a nightmare Ralph was having of the Abominable Pumpkin-Man. As the week goes on, he tells of the Pumpkin-Man's creation, use as a Halloween decoration, disposal, and apparent rise from the garbage can. In the Friday strip, he hears a knock at the door. On Saturday, he opens it to find...his mother-in-law coming for Thanksgiving.
* Drabble strip. That week, Ralph had been harassed by the new water inspector trying to encourage him to use less water. One day, the inspector admonishes him for using a glass to get some water since it would take two more glasses to clean it. He tells him to use paper cups instead. Norman then points out that using paper cups would mean cutting down more trees to make more cups. Ralph's solution doesn't sit well with his wife.
* Drabble. The second time, Norman goes to a piercing salon with Wendy and ends up with multiple ear, nose, and other rings. The third time, Norman and Wendy run off to Vegas and get married on a dare. Norman is about to invoke this trope when the next panel reveals the cartoonist has already used up his chances to use it. The plot gets resolved another way.
* Drabble, the title character is introduced to sushi, whereupon he announces, "I'll have mine well done, please!"
* Drabble was originally focused on Norman, a college student, just like the strip's creator when it began. However, as he got older, he began to identify with Norman's father, Ralph, more, so the strip began to focus on his more and more. Norman still appears as a regular, however.
* Drabble!" when they get stuck on a dark ride together. They are probably the least genre-savvy people in comicdom.
* Dr. Abel Gideon does a slow burn version, slicing open Dr. Chilton and removing several organs.

* dracaenae, the serpent women who, once you get past the snake tails in place of legs and the vertical pupils, are in fact very beautiful.
* Dracco Heads, had a set of figures called "Baby Dracco Heads" where all the characters from the first Dracco Heads set are babies.
* Drachenfels (especially her complaint about vampire prejudice because those "youngsters keep siring here and there").
* Drachenfels, one character is murdered and set like this — his bones are removed and the rest of the body is folded in a box with a spring, then sent to a famous spoiled actress.
* Drachenfels: The eponymous villain has prolonged his life through dark magic for thousands of years, and can recall living through events that are now dismissed as superstitious myths. When he finally dies, his last thought is the realization that, despite this, his entire lifespan is still only an eyeblink in time.
* Draco and Harry get into a "Do not!"/"Do so!" exchange about whether Draco starts talking about his birthday weeks in advance.
* Draco and Harry have a "Did not."/"Did too." exchange about whether Draco started the previous argument, ended by Harry saying "Did too, times ten."
* Draco and moans his name while doing so, making it sound more like he's having sex with him.
* Draco and several of his cronies end up in the hospital wing with prickly cactus cones stuck in their asses. This happens shortly after Pansy comes in with one in her vagina.
* Draco does it when Ron mentions that Harry could have been sorted into Slytherin.
* Draco in Leather Pants: A character has obvious moral failings that are handwaved if not outright overlooked by fans.
* Draco in Leather Pants... and therefore somehow a more worthwhile character than his canon arguably inspirational self.
* Draco in Leather Pants: A villainous character is portrayed in a more sympathetic light.
* Draco in Leather Pants. Besides, can one really question why someone would be a jerk after all of that? Not that it makes it any better.
* Draco in Leather Pants develop unusually strong sympathy for a villain, despite how evil they actually are.
* Draco in Leather Pants: Fans portray a canonically vile character as being a better person.
* Draco in Leather Pants: Fans portray a character as much nicer when they are canonically a horrible person.
* Draco in Leather Pants or because they simply dislike the character.
* Draco in Leather Pants: The pro wrestling term for this trope is called "Popular Heel". CM Punk, The Road Warriors, Chris Jericho, and on and on and on... some wrestlers are so good at what they do that their villainous actions are ignored, and the crowd cheers for them anyway.
* Draco in Leather Pants to him, regardless of whether he deserves it. And, well, Ned was right about this.
* Draco in Leather Pants with a handgun that shoots rocket-propelled explosives or plasma.
* Dracolich, such that it is not meant to be defeated in one go, or even by just one player: when connected to the game's online servers, the Ur-Dragon's HP is shared across all players' games. When fought in offline mode, the Ur-Dragon's HP is reduced to a more reasonable level, but even then it is very hardy.
* Draco look like this, but their "wings" (which are only used for gliding) are actually modified ribs.
* Draco Malfoy already mentioned could be taken to read either way (of Lucius suspecting Draco of being gay or of being a muggle lover).
* Draco Malfoy and his father Lucius, whenever they're not getting the
* Draco Malfoy being attracted to "Rigel". (On the other hand, the population crisis and existence of suitable fertility potions has made the Wizarding world quite open-minded about same-gender relationships.)

* Draco Malfoy complains about the impossibility of getting a girl alone to ask her to the Yule Ball.
* Draco Malfoy is also implied to be highly intelligent, albeit not quite as smart as he makes himself out to be. He's certainly a sovereign of insufferables.
* Draco Malfoy is a schoolyard bully who vocally supports the actions of the mysterious Heir of Slytherin in
* Draco Malfoy is a subversion in a way. Although he gets the best of everything, it's often hinted that it's just another way for his father to show off his influence. Several scenes throughout the book show him getting very snippy when he thinks his son is acting... inelegantly. His parents also expect him to do very well in school (and for all his flaws, it's made clear that he's a very good student), as Lucius tells him in
* Draco Malfoy is one of the first wizards Harry meets (and the first one his own age), and his general unpleasantness shows how wizards can be as big of jerks as muggles. Dealing with him is a large part of the early books, but even though he repeatedly tries to
* Draco Malfoy is the biggest example. He uses the threat "When my father hears about this..." at least once a conversation, at least in the earlier books. It's not particularly effective. In the
* Draco Malfoy is the Seeker of the Slytherin team and also usually one of the students getting high grades. He scores high enough in his exams to qualify for the very exclusive NEWT Potions class in the sixth book.
* Draco Malfoy is very savvy about finding Berserk Buttons of hot-headed Gryffindors and pressing it to get a rise of out his opponents.
* Draco Malfoy makes a crack about asking the Heir of Slytherin to kill Hermione as a favor and Harry starts punching him while muttering "You. Bloody. Well. Try. Malfoy."
* Draco Malfoy married Astoria Greengrass because he was gay, she was lesbian and both were being pressured by their families into marrying a "proper" pureblood of the opposite sex.
* Draco mumbles "Scorpius, stop" and "Don't make me tell Harry" in his sleep, making Harry think he's being cheated on. In actuality, Draco was dreaming about raising the child he hopes for them to have if his development of a process to give the hypothetical infant the DNA of both fathers and none of the surrogate's is successful.
* Draconia Chronicles, a lamprey, cooked burnt-outside-raw-inside in an effort to coax some words out of her.
* Draconia Chronicles, although it's more of the "Society is in the toilet, none of the races can get along or see their so-called "allies" are about to stab them in the back, and there's constant, unceasing warfare, atrocity, and bloodshed" sort of dark.
* Draconia Chronicles have a noticeable pair of bulges on their upper torsos. However, they're clearly beneath their hides. The author states they're actually "flight muscles".
* Draconia Chronicles is in full effect in this series, the sheer senselessness and cynicism of Gaia's death tainted the comic for many, especially after a rumor began circulating that she had been based off the author's ex-girlfriend he had a messy breakup with (though this was never actually proven).
* Draconia Chronicles, male tigers live in a peaceful enclave while the females get sent into combat. Male dragons, in their turn, are so rare that only the queen is allowed to speak with them.
* Draconia Chronicles memerobilia. As for the tigers, being cavewomen, they don't have pop culture due to a lack of communication. However, they do have oral histories, preserved as lute ballads.
* Draconia Chronicles; the males look like typical Western dragons, but the females look like succubi.
* Draconia Chronicles there is also no concept of "civilian" or "enemy noncombatant". POW's are only taken to inflict further indignities on them.
* Draconia Chronicles. They used to be just as warlike as any other dragon race

until they noticed wherever their magic was used for mass destruction was utterly devastated. In short, it could end both the war and the world in a day.
* Draconia Chronicles Xihanil is shown accidentally setting a table on fire when she's cross about having to work overtime at her old job as a cook at a pub. In a later strip, it's shown that this is endemic to fire dragons, and it was the basis for a Jim Crow law against them.
* Draconian Symphony, is about an abuse victim that gets roped into doing Hell's dirty work after getting a demon's help in revenge against his abuser.
* Draconic Abomination dragons that go well above and beyond the rest in terms of power and unnatural horror.
* Draconic Abomination flipping between aggressive and friendly even while in the middle of a sentence. It adds new souls to itself by having people sell their souls to it.
* Draconic Abomination is also described as being a dragon-like creature.
* Draconic Abomination The monster was feared by everyone and everything, including the gods. If there is one Norse being you would rather never meet, it was Níðhöggr.
* Draconic Humanoid, a gigantic creature with the head and shoulders of a man and the lower body of a dragon.
* Draconic Humanoid: Anthropomorphic dragons with humanlike body shapes.
* DraconicHumanoids who were cursed by the elder god Jas to feel agonizing pain that can only be relieved through violence whenever somebody other than Jas uses the stone of Jas.
* Draconic Humanoid that are descended from dragonblooded sorcerers. As such, they have innage magical potential similar to dragons.
* Draconic language, which also lets you understand what the dragons are saying.
* draconic with incomprehensible power that makes almost everything else seem insignificant? Is it effectively invincible or unkillable aside from very specific conditions? Is it a rampaging, mindless beast, a diabolical mastermind, or something that is clearly intelligent, but wholly alien and unrelatable with motivations that are best defined in human terms as ignorant apathy or incidental bemused curiosity?
* draconies work in a similar manner but without feathers, although draconies sprout scales over their shoulders and faces when they summon their wings.
* Draconis Memoria plays with this trope using Dragon blood. While the spilling of the blood isn't significant in itself (aside from the rather adverse effects of coming into contact with it), certain individuals can partake in the blood to gain superhuman abilities. Drinking blood directly can be dangerous, but grant the strongest abilities, and each type of drake blood gives different abilities.. A product distilled from pure blood is produced that gives the powers without the slight risk of insanity. Drinking blood directly from the heart is lethal even to the so-called bloodblessed.
* Draco nobilis, with the resulting dragons "feeding" off of the powerful magic fields of Wyrmberg and the Unseen University, respectively.
* Draconomicom—one particular green dragon gets his kicks by capturing adventuring parties and holding their equipment hostage until they bring him back some rare or hard-to-acquire item. Whenever they come back, they find that the chimera pelt or whatever is the wrong size or wrong color and get sent out again. The game ends when the adventurers wise up and don't return, or when the dragon grows bored and just eats them.
* Draconomicon, a third edition supplement, describes how an angered mountain landwyrm doesn't rest until its foes have been destroyed, and will pursue fleeing targets for days.
* Draconomicon, dragons (usually good-aligned ones) can opt to become a genius loci as an alternative to death from old age, lichdom or any of the other ways a dragon can live past its already substantial years. The dragon's spirit enters the chosen terrain (which often takes on a draconic feature like a hill shaped like a resting dragon). These spots are popular places for dragons to lay eggs and raise young because of the protective influences of the area's spirit. Dragons can even commune

with the location to seek advice from the dragon that inhabits it.
* Draco overhears what he thinks is his father, Snape and Remus comparing penis sizes, when they're actually talking about their pet cockatoos.
* Draco really should have known better than to call Professor McGonagall an "old hag" in the middle of a meeting of the club she sponsored.
* Draco repeats the same Valentine's Day until he finally accepts Harry's feelings for him.
* Dracorex, with wing-like dorsal crests, exaggerated horns, and no cheeks.
* Draco Tavern to the use of the term "taper" to denote a roving news cameraman in some of Niven's earlier stories.
* Draco thinks about how he expected to be a Slytherin, the most popular and best student, the best Quidditch player and the handsomest person at Hogwarts, then decides that two out of five isn't bad.
* , Draco thinks that Harry's using an aphrodisiac to attract girls and offers to pay Ron for the recipe. Ron, recognizing the prank potential, gives him several unlabeled recipes for things Fred and George allegedly make specifically for Harry. Draco drinks the first one, a tropical-scented suntan lotion, and promptly tosses his cookies.
* Draco volans, the Flying Dragon, is a lizard that can climb up surfaces, then glide across gaps by unfolding skin flaps, like a flying squirrel. Geckos are also decent at wall- and ceiling-running, but don't do much jumping.
* Dracula (1931): Dracula himself wears clothing that is as dark as he is diabolical, namely, a black cape, a tailcoat with matching pants, and black shoes. The only articles he wears which are not black are his white shirt, and white bow-tie.
* Dracula (1931) escapes by jumping backwards and turning into a bat halfway down.
* Dracula (1931) seems to pass right through a large spiderweb without breaking it. No special effects involved, just a well-timed cut between views.
* Dracula (1931), was subject to similar Hays Code meddling. Joseph Breen took great issue with how the initial script portrayed Countess Zaleska's attack on artist's model Lili, insisting that there be no "suggestion of perverse sexual desire". Universal knew a good thing when it implied it and advertised the film with the tagline "Save the women of London from Dracula's Daughter!"
* Dracula (1979) confirms his suspicions about his late daughter's vampirism by investigating her resting place with a horse. When the horse comes by her grave, it starts stomping the ground with its hoof, and then runs away in terror. Van Helsing and Dr. Seward then start digging.
* Dracula (1979), staring Frank Langella as the Count, Abraham Van Helsing and Jack Seward show Jonathan Harker the fact that the staked Mina Van Helsing (Jan Francis) has no reflection — they then cut out her heart to finally free her.
* Dracula (1979), the dialogue just before Dracula sucks Lucy's blood had to be looped because the dramatic fog machines made too much noise.
* Dracula 2000. Although this used vampiric levitation instead of zero g space.
* Dracula 2000, gives us the three Dracula's brides of the film. While the first two are somewhat dubious (Solina was a thief as a human and seem to gleefully relish being a vampire, and we don't know much about Valrie as she just a reporter in the wrong place at the wrong time), Lucy fits the trope well as she was a roommate of Drac's main target Mary and the two got along well. Once she was turned, however, she had no reservations on attacking Mary with the other two brides.
* Dracula 2000 had this when Dracula attacks a reporter and her cameraman when they covered a crashed plane he was on. Initially the cameraman can't see him through the camera, so when Dracula grabs the reporter and cuts at her neck a bit, all he sees is her struggling and the cut suddenly appearing. Likewise when the reporter runs to their van, she sees her cameraman being tossed aside by an invisible force on her monitors.
* Dracula 2000, just before the sunlight takes him, Dracula turns Mary back into a human (luckily, after she falls from the roof). The ending voice-over reveals that she and Simon have become the protectors of the vampire's ashes. The final shot is

a close-up of Mary's eyes, which suddenly turn an inhuman color.
* Dracula 2000. One of Team Good Guy brandishes a crucifix at one of the vamps, who remarks "Sorry, sport. I'm an Atheist." The good guy wittily remarks "God loves you anyway." before stabbing the vamp in the eye with the knife hidden inside the crucifix.
* Dracula 2000 postulates that Dracula was Judas Iscariot, who was turned into a vampire when he hanged himself after betraying Jesus. It also explains that he fears silver because of the thirty pieces he was paid for the job, and crosses since they're a reminder for him of what he did.
* Dracula 2000, where Dracula is revived in New Orleans during Mardi Gras season.
* Dracula 2006 (he is responsible for bringing Dracula to England), though his motives remain sympathetic (he has syphilis and wants to find a cure)
* Dracula (2020), Dracula beheads Mother Superior during his invasion of the convent.
* Dracula (2020): Dracula occasionally dresses like this, but he also frequently goes without the trademark cape.
* Dracula (2020), Frank Renfield, is an attorney who starts groveling at Dracula's feet even before they meet in person and willingly does everything in his power to further the Count's plan for attaining, as Renfield puts it, world domination.
* Dracula (2020), it is revealed Jonathan Harker did not survive his stay in Castle Dracula and is now an undead himself.
* Dracula (2020), the way John Harker looks and acts during his time at the convent makes it clear as day he's undead himself long before the narrative makes it official. It's more a question of how, not if, he ended up in this state.
* Dracula (2020) when he tries to wiggle them outside the fridge door to signal for help.
* Dracula 3000. At the end Aurora and Humvee accept their doom, Aurora reveals she used to be a sex robot so Humvee picks her up and the ship explodes in a very poor special effect.
* Dracula, a branch of wild rose laid on a coffin could stop the vampire in it from leaving (but wouldn't hurt them).
* Dracula, according to Van Helsing, the Count "must indeed have been that Voivode Dracula who won his name against the Turk, over the great river on the very frontier of Turkey-land. If it be so, then was he no common man: for in that time, and for centuries after, he was spoken of as the cleverest and the most cunning, as well as the bravest of the sons of the 'land beyond the forest'".
* Dracula A.D. 1972 when he is killed... by having him placed under a shower.
* Dracula adaptation, has Lucy as a lesbian pining after Mina. Mina isn't so open to her best friend's advances, but is never horrible about it, even deflecting away from it when her boyfriend wants to know what's wrong with Lucy. At one point Lucy does mention how "it's perfectly natural for a woman to fall in love with another woman".
* Dracula adopts this philosophy in terms of his minions, with it being observed that while he's a
* Dracula, after being tricked by Lady Jayne into thinking Mina is in love with her, Lucy comes out to Mina and confesses her feelings.
* Dracula: A Love Stronger Than Death is a female example, a fully-grown vampire woman who affects an infantile attitude and carries around an identically-dressed doll while wearing babydoll dresses herself, and takes childish delight in the evil that comes with being a vampire.
* Dracula: A Love Stronger Than Death. Mina is functionally voiceless too—she has a few spoken lines, but she doesn't sing in any of the songs, making her totally absent from the soundtrack album.
* Dracula. Although he doesn't start this way, he quickly becomes one. Yet while most adaptations portray Helsing as an adventuresome monster hunter, in the book he is just a doctor with very eclectic experience, who approaches vampirism as he would any other disease, albeit one that has symptoms including supernatural belligerence and fantastic powers and weaknesses.
* Dracula and as a symbol of the fading aristocracy. Mina Murray, while not exactly

a Whore, is far more liberated and proactive, frequently brings up a skillset one wouldn't typically expect of a housewife, and is ultimately vital to the defeat of Dracula. Not to mention that, while Lucy is definitely a virgin by the time of her death, Mina is almost explicitly not.
* Dracula and in a few of the numerous adaptations, the Count starts off as an elderly man and becomes younger in appearance over time through drinking blood. Also, when Lucy becomes a vampire, she looks healthier "dead" in her coffin than she did alive.
* Dracula, and Savanti manages to get control of not only Dracula but Vulko, who's revealed to be a werewolf; before he leaves Transylvania, he even gloats that he's gotten everything he wanted to get and more.
* Dracula and seal his fate! With a one, two three (ha ha ha!) annihilatin' zombies on my way to the gate. I'm Simon Belmont! The vampire slaughterer! Equipped with holy water and I got enough for all 'a ya'll. I'm callin' ya out! I'm takin' ya down! Killin' you again and puttin' ya back in the ground!"
* Dracula and Son), a crossed hammer and sickle deters vampires just as well as a crucifix. But the former are easier to find in socialist Romania.
* Dracula: As in the novel, Hamilton Deane's play has Renfield killed by The Count for trying to double-cross him. John L. Balderston's revision lets Renfield live to the end.
* Dracula aspect is desconstructed when it gets every faction in the setting conspiring to overthrow him — the only reason they haven't succeeded yet is because every single one of them has their own agenda and struggle among themselves as much as against their enemy.
* Dracula at one point seriously considers letting himself get turned into a vampire just so he can join his beloved wife Mina in vampirism. Fortunately, this never comes to happen.
* Dracula at that moment, the reader and the characters have both read the same 2/3 or Bram Stoker's novel.
* Dracula at the time (and someone to do the proper actions for the deed).
* Dracula a vampire) or if it was due to his advanced age. It's possible that both might be true.
* Dracula averts this, despite it being very common in Victorian literature. Van Helsing is a Catholic scientist who uses his religion's iconography to fight against the powers of the night. This is remarked on by protagonist Jonathan Harker, who finds it ironic that he puts his faith in a crucifix when as a child he was taught that it was a symbol of idolatory.
* Dracula Believe it or not, the Count is this for his own homeland. When Jonathan asks him about the history of his people, Dracula happily regales him in a long story about his people's badassery back in the day.
* Dracula between Mina and the Count. He can use it to spy on and know the movements of the heroes, but they can do likewise if they place Mina into a hypnotic trance; so she can sense the Count and his surroundings and roughly how far away he is.
* Dracula blood to begin the transformation, but there is really no indication of this in the text—-Mina is forced to drink his blood to establish a stronger psychic bond, and it is explicitly stated that a victim will, at natural death, become a vampire from just a bite.
* Dracula, but it really shows at the beginning of the third act. With team morale failing, Mina talks to each of the men and convinces them to keep fighting, not just for her sake, but to avenge fallen friends and to cleanse the world of evil.
* Dracula by Bram Stoker. In the early chapters of the novel, the private correspondence between Mina and Lucy are very passionate, they almost read like love letters, as both girls express their love and adoration for one another. In one letter Lucy writes: "Mina, we have told all our secrets to each other since we were children. We have slept together and eaten together, and laughed and cried together..." and "I wish I were with you, dear, sitting by the fire undressing, as we used to sit, and I would try to tell you what I feel." Later in the novel, when Mina and Lucy are together, they sit on a bench by the seaside and are so moved by

the beautiful view that they hold hands.
* Dracula can transform himself into a giant bat or a bat/human hybrid.
* Dracula, changing the names of the characters. (Dracula, for example, became Count Orlok.) In this case, though, the attempt was unsuccessful: Stoker's widow sued for copyright infringement and won, bankrupting the production company... and getting an order that all copies of the film be destroyed. The movie survived through piracy.
* Dracula, changing the old man to be one of Dracula's loyal soldiers.
* Dracula, complete with all the rape associations that went along with this.
* Dracula, complete with a penchant for calling people "dummy". Both were decades old when the show was produced, and not something young viewers were likely to recognize.
* Dracula contains a speech from the Count himself. Though the context is wrong for this trope, the content is certainly worthy of a particularly good one. Plus, after the discovery that Dracula used to be a human lord who was also a great general, one can very easily imagine him giving a true Rousing Speech that could have said many of the same things.
* Dracula: Dead and Loving It, Dracula hypnotizes Mina from outside her bedroom window and instructs her to leave her room. She dreamily flows to a door, opens it, steps through, and closes it behind her.
* Dracula: Dead and Loving It: Dracula's daymare, where he can walk in the sunlight and apparently cured of his vampirism, suggests that he secretly wishes to become a human again, as he is overjoyed when apparently drinking Lucy's blood has cured him.
* Dracula: Dead and Loving It, Dracula's wives do this. Both lampshaded and subverted when he tells them to knock it off, and the women stomp off instead.
* Dracula: Dead and Loving It, Dracula uses this to escape detection. A slamming door causes him to come loose.
* Dracula: Dead and Loving It eats bugs in front of Dr. Seward, and pretends he's not doing anything.
* Dracula: Dead and Loving It) invokes this trope as an excuse to not have to stake Lucy:
* Dracula: Dead and Loving It on Harker, to seduce him into vampirism.
* Dracula: Dead and Loving It, Renfield is sent into Lucy's room to remove the garlic protecting her. He sees the sleeping girl and lifts up her bedspread to peep at her. Lucy awakens and screams, causing Renfield to emit an even higher pitched scream.
* Dracula: Dead and Loving It. The heroes have Renfield released so that they may follow him to his master's lair. Fortunately, while he's smart enough to realize that his release is a trap, he isn't smart enough to throw them off his trail. He attempts a few moves... within the space of about ten square feet, before declaring that he lost them and heading straight for Dracula.
* Dracula: Dead and Loving It. When Dracula leaves the ball with Mina, Renfield runs after him calling "Master! Master!... I mean... Mister! Mister!" Shortly afterward:
* Dracula: Dead and Loving It, where a big dance scene ends up being ridiculous when seen in a mirror, particularly when Dracula is spinning the woman in the air.
* Dracula: Dead and Loving It, with Renfield awkwardly stumbling through the web and getting caught in it.
* Dracula, depending on how one reads the hints in his backstory. A "metaphysician and philosopher" who has spent a good chunk of his life gathering arcane knowledge on vampires, then throws himself enthusiastically at the chance to put that knowledge to practical use.
* Dracula does this in the one episode in which he appears. Buffy stakes him and he dusts, but then he reforms, only for Buffy to stake him again.
* Dracula dogs and horses are frightened by the Count's presence but he can control wolves.
* Dracula: Dracula himself. He actually only appears "on screen" in a handful of scenes, but he dominates practically everything that happens in the book.

* Dracula, Dracul rapidly dissolves into nothing when stabbed in the heart. It isn't explicitly stated, but the implication is that it's because he was so much older than them, and that when he was stabbed centuries of decay instantly caught up with his body.
* Dracula. Due to Dracula nightly visits to feed on Lucy, she becomes weaker over time and observes that her senses have suddenly become keener but she continues to have nightmares of dark beings. By the third visit, she's lost so much of her blood that her bite wounds eventually close up on their own, she gains fangs and her demeanor is uncharacteristically more seductive, signifying to Helsing it's too late to save her from becoming a vampire. Mina's transformation is slightly different due to Dracula feeding her his blood, cursing her to turn regardless if she stays alive or dies as long as he's alive. Indeed, she starts showing signs due to losing appetite for food, her canines slowly turning into fangs, sharing a psychic connection to Dracula and being unable to stay awake during the day but being much more lively at night.
* Dracula, either in 1931 or in general, makes all sorts of double entendres that the audience will get, even is his visitors don't.
* Dracula, Entre l'Amour et la Mort seemed to fit the type, with wolves and ancient castles, etc.
* Dracula: Even though several directors have exploited this character, he still managed to become the fictional character who has the most films made around him.
* Dracula Everlasting among Dracula's recent brides (the girl on the right in the fourth panel. The scarf she wore as a human being a giveaway).
* Dracula Everlasting: Vanessa, a hooker who became the first of the modern day brides. She becomes a bit defensive when more women are turned to serve Dracula.
* Dracula exactly, it's still a potent symbol of life and death considering Vlad Dracul was killed in front of it, and later Mina Murray has a vision of it (triggering her lost memories).
* Dracula, explains that Stoker just cleaned up the original journals and such.
* Dracula features the titular count going up against the Order of the Dragon, a group of aristocrats who have pulled the strings of Western civilization since the Dark Ages, and are responsible for him becoming a vampire in the first place.
* Dracula films — both featured actors from stage versions of the play in the title role.) Arthur Holmwood and Quincey Morris? Dropped from the stage play, and so not featured in the movies. Ironically, legal research for Universal later established that the novel was never copyrighted in the States!
* Dracula focuses on the portion of the novel set in London, leaving out the earlier parts set in Transylvania and Whitby and the later part in which the action returns to Transylvania. The earlier events still happened (at least the most plot-relevant bits, more or less) but are summarized in dialogue instead of being shown directly; the later part is dispensed with by having the vampire hunters successfully confront Dracula in London instead of letting him escape back to his homeland.
* Dracula. For bonus points, the five monsters namechecked above, plus the "children" addendum, happen to describe the five main characters of the line (respectively Draculaura, Clawdeen, Cleo, Frankie and Lagoona). This was later downplayed into a more standard application of the trope, as more monsters showed up that weren't the kids of any particular character. And 10 more of the monsters mentioned are the parent(s) of minor characters.
* Dracula for what the description talks about this trope and vampires in their capes.
* Dracula/Gabriel Belmont believes himself to be this; on top of feeling like he had no choice to become evil in the first place, he considers himself a necessary evil in that, due to his overwhelming power and presence, his existence keeps greater evils at bay.
* Dracula gives the ladies the same treatment: the only women in the main cast are the fiancées to others in the team. Also something of an inversion in that most of the team is composed of 'Lucy's suitors' and in most of the bits of the book happening after Transylvania, Jonathan appears as 'Mina's husband' rather than

the other way around, even though Mina does first appear as 'Jonathan's fiancée'.
* Dracula has Jonathan Harker suffer from brain fever when Mina finally found him after he somehow escaped the vampire's clutches.
* Dracula Has Risen from the Grave: Paul is an atheist and doesn't believe in religion even though he's fighting the undead king of vampires himself. Because he's not a practicing believer, religious iconology that would normally kill Dracula, like a stake, have no effect. It isn't until the very end when he sees Dracula be impaled on a cross and killed by priest's prayer that he finally rediscovers his faith.
* Dracula has Van Helsing and Dr. Seward keeping vigil at the cemetery where Lucy was entombed (and from which her body has disappeared), discovering she had become a vampire, and ultimately dispatching her with a stake through the heart after she had returned to her coffin.
* Dracula, having driven Albert, Duke of Clarence to madness and made him target prostitutes in the Whitechapel area of London.
* Dracula. He also blames Jesus for what he has become and sees making more vampires as a big "fuck you" to him (i.e. my children are better than yours). It's also why he's deterred by Christian symbols.
* Dracula himself, constantly reinventing himself and shapeshifting to match, is a composite of every portrayal of the Count.
* Dracula himself has dark hair instead of the white he had at the start of the book and some Castlevania games, this can be
* Dracula himself was shown to be this in a flashback to "simpler times", where he happily slaughters a town full of merchants and toys with them; in one instance he beheads a man and treats his blood like it's shampoo. It's a mark of how much Dracula mellowed after meeting Lisa, that he no longer takes any pleasure in bloodshed at all and even starves himself.
* Dracula holds a wine glass in the prologue, which he then violently throws to the floor before he gets up off his throne to fight Richter.
* Dracula II: Ascension, Dracula is revived when his corpse is put in a bathtub full of blood.
* Dracula in Bram Stoker's novel was almost unaffected by sunlight; it limited his
* Dracula introduces himself as "Vlad Dracula Ţepeş", while in the Japanese dub this is "Dracula Vlad Ţepeş", the official order in Japan. The English version of
* Dracula! I really don't have any idea how to find any specific part of the diary! How are we supposed to use it to find clues about the vampire we're hunting?!" He now has no choice but to grant Mina's request to listen to the whole thing and transcribe it on her typewriter.
* Dracula is blonde. Dr Seward makes a reference to her hair lying on her pillow in "sunny ripples", but after she becomes an evil vampire eyewitnesses describe her as having dark hair.
* Dracula is said to be the ancestor of all vampires. Of course, he's also the strongest. Blade's Dracula (AKA Drake) is not only the strongest but is also immune to any vampire weakness and can
* Dracula is said to have been adept in the dark arts due to being trained as a Solomonari, a dark wizard from Eastern European foklore. It's heavily implied that he rose as a vampire in the first place through magic rather than being bitten like all of his victims, and his more famous powers like turning into mist, bats, wolves or summoning storms are likely product of his black magic rather than inherent vampire powers.
* Dracula. Is there nothing he doesn't know about? Could also be seen as a forerunner of the idea of the genius with the funny foreign accent (he's Dutch) as well as a medley of eccentricities.
* Dracula, Jonathan Harker is an englishman exploring Transylvania. His contant commentary on the strange new lands gives him away as a stranger in a strange place
* Dracula keeps the men's morale high and reminds them of why they're fighting.
* Dracula levels of physical and psychic abilities, and being incredibly skilled in

psychic combat as well.
* Dracula Lives!: One tale has a pirate crew venturing inland to loot the (mostly) abandoned Castle Dracula. On their journey there, they go through all the items in the trope name when they attack the village next to the castle, before moving on to the structure itself.
* Dracula Lives! set in the second World War has a bunch of Nazis stationed in Castle Dracula, and finding it to be not as safe as they thought.
* Dracula Lives! stories that are set in past centuries are ignorant to basic vampire weaknesses since many think vampires as nothing but legends. One man learns about them firsthand after stealing Dracula's journal and exploits this fact by selling the information to the villages on his menu.
* Dracula. Lucy's third suitor Jack avoids this. He is more developed, as he works in a mental hospital where the patients sense Dracula's presence and it's he who first notices something wrong with Lucy.
* Dracula, Lucy Westenra briefly wishes that this was an option when she's proposed to by three men in one day.
* Dracula — Despite the repeated stakings and sunlight baskings, this eponymous vampire count just keeps coming back. 80 films since 1921 and that's just the most mainstream ones.
* Dracula, Mina Weston is the equivalent of the novel's Lucy Westenra, while Lucy Seward is the equivalent of the novel's Mina Murray.
* Dracula, notably in the old wing of castle Dracula and in his purchased mansion.
* Dracula novel as having a big, white moustache. This detail has been almost always left out of the television and movie adaptations.
* Dracula of course. Dracula greets Jonathan Harker: "Welcome to my house! Enter freely and of your own will!"
* Dracula (or else his "brides" are), since there are no human servants at the castle.
* Dracula - out of the three vampire brides in Dracula's castle, it's said that the blonde is the leader.
* Dracula portrays the Count as being pestered by his trio of vampire brides. Their interminable nagging is implied to be one of the reasons he leaves Transylvania for England.
* Dracula: Prince of Darkness: Helen, the protagonist's sister in law, tries to attack her two remaining family members upon becoming undead.
* Dracula: Prince of Darkness is defeated when he falls into running water under ice.
* Dracula: Prince of Darkness, the title character is reanimated by having his ashes mixed with blood.
* Dracula, Quincey Morris carries around a large bowie knife as part of his characterization as an American cowboy. Later he's upstaged by Arthur Holmwood, who busts out a kukri from his days in the military.
* Dracula: Ruler of the Night: As in the novel, Lucy goes through gaining fangs and having sharper senses. But here Helsing notices her ears are likewise becoming more misshapen to add to the symptoms. By the time she turns, they're completely pointed. When Mina is bitten, she likewise gains this as an added symptom as well as her normally short hair starting to grow out down her shoulders as a surprisingly increasing rate.
* Dracula: Ruler of the Night: Lucy takes to being a vampire surprisingly well that Dracula comments it feels as if she had been one of his usual brides all along despite being a turned one in the modern time. Likewise; Lucy's mother, Minerva, gives into vampirism pretty fast after being bitten by her daughter, though does gripe a bit on being bitten at an older age.
* Dracula: Ruler of the Night: Unlike the novel, a few kids end up becoming vampires when they wind up playing around a hideout that Dracula and his brides were using after the destruction of Carfax Abby, who were more than happy to have "food" coming to them. Later visiting others in their homes and biting them as well.
* Dracula. Rulership of the principality sometimes changed hands multiple times in

a single year, and some rulers had five or even six separate reigns to their name. Putting an end to that sort of thing was a major reason for some of his more famous atrocities.
* Dracula's absolute best one is if he's beaten by Maria in the PSP remake of
* Dracula's Daughter when the Head of Scotland Yard tells his man-servant that he is going hunting "vampires", to which the latter replies: "But I always understood you went after them with chequebooks, sir."
* Dracula similarly to the Hadoken or any of the destructive sphere Ki attacks from DBZ.
* Dracula's invitation to Jonathan is never brought up again, not even in the form of Jonathan lamenting the irony that he willingly entered the castle, so it might not have been intended to be particularly important. As noted in the intro, the idea that
* Dracula: Soon after his arrival at Castle Dracula, Jonathan Harker observes the building was devoid of mirrors. When Dracula silently comes into Harker's room while he was shaving, Harker notices that Dracula, who is standing behind him, does not appear in the shaving mirror as he should have. The Count reacts violently and flings the mirror out a window. The missing reflection is the first solid evidence of his vampiric nature that Johnathan directly observes.
* Dracula: Sovereign of the Damned, attempted to compress a 70-issue comic into an hour-and-a-half movie. The resulting plot makes very little sense.
* Dracula stage adaptation, Lucy's life, death, undeath, and staking all happen offstage and get reported second-hand, so the woman herself never appears. Two of her suitors, Arthur and Quincy, are dropped entirely, while Seward appears in his capacity as head of the asylum but loses his romantic history. Dracula's brides are also dropped, since the play confines all the action to England and Dracula's castle never appears.
* Dracula stands out as a great example as the mysticism of Eastern Europe is trumped by the science and innovation of an industrialized England.
* Dracula summarizing the previous issue: "Your name is Frank Drake and you are having a bad day. Your girlfriend has just been killed, turned into a vampire, and you had to kill her again (or something like that). You have came to the bridge to commit suicide."
* Dracula team and employs hypnosis on Mina to exploit her connection to Count Dracula to track his movement.
* Dracula television series upgraded Mina Harker from a reasonably smart school teacher to a brilliant medical student who's ahead of her time.
* Dracula that appears only if you rescue Annette (which means you have to save Iris and Terra. Saving Maria is not a requirement). After you beat the 2nd form again, he reverts to his original form but now with 6 demon wings. He then proceeds to fire bats, fireballs, meteors, turn into a wolf, and use his own version of Richter's Hydro Storm. It's a lot harder than it sounds.
* Dracula: The Count comes across as a fairly refined, rich old gentleman before he's revealed as a vampire.
* Dracula, the Count has three vampire brides, and over the course of the novel he tries to recruit two others. It's worth noting that the novel never describes these women are Dracula's "brides," though that seems to be the most common perception. The leader, a blonde, seems most explicitly romantic with Dracula, while the others may actually be the pair's daughters, since they're described as having the same features as Dracula. In any event, they're loyal to the Count, so the trope may well stand.
* Dracula, The Dirty Old Man: the original cut's soundtrack was unusable or damaged, so the producers made a gag dub to salvage their footage.
* Dracula, the eponymous vampire has some very claw like movement with his hands, which makes them appear very long. Frank Langella's hands did not have prosthetics, though.
* Dracula The Musical where the tables, the paintings, the chairs and a bear rug start dancing during Van Helsing's song number.
* Dracula, the only difference it makes is that they lose access to their powers

until they get out of it.
* Dracula: The Series the Count has in his castle because one of them saw how to in a movie. It later turns out the Count only had the trap installed in the first place because he saw the same movie.
* Dracula: the Series would know, and the ad could count as an invitation, which would let him walk right into their house. Dracula saw the ad, but doesn't take them up on it.
* Dracula, the ship that transports the Count to Whitby runs into the docks with its crew missing and the captain's decomposed body lashed to the wheel by his hands, while holding a crucifix.
* Dracula: The Un-Dead can create their own take on Dracula's story, including the creation of sequels. There also some who believe that, given how much the book changed from the original novel, that the book itself also qualifies for the trope in general.
* Dracula the Un-Dead, John Seward, who suspects Elizabeth Bathory of being a vampire, witnesses her bathe in a young woman's blood.
* Dracula! This book's probably been analysed more than there are vampires. Fear of the foreign and foreigners, capitalism and Jewish stereotypes, maternity and acceptance of motherhood (is Mina a strong or weak character?), Christian and Holy Communion, political repression, homosexuality, you name it; it's been analysed. And of course, blood-drinking equals symbolic sex and/or rape. That's a staple of every vampire book now.
* Dracula, this is Johnathan Harker's contribution to hunting the titular vampire. Harker, a business lawyer by trade, is able to trace Dracula directly to his home by studying Dracula's invoices and business correspondence.
* Dracula, though originally as a consultant on abnormal medical phenomenon rather than a vampire hunter. Luckily, he also happens to be the latter, too, and formally initiates his 5 new friends into a team of vampire busters.
* Dracula time afterward. By the end of his stay, not only is Jonathan a psychological wreck, but he's practically become nocturnal to match the Count's own sleeping habits.
* Dracula to help humans defend themselves. It was so effective the Black Court was hunted to near extinction.
* Dracula. To increase the spooky atmosphere, the hotel's grounds included a genuine local graveyard.
* Dracula TV show reimagined Lucy as a lesbian with a secret crush on her best friend Mina.
* Dracula: Two of Dracula's vampire brides are brunettes and Lucy, when she turns, has her hair color change from blonde to brunette as a sign of her corruption. Naturally, being undead, they all have pale skins.
* Dracula Unbound, the extinction of the dinosaurs was triggered by a nuclear bomb set off by time-travelers in order to wipe out a nest of vampires, which evolved from pterosaurs.
* Dracula. Unfortunately, he has promised Mavis to let her leave the castle on her 118th birthday, and that day is here.
* Dracula. Unfortunately, he's forced to block the link himself when he realizes that, if he can spy on the heroes through Mina, Mina can spy on him and share information with the rest of the heroes, which is how she eventually leads them to him.
* Dracula Unleashed which it purports to be a sequel towards. In the book, Dracula claimed Lucy Westenra as his first victim and was on his way to claiming Mina Murray, Jonathan Harker's fiancée. In the game, Dracula claims Juliet Adams as his first victim and is on his way to claiming Annisette Bowen, Alexander Morris's fiancée. Once Alexander meets Professor Van Helsing and they begin to take the situation seriously, the characters even note how closely events are resembling their previous encounter with the Count.
* Dracula Untold by fighting the superpowered vampire hero personally in the climax.
* Dracula Untold. Contrarily, if Vlad even has an army, it is never seen.

* Dracula Untold explores the origin story of the man who became the legendary vampire, Count Dracula.
* Dracula Untold: Happens early in, when the cave is about to be searched. This doesn't scare the searchers very much, and mostly serves to startle the audience.
* Dracula Untold has Dracula do this a few times by the end. Most notably, his final fight with Sultan Mehmed II is in a room full of Silver Coins, which Mehmed arranged specifically to weaken him after hearing of his demonic abilities. The effect leaves him in crippling pain and casts a blinding light, but despite this he's able to outfight the Sultan and save himself from being staked. Later, he resists the burning sunlight long enough to have a final goodbye with his son.
* Dracula Untold, pure silver is one of the weaknesses of vampires, and it appears that light glints off of them in such a way that it also makes it hard for the vampires to see. Sultan Mehmet takes advantage of this by personally fighting Dracula in a room covered in silver coins.
* Dracula Untold shows how Vlad III was before he was a vampire and his transition into the legendary Count Dracula.
* Dracula Untold, the Elder Vampire is completely upfront about the consequences that will occur once Vlad becomes a vampire and if he gives in to his bloodlust.
* Dracula Untold thermographic vision, showing a forest's trees as vague gray silhouettes that sharpen into clarity with every ultrasound-burst, while glowing-red images of warm-bodied soldiers duck and weave among them.
* Dracula Untold, vampires have the standard array of weaknesses: silver, sunlight, wooden stakes, and crosses. Also played with a bit. Crosses only work on permanent vampires, the ones that have fed on humans. Those like Vlad, who will turn back in three days, are unaffected. Stakes, on the other hand, are not only effective but ridiculously so; when Mehmet goes after Vlad with a stake, his armor actually evaporates around it so the stake will hit flesh.
* Dracula Untold. Vlad becomes nearly unbeatable, but faces the drawbacks of being a vampire. It is still better than your entire population being wiped out.
* Dracula Untold, Vlad Dracula's battle against the Ottomans probably is to take the place of a real historical battle where Vlad III launched a surprise attack on the Ottomans in a narrow pass of the Carpathian Mountains.
* Dracula Untold, Vlad invokes this as he walks toward the Ottoman army surrounded by a lightning storm with the Ottomans looking on in horror.
* Dracula Untold, Vlad invokes this when he drops his bat army right on top of the Ottomans.
* Dracula Untold, Vlad's abilities after he becomes a vampire are extremely powerful, being able to curbstomp entire armies in a single battle, but comes at the price of him having blood thirst and being an abomination in the sight of God and man, causing his allies to turn against him.
* Dracula Untold, Vlad's Armor features a bright red cape that he wears during his climb to the Elder Vampire's Tomb.
* Dracula Untold: Vlad's supernatural powers that he needs to defeat his enemies comes at the cost of his humanity.
* Dracula Untold: While he wears exclusively black and red as part of his costumes and earned a sinister reputation as "Lord Impaler", he shows shame for his previous actions and uses his powers to defend his family and his people.
* Dracula Untold, who is a genuinely heroic figure in the most straightforward way — motivated to protect his family and save his kingdom by becoming a vampire.
* Dracula uses this trope for exposition in one chapter, and somewhat unusually the result bears a passing resemblance to a genuine ship's log of the period; remarks about the increasingly weird goings-on aboard the ship initially take a back seat to everyday stuff like position, condition of the ship and provisions etc.
* Dracula, Van Helsing observes that Dracula is not reflected in the mirrored lid of a box, and shows it to the Count, who dramatically slaps it away.
* Dracula vs. Frankenstein, Groton uses a double-bitted felling axe to kill his victims.
* Dracula vs. Frankenstein. Ken Strickfaden, who had designed all the electrical gadgetry in that film, supplied the equipment.

* Dracula vs. Frankenstein mad scientist Dr. Durea, the last descendant of the original Dr. Frankenstein, takes to murdering young girls for experimentation in hopes of perfecting a blood serum of his own creation with help from his mute, simple-minded assistant Groton. Durea hopes the serum will heal his crippled legs and cure Groton of his condition.
* Dracula vs. Frankenstein when he is abducting the girl in Lover's lane, but their shots have no effect on the creature.
* Dracula vs. Frankenstein, with Russ Tamblyn and other "bikers" reprising their parts from that film. However, not long after filming began, it was decided to turn it into a horror film instead of a biker picture and much of the footage with Tamblyn and other actors from the first film was cut out. They were unable to cut them completely out of the movie, though, which is why Tamblyn and his biker gang seem to be wandering in and out of the film, with no connection to the story line and with not much to do.
* Dracula vs. King Arthur ends with the Knights of the Round Table dead and Camelot in ruins after the war with Dracula. Arthur knew well before going into battle this was going to happen. And as a final request, rather then rebuilding the kingdom, that Excalibur and the Holy Grail be returned to the Lady of the Lake in hopes of his kingdom's subjects making their own future.
* Dracula went to gypsies sometime in the 1800s and traded vampire secrets for protection from a few vampire weaknesses. Such as now he cannot be killed by a stake through the heart.
* Dracula when Helsing shows the men first hand of Lucy's undead form after she "dies" and seeing she's more monster than human. He forces her fiancee Arthur to do it claiming a loved one should set her soul free.
* Dracula when Lucy, now a vampire, starts luring away and feeding on children. While she doesn't fully drain them due to numerous circumstances, the bites are still infecting them with vampirism. Van Helsing noted if they hadn't stopped her, the children would've died as she did and sprouted fangs of their own.
* Dracula: When Van Helsing opens Lucy's coffin, revealing it empty, to try to prove to Dr. Seward that she's now a vampire:
* Dracula where the titular vampire pleads with Mina for her not to go to Jonathan and instead stay with him.
* Dracula which handed vanilla humanity extensive knowledge of the Black Court's abilities and weaknesses. Within a few decades most of them were wiped out.
* Dracula, whose direction by George Melford is widely reckoned to be superior to Tom Browning's direction of the English version.
* Dracula Wiki: focuses on the novel as well as movies and the recent TV series.
* Dracula will be surprised to see the title character walking around in daylight.
* Dracula X: Rondo of Blood, Stage 2 presents Richter with the unstoppable Behemoth, an enormous bull-like creature which will break through the outer wall and chase him relentlessly until he reaches a door to a different section. It's also present in the Super NES version, in Stage 1 instead.
* Dracule "Hawkeye" Mihawk is the best swordsman in-universe. He could, upon introduction, effortlessly hold off the previously unstoppable
* Dracule "Hawk Eye" Mihawk kicks Zoro and his three sword technique's butt with a 4-inch manicure knife.
* Dracule "Hawk-Eye" Mihawk zig-zags this. He's the best swordsman in the world and doesn't shy from telling his opponents how
* Dracule Mihawk averts this trope. He takes surprising news in stride, such as Sengoku revealing the identity of Luffy's father. Most of the people around him are dumbfounded by the news. Mihawk's reaction?
* Dracule Mihawk, the world's greatest swordsman, trains Zoro, who wants to eventually defeat Mihawk himself to claim the title of the strongest swordsman in the world.
* Draculetta, although it was a CG effect rather than something physically there for the live audience.
* Draenei, being lawful but exotic, spice these with double vowels. "Maraad", "Iduuna", "Dornaa".

* Draenei who had recently crashed on Azeroth and never encountered any of the local races still understand Common enough to communicate with humans, night elves, and dwarves before even leaving their starting zone.
* Draenor: The warm plains of Nagrand to the south, the snow-covered Frostfire Ridge just to the north.
* Draft Day — The general manager of the Cleveland Browns tries to make a big splash in the NFL Draft.
* Draft Day a few times. The Redskins once attached a hundred dollar bill on the back of the playbook in order to test if quarterbacks actually read the playbook. All of them found the money or admitted they didn't read the playbook. Bo stayed with his story that there was no money.
* Draft Day centers around the 2014 NFL Draft. It was released in 2014, before the draft. In the real NFL draft, some people actually referred to this movie.
* Draft Day is the character closest to an antagonist. However, he was just doing business. The real conflict in this movie is about making the right choices in a stressful time.
* Draft Day starts 12 hours before the 2014 NFL draft and ends after the first round picks (ignoring the epilogue).
* Draft Day to move up from #7 to #6. For those keeping score, that means Seattle inexplicably traded back from #1 to #6 for nothing at all.
* Draft Dodging by pretending to be insane, but the other princes called his bluff. Thetis tried to get her son Achilles out of it by dressing him in drag.
* Draft DodgingHippies were famously anti-war, a lot of their protests being in active defiance against the draft board.
* Draft Dodging. However, should things go horribly wrong in some way or another, just about all of those countries would reinstate drafting or conscription.
* Draft Dodging in countries which still have such laws on the books and enforce them, is usually a crime punishable by prison time or worse (unless the draft dodger, or conscientious objector, can make a good enough excuse that the state finds acceptable).
* Draft Dodging non-enlisted men were shamed with a white feather campaign.
* Draft Dodging: Someone refuses to follow draft laws which compel them to enlist in the military, whether out of moral/political/religious beliefs or for more personal (self-serving) reasons.
* Drafted is about aliens forcibly conscripting humans in an interstellar war.
* Draftee Daffy to serve the notice. Related to the above, at one point Daffy tries to escape by buying a plane ticket only to be met with "Is this trip REALLY necessary?"
* Draftee Daffy", when Daffy gets a call saying that the man from the draft board is coming to see him.
* Draftee Daffy, where Daffy was trying to evade "that dope from the draft board". Daffy's approach is simply to run and hide from anyone trying to draft him until the drafts stop. Unfortunately, the person trying to give him the draft card, the aptly named "Little Man from the Draft Board", is about as persistent as Droopy.
* Draft horses, which are defined by their larger, more muscular build and ability to pull heavier loads (i.e. carriages) than other horse breeds. However, their average speeds are well below that across all breeds.
* Drafting of civilians during war time is a very old tradition, but the quality of the recruits is very variable, and post traumatic stress disorder or "shell shock" is very common if the fighting soldiers are forced into service.
* Draft systems often encourage losing. Teams choose players in reverse order of their record — the team with the worst record picks first, and the champions pick last. The idea is to allow struggling teams a way to restock and compete again. The problem is that this encourages "tanking", a process in which teams that are clearly not going to be contending for a title will lose on purpose in order to get better draft positions. Some leagues (most notably the NBA and NHL) use a "draft lottery" system which gives the not-quite-the-worst teams a chance to win a higher pick, but the winner will still likely be a terrible team. Sports analysts have pointed out that

* Dragaera 150,000 years before the start of the story, with all trace of the old technology long gone, making the use of the trope nothing more than a bit of flavoring.
* Dragaera. Admittedly, she was a dragon at the time, a form in which she's unlikely to be underestimated, but still.
* Dragaera all destroy the soul of the victim upon entry, making revivification impossible, and also making it impossible for the victim to travel the Paths of The Dead to the afterworld. (Assuming the victim has a means of both suiciding and entirely disassociating their soul from their body before contact — a never certain process, aside from its obvious drawbacks — they damage the corpse as an ordinary weapon of their type.)
* Dragaera and has gotten himself in a lot of trouble with such screw-ups as accidentally destroying a sorceress's soul in the process of blocking something nasty she threw at him.
* Dragaera, and in general, major characters are developed outside of their hat, or even contradict it.
* Dragaera and military nerd. She's about 200,000 years old (the average Dragaeran lives to about 2000), counting the years after her death.
* Dragaera and then hits "phase three" in the third book when they start to develop serious differences and slowly fall apart.
* Dragaera are sailors, which makes them the most prominent traders and businessmen of the Dragaeran Empire. Contrary to the usual trope, Orca are also known for their ferocity. Those who are not sailing or managing a trading empire often get work as cheap muscle.
* Dragaera are sensory structures that detect other creatures' psychic energies.
* Dragaera averts this — it's an epithet, bestowed either because of the number of people he "sent to Greymist Valley" (i.e., killed) or because he used a gray mist to facilitate his most famous assassination, depending on whether you believe Vlad Taltos or Paarfi.
* Dragaera been immensely more lethal than he is. It's practically routine for him to get knocked out in the first exchange of blows/spells, yet still be the one who can think outside the box and solve the dilemma that's got Morrolan and Aliera stumped. Plus, versatility simply comes with the territory when you're a multiclassed witch/assassin/mob boss/sorcerer/smartass.
* Dragaera books, everything related to the Dragaeran Empire comes in 17, or in powers of 17. All novels in the series have 17 or 34 chapters, a custom that began by accident.
* Dragaera books, Morganti weapons have a cold, low-level intelligence that hungers to consume souls. The blades are so awful that they even unsettle their bearer. However, the most powerful Morganti weapons are called Great Weapons, and have a more developed intelligence that can be controlled, leading to a symbiotic relationship.
* Dragaera books, with a dagger in the off-hand. Eastern-style fencing, on the other hand, involves using a single light rapier and turning your body sideways.
* Dragaera clarifies that a man from "very far East" (presumably Brust) met Vlad through Sethra Lavode, who met him through the Necromancer, and offered 500 Imperials of unminted gold for a few hours of conversation.
* Dragaera contains almost all organized crime in the Dragaeran Empire, including assassinations, illegal goods, untaxed gambling and lending, and thievery and selling stolen goods.
* Dragaera different to different people. When she speaks, each witness hears her say something that's relevant to them.
* Dragaera distant realm (implied to be our own Earth) who has consulted with in-Verse characters about their stories or their world's history. This mysterious writer is referenced only by the initials "SZB".
* Dragaera ("Dragaerans") refer to themselves as human and the other group as the alternate name. In some places outside of the Dragaeran Empire, humans call Dragaerans "elfs," and Dragaerans call humans "dwarfs."
* Dragaera Dragaerans, who while worshipped by humans are treated

casually/disdainfully by members of that race. In fact, one of the main Dragaeran characters is the daughter of the major goddess of the pantheon worshipped by humans.
* Dragaera. Fans of the series have sometimes attempted to reproduce the recipes as well, albeit with substitutions for things like goslingroot or rednuts.
* Dragaera features two varieties in Dragaeran culture: the Dragons are militaristic and lust for conquest. The Dzur are self-styled heroes who lust for glory.
* Dragaera) from coming back and enslaving the world to experiment on it again.
* Dragaera had Discreets, who are something like therapists crossed with advisers. Too bad Adron's Disaster killed all of them except Pel.
* Dragaera has higher gravity than Vlad and his friends are used to. Only an implication, because it's unclear whether the prison-world in question is the Jenoine's native habitat, or if its higher gravity is just a coincidence.
* Dragaera has sorcerous teleporation blocks, which can be configured to either only keep people from teleporting in, or to prevent teleportation both ways. The blocks are always placed over battlefields, to prevent teleportation from being used in war.
* Dragaera has the court wizard as a minor character and he is similarly described as always smiling creepily and chuckling in a questionably sane manner.
* Dragaera, he visits an alternate dimension where the sky is very different from normal.
* Dragaera. Humans in the setting sometimes call them faerie or elves, and on one occasion, a Dragaeran refers to humans as dwarves.
* Dragaera if she ever wanted to. He's also good friends with Aliera and Morrolan, who are some of the most powerful Dragaerans in the Empire.
* Dragaera in the timeline is uncertain; unlike the two others, it takes place outside the Empire.
* Dragaera, it's a relatively simple process to become "revivified" after death. It's fairly expensive, however, and some circumstances can make it impossible. Assassinations among the Jhereg criminal organization often do not take. In the first novel, Vlad even claims that someone might be assassinated as a warning to back off, though this level of cheapness is not carried over into subsequent novels.
* Dragaera members have strengths that allow it to supplant the previous one, and weaknesses which will eventually allow its successor to claim the Imperial throne in turn.
* Dragaera novels, a barricade assembled by Easterners to seal off South Adrilankha incorporates all sorts of furnishings, including a kitchen washbasin. Actual sinks haven't been invented yet.
* Dragaera novels, a Dragaeran week is 5 days. Humans/Easterners still use seven-day weeks, and even fortnights (14 days), which Vlad (raised in Dragaera) thinks is a really weird period of time to have a name for because it is "...one day shorter than three weeks."
* Dragaera novels are set in an empire governed in accordance with the Cycle, a system by which each of the 17 Houses rules in turn. The compiled editions of the Vlad Taltos books open with an in-universe poem to illustrate this, that gives every House a line in order, both starting and ending with the House of the Phoenix.
* Dragaera novels. Dragaerans average about a foot taller than normal humans (or "Easterners", as they call them) and are stronger in spite of rarely having visibly muscular builds.
* Dragaera novels, every floating castle in the Dragaeran Empire fell out of the sky when sorcery stopped working at the beginning of the Interregnum.
* Dragaera novels have been reprinted in omnibus editions, with two or three novels to a book.
* Dragaera novels, is occasionally shocked when a Dragaeran despises him for being a Jhereg, as opposed to being an Easterner.
* Dragaera novels, the 17 Dragaeran Houses or the members of same are referred to

by the capitalized names of their associated heraldic animals - Jhereg, Dragon, Teckla, etc - whereas the animals' names are left uncapitalized. Thus, a Dzur might be commended for hunting down a rogue dzur by an official of House Dzur.
* Dragaera novels, the loss of the Orb in Adron's Disaster caused the Dragaeran Empire to collapse into anarchy, its government shattered and its populace ravaged by plague, invasion, and catastrophe. Only the return of Zerika from the Paths of the Dead, bearing the re-created Orb, re-started the Cycle and restored sorcery and order to the Empire.
* Dragaera novels use "in the Xth year of the reign of Empress Zerika" (or whoever's on the throne). For more formal dating, they also have a more complicated system of Great Cycles, Cycles, Reigns, Phases, Turns, and Years; each (save "reign") is exactly 17 of the next stage down, and the entire calendar starts with the formation of the empire. Weeks are five days.
* Dragaera novels, Vlad Taltos and other Jhereg assassins carry a wide variety of weapons hidden about their persons. Vlad carries a sword, a magical chain, a garrote and selection of knives.
* Dragaera novels, where Dragaerans conform to some of the Animal Stereotypes of their respective Houses: Orca are aggressive and predatory, Yendi (snakes) are sneaky and treacherous, Teckla (mice) are timid and victimized, etc.
* Dragaera novels written by Steven Brust, Easterners, who are identical to real-world humans, are sometimes called "dwarfs" by the tall, elf-like Dragaerans. Easterner society is based on medieval Eastern Europe rather than anything resembling Celtic or Nordic. The Serioli come a bit closer, living underground and forging powerful magical weapons, but are otherwise completely different.
* Dragaerans also lump all alcoholic drinks derived from fruit together as "wine", even if they're created via an entirely different process. In one of the novels narrated by a Dragaeran author, the word "brandy" appears
* Dragaerans of Steven Brust's novels live for about 2000 years. Brust does address a side effect of this, however: they take over a hundred years to reach maturity.
* Dragaera of Vlad calling for Kragar to come into the room, only for Kragar to announce that he's been standing right next to him the whole time. In one instance, Vlad's wife accidentally sits down on him. In a later book, Vlad takes great pleasure in finally pulling this on Kragar.
* Dragaera: Played straight and then undone, insofar as sorcery goes away during the Interregnum and then comes back when the Imperial Orb is retrieved.
* Dragaera religion which is mainly popular with the humans of this setting.
* Dragaera series everyone admits the existence of gods, but dragaerians (elves) are nay-theists to those gods, while the human race sincerely worships the same beings.
* Dragaera series finds himself in this situation after a few books in the series.
* Dragaera series is so utterly forgettable that he can be standing in the room and no-one will notice him, and will forget he's there minutes after speaking to him, even if he hasn't moved.
* Dragaera series renders this attitude by having both Dragaerans (elves, more or less) and Easterners (humans, apparently), refer to themselves as "humans", and considering the other group not humans.
* Dragaera series reveals in passing that the ocean is orange, although it's unclear if this applies to the whole thing or just the portion that's blanketed by the Overcast.
* Dragaera series, the culture of the Dragaerans is like this, with women being just as likely to be pugnacious brawlers as the men. There is some slight amount of gender bias that occasionally pops up, such as when two female Dragaeran warriors ponder whether a male Dragaeran could possibly be attracted to a woman who could defeat him in a fight, but they eventually decide that it wouldn't matter. On the other hand, the human Easterners, who are based on real-world medieval Hungarians, tend to have a more real-world bias on gender roles.
* Dragaera started a trend in literary criticism which believes that meaningful works were meant to have obscure language and lots of symbolism and anything well-plotted was not in this category.

* Dragaera story "The Desecrator", in which desecrator is the Dragaeran term for archaeologist, but the job has the typical fantasy cast of raiding ancient structures for treasure and having to fend off magical barriers.
* Dragaera. The Imperial Orb acts as a video camera, a literal magical database, and a public utility.
* Dragaera, the knife is often the preferred weapon of Jhereg assassins, such as Vlad Taltos, who keeps a small arsenal of them hidden about his person. He uses quite a bit of throwing knives, but they're mostly useful as distractions: they hit hilt first, make the other guy flinch, or just make a minor wound. His wife Cawti is a fellow assassin who is known as "The Dagger of the Jhereg".
* Dragaera, the main cast meet Mica when he becomes the victim of one of these.
* Dragaera. There are a number of the Jhereg assassins throughout the stories, including the legendary Mario.
* Dragaera: The Vlad Taltos series chronicles the adventures of a mobster/assassin in a fantasy world.
* Dragaera thinks he just wears it to look cool, and frankly, he's probably right.
* Dragaera: This is essentially how Vlad Taltos got to know Cawti. After learning who she was on their second meeting (their first meeting being an attempt on his life by Cawti), he climbed directly into her bed.
* Dragaera threw her headgear, the badge of rank for the commander-in-chief of the Dragaeran Empire, to the opposing army without any effort to fight them. She then turned to her troops and said, "The enemy has acquired one of the sacred relics of the Empire. Let us go and retrieve it." And her troops fight ferociously to recapture it.
* Dragaera to claim the Orb, sorcery comes back online considerably more powerful than it was before, thanks to the Gods making some improvements during the downtime.
* Dragaera to non-biologically-speaking-hawk birds of prey (i.e. Shrikes, Falcons, Ravens, Keas...)
* Dragaera type statement, since Dragaerans have no facial hair. The badass factor comes from him spending about ten years as an assassin and mob boss before leaving the Organization.
* Dragaera universe. In one memorable instance, there is a reference to characters eating "the house bread" with some kind of fish spread. In modern terms, this is bagels and lox cream cheese.
* Dragaera: Various flying castles. All of them fell out of the sky during the Interregnum, since they depended on sorcery powered by the then-unavailable Imperial Orb, but Castle Black was later raised again.
* Dragaera, when Vlad awakens in Castle Black after he's been beaten up. Even his complaint about how no one's letting him complete a sentence is interrupted.
* Dragaera will go off to slay her, and none of these people are ever heard from again...
* Dragalia Lost: Alberia is a kingdom dominated by dragons, with its royal family sworn to pacts with several dragons.
* Dragalia Lost and all manner of badassery to the invaders... and actual presents to the villagers and surrendering soldiers.
* Dragalia Lost. And since the Dyrenell Empire has neither the responsibility nor desire to cede any of its lands, his new nation can only survive through forcible annexation of existing lands and villages and is thus inherently a declaration of war. Euden reconciles this by only targeting towns and villages already in active rebellion against the empire for liberation, but he nonetheless develops a reputation as a seditious terrorist.
* Dragalia Lost comers, and then immediately flirting with Prometheus.
* Dragalia Lost has this in the Light Agito boss, Kai Yan. He's introduced killing everyone in a mixed-race village, believing racial harmony makes people weak and that only one race will be the strongest, contrasting his enemy Luca who believes in racial harmony.
* Dragalia Lost has Vice as an inversion of this trope. He's an assassin who wants to put his skills to use for Euden, but he gets denied and relegated to the

kitchen.
* Dragalia Lost: Most of the English voice cast are Canadian voice actors.
* Dragalia Lost reached its second anniversary, firearms were introduced as a new weapon type. However, to keep with the fantasy RPG setting, they go by the name of "manacasters", and they fire mana bullets.
* Dragalia Lost), the majority of the characters credited are credited with pseudonymous names.
* Dragamonz always shout what type of attack they will use on their oppenent before they strike.
* Dragamonz: The main characters are all dragon-like creatures who call themselves Dragamons.
* Dr. Agasa, Yusaku and Yukiko Kudo, Phantom Thief Kid (dubiously canon), Heiji Hattori, Ai Haibara, Vermouth, Eisuke Hondo, and much later
* Dragged by the Collar: A stubborn character gets dragged away by their collar.
* Dragged Off to Hell: A character ends up carried to Hell against their wishes
* Dragged Off to Hell: A person gets dragged to Hell against their will.
* Dragged Off to Hell: A person is carried off to Hell against their wishes.
* dragged out to his death lone guard leaning over a railing with his back to the door, who can be taken down quietly without any of the guards downstairs or in the adjoining rooms noticing.
* dragging you off to Hell he gets the Tensho Kairekijin (Demon Armageddon), where he kicks the opponent into the air, then propels himself via Hurricane Kick into the air, and impales his foot into the enemy's chest as his symbol flashes in the background. Then he cuts through them anime style.
* Drag Me to Hell. Christine is clearly from humbler roots than wealthy Clay and the whole plot is caused in part because she wants a promotion to measure up to his family.
* Drag Me to Hell is that the effects of the curse are all in the protagonist's head, possibly out of guilt for not helping the old women who cursed her.
* Drag Me to Hell, it manages to also be hilarious at times (sometimes at the same time even).
* Drag Me to Hell, "Maybe she was a little over punished. I wouldn't have been as harsh personally." But this also showed how she is relatable because Raimi himself is flawed like her — "I wish I had more noble problems. She’s such an awful character, it's really embarrassing. That’s how writers work I think."
* Drag Me to Hell might as well have been called Cat Scares: The Movie. A good majority of the spooks are Lamia making jump scares to tell Christine it's coming to get her.
* Drag Me to Hell. She is a Roma who places curses on those who wronged her.
* Dr. Agnes Jurati acknowledges that she's a terrible liar, which is why she told Commodore Oh everything about her conversations with Jean-Luc Picard while she was being interrogated.
* Dr. Agnes Jurati, a human, listens to Kasseelian opera during her lunch break before Commodore Oh approaches her.
* Dragnet a carpenter's pencil mark, but a trace from the bullet. It had pushed the shelf up just enough to hide the bullet hole
* Dragnet: All episodes of the 1950s and 1960s versions were directed by Jack Webb.
* Dragnet also included the disclaimer that everything was based on true events, which is a trifle funny when the episode revolved around Jim's inability to tell jokes or Friday and Gannon's weekend sleepover.
* Dragnet, a white supremacist steals dynamite from a construction site and plans to use it to blow up an integrated elementary school during school hours. Sgt. Friday and Officer Gannon must use trickery to find the TNT.
* Dragnet: Bill Gannon says it's the first time in years on the job, that he's gonna be sick. This comes after seeing the body of an infant who drowned in the bathtub because his parents were in another room in the house getting stoned.
* Dragnet claimed: "The story you are about to hear is true. The names have been changed to protect the innocent" at the start of every show. Jack Webb took great pains to be realistic, down to counting the number of footsteps to go from one

place to another in the LAPD police station. The shows WERE based on actual events.
* Dragnet, died as well. Romero wasn't killed in the line of duty but rather died at home of a heart attack. The cast responds to his death and spends the next several episodes grieving.
* Dragnet episode. Friday walks in on an attempted robbery at a self-service laundromat and exchanges gunfire with the thief, wounding him. Things turn bad, though, when the thief turns up dead, the slug from his gun isn't found, there are no independent witnesses, and his accomplice lies that Friday fired the only shot. Throughout, Friday is tense and worried, but isn't hostile towards the IAB officers or the review board, both of whom are sympathetic but professional. In the end, the IAB detectives find the missing slug, leading to a memorable epilogue: Friday, himself, on camera as the narrator reveals the result ("Sgt. Joe Friday: Returned to Duty").
* Dragnet episode that crossed over when Friday and Gannon were investigating a claim that a patrolman struck someone who was drunk and verbally abusive. Reed and Malloy were the other unit that responded, and were interviewed. Everyone involved is given a chance to explain, and in the end the patrolman is suspended for overreacting.
* Dragnet episode "The Bank Jobs," a woman tells the protagonists how criminals forced her at gunpoint to help rob a bank. At the end she says, "I had three options: start screaming, faint, or have a drink. This is my fourth."
* Dragnet episode "The Little Victim," the titular infant is beaten by his father. His mother claims he escaped from the apartment and fell downstairs. No one at the hospital is convinced, especially after they see the X-rays showing his bones have been broken before.
* Dragnet episode "The Little Victim," the titular infant's abusive father is jailed, and the mother divorces him to protect her son. Until a year later, when the father gets out of jail and pays his ex-wife a visit. She's so lonely that she lets him in. This time he beats his son to death.
* Dragnet episode. While the speech Sgt. Friday gives upon learning this covers most of the potential reasons that this trope would be invoked, he leaves out the "long nights of waiting" reason which was later covered in the first episode of the 1970 Season.
* Dragnet everywhere he goes and expects the cops to respect his sense of superiority.
* Dragnet. Explained in several episodes that they were "on loan" or "helping out" due to too much work.
* Dragnet featured an episode in which a jury acquitted a (guilty) man because a witness could not identify the man himself but only describe what he was wearing. They did this despite expert testimony that the probability of two people wearing identical outfits was very low. The 'not guilty' verdict prompts the Judge to lecture the jury on what idiots they are for a good five minutes. (The rest of the episode involved the police arresting him for a new crime with definite proof it was him.)
* Dragnet featured breaks with Jack Webb (the actor who played Joe Friday) advertising for Fatima Cigarettes.
* Dragnet features an LAPD vehicle which is a cross between a battering ram and a tank.
* Dragnet, Friday assaults the bad guys' headquarters with the police version of this; instead of a gun, the tank sports a battering ram with a smiley-face on it.
* Dragnet got in on it at least once as well, in an episode showing the police application process of the time. Friday and Gannon were suspicious of one applicant with a 6-month gap in his background history, and it was discovered he'd been kicked off another town's sheriff force for police brutality.
* Dragnet had an ep where Sgt. Friday had to prove he didn't make a mistake about a robber having a gun when he shot him.
* Dragnet had an interrogated suspect flip off Friday and his partner, Pep Streebeck. Friday leaves to get coffee, Streebeck then teaches the thug a lesson in manners.

* Dragnet had it once or twice. One episode involved a bookmaker destroying his paper trail, which was written on flash paper, a quick burning type of paper. Friday luckily stopped him before it all went up in flames.
* Dragnet have been used by police academies to teach proper procedure. Right down to always wearing a seat belt while in a patrol car.
* Dragnet have both used this on occasion to find victims, such as potential suicide cases who've called somewher and got disconnected.
* Dragnet: He's an anal retentive stiff! He's his chatty partner! They Fight Crime!
* Dragnet in Los Angeles. I was entering the precinct when [CASE]…'
* Dragnet). Interestingly, Harry Morgan reprises his original role as Bill Gannon in the film, now as a captain.
* Dragnet is making a Spanish omelette as he and Joe Friday discuss the armed robbers they are hunting. Romero is particular about how to cook the onions and tomatoes for the omelette. He actually makes a nice looking omelette. Too bad the robbers have just struck again. At the end, when the last thug has been chased down and arrested, Joe and Ben go to a nearby cafe to call it in. Ben says that they are going to have to return. The cook is making a Spanish omelette exactly the right way.
* Dragnet. Joe Friday sweet-talks some reporters into holding off on running the story for about a day so his investigation isn't adversely affected.
* Dragnet LAPD badge, and its badge number (714) is officially assigned to the fictional detective. The badge number was retired when his actor, Jack Webb died, and he was buried with a replica of it.
* Dragnet loony fan. Stanley Stover has had a very hard childhood of paternal abandonment and constant bullying all through school. At a young age, superhero comics and movies offered escape, and he came to identify with these superheroes completely. He had been stealing memorabilia since late grade school, but at twenty-three, he felt driven to accelerate the pace of his thefts. By this time, he was also dressing as his own secret identity, the Crimson Crusader. At the end of the episode, it was revealed that while on probation he received psychiatric help.
* Dragnet managed to avoid this trope by rotating Joe Friday and his various partners through all divisions of the LAPD. As a result, they proved it was possible to craft a compelling half-hour of television about a hunt for a shoplifter.
* Dragnet — most episodes where Friday and his partner are in the Bunco department that don't involve forgery involve cons.
* Dragnet movie, Joe Friday and Pep Streebeck infiltrate a P.A.G.A.N ritual with thousands of attendees, a fleet of stolen public vehicles, a giant television screen, and a huge pit with a giant snake inside of it. After they escape by the skin of their teeth, they go back there with their boss... and there's absolutely no trace of anything there.
* Dragnet movie, when the PAGAN cult's full name is shown for the first time.
* Dragnet now on the take, whom Friday makes to read himself his own Miranda rights.
* Dragnet on a captured mook. This works at first, but when the perp tries to clam up again, Pep comments that "some donuts would go real nice with this coffee".
* Dragnet: One episode has Friday and Gannon going undercover to investigate a solicitation to murder. It turns out that the husband who wants his alcoholic wife eliminated plans to shoot the hit man and make it look like self-defense.
* Dragnet radio dramas (as well as the later remakes), Sergeant Joe Friday sometimes trades his shining armor for sour mail when exposed to particularly bad cases of social decay.
* Dragnet radio series had an episode where Friday gives the same speech as in the '60s TV series above about why police go after cop killers so hard. It may have adapted the same case.
* Dragnet refused to shy away from such cases, featuring several investigations of murdered children- even toddlers and infants.
* Dragnet regularly plays with this, often to underscore the tedium of a stakeout. One instance in episode 16 has an extended diversion of Friday badly explaining a

card game to his partner; another has Friday and his partner discussing the best way to buy 100 chickens.
* Dragnet, Sgt Joe Friday reveals his birthday is April 2nd, which is also Jack Webb's birthday.
* Dragnet still have devoted followings 40 to 60 (for "Dragnet") years later and Joe Friday is still an iconic character today.
* Dragnet, stolen police cars and PAGAN cult members disguised as officers are used to keep the locals away from the site where the Virgin Connie Swayle is due to be sacrificed.
* Dragnet, the idea was to present police work as realistically as possible. So, the characters used accurate police terminology and codes without providing explanations for the audience. In most cases, listeners caught onto what was being said in context. This was carried over into the TV series.
* Dragnet. The victims give conflicting descriptions about the dog's size, color, etc. Justified of course: the actual crook had multiple trained dogs.
* Dragnet. To paraphrase, if someone's willing to kill a cop, would they hesitate to kill a civilian?
* Dragnet TV series as Joe Friday and his partner attempt to question a hard-of-hearing witness.
* Dragnet used it. In one episode, a woman's house was burglarized by a small time petty thief. She seized on that to say her jade collection had been stolen, but she'd really sold the jade and was hoping to collect the insurance money.
* Dragnet uses this in the opening narration: "You're a Detective Sergeant working out of Robbery Division..."
* Dragnet, usually as an illegal bookmaking operation or a "floating" poker game that Friday and Gannon had to bust while working in Administrative Vice.
* Dragnet was backed very heavily by the Los Angeles Police Department, and many off-duty officers became extras. Rather than let the producers of the show make mock-ups of the LAPD's distinctive shield-shaped badges, the two main characters were allowed to borrow genuine ones that were brought to the set every day by a police adviser. Reportedly, Joe Friday even had a working phone number. When Jack Webb, the actor who played Sgt. Joe Friday died, the badge number he used, 714, was retired from the LAPD, and is now buried with him.
* Dragnet was based on actual events and was made with as much realism as possible.
* Dragnet was on the air, so many people came to the LAPD asking to meet Joe Friday that the desk people took to telling them it was Joe's day off. Jack Webb did get an LAPD funeral, though, and Friday's badge 714 was retired.
* Dragnet when Friday and Gannon find a neglected baby drowned in a bathtub.
* Dragnet where a detective had pocketed a bag of marijuana at a scene and hadn't yet checked it into evidence. Ginger, the pot-sniffing dog, smelled it and kept nosing at the guy's pocket until Friday pulled out the bag.
* Dragnet. While there is Fifties conformity scattered throughout the series, the show is not completely clean, showing the ugly side of society as they solve each week's crime. Was somewhat made in response to the negative view of the police force during the time period.
* Dragnor of those types. One does not simply walk into Dragnor and expect to come away with a victory.
* Dragoborne: Rise to Supremecy that was created specifically for North America
* Drago end up being the last interviewees and wipe the floor with all of the previous ones.
* Drago fights with the Chans against the Oni King. Also, as soon as Tarakudo learns that Shendu is trapped as a statue in Section 13 and his power is diminished, he attempts to have his revenge.
* Dragomirs Diary and cobbled together into a single, hideous creature. (Which, to be fair, can still split into three individuals, and even when they're together the three heads retain their distinct personalities.)
* Dragomirs Diary as his castle comes crashing down around him and horrible beasties slither out of a weird, supernatural door. This being part of a video game, however, Dragomir is revived a month later when his save game is activated.

* Dragomirs Diary is a daily fantasy serial about the man himself, who tries to live a normal life in a not-so-normal castle, and the consequences of this silly decision.
* Dragomirs Diary is a moody, capricious, fickle ruler who constantly changes the laws in his castle to suit his bizarre whims. Jeffrey is enough of a jerk that the only visible path into his castle, a bridge called the Neck, has been rigged with a horrifying buzzsaw trap that will cut up anybody he deems dangerous — but because the Neck is constantly clogged with guts, it tends to go off whether Jeffrey wants it to or not. Yet he won't have it removed...
* Dragomirs Diary is constantly depicted as having a simple, smiling face, and its expression changes as much as those of the human characters. It has also demonstrated the ability to move on its own, and has done so in front of Dragomir himself several times. Despite these oddities, most of the characters view the diary as a normal book, never questioning its silent personality. Now, if they were ever to find out that it can also write in itself...
* Dragomirs Diary is narrated through diary entries, with the eponymous character providing most of the entries - though other characters, including the diary itself, occasionally join in the fun.
* Dragon (2003), Karai's introduction in the show's second season meant that he eventually had to share the role. Something he despises, but wouldn't show it in front of Shredder.
* Dragon #258 and #270 introduced the Sheen; an invasive race of self-replicating alien robots hostile to all organic life. Their debut article introduced two factions of wizards who both keep alert for the appearance of "Machine Cysts", as Sheen outposts are called; the Vital League, whose "Sheenchasers" are wizards specialized in hunting down and destroying the Sheen with their spells, and the Machine Coalition, whose "Machine Mages" are wizards specialized in capturing and subverting Sheen technology and even Sheen themselves. Both factions thrive because magic is noted to be especially powerful against Sheens, which are otherwise very resistant to the more mundane methods of inflicting physical violence typically available to the average D&D world's inhabitant. The sequel article introduced Manikins, which are humanoids who have been rebuilt as Sheen-based cyborgs, and the Arcanosheen; a new Sheen model that can cast spells itself because it has been integrated with a module filled with liquified wizard brains... although, ironically, it now has become uniquely vulnerable to mind-targeting attacks.
* Dragon #289 has a big set of tables to generate random names for martial arts attacks.
* Dragon. 5th Edition clarifies instead that incubi and succubi are the same breed of fiend, which can assume whatever sex and gender they think will appeal to a victim.
* Dragon Age. According to him, spirits such as himself aren't "real". Only through contact with mortals can they become "real".
* Dragon Age. After King Maric finally allows the Grey Wardens back into Ferelden, a small group of Orlesian Wardens led by commander Genevieve arrives to investigate the Deep Roads for Darkspawn activity. Duncan is the most recently recruited member of the group. By the end of the novel, only Duncan and Fiona are left. He contacts the Grey Warden HQ in the Weisshaupt Fortress and is told to assume command of all the Wardens in Ferelden by virtue of being the only one left (Fiona doesn't count as she's an elf and a mage, both working against her).
* Dragon Age aiming to destroy the Veil and fully bring back magic and spirit to the world at the cost of killing countless people (even if it is to save the elves and mages). Ruthless as they are, the two are very much in love with each other and do anything they can to physically and emotionally support one another.
* Dragon Age allow the player to ask questions, or not, about the background of Thedas and the history of the Grey Wardens and whatever else they don't already know, depending on how many times they've played the game.
* Dragon Age, all wear heavy chains and masks to make it hard for them to move freely. It causes them a considerable amount of pain, but being Qunari, they willingly submit to such treatment.

* Dragon Age also a title like ser, and appears to be localized to the Free Marches region of Thedas.
* Dragon Age also tends to have pairings that look like this. In general, each game provides at least one uptight or rule-abiding love interest that makes a more snarky or off-kilter protagonist look wild by comparison or a more wild protagonist that makes a more duty-bound or rule-abiding protagonist look uptight by comparison.
* Dragon Age, although they and their associates go unmasked. Iron Bull, a professional spy, notes that the masks are only really good for fashion statements, as they don't offer protection or hide your expression. Vivienne, who's well-versed in Orlesian politics, gives a more detailed explanation.
* Dragon Age, and many are more interested in pursuing or preserving their own scraps of power while ignoring the blight of the Darkspawn.
* Dragon Age and similar tropes; people are promoted to positions that make use of the skills that got them promoted. If a soldier is promoted to officer, he is expected to lead his men from the front. The Arishok, the highest rank in the Qunari military, is the greatest soldier in the military and is expected to make use of his skills on a regular basis. There are other roles that handle the more tactical and paperwork sides of the job.
* Dragon Age and "the price of victory is often high and occasionally horrific."
* Dragon Age) and the threat to innocents outside the Circle outweighs that to any still inside. Depending on how you play the "Broken Circle" quest, the directive is given or called back. It's happened seventeen times in nine centuries over the course of the history of the Chantry.
* Dragon Age And while what Dwarves believe are usually down to the individual, they generally focus their worship on Ancestors and Paragons, and reject all other faiths as a breach of tradition.
* Dragon Age, a place of dreams and imagination, where those connected to the Fade go when they sleep.
* Dragon Age are also known for using it on undeserving mages who won't do what they want, with one particularly sickening example being Ser Karras.
* Dragon Age are named after the emotions that they feed on. Desire Demons, therefore, feed on the desires of their victims - not just lust, though their appearance strongly implies the most common desire they cater to.
* Dragon Age are the last of the Elvhenan; nomadic wanderers who pride themselves on maintaining the culture that has passed down to them since the days of Ancient Arlathan, through its destruction and their enslavement, though the founding of their second homeland in the Dales, and its later destruction once again at the hands of humanity.
* Dragon Age are the most prominent examples. (The last is an interesting example, as Carver and Bethany are developed equally. Whichever dies, is this trope. Whichever doesn't, continues development.)
* Dragon Age are topless as well, and tend to feel themselves up while talking to you.
* Dragon Age as a result, or conscripting an elf who is facing trouble with the city guard after fighting through a noble's estate to save their female friends from being raped.
* Dragon Age, asking Josephine for her opinion of him leads to her confiding that he let her have a sneak peek at his latest story; "My friends would be sick with envy if they knew!"
* Dragon Age, because of the nature of plot threads that strand dozens of hours and eventually depart from the main characters entirely in the next game, there's a decent chance things will start going south in a couple's future:
* Dragon Age being stuck in this "backwater" part of the Orlesian Empire. As such, he forces the Ferelden nobles to go out of their way to please him... and then randomly executes a few just for kicks. He doesn't care about ruling the land and only wants to get back into the Emperor's good graces so that he will be allowed to return to the Orlesian capital.
* Dragon Age beliefs are true. (So, pretty much like the real world, then...) It's

difficult to reconcile the elven gods, the Maker, the Old Gods of Tevinter, and dwarven beliefs in the Stone as being part of the same cosmology. As the franchise develops, however, we gradually learn that while most of the myths (such as the Tevinter magisters' foray into the Black City, the elves' loss of their gods and immortality, or the dismantlement of the first Inquisition) have some basis in fact, the truth was quite different, distorted over centuries of misinterpretation — as verified by people who really were there at that time...
* Dragon Age brings Julien back to him, he opts to stay in the dream rather than return to reality.
* Dragon Age, but according to legend, the dogs changed sides when they met the much kinder Fereldan natives; they have been the symbol of the country ever since. It's also stated that the reason Mabari originally became so popular in Ferelden was because they can detect werewolves.
* Dragon Age by the writers prevents the established canon from being too reliable.
* Dragon Age can decide whether to support the mages or the templars, but the damage to the rest of the world is done.
* Dragon Age: Dawn of the Seeker. Galyan earns a smack when he jokes about it.
* Dragon Age; even after the elves are freed from slavery they're still third-class citizens.
* Dragon Age, explains how the Grey Wardens were allowed back into Ferelden, and hints at the origins of a major character.
* Dragon Age features the machinations of Arl Rendon Howe, who — among his other sterling achievements — arranges the brutal murder of his best friend/liege lord and his entire noble household, then lays claim to his lands.
* Dragon Age from every Fade level in the games. On the other hand, it is completely unreachable by the player as of part two. Still, one DLC features a character strongly implies to have been to the Black City.
* Dragon Age games fear mages. But magic is extremely useful, and mages were vital in halting the Qunari's previous crusade. So much so that even the magic-hating Qunari have started putting their own mages to good use.
* Dragon Age games, the player character can develop this sort of dynamic with any companion of the opposite sex that they don't actively romance.
* Dragon Age has enough clout in most human nations to prevent any other religions from taking root. The Qunari are even less tolerant of other religions in their lands.
* Dragon Age has Harvesters, golems that are made out of corpses merged together.
* Dragon Age, has received Knight-Enchanter training, although it is unknown where, if at all, she had served before. The Mage Circles are often used as artillery when necessary, and are kept in line by templars in the field as well, even if they aren't Knight-Enchanters.
* Dragon Age has the Grey Wardens. Just to be considered for admittance you have to be pretty badass to begin with and joining the Grey Wardens just makes them that much more badass. To underscore how badass they are, the Dwarves are only willing to risk venturing into the Deep Roads in large armed bands and even then they often lose a few on account of the Darkspawn that have overrun the Deep Roads. The Grey Wardens, on the other hand, are the only ones who can venture alone into the Deep Roads without being considered suicidal.
* Dragon Age has this as a relatively common scenario. Mage-muggle romances are actually quite common in the series, despite a heavy social stigma on dallying with mages (magic is viewed as evil by the dominant religious groups and children of mages are more likely to develop magical abilities themselves), but most end in some form of tragedy.
* Dragon Age have some creepy, otherworldly abilities if he has the Old God inside him, but even that is relatively minor and otherwise, he is a perfectly well-behaved and pleasant child.
* Dragon Age, if a Mage class is selected) can do so through the "Fade Step" spell.
* Dragon Age, if you help Prince Bhelen become king he abolishes the caste system, freeing every dwarf including casteless to do what they want.
* Dragon Age II, a confession you couldn't make it on your own. They also have the

usual political games of any legislative body, and individualistic backstabbers like Fenris' former master tend to suck at alliances and coalition building. Of the three magisters in the game, only one is a blood mage.
* Dragon Age II. Act I is mostly about finding means to survive in a city full of other refugees.
* Dragon Age II act. It's very apparent in the final conversation with their sister Bethany (who, by contrast, is the most religious teammate next to Sebastian).
* Dragon Age II acts as a bounty hunter/mercenary for the Viscount, the Templars, the Qunari, or the occasional random bystander.
* Dragon Age II after his long stay at Kirkwall and their helping him against his Tevinter captors.
* Dragon Age II, a furious Carver quickly steps in to defend their sibling.
* Dragon Age II, a Kirkwall guardsman is alleged to have raped an elf girl and is subsequently killed by her brothers, who then take refuge with the Qunari.
* Dragon Age II allows you to help decide how the new system will work once the war is over.
* Dragon Age II: All that's left of what Hawke's mother had in Kirkwall is a bitter brother to remind her of what she'd lost. When Aveline asks Hawke about returning to Lothering, he/she can reply that it's no longer home.
* Dragon Age II alongside the Queen Spider, which makes the others look tiny.
* Dragon Age II a love triangle between Isabela v. Anders or Merrill v. Fenris.
* Dragon Age II also had axes available as melee weapons, but they no longer had stat differences from swords and maces.
* Dragon Age II, although Hawke is not part of the guard and merely an independent contractor hired for outside work.
* Dragon Age II, an Aggressive!Hawke can convince the Tal'Vashoth deserter to fight against his former comrades, telling him that kicking their asses would be a good way of establishing his worth as a mercenary.
* Dragon Age II, and another party guest can be heard commenting on its unique flavor later on.
* Dragon Age II, Anders and Fenris are both broody, mysterious, and lead dangerous lives, while Sebastian is a chaste Chantry boy.
* Dragon Age II and getting killed by Hawke in the finale no matter what decisions you made.
* Dragon Age II and harbors an obvious crush on them. However, her character development and very concrete goals outside of Hawke (which she will accomplish with or without Hawke's help) ultimately save her from this trope.
* Dragon Age II and induces paranoia and delusions of power in those who come into contact with or even remain in close proximity to it for too long.
* Dragon Age II and is brooding as all hell. It still doesn't stop him from falling for a snarky mage Hawke. The irony of this is not lost on him and is noted at a few points.
* Dragon Age II and looks forward to when she falls asleep again so she can be with him in her dreams.
* Dragon Age II and only resented that she carried a burden the rest of their family couldn't comprehend.
* Dragon Age II - and then follows up by saying that she really needs to work on finding them a suitable spouse.
* Dragon Age II: An in-universe example, where Snarky Hawke jokingly ships Meredith/Orsino.
* Dragon Age II a non-mage Hawke can be this if romancing Anders or Merrill. Particularly if the player character is on the friendship path.
* Dragon Age II. Any attempt at sympathy from Hawke gets angrily rebuffed, and he storms off. (He apologizes for it later, though.)
* Dragon Age II, apparently because they were survivors of a shipwreck and lost their armor. By the third act of the game, Merrill says she's sad that they left, because they were "easy on the eyes."
* Dragon Age II are naturally predisposed to this. Carver has a lot of inferiority issues that don't really get better as the game progresses, though he and Hawke

still love and care for each other as siblings. It doesn't help that the only way Carver will survive is if Hawke is a mage; chances are good that Carver will join the Templars, the very people who police/oppress mages.
* Dragon Age II. At first it's just a basic attack to close the distance with opponents, but when upgraded it knocks back any enemies that are standing in front of the target.
* Dragon Age II. Aveline and Fenris tend to act as the straight men to Isabela / Varric / Silly! Hawke (again). Especially Silly!Hawke and Aveline:
* Dragon Age II Aveline explicitly invokes this trope when she calls them out on this, telling them to stop pretending to be okay.
* Dragon Age II, Baron Arlange throws a comically childish temper tantrum after Hawke's party beats him in a hunt, stating that he paid good money to win. He then attacks Hawke and gets handily defeated, after which you can choose to either finish him or let him go (after which he'll try to kill you later).
* Dragon Age II. Bartrand is obsessed with reclaiming his family's place in dwarven nobility, while Varric has been soured on nearly every dwarf stereotype and thinks anyone who chooses to live underground is nuts.
* Dragon Age II before January 11 2011 were upgraded to the "BioWare Signature Edition," which included DLC codes for the Black Emporium, the Exiled Prince, the game's soundtrack, and five exclusive items. BioWare also got players to play the demo and follow them on Facebook by promising more items for it.
* Dragon Age II between Female!Hawke and Sebastian along the Friendship path takes this route. Sebastian is an exiled prince-turned-Chantry brother who took a vow of chastity and if you complete the romance, Hawke becomes a Chantry sister and the two have a chaste marriage. If the romance is pursued among the Rivalry path, then this is subverted as Hawke would have then convinced Sebastian to leave the Chantry, take back his lands as Prince, and make Hawke his Princess by marriage.
* Dragon Age II between the civil government, which controls the Guard, and the Chantry, which controls the templars).
* Dragon Age II BioWare started to address this by having hair move subtlety during conversation, cutscenes or when just running about (although compare the Arishok's long hair in the trailer to the game). The beards remain as stiff as ever though.
* Dragon Age II (bisexual main character of either gender, bisexual party member/romance options)
* Dragon Age II build one, judging by their comments if you click the bookcase in their Estate.
* Dragon Age II, but isn't quite as good as a specialist player. Mode shifting to offensive magic makes him less effective. He became much more effective once certain specialty accessories were made available in DLC.
* Dragon Age II but the occasional slip shows it really does have him broken up.
* Dragon Age II by the Blight to the point that it could not be rebuilt anyways, leaving little if anything for Hawke to return to.
* Dragon Age II by the other companions save for Anders, who hates Fenris.
* Dragon Age II can be this when choosing the Witty/Snarky options for dialogue.
* Dragon Age II can drop a little insult that takes Gamlen a second to catch.
* Dragon Age II can invoke this if male Hawke (whose build is very tall and burly) romances Merrill (a tiny elf woman).
* Dragon Age II can play like this, with party members leaving due to certain quests or their particular stance in the mage-templar conflict (as well as their relationship with Hawke) near the end of the game. The only character that is guaranteed to stay with Hawke throughout is Varric, since he's the narrator of the story.
* Dragon Age II can torture a miner and have him killed. In his/her own home.
* Dragon Age II Carver bitterly comments "So, you and Merrill.", to which an aggressive Hawke replies "Yes. I and Merrill". A similar situation can arise regarding Hawke's sister Bethany and Sebastian, but it is less severe, as Bethany and Sebastian don't spend much time in the party together.
* Dragon Age II causing the breakdown of several of Anders' friendships with their companions and display increasingly erratic behaviour in the Third Act.

* Dragon Age II, causing Varric to narrate the story in response to her questioning.
* Dragon Age II choices. A player actively seeking to achieve some sort of compromise between two factions is rewarded with a rather large "boom".
* Dragon Age II come from her interpreting Silly!Hawke's sarcastic remarks literally.
* Dragon Age II Coupled with the Parry combat mode, and the selected enemy has a roughly -50% chance to hit, before factoring in all the other defensive advantages of being a Rogue, such as high cunning and other passive abilities that reduce chance-to-hit.
* Dragon Age II (depending on player choices,) and Hawke must enter into the Fade to rescue Feynriel from the demons.
* Dragon Age II, depending on where she spends the remaining two acts.
* Dragon Age II DLC adds the possibility of Sebastian as a romance for female Hawkes; however, he doesn't become a companion until Act 2, so this trope can never apply to him.)
* Dragon Age II DLC, Fenris is mistaken for a manservant if you take him along to the party. Needless to say, he's not happy.
* Dragon Age II DLC, s/he can say as much to Tallis when the elf tries to explain that her religion would give Hawke purpose.
* Dragon Age II DLC; this is because Hawke strongly resembles him physically, and Hawke's appearance can be customized by the player.
* Dragon Age II, due to Kirkwall being a hotspot for demonic possession, blood magic and all manner of the arcane.
* Dragon Age II during Isabela's personal quest in act 3. Hawke turns her over to one of Castillon's agents, then tracks the agent back to Castillon's base.
* Dragon Age II During the battle, at one point, all allies and enemies will become stunned, and she will ask how such evil can be so powerful. She then wonders if she is wrong, that everything she is doing is madness. She then hardens her resolve in her next statement, and says she must hold fast to her convictions, and the battle continues.
* Dragon Age II: During the quest "Offered and Lost", Seneschal Bran explains he hasn't told the Arishok his delegate's gone missing because "I'd be signing the messenger's death warrant." Sure enough, if you decide to inform him yourself...
* Dragon Age II. During the Wyvern Hunt, Hawke can examine wyvern dung to aid in the quest.
* Dragon Age II elf look. But then, one of the things he does on a regular basis is reaching into an enemy's chest and crush his heart.
* Dragon Age II ends with him losing control and menacing a young female escaped mage while glowing blue. If Hawke stops him from killing her, you run into her again outside, where she asks you what happened; Silly!Hawke's response is that it was all a demonstration to scare her away from the idea of ever summoning a demon.
* Dragon Age II, escaped slave Fenris notes that in addition to being a super-powered bodyguard, his master occasionally had him pour drinks for his guests and prop up the furniture.
* Dragon Age II Even in the Templar ending it's clear from the framing scenes that Hawke had to flee the city anyway; that they can't be found in the "present" is one of the first things you learn about them..
* Dragon Age II, exaggerating certain parts of the story whenever he feels like it while Cassandra tries to find the true story.
* Dragon Age II example. Being possessed by a vengeance demon that is driving you insane will do that.
* Dragon Age II expansion "Legacy" reveals that Malcolm Hawke, father of the PC and their siblings, didn't want his kids inheriting his magic. While at least one of them (Bethany) did, he evidently got over it and ensured they knew how to handle their powers responsibly.
* Dragon Age II Fenris knew what he really meant, but it comes out later that Fenris thought that Garret just really wished to express his love of baked goods.
* Dragon Age II fixes the last issue, by changing Hawke's family to match what the

player chooses. Additionally, its setting, the Free City of Kirkwall, is a much more cosmopolitan place than Ferelden, and so the colour palette is much larger for skin tones.
* Dragon Age II follows the suit by giving your Companions unique bonuses/passive powers upon reaching high levels of either Friendship or Rivalry, such as the shieldmaiden Aveline taking 10% damage for Hawke if her Friendship was maxed out.
* Dragon Age II free of violence, it is very uncommon to be mugged out in the open. Night levels, meanwhile, feature multiple gangs roaming the streets that attack passers-by without provocation.
* Dragon Age II gets drawn into other peoples' business just as frequently, though the results are more "mixed" than usual. The Sarcastic personality is particularly self-aware about this.
* Dragon Age II gives the protagonist Hawke a pair of younger twin siblings, Carver and Bethany. Only one survives the prologue. If it's Bethany, the game largely averts the trope; Carver plays it straight, as he acts out due to feeling like he's stuck in his older sibling's shadow.
* Dragon Age II gives this as the reason she is so casual about sex and resistant to any emotional attachment - her mother sold her into a loveless marriage. "She didn't even haggle over the price. Bitch." Another reason she resists becoming attached to anybody is that she broke the heart of one of her former lovers when she left him. She still feels guilty about it.
* Dragon Age II had Cullen do some soul-searching in between games and realize just how much the Templar Order had abandoned its original ideals, and he along with them. This resulted in him leaving the order to join the Inquisition.
* Dragon Age II has a moment in the Legacy DLC where she expresses fascination over the magical powers of an altar dedicated to the Old God Dumat. Keep in mind that Merrill is a Dalish elf and the Old Gods were the deities of the Tevinter Imperium, which, according to legend, once crushed the elven civilization of Arlathan and turned them into slaves.
* Dragon Age II has a particularly silly piece of advice on one of the loading screens:
* Dragon Age II has elements of this. The protagonist and their family are refugees in the city of Kirkwall, simply trying to make their way in the world for most of the game. Over time, as the main character becomes more important and powerful within the city, a main story arc does emerge from the big world-shaking events you sometimes have to deal with, but the bulk of the story is spent on subplots and side adventures.
* Dragon Age II has Hawke helping their friend Aveline, who is a member of the Kirkwall city guard; together they expose her boss, Captain Jeven, as being one of these. As a reward for her efforts, Aveline is promoted to take his place. Later in Act 3, there's a campaign to smear Aveline's good name, and Hawke helps her discover that once again, Jeven is to blame.
* Dragon Age II has many characters describe the player's character as attractive. The notable (possibly only) exception is Viveka, a hostess at the local brothel, who will say that Hawke isn't much of a looker should you insult her appearance.
* Dragon Age II has many characters who wield knives, but three named characters shine above the others.
* Dragon Age II has the "Vendetta" talent, which lets you teleport across the battlefield like this.
* Dragon Age II, having deserted the Ferelden army and fled to Kirkwall. They attack one of the guard posts when the officer in charge agrees to contact one of Hawke's relatives inside the city, thinking that this means Hawke will be let inside ahead of them.
* Dragon Age II. Hawke and company learn the ultimate fate of Tethras Garen, one of Varric's distant relatives, who was convicted (a few hundred years before the time of the game) of murdering his own sister and sentenced to die in the Deep Roads. Some months after his conviction, it was discovered that the organized crime outfit the Carta was actually responsible for the murder, and the distraught family spent years trying to find him and bring him home. The Deep Roads being what they are,

it's likely that he was dead before his innocence was ever brought to light; but if the quest is completed, his remains are located and given the traditional dwarven funeral rites.
* Dragon Age II Hawke and crew, particularly Sarcastic Hawke. One example has Sarcastic Hawke standing in front of a powerful pride demon they just released.
* Dragon Age II, Hawke becomes a noble in Kirkwall, the city's Champion and, depending on whether or not s/he supports the Templars, can even become the new Viscount/ess at the end of the game.
* Dragon Age II Hawke can ask returning character Bodahn about his adventures with the previous game's protagonist. He turns and gives his praise of the Warden directly to the camera.
* Dragon Age II, Hawke can invite Varric to share a drink at the Hanged Man after dealing with Bartrand being warped by the lyrium idol in Act II of the game.
* Dragon Age II, Hawke meets his/her lifelong best friend Varric when the dwarf apprehends a pickpocket who has stolen Hawke's money pouch. It's later clarified that Varric knew who Hawke was (thanks to their reputation) and had specifically intended to meet them, but the pickpocketing gave him an unusual way to introduce himself.
* Dragon Age II, Hawke's love interest. If there is no love interest (or the love interest is the DLC-exclusive companion), or the love interest is in the active party at the time Hawke receives the quest, it will instead be Hawke's closest friend outside of the active party. All in all, there's an equal chance of the hostage being male or female. If it's Anders, he'll quip that he's never thought of himself as a damsel in distress up till now.
* Dragon Age II Hawke's parents Malcolm and Leandra met when he was a mercenary and she was a young noblewoman engaged to another man. After she got pregnant, they married secretly, and ultimately she was disowned by her parents. Hawke was born a few months later, and then their twin siblings Carver and Bethany a few years after that.
* Dragon Age II, Hawke's uncle Gamlen can learn that he has a daughter at the end of the quest "Gamlen's Greatest Treasure".
* Dragon Age II, he breaks up with Hawke and leaves to raise an army to wage war on Kirkwall.
* Dragon Age II he's not telling the truth; on the other hand, she also tries to shut him down once or twice when he's actually being honest. The difference is that when he really is lying, he admits it when she calls him out.
* Dragon Age II" if clicked there, though there might be other reasons for that). Another bit of fanon is that Fenris is an alcoholic.
* Dragon Age II if Hawke helps Aveline romance Guardsman Donnic, as she's the captain of Kirkwall's defenses and he's one of her soldiers. In this example, however, the sex is only implied because Aveline and Donnic get married.
* Dragon Age II, if Hawke pursues a relationship with Merrill, she earns permission from the Kirkwall authorities to move out of the alienage.
* Dragon Age II if he is your love interest. No matter what you do, he will blow up the Chantry near the end of the game in order to start a war between the two major factions, even if you are trying to be neutral.
* Dragon Age II, if the player is a mage and on friendly terms with Anders, he'll talk about how Hawke's the kind of leader the mages of Kirkwall need during Act 2. Snarky-Hawke's response is "Who said anything about leading? I was going to watch... with snacks."
* Dragon Age II. If you put it in storage she'll complain about you passing it around, and if you sold it she'll mournfully comment about "utility over sentiment". If she for some reason still has the shield equipped — which by now should be outclassed by every other piece of equipment in the game — she'll note that she already has a shield and doesn't need a new one.
* Dragon Age II intangible he can become is unclear; in gameplay terms, his "Lyrium Ghost" mode makes him more resistant (but not immune) to damage, and aside from that he mostly uses the ability to crush people's hearts in their chests.
* Dragon Age II interest in him than just a super-powered bodyguard. Bioware

eventually confirmed this.
* Dragon Age II, introduces Knight Commander Meredith. Her Enemy X is blood mages.
* Dragon Age II Isabela and Merrill weren't everyone's cup of tea, and Aveline wasn't a love interest. Cue a large amount of people shipping Hawke with his/her younger sister. There's also a considerably smaller, but still noticeable amount of shipping for Carver/Hawke.
* Dragon Age II, Isabela needs to get rid of the crime boss Castillion before he has her killed, and hits on the idea of using his subordinate Velasco to get at him. She sums up her initial plan thusly:
* Dragon Age II, Isabela notes that since she's usually the only female on her ship and doesn't typically let her crewmen touch her, she makes sure they get plenty of "alone time." If Hawke's sister Bethany is taken to the circle Isabela makes sure to send her plenty of erotic books to "help her through the nights".
* Dragon Age II, Isabela's attachment issues and nymphomania are played for laughs unless Hawke pursues a romance with her.
* Dragon Age II, Isabela's personal quest in chapter 3 requires her to take on the role of bait.
* Dragon Age II, Isabela writes "friend fiction". We only get to hear a bit featuring Aveline and Donnic but according to Isabela, she does it for everyone.
* Dragon Age II is an even more apparent instance of this trope. Varric actually holds conversations with Bianca. Bianca is a crossbow, by the way.
* Dragon Age II is an ex-slave with no formal education and memory issues to boot, but nonetheless speaks at least three languages — his native Tevinter, the Free Marches common tongue, and Qunlat. He picked up the last one by listening to them.
* Dragon Age II is the eldest child of Leandra Amell, a muggle, and Malcolm Hawke, a renegade mage, who eloped with her to Ferelden. Theirs is one of the more cheerful examples of the trope; Malcolm died of natural causes after raising three kids with Leandra, and the marriage was generally happy.
* Dragon Age II is the formula for Qunari blackpowder. It's actually a decoy - the formula for a poison gas called sar-qamek. Not only does it kill, but it first drives the victims mad and turns them against each other.
* Dragon Age II is utterly unable to directly compliment people who are not followers of his religion outside exceptional circumstances, and even then he seems to understate a lot. One of the earliest 'compliments' you hear from his mouth is: "I have a growing lack of disgust for you."
* Dragon Age II: It requires that none of your party members fall in battle for a single year in Kirkwall (which would count as approximately a third of the game).
* Dragon Age II left in Kirkwall in order to plunge the city into chaos, he just builds a big-ass bomb out of common chemicals and blows up her workplace to smithereens, but the resulting explosion is clearly magical, given that it fires a beam of light into the air that sucks the debris upward into a ring.
* Dragon Age II, many fans will agree that it's still a solid overall game.
* Dragon Age II — according to Varric, "it's not a good story unless the hero dies". While there's no ending where the player character dies, the person Varric was actually talking to can die by your hand if you choose.
* Dragon Age II—and Hawke starts off as a homeless refugee desperate to take on any job that brings some cash.
* Dragon Age II mediated this a little: while the bonus starting items remain powerful, they all cost next to nothing at vendors and quickly grow obsolete, since all loot now scales with the character level.
* Dragon Age II, Meredith is a lot more hard-line and brutal than her more diplomatic and practical second-in-command Cullen.
* Dragon Age II, Merrill can end up being the only surviving member of her Dalish clan.
* Dragon Age II, Merrill will sometimes giggle if romanced by a male Hawke.
* Dragon Age II, Merrill will tease him about giving Hawke 'puppy eyes' when s/he looks away.
* Dragon Age II. Most of them have self-esteem issues to begin with, but romancing

them tends to bring it to the forefront.
* Dragon Age II. Much of his interactions with the other party members revolve around him (rather unsuccessfully) trying to prove he can be more than just Hawke's kid brother. Depending on the player's choices, these issues can get either better or worse as the story progresses.
* Dragon Age II near the end. This one just wandered into an inhabited area, no crazy dragon-worshiping cults this time around.
* Dragon Age II neck effortlessly with one hand after lifting him off the ground by it. It's justified; his tattoos grant him magical combat boosts.
* Dragon Age II needs to take care of various gangs that terrorize the streets at night while there's generally very little fighting during the day, at least within the city proper.
* Dragon Age II not to meddle in yours. He still appears to be the Wild card in his own story.
* Dragon Age II occurs with Varric Tethras and his famous serial Hard in Hightown and its knockoffs Hard in Hightown 2 and Hard in Hightown 3: The Re-Punchening, much to his anger. His desire to find out who dared to write the knockoff for Hard in Hightown 3 is a War Table mission.
* Dragon Age II Oddly, though, he's more cheerful drunk than he normally is.
* Dragon Age II of Kirkwall and goes up the ranks, becoming their commander.
* Dragon Age II, one mission sees Aveline using her new powers as head of the city watch to move a favored officer, Donnic, to a safer patrol route. He is offended and assumes that she's demoting him for some unrevealed slight. In reality, she chose the route because she's in love with him and wants him to be safe, but is too socially inept to reveal her feelings to him.
* Dragon Age II one of the lines that play when you have Hawke look out a window is "Maker's breath! Put some clothes on, man!"
* Dragon Age II, one of the more significant NPCs is Feynriel, a half-elven mage who needs Hawke's help more than once. Feynriel's father is a somewhat sleazy human merchant, while his mother is a kindly elf woman.
* Dragon Age II (or just dark-skinned in general) whilst she is this trope.
* Dragon Age II owe them for saving Sandal's life in the Deep Roads. They can also free Orana from slavery and offer her paid work as a maid. The Codex later mentions Hawke encouraged her musical talents and paid for her lessons out of their own pocket.
* Dragon Age II physical fights between Aveline and Isabela—one if you bring Isabela along for the Long Road quest, the other later on in the front room of the Hawke estate. Hawke breaks up both of them just in time. (And is especially hilarious about it if he/she is a smartass.) By saying "Are there any good seats left?", in one case.
* Dragon Age II, Prince Sebastian Vael of Starkhaven, whose family was murdered and throne usurped, leaving him in exile. Depending on Hawke's relationship with him, he can be convinced to return to Starkhaven and retake the throne.
* Dragon Age II qualifies - one doesn't become the Champion of Kirkwall without being sufficiently badass, after all - as does a romanced Isabela. Aveline eventually becomes this for Guardsman Donnic.
* Dragon Age II respecting you... Or at least having a "growing lack of disgust" for you. The fact that anything short of an entire army is willing to stand up to you and your comrades by Act 3 is the height of foolishness.
* Dragon Age II Rogues are better at killing single foes, and Warriors' getting more area-of-effect attacks and getting even tougher really allows them to take over the pedestal of most powerful class. Without friendly fire mages were very overpowered, killing multiple foes at once. The ability to manually dodge attacks also makes tank warriors much less useful unless you had to fight multiple fronts and don't like switching between characters.
* Dragon Age II, Sebastian is the last possible love interest to join the gang, as he cannot become a companion until Act 2 - but only if you have his DLC and are playing a female Hawke. Otherwise, it's one of the four recruited in Act 1 (Fenris, Anders, Merrill, or Isabela), who can be acquired in almost any order; Anders and

Merrill are required by the game, so the last one is likely to be either Fenris or Isabela.
* Dragon Age II services in exchange for his return to the Circle, at which point Isabela refuses, saying that she does have some standards.
* Dragon Age II she's wary of relationships getting too serious. It just gets in the way of her need for self-preservation. You can agree, keeping the sex casual, or set about changing her mind about this trope over the course of the story.
* Dragon Age II should Hawke romance Fenris instead of Anders, the latter will stop them and outright ask why, likening him to a dog. He will also ask this if Hawke romances Merrill, worded differently.
* Dragon Age II's mage sister Bethany. However, you can walk 3 mages, robes and staffs in plain sight, past a crowd of Templars outside the Templar headquarters without anyone batting an eye. Hilariously, at one point, Cullen might tell a mage Hawke that "mages aren't people like you and me". Right after having seen Hawke use magic. One has to wonder how they train Kirkwall's Templars.
* Dragon Age II sports a variant, having a battle-worn, badass tailcoat. S/he can also achieve this look with the Fugitive's Mantle from the Mage Pack DLC, which had previously belonged to their father.
* Dragon Age II's younger sister, notably demonstrates a wispish purple in her magic; in games where Hawke is not a mage, she is identified as one of the strongest mages in Kirkwall, with impressive mastery of her powers.
* Dragon Age II Tallis can try to encourage Hawke to consider converting to the Qun, saying that it would give Hawke purpose. Hawke, who (depending on when the DLC is completed) is or will become the formal Champion of their city, gives a response that is literally this trope.
* Dragon Age II. The encounter goes so poorly that Fenris wants nothing to do with his past, including his original name.
* Dragon Age II, the Invisible Sisters, is an all-female group focusing on attacks from stealth.
* Dragon Age II, the island nation of Seheron is currently being fought over by the Qunari, the Tal-Vashoth (former Qunari), the Tevinter Imperium and the Fog Warriors (Seheron natives).
* Dragon Age II the Mage-Templar War that has engulfed all of Thedas by 9:40 Dragon. Vague hints are all we actually know about the present in which the framing-device is set, whereas the game itself focuses on the life of Hawke from 9:30 - 9:37 Dragon and how the Champion came to unintentionally participate in the opening shots of the conflict.
* Dragon Age II, the most ancient Darkspawn (or at least, one out of half a dozen of them).
* Dragon Age II. Then Cassandra yells at him and he tells what really happened.
* Dragon Age II, the player has the option of hunting down mages or diplomatically talking them into returning to their confinement; equally unfortunately, the option to actually free them only appears once or twice. Hawke is either a mage or sheltering his/her mage sister through most of this. The dissonance is probably intended, and Hawke does get called in this by Anders if s/he is a mage and is opposing Anders' efforts to free mages.
* Dragon Age II, there's a twist on this trope in the "Night Terrors" sidequest: you have to help an NPC, Feynriel to be precise, break out of the illusions instead of yourself. There are two: The Pride Demon tempts Feynriel with a vision of himself as a heroic savior of the Dalish elves with the aid of benevolent demons, and the Desire Demon tempts Feynriel with a vision of himself being accepted by his human father, Vincento, who in reality abandoned him and his mother. The bottom dialogue options tell Feynriel outright that he is dealing with demons, but this frightens him into wanting to be made tranquil. Hawke can also play along with the demons using the middle dialogue options, but Feynriel will be disturbed at everything seeming to be too perfect and eventually figures it out. The optimum solution is the top dialogue options, which tell Feynriel about the glitches in the matrix while still letting Feynriel figure out the nature of the matrix on his own; this will make Feynriel more confident in himself and his powers. Hawke can help

Feynriel break the Pride Demon's illusion by pointing out that Keeper Marethari is not behaving like Feynriel knows she behaves in real life; Marethari hates demons and would never rely on a boy consorting with demons, benevolent or otherwise, any more than she would rely on the Circle. The Desire Demon's illusion is broken if Hawke convinces Feynriel to question the following: if Vincento loved Feynriel, why can't Feynriel remember him, why did he spend his childhood waiting for him, and why didn't Vincento respond to any of mother's letters?
* Dragon Age II, there's one advertisement for an apothecary received by mail:
* Dragon Age II: The sequel's "Black Emporium" DLC gives Hawke a Mabari war hound that can be summoned into battle. Party members will visit Hawke's home throughout the game just to see the Mabari. Anders, being a cat person, is the only one who doesn't particularly like the dog — but the dog lavishes affection on him anyway.
* Dragon Age II, the white scars all over Fenris' body cause him some fairly intense pain. Justified, as they're more like tattoos made out of lyrium than anything else, which has a well-documented range of nasty side effects.
* Dragon Age II. This is all done in place of what should in theory be his actual job, namely running a business, which is in fact registered to a totally fictitious cousin.
* Dragon Age II, this was how the hero's father, Malcolm, viewed being a mage.
* Dragon Age II Though he can come to have genuine respect for a Mage Hawke for his/her ability to control his/her powers and temptations. In the final act he states that Hawke is a strong mage who does not need the supervision of the Circle.
* Dragon Age II. Though unlike most examples, Hawke has a (very nice) home.
* Dragon Age II. To say that Hawke has his/her job cut out for him/her is an understatement.
* Dragon Age II to the Comte de Launcet in order to marry Hawke's father; however, once the family is back in Kirkwall, it's mentioned more than once that she's in contact with her ex and his wife, and even goes to visit them at least one time.
* Dragon Age II turn into this if they choose to play as a Mage and side with the Templars.
* Dragon Age II uncle?" Take a guess as to how many uncles Hawke has. Gamlen does at least chuckle at the quip.
* Dragon Age II, until it turns out the "thief" they're helping is Qunari (the local super-determinist religion). She's there to stop a defector from giving the Orlesian Empire military secrets that could hurt her people and get plenty of civilians killed in the crossfire. The result: a Cold War story with wyverns, giants and elves.
* Dragon Age II, Varric and Fenris are usually very cordial to each other, and by the third act participate in a regular card game. While Varric is one of the few party members who remains on good terms with everybody, Fenris is generally antisocial and quite antagonistic towards the other members, particularly the mages (or at least mages that aren't Hawkes). Varric also adores Merrill, the party's other elf, nicknaming her "Daisy" and treating her like a little sister.
* Dragon Age II Varric has nicknames for everyone. Party banter which was recorded but ultimately cut has Merrill thoroughly disliking his nickname for her, "Daisy," and grousing at him that it isn't her name. Carver, in mage Hawke playthroughs, is not fond of being called "Junior," although he'll take that over "little Hawke."
* Dragon Age II, Varric introduces himself to the player by apprehending a kid who had picked your pocket.
* Dragon Age II vocally critical of Orzammar dwarven culture, finding them all to be rigid, haughty, stuck-up elitists who think they're better than everyone else because they "live in a hole in the ground" and that "their great-great-grandfather made a water clock or something." He often extols the virtues of surface human culture, finding it much more fun, casual, and laid-back than dwarven culture.
* Dragon Age II was the massive reuse of floor plans for interiors, caves and dungeons.
* Dragon Age II were demonized, causing most players to side with the Templars since it looked like the Mages were all a bunch of lunatics and it looked like

Anders had no good reason to complain or to object.
* Dragon Age II, when Aveline chickens out at the last minute and leaves Hawke to occupy Donnick until he gets bored and leaves.
* Dragon Age II when Hawke gets in a duel with him. Snarky!Hawke him/herself gets in on the act in the "Mark of the Assassin" DLC where s/he decides that the only way to act like a noble is to be as over-the-top and obnoxious as possible.
* Dragon Age II, when Hawke goes to talk to Isabela at the bar in the Hanged Man for the first time, (s)he notes sarcastically that "it's like you haven't moved in three years."
* Dragon Age II when she asks if it all feels like a dream: "In a moment, I'll look down and see that I have no pants on."
* Dragon Age II when talking about his body of work in general, noting that "You don't really write a good story. It was there the whole time. You just uncover it."
* Dragon Age II, where elves are generally taller, Fenris seems smaller than a female Hawke (and Isabela, his potential sex-buddy), perhaps because he's skinny and also slouches a lot.
* Dragon Age II where the only person who curtsies to Hawke is Isabela, perhaps the least ladylike person in the entire game. Add to that it's a pretty sarcastic bow.
* Dragon Age II, which was planned but scrapped after its main game underperformed in sales.
* Dragon Age II. While Hawke and the other character may have differing viewpoints, they respect the fact and still value each other as friends, or even more. The other part of it is that Hawke think the other person can do better. So rather than the friend-path "I'm with you all the way," it's more "Come on, you can do better than that!"
* Dragon Age II: While the descriptions for most of the promotional DLCs avert this (looking at your journal at the beginning of the game tells you that you need to find a suitable home first before you can get it), the DLC weapons and armor themselves spoil who your potential squadmates are, especially if you've bought any of the Item Packs (which all have companion-specific items).
* Dragon Age II: While the mage love interests Merrill and Anders jump at the chance to move in with Hawke, Fenris and Isabela are afraid to commit romantically.
* Dragon Age II). While your companion Anders runs a clinic, the people there don't seem to be sick or injured - except for the already-dead ones to the side with sheets over their bodies.
* Dragon Age II, who gave you the maps in the first place) is in your party, he will quip, "A wizard did it." (Which is technically true, Anders himself being the wizard who did it, i.e. stole the maps.)
* Dragon Age II who is threatening to murder one of these former werewolves. Hawke can choose to peacefully resolve the situation, leave the former werewolf to his fate, or kill the elf and her companions.
* Dragon Age II who masterminded every calamity suffered within Kirkwall as a means to acquire power and cause the downfall of the Chantry.
* Dragon Age II will get irritated and snap at the player if they click on him/her too many times. (This is only present in the PC version, however, as console players don't have the option.)
* Dragon Age II with Isabela. Her relationship with Hawke started out as an amusing diversion, yet three years later she's ready to admit that she's falling for Hawke.
* Dragon Age II with the citizenry of Kirkwall, as many of the citizens have an "unfinished" look to them. Granted, there are also many background NPCs who do look like people; the distinction is that they speak, or wander around.
* Dragon Age II (your uncle will even say that he doesn't have to ask "which one of you is the girl" if you're romancing one of them). Hawke can be designed and played much less butch, but the male love interests are pretty no matter how you swing it.
* Dragon Age. In keeping with the game's theme, it's always ultimately left up to the player to decide whether to believe the mundane or the miraculous explanation.
* Dragon Age: Inquisition about how to successfully breach the defenses of Adamant Fortress, and personally oversees the effort to bring the battle to the Venatori in the Arbor Wilds.

* Dragon Age: Inquisition, a dialogue between Josephine and Inquisitor Trevelyan may have the Inquisitor comment that their father is "the seventh most important noble in Ostwick. Or maybe it's the eighth."
* Dragon Age: Inquisition, a female Adaar (Qunari) romancing Blackwall is a version of this. While Blackwall isn't tiny by any means, he's certainly very small in comparison to Adaar. A male Cadash (dwarf) romancing Cassandra or Josephine plays this straight.
* Dragon Age: Inquisition). After he publicly challenges the Orlesian Warden-Commander Clarel's new policies, he is branded a traitor to be killed on sight by other Wardens. This forces him into hiding, where the Inquisition has to find him in order to discover the nature of said policies.
* Dragon Age: Inquisition, after Wisdom's death and Solas realizing that Evelyn is angry at him for his ruthless action, he asks if she wants him to sleep elsewhere but since Evelyn doesn't want to make the fissure between them bigger, she tells him to stay with her and they spend the rest of the night holding each other.
* Dragon Age: Inquisition a head taller than people of other races—to the mix.
* Dragon Age: Inquisition, all because nobody was watching them when they were tricked into believing that their order would go extinct from a special disease before they could kill the remaining elder gods.
* Dragon Age: Inquisition also swears in Tevene, most often using the phrase "vishante kaffas," which translates roughly to "you shit on my tongue." Solas in the same game occasionally swears in Elvhen.
* Dragon Age: Inquisition, although this involves very little actual inquisitioning. Cassandra gives you this treatment at the start but ends up working for you.
* Dragon Age: Inquisition, an Avvar warrior called the Hand of Korth captures several Inquisition agents and keeps them as hostages in order to force the player character to come and fight him. As one character explains it, he wants to be able to brag that he killed the Herald of Andraste.
* Dragon Age: Inquisition, and all the other love interests are muggles. This trope also doesn't apply to straight male or lesbian female Inquisitors, because none of the potential female love interests are mages this time.
* Dragon Age: Inquisition) and Cassandra (who is obviously startled) is priceless.
* Dragon Age: Inquisition and explains he will never do anything the Inquisitor doesn't want. For his/her part, the Inquisitor certainly seems to like it when Bull spanks him/her before initiating a kiss. If neither he or Dorian are romanced they'll hook up and both adopt a habit of casually mentioning their relationship being of a similar nature.
* Dragon Age: Inquisition and slavery. He gains approval if the Inquisitor takes him along to kill Venatori (rogue Tevinter sorcerers) and outright scolds his evil former teacher Alexius for acting exactly like the "cliche villain" people think Tevinters act.
* Dragon Age: Inquisition and Solas has lines that he won’t cross so they only touch when he needs to guide or take care of her. They don’t do it for months after she recovered and got the mark either despite having no problems hugging, kissing, or even sleeping in the same bed as the act of sex reminds Evelyn of her trauma during the uprising and her being afraid to give up control to someone else.
* Dragon Age: Inquisition and that the Inquisition must have spent much of its resources tracking him down. Seconds later, Sera appears and plants an arrow right between his eyes and, when asked about him, says she doesn’t know who he is either.
* Dragon Age: Inquisition and they're everywhere: Varric still has his, and half the game's rogue armours feature some form of billowing overcoat.
* Dragon Age: Inquisition, and wears a leg brace. Not that any of this slows him down.
* Dragon Age: Inquisition and will fold like a cheap lawn chair once you target that point.
* Dragon Age: Inquisition, an optional conversation between Solas and the

Inquisitor takes place in the fade and thus in their dreams. Afterwards, the Inquisitor can remark that they didn't expect to be talking there, but that it at least beats the dream in which they stand naked in front of the war table.
* Dragon Age: Inquisition. Apparently, at least Sera heard them at it, as she later jokes to the Inquisitor about how "desks need to beware".
* Dragon Age: Inquisition approaches a male Inquisitor for sex, said Inquisitor can either agree to jump into bed, or ask to wait a while. If the latter, Dorian is shocked into silence, but happy to wait since he secretly yearned for a loving monogamous relationship with a man he loved, but was conditioned to think such things were impossible in his home country, where homosexuality is regarded as such a shameful secret that casual trysts were all he ever knew.
* Dragon Age: Inquisition) as an act of political rebellion and karmic justice both.
* Dragon Age: Inquisition as a necessary evil. However, learning the real history of the Rite, the conditions of the Circles, and the beginnings of the Mage-Templar war, have left her questioning just how necessary it was.
* Dragon Age: Inquisition asks the recruits what is the Inquisition's main weapons and one of them replies, "Surprise and fear".
* Dragon Age: Inquisition as well, being perfectly willing to kill anything that wants to hurt her.
* Dragon Age: Inquisition, as well, with their tusk-like fangs likely a nod to the theory that the cyclops myth originated with misidentified elephant skulls.
* Dragon Age: Inquisition, as you progress through the zones you pick up letters written by your enemies in camps you overrun. You get to read the terrified reports of enemy lieutenants who've seen you in action, and the slowly degrading sanity of enemy commanders whose entire operation is being razed by your implacable advance.
* Dragon Age: Inquisition. A Vashoth Inquisitor and Iron Bull can occasionally talk shop about the mercenary life.
* Dragon Age: Inquisition avoids sleeping next to her and only touches her when he needs to since the pain of seeing her like that is just too much. He still arranges for her to sleep in the same room with him, though, to take care of her better.
* Dragon Age: Inquisition, because there are several holes in the fabric of reality which separates the waking world from the dream world populated by demons and spirits. Demons are leaking into the world all over the place, and the other factions which would be able to deal with it are rather tied up with their own (related) problems, so it's sort of up to the player character and their pals.
* Dragon Age: Inquisition begins with a prison episode, as the player character is shackled and guarded by several soldiers with drawn swords, and they have no idea what's happened. Unlike most instances, however, they neither break out nor get rescued; rather, they accompany their captors to deal with the situation at hand.
* Dragon Age: Inquisition, Blackwall explains that the strength of the Right of Conscription varies greatly, depending on whether or not there's a Blight. During the Blight, everyone is for it. In-between Blights, it works as well as a Warden's tongue.
* Dragon Age: Inquisition, but he has a number of lines which indicate that he really, really wants to go home.
* Dragon Age: Inquisition. But he tells funny stories, jokes with the other advisers, snickers at Bull's sense of humor when in an uncomfortable situation during Bull's romance arc, and even points out that "If you squint, Lake Calenhad is shaped like a bunny."
* Dragon Age: Inquisition, but then he explains what's really got him upset - he almost lost one of the only people in the world he truly loves, and it shook him to his core.
* Dragon Age: Inquisition by the main character describes how futile their efforts were.
* Dragon Age: Inquisition) can be ridden at a hard gallop from one end of the map to the other and back without issues. However, while they can't be killed, they can be attacked by enemies and throw their rider; once they take enough damage from whatever's attacking, they will disappear and have to be re-summoned after the

fight concludes.
* Dragon Age: Inquisition can choose to say that she still loves him and wants to save him from himself, or she can even offer to throw away everything she believes to join him.
* Dragon Age: Inquisition can learn Charging Bull, which allows them to plow through crowds of enemies and gain a durability boost for every enemy they charge into.
* Dragon Age: Inquisition changes the standing format, as the majority of your companions now avert the trope, since now most of the companions come from noble or gentry backgrounds. The only exceptions are Cole (who is a Fade spirit impersonating a person), Sera (who is an orphaned city elf), Leliana (who still doesn't have a last name), the above-mentioned Iron Bull (who is Qunari), and Solas (who is... complicated). The game also gives a surname and even a middle name to Cullen, who appeared in both of the previous games and up to this point was an example of this trope.
* Dragon Age: Inquisition: Cole is a Spirit of Compassion that can sense thoughts of love and lust around him... And tends to blurt them out loud.
* Dragon Age: Inquisition: Commitment issues are generally less prevalent in this game, but they are there for some romances.
* Dragon Age: Inquisition complaining about the unsuitability of the match, though she assures the pair in party banter that she effectively told off the offending party.
* Dragon Age: Inquisition considering that she's the spymaster and is ensuring that her hands reveal nothing of her thoughts.
* Dragon Age: Inquisition. Corypheus (one of the 7 original Darkspawn) confirms the Chantry's version of the Darkspawn origin story, but states that the Golden City was already corrupted and empty when the 7 first entered it, and that there was no sign of the Maker inside. This fuels his plan to become God and give the world the Maker it deserves.
* Dragon Age: Inquisition, Cullen's title as head of the Inquisition's military force is simply "Commander." This is probably due at least in part to his previous role as Kirkwall's provisional Knight-Commander after the events of the second game; it made the transition easier on those who knew him there.
* Dragon Age: Inquisition culminates in her admitting that she really wants an "ideal romance", which to her, includes "flowers and poetry by candlelight". If you want to continue wooing her, you have to purchase or otherwise obtain all those things and organize a perfect romantic picnic for her.
* Dragon Age: Inquisition distant (three whole Ages, if he's being literal).
* Dragon Age: Inquisition DLC by stating "Bears and I traditionally do not get along."
* Dragon Age: Inquisition DLC, the Inquisitor gains the ability to use their Anchor as a light source (in addition to using it to smite enemies, make the party invincible, and fixing holes in reality).
* Dragon Age: Inquisition: Dorian had always despised the falseness of the mageocracy, but the conspiracy he discovered among the magisters was the tipping point that caused him to separate himself from Tevinter entirely.
* Dragon Age: Inquisition, do want to destroy the current world, they have good intention behind it and takes no pleasure in their actions. Not to mention if their plan does succeed, it'll bring long-term benefits for not just the elves but also mages of all races. Meanwhiles, the Templars who act like tyrant oppressing the mages and the Chantry that either encourage such actions or turn a blind eye to it certainly don't endear themselves to the readers at all, even if it did show that there're some good Templars.
* Dragon Age: Inquisition. Downplayed only in that the Anchor, a magical artifact that fused itself into the Inquisitor, gives them some control over the Fade and the various rifts throughout the world of Thedas.
* Dragon Age: Inquisition downplays this. After the ball at the Winter Palace, Cullen receives multiple letters asking about him, his family history, and his titles, all for a shot at trying to marry him. A couple of nobles even travel to

Skyhold to see the Commander. Cullen is clearly uncomfortable with the mountain of requests and asks that they be burned while the female advisors keep them all and tell Cullen to "Hush. Just look pretty." This becomes worse if the Inquisitor is in a relationship with Cullen, as his "admirers" actively ignore the relationship and still pursue him.
* Dragon Age: Inquisition: During the "Here Lies the Abyss" quest, the eponymous military force assaults an ancient fortress called Adamant. Part of the assault involves swinging a battering ram at the door; it's shaped like a giant arm clutching some kind of weapon in its fist.
* Dragon Age: Inquisition, Evelyn confesses to Solas when their Circle’s Annulment happens. She knows that he’ll leave without her, so she just wants to get it out before doing her own part in the rebellion.
* Dragon Age: Inquisition, even though she gives no indication she's met any Dalish elves before meeting the Dalish Inquisitor) and any elf she thinks acts "too elfy." Probably best summed up in this exchange:
* Dragon Age: Inquisition). Every person who knows him/her shows absolutely no doubt that they will find a way to succeed at this seemingly insurmountable task.
* Dragon Age: Inquisition. Every romance comes to a point where the player must decide if the Inquisitor will confirm the romance (thereby making the relationship permanent, with few exceptions); most of these are confirmed by the Inquisitor then being intimate with their chosen partner.
* Dragon Age: Inquisition, explains that this is a consequence of living in a hot climate and the difficulty of getting a shirt on over their horns. They refer to being surprised as "getting caught with your shirt on your horns".
* Dragon Age: Inquisition female — are taken hostage by a hostile Avvar warrior. There are also imprisoned slaves, mostly male, whom the Inquisitor can free in the Emprise du Lion and the Hissing Wastes.
* Dragon Age: Inquisition from the material plane. With demons now pouring from the Breach in droves, finding a way to close it is the first major objective of the game.
* Dragon Age: Inquisition (gay and lesbian player options, pansexual male party member/romance option, gay party member/romance option, lesbian party member/romance option, queer male romance, queer female romance)
* Dragon Age: Inquisition gives Evelyn a note to deliver it to himself in the present. Most of it concerns future events such as Celene’s assassination, the eluvians’ locations and such, but the last line is to remind himself not to give Evelyn any red wine since it triggers her trauma.
* Dragon Age: Inquisition goes back to square one again, most likely due to the engine shift. All the available hairstyles for the inquisitor remain frozen in place, even the longer ones. The exception is Morrigan and Sera, whose bangs move slightly during conversations.
* Dragon Age: Inquisition goes out of his way to ensure a reliable supply of cocoa.
* Dragon Age: Inquisition has an exciting prologue setting up the initial mystery, interesting recruitment missions as you gather your party... and then most of Act 1 is spent grinding the most generic quests in the game through the least interesting areas of the game for hours until you can unlock one of two alliance missions. Then the actual plot kicks in, and after a few linear story missions, the map opens up and the actual meat of the game starts.
* Dragon Age: Inquisition has Dorian and Iron Bull for male inquisitiors, and Josephine and Sera for females. Scout Harding can also be flirted with regardless of gender.
* Dragon Age: Inquisition has dragonbone, which can be used to craft the most powerful weapons in the game. As you might expect, you get dragonbone from killing dragons, meaning that in order to get enough of it to make a weapon, you have to kill half of the most powerful monsters in the game without it. Some of the DLC makes dragonbone buyable, but it's such a small upgrade from the relatively easy to find metals on the next tier down that it's still a borderline example of this.
* Dragon Age: Inquisition has either Cole or Dorian; you can recruit one of them shortly after the other optional teammates become available, but doing so locks you

out of recruiting the other until they show up in the Act 1 finale.
* Dragon Age: Inquisition has Keldra, Evelyn’s best friend, who openly and constantly opposes the idea of Evelyn and Solas being together or even being acquainted. Keldra believes that Solas being too old will prevent him from adjusting to a life in a Circle, and thus will bring danger to himself and Evelyn.
* Dragon Age: Inquisition has one of these, which mostly consists of a small room with a large table in the middle that they use to plan battles and missions.
* Dragon Age: Inquisition has Sera - while occasionally abrasive, she's a serial prankster and her main motivation is helping the downtrodden.
* Dragon Age: Inquisition has the most potential romances in the franchise to date, although they vary based on the player character's race and gender. Four of them belong to either your starting party or your advisory council; of the four who have to be actively recruited, only one - Sera - is female. If the player recruits all the other companions while still in Haven and does the quest "Champions of the Just," then the last romanceable companion to join the crew will be Dorian.
* Dragon Age: Inquisition, having nicknames for everyone except the Inquisitor (though sometimes he calls him/her "Your Inquisitorialness"). Probably the most affectionate one this time around is "Kid," for Cole.
* Dragon Age: Inquisition. Her position is so unique that it doesn't really have a name; she's a combination of deputy headmistress, guidance counselor, treasurer, and public relations expert. Much of the ongoing work to find both funds and students for the school falls on her desk.
* Dragon Age: Inquisition hinges on the fact that the player character is the only one to survive an explosion at the Divine's Conclave, a magic blast which decimated an entire building and killed the other hundreds of people inside it. The game revolves around finding out who is really responsible for the event and why, and preventing them from achieving their ultimate goal. Also, depending on player choices both in this game and the previous one, it's possible for one of the quests to be concluded in such a way that either Bethany or Carver becomes the last surviving member of the Hawke family.
* Dragon Age: Inquisition hop on one foot if you do enough damage to the other. If you then do enough damage to the second leg, they fall down on their knees, allowing you to target their upper body and head.
* Dragon Age: Inquisition. However, the writers found it came across as creepy and so wrote it out.
* Dragon Age: Inquisition, however, this is not seen; either way, nothing more ever comes of it.
* Dragon Age: Inquisition, however, with its multiple romance options for female player characters. It's more of a sliding scale than a cut-and-dried choice, with Cullen on the Gentleman end and the Iron Bull on the Scoundrel end. Solas and Blackwall fall somewhere in between, although your mileage may vary as to where.
* Dragon Age: Inquisition if he's in your party when you find an abandoned fortress in the middle of a jungle.
* Dragon Age: Inquisition, if the player romances neither Dorian nor the Iron Bull but has them in the party together long enough to trigger the necessary banter, they will get together and form one of these.
* Dragon Age: Inquisition. In both cases, two-thirds of the triangles are unaware that the third person thinks there is a triangle at all.
* Dragon Age: Inquisition in Kirkwall that they declared Meredith's harsh methods justified. Cassandra muses that if they had kept looking and examined the root causes, things might have gone very differently. Scattered conversations in other parts of the game strongly imply that Kirkwall was not the only place that the Seekers dropped the ball.
* Dragon Age: Inquisition in the first chapter is her risking to be beaten by a Templar just to protect Solas’s wolf jaw pendant for him. She also uses her family's noble status to protect other mages from being harassed by Templars, even though it’d weaken her own self-protection. In fact, this trait is what made Solas notice and fall in love with her in the first place.
* Dragon Age: Inquisition; in their free time, however, The Iron Bull is a lot more

savvy, and is incredibly calm and calculated in contract to Dorian's chatty, highly-expressive nature.
* Dragon Age: Inquisition in the third chapter, so I threw the book across the room!"
* Dragon Age: Inquisition into the narrative; these do everything from explaining things to the reader down to outright scolding the author for something. Since the implication is that he's adding these notes while the story is written, and he's therefore actively involved in deciding what gets included in the story, the instances of him talking about writing the story come across as this.
* Dragon Age: Inquisition in your party will disapprove of the decision.
* Dragon Age: Inquisition (Iron Bull). Cutscene camera angles frequently make good use of this.
* Dragon Age: Inquisition, Iron Bull has this reaction to his second-in-command, Krem, talking him into joining. "Hey, Chief, let's join the Inquisition! Good fights for a good cause!"
* Dragon Age: Inquisition, Iron Bull reveals that the Qunari revere dragons for their power and believe that their horns are due to the Qunari having some kind of connection to dragons. At the same time, the Qunari do not hesitate to slay dragons because they embody raw chaotic fury, and the Qun abhors chaos. Bringing Iron Bull with you to fight high dragons is one way to gain approval from him.
* Dragon Age: Inquisition is a spirit-like entity that spent most of his existence being unable to interact with others. Most people who talk with him forget about him shortly after, with only vague recollections of speaking to someone. Small wonder that he lacks understanding of social norms, like not blurting out people's hidden hurts and traumas in an awkward attempt at helping them.
* Dragon Age: Inquisition is as wild, spirited, and carefree as they come.
* Dragon Age: Inquisition is fascinated by it, which answers Tallis's second question.
* Dragon Age: Inquisition is this for whomever she romances, being literally the only person standing between Thedas and complete annihilation. A romanced Cassandra or Sera falls into the category as well; Vivienne is this for Duke Bastien.
* Dragon Age: Inquisition is Varric having this reaction to the entire premise of the game.
* Dragon Age: Inquisition. It also teaches you how to navigate the political and diplomatic landmines that a leader faces.
* Dragon Age: Inquisition jokes about that entry's eccentricities and plot holes.
* Dragon Age: Inquisition mage is technically an apostate since the vote to dissolve the Circles.
* Dragon Age: Inquisition makes Leliana perhaps the coolest version of this trope in Thedas towards Josephine, whom she considers one of her few true friends. This can actually cause problems where her methods of protecting the pacifist Josephine are violence, not to mention scare off anyone interested romantically. To Leliana, upsetting Josephine is well worth the price if it keeps her from getting hurt.
* Dragon Age: Inquisition. Meanwhile, in Skyhold, the Inquisitor can find one which was apparently sent to an Inquisition soldier, telling him that his girlfriend is dumping him for another woman (because she won't go off to war).
* Dragon Age: Inquisition mentions that in Tevinter, women in the military are segregated into exclusively-female units, which caused problems for him as a trans man.
* Dragon Age: Inquisition moment to see just how powerful he is. It's even moreso for the Inquisitor, who witnesses this unaware of Solas' identity or power.
* Dragon Age: Inquisition mostly to flip a big old middle finger at the world. "We showed them! We won!"
* Dragon Age: Inquisition, nothing affectionate or sexual happens between them despite them having previously been lovers. Solas forces himself to only touch her when he needs to do things like taking care of her hair, or giving her warmer clothes, or guiding her around.
* Dragon Age: Inquisition, not only for the Inquisition itself but arguably for most of Thedas. It's their cunning, charisma, and/or willpower which unites warring

factions under one banner and makes allies from enemies.
* Dragon Age: Inquisition of a mountain-shattering explosion (by physically entering and escaping the world of dreams) and goes from there. Lampshaded more than once, especially if the Inquisitor tries to downplay the messiah-hood thing.
* Dragon Age: Inquisition of Redcliffe, Fen'Harel seeks out Evelyn in the middle of the night just to be close to her for a moment. He plans to leave sooner but she convinces him to stay so they end up sleeping together for some time, enjoying each other's presence until Corypheus attacks the castle.
* Dragon Age: Inquisition: Oh dear. It should be called "Love Cannot Overcome: The Game."
* Dragon Age: Inquisition one, even when other companions would likely be wondering when you'll be satisfied already.
* Dragon Age: Inquisition, one of the students is based on this character; his name is Jim Scout, and he casually asks his friend at one point, "Have you ever noticed that Professor Harel looks like an egg?"
* Dragon Age: Inquisition options, for getting to a certain point in the game at Level 5 or lower with the "Take it Slow" option on (which halves your XP earned).
* Dragon Age: Inquisition options some are incredibly funny, and indeed awesome.
* Dragon Age: Inquisition or The Iron Bull can be the first guy depending on when they're recruited; for gay female Inquisitors, it's Josephine.
* Dragon Age: Inquisition people is that the creator (whose identity varies with the telling) could never figure out why his worked and their other attempts failed.
* Dragon Age: Inquisition returns to the approval system, but hides the exact numerical valies, just listing which characters approve or disapprove of any specific decision of yours. Occasionally, instead of simply approving or disapproving, they "slightly" or "greatly" approve/disapprove. Unlike most games with this mechanic, you cannot always prevent approval gains or losses by not taking specific companions with you; the consequence of the player being the leader of a massive organization means that the approval gains for large-scale, world changing decisions affect your entire party, even companions located elsewhere. They even retroactively gain or lose approval for big decisions you made before they were recruited.
* Dragon Age: Inquisition reveals Elves and Humans are similar after all; those face tattoos the forest elves are actually old slave identification tags. All of the down-to-earth traditions are simply echoes of the civilized elves pushing their slaves into the dirt, before their civilization fell from a war that caused an international incident.
* Dragon Age: Inquisition reveals that former Templar Cullen was sometimes this in his younger days for his big sister Mia, though he stresses that she was every bit as annoying right back. Now in adulthood, the main thing he does that annoys her is to not write as often as she feels he should (and, if he's romanced, to not give sufficient details when he does write). When he does speak of her and their other siblings, it's usually with great fondness.
* Dragon Age: Inquisition, rogues can take the Artificer specialization, which focuses on building and using complex traps and mines.
* Dragon Age: Inquisition, serving as the ambassador of the newly reformed Inquisition. While Leliana tracks down useful information and Cullen directs the military branch, Josephine is the one who interacts with nobility and Chantry representatives, trying to paint the organization (and the Inquisitor) in the best possible light at all times in order to encourage financial contributions and other forms of support. Being nobility herself helps a lot, since she has the education and the connections to allow her to do what needs to be done.
* Dragon Age: Inquisition, several characters will curtsy to the Inquisitor during a mission where you have to make nice at an Orlesian (fantasy France) masquerade ball. The lady Inquisitor and her female companions, however, don't curtsy due to wearing a tunic and trousers.
* Dragon Age: Inquisition. She does admit that it's pretty foolish for her to do so but she just can't bring herself to care.
* Dragon Age: Inquisition, she really needs to claw her way out to a society that

despises mages no matter how much blood was spilled.
* Dragon Age: Inquisition; should a female Inquisitor max out the approval rating of the Tevinter mage Dorian, their dialogue clearly indicates a mutual platonic adoration.
* Dragon Age: Inquisition showed up to push out the remaining survivors.
* Dragon Age: Inquisition's main antagonist claims to be one of those mages which may support the legend being true, but it's still never shown that he's actually telling the truth, and the apparent involvement of gods from other pantheons suggests that at the least there's more to the story than that.
* Dragon Age: Inquisition's multiplayer was trained with this mentality, simply serving whoever wields her and has no loyalty besides.
* Dragon Age: Inquisition, Solas (an apostate mage who's spent his life studying the Fade) has a conversation with the Inquisitor in a shared dream. Apparently, they sought him out rather than vice versa - their Anchor allows them to dream with unusual focus, whether or not they're a mage.
* Dragon Age: Inquisition, Solas and Evelyn’s first interactions is her willing to be hit to keep his pendant safe. But it takes him to see her protecting an elven child and, once again, risking herself to keep him safe from his own mistake that he truly notices and develops affection for her, and much longer than that for him to actually see her as a true person with full emotional capability.
* Dragon Age: Inquisition, Solas and Evelyn are often specifically described to do this and not just simply holding hands. In fact, it's rare for them not to do this when they're with each other.
* Dragon Age: Inquisition, Solas claims Thedas was far different before the humans came:
* Dragon Age: Inquisition, Solas strongly disapproves of the Grey Wardens because their method of ending Blights involves destroying the Old Gods-turned-Archdemons that lead the Blights. He believes that the Old Gods are somehow vital to the existence of the world, and that destroying them permanently would ultimately lead to something worse than any Blight.
* Dragon Age: Inquisition spends most of the first act demanding that the Herald be arrested and constantly denouncing the Inquisition. During the Siege of Haven, he is mortally wounded while trying to help. With the last of his strength, he shows the Inquisition a hidden pilgrimage path he accidentally discovered on a whim that could lead the survivors to safety. The coincidence of this makes him believe that the Inquisition and the Herald really have been Chosen by the Maker to save Thedas. Ultimately he helps save the Inquisition and dies peacefully with his faith restored, his only regret being that he didn't support them from the start.
* Dragon Age: Inquisition, spewing forth demons aplenty. Smaller Rifts also dot the landscape, and only the Inquisitor can seal them. After the first Act, the Elder One's forces take center stage. Whether or not he has more Venatori mages or Red Templars depends on a choice made in Act One.
* Dragon Age: Inquisition starts out as this. Unsurprisingly, it evolves beyond this if you decide to continue pursuing a relationship. You can also ask Leliana if this was what happened between her and Justinia, she will go into an angry tirade at the cliche.
* Dragon Age: Inquisition. Swelling music, spinning camera, gorgeous scenery, glowing effects - the whole nine yards.
* Dragon Age: Inquisition that assumes the conclusion of the Orlesian civil war means a change in fortunes. Later, a female NPC challenges him about his supposed riches, pointing out that he's never bought a round at the tavern and probably never will. He then admits to poverty with the following statement: "Yesterday, I ate a pleated leather shoe."
* Dragon Age: Inquisition that in Tevinter's military women are allowed to fight but are segregated from the men, but otherwise there is no indication that the Imperium is different than the rest of Thedas, aside from their Chantry (see below).
* Dragon Age: Inquisition that Varric and Mahanon are up to something... but most of them don't know what, and don't want to know for this exact reason.

* Dragon Age: Inquisition The developers quickly realized that DAIII:I was a rather clumsy abbreviation, and dropped the number.
* Dragon Age: Inquisition, the Fade Cloak spell, which allows the user to briefly phase through foes and their attacks unharmed, can be upgraded with "Decloaking Blast", which deals massive damage and knockback when the user rematerializes within an enemy.
* Dragon Age: Inquisition the first time she meets her. Sometimes, the only thing she'll be able to say is "...woof". Same goes for Cassandra, who is physically imposing and as Sera says, "well fit", and if not in a romance she will try it with her.
* Dragon Age: Inquisition, the Herald isn't even its leader (at least initially).
* Dragon Age: Inquisition, the Inquisitor does this after jumping out of a rift at the end of the Adamant mission.
* Dragon Age: Inquisition, the Inquisitor him/herself can serve as this to the young farmer called Sutherland. If his quest chain (on the war table) is completed correctly, the player guides him from being a raw recruit to the leader of his own small adventuring company. He's extremely grateful for the Inquisitor's belief in him.
* Dragon Age: Inquisition the Iron Bull often refers to people from the Tevinter Imperium as "vints." He is the only one heard using this term, however.
* Dragon Age: Inquisition the limitations of magic are significantly loosened in ways that even the most learned scholars are struggling to comprehend. Even a form of time travel becomes possible following this event, albeit in an extremely unstable fashion. Surprisingly, an entire new school of magic revolving around manipulating the newly released energies arises mere months afterwards, although not without significant risks.
* Dragon Age: Inquisition: The main plot requires you to lay siege to a fortress that was built during the Second Blight some centuries earlier, and has an impressive track record against the darkspawn. Cullen, however, is quick to point out that the construction is antiquated and no match for modern siege engines, and Josephine has pulled strings to get you the services of a team of highly skilled sappers.
* Dragon Age: Inquisition, the player can come across Cullen and Dorian playing chess. Cullen wins, and you can then have a game yourself. If you take the option to cheat, he beats you and explains that Dorian cheats as well - taking the "play fair" option is the only way you can win.
* Dragon Age: Inquisition the power and hasn't hesitated to use it to screw over Briala and the elves before. Basically, despite the game framing Briala co-ruling with Gaspard or Celene as a happy ending for elves, many players are waiting for the other shoe to drop.
* Dragon Age: Inquisition, the upcoming third game in the series, this will be played straight, as the plot surrounds the return of the titular Inquisition, an ancient order which was disbanded 900 years before the present age.
* Dragon Age: Inquisition they actually fly around to strafe your party with powerful elemental attacks, although thankfully they spend just as much time on the ground to give you a reasonable chance to defeat them. Also unlike the earlier examples, each dragon is a specimen of its own subspecies with considerably varying looks, weaknesses and elemental affiliation.
* Dragon Age: Inquisition. They're very good at what they do, and thoroughly committed to the cause.
* Dragon Age: Inquisition, they start off in a special golden suit of armor.
* Dragon Age: Inquisition thing going on for a while, and she takes to leaving handkerchiefs where he can find them.
* Dragon Age: Inquisition, this is how the female Inquisitor and Cullen confess their love for each other after their first night together.
* Dragon Age: Inquisition, this is the history of Fairbanks, a good man in the Emerald Graves who can be recruited as an agent for the Inquisition. His mother was a noblewoman, who fell in love with a soldier in the service of her father's archenemy. The soldier was killed, and the noblewoman's father threw his pregnant

daughter out of the house; she died in childbirth, but Fairbanks survived thanks to the efforts of the woman who assisted with the birth. On his deathbed, the noble regretted his actions and bequeathed his fortune to his daughter (not knowing she had already died) and her offspring. An optional side quest allows the Inquisitor to find the proof of Fairbanks's lineage and restore him to his inheritance.
* Dragon Age: Inquisition to a potential dialogue from the main game, in which Sera assures the Inquisitor that they're not evil enough to deserve any worse treatment than a pie in the face.
* Dragon Age: Inquisition to being given a sneak peek pre-editing copy.
* Dragon Age: Inquisition to cast. These spells were apparently awesome to behold and blended with other magic to create an "unending symphony" of magical energy. But as Elves were immortal in that age, they didn't understand the concept of time, so such long casting seemed trivial.
* Dragon Age: Inquisition to her serious nature and the fact that the two have soft spots with her due to her kind and genuine nature. Meanwhile, Mahanon hangs out more with Iron Bull and Sera, befitting with his carefree and fun-loving nature, although he had a falling out with the latter in the middle of the story (they immediately bury the hatchet though).
* Dragon Age: Inquisition to kill any member of the Montilyet family who attempts to restore their trading enterprise in Orlais. Josephine only learns of the matter when she herself tries to do just that; because the du Paraquette nobles died out several years earlier, it makes the contract very unusual, so the assassins feel they owe her the courtesy of an explanation. The Inquisitor must then take steps, one way or another, to put a stop to the feud in order to save Josephine's life.
* Dragon Age: Inquisition, to reinstate the eponymous Inquisition and bring the factions to heel to combat the tear in the Veil.
* Dragon Age: Inquisition (triggered by talking to Varric with high enough approval) features the Inquisitor, companions and advisors playing a game of Wicked Grace. While they are not actually playing a "strip" version of the game, the scene ends with Cullen losing his clothes in the bet, which initiates remarks from some of the other characters.
* Dragon Age: Inquisition version of this to those who threaten them, should the Grand Duchess die at the Winter Palace. She later snarks about it.
* Dragon Age: Inquisition was originally planned to be even more uncomfortable by having this. However certain elements were considered too much (the reaction being that it could be construed as rape) and the idea was pulled.
* Dragon Age: Inquisition was up to something, even if she didn't know the exact details.
* Dragon Age: Inquisition was waiting for them with cards and kept them busy until the guards showed up and arrested them. A number of them still liked Hawke so much that, after getting out, they became regulars at Hawke and Varric's weekly card games.
* Dragon Age: Inquisition, we have a non-violent example in which a pickpocket tries to mug Solas and Evelyn, he ends up losing his own purse instead.
* Dragon Age: Inquisition. What he can't accept is the idea that she might not return.
* Dragon Age: Inquisition, when he's romanced by a dwarf, elf, or human of either gender. With a dwarf Inquisitor, it's particularly humorous in the base game's ending where the couple is making out on the patio... and your character is clearly standing on a stool.
* Dragon Age: Inquisition, when part of the Templar order goes rogue and takes Red Lyrium out of desperation, making them insane and giving them super-powers.
* Dragon Age: Inquisition, when Solas and Evelyn got together while they were still in Ostwick, they kept it a secret to prevent it being used against them (as most Circle mages would do). Once canon kicks in, their relationship is more like a semi-open secret; most of the main cast know that they’re together but to everyone else, it’s just a rumor. Solas actually wants to continue to hide it at first, since he wants Evelyn to get as much influence and power in the Game as possible, but she disagrees.

* Dragon Age: Inquisition, when Solas has been taken into the Ostwick Circle and has to go through Harrowing, within the Fade, a rage demon looks at him, he looks back and the demon just backs away without a single word.
* Dragon Age: Inquisition. When the Inquisitor's party escapes the Temple of Mythal through an eluvian, Corypheus tries to follow, but the portal closes in his face, resulting in him slamming into the mirror at high speed.
* Dragon Age: Inquisition, when they first meet, Solas comments that Evelyn, while looking delicate and balanced in features, isn't that standout from others. After he falls in love with her, though, he often calls her beautiful, and generally can't resist her even when she definitely isn't (like being emaciated and extremely pale, or looking very hazardous from fighting and running). At one point, he even scoffs at a noble in Halamshiral who calls her plain.
* Dragon Age: Inquisition, where Dorian asks Varric if he has this relationship with Cassandra. Varric fiercely denies this.
* Dragon Age: Inquisition, where Jim is the central figure in chapter 19 and is shown to have a propensity for stumbling into all sorts of humiliating situations throughout Skyhold.
* Dragon Age: Inquisition where quite a few minor NPCs and major characters are black, including one party member (Enchanter Vivienne). It's mostly set in Orlais, which is again a much more cosmopolitan place. Ferelden is still almost entirely white.
* Dragon Age: Inquisition, where she angrily compared love to a deadly disease.
* Dragon Age: Inquisition, which Dorian pegs at about 3 to 1, in favor of the Elder One. (The Inquisitor has the option to get in on that particular bet.) Other bets include whether they are "ass-deep in trouble" (Varric being a dwarf skews that a bit), the creepiness of nug feet, and whether they'll find an enemy that farts fire next.
* Dragon Age: Inquisition, which plays in snippets revealing more of the song as the romance storyline progresses.
* Dragon Age: Inquisition who breaks up with the Inquisitor, and she is unable to romance anyone else since they can't move on from it.
* Dragon Age: Inquisition (who doesn't care) but also the indirect version by defacing Inquisition documents with drawings of butts.
* Dragon Age: Inquisition, who in this AU has fought many times but never killed anyone, is immediately traumatized.
* Dragon Age: Inquisition wield floating tomes (a first in the series). It is yet unknown if the player has access to them. According to the codex, these books are in fact normal books enchanted with prepared spells, presumably because these so-called Spellbinders don't have the training or experience to make up battle magic on the fly.
* Dragon Age: Inquisition will delight in calling a Female Dwarven Inquisitor "adorable", "squeezy-cute" and other endearing names.
* Dragon Age: Inquisition will lead what is nominally a Chantry organization, but have no pre-determined allegiance in practice. You can thus pick and choose your allies as you see fit.
* Dragon Age: Inquisition, with the in-game explanation being that, unlike the Warden and Hawke, the Inquisitor is not from Ferelden (and Mabari are pretty much exclusively Fereldan). However, it's been speculated that it was really for precisely this reason — a Mabari would likely have been able to determine that one specific character was not what he was claiming to be.
* Dragon Age: Inquisition with the members of the Bull's Chargers, the Iron Bull's mercenary company; of the group, only two - Dalish and Skinner - are female.
* Dragon Age: Inquisition, would have made them as miserable together as Dorian's parents were if Dorian hadn't left Tevinter.
* Dragon Age: Inquisition. You besiege an ancient fortress that turns out to be easier to break into because it was not built to withstand modern siege weapons.
* Dragon Age: Inquisition. You can briefly communicate with them as well through a war table mission.
* Dragon Age: Inquisition, you can collect various styles of thrones from which you

issue judgment on prisoners.
* Dragon Age: Inquisition, you can use the Golden Nug, allowing you to share schematics and unlocked customization options between playthroughs.
* Dragon Age: Inquisition, your potential Qunari companion, the Iron Bull, is missing part of two fingers on his left hand (and has a sizable scar on the next one over, showing that he likely narrowly avoided losing that one as well).
* Dragon Age instead, they had a network of magical doors to take them go everywhere they wanted to go.
* Dragon Age: In the same vein, we will agree to join (or get conscripted into) the Wardens, and always survive the Joining—since it's heavily implied we meet a grisly fate if we don't—we'll always end up in Kirkwall, and we'll always survive the explosion at the Conclave with a green glowy hand.
* Dragon Age in the third game. Some fluff does indicate that a few quarians have converted to actual, human Judaism. The similarities are never remarked on in-game, however.
* Dragon Age, intimate relationships between them and their charges are among the most taboo things in Thedas.
* Dragon Age, Iron Bull, is a Ben-Hassrath operative who is surprisingly open about it, and he talks about some of their tactics they use to control the population.
* Dragon Age is an elf/mage, saves the world, and is exalted as as a hero at the end, within a few years the society you saved goes back to mistreating your people.
* Dragon Age is set on a single continent named Thedas, and although the franchise's lore stretches back for several thousand years, almost nothing is known of the world around Thedas. The continent is walled in by massive mountain ranges to the west, impenetrable jungles to the north, frozen wastelands to the south and endless oceans to the east. Many have tried to explore these regions over the millennia, but scarcely anybody has ever returned, and those that did can't tell much because they didn't get far enough to uncover anything of note. As far as the average Thedosian is concernced, there's nothing beyond Thedas but rumors, legends and death.
* Dragon Age is that it exists to protect mages (particularly young ones) from being attacked by mobs. There is plenty of debate on this in-universe and out, the common counterargument being that keeping mages at arm's length from the population just perpetuates this attitude.
* Dragon Age is that mages are not actually capable of turning other people into toads, or anything. It's just one of many superstitions born from mages being isolated from everyone else. At most, a specially trained mage might turn themselves into a toad.
* Dragon Age is the source of magic in the world of Thedas. It's a metaphysical realm where the spirits of the dead go and that most can fleetingly enter when sleeping, but only Mages can remain fully conscious when they visit. Unfortunately, the use of magic can make Mages targets for the demons that reside in the Fade.
* Dragon Age is written as a diary. The narrator occasionally gets into enough trouble that other characters have to step in and complete his entries.
* Dragon Age, it also appears to be extremely harmful to the darkspawn — likely the reason that Grey Warden weapons and armor are traditionally made of it. Silverite is also not unbreakable, which leads to another reason it is usually only used by the rich: it is nigh impossible to repair completely. Any attempt will leave flaws in the armor or blade that will inevitably break again, and far more severely the next time. Hence, damaged silverite needs to be replaced completely, which is, naturally, expensive.
* Dragon Age. It seems that all (or most) of the belief systems in the story have a grain of truth to them somewhere, but the common thread that links them all hasn't been revealed yet.
* Dragon Age it was changed to only deal a percentage of the target's maximum hitpoints, so it couldn't be used on mooks to inflict insane damage on nearby bosses anymore.
* Dragon Age "Legacy" Hawke's father Malcolm's lingering memories reveal that Malcolm hated his magic and hoped none of his children would share his burden.

* Dragon Age, Lord-Seeker's role may be reformed after 9:41 Dragon, however.
* Dragon Age: Magekiller affords him considerable status and respect, and he probably has a more comfortable life than most free people.
* Dragon Age) main qualities; she is not above helping someone in one instance only to lead them to their doom in the next, solely for the fun of it. Flemeth herself even admits this.
* Dragon Age, Marius initially refuses to take on a mission in the Tevinter Imperium because he refuses to do work in Tevinter. However, once Marius learns that his target is sacrificing children, he changes his tune.
* Dragon Age mostly averts the trope, since the two races don't really have a whole lot to do with each other in general; this results in a relative lack of animosity. The elves are too busy recovering their history and avoiding being killed by the humans, and the dwarves are too busy recovering their history and avoiding being killed by the darkspawn... and themselves.
* Dragon Age mythos lack the "spark of life" that the mortal races possess, and in an attempt to emulate it, fixate on one quality of mortal beings and choose to wholly embody it. Spirits embody positive traits such as faith, hope, and compassion, while demons embody vices like rage, sloth, and pride.
* Dragon Age of all six origin stories happened, and the dwarf storyline especially requires you to have seen both dwarf origins to get the whole picture.
* Dragon Age of mages, and marriages are arranged in such a way to ensure mage offspring. Commoners hold out hope that one day their children or grandchildren might become mages, but even if they do, they'd be stuck working as lowly bureaucratic clerks since all the lofty positions are held by the noble families. Then there's the Qunari, whose mages become slaves to the state.
* Dragon Age of man-eating zombies, yet most of the world's major problems stem from imperialism, racism, class divides, religious extremism, and a general lack of proper communication between its denizens.
* Dragon Age of their historical homelands to overly ambitious humans, the Dalish chose to scatter to the four winds and exist as tribes of wandering nomads, rather than submit to human authority.
* Dragon Age. One could easily have given the game a "T" rating if they even made everyone not become an utter blood magnet. One of the ads actually used the Manson song "This is the New Shit" while displaying all the bloodiest scenes as basically the whole thing.
* Dragon Age: Origins – Awakening, a nobleman begs the Warden-Commander for assistance because a group of thugs have kidnapped his daughter and are holding her for ransom.
* Dragon Age: Origins – Awakening, any character that wears the Armor of the Sentinel will look the part of a Black Knight. The flavor text implies that the armor itself may have somehow been tainted when its original wearer slew the Archdemon Dumat.
* Dragon Age: Origins – Awakening, as she's being dragged away by darkspawn. Unlike most examples, she manages to kick free and get back up.
* Dragon Age: Origins – Awakening by saying that on the rare occasions he was home he seemed to treat her more as an abstract symbol of what he was fighting for than an actual person with thoughts and feelings of her own. Her reaction to his death is not really the pain of losing a true loved one, but more the impersonal sadness of knowing that a brave, idealistic man had died in the line of duty.
* Dragon Age: Origins – Awakening expansion pack, there's a Legion of the Dead member whom you can recruit as a follower, ironically by saving her life after the rest of her squad gets wiped out.
* Dragon Age: Origins – Awakening for all of the participants to survive.
* Dragon Age: Origins – Awakening for the defenders, or a successful repulse of the siege.
* Dragon Age: Origins – Awakening is introduced during the first area, given some hints of a personality, and even has an opportunity for you to gain or lose approval, before failing the Joining and dying.
* Dragon Age: Origins – Awakening later on is cutting the cycle once he learns

and understands what a bastard his father was and that he had it coming.
* Dragon Age: Origins – Awakening means them no harm, his lackeys are another story, and the Commander has to run around to find the other three and help them escape from the silverite mines where they're all being held. Unlike the situation in the base game, this particular incident cannot be avoided.
* Dragon Age: Origins – Awakening, most of Sigrun and Oghren's conversations involve her being repulsed by his attempts at "flirting". When she learns he half-convinced Velanna (an elf) that dwarves hatch from rocks, however...
* Dragon Age: Origins – Awakening of this trope; the quest description mentions that the guild is concerned about the poison falling into the hands of children, though the guild is more than likely responsible for bringing the bottles into Amaranthine in the first place.
* Dragon Age: Origins – Awakening racially motivated - it's based on the fact that Velanna is extremely uptight.
* Dragon Age: Origins – Awakening, rogues can get an ability in the Legion Scout specialization that makes them immune to damage for a time. At higher levels of this ability, all magic effects are negated during this mode, including healing magic.
* Dragon Age: Origins – Awakening, Sigrun, a female dwarf warrior, examines the books in a bookshelf:
* Dragon Age: Origins – Awakening that he's heard about schleets, monsters that disguise themselves as a seemingly ordinary pair of pants, then gouge out a victim's eyes. The Warden can egg him on by claiming schleets then lay eggs in the victim's eye sockets, to which he retorts "What kind of moron do you think I am? Schleets don't lay eggs!"
* Dragon Age: Origins – Awakening, the Children are introduced devouring normal Darkspawn and instantly transforming into bigger and more monstrous forms.
* Dragon Age: Origins – Awakening. When they got fed up and torched her house, she cast a spell that dragged them all into death with her.
* Dragon Age: Origins – Awakening where some of his dialogue implies that he actually falls in love with Hawke whether he's romanced or not.
* Dragon Age: Origins – Awakening. While many people will at least pay lip service to your being possibly the worst person to piss off in the entirety of Thedas, you still get quests like random nobody smugglers asking you to scare the local innkeeper into opening his end of the secret passage again. Pleasantly enough, you can at least tell the smuggler in question to go and stick it up his jumper.
* Dragon Age: Origins – Awakening you encounter a male Qunari named Armas who has rejected the Qun by choosing to make his living as a merchant. He outright calls the Qun a lie if you ask him about his unorthodox career choice.
* Dragon Age: Origins – Awakening, you get to keep and display in your throne room: the dragon egg from the Silverite Mines, the inferno golem shell from Kal'Hirol, and the dragon scull of the Queen of the Blackmarsh.
* Dragon Age: Origins achievement by bedding him (which is, you guessed it, very easy).
* Dragon Age: Origins, actually has more than one, and which one he makes depends on whether the player has "hardened" his personality or not.) It's up to the player how to respond.
* Dragon Age: Origins Additionally, if you choose the Spirit Healer specialization, a mage PC or Morrigan can also act the part.
* Dragon Age: Origins adds the staff Lamppost in Winter, the description stating that it is painfully cold and licking it would be unwise.
* Dragon Age: Origins, a demon takes the form of a cat and tries to possess a little girl. The PC can save the girl or let the demon go on its merry way.
* Dragon Age: Origins a female guard, one option is to stir up a fight between two male guards who are both interested in her.
* Dragon Age: Origins. A female human PC romancing Zevran also counts, seeing as elves are shorter than humans.
* Dragon Age: Origins, Alistair is the sweet-hearted, noble Gentleman and Zevran is

the sex-crazy assassin Scoundrel.
* Dragon Age: Origins, Alistair will say, in a shaky voice, "I think I need a drink. Or ten."
* Dragon Age: Origins all over the screen for laughs as you walk around.
* Dragon Age: Origins allows you to behave like this in any number of situations, justifying a great deal of evil as necessary to destroy the darkspawn.
* Dragon Age: Origins, although exactly which type depends entirely on how the player chooses to have the character behave.
* Dragon Age: Origins. Although she possesses pitch-black eyes, she is not evil, only inhuman. In fact, she wishes to end the curse that has been placed upon the werewolves of the Brecilian Forest, even though doing so will require her death.
* Dragon Age: Origins, a mead, is described as "Sweet and flowery as a spring morning, with a bitter aftertaste of daddy's-going-off-to-war-and-never-coming-home".
* Dragon Age: Origins, an able if ruthless administrator who assumes responsibility for most of the actions that would ordinarily give Loghain bad P.R.
* Dragon Age: Origins and Eamon is mainly concerned with ending the civil war as quickly as possible to deal with the Blight, which demonstrates his ability to see the big picture.
* Dragon Age: Origins) and have Levi Dryden's brother make a sword from it after the events at Soldier's Peak. The appropriately dubbed "Starfang" is one of the strongest swords in the game.
* Dragon Age: Origins and he has a high approval at the end of the game, the Gray Warden helps him break out of this behavior and be more responsible toward Felsi and their child.
* Dragon Age: Origins And her first act after being recruited into your party? Stomping on a chicken.
* Dragon Age: Origins and her friend before he gets drafted into the Grey Wardens. When he is exiled and returns to Orzammar later on, one of the women will have already given birth to his son. While officially speaking the game takes place over the course of a year, if a player leaves Ostagar and makes a bee-line straight for Orzammar, at most a few weeks will have passed.
* Dragon Age: Origins and is focused on glory and storybook-style victories, and this actually becomes quite believable.
* Dragon Age: Origins, and is instantly disappointed to see that you're the person he is looking for.
* Dragon Age: Origins, and no real customization. For being so different from previous Dragon Age offerings, critics are giving it negative reviews.
* Dragon Age: Origins and partly because a real relationship complicates her own plans. At one point she flat out begs him to say he doesn't love her.
* Dragon Age: Origins and rendering them the only ones capable of truly slaying an Archdemon, thus ending the latest Blight.
* Dragon Age: Origins and save everyone if you have built up the fort enough that it can stand without you.
* Dragon Age: Origins, and that if he doesn't do as the colonel wants he'll probably end up scrubbing the rafters with a toothbrush...
* Dragon Age: Origins and then running away faster than you can catch up). Some also speak intelligibly, either replaying scenes from their lives (usually having to do with their deaths) or singing creepy songs.
* Dragon Age: Origins, and thus was banned from bearing arms and armor in the city.
* Dragon Age: Origins, and, unable to think of an answer, he agrees to back off.
* Dragon Age: Origins and whenever you have an intimate moment with your love interest.
* Dragon Age: Origins), Anora is shown to have had very tender feelings for Cailan and is slightly confused by the prospect of developing them for his brother.
* Dragon Age: Origins approach, and if the player chooses, the relationship between Wynne and the Grey Warden can develop a distinct mother/child aspect, which Wynne will lampshade.
* Dragon Age: Origins, a random encounter has you attacked by a pack of wolves the

moment said encounter begins. There are also a plethora of traps you have to avoid while fighting said wolves. After dealing with both you get to the end of the path and reach two signs. One says "Caution: wolves frequent the area", the other says "Caution: traps set for wolves".
* Dragon Age: Origins are internationally famous, in a quasi-medieval society that can't use magic for fast communications. That's impressive just for its difficulty.
* Dragon Age: Origins are remotely plot-relevant, but the most prominent example is the horde of poorly-armed and poorly-trained refugees who swarm you just north of Lothering because they need the money from the bounty on your head.
* Dragon Age: Origins are small, poison-spitting dinosaurs that utilize this trope.
* Dragon Age: Origins are the bogeymen of the setting, an embodiment of a magical curse upon Thedas. Fortunately, they don't show up on the surface often because they are too disorganized and chaotic unless they are united under an Archdemon who leads them on a Blight. Unfortunately, the game takes place during the beginning of the Fifth Blight. They are by far the most common adversary in this game.
* Dragon Age: Origins armor. Sophia Dryden's armor might count as well, considering how fancy and decorative it looks.
* Dragon Age: Origins as a famous hero, although a somewhat more divisive one due to their role in starting the Mage-Templar war.
* Dragon Age: Origins as a key virtue. He can't learn two specializations because doing so is, effectively, against his religion!
* Dragon Age: Origins. As a result, the Warden is forced to take command mere hours after their Joining.
* Dragon Age: Origins asking the PC point-blank what it means to be a Grey Warden, and the rest of the conversation is more or less Wynne's Uncle Ben moment.
* Dragon Age: Origins as with the many origins, the developers would need to have fluid racial traits for dozens of characters). Justified by the setting; Ferelden is modeled on Saxon England.
* Dragon Age: Origins at the end of the game, meaning that every significant lover he's ever had is dead.
* Dragon Age: Origins at the Landsmeet, Loghain approaches, applauding sarcastically.
* Dragon Age: Origins, at which time his son Cailan was crowned king. His absence from Ferelden impacts the plot, in part because most people don't feel Cailan is as good a king as his father was. No likeness of him ever appears in the games, but he does appear as a character in some of the tie-in novels and comics.
* Dragon Age: Origins: A variant occurs within dwarven society. Dwarves have a very strict caste system that determines each dwarf's profession, with casteless dwarves filling the very bottom rung. Female casteless dwarves commonly engage in "noble hunting", where they seduce a male dwarf noble and have his child. Caste is inherited from the same-gender parent, so if that baby is a boy, it will be a Noble, and he and his mother will be adopted into the house of the child's father. This is even encouraged in dwarven society, as their population is dwindling from constant attacks by the darkspawn. However, this can very easily backfire. If the child is a girl, it will be born Casteless, and leave the mother no better off economically or socially, with her dreams dashed, little hope of seducing another noble, and another mouth to feed.
* Dragon Age: Origins averts it for anything except basic crafting components, though the merchants appear to have infinite funds.
* Dragon Age: Origins baby daddy, while still being in love with the Warden, who may have had a previous relationship with two other members of the party.
* Dragon Age: Origins belongs to a notorious assassin's guild, the Antivan Crows.
* Dragon Age: Origins build: you run the guy through with one blade, then lop his head off with the other.
* Dragon Age: Origins), but this map does not appear in the game itself.
* Dragon Age: Origins - but until that happens, he merely comes across as this trope. Their older brother, Trian, treats the player character as being this (out of jealousy); it's up to the player whether or not it's justified. The other two origins which give the player character older siblings (Dwarf Commoner and Human

Noble) both avert the trope, as their older siblings care for them greatly no matter how the player chooses to have the character behave.
* Dragon Age: Origins, but when things go wrong they're on hand to clean up. The player characters in both games doesn't have this as one of their primary jobs, but they'll probably take out a good hundred or so demons and demon-possessed mages in the course of a single game.
* Dragon Age: Origins by promising to give you a reprieve from your quest: it shows you a vision of your quest already being complete, with Duncan (the Grey Warden who recruited you) having now retired. You pass the test by pointing out that Duncan is behaving out-of-character; the real Duncan would be constantly vigilant of any future Darkspawn threats, not asking you to retire and sing songs of Grey Warden glory with him.
* Dragon Age: Origins by the idea and finds his interest in it unhealthy.
* Dragon Age: Origins can be portrayed as being this to their respective servants. The Human Noble interacts with their family's cook and also, if visiting the treasury, comes across some guards playing cards. The Dwarf Noble has their second, Gorim, to whom they can be this trope.
* Dragon Age: Origins can be reasoned with is that she wears perfectly ordinary heavy armor, almost everybody is dressed sensibly if you ignore the pure fanservice-y skintight robes that every woman not in armor wears.
* Dragon Age: Origins can even lampshade it through a dialogue choice:
* Dragon Age: Origins can have this sort of dynamic with Morrigan, or with a non-romanced Leliana, Zevran, and/or Alistair.
* Dragon Age: Origins can sometimes glimpse the size and movements of the Darkspawn horde in their dreams.
* Dragon Age: Origins, city elves can be mistaken for labor workers in Ostagar. Can be a bit sad, since back home in the Alienage neighbors of yours were being evicted and forced to work there. We don't assume they're treated very nicely.
* Dragon Age: Origins collaborators is met with suspicion and disbelief by much of the rest of the Fereldan nobility in the first game (and their suspicion is well-founded).
* Dragon Age: Origins come away perfectly clean. Justified, in that mages in the game never get blood splatters on them during combat, except for when they're being attacked in melee, as attested to by a male mage Warden.
* Dragon Age: Origins come down on you if you're caught stealing, however.
* Dragon Age: Origins completely break free, they are still in very real danger from the actual demons.
* Dragon Age: Origins, conflicted, jaded, and can be asked about it. Leliana may even offer to teach you, which leads to a completely unromanticized portrayal of bard life with her strongly hinting not to become one.
* Dragon Age: Origins, creating Witherfang. Witherfang then cursed the humans, and turned them into the first werewolves. Centuries later, those humans' descendants are still cursed. Under the guidance of Witherfang (who gained sentience and intelligence as the Lady of the Forest), this new generation of werewolves are attacking the Dalish and spreading the curse to them, partly for revenge against Zathrian (who is still alive because he is bound to Witherfang) and partly because they are trying to force Zathrien to undo his curse. The werewolves believe they are being unfairly punished for their ancestors' crimes. Zathrian believes that their current actions prove that they are just as savage as their ancestors and deserve the curse no less. Ultimately, it's up to you to decide how this cycle is resolved.
* Dragon Age: Origins: Daveth, one of the Grey Warden recruits who team up with you in the beginning, tells you that he got recruited when he picked Duncan's pocket; but the old Grey Warden chased him halfway across town, where he finally ran headfirst into a guard-detail, who were only too happy to finally have a chance to hang him. Duncan was so impressed with his agility and stamina that he conscripted the thief on the spot, saving him from the gallows.
* Dragon Age: Origins. Depending on which party members you bring along, the Warden, Morrigan, and Sten will all realize they're in a dream when the

inconsistencies start adding up.
* Dragon Age: Origins DLC reveals there's some truth to this, although the City may have been "corrupt" before they got there.
* Dragon Age: Origins DLC "Warden's Keep", Avernus' research into the Taint suggests that it's alien to Thedas, with it's true origins unknown even to the denizens of the Fade, such as Spirits and Demons. Avernus believes that the key to understanding it is tied into whatever caused the corruption of the Black City.
* Dragon Age: Origins either is, they still love each other, though power never stops being a conflict between them.
* Dragon Age: Origins end the relationship after one encounter, however.) The other two love interests, Alistair and Leliana, will only invite you to bed once they've developed feelings for your character.
* Dragon Age: Origins enough that, when you try to cross it, your feet are coming down on top of the very obstacle that "impedes" your progress.
* Dragon Age: Origins: Everyone seems to think the Warden is a World Class beauty. It is possible to deliberately make them hideous during character creation.
* Dragon Age: Origins example above, can take a passive ability that allows them to base their damage with daggers off their Dexterity instead of their Strength. This usually results in an immediate damage increase out of the Rogue, as players usually build their Rogues with high Dexterity.
* Dragon Age: Origins facade, when genuinely pursuing a relationship with someone, he switches into this mode. He makes a point of only having sex on an amateur basis, though. Sleeping with the target only makes things complicated.
* Dragon Age: Origins factions) as a refreshing departure from the usual CRPG "save the world" type of plot.
* Dragon Age: Origins fashion, made worse by the possibility to give long beards to the characters. They are all the same length and attached to a hard point a bit above the solar plexus of the model. This leads to a lot of clipping, with the tips plunging into heavy armour, or the beard stretching elastically between chin and torso whenever a character turns their head during dialogue.
* Dragon Age: Origins. Fearful of the danger (and rightfully so), Levi contacted the Grey Wardens to help him search the keep for evidence that would
* Dragon Age: Origins for seeking out a quick death on the battlefield than their male counterparts and leave it at that.
* Dragon Age: Origins from the inspiration the main character provides. The relationship value also determines whether the relationship is of a friendly or romantic nature. These use the same number and are determined in the same way, but are differentiated by their description on the status page. Although the player can engage in multiple romantic relationships at once, they will eventually be forced to choose a single romantic companion. Shunting the relationship value of the other involved characters from romantic to friendship usually comes with a pretty hefty reduction in the value. Thank the Maker you can just bribe them back into being your BFF with a few shiny gifts.
* Dragon Age Origins from the moment you arrive, to the point where your party will comment on it. Wandering around leads you to discover a boy, who starts rhyming.
* Dragon Age: Origins from the original game. ("Have you ever licked a lamppost in winter?")
* Dragon Age: Origins fueled by this trope. Whether your character is a man or a woman, the 100% badass is mandatory.
* Dragon Age: Origins (gay and lesbian player options, bisexual party member/romance options)
* Dragon Age: Origins gives all six Wardens a brutally honest line upon meeting King Cailan, but grand prize has to go to the City Elf's.
* Dragon Age: Origins gives the player character a ring that forms a minor mental bond between the two.
* Dragon Age: Origins, Grey Wardens of Ferelden were one of these. Depending on the player choices the Grey Wardens of Amaranthine can bond and become close friends as well.
* Dragon Age: Origins, has a little of this. When you dream, your soul goes

wandering in a parallel dimension called the Fade. The Fade has somewhat amorphous properties, but lots of demons and spirits linger here. They're very interested in mages, who can enter the Fade completely conscious and aware of what's happening; unfortunately for the mages, only the nastiest of demons seem to take interest... mostly.
* Dragon Age: Origins has a minor quest where you inform the wives of soldiers that they have become widows. Now, the player can either deliver the bad news him/herself, or opt to have one of your party members do it. What happens when you get the team drunk, Oghren, to do it?
* Dragon Age: Origins has an example in in Orzammar, which is widely seen as one of the toughest sections of the game. Since you will be attacked in the street, even in what would be a safe area in any other of the game's cities, the game autosaves every time you come out a doorway, so on the off chance you get wiped, you won't lose too much progress.
* Dragon Age: Origins has a whole skill based around the creation of poisons and toxins to coat weapons with. These work instantly, though they generally have effects other than instant death (slows the target, does damage over time, paralyzes or stuns for a few seconds, etc.). Only Quiet Death can instantly kill, and even then it only has about a 5% success rate.
* Dragon Age: Origins has limited weapons training, very little combat experience (fighting through Arl Howe's palace was probably their first actual battle), and has never seen a darkspawn before. S/he picks it up rather quickly.
* Dragon Age: Origins has no magical talents, but their father was the Keeper of the Sabrae Clan before Marethari.
* Dragon Age: Origins has Oghren spot a darkspawn trying to steal his stuff, leading to the infamous line "No-one touches Oghren's junk and lives!"
* Dragon Age: Origins has several examples, but they're only seen if your faithful Mabari warhound is in the active party:
* Dragon Age: Origins has several for if you ask the proprietor of The Pearl (a whorehouse) to surprise you:
* Dragon Age: Origins has the Dalish Elf Origin. Basically, your character becomes tainted and has to undergo the Grey Warden Joining in order to have a chance of survival.
* Dragon Age: Origins has the DLC "Leliana's Song'', which focuses on party member Leliana during her days as an Orlesian spy.
* Dragon Age: Origins has the future Warden quite likely killing a corrupt nobleman and his friends after they carry out a mass kidnapping at a wedding and rape his/her cousin.
* Dragon Age: Origins has the odd example of Oghren and Felsi, who are a beta couple to the player character and their love interest. Oghren actually needs the Warden's help to get Felsi to resume their relationship, which had broken off before he met the Warden; but if they help him and have strong enough persuasion skills, Felsi will take him back. By the end of the game, she's pregnant and they marry.
* Dragon Age: Origins has the option of assisting the cultists by defiling the Ashes, which they believe are somehow holding back the reborn "Andraste" from reaching her full power.
* Dragon Age: Origins has the Vorpal Bunny that had only a few hit points but could suddenly do 100 damage.
* Dragon Age: Origins has the Warden-to-be encounter a man imprisoned in a cage at Ostagar. He was caught trying to desert, and in addition to locking him up, the guards have denied him food. The player character has the option to charm or purchase food from the guard on duty so the man doesn't have to die with an empty stomach.
* Dragon Age: Origins has this conversation between Sten and Morrigan regarding sex:
* Dragon Age: Origins has this. Depending on which party members are chosen for the infiltration, they might pretend to be priests or circus performers, but the default is to be delivering rather odd things such as "items of a personal nature"

or "several hundred lovely knitted... scarves".
* Dragon Age: Origins has this power, and can teach it to other mages in the party, as well. Her mother Flemeth is even better at it. Interestingly, neither of them is able to turn into another human (or elf, dwarf, qunari, darkspawn) due to the nature of learning how to do it.
* Dragon Age: Origins has this with Loghain, should you choose to sacrifice him, at least in the eyes of the public. Every ending related to him has his terrible deeds remain at the forefront of his legacy...unless he's the one to kill the Archdemon and dies as a result. If he does, his darker deeds gradually become forgotten in favour of his heroic ones.
* Dragon Age: Origins have a warm, somewhat flirty relationship with May-December subtext, though remains platonic.
* Dragon Age: Origins have far less clout in Fereldan then they enjoy in other countries, so they rely on this for their recruitment. Duncan and the player are two such examples. Arl Eamon also owes his political influence to being one.
* Dragon Age: Origins have managed it, albeit by the skin of his teeth, if his second-in-command hadn't chosen that exact moment to betray him, leave with his army, and leave his king for dead. Tough break, huh?
* Dragon Age: Origins have Stop Poking Me lines if you select/unselect them too many times in the party selection screen. Shale says the trope namer line.
* Dragon Age: Origins. He got on the sauce after his wife left him and he was restricted from ever carrying a weapon while in the city or fighting in the Deep Roads. Other dwarves openly mock him for it. Constantly.
* Dragon Age: Origins. He isn't too crazy about Wynne since she insists on giving him baths and wants to tie a pretty pretty bow around his stubby tail.
* Dragon Age: Origins. He or she opens the door of the playable character's room to investigate a noise and gets an arrow in the chest. However, if you choose not to seduce them, you'll find their dead body slightly further on, so the only real difference is whether or not their death occurs onscreen.
* Dragon Age: Origins, he probably wouldn't object if Wynne responded positively to his advances.
* Dragon Age: Origins. He suggest that he and Elissa, being the last of Ferelden's Grey Wardens, rebuild the order from the ground up.
* Dragon Age: Origins, his response is "This is where I wake up, usually. Or everyone points and laughs because I've no clothes on."
* Dragon Age: Origins. However, all the characters are apparently tough enough to be merely pinned to the spot for a few seconds by them.
* Dragon Age: Origins humans did to them). "Shemlen" means "quickling" or "quick children", as the Dalish believe that their ancestors used to live for centuries. Additionally, the word "Qunari" actually refers to a culture (it literally means "people of the Qun", Qun being their religion/way of life) not a race. The race the original Qunari belong to is technically called "Kossith", though the people who take the time to distinguish between Kossith and Qunari are extremely few and far between, even among the Qunari. Even this isn't consistent; nobody in-universe is quite sure whether Kossith was a name for the race or a different political or religious group that the Qunari broke off from, and other members of the race who don't follow the Qun reject it's claim on the term and call themselves "qunari" as though it were a race name.
* Dragon Age: Origins, if a male Warden is romancing Leliana and Zevran at the same time, Leliana will say this word-for-word when clarifying that she's upset that the Warden is cheating on her, not that he's cheating on her with another man.
* Dragon Age: Origins, if a party member didn't have an approval bar he wouldn't be a permanent party member.
* Dragon Age: Origins. If Loghain is a party member, and you decide not to take him with you to defeat the Archdemon, he puzzles why you spared his life if you had no intention of forcing him to kill the archdemon as an alternative to self-sacrifice, one of your answers is that someday he'll realize why. If you choose the Heroic Sacrifice, it's doubly poignant.
* Dragon Age: Origins. If she goes with the spoilered character, they have an

exchange where he needs to close his eyes and pretend she's his dead wife, and she snarks that he finds a corpse more attractive than her.
* Dragon Age: Origins if the player so chooses. In one of their conversations, Leliana will mention that the Warden has a very intimidating presence. If the Warden reacts well to one of her stories, she will remark that it's good to find out that the Warden is secretly a romantic, to which the Warden can reply, "But don't tell the others."
* Dragon Age: Origins if you ask one of your more flippant teammates do it for you, resulting in quotes like Morrigan's "Your man has died. Get over it." or Oghren's "Good news lady! You're single!"
* Dragon Age: Origins, if you leave Dog behind for the final battle, every line you can give it is a nod to this trope.
* Dragon Age: Origins in a war table operation which indicates that they are still together.
* Dragon Age: Origins indicating lack of a bra, make it look like she could escape her top during any of her magical gestures.
* Dragon Age: Origins in his eyes. Subsequent games show that part of him does still care.
* Dragon Age: Origins in that, yes, fire does help against the zombies, with no serious repercussions. Although if you push back the waves, the stupid AI will inevitably kill themselves by walking into the burning oil.
* Dragon Age: Origins in the beginning with the Grey Wardens at Ostagar. Although most of the order join the King and his army on the battlefield against the darkspawn, two have been selected for a separate mission away from the fighting: the player character and another junior Warden named Alistair. The battle is a complete massacre because the King's father-in-law, Loghain, ordered his troops to retreat instead of coming to help, and the player and Alistair are only saved due to intervention by a sort-of supernatural ally. They awaken a few days after the battle and are greeted with the news that they are the only surviving Grey Wardens in the entire country, and the responsibility for stopping the darkspawn is entirely on their shoulders.
* Dragon Age: Origins. In the City Elf Warden origin story, he'll abduct the entire female half of the Warden's wedding party, including the Warden herself if female, so that he and his men can have their twisted fun with them. He not only succeeds in killing one and raping the Warden's cousin, Shianni, but he'll also try to bribe the Warden to let him keep the other girls for the rest of the night when he or she finally catches up to him. A dialogue branch also reveals Vaughan has a reputation for this, once raping an elven maid then dumping her body by the docks. If you didn't play through as a City Elf, Soris, an elven man you find in the dungeons in Howe's manor, tells you about how Vaughan had his way with his bride.
* Dragon Age: Origins involves tracking down a trio of deserters from a mercenary group known as the Blackstone Irregulars, who stole valuable materials from the mercenary company. In a twist, the mercenaries don't want to punish the deserters (though they don't care if you kill them), they just want their property returned. All three deserters attack the player immediately upon identifying who they represent, even if they're just trying to peacefully recover the supplies.
* Dragon Age: Origins in which he could join you, so that's probably why.
* Dragon Age: Origins is a bona-fide hero of Ferelden, fighting only to keep the realm independent of any foreign influence, particularly Orlais (which had ruled Ferelden with an iron fist for quite some time). He was a faithful right hand to king Maric, and thought up most of the winning strategies in the king's war of independence. The only problem is that he does not understand (nor wants to understand, apparently) the threat of the Blight nor the importance of the Grey Wardens, and therefore every action he takes inadvertently weakens his beloved kingdom, which is why the player's team must stop him.
* Dragon Age: Origins is a cheerful bard and former Chantry sister who enjoys lightly ribbing her companions. She's cute enough that she can get away with teasing Sten after catching him playing with a kitten.
* Dragon Age: Origins is a huge warrior who specialises in beating people up with a

two-handed sword. He is also keenly interested in art, with paintings as the gifts that earn the most approval from him, and some of the highest approval boosts you get in conversations with him involve raising intelligent challenges to his Qunari philosophy.
* Dragon Age: Origins, is an ever changing reflection of the dreams of mortals brought into being by spirits and demons.
* Dragon Age: Origins is an interesting case in that he is also well aware of how dreadful the situation is and what all is at stake, and is very competent when the situation calls for it.
* Dragon Age: Origins is any indication). If you didn't befriend him, he'll just be happy to be able to go home and get away from Ferelden's strangeness.
* Dragon Age: Origins is required for the Joining, and the Ferelden Grey Wardens are fresh out of it.
* Dragon Age: Origins is revealed to be the last surviving blood member of the Fereldan royal family.
* Dragon Age: Origins is set in a city chock-full of hiding places for gangs, cults, blood mages and serial killers.
* Dragon Age: Origins is slanted heavily in favor of Human Nobles, the first choice listed.
* Dragon Age: Origins is stationary, but has four tentacles that can pop out of the floor to make life difficult for ranged characters.
* Dragon Age: Origins is the same in every runthrough of the game (barring party interactions between your active party) it's common for people to replay the origin stories repeatedly.
* Dragon Age: Origins. It appears to be intentional; at least some of the time he's just using it as an excuse to be evasive, and he often gives approval when the Warden points it out.
* Dragon Age: Origins, it'll all be worthwhile for the sheer cathartic factor.
* Dragon Age: Origins. It's a pretty good meatshield/damage dealer too.
* Dragon Age: Origins it seems mages can awaken their power if they are faced with strong emotions. For example, Wynne set one of her bullies on fire.
* Dragon Age: Origins. It's pretty standard practice among the Grey Wardens, who view it as an unfortunate necessity for their order. In some cases, recruits are forcibly conscripted.
* Dragon Age: Origins: "Join the Grey Wardens," they said. "Be a hero across Thedas," they said.
* Dragon Age: Origins. Justified by the act that the protagonist is one of the only two surviving Fereldan Grey Wardens, and the other one either doesn't want or cannot accept the job.
* Dragon Age: Origins later but it's presented in a way that means a time skip is possible), and all charging would accomplish is getting the relievers all killed by overwhelming Darkspawn numbers. The only neutral observer simply says he quit the field, and according to Solas in the third game the reproduction of the battle in the Fade shows both versions.
* Dragon Age: Origins laughs at the templar's declarations of faith, taunting him that the god he worships and the heaven he hopes for simply don't exist, but that there are demons. He then attacks the party. (There is never any solid indication that the god the Templars worship really exists. Their church was started by a prophet who was said to have divine powers, but there is a competing theory that she was simply an incredibly powerful mage.)
* Dragon Age: Origins lead the cavalry, a huge army that you've spent the entire game gathering. You run into Ferelden's capital city to save it after it's attacked by darkspawn.
* Dragon Age: Origins; leaping into the air to slice an Ogre's throat in flight; and jumping onto a dragon's neck and repeatedly stabbing it in the eyes and head until it falls to the ground.
* Dragon Age: Origins, leaving a member to defend every major point in the city. Then you, as a Hurlock Vanguard, come along and kill them all, one by one.
* Dragon Age: Origins, Leliana and Morrigan (unusually for the latter) will giggle

on occasion if romanced by the Warden, and with a high approval rating.
* Dragon Age: Origins levels at times. Specifically, she's been raised to despise people she considers to be weak and helpless, and will encourage the player to screw over peasants who should know better than to let themselves get screwed over. By contrast, she's a bit more approving when dealing with people who value ambition and standing up for oneself.
* Dragon Age: Origins. Like the other undead in the game, they are corpses possessed by minor demons who have mistaken them for a living human. This is a terrible mistake, because dead bodies lack any living energy to sustain them, and demons cannot leave the body they have already possessed on their own. It's even implied that a demon dies for good once the undead does, whereas demons who possessed living abominations (including animals or trees, forming creatures like werewolves and sylvans) can still use the remainder of host's lifeforce to eject themselves back to the Fade. Thus, demons possessing skeletons are driven insane, spending their time in slumber to conserve their energy, until someone living comes up and they try to kill it.
* Dragon Age: Origins, mages have access to a spell called "grease". On its own, it merely reduces enemies' movement speed and causes them to slip unless they pass a resistance check. It is also highly flammable and can be combined with any fire spell to inflict fire damage over time.
* Dragon Age: Origins makes it clear that their non-attendance is not simply because of political considerations.
* Dragon Age: Origins, managing to assassinate one of the seven Guildmasters while simultaneously forging an alliance with two more as well as several other disaffected assassins.
* Dragon Age: Origins, marking the regions they are located in as his territory. This grants him "Mabari Dominance", a passive attack/defense bonus that lasts as long as he remains in the area. It's a testament to how dog friendly Ferelden is that nobody objects to Dog peeing all over the place. Not even the Dalish raise a fuss when Dog "claims" one of their tents. The Alienage Elves also don't object to Dog whizzing on their sacred tree.
* Dragon Age: Origins may or may not qualify — it is a fairly unpleasant place filled with wolves and darkspawn, but as for evil, it is nothing compared to many other places such as the Deep Roads.
* Dragon Age: Origins. Mind you, most are both. They manage to ham up being deadpan, it's amazing.
* Dragon Age: Origins" moment: when Alistair and the Warden light the beacon at the top of the nearby tower, signalling Loghain's forces to charge, Loghain orders a retreat instead. Cailian and the rest of the Grey Wardens, including Duncan, are overwhelmed. Whether the act constituted a betrayal or not is still debated in- and out-of-universe.
* Dragon Age: Origins Morrigan and Zevran will both gladly sleep with the player at lower approval than the prudish sweethearts Alistair and Leliana, but when things start to get too serious they both get scared and try to backpedal for different reasons.
* Dragon Age: Origins Morrigan may be the most horrific example of the home-schooled variant (to the point of being nightmarish). She explicitly says, if you get close to her (either platonically or romantically), that she is unused to such things as friendship, but is grateful for yours.
* Dragon Age: Origins moving up from the south. One of the Warden's side missions involves swiping said silver from a warehouse in Denerim before Howe can ship it to his private estate.
* Dragon Age: Origins must resolve each crisis, one way or another, before getting that faction's support.
* Dragon Age: Origins next time they meet... And maybe his boots... "And trousers. Shirt too. And I shall facilitate said clothed status by locking my door and posting a guard."
* Dragon Age: Origins often mentions the Ferelden rebellion against Orlais. Vague references to the war between the Qunari and the Tevinter Imperium are also

present.
* Dragon Age: Origins of the game, Howe and Loghain had identifiable intelligence, with dialog that provided players heightened impetus. The battle with the Archdemon has inevitability beyond the need for motivation, but the confrontation with Loghain is character-driven and approaches with increasing dramatic tension.
* Dragon Age: Origins of vendor-exclusive pre-order bonuses in the forms of various pieces of equipment. If you bought the PC version, a lot of these could be manually installed using special lines of code. If you bought the console version, you were SOL.
* Dragon Age: Origins, Oghren himself will make this statement if he's brought to the Gauntlet, stating that he believes that if he had been a better husband, Branka might not have dragged their clan to their deaths in her mad search for the Anvil.
* Dragon Age: Origins. One of the many problems the Warden faces during the game is trying to prove that the war hero who fought for Ferelden's freedom during the Orlesian occupation, is the same man that callously left King Cailan to die during the Battle of Ostagar and pinned the blame on the Grey Wardens.
* Dragon Age: Origins one party banter between companion characters Morrigan and Zevran is revealed to be prompted by one of these (the side bet being between Zevran and a third party member - either Alistair, Leliana, or Oghren, depending on who's in the party at the time).
* Dragon Age: Origins. One shoulder tends to be bigger than the other, but either way, those are some seriously massive shoulders.
* Dragon Age: Origins, one sidequest has the Warden getting rid of the "evidence" of deals gone bad. The quest is made easy by a convenient public well. It's best not to think about the people who drink from it.
* Dragon Age: Origins. On the other hand, you have the human noble or dwarf noble romancing Morrigan (apostate who lives in the wilds), Zevran (elven assassin slave), and Leliana (fugitive spy).
* Dragon Age: Origins or any other DLC campaign without the aid of mods.
* Dragon Age: Origins. Or you can take Morrigan's offer and (literally) Screw Destiny.
* Dragon Age: Origins (particularly during romantic conversations), and the wildly uninhibited (in more ways than one) Zevran for a Warden who tends to pick more serious or rule-abiding responses.
* Dragon Age: Origins' PC—smuggles a cadre of her agents inside via the same underground passage.
* Dragon Age: Origins properties preventing the Warden from just blasting through it.
* Dragon Age: Origins provides some opening narration and at the end of the game in this style.
* Dragon Age: Origins (referred to as "The Grey Warden" in conversations with others). When questioned about this, Shale tells the PC that golems are always referred to as "golem" or "it", so Shale just pays it back in equal measure. Nicknames include "the Second Warden" (Alistair), "the Swamp Witch" (Morrigan), "the Elder Mage" (Wynne), "the Drunken Dwarf" (Ohgren), "the Painted Elf" (Zevran), "the Qunari" (Sten), and "the Sister" (Leliana).
* Dragon Age: Origins remaining. One is you, the other one is in your party. Everybody still thinks they got a chance against you. Lampshaded by a guard after witnessing you fight:
* Dragon Age: Origins remarks that he deals with "tension" by "polishing his sword" and asks Alistair if he does the same; when Alistair reacts with shocked embarrassment ("I think that's private!" and "You do it in the open, where other people can see you? That's disgusting!") Oghren pretends to have meant the comment innocently. Considering he has a similar conversation with Wynn about Alistair 'twirling his pike' (it turns out he was being serious), it's possible he actually wasn't making any implications.
* Dragon Age: Origins respectively from the taint and Witherfang's curse, although the Warden isn't familiar with the latter and neither is shown turning - they're run into when they're already beyond help.

* Dragon Age: Origins rewarded you with powerful items, which were given not only to the character who obtained them but also to every new character you create for that account. Which made the supposedly dirt-poor, lowlife characters start the game with massively overpowered artifacts and tons of gold (once you reach the first vendor at Ostagar) in their backpacks. Another small benefit for subsequent play-throughs is that specializations only need to be unlocked once across your account, so the player character can learn any specialization upon reaching level 7, instead of having to find a trainer for the skill (Some of the trainers being being well through one of the main quests, or requiring rather repugnant moral choices to unlock).
* Dragon Age: Origins romance and then marry him (only possible if you're playing a female Human Noble), the marriage is said to be extremely happy and almost certainly fits the trope.
* Dragon Age: Origins, romanced Alistair has a really hard time telling the female Warden that he wants to spend the night with her. He manages to explain that whenever she's around he feels like his head is about to explode, which - depending on the dialogue option chosen - can leave her feeling amused or insulted. He gets there eventually.
* Dragon Age: Origins's admitted embellishment of the events in the story.
* Dragon Age: Origins, Sergeant Kylon of the Denerim Guard serves as this for the Warden, joking that even if he believed the official line that the Wardens killed King Cailain at Ostagar, he's not stupid or suicidal enough to try to attack them.
* Dragon Age: Origins servants include qunari mercenaries, elves and even mages. The latter two are both heavily discriminated against in the setting. In fact, Howe doesn't seem to care who he employs, so long as they're … morally flexible. (As one city guard says, Howe's men are "worse than the criminals we arrest. Some of them ARE the criminals we arrest.") He doesn't actually think any higher of elves than the average human in the setting, dismissing them as "animals" if the City Elf Warden confronts him with what he had done to the Alienage.
* Dragon Age: Origins. Shapeshifting is a channeling spell, and as such can be interrupted by an attack.
* Dragon Age: Origins She does get to one up him if she's been hardened, though. Some of his lines with Alistair also suggest trolling, but it's done very skillfully (and Alistair is so comparatively naive.
* Dragon Age: Origins. Simon Templeman seems to subsist on a steady diet of scenery whenever he's voicing a game character. Not that anyone's complaining.
* Dragon Age: Origins, since it's much easier to develop her as an archer than a back-stabber (and one of her best weapons is her former mentor's bow).
* Dragon Age: Origins. Small wonder Morrigan isn't very good with people (to put it lightly).
* Dragon Age: Origins Some are forced on to you (Morrigan), some feel they owe you a debt (Wynne, Oghren), and some have nothing better to do (Shale, Sten).
* Dragon Age: Origins: Some spiders have been corrupted by darkspawn blood. Any mage with the Shapeshifter specialization can become these creatures. A Rogue with the Ranger specialization may actually summon one.
* Dragon Age: Origins, son of the current Arl of Denerim, employs this trope throughout the City Elf Origin, first by responding to the Warden's threats with the stock phrase "Do you have any idea who I am?" He later claims the Alienage will be purged by his father should the Warden slay him.
* Dragon Age: Origins spends nights camped in tents in the wild, so there's not much of a wall to be had.
* Dragon Age: Origins subverts this — one of your tasks as the newly appointed Warden Commander in Amaranthine is to investigate why and how Darkspawn are still making fairly organized attacks on the surface (though not on the same scale as a full blown Blight).
* Dragon Age: Origins suggests that the male Warden and Morrigan may be able to sense each others' emotions/thoughts to some limited degree, due the pair of enchanted rings that they both wear.
* Dragon Age: Origins suspects it's a means of controlling them (since they need to

get their supply from the Chantry).
* Dragon Age: Origins swordsman Sten can be induced, with the right dialogue choices, to talk about how incredible cookies are and how the lack of such foodstuffs in Qunari lands needs to be urgently rectified. If you have Leliana in the party with Sten, she can catch him picking flowers or playing with a kitten (he insists that he was helping it train).
* Dragon Age: Origins system, Morrigan is an apostate mage raised in the wilderness) and neither is at all friendly to anyone else in the group, including and especially each other. Whether they thaw at all depends on the player's interactions with them.
* Dragon Age: Origins templar Carroll repeatedly refuses to believe that the protagonist is a Grey Warden. They can't pass his God Test, but not for the usual reason:
* Dragon Age: Origins than previous Western fantasy RPGs. The lyrics are mostly mocking fans craving innovation, while producers crank out the same old material with big helpings of sex, violence, and grittiness in order to appeal to the audience's baser instincts. Of course, this was back in the day when Bioware still had a sense of humor about itself, so it may well have been intentional.
* Dragon Age: Origins that includes Giant Spider enemies is bound to have quite a few of these to loot. The spiders can also do this to playable characters, stunning them for a short period of time.
* Dragon Age: Origins, the Arcane Warrior when built correctly becomes a virtual god. With right spells and a good armour, they will takes practically zero damage against most enemies, even High Dragons. The rest of your party may be dead, including your tank, but Arcane Warrior will keep fighting. If you also give him/her Spirit Healer as a second specialisation s/he will be practically immortal.
* Dragon Age: Origins, the cutscene where the Warden encounters the Archdemon atop Fort Drakon plays this trope straight, as a company of soldiers is fighting the dragon just as you appear on the scene. The dragon quickly disposes of them all, leaving you to face it alone (barring any troops you may summon).
* Dragon Age: Origins. The cut scene which follows will vary according to which named characters fell in the battle.
* Dragon Age: Origins. The DLC module Witch Hunt can end with you and Morrigan stepping off into the unknown together.
* Dragon Age: Origins, the final battle takes place in Denerim, the capital of Ferelden, which is in the process of being overrun by the Darkspawn.
* Dragon Age: Origins: The Grey Wardens are a contingency plan for all seven inevitable darkspawn apocalypses (There are seven elder gods who were buried in the earth, and two are still asleep). During the apocalypse they have overriding authority over all kingdoms, and they can conscript anyone from slaves to kings and even convicted serial killers. In theory, they're kept in check by the general lack of political power they normally have during peacetime, but they can still flex their conscription power and they stay isolated from society, honing their combat skills every day and even participating in subterfuge to ensure the kings on the thrones will favor sponsoring them continuously. This makes most kingdoms afraid of how much influence they actually have.
* Dragon Age: Origins, the Grey Wardens have the right to demand any of the major Fereldan faction's help against the Darkspawn Horde. However, because the last Blight took place many centuries ago, this was forgotten, so they have to retrieve and display ancient treaties proving their right.
* Dragon Age: Origins, the group is attacked by Bandits who set up a toll booth. After you beat them, one dialogue option for the Warden is, "This shoddy operation is pathetic. I could do better."
* Dragon Age: Origins the horrific bloodshed and lingering feelings of pain and rage tore a hole in the Veil.
* Dragon Age: Origins the leads (in your party anyway) gets a happy ending.
* Dragon Age: Origins. The PC in this origin is the second of three children of King Endrin, with an older brother and a younger brother. A female PC can have a conversation with younger brother Bhelen in which he calls her "my favorite sister"

— she is, of course, the only girl in the family.
* Dragon Age: Origins, the player character and Jowan are quickly established as having been close friends since the age of five or six — this is probably a deliberate attempt to make the player more inclined to go along with Jowan's (illegal, and questionably moral) plans and/or care about his fate later in the game. There even seems to be a possible dialogue option to defend why you placed your trust in him that is something to the effect of, "but we've been friends since we were kids".
* Dragon Age: Origins; the player has to do quite a bit of running back and forth between the dwarven capital and the aforementioned dungeons; and several of the characters introduced are quite simply unlikable.
* Dragon Age: Origins the player might run into a prisoner who offers a key in exchange for food. If the player asks how he managed to slip the key past his captors' search, he'll answer that he swallowed it and it has... later come back into his possession. The key, upon further examination, is... "Strangely warm."
* Dragon Age: Origins, there is more than one way to reveal the fake Weylon. One, you just get too near a certain door and refuse to leave. The other is tricking him, intimidating him and forcing him to expand on his story while picking out all the mistakes he makes until he finally merely gets irritated and attacks.
* Dragon Age: Origins). There is only one exit out of the tower and the door is locked behind the Warden when he/she enters. Incidentally, the name of the quest is "Broken Circle."
* Dragon Age: Origins the village of Lothering, the last location visited before the sandbox opens up, is full of refugees from the darkspawn, survivors of the army of Ferelden, and bandits preying on them both, and all three groups are only days ahead of the darkspawn.
* Dragon Age: Origins, the Warden can meet a pair of young elves in the Dalish camp who are being kept apart by circumstances. If the player is so inclined, the Warden can meddle in those circumstances and enable them to make plans to marry. (Alternately, the Warden can sleep with one of the elves him/herself, and totally drive them apart.)
* Dragon Age: Origins, the Warden can respond to Morrigan's insistence that he shouldn't follow her without knowing anything about where she's going that he doesn't care where they end up, so long as they're together.
* Dragon Age: Origins, The Warden is offered a vote on how to dispense with a magical criminal responsible for poisoning a nobleman. The Warden can give a response like "He did agree to help us... though he didn't have much choice", to which the Arl calls the trope out by name.
* Dragon Age: Origins). They're good for taking on opponents in heavy armor like golems.
* Dragon Age: Origins. This is actually foreshadowed immediately after you meet her in the Mage's Tower, where a fellow mage expresses her concerns, saying that for a moment it looked like Wynne had died defending her from a particularly strong demon. You probably forget about it the moment you enter the next room, as Wynne is obviously alive. Much later, it turns out the mage was right. Before Wynne could fully pass away, however, she was possessed by a friendly Fade spirit that helps her stay in the material world a little longer. Wynne isn't exactly sure why, nor does she know how long she has left, but she intends to make the most of the extra time the (gradually weakening) spirit granted her.
* Dragon Age: Origins this trope at the very end, after using their new status as hero to grant the alienage a bann to represent them at court. Your father is thrilled that humans are praising an elf as their hero, while the City Elf PC can cynically reply that it's only a matter of time before they start treating elves like crap again. A Mage Warden also can say as much to their mentor regarding mages. Both turn out to be right.
* Dragon Age: Origins this trope. The same arguably goes for a City Elf (of either gender), who was betrothed prior to becoming a Grey Warden, and a Dalish elf, if the player chose dialogue options that suggested s/he was in love with their hunting partner Tamlen. Additionally, the player can help Oghren win over his

second love following the death of his first wife, Branka; if his approval of the Warden is high enough, he asks them to accompany him on a visit to old flame Felsi, whom he can end up marrying if the mission is a success.
* Dragon Age: Origins, though this also is the first of its series and not a prequel.
* Dragon Age: Origins to fight her, but defeating her awards an achievement and is necessary to forge one of the best armors in the game.
* Dragon Age: Origins to her and carved her down to her current size because she couldn't fit through doors. This is the exact same reason why the developers had to shrink down her original model since early playtesting saw her frequently get stuck.
* Dragon Age: Origins to kill the Archdemon, taking the choice out of her hands and doing it himself unless she takes the precaution of leaving him behind at the gates before heading to the last battle.
* Dragon Age: Origins to love you. In this case the "love is different" spiel is played off as genuine, as Zevran admits he isn't even sure what true love is.
* Dragon Age: Origins to others on the the page. ("Sensal Gaheris: 775-798, 798-801, 801-805, 805-807, 807-809 (VERIFIED), 'BEST TAX EVADER EVER' — CH")
* Dragon Age: Origins to seize power or a tactical withdrawal to preserve his remaining forces after he saw the situation was hopeless is still debated both in and out of universe.
* Dragon Age: Origins. (Twilight points out that poultices are meant to be applied to wounds rather than drank.)
* Dragon Age: Origins, Uldred and his fellow Abominations torture mages with this until they agree to become Abominations themselves.
* Dragon Age: Origins uses it in a sidequest in which he tries to rekindle an old love, if he succeeds he excuses himself after his target offers him a drink.
* Dragon Age: Origins uses the name of an object (weapon, artifact, etc.) from the game for each chapter title.
* Dragon Age: Origins uses the same phrase towards one of his "rescuers." It translates, more or less, as "refuse" or "rubbish". Since Qunari seem to abhor waste, this may be worse than it sounds.
* Dragon Age: Origins uses this. You can often also see mountains and buildings stretching into the distance to make each area feel large, but the map lets you warp between them. To give the feeling of genuine travel from place to place, a trail is drawn on the map leading from the current area to the next, and the trail is always drawn at the same speed regardless of distance, letting farther away places feel farther away. There's also a city that is so large it's divided into multiple sections that are visited separately via map, giving it the feeling of being realistically large while still limiting the player only to the important areas.
* Dragon Age: Origins, we have Wade & Herren. As confirmed by the developers, Herren is the straight man while Wade is the funny man.
* Dragon Age: Origins what his intentions towards the Warden are, and Zevran will point out the Warden is in proximity. And then there's this:
* Dragon Age: Origins, when Arl Eamon's troops charge the darkspawn, the initial charge is shown as a block of soldiers advancing in a tight formation when they hit the darkspawn lines. Weapons are also notably very mixed in the Ferelden army, with sword-and-shield and two-handed weapons troops mixed together, though it is implied this is because Ferelden's army isn't the most cohesive (and possibly quickly conscripted). We do see single-weapon formations a few times in the game, most notably Loghain's army and the Cousland troops in the Human Noble origin.
* Dragon Age: Origins, when a Templar who doesn't want to lets you pass points out (if you have her in your group) that he might not mind spending some time with Morrigan in exchange for letting you pass. Morrigan lets him know, not explictly but in no uncertain terms, that even if she agreed to do so she would kill him (and possibly ingest him and then spit out his bones). Leliana however plays along.
* Dragon Age: Origins when dealing with Brother Genitivi and Andraste's Ashes, if you decide you want no one to know they really exist.

* Dragon Age: Origins when Morrigan happens to ask Alistair about his training:
* Dragon Age: Origins, when Oghren is in the party when you recruit Zevran:
* Dragon Age: Origins when the Warden explores a creepy orphanage rife with demons and ghosts.
* Dragon Age: Origins. When they wake up, it is in the cottage of a Witch of the Wilds, who has healed The Warden's injuried. Morrigan walks in just in time to asnwer their questions and to show them to Alistair.
* Dragon Age: Origins, where gender differences barely affect height. Mixed-race couples are subject to this trope, however, due to how much shorter elves and dwarves are than humans.
* Dragon Age: Origins where the game designers fall victim to this trope. It unfolds as follows in the description of a Glamour Charm:
* Dragon Age: Origins where the other guy becomes leader. It ends badly.
* Dragon Age: Origins, where your character can be completely oblivious to Leliana's invitations to bed the night before the final battle, forcing her to speak more frankly.
* Dragon Age: Origins which hits the country after the game's prologue is done.
* Dragon Age: Origins, which lacks Arcane Warrior but gives the Spirit Healer specialisation a passive talent that gives them +10 Constitution and significantly increased health regeneration.
* Dragon Age: Origins which takes place six months after the end of the main game, shows her basically coming back from their honeymoon to take up the mantle of Warden-Commander. It's an extremely happy marriage, as proven by the bridegroom's involvement in the next two games if the world state is imported.
* Dragon Age: Origins. While the Archdemon and the Darkspawn are the premier threats of the game, Loghain is the biggest obstacle to the player when it comes to trying to get Ferelden to band together.
* Dragon Age: Origins. While the Grey Wardens are wanted for betraying King Cailan at Ostagar, you have more important things to do than clear your name, such as gathering the army you need to fight the Darkspawn horde. It also helps that, thanks to the near-mythic reputation of the Grey Wardens and the unpopularity of the current regent, almost nobody believes the accusation anyway. When people do try to bring you in it's not out of a genuine belief in your guilt but rather a desire for the bounty on your head.
* Dragon Age: Origins who assisted in taking over the Circle of Magi tries to justify her actions by saying Andraste, the prophet of the game's main religion, changed the world through violent rebellion against the Tevinter Imperium. "She didn't write them a strongly-worded letter," the mage says.
* Dragon Age: Origins, who betrayed them in an attempt to seize Ferelden for himself, forcing the Grey Wardens to deal with him first before they can deal with the Archdemon.
* Dragon Age: Origins (who doesn't believe in Grey Wardens or the Blight), does everything in his power to try to stop you. In this case, the heroes are 'reacting'' to the Blight but a separate, different villain is hindering them.
* Dragon Age: Origins, who insists on calling him out for his former actions whenever possible.
* Dragon Age: Origins, who isn't human, but a member of a race of large, strong and very durable humanoids.
* Dragon Age: Origins who pour out in hordes to kill everyone from time to time are not truly known. The dominant religion claims they were created when a group of powerful mages broke into the Creator's city and were cursed for doing so, but the game makes it clear that no-one really knows and suggests this may just be a fable warning about the hubris of humanity.
* Dragon Age: Origins, whose intellect is beyond question (though she does seem to spend a lot of it on thinking up more ways to insult Alistair).
* Dragon Age: Origins, will behave this way toward a female Warden if his romance arc is pursued. The relationship is really more like Knight and Knight considering many female Wardens are warriors, but he acts like a White Knight in the service of a Bright Lady.

* Dragon Age: Origins will not attack unless you summon it. Do so out in the open, however, and it will probably land right on top of the party.
* Dragon Age: Origins) will personally lead the armies against the Darkspawn in the endgame.
* Dragon Age: Origins with him. Alistair is not amused. Zevran does it too, although his is about technique. Alistair is even less amused. If Zevran is being romanced, Shale tries to give him the talk.
* Dragon Age: Origins Without this, the only way to end a Blight would be to either kill every darkspawn in existence or kill the remaining Old Gods in their sleep before they can be corrupted, which wouldn't be any easier considering how many darkspawn are in the Deep Roads looking for them.
* Dragon Age: Origins with you, Zevran, Leliana, and the aforementioned pirate. The Human Noble origin can have an optional encounter with the son of a minor lord or an elven maidservant, again, regardless of the character's gender. And there are sex workers at the Pearl that the PC can hire regardless of anyone's genders.
* Dragon Age: Origins working and so naturally, the Casteless are slowly becoming the majority in Orzammar while being unable to contribute to society as a whole.
* Dragon Age: Origins: Wynne is dependent on a friendly Fade spirit to keep her alive.
* Dragon Age: Origins, Wynne will tease him about directing these at her when her back is turned.
* Dragon Age: Origins, you can be the Cyrano to your party's resident drunk dwarf. It succeeds... kind of.
* Dragon Age: Origins. You can call him out on the cop-out if you're so inclined.
* Dragon Age: Origins you come across something going by the name of Mouse during the Mage origin where your goal is to confront and defeat a demon. It acts as a helpful ally, pretending to be human, until you reach the end of the short mission where it hints about how it would be really helpful if you would agree to let it in so it could finally escape from here. This tips off the PC that this person is actually the true demon they were sent to face, but when revealed the demon is actually pleased that you saw its true nature and allows you to leave, implying itself to be one of the most dangerous types of demons in the process, Pride. Two game entries later we see that Pride demons are actually a corruption of Wisdom spirits, which are generally considered benevolent. So did you meet with a demon of Pride or a spirit of Wisdom back then? Is there really a difference?
* Dragon Age: Origins, you find a list of the names of the Grey Wardens who died defending Soldier's Peak. It starts out like you'd expect, and then starts to get silly...
* Dragon Age: Origins you meet a swamp witch who has made off with some documents you need. You can threaten her, try to smooth talk her or... ask nicely. She responds best to this, as does her mother.
* Dragon Age: Origins, you run into a knight who demands a duel with you out of revenge and honor. He's heard that the Grey Wardens (whose order you are one of the last of) betrayed the king and led to his brother getting killed in battle (this is, of course, untrue). If you meet up with him at the dueling site, he will have three companions with him (as do you, but you are much more powerful than them). Surprisingly, he actually stays true to his word and fights your main character one-on-one unless you refuse to. In that case, they will all fight and most likely lose miserably. When you kill the knight in a proper duel, his comrades will just walk quietly away and mourn his passing.
* Dragon Age: Origins, Zevran is unable to love anyone ever again in his life.
* Dragon Age: Origins, Zevran really wants to cry into Wynne's bosom. He brings this up at several opportunities. Wynne assures him that he's capable of crying well away from her bosom. It's sort of toying with the motherly idea; Wynne is a very grandmotherly figure in general, but Zevran is being shamelessly sexual when he suggests it.
* Dragon Age: Origins. Zevran will discuss this beforehand, only to realize something else.
* Dragon Age: "Orlesian Chevaliers" - Orlesian knights known as the best warriors

in Thedas.
* Dragon Age' reaction, and he still smiles fondly whenever a player is devastated by that event.
* Dragon Age series, especially in regards to naming things. For instance, the name of the setting, "Thedas", was an acronym ("The Dragon Age Setting") used by the devs to refer to the world while they thought of a proper name for it. Fast forward to a few years later, and nobody even considered naming it anything else.
* Dragon Age series follows a large number of (mostly) heroic individuals who, while unrelated, frequently team up and have, over the course of 45 in-universe years that the series covers so far, thwarted at least two end-of-the-world scenarios, started and ended multiple wars, and prevented uncountable smaller catastrophes. The series is also epic in geographical scope, covering a good chunk of the known world, including a massive empire and multiple smaller kingdoms.
* Dragon Age series has a different usual adversary to make your life miserable:
* Dragon Age series. Mages are heavily restricted to the point of being effectively imprisoned by the Chantry and Templars out of fear for what they might do without those restrictions, especially turning to blood magic and making deals with or being possessed by demons. Many of the mages who turn to blood magic do so specifically because of those restrictions, with blood magic being one of the only ways they can fight back.
* Dragon Age series takes its name from the fact that dragons were believed to be extinct for the last several centuries (not counting the Archdemons, who take the form of dragons). They reappeared at the start of the current age.
* Dragon Age series tend to get really, really awesome dragon-killing animations involving climbing on top of it attacking it while it tosses its neck, flinging you up into the air, and come down right on its neck, hang on through some more bucking, and finally rip its head apart. You get awesome kill animations for ogres, too, but they aren't nearly as awesome.
* Dragon Age Since Envy Demons are never satisfied for long, being reflections of envy, it is not content with its current form and has chosen a new target: the Inquisitor.
* Dragon Age: Spirits and demons are attracted to extraordinary persons, places, things, and ideas. They can take interest in a particular person, or group of people, if they demonstrate powerful or complex emotions or take interesting actions. It's noted, also, that personal passions, dreams, and desires both attract and create demons.
* Dragon Age still has generic NPCs - 'Bandit', 'King's Guard', etc. Notably, the two unnamed NPCs who can help you reach the top of the Tower of Ishal are forgotten about the moment the PC is overwhelmed by darkspawn.
* Dragon Age, tend to inadvertently cause more harm than good in the long run.
* Dragon Age that are drawn to them. According to the spirit made flesh Cole, said wisps are particularly eager to be used this way by especially gifted and powerful mages like Vivienne. He claims they dance around her, begging her to use them. One of the major dangers a mage faces, one that is often used as justification for quarantining/lobotomizing/killing them even if they haven't done anything to deserve it, is that more powerful and sapient spirits are also drawn to them because possessing a mage is one of the only ways they can interact with the physical world.
* Dragon Age) that furthering that goal trumps any other concerns a million times over.
* Dragon Age: The Antivan Crows prefer to recruit orphans for training, though it is unclear whether they are actually employed in assassinations. In any case, many of them die during training, and those that make it out alive are usually completely detached from their emotions or conventional morality.
* Dragon Age: The Crown of Thorns. Alim, the elf, sometimes fills the role too.
* Dragon Age: The Crown of Thorns altogether (after all, he had gained some nifty magical abilities to tip the scales).
* Dragon Age: The Crown of Thorns gives this good to Bhelen, complete with ridiculously long rant.

* Dragon Age: The Crown of Thorns has a scene where the dwarven noble protagonist and the elven mage Warden (all Origin wardens are recruited) briefly discuss the fact that Alim could use his blood magic on any woman if he wanted to assuage his needs. Alim, fortunately, has a distinct hate for mind control and the demons that use/encourage it.
* Dragon Age: The Crown of Thorns has some instances of this in parentheses:
* Dragon Age: The Crown of Thorns is because the prince grips on his glass of wine hard enough to crush it in his bare grasp, blood and all.
* Dragon Age: The Crown of Thorns lacks is the attitude, but everything else fits in with the trope. He knows full well, and always did, that the world is full of liars and backstabbers, but he is determined to keep trying to make it a better place as long as worthwhile things (like the potential of the younger generation) continue to exist. Of course, he's trying to make sure the world itself keep existing at the moment.
* Dragon Age: The Crown of Thorns status, all his hair is snow/silver white (that includes the spiked short cut on the head). Badass much?
* Dragon Age: The Crown of Thorns, the middle Aeducan child sends a red-soaked nug into a feast full of dwarven nobility. After mayhem ensues, the visiting King Maric tries some and announces it's cherry jam.
* Dragon Age the Dalish elves also appear to have a complex system of honorifics. As do the Qunari.
* Dragon Age the Eastern Church, and the story of his Prophetess being an amalgam of Jesus, Mary, Mohammed, and Joan of Arc.
* Dragon Age. The fact that "frozen wastes" are located on the southern edge of the map has reportedly confused many a fantasy fan, though.
* Dragon Age. The most obvious consequence of the Veil weakening is that it allows demons to enter the waking world much more easily, but it also enables much easier entrance to the Fade, as well, even for people who are normally incapable of doing so (e.g. dwarves, who normally cannot enter the Fade at all, have been able to briefly do so in both Blackmarsh and Kirkwall).
* Dragon Age. The sequel reveals that, while they've suffered from the rebellion in the Southern lands (e.g. Ferelden, Orlais) and the never-ending war with the Qunari, the Imperium is still strong and has large holdings in the North. They're also slowly recovering and may threaten the Southern kingdoms in the future.
* Dragon Age: The Stolen Throne). Over the course of the novel, Maric matures and becomes more this, although he shares the role with Loghain Mac Tir, who is more proficient in the matter of war. This ends by the end of the novel when Ferelden is liberated, and Maric is officially crowned king.
* Dragon Age They'd be doing better if their own traditions didn't bar a chunk of the population from serving in the conventional military (or getting any kind of decent treatment). However, this is only a cultural case rather then a racial case, due to the thriving population of surface dwarves.
* Dragon Age things like the Imperial Highway and Deep Roads, much less make more.
* Dragon Age, this system finally breaks down and the two institutions go for each other's throats after centuries of uneasy peace.
* Dragon Age to foreshadow the two key conflicts that drive its second act.
* Dragon Age to the Ottoman Empire, though their religious philosophy bears more of a resemblance to Confucianism than to Islam.
* Dragon Age universe draws power from two magical sources: the Fade and Lyrium. Since Dwarves are cut off from the fade, Dwarven technology tends to be built entirely on Lyrium. Ancient Arlathan technology may have been powered by both.
* Dragon Age upon the Tevinter Magisters, who turned into the first Darkspawn themselves under its influence. It twists and eventually kills everything infected by it. The sites of especially large darkspawn raids have been hit so hard that dead bodies won't rot because all insects and bacteria have already been killed.
* Dragon Age video for the dangers of leaving party members in the flesh.
* Dragon Age was first announced in 2015. Originally, it was going to be a smaller, more story driven narrative but development was shifted to Bioware's other struggling projects and it was pushed back. In 2018, the entire project was

scrapped and restarted to add a live-service element to the game with a planned 2021 release which was pushed to 2022. In 2021, the live-service element was scrapped, with Bioware pushing their release prediction from 2022 to 2023.
* Dragon Age was made to present a fully developed world right from the start of the first game. There are references to past events and people all the time and many characters that are foreigners to Ferelden, with the natives reacting to them depending on the relations of their countries.
* Dragon Age we have Fenris and Dorian, who are both from Tevinter and both have medium skintones but otherwise no racial features definitively from one race. Complicated from the fact that Tevinter is a fantasy counterpart culture... based on the Roman Empire, which was ethnically diverse, and by that Fenris is shown to have family that's white as a sheet (although Fenris is an Elf so who knows). This causes a lot of contention in the fandom, to say the very least of it.
* Dragon Age. What she is exactly remains a major mystery of the series.
* Dragon Age where the Templar Commander Meredith assumes the free city's control following the Viscount's death, with a Grand Cleric (arch-bishop equivalent) to rein her in.
* Dragon Age - while the series may not end there, they are following this pattern.
* Dragon Age who intends to introduce much-needed reforms to their ancient caste system and their self-destructive isolationist policies. Compare to his opponent, Lord Harrowmont, a kind and honorable man who rules through compromise, but who is also a staunch traditionalist who is unlikely to make much progress against the major social and economic problems the dwarfs face.
* Dragon Age with the appearance of intelligent Darkspawn, but even then, the more antagonistic faction of the awakened Darkspawn wear black armor.
* Dragon Age with the Grey Wardens (including young Duncan) and King Maric. A demon enters the body of the elven mage Fiona and puts everyone to sleep. Maric wakes up in his palace near his first love Katriel (whom he killed in the previous novel). He also finds out that Rowan (his queen) is still alive but married to Loghain. He quickly realizes it's not real, but Katriel still begs him to stay in the illusion. He ends up getting out and visiting the others' happy illusions. One Grey Warden also realizes it's an illusion but chooses to stay, even though it means death. It's implied that Katriel is not an illusion but actually her spirit (the illusions take place in the Fade, where the living and the spirits can interact), as she ends up helping Maric to free the others.
* Dragon Age won't be contributing to that, and if he or she is an only child like Dorian is...
* Dragon ambushes Tony Jaa this way when the hero was about to go after his boss.
* Dragon Ancestry, and although her mind is strong enough to resist control, Dragon Witch weakens and stuns her every time it is used.
* Dragon Ancestry, was the grandson of Otohime, the daughter of the dragon god of the sea Ryujin.
* Dragon, and an increasingly powerful one as he grows up. If we take his likeliest marriage prospect, that would be Rarity, the Element of Generosity and a deadly precision telekinetic and martial artist.
* Dragon and confidant Braca, who has his own story about slowly rising through the ranks thanks to his loyalty and good conduct, with Scorpius serving as his mentor (and maybe-love interest).
* Dragon and Damsel: Azrael the Third, a large, dark male dragon with a bad temper, develops a friendship and romance with Bernadette, a human woman with a slightly less bad temper.
* Dragon and Damsel, dragon subspecies each have different colored scales. The scale color of a dragon determines what type of magic they are most proficient in.
* Dragon and Damsel, the children in Edmonton are convinced the castle not far from town is this. It turns out there aren't any ghosts there, but a living dragon is.
* Dragon and encoded a number of restrictions and failsafes to prevent her from taking over, which end up sabotaging the good guys at the worst possible moments.
* Dragon, and he also knows that Moran was responsible for a high-profile murder case. He's in danger as long as Moran is free, so he uses a wax replica of his head

to trick Moran into shooting him. The police (who were alerted by Holmes) burst into the titular house where the Colonel was hiding and arrest him after he reveals himself.
* Dragon, and most villains are careful about not underestimating him.
* Dragon and Phoenix, Maurynna has to dye her hair and skin to traverse part of Jehangalan without drawing attention to the fact that her ethnicity isn't represented there at all. Her friend Raven wants to do the same, but the dyes would not work well on his brilliantly red hair or his pale, freckled skin.
* Dragon And Phoenix two different unrelated men who bear close enough resemblances to the Emperor, helped by the fact that they're of similarly mixed ethnicity, to be mistaken for his brothers. They each have sex with a different one of his concubines, so that these women will produce children who look like they could be the Emperor's. He's sterile, himself.
* Dragon and Slave. Her family owns a plot of lands with slaves to work it, and from time to time she goes with her daddy to select one to be entertained by. Generally it seems to mean being played with like a toy and beat up.
* Dragon and you've got yourself one of the more terrifying villains you're bound to meet in anime.
* Dragonar Academy, Avdocha the Executioner has a wanted poster, but since it used a sketch based on second-hand descriptions, it mistakenly portrays her as a tall, well-endowed woman, while she really looks like a little girl.
* Dragonar Academy, Avdocha the Executioner's wanted poster makes her look like a hot, grown up woman with huge breasts. The main characters are flabbergasted when they learn she is really a small girl who looks like she hasn't gone through puberty yet (she's really 20 years old).
* Dragon article basically explains that a reptile weighing tens of tons for whom a herd of cattle is a snack thinks very carefully before using up energy.
* Dragon article "For Glory, Love and All the Right Reasons" had a list of enchanted favours that a lady or gentleman might grant a knight (the enchantment needing to be cast on an item of sentimental value to the gifter). Most of them simply granted an advantage (the Favour of Courage gave a bonus against fear checks, the Favour of Luck gave a reroll, etc.), but more mixed blessings were the Favor of Remembrance (which caused the knight to always consider the gifter before making a decision, resulting in a Wisdom bonus, but an initiative penalty) and the Favour of Safehome (which teleported the bearer back to the gifter if they were in mortal danger, regardless of whether they wanted to, whether the gifter's location was any safer, or even if the "bearer" was actually the knight rather than whatever had killed them).
* Dragon articles. One type of skeleton, once several are knocked to pieces, even combine their bits into a bigger, more dangerous monster.
* Dragon article, were basically the same thing, although they didn't look all that much like whales.
* Dragon Ascendant: The villain's second-in-command becomes top banana after their boss is defeated.
* Dragon Ascendant: When he takes over from the Big Bad after the latter is defeated or leaves.
* Dragon Ascendant: When the Dragon takes over after the current Big Bad's defeat.
* Dragon as the most depraved and disgusting individual he has ever met.
* Dragonaut: The Resonance being assigned important duties and Megumi being told to get coffee. She doesn't seem too happy about it.
* Dragonaut: The Resonance has the real forms of the dragons and some of the mecha. They don't blend in at all with the rest of the 2D environments and characters.
* Dragonaut: The Resonance Thanotos plows right through it on its way to Earth.
* Dragonaut: The Resonance: The planet of Thanatos. Which later proves itself to be alive and a giant dragon. Somehow.
* Dragonaut: The Resonance, where Howling Star is a delinquent who falls in love with Toa, and everyone else has random roles. The dragons are somehow still involved.
* Dragonback, and he wouldn't be able to keep from screaming if they did that.

* Dragonback. And not just slash through it either; at one point Draycos uses this ability to carve a precise hole in a shuttle's hull as sabotage.
* Dragonback do so at least once every six hours. The K'da gets a host, the host gets a powerful guardian, and both get the other's companionship.
* Dragonback: Draycos' response to metaphors is practically a running gag.
* Dragonback, feature a Death Ray, appropriately named "the Death," which ignores any defense and leaves anything unliving unharmed, but leaves anything hit by it dead, but not visibly hurt.
* Dragonback series features one human and one alien protagonist, alternating the narration chapter by chapter for six books.
* Dragon Ball – Episode of Bardock, Lord Chilled flatlined after barely escaping Bardock's wrath.
* Dragon Ball, a backstory for the origins of the Dragon Balls was devised by the anime staff way before the canon backstory was featured in the manga. Even then, the anime-only backstory was never referred to again at any point after it had been told.
* Dragon Ball Abridged Android 19 one of these by having a computer text-to-speech program voice him.
* Dragonball Abridged describes the series as "The most popular Abridged version of DBZ made (so far)."
* Dragon Ball Abridged: From Episode 17 onward, the "please support official release" message is always done by the character who dies in that episode. (Or, in Episode 25's case, the character who ceases to exist as an individual being in that episode.)
* Dragon Ball Abridged in a video advertising their visit to Youmacon 2010.
* Dragon Ball Abridged parody of "Bardock: The Father of Goku" begins this way:
* Dragon Ball. According to Dragon Ball Minus, the Saiyan population was only a few thousand on their home planet before Frieza destroyed them. It implied because there was a warrior race constantly at war with other races and each other, it was difficult for them to increase their numbers.
* Dragon Ball, a character knowing how to use their ki, such as Tao Pai-Pai and Tenshinhan, is a clear indicator that they are someone to be taken seriously, and thus there's a clear divide between them and the more generic fighters and wrestlers who tend to be knocked out early in the Tenkaichi Budokai by the ki-using characters.
* Dragon Ball: A consistent rule of the numerous Martial Arts Tournaments in the series is that killing your opponent is forbidden, and grounds for immediate disqualification. On a few occasions, the trope has been played with:
* Dragon Ball after all their comrades are killed in the battle with the Saiyans.
* Dragon Ball after his own grenade exploded in his face. It didn't work out for him in the long run, either; he beat Chiaotzu, only to be outright humiliated by Tien Shinhan.
* Dragon Ball After Krillin and Goku have to plow fields with their bare hands as part of Roshi's training Krillin mentions that he think his fingernails are falling out.
* Dragon Ball after she and Goku are shot out of a plane. Goku pins her shirt to a cliff and she pees herself in a manner almost idenitcal to how the first episode of the series ended.
* Dragon Ball After The End amongst the Exiles, where only a Clans Lord, Scion (heir), and Patriarch/Matriarch is allowed to possess the Super Saiyan transformation, and more critically, only they know how to reach its full potential.
* Dragon Ball After The End, humans have somehow ended up across the galaxy. No one seems to be quite sure how, though.
* Dragon Ball, after the evil Great Demon King Piccolo was destroyed by Goku, everyone across the world celebrated their liberation.
* Dragon Ball agreed to marry years earlier, Goku proposes to her anyway (while still in the ring!). Aw...
* Dragon Ball: Although the manga's creator, Akira Toriyama, has stated several

times that he was just making stuff up as he wrote each chapter, he actually managed quite brilliantly to solve most of them as time went on instead of leaving them hanging. Heck, even the fact that Goku had a tail was explained, and Oolong even suggested the theory that Goku was a space alien a long time before Toriyama decided to make it so, giving the story unintentional foreshadowing.
* Dragon Ball and a baby is a played straight example of this, though since his appearance remains constant over time, he might not be a child in a literal sense.
* Dragon Ball and a huge nerd. Pan, who is arguably the 'hero' of GT, is also completely unlike her father Gohan, headstrong and outspoken.
* Dragon Ball and filler as they waited for the manga to catch up. There are also notable points that allowed the anime to capitalize on large stretches of time the manga doesn't cover and write its own original stories:
* Dragon Ball and injures him enough to force him to (barely) retreat.
* Dragon Ball, and is still used in some fan works to this day. He is usually Goku's third son, an evil clone of him.
* Dragon Ball, and it's home to the titular wish-granting Dragon Balls.
* Dragon Ball), and King Piccolo instead birthed matured warrior children of vastly different apparent species and biology.
* Dragon Ball and no one before Goku has ever survived drinking the Ultra Divine Water, so we don't know if it can make a human stronger.
* Dragon Ball and relative location. They can also ascertain the identity of a new power source if it is known to them, and detect similarities in power signatures, because one person is related to the other, was their tutor, or is connected in some other way. The power is originally taught by the Namekian, Kami, to Goku and disseminates through the cast from there, and seems to be nearly unheard of throughout the rest of the universe. This provides a major advantage to the protagonists in the Namek Saga, as Frieza's forces don't realize sensing their power is even a possibility, allowing the cast to evade them with relative ease.
* Dragon Ball and result in smaller and weaker kittens that are more like their cat side than their Serval one.
* Dragon Ball, Androids 16, 17 and 18 do this after the police bust 18 for shoplifting, breaking through the cuffs themselves!
* Dragon Ball, and she takes an immediate and more obvious interest in Goku. Despite this, it would ultimately be Chi-Chi who wins out when she confronts Goku at the 23rd Tenkaichi Budokai to take him up on the marriage.
* Dragon Ball and so on, Bulma refers to Son Goku as "Son-kun" in Japanese (or simply "Son" in the manga translation).
* Dragon Ball and that fanon applies this trope to either Vegeta or Goku, who are definitely NOT the best candidates for this, to say the least.
* Dragon Ball, and the bad guys were no longer focused on getting wishes from them and settled for the destruction of the world and the rest of the cosmos.
* Dragon Ball, and to very cattoony effect, with the men even joking about the screw-up (Blue isn't amused).
* Dragon Ball anime big in the Western world and probably made most of the tropes it named.
* Dragon Ball anime had two eyecatches, the first being Goku and Oolong juggling Dragon Balls on a Chinese umbrella (with Oolong failing miserably), and the second being Goku trying to take Master Roshi by surprise with a power pole attack.
* Dragon Ball anime-only ending, Goku and Chi-Chi have to scavenge to find the magic Bansho Fan when the couple and the master's Turtle come across a book by Kame Sen'nin detailing the instructions on how to build one. Although the master later berates the Turtle because he was drunk when he wrote it, the scavenge does lead them to the Fan and its original purpose (to fan the Furnace of Eight Divisions). The scattered elements of Kame Sen'nin's instructions were actually on the right track, but their ultimate purpose was misguided.
* Dragon Ball anime, protagonist Goku marries his love interest Chi-Chi.
* Dragon Ball, another work by Akira Toriyama also exists somewhere in the Dragon Ball universe, since one of the characters claims to have been trained by Goku and featured a saiyan named Onio.

* Dragon Ball: Anything from the Capsule Corporation (vehicles, appliances, houses, etc.) collapses down for storage in a capsule no bigger than a person's finger.
* Dragon Ball arc. She met Goku there, and was pissed at him because he'd forgotten that he'd promised years prior that she'd be his bride. When she reveals this, Goku asks Krillin what a bride is. He, the nearby Yamcha, and Chi Chi all Face Fault.
* Dragon Ball are all named after English terms for cold or cooling kitchen appliances (King Cold, Cooler, etc.).
* Dragon Ball are both initially introduced as villains, before later joining forces with the heroes after each go through their own redemption arc.
* Dragon Ball as a kid, and "had this set image of what a Majin, or genie, should look like", confirming that he thinks of Buu as a kind of genie (or at least modelled him on one).
* Dragon Ball (as any viewer of Toonami can attest), it does explain a great deal of things that are brought up in the early episodes and beyond. Why can't Krillin be brought back with the Dragon Balls? Where'd Goku get that yellow cloud? Why is it important that Bulma broke up with Yamcha? Why is everyone afraid of Piccolo? Who are the Red Ribbon Army? Why is it crazy that Goku has a kid? And so on. Fortunately, the story was well-written enough (and had enough recurring flashbacks) that this Trope was averted for the most part, at the cost of understanding most of the characters on a deeper level.
* Dragon Ball, as it's usually named). Had Raditz not remembered his little brother and come to Earth, the entire series would have been turned on its head: Piccolo and Goku would never have teamed up and thus Piccolo wouldn't have joined the Z-Fighters. He may have even remained evil, and continued on with a plan to terrorize planet Earth, had he and Goku not joined forces. Goku wouldn't have trained with King Kai, but merely at his own pace, and would have been far too weak to combat the androids by the time they arrived, assuming he hadn't already died from the heart virus he was to contract. Gohan would never have been trained by Piccolo, and thus would never have become a fighter at all. Vegeta and Nappa would never have received the transmission involving the Dragon Balls, and thus would never have visited the Earth, thus remaining under Freeza's thumb — Freeza himself would also never have been killed, allowing the Cold family to continue terrorizing the universe. And who knows what trouble Babidi would've caused if he'd arrived earlier and unleashed Buu unchallenged. Despite being the weakest villain at the start of the series, Raditz coming to Earth is what allowed the Z series to be what it became.
* Dragon Ball as that's the lifestyle she always intended to have with Goku in the first place).
* Dragon Ball as well as his sons Gohan and Goten. Trunks from the main timeline also counts.
* Dragon Ball a term directly equivalent to "human" as we would understand it, at least not in casual speech.
* Dragon Ball at roughly the same time, auditioned to the child version too, but was passed over)
* Dragon Ball. At some unknown point, they split up for good and Bulma ends up having a family with Vegeta.
* Dragon Ball. At the very least, the world president and the World Martial Arts Tournament announcer (both of whom lived through those events and witnessed them personally) do not buy into the hype, and the announcer even laments the absence of the main cast which allowed this in the first place (he considers the vanilla fights a lot more boring).
* Dragon Ball: a villain, Majin Buu, at one point uses the Human Extinction Attack. When the dust clears, sure enough, the only survivors on the planet are the ones standing on the same lookout platform as him.
* Dragon Ball, back when they didn't even have stolen Tuffle technology.
* Dragon Ball based off of it. If you skip twenty or thirty Chapters you'll generally be quite out of place as to where the story is. On a larger, franchise-wise scale, however, it's more a Level 1.
* Dragon Ball: Becomes more and more prominent as the story goes on, with fights

occurring for the fate of Earth's citizens without them even knowing. Examples include the Red Ribbon, Piccolo Daimao, 23rd Tournament, Saiyan, Android, Cell and Buu Arcs: typically the villain will show up, make mincemeat of at least one city and sometimes the world's military, and then humanity collectively panics until Goku and friends save the day as they're the only ones who can stand up to them. This is also prominent in Future Trunks' timeline: Trunks is the only person left who can put up a decent fight to the Androids, while humanity has to hide in whatever safe spaces they can find.
* Dragon Ball, Bulma does this to Oolong when he refuses to cooperate with her in helping find the Ox-king. She gives him a candy that he thinks is delicious, but really it's a laxative, and every time she whistles (or yells "piggy", in the English dub), he will have an emergency. Goku takes advantage of it to manipulate Oolong, too.
* Dragon Ball; Bulma first tells Goku to stay put, then immediately shouts for him to come over quickly when a monster traps her.
* Dragon Ball. Bulma is the first girl he had ever seen in his life, so she gets the worst of it. His grandfather had told him to be nice to girls — but it was apparently up to himself to figure out how.
* Dragon Ball, Bulma's dynocaps disappear and she blames it on Oolong the Pig:
* Dragon Ball, Bulma tells Trunks nice things about his father while her thought bubbles reveal she really knew him only as a cold-blooded killer. When Trunks returns with good stories of Vegeta she's genuinely surprised, though she doesn't let Trunks see it.
* Dragon Ball, Bulma uses type A for snark value when complaining about how recklessly endangering her companions are.
* Dragon Ball) but also a very deadly opponent, and Emperor Pilaf, who has no idea what he's doing.
* Dragon Ball, but decides to try it out anyway in case it's something useful. It's not — the capsule turns out to contain a large number of porno magazines. When Goku takes a look at one of them, he reacts in utter bewilderment.
* Dragon Ball, but may have extra costs as well. Energy attacks can cause a huge exertion on the user's body, leaving them out of breath or weakened.
* Dragon Ball, but survives as he's a robot. Surely, it scares and surprises him. Shortly after, however, Metallic runs out of battery.
* Dragon Ball, but this time the Supreme Kai warned Future Trunks and helped train him until he was strong enough to defeat Babidi and his minions before Majin Buu could be released.
* Dragon Ball, Buu is beaten so badly at one point that he's having visible difficulty putting himself back together.
* Dragon Ball by Goku. Though this is more because they weren't able to keep up to the stronger villains being faced ahead.
* Dragon Ball by Piccolo Sr. to inform the world that he's the new king now (oh, and he's gonna annihilate one country per year. Just for laughs), although he apparently uses the (former) king's equipment for this.
* Dragon Ball can summon a wish-granting magical dragon named Shenron.
* Dragon Ball', Cell gives the following line before blowing the entire military up in a single blast:
* Dragon Ball, clearing the road for Bulma's relationship with Vegeta.
* Dragon Ball come off as this to ordinary people, such as during the Cell Saga filler during Goku's search for the restored Dragon Balls: the only "antagonists" are some ordinary human mobsters and Tao Pai-Pai (yes, again), and the level of non-threat they are is totally played for laughs.
* Dragon Ball comes when he kills General Blue using only his tongue, and in his first fight against Goku he uses mainly his ponytail.
* Dragon Ball considering the strongest fighters in the series all possess an innate ability for exponential power growth if they recover from near death injuries. More than once, the combination of this trait and mid-fight Senzu Bean led to a dramatic reversal against an opponent who had been mopping the floor with them at their peak level moments earlier.

* Dragon Ball, costing his life. However, with his last breath, Roshi swears someday someone will defeat Piccolo.
* Dragon Ball could qualify for this trope, especially Android 8 (a.k.a. C-8, Hat-chan, Franky, etc.), a combat robot built by the Red Ribbon Army, who is willing to be detonated rather than fighting for them.
* Dragon Ball DC of Son Goku and Superman, who were already famous examples of this trope.
* Dragon Ball DC on what he should try to save first, he tells him to focus on buildings before people because emergancy responders can save the people, but not the entire buildings like he can. That show doesn't frame Luthor's line of thinking as correct but he does have a point.
* Dragon Ball DC. The injury allowed Batman to put his plan against Nappa into action and defeat the Saiyan.
* Dragon Ball DC under the promise it will give him an adventure, something he's never had before. Spending some time on Earth, Larfleeze took part in a podcast, where he desired that videos with him be given lots of likes, comments, and views, but not be shared because he hates sharing.
* Dragon Ball DC who is a lunatic obsessed with hoarding anything of value.
* Dragon Ball Deliverance and gets the tar kicked out of him. However, unlike their prior bouts, he lands several hits in and even knocks Broly around for a bit, a far cry from when he was easily defeated in the past.
* Dragon Ball Deliverance, as he was being used by him to weaken the out of control Broly enough that the Legendary Super Saiyan could be retrieved and put under Daiko's control.
* Dragon Ball Deliverance may act polite and civil, but it's clearly a ruse to hide what a maniac he really is, such as when he asked Pan and Bra their names because he likes to know who his victims are. When he got no response...
* Dragon Ball, Demon King Piccolo explodes after Goku punched through him.
* Dragon Ball doesn't have him win although by this stage in his training, Goku tends to try to avoid winning so as not to attract too much attention.
* Dragon Ball doesn't teach self defense, but one can take lessons away from how to go about learning or improving in any number of pursuits.
* Dragon Ball does this with Goku, though he was raised on the outskirts of civilization not to mention his later revelation of being a Saiyan (and the head trauma as an infant). However, most of the Saiyans are 'uncultured' by human standards, being a race devoted to fighting.
* Dragon Ball, each and every one of them is strong enough to blow up entire planets with their fingers! With the highest-tier ones (The Super Saiyans) reaching stellar-busting levels and beyond.
* Dragonball Elsewhere, a pickpocket attempts to steal Yamcha's wallet using super speed. Unfortunately, it's not quite super enough, and Yamcha notices, knocks him out, and takes his wallet back.
* Dragon Ball end with Goku going off to train with Uub, and the author promising that they have more adventures, which they solve somehow.
* Dragon Ball enjoys watching porn. It's even how Krillin bargains his way into being his student: by bringing a filthy magazine as a gift.
* Dragon Ball ensures that nobody credits the heroes' deeds as possible even if they should know better.
* Dragon Ball episode 21, about halfway through). Just before the main matches begin, the master monk of the temple hosting the tournament (who is a dog) steps up for a few choice words. He takes the mic...
* Dragon Ball (episode 28), the gang are all watching in astonishment as Goku gulps down plate after plate of food, with the plates eventually piling up. Eventually, Goku stops after eating 57 full course meals while everyone looks on in disbelief. Afterwards, he asks the waiter "Can I have another bowl please?" Cue everyone face faulting. Roshi says Goku has probably had enough to which Goku casually replies "Yeah. You're right. I probably should save some room for dessert!" Cue another face fault by everyone.
* Dragon Ball episodes have a warning that watching the episode can cause epileptic

seizures.
* Dragon Ball era's second arc, Master Roshi/"Jackie Chun" had a pretty good one when Goku avoided a ringout by helicoptering in with his tail.
* Dragon Ball, especially during his assault on the main Red Ribbon Army base. His plan could be best described as "keep hitting anyone who attacks until you run out of targets". Meanwhile the rest of the cast were busily trying to put together a rescue team and trying to plan out how they'd save him.
* Dragon Ball, established after the old Planet Namek was destroyed by Frieza.
* Dragon Ball. Even after he married 18, he still wonders why she chose him and still is worried about if he is worthy of her.
* Dragon Ball Evolution, Bulma and Yamcha almost kiss in a bar as they talk about how the world is about to end. The moment is ruined by a loud guy nearby and both nervously laugh it off.
* Dragonball Evolution but myself," he said. "As a fanboy of other series, I know what it’s like to have something you love and anticipate be so disappointing."
* Dragonball Evolution: Goku knocks Chi-Chi out in a fight because he mistook her for the bad guy. At the end, after the day has been saved, Goku returns to apologize for hurting her. Her response is to insist she let him hit her. They playfully argue about it before running at each other to decide which of them is the better fighter.
* Dragon Ball Evolution, Master Roshi claimed he had a dream that he was in the afterlife but then Grandpa Gohan kicked him out. This was because early on, Goku killed Roshi and made it up to him by bringing him to life with the Dragon Balls.
* Dragonball Evolution (whether this means he was a fan and just didn't care, or he was not a fan, period, isn't entirely clear).
* Dragonball Evolution which is the first time a male actor in Japan has done so.
* Dragon Ball Evolution, Yamcha the Desert Bandit traps unsuspecting travelers this way, then offers to throw down a rope in exchange for them surrendering their valuables. While the hole is too deep for Goku to jump out, Master Roshi does it with ease.
* Dragon Ball "explanation" in terms of electromagnetic waves and hormones. Even Kami, who was for all practical purposes a god, was demoted to a strange visitor from yet another planet. Nevertheless, there were still plenty of fantasy elements, and the sci-fi aspect was downplayed in later stories.
* Dragon Ball fans (including some on this wiki) believe that the name of Lunch's blond gun-crazy alter ego is "Kushami". The name was coined by an American translator in the mid-1990s in order to distinguish between "Good Lunch" and "Bad Lunch", using the Japanese word for "sneeze."
* Dragon Ball FighterZ (although any health sacrificed performing this attack can be recovered).
* Dragon Ball Fighter Z, and see use even within tournaments. There's the fact that the moves on every single character have the same button inputs. That said, it's still a widly popular game within the competitive scene, showing that this opinion isn't universal.
* Dragon Ball Fighter Z Artificial Human No. 21 is depicted as around the same size of Son Goku, if not slightly taller. She does wear high-heels, but even without them, she's pretty tall and they are not that high. Some official sources say that Goku's height is 175cm (5'9").
* Dragon Ball Fighter Z based on the shape of of Android 21's tail. Not to mentiont that it's possible that her individual samples were taken from a point in time where the donors were stronger than they were when they were taken for Cell.
* Dragon Ball Fighter Z, but she wants the fighters she faces to be as strong as possible, since stronger fighters taste better to her. Too bad for 21 that Goku and company get stronger than she can handle, and she's wiped out in all three story arcs by her own gluttony getting the better of her.
* Dragon Ball Fighter Z for Super Saiyans going on." Goku can't even remember his name, and calls him 'Nappy'.
* Dragon Ball FighterZ, gaining access to some of their abilities, up to a maximum of four. In order to keep things simple, the cast is sorted into four broad

categories:
* Dragon Ball FighterZ, Majin Buu can turn his opponents into cookies and then eat them. While this obviously killed people in the TV show, the victims return to normal immediately after being devoured in the game.
* Dragon Ball Fighterz. They include some of the best healthcare the whole galaxy has to offer, proper battlesuit technology and entire planets as a bonus for good performance.
* Dragon Ball FighterZ, upon Goku winning when paired with Gohan, the former expresses genuine pride in his son. However, the localization version for some reason, added a "...finally" line and in a condescending tone too which gives the impression that Goku isn't really proud of his son at all and once again, gives the impression of another "Goku is a bad father" moment.
* Dragon Ball fighting game on the market; aside from the Z Fighters and the main villains she is easily the character you can be most assured will be playable.
* Dragon Ball. Finally there's the races the series focuses on the most: humans, Saiyans, Namekians, Freeza's unnamed race, Majins, Kais, Ogres, and the humanoid animals that live on Earth alongside humans.
* Dragon Ball, first when Goku falls into a volcano and burns his butt and later when Goku bites Frieza's tail when he's strangling him with it.
* Dragon Ball for the NES (its European version, to be precise) are those. He even shows how this theme will never leave your brain.
* Dragon Ball for this heritage, and not to mention all sorts of magic and supernatural beings, this series is largely Pro-Romanticist by default. This isn't to say that the series is inherently anti-Enlightenment, given that Bulma's Dragon Radar and other creations of Capsule Corp are important to helping Goku and co. with whatever needs they need, but the series also displays themes of wariness of becoming overly reliant on technology and methodology, especially at the expense of instinct and appreciation of nature and traditions. Many antagonists represent some of negative aspects of Enlightenment thinking, though a few are also Romantic in mindset in order to display some of Romanticism own imperfections. Some examples include the following:
* Dragon Ball for trouble, he'll always step in if he encounters injustice on his pursuit to his own goals.
* Dragon Ball franchise has an uneven history with this trope. Trunks was apparently the result of a one-night stand between Bulma and Vegeta. And given the amount of time Goku spends either dead, traveling through space, training in the wilderness, or bedridden with a killer virus between and during the Freeza and Android / Cell sagas, it's amazing that he and Chichi ever found time to conceive Goten.
* Dragon Ball franchise: Tao Pai Pai, Freeza, Cell, Buu, Broly, Cooler, among others. They have amazingly cool appearances and powers, after all.
* Dragon Ball franchise, there are a number of cheerful kid characters:
* Dragon Ball franchise were shown in hell from time to time. Due to censorship issues at the time, any time in the dub the word "HELL" was on a uniform or on the wall, it was edited to "HFIL" or "Home For Infinite Losers." This is the subject of amusement and/or eyerolling among fans.
* Dragon Ball: Frequently happens with the villains and was most often prompted by outrage that Goku or whoever was fighting them actually managed to not only hit them, but do some damage. It especially happens with villains who take a lot of pride in who they are (overpowered badasses), as well as having an appearance to keep up.
* Dragon Ball: Fusions: Great Saiyaman and Great Saiyawoman (aka Gohan and Videl respectively, a couple) can fuse into Great Saiyaman 12.
* Dragon Ball games, though, energy attacks are derived from an external Ki meter separate to health, with few exceptions.
* Dragon Ball generally inverts this trope almost as much as it plays it straight. The Heroes are just as prone to holding back in their fights or letting the villains go, just to result in them coming back stronger later. The worst offender is probably Gohan, who, due to not possessing the same natural fighting instinct

and impulse control of the Saiyans and willing martial artists, has a problem with holding back too much during his fights due to some emotional or subconscious drive and giving the villains too many openings.
* Dragon Ball genre, focusing as it does on martial artists battling gods and beings of similar power.
* Dragon Ball, Gero sometimes met Lapis and Lazuli's mother while she was searching for her missing children, and felt a very brief twinge of remorse... which he proceeded to completely squash down.
* Dragon Ball gets a single wish granted, then all the Balls split off randomly to wait again.
* Dragon Ball get used to seeing this done, and stand gape-mouthed throughout the entire scene. Jeez, Krillin, at least make yourself useful and bring the guy some Gatorade!
* Dragon Ball, Ginyu, trapped in a frog's body, tries to steal the Dragon Balls. When Gohan spots him, he leans up and against the ball and whistles, forgetting that it's not something a frog usually does.
* Dragon Ball, given that he doesn't care if people sees him naked or not.
* Dragonball Gohanverse. They also have a set of rules regarding multi-dimensional traveling referred to as the "Gohan Accords", which Gohan Black has been breaking since the start of the series.
* Dragon Ball: Gohan, while being in several life or death fights throughout the series where he usually acted on instinct (and was never powerful enough to kill enemies on his own outside of filler arcs), was faced with the decision to consciously kill Cell during the Cell games. Despite being brutalized by Cell and watching him torment all the other Z fighters and threaten the planet, Gohan doesn't gain the will to kill until Android 16 reaches him. He explains that people like Cell will never listen to words, and that Gohan must kill Cell in order to protect everything he loves.
* Dragon Ball, Goku and Yajirobe get into a fight because Goku had eaten a fish Yajirobe had left over a fire. Well, that's why Yajirobe started the fight. Goku did it because he thought Yajirobe was working with Piccolo, the demon that killed Krillin.
* Dragon Ball, Goku begins the final phase of almost every battle by offering his opponent "one last chance" to recant his evil ways. It seldoms goes deeper than that, because he's just a kid at this point.
* Dragon Ball: Goku blames himself for Krillin's first death during the King Piccolo Saga, since the only reason Krillin went back to the stadium was to retrieve Goku's Power Pole and Dragon Ball, which Goku carelessly left behind because he was exhausted from fighting Tien, where Krillin had the misfortune of running into Tambourine.
* Dragon Ball, Goku demonstrated his improved speed by stealing Tien's belt, making his pants fall. He got really embarrassed, so Goku returned the belt so they could finish the fight.
* Dragon Ball, Goku has been completely unable to defeat the robotic Sgt. Metallic, even after blowing Metallic's head off. He seems indestructable until he suddenly stops moving. Turns out his batteries died. Goku shrugs it off and continues to the next floor of Muscle Tower.
* Dragon Ball, Goku is fighting General Blue of the Red Ribbon Army. Blue has Goku paralyzed with telekinesis and is about to finish him off... when a small mouse appears. Blue flips his lid, freaks out and loses focus. Goku is grateful enough for the unwitting save that he rescues the mouse when the cave they're fighting in collapses.
* Dragon Ball, Goku is killed making a heroic sacrifice to stop his brother from killing his son. Then, most of the original cast is killed in the battle against the Saiyans. The Dragon Balls are also lost because Piccolo (and Kami with him) died, meaning no one can be revived until much later when another set of Dragon Balls is found elsewhere in the galaxy.
* Dragon Ball), Goku is often scared and amazed of more mundane things like bikes, cars, planes, televisions, electric lighting, and intercoms. He is also amazed by

the city lights when viewed from the air and initially confuses them for the stars having fallen onto the ground and asks Roshi if he can have one. As the Funimation narrator explains, Goku can be equally fascinated by a bread basket as the stars in the sky.
* Dragon Ball, Goku ran up and punched King Piccolo in the gut while he was powering up, and chided him for leaving himself open.
* Dragon Ball, Goku refused to kill Piccolo Jr. because they were technically still in a Tournament match. Everyone else had ceased caring about the rules at this point (and in fact, the ring had been destroyed during the fighting), and are baffled that Goku is still thinking that way.
* Dragon Ball, Goku's master is known as "Master Roshi" in the English dub of the anime. Quite a tautology if you have in mind that "Roshi" means "Master" or "Teacher" in Chinese; so his name would be "Master Master."
* Dragon Ball. Goku's punch not only came within a hair of tearing King Piccolo in half, but it also apparently cauterized the wound so that Goku could be clearly seen through the (blood-and-gore-less) hole.
* Dragon Ball, Goku's response to Bulma and Krillin realizing the Red Ribbon Army was after him was "No one ever asked me about the Red Ribbon Army."
* Dragon Ball. Goku then elects to piggyback Bulma which looks just as odd, before Yamcha comes along in his car to give them a lift.
* Dragon Ball: Goku would often strip out of his undergarments and would often wind up playing this for laughs, such as when he transformed into Giant Ape form near the end of the first tournament arc and after being transformed back was more than willing to continue the fight even without clothes. DBZ used these gags far less, but it still popped up on occasion. For example, a filler episode very late in the series featured a naked Goku fighting a naked Gotenks after both of them had gotten out of the bath.
* Dragon Ball, Gotenks ends up making really reckless and stupid decisions that gives his opponents the upper hand in battle. Because of this, Goku and Vegeta disqualify Gotenks (and by extension Goten and Trunks) from the Tournament of Power as being a potential liability.
* Dragon Ball. Gotta love that girl. Her son Trunks later inherits her skill with machines.
* Dragon Ball got this). However, that didn't work very well, since all those shows were broadcast at the same time (after school) and parents didn't bother to check the rating of the anime their children were watching, so it fell out of use quickly. Most anime that hit public TV nowadays tend to be very child-friendly series, as otakus looking for more serious shows download them from the internet or buy them at specialized stores.
* Dragon Ball GT, after beating the final dark dragon, Goku sacrifices himself for one more wish to restore the order of the world before going with the dragon, never to be seen again by his family and friends. The last bit of the anime is his spirit watching his descendants fight in the Budokai tournament before he heads back to the afterlife.
* Dragon Ball GT after regaining his tail and using the Earth as a substitute for the Moon. Since it can only be used by Super Saiyans with their tails, Golden Great Apes are basically Super Saiyan Great Apes, but with the drawback of having near-uncontrollable rage. More importantly, controlling the rage is a necessary stepping stone to achieve the even greater power of Super Saiyan 4, which draws its strength by using the nature of the Great Ape form in a Saiyan's smaller humanoid state. Even still, Baby Vegeta as a Golden Great Ape is still more than a match for Super Saiyan 4 Goku.
* Dragon Ball GT: A Hero's Legacy, Goku Jr. becomes a Super Saiyan when Lord Yao injures a bear that he had befriended.
* Dragon Ball GT, Baby creates an improvised "throne room" atop a series of floating rock pillars over the spot where he believes he has defeated Goku. It is here that the possessed Dende presents Baby with the Black Star Dragon Balls in an ornate goblet. He also somehow constructed an actual throne and coat of arms as well. This throne is never seen or mentioned again after this scene.

* Dragon Ball GT, Baby possesses Vegeta while he's powering up by reverting to his liquid metal state and enters his body through his pores.
* Dragon Ball GT: Black Star Dragon Balls (15 episodes), Baby (25 episodes), Super Android 17 (7 episodes), and Shadow Dragon (17 episodes).
* Dragon Ball GT, Bulma just happens to have one of these tucked away beneath the Capsule Corporation in order to evacuate everyone to the new planet created by Baby with the Blackstar balls.
* Dragon Ball GT, during the fight against Omega Shenron, the dragon extends the spikes on his back to impale Vegeta in multiple places and throw him far away. When Vegeta gets up, he looks exactly like he did before he got stabbed with no signs of any gaping wounds.
* Dragon Ball GT, during the Super 17 Saga, instead of escaping Hell with the other villains, he and Cell stay behind to double-team Goku after Gero and Myuu trap him in Hell with them, only for Goku to effortlessly beat them both without even going Super Saiyan.
* Dragon Ball GT, Earth is so lucky this universe ignores physics. For one thing, it would be bombarded with the remnants of... itself, from the last two times it exploded. For another thing, if a planet were as close as the restored Planet Plant in real life, the gravity of the two would first pull them to the point where they'd be slightly elongated. Second, their gravity would pull them towards each other. The two would then collide, doing massive damage to both. A very popular theory these days is that Earth used to be a Superearth, a giant Earthlike planet almost completely covered in oceans. Then it hit an Earth-sized planet. The chunks left over from the two gave us the moon, and the Earth became what it is today (after millions of years of pulling itself together).
* Dragon Ball GT Final Bout would debut in 2003. Thus DBZ fans were introduced to concepts like Super Saiyan 4 and Goku's granddaughter Pan as a young teenager long before their original context was understood (and in fact, long before even Super Saiyan 2 was introduced, let alone 3).
* Dragon Ball GT, General Rilldo could fire a beam that turns whatever it hits into metal.
* Dragon Ball GT, Giru, eats metal and anything made of metal, including the Dragon Radar.
* Dragon Ball GT, Goku attempted a suicide attack on Omega Shenron which appeared to be a mixed of Chiaotzu and Vegeta's suicide attacks, he grabbed Omega and was going to release all the energy in his body at once. He was stopped by Vegeta who reminded him of his own lack of success with that technique.
* Dragon Ball GT, Goku tries to take down Super 17 with a variety of ki based attacks, only to discover that he can increase his strength level by absorbing them.
* Dragon Ball GT has got to go! It makes you look like a total geek!" and Vegeta is so horrified, either by the idea of looking like a geek or by the idea of his daughter not approving of him, that he immediately shaves the mustache off.
* Dragon Ball GT, he nonetheless admits that the Dragon Fist was a very painful attack, even if it wasn't enough to finish him.
* Dragon Ball GT, however, Frieza and Cell send Goku to a new area where there is torture, where their plan backfires.
* Dragon Ball GT However, he also left a small part of himself in each former host, assuring that he could still assume control of them later if he had to. When his initial plan to possess Goku fails, he next targets Gohan, but only long enough to attack Vegeta and switch to him, which makes him a potent enemy for the rest of the arc.
* Dragon Ball GT: In the World Martial Arts Tournament, one of Goku's opponents kicks him when he's distracted. However, the power gap between them is so great, the poor dude may have well kicked an iron safe - he's soon seen crying and clutching his foot in agony afterwards, and Goku wins by default.
* Dragon Ball GT is implied by the latter to be quite wealthy herself. That being said, she doesn't appear to really mind Goten's low-class status, with her genuinely enjoying the time she spends with him.

* Dragon Ball GT is the scene where the trio lands on Planet Rudeeze and are donning pairs of shades just to look cool. Given that it is desert planet with intense sunlight, the shades are justified.
* Dragon Ball GT (it's hinted at), as he says goodbye to his friends and family, then leaves and apparently merges with Shenron and the Dragon Balls.
* Dragon Ball GT jumps from body to body trying to find a host powerful enough to kill Goku, Trunks and Pan. He also leaves behind pieces of himself in each body, ensuring he still has control even after leaving it. The meat of the conflict takes place after he settles into the body of Vegeta.
* Dragon Ball GT, Master Roshi is able to get the better of Bra in a sparring match despite the vast difference in their power because he is so much more skilled than her.
* Dragon Ball GT might qualify as royalty as well. Though it's unlikely he even knows about this connection.
* Dragon Ball GT of the arc, and it's eventually revealed that Baby created him, not the other way around.
* Dragon Ball GT, Old Kai has Goku unlock his hidden power by making him operate a giant coffee grinder. Somewhat subverted as the actual goal was simply to regrow Goku's tail, and the training is quickly abandoned for the faster solution of simply forcing the tail out with a pair of pliers.
* Dragon Ball GT on the human race for their collective misuse of this supernatural resource.
* Dragon Ball GT(Or the galaxy, in the Funimation dub) after a wish is made, and if they're not brought back to the planet the wish was made on in a year, that planet is destroyed!
* Dragon Ball GT: Piccolo, of all people, pulls this. He gets blasted by Baby while trying to help Goten and isn't seen again until the world is about to be destroyed. And THEN he dies.
* Dragon Ball GT series, everyone in the galaxy speaks whatever common language the series is being viewed in.
* Dragon Ball GT, set a hundred years after the original Goku has died. One of his descendants is revealed to have been named Goku Jr. in his honor. Vegeta, who himself is the son of the last Saiyan monarch King Vegeta, also has a similar descendant named Vegeta Jr.
* Dragon Ball GT starts with the Black Star Dragon Balls being scattered across the universe and the protagonists have a year to find them all to save Earth. Though the Funimation dub changes universe to galaxy.
* Dragon Ball GT: The epilogue is set a hundred years after Goku and his friends have all long since passed away. Vegeta's own descendant Vegeta Jr. has no idea what a Super Saiyan is and just thinks it's cool that he and Goku Jr. can turn blond.
* Dragon Ball GT, the Evil Dragons(Shadow Dragons in the Funimation dub) created by overuse of the Dragon Balls are decidedly not wish-granters. Unless your wish is for them to destroy the world, in which case most of them are more than happy to oblige!
* Dragon Ball GT, the names of the evil Dragons are all based on the Dragon Ball they sprang from, which is written in Chinese in the original Japanese version. They're in the form of "_ Xīng Lóng" ("[#]-Star Dragon"), rather than "Shén Lóng" ("God Dragon").
* Dragon Ball GT. The reason they don't take her home is because she takes the device that would let them go home and easily keeps it away from the out of practice, not to mention larger, Trunks. Goku refuses to interfere with it, and she finally drops it down her shirt (which, when you think about it, shouldn't work), causing Trunks to give up.
* Dragon Ball GT thinks (with good reason) she'd have better luck with Uub or Trunks.
* Dragon Ball GT. This episode is between the Baby and Super 17 arcs, and focuses on Mr Satan, who is still grieving Buu's death in the Baby arc, announcing his retirement after the next World Martial Arts Tournament. He changes his mind at the

end of the episode.
* Dragon Ball GT, this is subverted during the final battle with Omega Shenron. SS4 Gogeta completely had him outmatched in every way, but when the fusion wore off sooner than they expected (likely the SS4 form was straining the fusion), Omega would not and did not allow them to fuse again, interrupting them whenever they tried.
* Dragon Ball GT to charge up with a living body (he developed it while having an immortal, dead one). Both he and Gotenks were also under a lot of strain the whole time it was activated, limiting the time they could remain in that form.
* Dragon Ball GT to trick Goku into thinking he's lost his mind, and then try to kill him with a surprise attack. By the end of his saga, he's just plain evil.
* Dragon Ball GT: Uub, Buu's human reincarnation, also has the ability to turn people into junk food.
* Dragon Ball GT, Vegeta has an epic one in the episode "Heart of the Prince", when Bulma tells him she can help him become a Super Saiyan 4.
* Dragon Ball GT voices the character using the same voice he had used for Kuwabara.
* Dragon Ball GT. (Well, technically he goes along with them willingly, not realizing that they are kidnappers.) He forces them to spend all of their money on food for him, undermines their attempts to negotiate a ransom from his friends, and in the end simply flies away when it's time to go home.
* Dragon Ball GT: when Baby possesses most people, he talks in their voice, but when he settles on Vegeta as a permanent host, he speaks in his own voice. To be fair, he also modifies Vegeta's body to make it more and more similar to his own true self, so he might have changed Vegeta's vocal cords as a matter of preference.
* Dragon Ball GT, when Earth is set to explode by the effect of the Black Star Dragon Balls, everyone is evacuated to the nearby planet Plant, which had just been placed on Earth's orbit. They use Porunga later to restore the Earth.
* Dragon Ball GT when Goku transforms into one as a Super Saiyan. Think a giant raging ape is bad? Try a giant raging Super Saiyan ape. Though Goku's able to come to his senses, which sparks his transformation into a Super Saiyan 4.
* Dragon Ball had an episode where Bulma was fleeing from General Blue through an abandoned pirate hideout. She came to an intersection and drew an arrow on the ground in dust to tell Goku which way she went, but Blue got to it first and changed it to point the opposite direction.
* Dragon Ball had Yamcha defeat an enemy in the World Tournament by planting his foot into his opponent's behind, causing him to run out of the ring clutching his ass and screaming in pain.
* Dragon Ball happy about it, considering how many lives and resources they've thrown away for him, and shoots him in the forehead before taking over command of the Red Ribbon army army.
* Dragon Ball has 7 in a lot of places. There's the 7 Dragon Balls that were the focus of the first saga, and 7 major story arcs in the manga. By the end of the manga, there are only 7 Saiyans left (Goku, Vegeta, and the hybrids Gohan, Goten, Trunks, Bra, and Pan.). The tournaments that were major events in the first part of the series all took place on the seventh. To top it all off, the entire series takes place in Universe 7.
* Dragon Ball has a memorable example when Bulma is abducted by a pterodactyl while taking a bathroom break. After Goku defeats the pterodactyl and she ends up with her shirt caught on a tree branch on a cliff, she shouts "I'm having a crisis over here!" with an annoyed voice. If you look closely, her "crisis" isn't the near-death situation. She never got to go to the bathroom, and is now peeing down the cliff.
* Dragon Ball has an example with Master Roshi when his eyes popped out through his sunglasses upon seeing Goku and Krillin budging a giant rock late in their first martial arts training.
* Dragon Ball has blonde Lunch/Launch falling for Tenshinhan after watching his ruthless fighting style.
* Dragon Ball has just about the least oppressive dress code out of any army in

fiction, but the effeminate, physically formidable, blond-haired, blue-eyed General Blue seems to dress this way strictly out of personal preference.
* Dragon Ball has provided a fair bit of information in interview sections of guide books ranging from the structure of the afterlife to Saiyan biology.
* Dragon Ball has this in the episode "Deep Blue Sea", featuring an extended Scramble filler sequence of General Blue's forces preparing to depart by air and sea.
* Dragon Ball. He is in a different league than her previous boyfriend, Yamcha, a much lower threat.
* Dragon Ball Heroes. He still needs a jetpack to fly. Humorously, even with all of that power, he never learned how to use ki based flight.
* Dragon Ball Heroes's race, felt. In the debut trailer for Froze, an alien child throws a rock at him, clearly thinking that he's a bad guy like Frieza. He gets over it after Froze saves his life.
* Dragon Ball he's lost his tail, and with it the ability to go Oozaru).
* Dragon Ball, he spat out Piccolo (jr)'s egg and ensured that all his memories and drive to kill Goku was implanted in it. So one could say Piccolo was brainwashed to carry out his sire's wishes from the day he was born, and Gohan (Goku's son) unwittingly defused him.
* Dragon Ball himself) sometimes slip up and have Vegeta call him "Goku".
* Dragon Ball, his wife Bulma is shown to sense his death long before it was actually confirmed to her.
* Dragon Ball, however, once he becomes king of the world to his human subjects.
* Dragon Ball: In a filler episode, a master thief named Hasky attacks Yamcha with a sword to try to steal the Dragon Balls he was carrying. Yamcha fends her off, but then his girlfriend Bulma arrives on the scene. Bulma completely misinterprets the situation due to the angle she is seeing them and thinks Yamcha and Hasky are making out. She angrily throws a crate at Yamcha's head and storms off, allowing Hasky to knock Yamcha out and steal the Dragon Balls. Even after Goku stops Hasky, Bulma remains convinced Yamcha was unfaithful.
* Dragon Ball incites his students to lead a life of crime and murder, which they carry out mainly in a sign of respect for him in the case of Tenshinhan and Chiaotzu; in the end, only his younger brother Mercenary Tao still followed in his treacherous footsteps.
* Dragon Ball in civilization. Dinosaurs especially were often able to talk. This feature gradually dwindled out as the series grew and the nature of its humor changed, with Master Roshi's sea turtle being the only non-anthropomorphic talking animal to be a recurring character.
* Dragon Ball: In Goku's first tournament, Jackie Chun is knocked out of the ring, but he manages to get himself back into the ring before he touches the ground with the recoil from a Kamehameha. Goku learns from this, and at the next tournament, pulls off a similar trick to defeat Tien while he's busy taunting him about how he can fly and block his Kamehameha. And at the tournament after that, he uses a Kamehameha out of his feet to propel himself.
* Dragon Ball in his backstory, but fails all three times it's used on him or his son/reincarnation:
* Dragon Ball, in his fight against Goku during the 22nd Tenkaichi Budokai, Tenshinhan, who was starting to feel overpowered by Goku's tremendous stamina and having several of his techniques outdone by Goku's very own, ingenuously decides that, if he cannot knock Goku unconscious or push him out of the platform, he will simply destroy the entire platform; that way, Goku will lose by ring out because there would be no platform left to stand on. Tenshinhan, who possesses the ability to fly, does not have that problem. He manages to destroy the platform with his powerful Kikouhou, but instead of simply waiting for Goku, who has jumped very high to escape the blast, to hit the ground, he decides to fly close to him, accompanying Goku as he fell down, in order to gloat about his inevitable victory. That opens an opportunity for Goku to use one last attack that knocks Tenshinhan unconscious, and now both fighters are falling to the ground. Subverted because Tenshinhan, by a stroke of luck, actually wins the fight, but he is likely in worse

physical condition than Goku by the end of it. (In the manga he's a bit smarter; he intends to stay where he is and watch Goku fall, but Goku reacts quickly.)
* Dragon Ball. In his first appearance, he effortlessly slices one of Piccolo Daimao's offspring to pieces. At the time the Daimao's offspring were feared and considered extremely powerful, capable of killing seasoned martial artists without breaking a sweat, so it was quite the surprise to see one of them being killed.
* Dragon Ball, in regards to Pilaf, Mai, and Shu after they set him free and helped him gather the Dragon Balls to restore his youth. He unceremoniously threw the hapless trio out of their airship.
* Dragon Ball instances. In the first arc, Prince Pilaf and the heroes didn't meet until the heroes had six Dragon Balls and Pilaf had just one. In the Red Ribbon arc, the Red Ribbon Army was always there before Goku was, but just hadn't found them yet. In the Namek arc, no one side finds a Dragon Ball with any of the others around to challenge them for it.
* Dragon Ball. Interestingly, while Goku himself is chaste, he isn't above noticing that other people are attracted to ladies on a sexual level, which is presumably where he got the idea to tempt Old Kai into giving Gohan a power-up by offering naughty pictures of Bulma as a reward (which he says in front of her husband, Vegeta).
* Dragon Ball interpretation of what was actually said, even if the dragon would actually like to be more generous about it.
* Dragon Ball: In the 2010s era, characters have started using their ki for this.
* Dragon Ball in the anime, those scenes were filler created by Toei with no input from Toriyama.
* Dragon Ball in the nick of time after travelling at top speed, no matter how far away his destination was. Similarly, after Raditz is defeated Vegeta and Nappa are eleven months away from Earth. A few episodes later, the narration mentions they're at the edge of our solar system but still a few months away. In later seasons, spaceships (including the same type Vegeta and Nappa use) can get anywhere in the galaxy in no more than a few days.
* Dragon Ball into the mix and you've got yourself a race that has apparently survived its entire existence on little more than a wing and a prayer. And a few superpowered defenders, obviously.
* Dragon Ball introduces Chichi's grateful radish, a seed that can spout into hand-sized vegetables overnight but will root itself in the ground so hard regular humans can't even remove the smallest sprouts, and they can grow their roots to extend to the base of a mountain.
* Dragon Ball invented most of wuxia & xianxia's ancient tropes and conventions
* Dragon Ball invokes it between Chi-chi (5'4) and her father (over 13 feet), the aptly named "Ox King".
* Dragon Ball is after Goku departs to search for the Four Star Ball after the 21st World Martial Arts Tournament, where Goku encounters Colonel Silver early, fights the Pilaf Gang again and spends an episode or two with Chi Chi and the Ox King (all at the same time!).
* Dragon Ball, is a major contributor to many tropes to shōnen in general.
* Dragon Ball is because generally powerful characters are simply incapable of being harmed by anything that isn't at least somewhat close to their power level. They will just laugh it off. Even if a weaker opponent has the skill to get around their defense and hit them 100 times before they can react it doesn't matter, because none of the those 100 blows will hurt them. Krillin struggled to hurt Vegeta when Vegeta was deliberately standing there wide open so Krillin could injure him so he'd require healing because Vegeta was that much stronger.
* Dragon Ball is implied to be one, as he seems to have an insane amount of durability, strength, possibly speed, and has psychic powers. It wasn't enough against Mercenary Tao who simply with just his tongue.
* Dragon Ball is kind of like this. It doesn't work unless you have some kind of object (in this case, a rice cooker, but any sealed container with the proper talisman will work) to trap your target in, though it's not the object itself that actually sucks them in.

* Dragon Ball is one of the ultimate subverters of the trope. Vegeta, Freeza, Majin Buu and Beerus were either small characters or their final forms were not their largest. Not to mention Goku as a kid, who for most of his childhood looked like an eight year old, took down characters much bigger than him, especially Great Demon King Piccolo.
* Dragon Ball is only partially carried over to the English translation.
* Dragon Ball is the ultimate move...not so much. That said, aside from the Kamehameha, the Turtle School is mainly a way of life rather than a specific fighting style. There actually is a real-life Crane Style Kung Fu school, but it sadly doesn't teach students how to fly.
* Dragon Ball is usually more concerned with physical strength, but telepathy is important to the plot every now and again. The Kais all seem to have some level of mind reading and telepathic ability (King Kai's is so powerful he can psychically communicate with an entire planet at once, from anywhere in the universe). Babidi can use his magic for it, and even Goku and Vegeta will very rarely display low-level mind reading abilities.
* Dragon Ball is very important to the mythology of the series but we never actually see it except in brief clips in some of the anime episodes.
* Dragon Ball, it is stated that Saiyans have long childhoods, staying young and cute looking, until they reached adulthood and grow to their full size.
* Dragon Ball, its form of government resembles a corrupt monarchy engaged in illegal activities such as illegal trafficking and terrorism.
* Dragon Ball, it's revealed that Goku, as a child, fell off a waterfall and bonked his head, erasing any memories he had as the low-class Saiyan warrior Kakarot. This proved to be a good thing as Goku was planned to raze Earth to be sold by Freeza. Instead, he became instrumental to Freeza's defeat. Twice!
* Dragon Ball, just because they can't accept defeat. Specific examples include:
* Dragon Ball, Kami blocked a punch from Piccolo, and after convincing Kami to stay out of his fight, Goku said he owed Piccolo a punch for the one Kami blocked and took one in the face that sent him flying halfway through a concrete wall. Head first. His response? "Good thing they put a wall there." Of course, it they hadn't, he would have landed out of bounds and lost, but still....
* Dragon Ball Kami, who created the Dragon Balls, revives the dragon, and thus restores the Dragon Balls to working order.
* Dragon Ball, Kami would later be replaced by Dende, another Namekian, because the heroes needed someone to fill the job after Kami fused with Piccolo.
* Dragon Ball (King Piccolo, Frieza, and Buu) were known to be nearly unstoppable and had been terrorizing the world/galaxy/universe for ages; eventually all three of these were defeated by Goku.
* Dragon Ball, King Piccolo's children are fully grown and ready for battle as soon as they hatch. Piccolo Jr. was the only one who was a baby when he hatched, and even then he aged to an adult in a few years.
* Dragon Ball Krillin mentions that he thinks his fingernails are falling out.
* Dragon Ball, Krillin tries to hit on Upa, then gets embarrassed when Goku tells him Upa is a boy.
* Dragon Ball, Krillin when he's a kid. He is knowledgeable about martial arts, but he likes to act like he knows more than he actually does. This is made worse that his training partner, Goku, is really naive and often defers to Krillin when something confuses him. He thankfully gets better as the series goes on.
* Dragon Ball lessened somewhat by how eccentric and incompetent said officers can be, though.
* Dragon Ball light on scientific accuracy. It takes Vegeta and Nappa a year to get to Earth, Bulma estimates that (even with the best man-made ship) it would take thousands of years to get to Namek, and, even with an advanced alien's ship, that particular journey takes at least two months. This is later done away with when Goku learns how to teleport (as long as he can "sense" some life energy at his destination, distance is irrelevant), and whatever method it is that Whis and his kin use to travel through space, which can cross entire universes in less than an hour.

* Dragon Ball like the death of his grandfather at an early age and living alone in the mountains for a number of years.
* Dragon Ball live alongside humans. It is divided into 43 sectors governed by a King of the Earth. Also the Moon seems to have at least a thin atmosphere.
* Dragon Ball live for at least 500 years. The Kaioshin live for about 75 million. Saiyans live about as long as humans, but they stay young longer.
* Dragon Ball lives on such an island. It's big enough to hold his small house, but that's it. Said house also manages to have running water and electricity.
* Dragon Ball long, he has to disperse even if no wish is granted. If the person who created the Dragon Balls dies, then so does the dragon.
* Dragon Ball look futuristic in a more modern sense compared to tech earlier in the series.
* Dragon Ball made many robots to fight Goku, though some of them are cyborgs (17, 18, and himself) or artificial lifeforms (Cell).
* Dragon Ball manga, as he's defeated soon after he's introduced, but said defeat is what tips the army off to Goku being a threat. This is downplayed somewhat in the anime as Colonel Silver's part of the story is significantly expanded to be its own mini-arc, similar to Muscle Tower for General White and the Pirate adventure for General Blue, thus putting Colonel Silver more on par with them.
* Dragon Ball manga is big on this, using it one, twice every page for when a character reacts to most anything.
* Dragon Ball martial artist Mr. Satan as the most powerful human on Earth. It leads to some bizarre results, such as when humanity clearly sees Cell's destructive power but will only accept that Mr. Satan defeated him.
* Dragon Ball, Master Roshi got accidentally flushed down the toilet while using a shrinking gadget to peep on Bulma.
* Dragon Ball material is fully uncensored and far more faithful to the Japanese original.
* Dragon Ball—he entered the competition specifically to stop Piccolo because he knew Piccolo was a threat. Shen is actually God possessing an ordinary businessman as a disguise and is strong enough to not have to take any of his opponents seriously until Piccolo.
* Dragon Ball — or so he thinks, because nobody really trains him the same way twice.
* Dragon Ball, mind you. He was squished by Goku's Oozaru form, which Goku himself didn't realize for years until he witnesses Vegeta turning into an Oozaru.
* Dragon Ball Minus adds to it by revealing that the reason Goku was sent to Earth in the first place. Frieza had ordered all the Saiyans to return to Planet Vegeta; Bardock, thinking that this sounded incredibly suspicious, stole a space pod and sent his infant son to another planet to keep him safe...and as we all know, Bardock was spot-on and Frieza wanted all the Saiyans together so he could easily kill them all. Living on Earth gave Goku plenty of challenges, which lead to his becoming so powerful that he achieved Super Saiyan. If he'd stayed on Planet Vegeta, he more than likely would have just been another forgettable low-class warrior.
* Dragon Ball Minus as his parents Bardock and Gine willifully sent him to Earth in order to save him from the destruction of Planet Vegeta at the hands of Frieza.
* Dragon Ball Minus, Bardock and Gine. They were the ones to send Goku to Earth. If they hadn't, Goku would have died along with their planet. And without Goku, Pilaf would've become ruler of earth thanks to the Dragon Balls.
* Dragon Ball Minus from whom Goku and his progeny ultimately inherited their gentle natures. Goku's brother Raditz takes more after her in looks than Bardock and her great-granddaughter Pan also looks remarkably like her.
* Dragon Ball Minus it is revealed that Goku was sent to Earth for his protection. Although, he was still horribly violent and often attacked the senior Gohan.
* Dragon Ball Minus retconned that Goku's parents had sent him away in secret well before the destruction of Planet Vegeta due to Bardock suspecting Freiza was up to no good. This raises substantial questions, such as why Bardock never told his elder son about what he suspected regarding Freiza, or why Raditz would think Goku

had been sent to conquer Earth when nothing of sort indicated that was the case.
* Dragon Ball Minus who is dedicated to massacring populations, but shows a genuine concern for his son that was not demonstrated by the version of the special.
* Dragon Ball: Monster Carrot uses his magic to turn people into carrots. Yeah, that's it, but it's still an evil thing to do!
* Dragon Ball, most of the actors almost always worked together. But the ones who were the most heard together were Henrique Feist (Goku, Dexter...) and Cristina Cavalinhos (Bulma, Dee Dee...), plus Ricardo Spínola as a common narrator, among other characters.
* Dragon Ball, much of Videl's claim to fame is that she is the daughter of Mr. Satan (Hercule in the old American version), a former world martial arts champion, superstar, and the #1 Earthling fighter who doesn't use Ki, and she gets much of her Ki-based combat skills from training with her love interest Gohan.
* Dragon Ball Multiverse about the possible implications, in the case it was permanent.
* Dragon Ball Multiverse: After being thwarted in absorbing Broly, U4 Buu returns to the arena pissed off, and looks like he's about to kill Vegitto, Bra, and Gohan (and probably would, considering how weakened they are) and then... calmly congratulates them, thanks them for a fun fight, wishes them luck, and walks back to his booth. It comes off as incredibly creepy and foreboding.
* Dragon Ball Multiverse: An alien race discovers inter-universal travel and gathers the best fighters from every universe to compete in the ultimate tournament. Some of these fighters include a Vegetto that remained fused, a Cell that defeated the Z-Warriors and a Kakarot that didn't lose his memory. The opening few comics imply that the Multiverse is infinite and that the numbers assigned to the various realities are for the sake of the tournament alone. DBZ:M actually goes against tradition by having the "canon" universe receive a moniker other than "One" or "Prime".
* Dragon Ball Multiverse: As the different universes were progressively being revealed, there was surprise, but not an agreement about the unofficial name for U3 (such as U13 being "the Super Saiyans universe"). That is, until Bardock appeared. U3 is now essentially "Bardock's universe with those two guys from the OVAs".
* Dragon Ball Multiverse: Bojack's gang was composed of twenty-seven members when it was formed, according to Bujin; according to the novelization, this is the reason why there were only five members left when they met the Z-Warriors.
* Dragon Ball Multiverse: Broly was found unconscious and transformed (powered-up) at the same time, which does not happen in DBZ. The authors stated they did that for the coolness, and the readers didn't approve.
* Dragon Ball Multiverse: Chapter 25 was announced as Bibidi's special, even though he only appears during the first part of the special and the Kaioshins have much more time.
* Dragon Ball Multiverse features a number of these, by nature of the tournament format.
* Dragon Ball Multiverse had this happen to an alternate-universe Vegeta in one battle. His opponent thought it would throw him off...and Fem!Vegeta quickly proved her wrong while mocking her for assuming a seasoned warrior would let something so trifling get to him.
* Dragon Ball Multiverse has the Budokai Royale/Majin Rebellion arc which started in 2017 and ended in 2021. A total of five years. While well-received at first, some fans feel that it ran its course and wish to get back to the tournament already.
* Dragon Ball Multiverse implies this is happening to #18. He also implied that it happened to himself at one point in time, but that he recovered.
* Dragon Ball Multiverse in many cases, the Heliorites from U19 are named after different brands of electrical appliances: Eleim (Miele), Xeniloum (Moulinex), Tidar (Radit), Naurb (Braun), Phipsil (Philips), Magsuns (Samsung), Loopwhirl (Whirlpool) and Nedwook (Kenwood).
* Dragon Ball Multiverse: In total there are 20 competing in the tournament, each going down a different path in DBZ history (Goku becoming evil, the Namekians

fusing to form a Super-Namekian, etc).
* Dragon Ball Multiverse: King Cold, according to Cooler. He destroyed an entire planet during Frieza's birth.
* Dragon Ball Multiverse... on a one on one combat in a tournament. It's about as effective as you think.
* Dragon Ball Multiverse on Buu's level, and could have wiped the floor with Cell, and Nekomajin easily holds his own against Gotenks... as long as they can make a joke out of it.
* Dragon Ball Multiverse: One of the early fights features a version of Dende's little brother, Cargo, who by this point in time is an adult.
* Dragon Ball Multiverse: One of the spectators from Universe 9 (a universe where the Earthlings faced numerous threats without Saiyans or Namekians to help them) is a "different" version of Trunks, who is strongly implied (outright stated in the official novelisation) to be the son Bulma had with Yamcha instead of Vegeta, Trunks' father in other timelines.
* Dragon Ball Multiverse: The Heliorians from U19 use them to compensate for their lack of ki abilities, and they are INCREDIBLY effective.
* Dragon Ball Multiverse: The match between Raichi and U13 Vegeta has Raichi repeatedly try to mindgame Vegeta with the massacre of the Saiyans in his universe, only to be stunned when Vegeta not only doesn't care, he enjoys the chance to slaughter them all as Raichi's ghosts.
* Dragon Ball Multiverse: The Vargas race who run the tournament promise that any casualties will be revived by a random universes' Namekian Dragon Balls (the specification of using Namekian Dragon Balls implies that Earth doesn't have a set in every reality). Having the fighters unrestrained helps put on a good show. Doesn't stop the deaths of Tidar, Pan, and Syd from causing misery to their teammates.
* Dragon Ball Multiverse: The Vargas, who organize the tournament. Also the guys from U19, who rely on technology to fight.
* Dragon Ball Multiverse they do is checking Earth. The reason? It seems to be a magnet for the most powerful warriors across many different universes. Six different universes (3, 9, 12, 14, 16 and 18) had at least one of its members coming from Earth.
* Dragon Ball Multiverse, this is how the Saiyan monarchy is determined: whoever kicks the most ass becomes king. Bardock takes advantage of that: when the Saiyans refused to believe him about Frieza planning to destroy them all, he challenged King Vegeta for the throne and won, giving him the authority to order the Saiyans to attack.
* Dragon Ball Multiverse, U18 Bra is clearly the non-fighting, typical teenager GT incarnation. She even wears the same outfit. Word on this is that one of the authors liked her character even though she's from in their minds a bad series.
* Dragon Ball Multiverse, Vegeta complains that his waiting after his first fight seems to him like two years. Guess how much real time had passed since the fight.
* Dragon Ball Multiverse who ask him for his autograph, which he gives them, in Japanese.
* Dragon Ball Multiverse: Zen Buu is basically immortal, insanely powerful, incredibly intelligent and, unlike the above two, he doesn't have to worry about things like the vacuum of space.
* Dragon Ball, Murasaki jumps into the air and Goku positions his magic pole in such a way that when Murasaki lands, it ends up lodged up his ass. To make it even more painful, he accidentally jerks it around when he hits against a tree and Goku yanks it right out when he wants it back.
* Dragon Ball: Mystical Adventure, but actually for Shen to wish to rule himself.
* Dragon Ball, Nam's opponent Ranfan strips down to her bra and panties as a distraction. The trope is then subverted when Nam realizes he can fight with his eyes closed.
* Dragon Ball Notably, this is one of the most useful techniques in the series, as even enemies leagues more powerful than the user are vulnerable to it.
* Dragon Ball. Note that the source material uses "Before Age" and "Age", but there

has been, for a long time, no logical epoch or real-world basis for this, so were just assumed as "Before Common Era" and "Common Era", until any more information came in regarding this. However, some sources indicate that Age 720 is unanimous with Akira Toriyama's birth year of 1955. However, since this is as of yet unverified, it will not yet be implemented.
* Dragon Ball offered an odd inversion when Emperor Pilaf lowers a cage containing a pair of crocodiles from the ceiling.
* Dragon Ball of Goku and Chi-Chi meeting again when they were young and having an adorable fistfight together.
* Dragon Ball of several years, allowing the readers' imaginations to run wild.
* Dragon Ball often gave these kinds of smiles when he was up to something especially mischievous.
* Dragon Ball of the Red Ribbon Army (black), Nam (Indian), Bora and Upa (Native American) and Tao Pai Pai and Master Shen (East Asian). Though as mentioned above, Shen's student Tien appears Caucasian.
* Dragon Ball of this. In fact, everyone panics at Krillin and Yamcha doing it because they shouldn't be able to handle it!
* Dragon Ball of this trope. In that a handful of fighters, have techniques that allow them to concentrate their energy to create blades of pure ki energy around their hands.
* Dragon Ball omit any swearing whatsoever for the neologisms. It’s especially notable in the Funimation dub DVDs that themselves as Uncut and Unedited.
* Dragon Ball Online actually depicts the event, with Buu showing Satan the book and asking what it means, with an embarrassed Satan trying to retrieve the book and change the subject.
* Dragon Ball Online genes, and you have a species that literally has fighting in its blood.
* Dragon Ball Online, Gohan writes a book called "Groundbreaking Science," which explains the concepts of ki control, helping Saiyan hybrids to learn how to fly/shoot ki blasts/etc by reading a book.
* Dragon Ball Online lets you fly as early as level ten but doesn't let you initiate flight in a fight, not even against flying enemies, and if attacked you'll drop straight to the ground.
* Dragon Ball Online, Majin Buu begets an entire race of Majin creatures, which is one of the playable races in the games.
* Dragon Ball Online. Majin Buu split himself to create his wife, with whom he then had children in the "traditional" way.
* Dragon Ball Online many humans are capable of using ki attacks and flight as opposed to the select few seen in the series.
* Dragon Ball Online, thanks to a combination of different aspects that include: Gohan creating a book on ki control, Krillin and Tien founding their own schools and increasing the number of hybrids, nameks and majins. The number of people who possess great powers in the year 1,000 is very high. Just counting those that appear in the trailers, there are several dozen, but it is possible that the number is much higher.
* Dragon Ball Online, the patrols that keep the earth safe are descendants of aliens like Nameks, Saiyans or Majin Buu.
* Dragon Ball Online, the Time Breakers, have mass produced versions of Android #8 and Android 19: Android 8000 and Android 19000. The Red Pants Army meanwhile has hostile copies of Android 16.
* Dragon Ball Online, Vegeta referring to their originator Majin Buu as "chewing gum that's been spat out" is pretty insulting in retrospect.
* Dragon Ball Online were confirmed to be descendants of Goku, or Vegeta. Similarly, all Majins were descended from Fat Buu.
* Dragon Ball only have one name. At one point, Videl even states that surnames have fallen out of fashion in the world where Dragon Ball takes place and very few families still use them. Basically the only ones that have full names are Son Goku and his family and even then Goku's granddaughter Pan only goes by one name as well.

* Dragon Ball. On the rare occasions he meets an enemy he truly can't beat, he admits it without any ego (bowing out of the Cell Games, surrendering in the 2013 movie). His enemies, by contrast, tend to be massively sore losers who would rather blow up the planet they're standing on than admit defeat.
* Dragon Ball, Oolong rushes in and makes a wish first. In the original dub, he just wished for a pair of women's panties. In the English line he wished for "the world's most comfortable pair of underwear", which just so happened to be lady's underwear.
* Dragon Ball originally hoped for an added arc or two after the first one, but the manga's overwhelming popularity kept the story going for over a decade, solidifying this trope.
* Dragon Ball or that Tien is descended from a race of three-eyed humans.
* Dragon Ball, Pan is a quarter Saiyan through her grandfather Goku and three quarter Earthling.
* Dragon Ball, Piccolo grows from a small child to an adult in a span of three years, probably because it would be a little strange for Goku to fight a little kid who wants to take over the world.
* Dragon Ball, Piccolo is the most silent and reserved character after he fused with Nail. He still has some rage outburts every now and then, but it takes alot more to get him there than before.
* Dragon Ball: Planet Namek, which, for all the viewer gets to see, is an ocean planet dotted with several very small islands.
* Dragon Ball: Plan to Eradicate the Saiyans, about an evil alien scientist with a vendetta against the Saiyans for killing the Tuffles who created a fearsome monster to destroy the remaining Saiyans. In addition, Baby taking over the Earth by possessing all of Goku's friends and turning them against him is somewhat similar to the setup of the Garlic Jr. story arc.
* Dragon Ball: Plan to Eradicate the Saiyans. Except for Gohan — he's actually on the Nice List.
* Dragon Ball pretty much exemplify the Spartans to a T, as a warrior race that believed in constant training and one's strength as the ultimate virtue. They even sent their infants to conquer planets whose inhabitants are weak enough for a baby Saiyan to slaughter.
* Dragon Ball produces everything from houses to cars, and then puts them in a small portable (as in, pocket-sized) capsule. The Brief family is so rich that they build people space crafts for free. One of the few examples of a Mega Corp that's an unambiguously positive force in society. Eventually their product line is expanded to spaceships and (in alternate universes) a time machine, but those aren't for sale and instead are just used by the Brief family and their personal friends (who happen to be the heroes of the story).
* Dragon Ball proved to be a success in the U.S., Funimation went back to the original series, dubbing all 153 episodes (including redubbing the first 13 episodes) with a different cast for Cartoon Network's Toonami block between 2001 and 2003.
* Dragon Ball) replace and retell other portions of the series, and when watched together as a trilogy, basically become a compressed version of the original series.
* Dragon Ball reveal that Kai have the ability to restore planets, Whis and Goku point out he never uses these powers to undo the damage Goku and Beerus do to the planet the kai himself resides on, to which he replies (under his breath) that patching things together by hand passes more time.
* Dragon Ball SD, Bulma tells Goku that when she gets all the Dragon Balls, she plans to wish for her Prince Charming. Cut to Vegeta, on a spaceship out somewhere in space, sneezing.
* Dragon Ball SD. For example, Goku learns the Kamehameha the first time he meets Master Roshi (he uses it to blast Pilaf's mecha rather than Ox-King's mountain) and Chi-Chi joins the group when they're in the desert being chased by Yamcha.
* Dragon Ball SD manga, has a number of call forwards to later events in the series (which is pictured at the top of this trope page). There was a similar scene

in the original, but the specific future villains weren't in it.
* Dragon Ball series acts like the typical wrestling hero and the main characters, despite being better fighters than him, are all willing to do the job so that he will look good. He was even instrumental in the defeat of one of the series most powerful villains in a scene which had obvious parallels to the power of the Hulkamaniacs.
* Dragon Ball series averts this trope usually. Senzu beans (which completely heal anyone who consumes them) and more notable Dende's healing power leaves his subject's clothes in whatever condition they started in.
* Dragon Ball series, Bulma describes Master Roshi as a perverted, irresponsible man. Cut to Roshi fishing off his island breaking into a sneezing fit, which he suspects is due to a cute lady talking about him in admiration.
* Dragon Ball series can be used to summon the Eternal Dragon, a wish-granting dragon. Depending on the series, it can grant anywhere from one to three wishes with varying restrictions, depending on which dragon is being summoned from which set of Dragon Balls.
* Dragon Ball series. Everybody from the little old man to the evil bubble gum alien seems to know Kung Fu.
* Dragon Ball series, fusions are voiced by the voices of their constituents talking together (for example, Gogeta is voiced by both Sean Schemmel and Chris Sabat).
* Dragon Ball series is by far the quintessential Shōnen, and due to its age, length and influence provides examples of most of the classic tropes. Not to mention the fact that its popularity has more or less inspired most of the current shōnen manga of this day and age.
* Dragon Ball series, most villains have this fatal flaw. King Piccolo is so sure of his power that he believes that no one in the world can defeat him, even when Goku was fighting as his equal and he was sealed for centuries by a martial artist.
* Dragon Ball series, particularly in filler. Goku has caused urine trouble for Pilaf (by going on his spy camera) and Murasaki (who was disguised as a tree - genius how Goku picked him out of all the other trees...)
* Dragon Ball series weren't released to DVD uncut in the US until 2009.
* Dragon Ball's famous One-Inch Punch). Heck, sufficiently training at the Shaolin Temple can allow you to harden your body against bladed weaponry.
* Dragon Ball. She has a few traits such as her vanity, having a lot of self-centered desires, and showing no scruples with manipulating and screwing people over to fulfill her desires and getting what she wants.
* Dragon Ball. She is pretty handy with gadgets, having repaired spaceships and androids with her father, invented a time machine for her son Trunks, etc.
* Dragon Ball since this meant Bulma was the only preexisting character who could romance Vegeta, resulting in a rather abrupt timeskip hookup.
* Dragon Ball: Sleeping Princess in Devil's Castle) for Master Roshi, just like when they were sent to find a cute girl for Roshi in the manga.
* Dragon Ball: Son Goku and Son Gohan. Goku is a martial artist who loves fighting and training who spends all of his days with training whenever possible. Gohan on the other hand, while being a powerful martial artist himself, is more of a scholar, which is his profession. In days of peace, Gohan spends his days studying or doing his job, leading him to become out of shape. Goku has already accepted that Gohan is not a fighter and doesn't expect him to fight alongside him. However, Gohan would briefly returned to fighting during serious crises. Depending on the media, Goku might show a little disappointment towards his eldest son.
* Dragon Ball spat out five of these, all born from Saiyan dads and Earthling moms: Gohan, Goten (sons of Goku and Chi-Chi), Trunks, Bra (children of Vegeta and Bulma) and Pan (daughter of Gohan and Videl). Although Gohan, of course, was actually a half-Saiyan. Since no female Saiyans are known to have survived their planet's destruction, averting this trope was impossible..
* Dragon Ball's storyline, particularly since it didn't refer back to DBZ that often like DBZ did to Dragon Ball.
* Dragon Ball started at Stage 1 in the U.S. and Canada, then went up to Stage 3.

Now they're at Stage 5.
* Dragon Ball starts out as a new rendition of a fantastic Chinese folk tale, with some science-fiction elements on the side (everything made by Capsule Corp).
* Dragon Ball: Still in great shape, but certainly past his prime was Demon King Piccolo. He managed to curbstomp Goku the first time they met, before he got rejuvenated by the Dragon Balls. Also, sort of Type 3 for Pilaf, who, even if he didn't get killed, also got no gratitude from Piccolo and got ditched pretty quickly.
* Dragon Ball Super, 10 of the strongest fighters in Universe 7 (the universe where the series takes place) assemble together to face warriors from other universes.
* Dragon Ball Super, Aaron Roberts (who also voices Cae in the anime) provided Hit's voice, and Mercer took over for all subsequent appearances.
* Dragon Ball Super", aka a temporary loss of ki and control of the user's powers some time after turning back to normal - and, if the technique is used too mach, the power loss becomes permanent.
* Dragon Ball Super although suffering from a strained schedule, can shift animators around to make sure climactic episodes will have more time and talented animators put into them. Episode 66, the final battle of the Future Trunks arc features nearly all Super's regulars and most notably Naotoshi Shida, delivering an even lenthier scene than he did in episode 57. Similarly, as the series directors have said in an interview, such a maneouver was performed for 109-110 two episode special. In the first half it featured a very unexpected appearance of Ryo Onishi, someone who hasn't contributed in any way to the series since Battle of Gods arc and a small bit of opening of Ressurrection F arc, now animating a lengthy and beautiful fight scene between Goku and Ribrianne. In the second half, the first appearance of Ultra Instinct is given just about as much spotlight as it was humanly possible, opening up with a wonderfully fluid scene from Naoki Tate, later including an amazing rotation of Goku and Jiren facing off by Yuya Takahashi and ending with a a very fierce punch by Naotoshi Shida, though his work here didn't include much in terms of movement. Nothing however could prepare fans for the glory that was episode 130, filled to brim with great animators, with the likes of Tate, Higashide, Kenji Miuma, Atsushi Nikaido delivering spectacular scenes, topped off with yet another scene from Naotoshi Shida, far surpassing all of his previous contributions to the series. It was without a doubt the best animated anime episode in the history of Dragon Ball franchise.
* Dragon Ball Super and is called off before the end of the first inning.
* Dragon Ball Super. And the final straw is the denouncement, where Future Trunks and Mai leave for a different timeline (where they'll still have to live alongside the versions of themselves from that timeline) presumably never to be seen again. The general consensus is that the story should have ended one episode earlier, with Trunks killing Zamasu.
* Dragon Ball Super and they couldn't even meet their friends in the afterlife because it's also blown up. The only compensation for all this is the fact that Zamasu was stopped before he managed to spread to other timelines. That, and Whis can send Trunks and Mai back to a time just before Goku Black came into being, allowing Future Trunks to prevent it all from happening in the first place.
* Dragon Ball Super (and utterly hilarious) example occurs with Goku. His Instant Transmission allows him to teleport anywhere he wants to go at a moment's notice, but in one episode, due to losing control over his ki-focus (which, among other things, causes him not to be able to turn around in mid-flight when he wants), Goku at one point ends up in Bulma's bedroom instead of his intended destination of King Kai's place... and that happens just as Bulma's coming out of the shower. She, of course, thinks Goku did it on purpose and activates laser-drones in readiness to shoot him.
* Dragon Ball Super anime writers has stated to have fallen in love with both Caulifla and Kale, the Saiyan women of Universe 6.
* Dragon Ball Super are suitably thrilled at the fight. That means things like outside interference and ring outs, actions that would lead to disqualifications, are out.

* Dragon Ball Super) as Copy Vegeta; plenty of fans suspected that they would have hired Lanipator for the role if not for the fact that Toei had apparently ordered Funimation not to hire TFS members.
* Dragon Ball Super as Goku decides to recruit 17 and 18 for the Tournament of Power. The Supreme Kai worries that being machines would disqualify them, but Goku counters that they're still humans with incredible power. Beerus just covers his ears and pretends not to hear it.
* Dragon Ball Super at how inappropriate and rude he's being. On the other hand, Zen'O's retainer, the Grand Priest finds this all very amusing and is frequently seen trying to suppress a chuckle at Goku's antics. Even he has his limits though, as he tells Goku to cut it back and show a little decorum when Goku attends a gathering among the gods of all universes.
* Dragon Ball Super, at one point in the Tournament of Power, Jiren just finds a secluded spot and meditates. A bunch of other competitors see this as an opportunity to defeat him, but they're repelled back by the force field surrounding him.
* Dragon Ball Super Barry Kahn actually catch Gohan off-guard (he quickly turned the tables though).
* Dragon Ball Super became the sole surviving member for Universe 7 in the Tournament of Power (everyone who lost got erased), thus winning the tournament for his universe and was the only person who gets rewarded a wish via the Super Dragon Balls.
* Dragon Ball Super, Beerus has this to say, "Destroyers don't create".
* Dragon Ball Super, Beerus has this with his brother Champa. However, as they're both Gods of Destruction, they aren't allowed to fight each other personally since that would destroy both of their universes (a small spat between the two disintegrated the room they were in before Whis and Vados put a stop to it). Thus, they have to compete in other ways, like seeing who can get the best food, or hosting a tournament for mortals from their respective universes to fight for them.
* Dragon Ball Super: Broly. A normal Saiyan becomes stronger after recovering from an injury, but he can become stronger during a fight if he is being overwhelmed by his current opponent.
* Dragon Ball Super: Broly, calling them out for their indifference over the series.
* Dragon Ball Super: Broly featured Broly, in his "Rage" state, attacking Freeza. In the film proper, Broly has become a Super Saiyan by the time he attacks Freeza, which is in the tail end of the movie.
* Dragon Ball Super: Broly. Frieza is far more powerful and personally dangerous than Paragus, but Paragus' grudge against Vegeta drives the movie's events while Frieza simply takes advantage.
* Dragon Ball Super: Broly has Broly and Cheelai, though the exact nature of their relationship is a little vague.
* Dragon Ball Super: Broly, he doesn't want to kill him but Broly's out of control power leaves him with little choice.
* Dragon Ball Super: Broly he is even stronger than the God of Destruction, Beerus. Cut to Beerus sneezing loudly while eating lunch with Whis.
* Dragon Ball Super: Broly, he's stated to have a unique genetic mutation that lets him tap into the power of one in his base form, which comes into play for his "Rage" form.
* Dragon Ball Super: Broly hints at the beginning of a friendly rivalry between Goku and Broly after formally befriending each other.
* Dragon Ball Super: Broly implies that Bulma uses the Dragon Balls to wish herself five years younger every few years.
* Dragon Ball Super: Broly, including a prominent x-shaped scar on his chest and one going up his cheek.
* Dragon Ball Super: Broly, King Vegeta extends his hand towards King Cold, but Cold ignores it, apparently considering it beneath him.
* Dragon Ball Super: Broly movie to feature no blood, despite certain characters being seriously wounded and killed.

* Dragon Ball Super: Broly on Vampa: Broly and his father had to get their moisture from the bodily fluids of the animals they hunted.
* Dragon Ball Super: Broly, Paragus realizes King Vegeta was right; Broly's power makes him a danger to all life.
* Dragon Ball Super: Broly: Paragus receives an even more humiliating death than his non-canon counterpart. Frieza shoots him in the chest while he's leaning on a rock for support. He barely has time to react, he doesn't even get a chance to actually fight anyone, and his death is treated rather quickly and casually. In fact, Frieza didn't even have a valid reason to kill him, just wanting to see if Broly would be angry enough to turn Super Saiyan. Compare to his non-canon counterpart, who is crushed to death in his escape pod by Broly, then thrown into the Comet Camori.
* Dragon Ball Super: Broly planet he had for more than 40 years. Indeed his love is further proven when Broly, upon seeing Paragus's dead corpse (that Frieza murdered and pin the blame from his stray blast) goes berserk and transforms into his Super Saiyan state.
* Dragon Ball Super: Broly sincerity. Since she is shown in the prologues to have been by his side since childhood (before he overtook Planet Vegeta, in fact), Berryblue is all but implied to be Frieza's childhood nanny. As the closest thing he has to a mother, it's only natural that she would be the one person that he would genuinely love, and dare to be sincere and vulnerable to.
* Dragon Ball Super: Broly, the Toei Company logo is set in darkness and glows green, replicating Broly's green Saiyan aura.
* Dragon Ball Super: Broly to the non-canon Broly's tendency to only say "Kakarot" and nothing else.
* Dragon Ball Super: Broly. Unfortunately for Goku, Broly is a quick learner and he turns to the ability back on Goku with his own telekinesis.
* Dragon Ball Super: Broly: When Broly, Paragus, and Beets were stranded on Planet Vampa due to a broken spaceship, Paragus coldly murdered Beets so that their food would last longer.
* Dragon Ball Super: Broly where Bulma is likely to live longer given she's regularly using the Dragon Balls to revert her age back down to 40.
* Dragon Ball Super: Broly where he becomes more pragmatic after the Tournament of Power.
* Dragon Ball Super: Broly who opposed the protagonists due to his obedience to his abusive father Paragus and the manipulations of Frieza. No such events occurs in this depiction so he is an ally from the start.
* Dragon Ball Super builds upon the original series by revealing that all intelligent life in the universe could be snuffed out of existence by a petulant god that not even Son Goku can beat. Said god then reveals that there's a multitude of other universes, each with their own destructive gods and above all of them is a god who can wipe out entire universes with the flick of a wrist, usually because he finds them unappealing after a while.
* Dragon Ball Super, but are left to interpret them differently, leading to the anime and manga varying wildly in different aspects.
* Dragon Ball Super, but argued that the show's peaks were on par with Z's peaks.
* Dragon Ball Super, but as the result of a universe losing in the Tournament of Power would be annihilation of that universe, all he got was making himself a target.
* Dragon Ball Super, but he was asleep at the time. He also allowed Frieza to run rampant and encouraged him by approving the Saiyan genocide.
* Dragon Ball Super"), but their devotion to each other gives 18 the resolve to defeat the stronger Ribrianne, who admits afterwards that she was being narrow-minded.
* Dragon Ball Super But, then he, after a certain fateful encounter in one timeline, stole Goku's body and became Goku Black, becoming a mortal himself. If that wasn't enough, an alternate timeline Zamasu eventually comes across Goku Black and teams up with him, despite the fact that Goku Black himself is a mortal (albeit a god in the body of one). And then they fuse to become Merged Zamasu. He states

that he forced this contradiction on himself to forever be reminded of the sins of mortals.
* Dragon Ball Super by the Saiyans of Universe 6, who share very little of the warrior culture embraced by their Universe 7 counterparts.
* Dragon Ball Super called Watagash. When he sees Gohan in his Great Saiyaman costume, he does not recognize him and assumes he's being possessed by Watagash, so he attacks him.
* Dragon Ball Super destroyed by internal conflict (possibly involving its Guardian), once again making King Kai's story correct even if missing a lot of important details.
* Dragon Ball Super director and crew) is that he wants his infant daughter Pan to be able to watch her daddy in a professional movie one day.
* Dragon Ball Super: Downplayed. Dyspo of the Pride Troopers is the single fastest character in the Tournament of Power, but this same speed makes his movements linear and easy to predict.
* Dragon Ball Super. During the Tournament of Destroyers, after Frost eliminates both Goku and Piccolo, he is found out to have been using a weapon the whole time which is against the rules, disqualifying him and giving Piccolo the win. Goku is also allowed back into the tournament after Beerus finds proof that Frost used the weapon against him too. However, Vegeta insists on letting Frost's disqualification be revoked and Piccolo forfeit so that he gets a chance to fight Frost himself. Not only is this request given the okay, but Vegeta also allows Frost to use his weapon in their fight with no objections from Beerus or Champa.
* Dragon Ball Super during the Tournament of Power, Goku fights two Saiyan girls named Kale and Caulifla. Kale has self-loathing and massive hidden power that manifests as a huge buff transformation that goes on an uncontrollable rampage. When she goes into the form to help Caulifla fight Goku, Caulifla holds her hand and praises her for being so strong and willing to use that strength for her sake. Kale pushes her down into the ground by her hand, but Caulifla's words eventually get through to Kale and she gains control over her power. She and Caulifla then look at Goku, ready to fight him together as a team, still holding hands with fingers intertwined.
* Dragon Ball Super ended its runs, and that one ALSO didn't have ads.
* Dragon Ball Super Even later, as his power continues to grow, he rips a hole in reality. When Vegeta asks him what exactly he just did, Black shrugs and says he has no idea: his power has grown beyond his own understanding of it.
* Dragon Ball Super, every plot thread mentioned to attempt to kill Moro with (minus the Namekian Savior) is ultimately used to do so:
* Dragon Ball Super expands on this and reveals that if the Supreme Kai (essentially the god of creation) of a particular universe were to die, then the God of Destruction would die too (and vice versa) so as to preserve the universe's balance.
* Dragon Ball Super fails the test by writing his own name wrong and falling asleep, and Goku barely passes by reaching the minimum score. It is also implied that Magetta from Team Champa had also difficulty during the test, but still passes. Now, Team Beerus is forced to enter the tournament with only four people instead of five.
* Dragon Ball Super features Goku, Vegeta, and Bulma going to Trunks' timeline using Cell's time machine. Cell doesn't come from Trunks' timeline, but instead a third one. If they used his time machine, they would have gone to his timeline, not Trunks'.
* Dragon Ball Super for a power boost. He even flat-out tells Goku as such after Saganbo's death, much to the latter's outrage.
* Dragon Ball Super form. His nickname comes from his clothing, after all.
* Dragon Ball Super Frieza has become so powerful in his golden form that he can make his opponents' heads explode with a single poke to the forehead, which he demonstrates on four Assassins from Universe 9
* Dragon Ball Super from the Lookout when his over-training destroyed the Hyperbolic Time Chamber, in a pretty similar manner to the extremely famous

'PECKING ORDER'.
* Dragon Ball Super: Frost uses a ki variation of the attack to escape from Android #18 after he managed to knock out Krillin from the arena and later uses it to escape from Vegeta after the latter broke free from the Evil Containment Wave seal. Kahseral also deploys a similar tactic when he realize that he stood no chance against Android #17.
* Dragon Ball Super future for Trunks in which Zamasu doesn't get far.
* Dragon Ball Super, Future Mai once saved Future Trunks' life by blinding Goku Black with a flashbang just as Black was about to kill Trunks.
* Dragon Ball Super future self was erased, when in actuality he was protected from the change via the time ring he wore.
* Dragon Ball Super Future Trunks Arc featured both Present Trunks and Mai crushing on each other's alternate future selves.
* Dragon Ball Super, Future Trunks meets Beerus and Whis and is told that he's in the presence of the God of Destruction. Trunks immediately bows to Whis...who awkwardly explains that he's just the assistant and Beerus is the God. Needless to say, between this and the fact that time travel is regarded as a major sin by the gods, Beerus starts off with a pretty poor impression of Trunks.
* Dragon Ball Super gap in power makes it clear it's still a soft spot for Goku.
* Dragon Ball Super: Gohan and Mr. Satan toss baby Pan and catch her several times while sparring with each other. Even though Pan laughed throughout the experience and clearly enjoyed it, Chi-Chi tears into the men for doing that.
* Dragon Ball Super. Goku and his friends manage to get back into their time machine and escape back to their own timeline, but Trunks's world is gone forever, meaning that all of his efforts throughout the entire arc were meaningless.
* Dragon Ball Super, Goku Black and Future Zamasu whom the former is actually present Zamasu who stole Goku's body both team up together to accomplish their plan for mortal extermination.
* Dragon Ball Super, Goku Black still retains all of his old body's abilities after switching bodies with Son Goku, and of top of that, he also gains access to Goku's abilities.
* Dragon Ball Super Goku, Frieza asks if it would be a bad thing if he refused, so he promptly and proudly declares "I refuse" once he got his answer. To his surprise, Goku turns and walks away, prompting the emperor to sputter out that he was joking.
* Dragon Ball Super. Goku is seen at a temp job as a security guard with slicked back hair. His hair instantaneously pops back to normal after a few seconds.
* Dragon Ball Super, Goku lets out one of these when he learns that Vegeta has been training with Whis for six months, all while bursting through the wall a la Kool-Aid Man.
* Dragon Ball Super, Goku reveals he has no idea what kissing is. Vegeta incredulously points out that Goku has been married for years and has two children. Goku doesn't see what that has to do with it.
* Dragon Ball Super. Goku says that he's promised Frieza that if the Seventh Universe wins the Tournament of Power, he will gather the Dragon Balls and wish Frieza back to life. When he hears this, Krillins spits out the liquid he's drinking.
* Dragon Ball Super, Goku's outfit has no sleeves and shows his neck in contrast to Goku Black's outfit having a turtleneck with sleeves covering his arms.
* Dragon Ball Super, Goku suffers from a condition that temporarily renders him unable to use his ki properly in any way. He cannot even fly or teleport with precision and states that if he were to try to fight Piccolo, he would more than likely lose. So he decides to spend the evening with his granddaughter Pan.
* Dragon Ball Super, Goku's Ultra Instinct transformation can only be accessed when he is under extreme duress not only physically but mentally as well (such as being under the pressure of competing in a tournament where the entire universe is at stake). Unlike his other transformations, he has yet to re-attain it outside of those conditions.
* Dragon Ball Super Goku tells us this after the fact while dismissively calling

Gohan a bookworm.
* Dragon Ball Super has a lot of this, with the last fighters of defeated universes giving it their all trying to prevent the end of their universes. Among the stands include (in order):
* Dragon Ball Super has a pretty straightforward example with Gotenks and Beerus. After his first punch fails to make Beerus budge an inch, Gotenks starts throwing dozens of punches while Beerus just floats there, not even bothering to block.
* Dragon Ball Super has Cawey (from Universe 4). She uses sex appeal to distract male opponents, specifically trying to use this to trick Master Roshi. This works initially, but when she tries to spear him and he catches it, he transforms into his max state and talks about how his suppressed lust is making him stronger. Fearful that he'd sexually assault her in that state, she jumps out of the ring.
* Dragon Ball Super has had enough ass shots of the guys for fans to take notice. Particularly of Vegeta.
* Dragon Ball Super has his essence merge itself with the very fabric of Future Trunks' timeline so he can achieve what he set out to do: create a multiverse free from the evils of mortals and the failures of gods by making himself its sole inhabitant. He even threatened to invade different timelines and the only way to stop it was by having Zeno erase both him and Future Trunks' timeline.
* Dragon Ball Super has Master Roshi send Krillin and Goku to an island to retrieve a magic flower. The island manifests visions of their pasts foes to haunt them. It doesn't bother Goku much, who just treats it like another challenge and works through it, but Krillin died by the hands of several of them and has a much harder time adapting.
* Dragon Ball Super has Roshi training himself to resist those urges for the Tournament of Power.
* Dragon Ball Super has this dynamic pop up between Beerus and Champa of the Universe Survival arc. After learning that the Kais of the other universes held a meeting without inviting the Kai of Universe 7, Champa engages his own meeting with the other Gods of Destruction to make sure they weren't planning anything underhanded, and gets notably stressed once the topic moves to Beerus, and by extension, Goku, since they're scapegoating the entirety of Universe 7 for putting them through the tournament and slating them for destruction if they loose when both Champa and Vados know that Zen'o was planning on destroying them anyway until Goku reminded him of the tournament. When this claim falls on deaf ears, he gets visibly irate at them disrespecting both his brother and Goku despite his intense rivalry with Beerus.
* Dragon Ball Super has Vegeta remark that he doesn't exactly dislike Bulma's pushy side. He even notes he likes the feistiness and Goku responds with a smile that Chi-Chi can be the same way. Vegeta then explains that as Saiyans, they're naturally attracted to strong-willed women. Piccolo's reaction of "That. Explains. Everything" crows the humor of it all.
* Dragon Ball Super. Having three major characters out for his blood to this extent is probably a record for Dragonball villains and really says something about how horrible he is.
* Dragon Ball Super he can use the time he's "skipped" to disappear into an area separated from the three dimensional space everyone else in the universe inhabits while leaving behind several mirages of himself that all have his energy signature, giving Hit a more advanced version of the zanzoken.
* Dragon Ball Super. He carries out his job ruthlessly and indiscriminately, leaving his universe with the second-highest quality of life in the multiverse (allowing him to skip the universe-ending Tournament of Power)... and leaving him with almost nothing to do, thus he's grown very bored.
* Dragon Ball Super. He is impeccably polite, intelligent, drinks tea, and is a psychopathic mass murderer.
* Dragon Ball Super himself admits to not being one of romance. The explicit straight characters so far have been Bulma and Krillin. Vegeta explains that Saiyans are explicitly attracted to strong-willed people, which explains why Goku and Vegeta stick to their respective wives, Chichi and Bulma. It's most certainly

the same deal with Gohan and both versions of Trunks.
* Dragon Ball Super holds the Tournament of Power, where ten champions each from eight universes will compete in a battle royale, and if all a universe's champions are eliminated, that universe and all of its inhabitants will be erased from existence. While the inhabitants of the other universes are informed of the Tournament and cheer their champions on, the inhabitants of Goku and friend's Earth are not, and remain completely oblivious to almost getting erased.
* Dragon Ball Super. However, in the final episode, all the destroyed universes are brought back thanks to Android 17's wish on the Super Dragon Balls. Even Frieza — who was given 24-hours out of Hell to participate — is revived by Whis as a reward.
* Dragon Ball Super (i.e. speaking, gauging how hard to hit someone, etc.).
* Dragon Ball Super instead of an extinction event on a hair trigger, and because of that he specifically seeks out Goku to be his friend (much to everyone else's horror).
* Dragon Ball Super intended to use the Super Dragon Balls to make herself one of these if her universe won the Tournament of Power.
* Dragonball Super in the Tournament of Power and on the level of a God of Destruction. He also rarely speaks, and the little dialogue he has tends to be short and to the point.
* Dragon Ball Super introduces Dercori, a fighter from Universe 4 who uses magical talismans in the Tournament of Power.
* Dragon Ball Super introduces heaps, firstly the female angel Vados and her sisters Marcarita and Cus. But not their other sister Martinu though.
* Dragon Ball Super involves the champions of several universes taking place in a massive battle royal, where Goku and the gang are just one of the teams are involved. Naturally, this means that heroes from the other universes are fighting for their own survival, such as the superheroic Pride Troopers of Universe 11, and the magical girl Kamikaze Fireballs of Universe 2. We're only given fleeting glimpses of their universes in the lead up to the tournament, but it's clear they all have other issues and adversaries to contend with in their own stories.
* Dragon Ball Super is attracted to Vegeta saying how much she will enjoy scratching his "handsome face".
* Dragon Ball Super is considerably shorter than the anime and the movies the first two story arcs are based on - the Battle of Gods story arc, which spanned 14 episodes in the anime, was only a single volume of the manga. However, even more extreme is the Resurrection F arc, which was about the same number of episodes. It was reduced to a single box of text briefly explaining the events that transpired before immediately moving on to the Universe 6 tournament. This is mainly due to both the anime and manga adapting an outline by Akira Toriyama that contains only the significant plot details and beats, which leaves everything else up to the writers of each to fill in. Notably, the first 2 arcs of the anime version are based on movies that were only 1.5-2 hours in length, since they were written as movies first, which has them stretched out in the anime version to over 6 hours worth of episodes. The manga is also serialized monthly, so it doesn't have the amount of time the anime did to tell the stories, resulting in the tighter storylines.
* Dragon Ball Super is full of this, particularly the scenes with Emperor Pilaf.
* Dragon Ball Super is very fast and can pack a punch that can knock Vegeta back, but tires easily and seems to have a hard time against Vegeta's more brutish fighting style. One gut-punch from a Super Saiyan Blue Vegeta knocks him out entirely.
* Dragon Ball Super, it's implied that this is just how Universe 6's Saiyans are; they still have their homeworld, Planet Sadala, which in Universe 7 was destroyed by internal conflict.
* Dragon Ball Super. Jiren has very little regard for his teammates or anything, really, besides the pursuit of even greater strength. Android 17 is also a more benign example who has been protecting a park on an island from poachers and raising a family all this time since the end of the Cell Games. He is not attending

the party after the end of the tournament, but being on perfectly fine terms with the rest of the cast.
* Dragon Ball Super: Jiren, on the rare occasion he does speak, has been known to call his more persistent opponents "impudent bastards".
* Dragon Ball Super. Likewise, some are coming with ideas for how Trunks will deal with Beerus on his own timeline.
* Dragon Ball Super makes him stronger. This leads him to occasionally make comments that make him sound like a masochist; he revels in the sensation of pain whenever he feels it, since he knows it will only make him stronger.
* Dragon Ball Super makes some plot additions and even designed some Gods of Destruction.
* Dragon Ball Super manga (but not the anime), Future Trunks reveals that he learned how to do this when training with his timeline's Supreme Kai.
* Dragon Ball Super manga drains entire planets of their energy, which he then consumes.
* Dragon Ball Super manga ended. Jaco himself could also count, since Bulma has known him since she was little but it apparently never came up in the intervening decades. Tights late mentioning can be justified by Bulma's tendency of not talking much about her family to her friends, just as she never mentioned her parents in the first two arcs. Tights has also distanced herself from her family for most of her life, so it's easy for them to forget her.
* Dragon Ball Super manga. Like Supreme Kai, Zamasu can telekinetically chuck Katchin around, this time offensively.
* Dragon Ball Super manga shows that the Cell Juniors inherited the same ability from Cell, as they're all alive years later despite Gohan apparently killing them. Thankfully, they're no threat... unless you're a poacher or otherwise on their island without permission, then you can kiss your ass goodbye.
* Dragon Ball Super measure time in "tiks" (8 hours) and "taks" (an exact equivalence is never given, but it's slightly more than 2 minutes).
* Dragon Ball Super nods at this trope by having Whis state that it takes about 25 minutes for him to ferry Beerus across the universe, meaning they'll always arrive at the end of the episode or the beginning of the next one, making for a more dramatic entrance. In practice, this limitation is only observed when it's useful for drama.
* Dragon Ball Super of all previously mentioned Dragon Balls. Their Dragon, dubbed Super Shen Long in lieu of his true name, is about the size of the whole universe and only responds to the language of the gods(Which is actually just backwards speech). He grants one wish, but it is said to be without any restrictions whatsoever.
* Dragon Ball Super of everything that has happened up to the point. And though the Resurrection 'F' Saga draws a lot of parallels and plot points from the Namek/Frieza Saga, it's easy enough to follow since it is a basic revenge story.
* Dragon Ball Super: One of Space Patrolman Jaco's targets is "Burp Man", a serial dine-and-dasher.
* Dragon Ball Super Other fights play with this concept, like Botamo, who can only be beaten by a ring-out, and Vegeta's fight with Magetta, where the ring explodes and Vegeta only remains in the match because he landed on one of the broken pieces of the ring itself.
* Dragon Ball Super outright defies this trope. Even after his previous incarnation is killed, his possession of the Time Ring protects him from any changes made to history via time travel.
* Dragon Ball Super physically they look like they're in their teens, but since Saiyans age slowly to keep in fighting shape they could be in their twenties, since Caulifla is the leader of a gang of adult Saiyans it seems to suggest the latter age range.
* Dragon Ball Super plays with this. Beerus executes Zamasu partly for his various crimes, the bulk of which he has yet to commit, while avoiding the legal problems outlined above due to knowing with certainty that he is going to do it. And because it's not like the letter of the law matters to a God of Destruction.

* Dragonball Super powerful that it's hinted that he has even surpassed the power of his universe's God of Destruction.
* Dragon Ball Super pushing her limits. Inadvertently blending the methods backfires horribly when Kale taps into her jealousy and self-loathing and goes all Broly on everyone. It isn't until they fight in the Tournament of Power that the trio end up using the original method to break those barriers and achieve more power (or in Kale's case, control).
* Dragon Ball Super question Bulma says out loud as counting towards her total, even if it's rhetorical or confirming information she'd already gotten.
* Dragon Ball Super rather than hand drawing it like in the old days. Although most auras blend in quite nicely, some tend to noticeably stick out, such as Jiren's full power form.
* Dragon Ball Super, remarking that despite being treated like royalty, Barry is so insecure that he'll resort to trickery and blackmail whenever he's not the center of attention.
* Dragon Ball Super: Renso was forced to retire from being a Captain of Planet Sadal's Defense Squad when he injured his leg.
* Dragon Ball Super retcons it to a more realistic number of galaxies.
* Dragon Ball Super reveals Goku has no concept of kissing on the lips. Vegeta incredulously points out Goku is married, but Goku nonchalantly says he and Chi-Chi have never done that.
* Dragon Ball Super reveals that the Supreme Kai of Future Trunks' timeline was killed by Dabura with a ki blast by the time the Future Trunks saga takes place.
* Dragon Ball Super show up to observe and comment on one of Goku's fights, they will invariably be snacking while doing so. Their commentary also reflects this: they have next to no emotional investment in the fight and are talking about it like they're watching an interesting TV show.
* Dragon Ball Super So it kinda is a loophole that Ginyu unwittingly exploited. But it must be noted that a quite a few people were brought back to life with that wish during the Majin Boo arc, that had not right to brough back to life. Android 8, Fangs The Vampire, Giran, etc.
* Dragon Ball Super, so it's not out of the question that an entire race of clowns exist like him.
* Dragon Ball Super so they can accomplish one goal: to create a Multiverse with only himself as its sole inhabitant.
* Dragon Ball Super stories are typically interspersed between major arcs.
* Dragon Ball Super's Tournament of Power arc, Goku's constant use of Ultra Instinct constantly drains his stamina to the point where his body nearly gives out before he can fully ring out Jiren.
* Dragon Ball Super's "Universal Survival" saga, as the warriors participating in the Tournament of Power are eliminated only by getting thrown off the stage (which is a floating arena in a void), to which they are teleported to spectator stands.
* Dragon Ball Super's Universe Survival Saga, Whis has to convert a few Godly units of time measurement for the benefit of the Earth-based protagonists (and the audience), like telling them that the Tournament of Power's 100-takk time limit is roughly 48 Earth minutes.
* Dragon Ball Super's website. All three of these episodes, perhaps unsurprisingly, have Goku using Ultra Instinct and fighting Jiren.
* Dragon Ball Super team with members drawn from all over their native universe.
* Dragon Ball Super" than a Shonen animé. Even if said lesbians are capable of shooting planet busting lasers.
* Dragon Ball Super that is helped by Nozawa's voice acting, the way he performs them in gracefulness, and being an overall badass villain has made him one of the most beloved villains in the series.
* Dragon Ball Super, the end of Frieza's tail is cut off by a stray attack during the final fight against Jiren.
* Dragon Ball Super: The Galactic Patrol Prisoner Saga has the Saiyan warriors Goku and Vegeta fighting the evil wizard Moro.
* Dragon Ball Super the God of Destruction, and he has that title for a reason.

* Dragon Ball Super, the Grand Priest gives the time until the Tournament of Power and the length of the Tournament itself in fictional units such as takks, explaining that 100 takks equals 48 minutes.
* Dragon Ball Super the Japanese that the other characters speak. When another member of his race appears in the "Galactic Patrolman" arc, they speak Japanese.
* Dragon Ball Super the machine, the raw materials she had gathered to build it, and the notes she used, while sparing her.
* Dragon Ball Super, the main strength of Universe 7 during the Tournament of Power arc is that while the other universes have fighters who are either stronger than most of the group, or have gimmicky abilities, Universe 7 has the all around strongest team in the tournament. Each fighter has years of experience, vast arrays of attacks, and the knowledge to keep fighting for longer periods then any other universe. For example Master Roshi, the weakest member of the team, is stronger than the top warriors of Universe 4, while Goku, their strongest member, is stronger than all but roughly two people in the tournament. It's telling that in most cases, the only reason they lose a fighter is because an opponent takes advantage of a moment of weakness to knock them out.
* Dragon Ball Super, there are episodes that generally involve fighters outside of Universe 6 and 7 that never get heard from again after they are taken out. For instance, one episode pits 3 Universe 4 warriors against Master Roshi, while one episode pits two assassin warriors in an episode focused on Tien. Even though they are introduced at the start of the tournament, they don't get any real introduction until their respective episodes.
* Dragon Ball Super. The rest of the episode explains how Goku gets into such position.
* Dragon Ball Super, the Tournament of Power ends with base form Goku and Frieza slugging it out with an equally-battered Jiren as Android 17 provides cover fire. While still impressive, it's clear they're all on their last legs; it takes a last-ditch effort from Goku and Frieza to actually ring Jiren out, with Goku flickering between base form and classic Super Saiyan, and both Goku and Frieza have to ring themselves out in the process, leaving 17 as the only one left standing in the ring.
* Dragon Ball Super, the Tournament of Power lasted approximately 48 minutes in-universe, but took almost 35 episodes to depict.
* Dragon Ball Super, this is Earth's general hat in the grand scheme of Universe 7. Beerus and Whis are extremely particular about what they eat and have sampled delicacies from across the universe. That said, the food on Earth is so good that even a normal head of lettuce (albeit fresh-picked) appeases their palette (not to mention them referring to Instant Ramen as the greatest delicacy in the universe).
* Dragon Ball Super - though the members of her univers seem to genuinely consider her beautiful in that form.
* Dragon Ball Super to just bypass guards and civilians. He also lets his targets know they're about to die, kills them from the front, and does so quickly with a minimum of pain.
* Dragon Ball Super to stop a bullet (it just bruises him) is treated as a sign that he's getting rusty.
* Dragon Ball Super, use their powers to protect defenseless planets instead of pillaging them.
* Dragon Ball Super, Vegeta convinces Master Roshi to ring himself out during the Tournament of Power, seeing as the old man is heavily weakened and could die again in the process. Beerus actually doesn't begrudge the old warrior for this, seeing the damage he caused to other Universes in the fights.
* Dragon Ball Super, Vegeta stands on top of Bulma's plane because he refuses to approach leisure or inactivity in any way. Bulma tries to punish him by flying through heavy foliage, but he is both literally and figuratively unmoved.
* Dragon Ball Super, voices Copy-Vegeta. The two characters then proceed to have an argument over which one of them is the real Vegeta.
* Dragon Ball Super was all set to bring him back on stage twice, but both times he literally fell asleep and missed out. He even trained in preparation for the 2nd,

shedding his Fat Buu form for a form named offscreen as Fit Buu which resembled Super Buu. He did get in on one exhibition fight before transforming into Fit Buu which gave glimpses he still held amazing power, but never gets to show it off in favor of giving Freeza of all characters the spotlight.
* Dragon Ball Super was this for the anime streaming service Crunchyroll, which eventually managed to provide the show, with subtitles, just a few hours after episodes aired in Japan. By the time of the Universal Survival arc, Super managed to crash their servers with practically every episode's release.
* Dragon Ball Super, we have Kale, a Saiyan from Universe 6. Her "Super Saiyan Beserk" form is just as violent as Broly's Legendary Super Saiyan form. Cabba could barely survive and Caulifla had to bail him out.
* Dragon Ball Super, when Goku Black and Future Zamasu gang up on him, Goku complains that fights are supposed to be one on one, but they don't care and keep attacking him. In the Tournament of Power, which is a battle royale type fight, Gohan says their team has to work together to overwhelm their opponents, but Goku again says that he wants fights to be one on one.
* Dragon Ball Super when Goku kept bugging Bulma to get him to train with Vegeta, the last time after she got out of the shower. Then when he accidentally teleported to her home when she got out of the shower.
* Dragon Ball Super, when Goku uses a Spirit Bomb against Jiren in the Tournament of Power, Jiren deflects it back and it appears that Goku has died in the explosion. The Grand Priest rules that since it was Goku's own attack that killed him, this would be considered a form of "self-destruction" and Jiren would not be held responsible for the death. Naturally, it turns out that Goku barely survived the explosion anyway. The same reasoning is used later when several other fighters appear to self-destruct by their own energies, rather than their opponent's attack. This particularly includes Android #17 after he blows himself up to save Goku and Vegeta from being eliminated by Jiren.
* Dragon Ball Super when he comments that he thought pregnancy was only carried by the female in humans (which it is), but he could easily be misremembering. This implies that other methods, like Namekians, are not uncommon.
* Dragon Ball Super, when his friend Mai finds a can of food and excitedly points out "It's not even cat food, either!"
* Dragon Ball Super when, in preparation for an inter-universal combat tournament, Goku and Vegeta spend three years/days inside training.
* Dragon Ball Super, when Mai wishes for ice cream, Shenron also gives her a mini fridge to store the ice cream she doesn't eat for later.
* Dragon Ball Super when one of Sidra's goons tries to use Sidra's God of Destruction power to seal him. It fails horribly, Frieza says "just kidding" and quickly turns the tables.
* Dragon Ball Super when Super Saiyan Rosé Goku Black was added to the game's roster).
* Dragon Ball Super: When Zamasu wished for immortality on the Super Dragon Balls, this is what they gave him: any wound he sustains heals itself within seconds of being inflicted. He's never blown apart as completely as Cell or Buu, but it's heavily implied that he would come back from that if he was, at speeds comparable to Kid Buu.
* Dragon Ball Super where he can be ringed out, which is exactly what his opponents do to him.
* Dragon Ball Super, where it's demonstrated that Saiyans like Goku are not actually that durable if they're not using their ki as an active defense.
* Dragon Ball Super. While they heavily resemble robots, it's stated they are in fact living organisms.
* Dragon Ball Super, who had more circular designs and were more of a comic relief.
* Dragon Ball Super win one a fight, and there are plenty of times where an comparatively weaker fighter manages to defeat or hold his own against a stronger one, using unique skills or greater experience:
* Dragon Ball Super with a sniper rifle (admittedly with a special bullet) that manages to knock him down. Not to mention Goku, getting taken down with a simple

laser blast by Sorbet since Goku didn’t have his guard up. Later Goku also gets scratched on his forearm when shot by a normal human indicating he was too relaxed and needed to train harder.
* Dragon Ball Super, with Goku only using it to show off and Vegeta considering the form not worth his time or effort.
* Dragon Ball Super, Yamcha, Vados, and Whis are the only members of the main cast who actually know how to play baseball. This leads to a lot of hilarity during a baseball game.
* Dragon Ball Super Zamasu believes this but on a wider scale: He believes ALL mortals are corrupt and that gods are too useless to do anything about them. He does not act upon it, however, until an encounter with Goku, at which point he steals Goku's body (becoming Goku Black) and uses it to try to kill ALL the mortals (and any gods who oppose him). Then he goes to an alternate timeline and teams up with another version of himself. And it only gets worse from there...
* Dragon Ball Super Zeno is referred to as "The Omni-King", a term first used by fansubbers as a rough translation of the title "Zen'O" (literally, "All-King").
* Dragon Ball surpassing him. Roshi's rival Crane doesn't get this and accuses them of being his puppets.
* Dragon Ball's version of Wukong/Gokū was based off another prior monkey character with the same exact name (孫悟空), and that the name Wukong/Gokū (悟空) is actually a common Buddhist name.
* Dragon Ball take 3 days each, the same days at that: May 7th to May 9th. One of many odd parallels across both arcs. Taken to ridiculous amounts with the five minutes that it took for Namek to explode, stretching over ten episodes.
* Dragon Ball takes a moment to visualize himself as emperor of the world, and we get a sequence showing him as emperor. (He spends the entire fantasy standing on a podium doing nothing but laugh while a crowd hails him.) Oolong uses this time to ruin the whole thing by wishing for panties.
* Dragon Ball tanking a full-force punch from Goku, and Goku accidentally throwing Chi-Chi through a wall, tree, and having her hit her head against a rock only to be totally fine afterwards.
* Dragon Ball, Tao gets quite annoyed with Goku when his Kamehameha wave ruins his outfit. It doesn't really change his intensity during the fight (he was hired to kill Goku after all), but he does care enough about it to get a custom-made new one afterwards.
* Dragon Ball technique, which he invented on his own. He's shocked when Goku recognizes it, since he learned it from Master Roshi as the Afterimage technique.
* Dragon Ball tendencies into account. The bill ends up taking most of his prize money for winning the tournament.
* Dragon Ball than be bothered about how every single entry fits with the rest.
* Dragon Ball that increase their power enormously, they often choose to train under these circumstances because the forms multiply their base power, which is easier to put under more effort.
* Dragon Ball: That Time I Got Reincarnated as Yamcha! has a less cartoony art style to show it's set in the "real world". Within the Dragon World itself, each portion of the story matches how Toriyama drew it at the time. For example, the opening Pilaf arc section is more rounded, while the Android era is angular.
* Dragon Ball: That Time I Got Reincarnated as Yamcha!, where a teenager going to a Dragon Ball event suddenly dies and awakes into the Dragon Ball world as Yamcha, and tries to change the fate of said character.
* Dragon Ball: The camera of the news crew remains intact, showing us that they vanished without a trace and left their clothes behind, one of the first clues heralding the arrival of the arc's villain.
* Dragon Ball, the final scene gives the feeling of being home after a dangerous and grand adventure with us seeing Gohan and his family settling back into a normal routine as they wait for Goku to return. The original music from the Funimation dub was even called 'Home Sweet Home'.
* Dragon Ball: The first quest for the Dragon Balls (Emperor Pilaf, 13 episodes), 21st Tournament (15 episodes), the second quest for the Dragon Balls (Red Ribbon

Army, 17 episodes; General Blue, 12 episodes; Commander Red, 10 episodes; Fortune-Teller Baba, 16 episodes; 55 episodes total), 22nd Tournament (Tenshinhan, 18 episodes), the third quest for the Dragon Balls (King Piccolo, 21 episodes), and 23rd Tournament (Piccolo Jr, 31 episodes).
* Dragon Ball: The life and times of the greatest warrior the world has ever seen.
* Dragon Ball, the main timeline versions of the twins finally team up as a tag-team because of the battle royale format of the Tournament of Power.
* Dragon Ball. The match would have ended earlier if that didn't happen.
* Dragon Ball, then beats him up while paying more attention to the ladies. Though after Jackie wins, he cuts him a break and helps him return to his human form.
* Dragon Ball. The one time baby Trunks is in mortal danger, Future Trunks jumps in to save him and his mom.
* Dragon Ball. The only few times this did not happen was during the fight with Vegeta who was taken down by Yajirobe, Great Ape Gohan and Krillin with Goku's Spirit Bomb, while he did defeat Frieza, then with Gohan who defeated Cell, and even then Goku assisted from beyond the grave. The only two times that Goku wasn't involved was [a] when Garlic Jr. returned from the Dead Zone, only to be sucked back into it when Gohan destroyed his source of power and [b] when Frieza came to Earth for the first time and was killed by Trunks.
* Dragon Ball, there are some interpretations on the characters that are considered vastly superior to Toriyama's own intent.
* Dragon Ball). The reason is that the original Nameless Namekian was corrupted by the evilness of Earthlings (similar happened to Lord Slug), resulting that he split himself into a good side and evil side. Namekians in nature are not evil and are peaceful, even the Warrior class Namekians.
* Dragon Ball. There's also a strict time limit, at least when it comes to resurrecting the dead: the wish has to be made within a year of the person's death. Which could have added complications given that the Dragon Balls spread across the world and become inert for a year after a wish is granted, and are completely untraceable until they reactivate.
* Dragon Ball. The second one is rather infamous for his gravely-voiced delivery of "Last/next time, on Dragon Ball Z!"
* Dragon Ball, the series had its fair share of filler and padding to avoid catching up to the source material, but it gets especially bad during the Red Ribbon Army saga, perhaps reaching its worst point in the General Blue portions, which include episodes where Goku and friends spend the whole time essentially running around in circles to escape a robot pirate, with certain shots and sequences of animation repeated over and over again. It all results in an arc that takes a lot longer to get through in the anime than it does in the manga.
* Dragon Ball, the series was being simulcast with subtitles, so any dub name changes would be known to much more of the audience.
* Dragon Ball, the tough guy Yamcha is severely gynophobic and intends to use the dragon balls to wish away his affliction.
* Dragon Ball. The transformation into the Oozaru, while generally a bad thing, did have two positive outcomes. One was the escape of Goku and friends from Emperor Pilaf; the second was Gohan defeating Vegeta... by landing on him.
* Dragon Ball, the two briefly meet and don't recognize each other. Granted, this may be partially because Goku has noticeably aged, while Arale, being a robot, has not aged at all; it's also been roughly thirty years since the two of them last saw each other. Subverted when they run into each other in a later episode, and they eventually do recognize each other when Arale uses the same headbutt she defeated General Blue with on Vegeta.
* Dragon Ball, they apparently do not discriminate based on race, species, or sexual orientation.
* Dragon Ball, they come across a bunch of arrows. The group decides to follow them until they reach a dead-end. A trap wall then closes behind the group, trapping them. The scene cuts to Pilaf who says, "I didn't think there even were people that stupid."
* Dragon Ball, they have mastered advanced Ki techniques and their recorded power

levels absolutely skyrocket by thousands and millions, leaving non-Ki fighters like Mr. Satan far out matched. (Meanwhile, the actual magic present in the series seems to be under some fairly strict rules as to what is or isn't allowed.)
* Dragon Ball this doesn't affect her future whatsoever, but it does mean that there is one NOT ravaged by Androids, and that's enough for her. Similarly, Future Trunks goes out of his way to destroy Cell as an embryo in the past: again this is of no benefit to him, but it means that Cell can't hijack a time machine once he's fully grown to terrorize another timeline.
* Dragon Ball, this happened briefly in the Red Ribbon arc with Goku, Pilaf, and the Red Ribbon Army all chasing after one of the balls at the same time.
* Dragon Ball. (This however only happens in dubs; he always calls him "Kakarotto" in Japanese.)
* Dragon Ball: This is pretty much a standard for the Super Saiyan transformation. These include:
* Dragon Ball, this trope was played straight. The success of DBZ's dub would result in the first English dub of the pre-Z anime in its entirety to release in '01-03.
* Dragon Ball. Though Android 8's creator would go on to create several more Androids bearing the Red Ribbon Army's logo, the army itself was destroyed long before then, excluding them from this trope.
* Dragon Ball. Though both Chiaotzu and Blue’s telekinesis could be broken if they’re distracted by something. Like a mouse or mathematics.
* Dragon Ball (though it was a bit longer in the anime). Later, Buu easily kills Babidi by gagging him so he couldn't use any spells.
* Dragon Ball, to be precise. The first one also caused a good amount of rejoicing for those who knew her.
* Dragon Ball, to date the only main character to use a weapon in a world where someone's finger poke could topple a mountain. Mind you it's not as much of a gimmick as it could have been. Trunks has proven to use it effectively in battle, even getting several techniques utilising his sword in his video game skillsets.
* Dragon Ball to end episodes with this, although its frequency dropped in the later episodes. Would also be used for certain important impacts, such as King Piccolo blowing a rock to break Goku's arm.
* Dragon Ball to fans of the franchise, there are only two options you have regarding it, that you either say you hate it, or you say it doesn't exist.
* Dragon Ball to look at, especially since they visibly struggle with it. It's even possible (though not seen) that they can choke to death from it.
* Dragon Ball to tell the comic's publisher he doesn't need to pay for the repeated pages.
* Dragon Ball to zip out of sight, leaving Chiaotzu shocked. Tien helpfully yells, "Your left!" from the sidelines, and Chiaotzu uses the hand you hold chopsticks in for reference and looks... just in time to get hit in the face.
* Dragon Ball try to transform into another character the result is usually this.
* Dragon Ball, Tsuru. However, when they spar Goku's moves are so reckless and sloppy that Mutaitou manages to counter all his attacks with ease.
* Dragon Ball until he gets a horrible feeling and sprints back to the tournament grounds.
* Dragon Ball, Urunai Baba states that Son Goku is fated to someday save the world after the Dragon Ball gang wins her tournament. Then comes the King Piccolo arc, where the last one left to fight the Demon King is none other than Goku. Everyone's a bit skeptical, until Bulma recalls Baba's words...
* Dragon Ball use his telekinesis to paralyze Goku during their fight. The Crane Hermit then orders Tien Shinhan to kill Goku while he's paralyzed. Tien Shinhan refuses, because he wants to win legitimately, causing him to break away from the Crane Hermit as his master. He then allows Goku several free hits in order to level the playing field again.
* Dragon Ball usually uses her looks and body to manipulate guys to do her bidding. She tried using it on Goku initially, but it failed.
* Dragon Ball variety. A non-villain who gets a lot of hate from the fanbase,

however, is Chi-Chi, Goku's wife. She is often seen as a nagging housewife who is overly protective of Gohan and Goten and is generally overly dismissive of Goku's side of the story.
* Dragon Ball). Vegeta even has a line in the dub where he says that #18 moves fast "for someone who's made of metal".
* Dragon Ball: Vegeta has a tendency to raise his clenched fists and gesticulate when he gets enraged.
* Dragon Ball, villain Tao Pai Pai also got an Arm Cannon after being cybernetized.
* Dragon Ball was like this as a child, like thinking that Bulma really turned into a turtle because she was moving too slow. Once, when he challenged the demon Shula to a fight, Shula said he must be either brave or stupid. Goku thinks Shula got his name wrong and says his name is Goku.
* Dragon Ball was one to the extent that Boomstick immediately fell in love with it.
* Dragon Ball was terrified of women in his first appearances. He was only capable of robbing the heroes when Bulma, the only girl, was unconscious. His fear is based around romantic relationships; he was capable of talking to the twelve-year-old Chi-Chi just fine. When he learns about the Dragon Balls, his only wish is to cure his fear of women, but he gets over it anyways after falling for Bulma.
* Dragon Ball wear armor, even non-combatants, and has enough patterns it's easy to identify even the branches, special units, and the specific time period of the member.
* Dragon Ball we learn that equal to the Supreme Kais are the gods of destruction, and above them all is the King of Everything, the creator of the multiverse.
* Dragon Ball, when Chi-Chi sees Gohan's blonde hair (at this time, she doesn't know what a Super Saiyan is), she acts shocked and cries because she felt that Gohan became a "punker."
* Dragon Ball, when Goku comes back after his first death. First Nimbus scoops Gohan up right out of the blue. Then everyone turns around to see Goku looking all badass as he's standing a few feet away.
* Dragon Ball when his enemy Vegeta, a member of the Saiyan race like he is, reveals his ability to transform into a giant ape as well, as well as displaying considerably more control over it than Goku was ever able to maintain.
* Dragon Ball when his killer Tambourine recalls in a flashback, he killed him with a kick to the head that broke his neck.
* Dragon Ball. When our heroes wish for Krillin to come back to life, he repaired Krillin's body and clothes as a bonus. When our heroes wish for everyone on Earth to be resurrected after Buu killed them, he goes the extra mile and rebuilds all their cities and buildings free of charge.
* Dragon Ball when people suffer horrible beatdowns and everybody wonders how certain fighters managed to make it out alive. One of the most obvious cases is Goku vs Piccolo Jr. where the former has a leg broken, a hole in the chest and loses a lot of blood. Piccolo throws an energy beam and everybody starts claiming that Goku died until they see him flying.
* Dragon Ball when Roshi tells Krillin and Launch the origin myth of the Dragon Balls. The legend he tells is more realistically played: parts of it are true or are based on reality, but the portrayal of it is false.
* Dragon Ball when Tambourine is sent by his father Demon King Piccolo to murder martial artists to prevent them from sealing him away, at the site of each murder he would leave a piece of paper with the Japanese symbol for demon near the body.
* Dragon Ball when Tao Pai-Pai visits: Karin can tell immediately that he's not a good person and just gives him the tap water without any fuss, and even gives him a dark Nimbus cloud for the trip down, so that he doesn't become any stronger.
* Dragon Ball, when the Ginyu Force meets the unlikely alliance of Gohan, Krillin, and Vegeta, Ginyu decides that he and his men will "play" with the heroes (and Vegeta).
* Dragon Ball, where Agent Murasaki tries to hide from Goku by leaning against a tree and holding up a bark-pattened cloth, but instead holds it up backwards, the reverse side being an American flag. Oops.

* Dragon Ball, where Goku goes fishing naked so he doesn't get his gi wet. When a giant fish attempts to eat him instead, he kicks it around clad in nothing but his wristbands.
* Dragon Ball where he trains and outgrows his perverted desires, regaining his badassery.
* Dragon Ball, where Master Roshi's proof of being immortal is his driver's license. Third parties confirm that he's as old as he claims to be, however.
* Dragon Ball where silliness increases over time and little serious situations comes after (such as Goku Black and Jiren).
* Dragon Ball where Snow, the girl from Jingle Village, grabs a rifle from a fallen King Castle soldier and takes aim at Piccolo Daimao as his back is turned, but gives up. Piccolo then turns right around and fires eye-lasers in her direction. When the smoke clears, we're relieved to see that he wasn't aiming for Snow at all, but another soldier directly behind her.
* Dragon Ball, which depicts Goku's Super Saiyan form as having black hair and a red aura as a result of being released before Toriyama himself had decided on this look but after he had started planning on introducing it soon.
* Dragon Ball which features all the heroes giving their thanks to the reader.
* Dragon Ball), which normal super-speed can't(with the possible exception of universal divinities that can survive in space like Champa and Vados in the "Super" manga).
* Dragon Ball who barely win. Goku wins only once in the show's finale.
* Dragon Ball whose only distinguishing characteristic from humans are their tails (which are all cut off by the time the Freeza saga starts).
* Dragon Ball wish, like for them to escape Pilaf's castle, but he was kind of in a hurry and most dubs play it as him piggybacking (no pun intended) off of Pilaf's own wish (for example, in the Funimation dub it's "I wish for the world..." "The world's most comfortable pair of underwear!")
* Dragon Ball with an automatic rifle. The old master spins around and grabs all the bullets without much apparent effort.
* Dragon Ball with the heroes, but doesn't let this stop him from being as sadistic as possible.
* Dragon Ball, with the plots invariably being "powerful enemy appears, powerful enemy ('s henchmen) fights weaker warriors, powerful enemy steps in and overwhelms everyone, Goku (or Gohan) gains power at the last minute to save the day."
* Dragon Ball with the Supreme Kai's planet, which is completely surrounded by suns.
* Dragon Ball with this type of blade. He reveals it in his fight with Tenshinhan, using it to inflict the wounds that later become Tenshinhan's chest scars.
* Dragon Ball Xenoverse 2 expects the player to be shocked and all-surprised when the Masked Saiyan's identity is revealed.
* Dragon Ball Xenoverse 2, whenever the player goes into the pause menu, it's represented in-game by their Time Patroller activating one of these.
* Dragon Ball Xenoverse ending if you beat him in under two minutes. Some people achieve it by accident.
* Dragon Ball Xenoverse, especially, has him at his hammiest, as his lines as your mentor prove.
* Dragon Ball Xenoverse exist in alternate timelines. The antagonists screwing with time thus allows them to appear in the games' storylines despite their non-canon status.
* Dragon Ball Xenoverse lets a player's custom character equip a scouter, which allows them to see another combatant's experience level, attacks, and current amount of HP and energy.
* Dragon Ball Xenoverse, one of the Frieza Race NPCs in Tokitoki City talks of how Frieza and his father, King Cold, were both ruthless tyrants, but that not all members of their race were as wicked and evil as them.
* Dragon Ball Xenoverse save file or you don't want to transfer your character over, they are replaced with Ace, the Saiyan character used in promotional material.

* Dragon Ball Xenoverse, the "I'll turn you and your planet into space dust!" Z-Soul increases the power of Vegeta's Galick Gun in exchange for making it drain a portion of the user's health.
* Dragon Ball Xenoverse: The Supreme Kai of Time, Tokitoki and The Demon God Demigra all existed 75 million years before the show started.
* Dragon Ball Xenoverse, the Time Breakers attempt to pull this on Trunks by powering up the Androids and having them kill him in his original timeline, before he can join Time Patrol.
* Dragon Ball Xenoverse, the villains Towa and Demigra have the power to bestow a dark power-up (officially dubbed "Villainous Mode") as part of their attempts to alter history. Most of they time they give it to characters who are already evil, but this trope is played straight the few times they inflict it on the heroes. The most prominent example comes near the end of the game when Demigra takes control Future Trunks thinking that the hero won't be able to hurt his/her own friend; Trunks maintains enough control to ask you not to hold back.
* Dragon Ball Xenoverse together; second, Trunks who is the Time Patroller's partner; and finally SSJ4 Gogeta who claims to have formed the ultimate tag team with the Time Patroller.
* Dragon Ball Xenoverse Trunks' Travel Edition comes with a Trunks figurine.
* Dragon Ball Xenoverse will freak out, roaring out "What are you? WHAT ARE YOU?!", with Goku replying "I'm in a world of power you will never know."
* Dragon Ball Xenoverse, you have to complete the main storyline once before the game even lets you create any new characters, but the items, money, special attacks, and mission progress you've earned are shared between all the characters in your saved data. This makes future playthroughs much easier, since your starting characters will immediately have access to all the good gear and attacks that your first character had to earn the hard way.
* Dragon Ball Z2: Super Battle, Cell's ending has him fire a Kamehameha at the earth that splits it in two down the middle.
* Dragon Ball Z Abridged after being defeated by Zarbon. "Why did I explode?"
* Dragon Ball Z Abridged, after Cooler shows that he's become a robot;
* Dragon Ball Z Abridged, after Frieza cuts himself in half, Goku unleashes one of these on him:
* Dragon Ball Z Abridged: After Goku arrives to battle the Saiyans, he notices everyone who's already died.
* Dragon Ball Z Abridged. After launching his Death Ball at Goku, he starts ranting about he's smarter than Freeza and going to avoid the same fate - without actually doing any of it.
* Dragon Ball Z Abridged, after Piccolo destroys Dr. Gero/Android #20's right arm.
* Dragon Ball Z Abridged, after summoning the dragon and getting ranted at before his wish is granted.
* Dragon Ball Z Abridged against Cell even more of a CMOA in no small part thanks to this. Every time Tien calls out his attack (KI! KO! HO!!!!), it corresponds with Cell being pounded back to the bottom of his hole.
* Dragon Ball Z Abridged, although he's not above needling him for fun.
* Dragon Ball Z Abridged among the Z fighters (though he gets unseated by Vegeta once he arrives). At one point, Yajirobe turns up in a flying car, blasting a song named "Cat Loves Food" in Yamcha's voice, which everyone recognizes, though only Krillin brings it up. Later on, Piccolo is trying to telepathically contact Gohan while being attacked by Dr. Gero, manages to get into Tenshinhan's head, and discovers Tenshinhan is singing it in his head. Tenshinhan is not amused.
* Dragon Ball Z Abridged and doesn't know what a fax machine is. Pretty much everyone raises their eyebrows at the former, while Krillin comments that the latter at least makes sense.
* Dragon Ball Z Abridged and just wanted to give him some menial chore to keep him busy.
* Dragon Ball Z Abridged, and lampshades what he believes will be Tien's last words. A barely-conscious Tien immediately cracks back with a different set:
* Dragon Ball Z Abridged and pursues them while screaming at the top of his lungs.

It was so loud it was heard by everyone on Namek...
* Dragon Ball Z Abridged, Android 14 can only communicate in a mechanical shrieking sound that only other Androids can understand. It's because the drivers for his sound card are corrupted, and Dr. Gero couldn't find them on the internet.
* Dragon Ball Z Abridged and the issue was dropped. Goku also questions Freeza's ability to tell time some time after he says Namek will blow up in 5 minutes, and it’s implied Freeza was guessing in the first place.
* Dragonball Z Abridged At that exact moment, Goku cheerfully tells Cell he's giving up, sending Vegeta into a shocked fury.
* Dragon Ball Z Abridged, at the end of the episode "Bardock: Father of Goku", Cooler lets Goku's escape pod get away even though he's close enough to eliminate it. When asked why, he simply says "because I'm a prick". In the movie "Revenge of Cooler", they replayed this scene, except instead Cooler says he won't destroy it because Frieza only owns this section of the universe because he whined to his dad, and its his problem if this comes back to bite him.
* Dragon Ball Z Abridged: At the start of episode twenty-seven Goku reflects that everybody is doing just fine without him. Cut to:
* Dragon Ball Z Abridged, Bardock criticizes Chilled's minions for being so pathetic at terrorizing innocent civilians. In the credits, Bardock even demonstrates by killing a sick child himself.
* Dragon Ball Z Abridged becomes this whenever he gets nervous, which happens to be a lot. One time he nearly blurted out where he and Gohan came from to Freeza before Gohan stopped him (though Dende revealed it right afterwards). There's also the incident with the Ginyu Force...
* Dragon Ball Z Abridged before ripping apart Cell's Cell Juniors under this same notion.
* Dragon Ball Z Abridged, Bulma recounts walking in on Yamcha cheating on her, complete with a flashback about it.
* Dragon Ball Z Abridged busy fetching the detonator for the androids from Bulma.
* Dragon Ball Z Abridged, but Goku goes against it, claiming that he wants a good fight.
* Dragon Ball Z Abridged, but he honors the deaths of his men... even if he has a funny way of showing it.
* Dragon Ball Z Abridged), but it's still definitely fraud since Krillin doesn't have a brother.
* Dragon Ball Z Abridged by Bulma upon seeing Zarbon's beastly transformation. This interrupts her gushing over how sexy his normal form was.
* Dragon Ball Z Abridged by reminding him he had been trained in the "ancient ways". After Nail and Freeza fly off to the battleground, the Grand Elder drops this bomb:
* Dragon Ball Z Abridged, Cell attempts to jab Vegeta with his tail only for Vegeta to catch it. After Vegeta asks what it's for, Cell tells him that he drinks people with it. Vegeta then asks if Cell was planning to drink him. At first, Cell tells him no only to immediately follow up with yes. Vegeta then follows up by elbowing Cell in the chest.
* Dragon Ball Z Abridged Cell. He constantly tweaks their noses with insults while shrugging off their responses, loving every minute of it. The two could kill him at any time but doing so would means Tien wins since they took the easy way out and they're not willing to give him that.
* Dragon Ball Z Abridged Cell lampshades on how Yami's voice is ridiculously deep for a 14-year old kid.
* Dragon Ball Z Abridged Cell Saga, the main Cell makes a few mentions here and there (with even a few admittedly creepy flashbacks) of him killing his timeline's Trunks before taking his time machine. Just like from the source material, although it's arguably given more attention. Even Future Trunk's mentions it in the Epilogue, when creating a trap for his timeline's Imperfect Cell.
* Dragon Ball Z Abridged, Cell tells the audience to be part of the conversation at "#CellGames", and half a second afterward (considering that the Games decide the fate of the world and all) he's already trending.

* Dragon Ball Z Abridged, changing the Saiyan page to say "Stupid monkeys hit by falling rocks. HAHAHAHAHAHAHA! P.S. Freeza rules you."
* Dragon Ball Z Abridged: Cracking awkward, horribly inappropriate jokes seems to be how Krillin deals with all the crap he's put through.
* Dragon Ball Z Abridged decide to challenge Perfect Cell, showing off their incredible (still early canon) powers. Cell stops them and asks if they can disintegrate entire planets with them. They wisely pack up and leave.
* Dragon Ball Z Abridged delves into this occasionally. Piccolo usually responds with "NEEEEEEEEERD!!" (The irony here is that in the original, Piccolo was the one with a tendency towards pompous speech patterns.)
* Dragon Ball Z Abridged: Dende has a crush on Gohan and expresses a desire to "nestle inside" Bulma's boobs. The latter could just be alien curiosity, however.
* Dragon Ball Z Abridged. Dodoria looks and sounds like a man, but is actually female, much to everyone's surprise and Vegeta's disgust.
* Dragon Ball Z Abridged dubs as well as the voice of Vegeta, Piccolo, and other characters.
* Dragon Ball Z Abridged, during Vegeta's initial attack on Android 19, he kicks the robot so hard, the android's body extends in a foot-shaped lump behind him.
* Dragon Ball Z Abridged. Either way he has a knock for driving the unlucky Straight Man insane, something that he is hinted to be doing on purpose.
* Dragon Ball Z Abridged emphasizes Vegeta and Nappa being captured on Arlia. Nappa tells Vegeta to "don't drop the soap".
* Dragon Ball Z Abridged episode 24, Vegeta takes Goku, Gohan and Krillin to Freeza's ship to recover after the battle with the Ginryu Force. Goku is put in a healing tank while Krillin and Gohan...
* Dragon Ball Z Abridged: Episode 27 — Freeza gloats that by killing Dende, he's spared him watching what's about to happen to the others.
* Dragon Ball Z Abridged Episode 60 Epilogue has Bulma recount to Trunks her sexual encounter with Vegeta. Remember that Trunks is Bulma's son, and you can understand why he wanted her to change the subject.
* Dragon Ball Z Abridged, etc). Needless to say, at this point, Trunks is completely disillusioned with him. Then there's this bit:
* Dragon Ball Z Abridged: Exaggerated with Gohan and Piccolo due to Goku's ditziness being equally inflated, to the point where Gohan once greets the two of them with "Hi Dad! Hi Goku!"
* Dragon Ball Z Abridged exploited the scene where Vegeta flips off one of Frieza's men, to no one's surprise
* Dragon Ball Z Abridged extreme, such her saying in Episode 54 that she recognizes that she can be overbearing on Gohan, but just wants him to have a good, productive life.
* Dragon Ball Z Abridged Finally, it is revealed that he doesn't pay his minions; their payment is being allowed to live. Downplayed because although he executes his soldiers for no reason, he does seem to genuinely care about his stronger minions. He's shocked upon learning of Dodoria's death, ponders how he'll break the news of the Ginyu Force's deaths to their families, and during his fight with Goku outright admits he misses Zarbon.
* Dragon Ball Z Abridged flash their eyes while talking, for comedic effect.
* Dragon Ball Z Abridged - Frieza, after wiping out most of the Namekian species except for Nail, Dende and Guru.
* Dragonball Z Abridged from canon and ups it oh so much... and then he reveals he has a girlfriend and had no idea everyone thought he was gay. Though Zarbon is implied to have been telling the truth, said girlfriend is never seen, and Freeza is convinced she's named Chuck.
* Dragon Ball Z Abridged. Funny enough, this trope isn't so much in place, as Shenron responds to the wish by saying that he can't wait to see how Garlic Jr. manages to blow this.
* Dragon Ball Z Abridged, Garlic Jr. and his henchmen try to take over the Lookout while Mr. Popo is running it. After refusing to "clean that up", Garlic Jr. tries to monologue to Popo about who he is, which results in the latter "assimilating"

him and his minions.
* Dragon Ball Z Abridged gets hit a lot with this when ranting on how screwed they will all be if a certain enemy finds them. First with Ginyu, twice, and then with Freeza.
* Dragon Ball Z Abridged gets in on this during the Cell saga, after the inhabitants of Kame House witness the ocean being parted down at the beach:
* Dragon Ball Z Abridged get taken to ludicrous heights. That said, he's still Goku, and can mop the floor with the most powerful warriors in the universe without breaking a sweat.
* Dragonball Z Abridged gives Krillin one in Episode 51. With the remote in hand that will explode the bomb inside 18, he hesitates and thinks of how her life will end suddenly and, likely, painlessly for her. Realizing that there are no Dragonballs to wish her back to life once Cell is dead, Krillin proceeds to rant at himself that he needs to man up and do something.
* Dragon Ball Z Abridged gives one to Goku in the Cooler special. It helps to highlight his... unique mindset.
* Dragon Ball Z Abridged. Gohan treats the experience as a fun mystery, trying to piece together the bizarre evidence to figure out how the Time Machine got there and what was inside.
* Dragon Ball Z Abridged had a memorable scene in Episode 15, cutting between scenes of Frieza stating confidence in Dodoria's skills and Dodoria screwing up.
* Dragon Ball Z Abridged had its own (usually humorous) depictions of the RRoD's by Tien (Episodes 8 and 48) and Gohan (Episode 60 Part 3).
* Dragon Ball Z Abridged happen to his tail. There's a reason why he provides the page's quote.
* Dragon Ball Z Abridged has a few examples, usually spouted by Gohan (to which Piccolo retorts "neeeeerrrddd"). But one of the more subtle ones was Piccolo's "Damn you, Pavlov" moment, which was followed by an interrupted explanation of who Pavlov was. The Namekians all speak in Klingon as well.
* Dragon Ball Z Abridged has a few of these, several centered around characters only knowing one definition of the word "Balls". Goku is also a fountain of material for this, but never quite realizes it.
* Dragonball Z Abridged has a moment where Piccolo is commenting on Vegeta's pink shirt.
* Dragon Ball Z Abridged has Bardock constantly complaining about the fact that his future sense never actually helps, and often interrupts him in the middle of combat.
* Dragon Ball Z Abridged has Broly described by his father as "a trump card, if the card literally turned over the table and shot the other player."
* Dragon Ball Z Abridged has enough of Krillin's BS and beats him to force him to say his name.
* Dragon Ball Z Abridged has its disclaimers narrated by a different character each time, usually someone who's about to have something nasty happen to him in the episode to follow.
* Dragon Ball Z Abridged has Nail and Vegeta snappily shooting back and forth for a few moments.
* Dragon Ball Z Abridged has one in almost every episode, ranging from throwaway jokes to important plot developments.
* Dragon Ball Z Abridged has Roshi trying to figure out what insidious plot Cell is doing.
* Dragon Ball Z Abridged has the following gem from Dr. Gero after Android 19 finally gets the upper hand against Goku.
* Dragon Ball Z Abridged has this. Dr. Gero is about to get help from his creations the androids to fight the heroes.
* Dragon Ball Z Abridged has this little bit in the Cooler's Revenge retelling:
* Dragon Ball Z Abridged has Yamcha show up for the epic battle against Vegata, Nappa, and their Saibamen, and tell with heroic music playing, tell the Z-Fighters present how they trained almost to death for this battle, and they'll win if they stick together...just before a Saibaman grabs him and self-destructs.

* Dragon Ball Z Abridged. He also died while Gohan and Krillin were summoning the dragon simply because it would be "a dick move".
* Dragon Ball Z Abridged. He is never focused on whatever he's doing, he thinks about food all the time, and he stopped fighting because he was getting bored.
* Dragon Ball Z Abridged he should cut down on the bacon to avoid the fatal heart-attack from Trunk's timeline) and competitive fighting.
* Dragon Ball Z Abridged he's literally trapped within King Kai's planet (and will occasionally remark on the goings-on) and its immense gravity is said to be a side-effect of his high fighting power.
* Dragon Ball Z Abridged. He's still a genocidal tyrant, but he shows much more care and concern for his higher-ranking minions than his canon counterpart ever did.
* Dragon Ball Z Abridged idiot hero. It's implied that Goku's status was caused by brain damage from his fights coupled by moments of Goku being unable to breathe (Freeza trying to drown him and Goku's inability to stop screaming in abject pain when the heart disease hits).
* Dragon Ball Z Abridged. In Episode 12, a doctor in Freeza's army refers to medicine as "delicious, magical science" while treating Vegeta. And in Episode 13, Goku refers to senzu beans as "sweet, science-y magic".
* Dragon Ball Z Abridged In Episode 51, Krillin admits beforehand that it's probably an inappropriate time for this, but he still asks 18 if she's "seeing anyone right now" while they're desperately trying to run away from Cell.
* Dragon Ball Z Abridged. In one scene in the Hyperbolic Time Chamber, he lectures Gohan while his hair is literally on fire, and makes no attempt to put it out at first, even as Gohan points out the fire.
* Dragon Ball Z Abridged in time to his attacks. Afterwards we get this:
* Dragon Ball Z Abridged is finished off with an incredibly creepy remix of Cell's theme from the Bruce Faulconer soundtrack. Made even more chilling by the fact that it's used to accompany the following line:
* Dragon Ball Z Abridged is in the public consciousness, that's saying a lot.
* Dragon Ball Z Abridged is pressed when Cell claims he'll be the one to kill Son Goku.
* Dragonball Z Abridged is to appear, exclaim that she broke a nail and then ask for a thousand dollars, to which "Juan" eagerly gives here two. It's later revealed she's an investigator who was trying to make sure Krillin's story was genuine, but she still kept all the money Krillin gave to her, forcing him to crash at Kame house for the rest of the Cell Saga.
* Dragon Ball Z Abridged, it still carries the spirit of the series. At the same time, it also condenses hours of long, drawn-out fights into about one tenth of the time.
* Dragon Ball Z Abridged: Jeice's reaction when he figures out that Vegeta is now strong enough to beat him is a somewhat calm "Oh. Well, I'm right f*cked aren't I?"
* Dragon Ball Z Abridged: "Krillin, do you feel that?" "Gohan, I can TASTE that."
* Dragonball Z Abridged: Lampshaded when Goku hands over the Spirit Bomb to Krillin out of desperation:
* Dragon Ball Z Abridged lampshades their tendency to simply use the ability to run away when Gohan asks Krillin why he doesn't use the opportunity to cut their opponent in half with his Destructo-Disc.
* Dragon Ball Z Abridged, lampshading this concept and how most of the funny and memorable moments in the first season come from him. In the second season, he has to share with Super Kami Guru and the Ginyu Force, and season 3 gives us Cell and elevates Vegeta to this status.
* Dragon Ball Z Abridged" line with an annoyed Nappa telling him he didn't do it right.
* Dragon Ball Z Abridged makes his canon counterpart look like a genius, but he's a fundamentally decent person.
* Dragon Ball Z Abridged makes it into a running gag that there's one of these on every team.
* Dragon Ball Z Abridged managed to turn Vegeta, of all people, into one of these.

* Dragonball Z Abridged: Most of the main villains play straight man to their henchmen (particularly Vegeta to Nappa) as well as to Goku. In addition, Kami is the straight man to Mr. Popo, Nail is the straight man to Super Kami Guru and Krillin, Piccolo is the straight man to Nail, Gohan is a straight man to everyone, and Tien Shinhan seems to be unaware that he's in a parody and plays just about everything straight.
* Dragon Ball Z Abridged movie pitch seems to point to the former, but it could just be a coincidence.
* Dragon Ball Z Abridged, Nail tells Freeza to call "1-800-EAT-A-D*CK". Lord Guru responds thusly...
* Dragon Ball Z Abridged Nappa does this when traveling to Earth with Vegeta, who answers 'No!' with gradually increasing anger. Later, when they're on Earth waiting for Goku to show up, he invokes this again with 'Is he here yet?', which annoys Vegeta AND the surviving Z Warriors.
* Dragon Ball Z Abridged naturally lampshades this by having Vegeta throw a dog bone to any heads that he decapitated.
* Dragon Ball Z Abridged never calls any of the Z Fighters by name, instead opting for insulting nicknames. That said, he always refers to members of Freeza's army (and Goku) by their real names.
* Dragonball Z Abridged. Not even Vegeta (who managed to blow off Cell's arm with his Final Flash) managed to earn Cell's hate.
* Dragon Ball Z Abridged occasionally does this to tie an episode together. An example occurs when Goku travels to Namek:
* Dragon Ball Z Abridged of the villain asking "Kaio-What?" When Goku finishes up his assault with a Kamehameha, we find Freeza scuffed up, but unharmed.
* Dragon Ball Z Abridged once thanks his brain for providing him with a comeback and it responds. Later, when he is being drowned, he asks his brain for a status report, and it is only able to gargle incomprehensibly about "frozen peas".
* Dragon Ball Z Abridged. One notable example of Nappa's stupidity is his game of "fetch" with the giant Arlian Yetti, in which he rips off one of his fingers and obliterates him with a Bomber DX. All while being totally oblivious towards the fact that he was killing him.
* Dragon Ball Z Abridged, one of the villains admits to raping Rudolph.
* Dragon Ball Z Abridged on Perfect Cell, Android 16 realizes his countdown went into the negatives, as Bulma had previously removed the nuclear device.
* Dragon Ball Z Abridged, Perfect Cell asks Vegeta to hit him as hard as he can.
* Dragon Ball Z Abridged, Perfect Cell jokes that Android 16 has a "murder-crush" on Goku, since the latter is programmed to hunt down and kill Goku and he is utterly obsessed with it. Cell himself also has a very suggestive attraction to Goku, making numerous sexual innuendos while fighting him and acting like a jilted lover when Goku forfeits their duel and comments that "We both know this was only a fight."
* Dragon Ball Z Abridged places a lot of emphasis on how messed up Son Gohan's childhood must be. His mother is a control freak, his father is negligent and he's frequently forced into life-threatening situations against his will. Lampshaded with this conversation:
* Dragon Ball Z Abridged: Played straight, then quickly subverted when Gohan and Krillin see Freeza, Zarbon, and Dodoria for the first time.
* Dragon Ball Z Abridged portrayal of Freeza lampoons the above example, as seen in the page quote.
* Dragon Ball Z Abridged: Porunga assumes Krillin is an Albino Namekian when he sees him for the first time. Dende corrects him and points out that Krillin is actually human to which Porunga responds, "God, they're ugly!".
* Dragon Ball Z Abridged professional wrestler, and turned the Vegeta vs Recoome fight into "Namekimania 2011". Along with intro music, wrestling themed moves, and "commentary" from Jeice and Burter.
* Dragon Ball Z Abridged, rather than seeing Goku being what sets him off like in the original movie, Broly's wrath is unleashed by him hearing the name "Kakarot" (Goku's Saiyan name): His father Paragus mentions that he destroyed South Galaxy

after Paragus said it, and Vegeta saying it repeatedly is what triggers Broly's transformation into the Legendary Super Saiyan.
* Dragon Ball Z Abridged. Recent information suggests he is not completely invincible however, as it is shown that he can get a real bad trip from taking too many drugs, and he is implied to fear Cell.
* Dragon Ball Z Abridged (screen jumps to his face as the crowd sighs in relief).
* Dragon Ball Z Abridged series Gohan simply panicked when expected to attack Nappa, in the Abridged version he runs away because Piccolo inadvertently conditioned him to duck and run every time Piccolo yelled "dodge."
* Dragon Ball Z Abridged she'd make a pass at him if she wasn't aware of their relationship.
* Dragon Ball Z Abridged's inconsistency regarding the series' Artificial humans being termed "Androids":
* Dragon Ball Z Abridged, something that the latter seemed to develop a complex over and Freeza was all too willing to hold over his head.
* Dragon Ball Z Abridged, something that would have ended the arc right there and then.
* Dragon Ball Z Abridged" sounding like Gohan. When you have your testicles pop from a single punch you'll sound pretty high.
* Dragon Ball Z Abridged special, Gohan flashes back to Vegeta punching him in the face, and just says "He had a lot to prove." Needless to say, Trunks is not prepared for a verbally abusive jerk who once tried to kill all the heroes.
* Dragon Ball Z Abridged takes Master Roshi's canonical depravity and ratchets it up further, culminating in this exchange when Bulma comes over to show off baby Trunks.
* Dragon Ball Z Abridged takes this pretty far, as Goku is shown to be a terrible father. In fact, when Gohan was wondering what his father would do in a dangerous situation, all he could think of was Goku waving and saying "Bye, son!"
* Dragon Ball Z Abridged That being said nobody believes it as talked about during Freeza's rant in Episode 21.
* Dragon Ball Z Abridged that imply he really is trying to get a reaction out of people.
* Dragon Ball Z Abridged that they're automatically classified into the pretty one, the strong stupid one, and one with freaky powers.
* Dragon Ball Z Abridged, the end of "Bardock: Father of Goku" has Nappa telling young Vegeta that their home planet has been destroyed. "But the good news is, we're going to DAIRY QUEEN!!"
* Dragon Ball Z Abridged the narrator bets on the results of a fight with some of the other characters. Needless to say, he wins.
* Dragon Ball Z Abridged. The other movies that don't fall into canon are stated or implied at various times to be movies, written by Krillin, produced by Nappa, and watched on TV by Vegeta.
* Dragon Ball Z Abridged the second Kai Abridged episode includes the Adobe player plug-in crashing due to Vegeta's rage, and then the crash report exploding due to said rage.
* Dragon Ball Z Abridged: The World's Strongest finds all the dragon balls and summons Shenron, whereupon he wishes for him to... melt the ice off the door to his lab. Shenron is understandably nonplussed and suggests Kochin instead wishing for the power to remove the ice himself. Korchin accuses Shenron of being lazy and pawning all the work off on him.
* Dragon Ball Z Abridged, this is the fate of Super Kami Guru. He is torn apart and eaten by the Namekians after it's revealed that the massacre of the albino Namekians he led was solely because he drank all the planet's water and blamed them. The Namekians were not pleased.
* Dragon Ball Z Abridged this when Piccolo makes Gohan his new clothes, telling him he'll have trouble with crowds and doors might be a problem, and he recommends approaching them at a forty-five degree angle.
* Dragon Ball Z Abridged this with Jeice, who talks with an Australian accent, by explaining he's from Space Australia (more specifically, space Brisbane)

* Dragon Ball Z Abridged to kill Frieza when he was blinded (he didn't).
* Dragon Ball Z Abridged to legalized marijuana, a familiar shadow falls over him.
* Dragon Ball Z Abridged to LordQuadros' own project and its source material, the disconcertingly growly voice included.
* Dragon Ball Z Abridged to pin down Frieza, who lampshades the irony of such a powerful villain being defeated by a mere child. Then he chuckles and adds "Just kidding," deflecting the beam away without harm.
* Dragon Ball Z Abridged to the point where he refuses to pay his underlings unless they find Goku's corpse as proof and later even states that his brother Frieza did a better job at killing him than them if Goku wasn't found, bear in mind Frieza not only failed to kill Goku but nailed himself with his own attack instead.
* Dragon Ball Z Abridged, Trunks asks Gohan what his father was like, and we cut away to Vegeta beating a young Gohan senseless.
* Dragonball Z Abridged: Trunks comes back from the future to tell the Z Fighters about two androids that are going to kill most of them and terrorize the rest of the world, and they resolve to kill them before they get the chance. Four of the two androids (Trunks didn't know about all of them) are antagonistic from the outset, so attacking them is justified without the future knowledge. The sixth is neutral. The seventh is identified while in a larval stage, before he's even emerged or had a chance to do anything, good, evil, or neutral. Trunks recognizes this and wonders about the morality of killing it before it's committed any crimes. Krillin drops the metaphor and announces "We're aborting Cell!" before blowing his incubator to smithereens.
* Dragon Ball Z Abridged, Trunks gets a quite incomplete picture of his parents' youth before going back in time, to the point where he doesn't even know his father used to be a villain. It's Bulma's fault, though; she didn't want to tell him his dad was a murderous douchebag. He also doesn't know what country music or a fax machine is.
* Dragon Ball Z Abridged: Trunks get sent back to the past to give Goku heart medication so he won't die, leaving the androids to destroy the world. Goku doesn't want to take it, as it's grape-flavored.
* Dragon Ball Z Abridged try to visit Planet Vegeta, but the Saiyans always tried to shoot down his sleigh.
* Dragon Ball Z Abridged Turles, cultivator of the Tree of Might, to come to Earth.
* Dragon Ball Z Abridged turns Popo into this; he is sadistic, powerful and feared in this version, and runs on this pecking order: You, the dirt, the worms in the dirt, Popo's stool, Kami, and Popo.
* Dragon Ball Z Abridged until Bulma invites him into her bedroom. It's then implied that the resulting sexual encounter led to Trunks' conception.
* Dragon Ball Z Abridged) until Nail realizes that Dende brought Krillin with him.
* Dragonball Z Abridged: Used rather frequently, as Vegeta has difficulties with differences between Earth culture and Space culture. Among other things, he doesn't know what soap was (when the composition of it is described, he thinks it's food), and when Bulma asked about "protection" before having sex, he put on his combat armor.
* Dragon Ball Z Abridged uses the aforementioned examples from its source material for Goku, Future Gohan, Future Trunks, and Gohan's second transformation, but throws in some twists for others:
* Dragonball Z Abridged, using an in-universe background product from the source material, the soft drink Hetap, who for some reason agrees to sponsor a villain's "defeat me or I destroy the world" tournament.
* Dragon Ball Z Abridged." Vegeta answers "Goddammit, Nappa, no one is going to get that!"
* Dragon Ball Z Abridged, Vegeta attempts to recruit the heroes for a fight he can't handle on his own any more than the heroes can. "Every fiber of my being wants to puke at once when I say this, but I need your heh... I need your he-eeh-eeeeh..." Gohan responds, "You need our help?" "That, yes."
* Dragon Ball Z Abridged: Vegeta gets one in at the end of the first season, due to Goku's insistence that if Vegeta says he's sorry, he can leave Earth unmolested.

The result?
* Dragon Ball Z Abridged, Vegeta is a proud warrior so after he gets curbstomped by Recoome...
* Dragon Ball Z Abridged: Vegeta is on the receiving end of this once and causes it once: when he gets the everloving crap beaten out of him by Android 18, and when he starts curbstomping Cell.
* Dragon Ball Z Abridged, Vegeta (with Ghost Nappa's prompting) says he fell down some stairs. Krillin interjects, but stops when Vegeta threatens to throw him down a flight.
* Dragonball Z Abridged version of Broly: The Legendary Super Saiyan, the Shamoshans are whipped, but instead of being whipped as punishment, they're actually masochists.
* Dragon Ball Z Abridged were doing their own animation bumps, not just to highten the comedy, but to make fight scenes run smoother and to fix animation errors in the source material; they were also doing color correction.
* Dragon Ball Z Abridged. Whatever he is, "that technicolor rainbow in between" would seem to include him.
* Dragon Ball Z Abridged, when Android 18 tells Krillin they should "talk later", a Gaussian blur is added to the original scene.
* Dragon Ball Z Abridged whenever they can get some footage to support it.
* Dragon Ball Z Abridged: When Goku and Ginyu swap bodies, their voice actors swap as well, but speak with the other character's mannerisms and accent. Goku and Ginyu still think in their normal voices, however.
* Dragon Ball Z Abridged: When Goku and Ginyu swap bodies, they speak in their new bodies' voices, but keep their old accents. Goku and Ginyu still think in their normal voices, however.
* Dragon Ball Z Abridged: When Goku arrives on Namek, he goes up to Krillin to offer him a senzu bean. Recoome, who was busy pounding the heroes relentlessly, starts to get riled up and ready to attack...
* Dragonball Z Abridged: When Goku asks Vegeta how he got injured on Namek, Vegeta is too proud to admit that he's been losing the fight against Freeza. He blanks on a plausible excuse, so Ghost Nappa suggests "You fell down some stairs." When Krillin tries to correct him, Vegeta threatens to "throw [him] down a flight."
* Dragon Ball Z Abridged, when Goku tells a bird to "teach a dinosaur to ride a ball" in the first Cooler movie.
* Dragon Ball Z Abridged. When he catches up to Krillin, he's been driven temporarily insane, his perception of color keeps changing, and he's shouting at Ghost Nappa. Gohan receiving a power-up from Super Kami Guru is the only thing that saves Krillin from a horrible death.
* Dragon Ball Z Abridged. When King Kai says that Freeza has slaughtered billions of people Goku starts squealing out of joy.
* Dragon Ball Z Abridged, when Krillin has to inform Chi-Chi of Goku's death and Gohan's kidnapping.
* Dragon Ball Z Abridged, when Mr. Satan prepares to fight Cell, Cell's shocked that he's actually going to do this. Satan ends up swiping one of Vegeta's lines.
* Dragon Ball Z Abridged, when Nappa and Vegeta prepare to face Goku, Vegeta uses his scouter to read Goku's power level. When he reads it as 1006, he tells Nappa to deal with him. After Nappa gets beaten and broken by Goku, Vegeta realizes the scouter was upside down and that Goku's power level is actually "over 9000".
* Dragon Ball Z Abridged: When Super Kami Guru reveals that he was responsible for the drought that plagued Namek, not the Albino Namekians, the remaining Namekians devour him in revenge. As he's being violently consumed, he gurgles "Choke on it! Choke on iiiit!"
* Dragon Ball Z Abridged, when the group needs to find Dr. Gero's hideout:
* Dragon Ball Z Abridged, when Vegeta finally has enough and decides to power-up to Super Saiyan to defeat the seemingly-invincible Broly, his epic Bruce Falconer music plays...Only to immediately stop when Broly just casually curb-stomps him, and proclaiming that Vegeta should believe in him now.
* Dragon Ball Z Abridged, when Vegeta must do something that's anathema to his

character:
* Dragon Ball Z Abridged where people having their ribs crushed squeak like a dog toy, much to the amusement of those delivering the injuries.
* Dragon Ball Z Abridged, where they stayed Super Saiyan on purpose in order to get better acclimated to the form.
* Dragon Ball Z Abridged. While he can be restrained when snarking at others, for the most part, he lets massive ego show in everything he says, and it only goes up if he gets angry.
* Dragon Ball Z Abridged. While he does show concern for his higher level men (even planning to send gifts to the Ginyu Force's family), his lower level men... not so much. In his first on-screen attack, he shows indifference when the Namekians are slaughtering his troops, but panics when they start targeting his equipment. Once he reaches Earth, he even kills his last henchman for no real reason. This infuriates his father not because of the loss of life or the senselessness of it, but because now they have no one to fly them home (flying is for the help).
* Dragon Ball Z Abridged, while the second plan uses the Multi-Form technique. When Krillin criticizes the second plan for weakening them...
* Dragon Ball Z Abridged who genuinely enjoys their suffering when he beats them or puts them into fights with foes they have little to no hope of defeating. Here's how he greets the group when they first arrive for training:
* Dragon Ball Z Abridged, who was watching the whole affair, is disturbed.
* Dragonball Z Abridged with Android 18. Complete with "gniD" in the subtitles.
* Dragon Ball Z Abridged with Piccolo pointing out how shouting out their attack strategy for the enemy to hear probably isn't the best idea.
* Dragon Ball Z (actually Goku) to destroy Buu in the finale implying he’s a more likeable jock than it first seemed.
* Dragon Ball Z actually makes this the reason for the breakup and hookup.
* Dragon Ball Z, a filler sequence has Gohan fall into some rapids, which lead into a cave that ends with one of these outside.
* Dragon Ball Z, after Kid Buu destroys the Earth and the survivors retreat to the Supreme Kai's planet, Mr. Satan/Hercule becomes convinced he's in a dream. He learns he isn't dreaming when he tries to fly and painfully crashes.
* Dragon Ball Z after making their wish for immortality. Vegeta also scolds Nappa for pointlessly wiping a city off the map when they first arrive on Earth, pointing out that Nappa may have inadvertently destroyed one of the Dragon Balls in the process.
* Dragon Ball Z. After that attempt failed, Goku didn't bother going for the weakness again, because he remembered that Saiyans could also manually detach the tail from the body. Attempted against Nappa and Vegeta, although Piccolo finds out rather brutally that the Elites aren't stupid enough to not train that weakness.
* Dragon Ball Z, after trying to find a moment to relieve himself, Trunks is caught by Broly and held over the larger Saiyan's head. The inevitable happens.
* Dragon Ball Z against Perfect Cell by setting off the bomb inside himself (which in theory would have been powerful enough to destroy Cell though Cell bragged that such a weapon wouldn't kill him anyway). Only to realize moments later that he doesn't have a bomb anymore — Bulma and her father had removed it while they were repairing him since they didn't trust him with it. Cell promptly destroys the defenseless 16.
* Dragon Ball Z, a kindly and friendly boy from a poor village whom Goku meets again during the Tenkaichi Budokai. After a quick match to gauge Uub's powers, Goku takes him away and blows off the whole tournament, leaving on a years-long training mission to bring Uub up to speed.
* Dragon Ball Z allows Goku to multiply his strength and speed at the cost of significantly lowering his stamina.
* Dragon Ball Z also brought back many of the last generation of fans.
* Dragon Ball Z also does this for the rules of the Saiyan race, which are kept internally consistent throughout the entire series for every Saiyan character, especially when it comes to Super Saiyan levels.
* Dragon Ball Z also states that low-class Saiyans "only come in a few types", of

which he and series hero Goku share a type (explaining their uncanny resemblance).
* Dragon Ball Z alter-ego, Great Saiyaman. To explain, in Japan "Saiyajin" means "Saiya person" (hence "Saiya people" in the Speedy dub), so "Great Saiyaman" simply Anglicizes the last part of his race's name. Fortunately, nobody on Earth has ever heard the word Saiyan before.
* Dragon Ball Z, although his sparing her life out of "she's cute" probably helped.
* Dragon Ball Z). Although this just might be inconsistent height, considering he's 152 cm and was as tall as Gohan when he was 9 or 10 years old.
* Dragon Ball Z. A major factor in this is that the series never shows any actual dating or courtship, only their lives after they get married (Toriyama was actually convinced he couldn't write a good romance so he skipped over it). Here's a list:
* Dragon Ball Z, and an unstoppable pink blob-monster from near the dawn of time.
* Dragon Ball Z and as they hold a contest to see who can hold their breath the longest, Goku is seen tickling Gohan underwater.
* Dragon Ball Z and Chris Sabat instead of Ian Corlett and Brian Drummond). While Ocean did do their own dub of the second half of the series for Europe and Canada in association with AB Groupe, this has also been displaced by Funimation's version, which is all that's on DVD in those (and all English-speaking) territories.
* Dragon Ball Z, and even turns on the protagonists to make sure Cell transforms so that he could have more of a fight. Finally, during the Buu Saga, Vegeta willing joins the antagonists for a powerboost so that he would be able to fight Goku.
* Dragon Ball Z and having received a massive power-up thanks to his Saiyan DNA (Saiyans receive a power-up after recovering from near-death), and gaining the ability to return to Earth via Goku's Instant Transmission because Cell can learn any technique he's exposed to.
* Dragon Ball Z and proceeds to blow it up, thus eliminating the risk of a victory by ringout.
* Dragon Ball Z, Android #18, Goten, Trunks and Mr. Satan end up meeting the clone of the Legendary Super Saiyan Broly. However, he isn't completed and, when he spots Goten and mistakes him for Goku, Broly breaks out of his pod and immediately starts falling apart when he goes Super Saiyan. He gets worse when he's doused in the fluid that held him and is ultimately defeated when normal old water (or rather, sea water) is brought into the mix, destroying him and ending the evil legacy of Broly.
* Dragon Ball Z, Android 18 hates it when her hair is damaged because it doesn't grow back.
* Dragon Ball Z, and then Gohan attacking. Unfortunately, elite Saiyans train themselves so that their tails aren't such an easily exploited weak point, and the whole plan falls apart.
* Dragon Ball Z, and then go to other planets and repeat the process because he finds it more entertaining.
* Dragon Ball Z, and Trunks was a fool for not noticing this flaw. Ironically, during the Cell Games, a desperate Cell tries to beef up his muscles in hope to counteract Super Saiyan 2 Gohan's overwhelming power. Of course, his speed is drastically reduced, with Trunks commenting that Cell made the exact same mistake he did.
* Dragon Ball Z and Vegeta only found out their relationship after the Trunks of his timeline was born.
* Dragon Ball Z, and Vegeta would later demand the same. Higher gravity is also present in the Room of Spirit and Time past the central living area.
* Dragon Ball Z), and was only alive because he begged his enemy to give him enough energy to survive his injuries. Instead of using that energy to try to escape Namek before it exploded, he tries to kill Goku one last time, only for Goku to blast that energy right back in his face.
* Dragon Ball Z, any physical activity is pretty much a cakewalk for him, once he understands what he's supposed to be doing.
* Dragon Ball Z arc. She was one of the prettiest characters ever introduced, but also truly, unfathomably stupid.

* Dragon Ball Z are a real waste in a series where flight is all about Ki. He flexes them occasionally, but the fact that he loses them in one form says everything.
* Dragon Ball Z: A recurring feature; first there's the ship that Bulma, Krillen, and Gohan take to Namek. Then Frieza's massive ship. After that, the pod Goku takes to Namek, which helps him train by simulating 100x Earth's gravity. Finally, the pod Vegeta trains in on Earth which simulates up to 500x Earth's gravity (he's never shown going above 450x... such intense gravity is very dangerous even for someone as powerful as him).
* Dragon Ball Z are depicted as this, at least in the anime. All their vast technical advancements are either stolen from the Tuffles they murdered, bought in exchange for mercenary work, or given to them by Frieza's empire. Even the armor they wear that Vegeta calls Saiyan formal wear were all from Frieza. At the same time, since the Saiyans weren't natives of Planet Vegeta, they must have had some form of space travel, but it was lost to them for some reason. In the art of fighting, however, they do show some creativity, like their elites being able to create false moons so they can transform into Great Apes.
* Dragon Ball Z are gleefully psychotic killers. According to Future 17, their Dr. Gero programmed them to be completely remorseless and cruel.
* Dragon Ball Z are quite disturbing, which makes him the most frightening villain in the series.
* Dragon Ball Z" as an alternate title for the anime, to imply its nature as a final arc). Both also precede a significant retool (in the case of the former) and a number of retcons (in the case of the latter), which imply the next arc was unplanned to some degree.
* Dragon Ball Z as a playable character give him a Jetpack to fight in the air. Some games allow him to use it as a weapon as well.
* Dragon Ball Z. As a result, the various video game adaptations have had to make up their own names for his moves.
* Dragon Ball Z as Goku, and as long as Goku is still alive, he can't even sleep at night. But that's not all for Frieza.
* Dragon Ball Z, as most humans have some Saiyan blood in them at that point.
* Dragon Ball Z, as they're visually indistinguishable from humans outside of having tails and can even have children with humans. Aside from them, the vast majority of aliens are in this category. Though most are possessed of unusual height, horns, elongated heads, a tail, etc., a handful are simply human forms with the only deviation being unnaturally-colored skin - Jeice and Sauzaa come to mind.
* Dragon Ball Z at best. After he sacrifices himself trying to stop Buu, he can't be brought back to life by Earth's Dragon Balls since he's been resurrected by them before, but when Namek's Dragon Balls are used to wish all the good people back, Vegeta is resurrected too.
* Dragon Ball Z. At first it looks like he didn't make it due to Frieza's ship falling into molten lava, but it's eventually revealed that he spotted one of the Ginyu Force's pods and used it to get off the planet in time.
* Dragon Ball Z: Attack of the Saiyans, there's a point in the story where your group finds out that a bridge leading to the desert, their destination, hasn't been repaired yet, forcing you to go through an entire mini-dungeon. The catch? At this point, your party is composed of Krillin, Tenshinhan and Chiaozu, the characters whom main gimmick was that they were the first three who learned how to FLY.
* Dragon Ball Z at the end and fades to black in the middle of Piccolo's fight with Android 17.
* Dragonball Z, at the end of the Buu saga, Goku has Dende cure Vegeta of his wounds first, because he was the most damaged of them all.
* Dragon Ball Z at the time. Chi-Chi doesn't even scream in pain or go to the hospital. However, in the next scene, she's seen with a few bandages and her arm in her sling. Of course, she's a martial artist herself.
* Dragon Ball Z backwards line in the beginning of the song where a person thanks the composers for their hard work while arranging the song.
* Dragon Ball Z: Bardock – The Father of Goku adapted these events into the

modern animated storyline.
* Dragon Ball Z: Bardock – The Father of Goku, Bardock mowed through Freeza's men in an attempt to stop him.
* Dragon Ball Z: Bardock – The Father of Goku: In spite of Bardock's visions of the future, the destruction of Vegeta was inevitable. Bright side, his vision about his son defeating Frieza was also inevitable as well!
* Dragon Ball Z: Bardock – The Father of Goku status in a flashback in Toriyama's original manga.
* Dragon Ball Z: Bardock – The Father of Goku, the Saiyan destined to defeat Frieza.
* Dragon Ball Z: Battle of Gods appears to be a hybrized version of the God and normal Super Saiyajin forms that does not share that weakness.
* Dragon Ball Z: Battle of Gods because of his good fighting sense, outperforming the far stronger SSJ3 Goku, Gohan, and Gotenks. Beerus even laments that he's "highly skilled, but lacks the power to match it."
* Dragon Ball Z: Battle of Gods Beerus and knocked to the ground, is so enraged he completely shoots past Goku in power and loudly exclaims "THAT'S MY BULMAAAAA!!!" before proceeding to completely turn the tide of the fight.
* Dragon Ball Z: Battle of Gods By the end of the movie, Mai seems to be reciprocating his feelings.
* Dragon Ball Z: Battle of Gods, can cross a galaxy in under half an hour, which makes light speed look like an utter joke.
* Dragon Ball Z: Battle of Gods elaborates by saying that every pair of universes whose numbers adds up to 13 is a matched set; Universe 7's partner is Universe 6, with Beerus' brother Champa serving as its God of Destruction and eventually challenging Beerus and the Z-Fighters to an inter-universal tournament.
* Dragon Ball Z: Battle of Gods, Goku actually goes into space, having no trouble breathing nor does he, obviously, die when it has been established that he is supposed to die when in space.
* Dragon Ball Z: Battle of Gods have the decency to apologize to the Z Fighters for ruining the party before taking his leave.
* Dragon Ball Z: Battle of Gods. He's a goofy cat-god who loves gorging on food, and also happens to want to blow up Earth for petty reasons.
* Dragon Ball Z: Battle of Gods. He's strong enough to completely destroy the entire universe at full power if he's not careful.
* Dragon Ball Z: Battle of Gods, his attendant Whis offers to make Goku Beerus's successor, as even Beerus isn't immortal and will die someday. Again, Goku turns it down, though he sort of became a god anyway, having gained the ability to temporarily become a Super Saiyan God.
* Dragon Ball Z: Battle of Gods into a baby around the same time he was born.
* Dragon Ball Z: Battle of Gods introduces the third variety that comes in the form of twelve separate "universes", which come in pairs that are determined by their designated numbers adding up to thirteen. The main setting is designated Universe 7 and so it paired with Universe 6, which superficially resembles it but has seen some drastically different developments over the course of its own history.
* Dragon Ball Z: Battle of Gods is terrified as soon as Future Zeno appears.
* Dragon Ball Z: Battle of Gods revealed that King Vegeta similarly bent the knee to Beerus The God of Destruction.
* Dragon Ball Z: Battle of Gods to no effect. He slaps her right back and knocks her to the ground, that her head was even still attached to her shoulders is a sign of how much he was holding back.
* Dragon Ball Z: Battle of Gods when he refuses to destroy the Earth). Just don't piss him off...
* Dragon Ball Z: Battle of Gods, while letting evil people like Frieza's family run rampant through the cosmos and do as they please. This is rubbed in further when the Grand Priest notes that Universe 7's mortal rating is the second-lowest, meaning Beerus is quite possibly among the worst of the Gods of Destruction.
* Dragon Ball Z: Battle of Gods - Whis is more interested in trying Earth food than watching Beerus pummel the heroes, and doesn't really seem to care one way or the

other whether Beerus destroys the planet (as long as it's not before he gets a chance to try everything). Beerus himself is more interested in his drink than Goku's transformation to Super Saiyan God, only paying attention once he's ready to fight.
* Dragon Ball Z: Battle of Gods, who throws a temper tantrum after he misses out on a chance to eat some pudding. And by temper tantrum, we mean that he would've destroyed the Earth had Goku not stopped him. This, despite the fact that it would've been beyond trivial to make another batch for him if he had just stayed calm and shown a little patience.
* Dragon Ball Z: Battle of Z as well as the video games coming out at the time.
* Dragon Ball Z became known as "Paul Kuhan" or simply "Paul" in AB Groupe's French dub and its many European derivatives, after the translator misheard his original name Paikuhan. Similarly, Son Goku's birth name Kakarot got morphed into "Cachalote" (sperm whale) in many of these dubs, though it was only heard in a single scene. While some fans have hung onto "Paul" as Pikkon's actual name, "Cachalote" is treated as a joke at best.
* Dragon Ball Z, before annihilating Buu with the Spirit Bomb, Goku briefly reminisces about the events of the arc, and how Buu went from an mostly-innocent manchild to a ruthless killer after losing the battle against his inner evil, and says how Buu will now learn what it's like to have his own life taken away against his will. He also makes a wish that Buu will come back as a better person, so he can fight him again.
* Dragon Ball Z: being made of bubblegum-like goo, he can control any piece of it that's been separated from his body. Apart from using his legs to knock out Tien, he takes advantage of this so he can catch his enemies by surprise and absorb them (which he does by engulfing them in a piece of his goo and reabsorbing it into his body).
* Dragon Ball Z below, in the West many of the dub human names are more well-known, such as Ash over Satoshi and Gary over Shigeru. They are also often conflated with with their game counterparts, Red and Blue.
* Dragon Ball Z: Bio-Broly multiplies when it absorbs a person, the stronger, the better. After absorbing Bio-Broly it expands to cover the whole island but luckily seawater turns it to stone.
* Dragon Ball Z: Bio-Broly, the human villains Lord Jaguar and Men-Men blackmail Mr. Satan by threatening to publish a story of him wetting his bed while he was in summer camp.
* Dragon Ball Z: Bojack Unbound, Krillin stood no chance. No wonder Zangya was included in subsequent video games.
* Dragon Ball Z: Bojack Unbound she says finds him cute, much to 18's ire.
* Dragon Ball Z. Both of them manage to linger for a little while before dying.
* Dragon Ball Z. Both pairings are technically possible in-universe, thanks to Bulma being a genius and inventing a time-machine.
* Dragon Ball Z: Broly – Second Coming: Broly, due to his injuries from his defeat against Goku, went into a seven year coma. Consequentially, the crater from his arrival on Earth became a lake and froze during this time.
* Dragon Ball Z: Broly – Second Coming Trunks is captured by Broly and is unable to hold it any more and ends up peeing on Broly's head.
* Dragon Ball Z: Broly – The Legendary Super Saiyan than his original counterpart.
* Dragon Ball Z: Budokai 2. Even the most basic attacks consume massive energy, and he is unable to perform Tiencha's special moves (he coughs if you even try).
* Dragon Ball Z Budokai 3 on him regardless of his health, while every other fighter will survive it if they have enough health. This is also the only attack in the game which will instantly kill the person it was used on like it did in the anime.
* Dragon Ball Z: Budokai also uses cel-shading, being visually based on the manga.
* Dragon Ball Z: Budokaicorrectly, he replays the end of the Cell battle and collapses, most of his health gone.
* Dragon Ball Z: Budokai featured this as a mechanic; on the story mode world map,

letting two characters with a pre-existing relationship occupy the same space would give one or both of them a stat boost in combat, implying they were looking out for each other.
* Dragon Ball Z: Budokai, Hercule's "Present for You" attack begins with him punching his enemy... and doing zero damage. He then panics and offers them a video game (with a concealed bomb in it) as a peace offering. His throw also involves ineffectively punching his enemy rapidly, hopping back and then attempting to hit his enemy with a flying kick, only to be effortlessly swatted high offscreen... and then promptly falling on his enemy.
* Dragon Ball Z: Budokai on the hardest difficulty, you will be able to play through the Buu Saga in the Story Mode, especially after people found Great Saiyaman as a playable character. However, no matter how hard you try, there is no such thing coded in the game.
* Dragon Ball Z: Budokai Tenkaichi and other games have Burter truly live up to his title.
* Dragon Ball Z: Budokai trilogy, where transforming is not only instantaneous but has a stun/guard break effect when used near an opponent.
* Dragon Ball Z: Bulma and Vegeta may qualify as well. They blush and fumble with their words, a lot.
* Dragon Ball Z, but said cape is weighted and mostly used for training, and he'll toss it if a fight starts to get serious. Notably, the only character that fully averts this trope is teen Gohan, who adopts a superhero persona in order to hide his identity from his classmates, and is portrayed as a complete dork in doing so. This trope is played straightest by Future Trunks, who fights in plain clothes until Bulma makes him some Saiyan armor.
* Dragon Ball Z: Buu's Fury features one during a segment where Goten and Trunks are searching for the dragon balls. One of the passengers aboard said train has it, but the problem is it's also being held up by bandits, forcing the kids to fight them off.
* Dragon Ball Z" by fans, albeit a bit less for GT since that wasn't based on a manga.
* Dragon Ball Z, Cell comes from a timeline different than that of Trunks or the regular timeline. While the regular timeline and the one Trunks is from are eventually saved, no one seems to ever care about this third timeline and after awhile it's simply forgotten.
* Dragon Ball Z Cell from the future was unaffected thanks to way Trunks' time machine operated.
* Dragon Ball Z: Cell needs to hunt down and absorb Dr Gero's other creations to reach his final form.
* Dragon Ball Z, Cell takes over the main (and apparently only) TV station to announce the Cell Games. He ascends straight through the floors of several different shows before interrupting a news anchor, with the heroes changing channels to keep up.
* Dragon Ball Z changes it to a cholesterol-induced heart attack caused by eating too much bacon, and makes it so that Goku doesn't take the medicine pre-emptively because it was grape flavored.
* Dragon Ball Z characters does it take to change a light bulb? One, but it takes him six episodes to do it." And that's if it's just a minor event. If changing a lightbulb is a major plot point, it will take half the cast, an entire season, and at least two wishes on the Dragon Balls. These examples were mostly due to Filler, as the original manga was a lot faster paced.
* Dragon Ball Z, Chi-Chi remained by Goku's side, caring for him, during the entire time he was sick with the Heart Virus. Yamcha also helped, only leaving to help the others with the Androids.
* Dragon Ball Z: Cooler's Revenge, Cooler isn't convinced and orders them to search every last inch of the area until they find him.
* Dragonball Z could crack to obtain knowledge of Otherworld's various barriers.
* Dragon Ball Z could quite literally tear the universe apart by shouting loudly enough, and even the weakest fighters were probably in danger of destroying the

planet they were on if they so much as tripped.
* Dragon Ball Z: Dead Zone movie when Gohan, after getting drunk from eating a fruit, pees on Krillin's head. Keep in mind that Gohan was 4 or 5 at the time.
* Dragon Ball Z, decides to transform into his "ultimate form". He weaves a cocoon around himself, ready to change... then the announcer states that the process will take several hundred years. Since no-one, even immortal gods, has the time to wait, Goku is declared the winner by default.
* Dragon Ball Z. Despite the fact that the androids have wiped out two-thirds of Earth's population, life in cities they haven't attacked yet is shown to be unaffected.
* Dragon Ball Z does this several times in a row in the manga and the anime. After Raditz is defeated Nappa and Vegeta are revealed to be the Saiyans behind the Saiyan. After they are defeated, King Kai mentions the "root" of the problem, which is shortly afterwards introduced as the Saiyans' (ex-)boss, Frieza. Even later in the series, Frieza's father, King Cold, is introduced and revealed as the secret leader of the Planet Trade Organization, which Frieza supposedly ruled.
* Dragon Ball Z Dokkan Battle. However, Global players discovered that their Omega and Gogeta were broken - they did not come with Leader skills as the Japanese version used a system that hadn't been released on Global. Players were angry and memes were born.
* Dragon Ball Z Dokkan Battle illustrations and comics based on moments in the series or their recent commissioned work.
* Dragon Ball Z do you reach the final battle where Goku turns Super Saiyan to fight Frieza. Strangely, completing the game will unlock Super Saiyan Goku as a playable character in the game's tournament mode either way, even if you never saw him in story mode.
* Dragon Ball Z during the Cell saga, after Goku heals from a near-fatal disease and everyone notices him in better condition, Goku gets glomped through a moving plane by Krillin.
* Dragon Ball Z, during which his eyes would lack pupils and become more pronounced, at least during the loss of control.
* Dragon Ball Z: Dynasty, there's this gem by Frieza himself that lampshades his infamous... perception of time:
* Dragon Ball Z: Dynasty, this is Zangya's reaction upon realizing that 18 and Krillin are a couple:
* Dragon Ball Z early in the Freeza arc. You have three separate factions (Gohan and Krillin vs Freeza and his men vs. Vegeta) all looking for the Dragon Balls and trying to undercut each other at the same time.
* Dragon Ball Z, Elder Kaiōshin says he can use his omniscient vision to spy on girls at any time. Kaiōshin is appalled at such a misuse of power.
* Dragon Ball Zero (Toyble)? Nappa is visibly horrified while Vegeta is more indifferent about not being able to become the new king.
* Dragon Ball Z, especially during the Saiyan and Freeza Sagas. The Z Fighters almost always start off with a numerical advantage, but slowly get defeated one by one by a single enemy until Goku shows up and finally starts the real fight; most of the battles can be summed up as "how many people will die/get incapacitated before Goku show up?"
* Dragon Ball Z essentially amounted to this, as Zant wanted to kill as many people as he could due to the world ending with Majin Buu and wanting to go out with a bang. It's also viciously done in that not only did the end of the world end up not happening because Mr. Satan managed to teach Majin Buu right from wrong, but their nearly killing Mr. Satan as well as Bee the puppy when attempting to kill Majin Buu so they could kill more people ended up triggering the apocalypse due to Buu forcibly expelling his evil self, and then being absorbed by it.
* Dragon Ball Z, even in the uncut home video releases. That changed when they went back redubbed the first 67 episodes in 2005 (originally dubbed with Saban and Ocean Studios in 1996 with heavy censorship), marketing them as "Ultimate Uncut," and taking advantage of the later timeslot. Beginning with around episode 27 (earlier episodes mostly recycled the Saban scripts), PG-13 level obscenities were suddenly

peppered into the script, including uses of "damn," "bastard," "give them hell," etc, despite the later episodes still having much cleaner language.
* Dragon Ball Z even though he always referred to her by name after Trunks was born.
* Dragon Ball Z evolves from a half-insect, half-lizard monster to an humanoid android. His intermediate stage is a vaguely humanoid hulk, who for some reason lacks the wing that both his initial and final stage have.
* Dragon Ball Z) fifteen years of Gohan's life, thirteen of Goten's, and six of Pan's, due to training or being dead. Gohan himself doesn't seem too disturbed by his daughter going off into space, either, although he and his wife Videl are seen worrying about her when she's getting into fights.
* Dragon Ball Z figures out how to replicate the Saiyan armor for Goku, Gohan, Vegeta, and Trunks to wear during their trip to the Room of Spirit and Time, and the spandex is again part of the outfit.
* Dragon Ball Z film Dead Zone, two of Garlic Jr.'s minions, Nicky and Ginger, are shown pulling two katana out of their own bodies. It's unknown whether or not Sansho had the same ability, as Piccolo killed him before he would have had the chance.
* Dragon Ball Z film Fusion Reborn. Especially apparent during Goten and Trunks' fight with Hitler.
* Dragon Ball Z films used these endings, notably "The World's Strongest," "Super Android 13," and "Bojack Unbound."
* Dragon Ball Z flashback, he shrugged off Nappa telling him that it was Frieza that wiped out their home, responding that everyone that was killed by Frieza (which included his own father, the King of Saiyans) simply didn't have the strength to survive.
* Dragon Ball Z for giving their respective spin-off games low scores.
* Dragon Ball Z for his stupidity, telling Zarbon that unless he finds Vegeta and brings him back alive, that's what will happen to him.
* Dragon Ball Z for its humor, its focus on adventure, and its martial arts battles that are more grounded by comparison.
* Dragon Ball Z. For most of the fight, Goku was dodging and moving fast enough that neither Jeice nor Burter (the latter being the physically fastest character known at the time) could follow him, though they could sense that he was moving around, including moving right next to them as they flew in for an attack. For most of the fight, Goku looked like he was simply standing still.
* Dragon Ball Z: Freeza's forces have a few types of these, all of which are used to greatly accelerate healing.
* Dragon Ball Z, Frieza and his even stronger father are coming. This could mean the end of all life on Earth. As soon as they arrive, a person we've never seen before shows up and cuts them both in half with a sword.
* Dragon Ball Z. Frieza and King Cold have just gotten to Earth, ready to take revenge. Everyone is seriously alarmed by this and the stage is set for another multi-episode battle against the evil bastard and his father to buy time for Goku to arrive and clean house. But then a Super Saiyan from the future shows up and takes them both down single-handedly. The warrior in question, Trunks, explains that in the future he's from, there are enemies way stronger than him and the Z Warriors need to start preparing for it now if they want to stand a chance.
* Dragon Ball Z, Frieza, on surviving the Spirit Bomb, killed Krillin by making him explode before snidely commenting, "Pop goes the weasel."
* Dragon Ball Z, Frieza proves to be this to Vegeta, even to the point of making the latter cry and beg Goku to defeat him, claiming that Frieza is the reason why he and most of his race ended up the way they did.
* Dragon Ball Z Frieza Saga had Frieza blowing up Namek, only for it to have a 5 minute delay (and a much longer one episode-wise). This is the only time that the destruction of a planet is not instantaneous in the series.
* Dragon Ball Z: Frieza's lowly soldiers in the Planet Trade organization often use small arm cannons, though usually to no avail against far stronger foes, as these guys are nothing but cannon fodder for the main characters. Seems like the main use

for these weapons is to conserve those fighters' meager store of power.
* Dragon Ball Z, Frieza's minions try a unique, mid-air variant on Bardock as he flies out of Planet Vegeta's atmosphere; it fails.
* Dragon Ball Z). Frieza takes this trope seriously too, he prefers to wait for the Ginyu Force to arrive rather than deal with the heroes himself, though this is partly because all of his scouters had been destroyed and he had no way of tracking them.
* Dragon Ball Z from Goku to kill him, he uses his last moments to radio them, predicting that they will arrive in a year.
* Dragon Ball Z: Fusion Reborn All swastikas are also replaced with red X's. Additionally, all "third reich" references are removed. Even, the entire scenes with the dictator were removed in Toonami and Nicktoons USA airings of the film for the reason above.
* Dragon Ball Z: Fusion Reborn ends with an annoyed Shenlong asking if anyone was going to make a wish. He was summoned near the beginning of the film, but when it wasn't within his power to fix things, he was forgotten about.
* Dragon Ball Z: Fusion Reborn, Gogeta uses the Soul Punisher on Janemba while the latter is charging at him, which takes effect just as Janemba's fist is less than an inch from Gogeta's stone cold and unflinching face.
* Dragon Ball Z: Fusion Reborn, Goten is hit by a golf ball while retrieving a Dragon Ball from a golf course. Angry about the hit, he proceeds to take revenge by dropping the ball into a nearby hole... cut to the old man who was playing being completely elated at getting his first hole-in-one.
* Dragon Ball Z: Fusion Reborn, when the dead start escaping Hell, the heroes try to wish them back into Hell, but Shenron warns that while he could do that, they would simply escape again immediately, and suggests a different wish since he's not powerful enough to fix what allowed them to escape. Considering how this was the powerful demon Janemba, who was strong enough to stand up to Super Saiyan 3 Goku, he’s very definitely right.
* Dragon Ball Z. Future Trunks also attempts to set right what once went wrong, but he does this in a timeline not his own: since in DBZ every timeline counts as another dimension, any changes made in the current time will not directly affect Future Trunks' past or future. He still wants to help out, hoping to create at least one peaceful world, and to return to his own time strong enough to finally stop what he wanted to prevent.
* Dragon Ball Z gets bisected by Goku. He's not slowed down by it at all since he's made of what is basically bubblegum and can regenerate, so Buu pulls himself together quickly. And uses his separated legs to knock out Tien.
* Dragon Ball Z, given the exponential power rise of the opposition, it quickly becomes Tien's first-choice technique, and using it, he's even capable of pinning Semi-Perfect Cell down for a while before getting incapacitated from using repeatedly.
* Dragon Ball Z Goten and Trunks for looking like Goku, the person Broly was originally looking for.
* Dragon Ball Z. Granted, of course, this is a series that prides itself on heavily muscled men beating the snot out of each other. Still, there are far more long panning shots up spandex-clad male bodies than can possibly be justified by dramatic reasons. May explain part of the show's relatively large female following.
* Dragon Ball Z grew up there), but all the other ones we see villains destroying just to prove that they can aren't dwelled on by the marvelous heroes who only care about the safety of Earth.
* Dragon Ball Z had as a child. He is by far the most nightmarish of that manga's villains as a direct result.
* Dragon Ball Z had Goku facing off against the reincarnation of Majin Buu in a lighthearted rematch.
* Dragon Ball Z: Happens quite a bit in the Cell Saga thanks to Time Travel introduced by Future Trunks.
* Dragon Ball Z has a lot of these, most notably the Androids from the Cell Saga.
* Dragonball Z has a minor example in Frieza's conquered planets - they all bear

his name (indicating that he owns them), and a numeral, probably to indicate in what order they were obtained. Vegeta recovers on Frieza Planet 79 before heading to Namek. His brother seems to follow a similar practice, as two of his henchmen are said to come from Cooler Planet 98 and Cooler Planet 256.
* Dragon Ball Z has an in-universe case of this. In one of the episodes during the Buu arc before the World Martial Arts Tournament begins, Krillin comments on how he's unsure of who is more annoying: Mr. Satan or his fans.
* Dragon Ball Z has Babidi and his father Bibidi, two alien sorcerers responsible for the creation and resurrection of Majin Buu. Buu himself is a magical being, though more a nigh-unstoppable force of nature. The Dragon Balls were created on planet Namek, and Kami was working from racial memory when he made the ones on Earth.
* Dragon Ball Z has Freeza, his father King Cold, and several of their minions — Captain Ginyu, Zarbon, and Jeice, among others — all running around in their underwear. Well, underwear and body armour. Seems to be standard issue in Freeza's army.
* Dragon Ball Z has Gohan training with Videl and Goten; during a break they are shown eating some rice. ChiChi then asks when Gohan was planning to marry Videl, which prompts Gohan to spit rice across the table and all over Goten. Goten doesn't even blink, and cheerfully asks if this means Videl's going to be his sister.
* Dragon Ball Z has the invading Saiyans Vegeta and Nappa visit a planet inhabited by sentient bugs. The only female bug shown on screen is bright pink, but otherwise indistinguishable from the male bugs.
* Dragon Ball Z has this a lot, thanks to many of the villains being too arrogant to admit when somebody is better than them.
* Dragonball Z has this in the form of Cell, who is now a protagonist, and Future Cell, who is most decidedly not.
* Dragon Ball Z has this trope as his shtick. Not one of his jokes are legitimately funny, and that's the joke. One joke in the English dub of Kai, however ("They should call him SLOW-KU!") is VERY funny if you read it as a dig at the original DBZ's notoriously slow pace.
* Dragon Ball Z, has won the World Martial Arts Tournament several times over, and is widely popular and celebrated among the population, all through his own hard work. He just happens to share a universe with people who can spam mountain-destroying ki blasts.
* Dragon Ball Z have also received this treatment, but neither are under the Viz Big name.
* Dragon Ball Z. He even blushes upon seeing her once because he's surprised how much of a bombshell she was as a young woman.
* Dragon Ball Z, he finds out from his long-lost brother Raditz at the beginning that he is an alien (Saiyan) sent to kill all humans on Earth. He forgot his purpose and mellowed out after he fell off a cliff and hit his head as a child. It takes the death of Krillin at the hands of Frieza to finally come to terms with his origins, resulting in his "I am the Super Saiyan Son Goku" speech.
* Dragon Ball Z, he goes to King Kai, who becomes his new mentor from there.
* Dragon Ball Z, he had only a fraction of Goku's original power, he took a beating. Later, he decided to snatch Vegeta's body, as Vegeta was so powerful at the time that Ginyu wouldn't need to know very much about him to still be more powerful than any of the heroes at the time. He ended up inside the body of a frog and thus couldn't use his body-swapping technique because it required speaking, but later ended up stealing Bulma's body when she makes a device that allows him to communicate and almost managed to body-snatch Piccolo before being returned to the frog's body for good.
* Dragon Ball Z, he has Android 18 shave his head. It grows back later.
* Dragon Ball Z. He knows he too would die but goes through with the plan in order to protect Bulma and Trunks.
* Dragon Ball Z; he regrows his own head halfway through his fight with Goku, and survives self-destructing thanks to a tiny scrap of him remaining (which surprises even him).

* Dragon Ball Z. He's big and buff, and easily wipes the floor with most of the Z-Fighters... but at the same time, Goku and Vegeta, both of whom are considerably smaller, both manage to beat him, though neither do so effortlessly: Goku had to resort to using a recently gained power-up to defeat him, and struggled fighting him beforehand, whereas Vegeta took advantage of his weakened state by killing him.
* Dragon Ball Z. He's horrified that he comes from a race of planet-stripping mercenaries, but comes around after hearing how Freeza manipulated them. He nonetheless refers to himself as "a Saiyan raised on Planet Earth", and fights Cell in his classic outfit rather than Saiyan armor to better represent the world he's saving.
* Dragon Ball Z. He spent much of his childhood being home-schooled, and mostly interacted with people his parents knew. In his first day of high school, he got friends very easily and some dates. Granted, this is due to being a handsome, intelligent and kind young man, so it's a given.
* Dragon Ball Z he's skilled enough in its use to harm opponents with it by expanding it suddenly in their vicinity. He doesn't use it this way very often, though, having learned much more damaging ways to attack opponents with.
* Dragon Ball Z He's the one who cut off Vegeta's tail while everyone with super-powerful laser disk attacks got their rears handed to them.
* Dragon Ball Z, he wishes Bulma a happy birthday and apologizes for not bring a gift when Beerus is ready to blow up the planet.
* Dragon Ball Z. His defeat and near-death experience at Super Saiyan Goku's hands results in a severe PTSD, as his horrified face shows when he finds that Future Trunks can also turn Super Saiyan.
* Dragon Ball Z his head off. Of course, this was edited for the televised dub.
* Dragon Ball Z, however, and we see him gradually learning to stand up for himself and the people he cares about in the Namek saga, though Vegeta's criticism still got him to clam up. Even when he was a teenager, Videl managed to blackmail him into submission.
* Dragon Ball Z: Hyper Dimension differs from other DBZ fighting games in that instead of having a Ki meter, special attacks drain the player's health. Conversely, charging up can heal you.
* Dragon Ball Z, Imperfect Cell evokes this trope to try and trick Android 18 into letting herself be absorbed, by mimicking Android 17's voice and asking her to "join him". 18 very briefly swayed, but very quickly sees through the trick.
* Dragon Ball Z: In a filler episode of the Vegeta saga, Kami uses a simulation to introduce Krillin, Yamcha, Tien, and Chiaotzu to the capabilities of the Saiyans. Of course, at the level of strength they then possessed, there was no possible way for them to win. And then Kami points out that the Saiyans seen in the simulation were nowhere near as strong as the two heading for Earth in real life, putting the power gap in perspective; that's when they begin training even harder.
* Dragon Ball Z in a futile attempt to change the fate of the Saiyans.
* Dragon Ball Z in Bardock's squad, and she was the only named female Saiyan character at all for over two decades. Fasha is tomboyish, attractive, and cold but loyal to Bardock. She also couldn't care less for royalty, as seen in the video games whenever she faces Vegeta or his dad. She is also the only female Saiyan who is shown to become a great ape.
* Dragon Ball Z Infinite World feature Giru dancing to a song fittingly titled 'Dragonball Party'.
* Dragon Ball Z in Manitoba despite there being no major difference between them and previous episodes rated PG. They were later downgraded to a 14A for "Extreme Violence", and then again were downgraded to a PG on the complete season DVDs.
* Dragon Ball Z in order to ensure the safety of his wife and son, fully aware that he would be sent to hell afterwards for all the horrible crimes he had committed in his life.
* Dragon Ball Z in the English dubs). This is not depicted as torture (even has an amusement park), though if the dead villains like Frieza and Cell cause trouble, Pikkon will be sent to beat them up and lock them in prison for a while.
* Dragon Ball Z. In the original version, he never says anything of the sort, but

just begs for Frieza to "fall by a Saiyan's hand", as revenge for his race.
* Dragon Ball Z in the west). He even once said that if he would ever make another manga, it would focus on him. According to Akira Toriyama, this has shifted through the years starting with Goku, Krillin, Tenshinhan, and finally settling on Piccolo as his overall favorite character.
* Dragon Ball Z: Inverted by Son Goku, who is an alien (Saiyan) who was adopted by humans and given a human name. His original name is Kakkarot.
* Dragon Ball Z inverts this trope by having Gohan and Goten explain to Videl about their dead father Goku who will be coming back for one day to compete in the World Martial Arts Tournament, but she misunderstands them as saying that their parents are divorced and their Dad is with another woman who will take him to the tournament (based off mentions of the "strange woman" – Fortuneteller Baba who is giving him this one day of time in the human world).
* Dragon Ball Z, in which he tells Vegeta that they've got to forget about their past histories and start fighting as one to protect their new race from Majin Buu.
* Dragonball Z, in which he was previously the strongest in the universe, but has fallen behind since his long hibernation. He states that Saiyans have "evolved" since Buu's time. By sheer dumb luck this happens to be correct, because Freeza did indeed eliminate the vast majority of the Saiyan gene pool, leaving only a few who were capable of becoming Super Saiyans.
* Dragon Ball Z. Ironically, two sagas later, Vegeta eventually marries one himself and eventually has two very powerful hybrid children.
* Dragon Ball Z is a big offender. The worst was probably the Team Mario/Axem Rangers X/Koopa Bros. melee. Can anyone truly say that Axem Yellow's hammer attack he performed on Sonic, should have left Sonic with no problem? That still does not stop the fights from being FREAKING AWESOME.
* Dragon Ball Z is Bulma made it all up. The odd thing is, since Bulma's long been established as self-centered, it would be entirely in-character for her to just break up with Yamcha and hook up with Vegeta for no other reason than liking him more.
* Dragon Ball Z is commanding a legion of tanks and is fighting Goten and Trunks and failing. It got cut in some dubs though.
* Dragon Ball Z is defeated, Goku chooses to stay dead and leaves the safety of Earth to Gohan.
* Dragon Ball Z is Goku and Vegeta vs. Kid Buu in the Sacred World of the Kai, with Goku's Super Spirit Bomb being the climatic event to end all climatic events.
* Dragon Ball Z is killed by Frieza's final form. If this happens, and Vegeta is still around, Vegeta will turn Super Saiyajin as well and attack Goku after Frieza is defeated.
* Dragon Ball Z is known to be a good cook by other characters. This is shown best in a filler episode when she threatens to stop cooking meals for Goku and Piccolo if they didn't go to driving school. Also, Videl commented on her rice and even asked for the recipe, not to mention that Chi-Chi cooks better than any of Mr. Satan's cooks.
* Dragon Ball Z is Piccolo averting this and killing Freeza while he tries to go in his third form.
* Dragon Ball Z is terrified of Vegeta and thinks the handsome Zarbon will save them, and so is utterly surprised when Zarbon shows his true colors (and monster form), getting her more scared. But Vegeta blows a hole though Zarbon, unintentionally saving her. Bonus points for Bulma marrying Vegeta later.
* Dragon Ball Z is the only arc where Goku is completely absent from the story as he was lost in space following his battle with Frieza, making it the only time where he doesn't save the day in some way.
* Dragon Ball Z, it got much more popularity, and Funimation started dubbing new episodes in 1999.
* Dragon Ball Z: It happens to Krillin after being dumped by his ex-girlfriend (in one of the anime fillers).
* Dragon Ball Z. It isn't clear why this is the case; theories range from Goku's brain-damage and Gohan's half-breed nature interfering with the transformation, to

Vegeta simply having been properly trained growing up in how to use the Great Ape transformation.
* Dragon Ball Z. It's actually a regular ship attached to whatever planet it conquered and terra-froze.
* Dragon Ball Z its best to just sit back and wait for those other flying folks to take care of the job before sending waves upon waves of men to die.
* Dragon Ball Z itself generally ended the fights shortly before it got to this level.
* Dragon Ball Z. It's gotten to the point where the latter version of the character has his own page on the villains wiki. To be fair though, we have no true gauge for Popo's power level, as he was fending off Goten and Trunks in their SSJ state without any difficulty.
* Dragon Ball Z. It should be noted that a fair amount of said opening was taken from the movies, which had much larger animation budgets than the show itself.
* Dragon Ball Z. It was probably helped by the fact that the dub director and voice actor, António Semedo, was a comedian, which resulted in lots of ad-libbing.
* Dragon Ball Z, it was revealed that the demon king Dabura was sent to Heaven instead of Hell, since he'd probably enjoy the latter. This backfires when it turns out that he likes Heaven just as much.
* Dragon Ball Z just after Goku turns Super Saiyan for the first time during the battle with Frieza. While flying away, Gohan briefly turns to look back, but stops himself and keeps going, knowing he has to get Piccolo to safety.
* Dragon Ball Z Kai Abridged, going through everything before the Namek arc in only 2 minutes and crashing headfirst into this trope at mach speed.
* Dragon Ball Z Kai Abridged. Tien's only line in this is "I'm the only serious character in this show. That's the joke."
* Dragon Ball Z Kai). Altogether, it cut a little over 20-30 episodes worth of remaining filler material from that arc, depending on the cut.
* Dragon Ball Z Kai by Piccolo upon seeing Frieza's true form. After all the training he did with King Kai, and everything Gohan and Krillin went through to get Namek's Dragon Balls to revive him... he states to Gohan that he can no longer protect him. Not from Frieza.
* Dragon Ball Z Kai, compared to Toriyama's original depiction with none at all.
* Dragon Ball Z Kai. Despite good ratings, the lack of revenue in the merchandise caused it to be cancelled at the end of Cell Saga, meaning the Buu arc was left unadapted. However, the series proved to be so popular on Nicktoons TV and Toonzai that it led to the Buu Saga being commissioned a year and a half later.
* Dragon Ball Z Kai episode "Free the Future", but to a much lesser extent, as almost the entirety of that episode is spent on Trunks and the Androids.
* Dragon Ball Z Kai hits are replaced with this and barrages of punches or blasts are completely removed.
* Dragon Ball Z Kai. Its opening is made in a streamlined, all-new style. Its footage is cleaned up versions of the same low budget beam-o-wars from the previous example, albeit in less gratuitous amounts.
* Dragon Ball Z Kai movies came out in the meantime, you'd assume that they'd air, or release it on home media, to tie in, but nope.
* Dragon Ball Z Kai. Not only did this reduce the story from 291 episodes down to 167, but it was also far more faithful to the original manga than the 1989 TV series.
* Dragon Ball Z Kai reenactment of the Cell Games, Mr. Satan asked, "Who wrote this junk? And why did they make me look like a bobblehead?"
* Dragon Ball Z Kai, replaces the original bumpers with a screen of Goku doing a Kamehameha, followed by drawings depicting the characters relevant that episode.
* Dragon Ball Z Kai: Saiyan/Vegeta (26 episodes), the fourth quest for the Dragon Balls (Namek/Freeza, 25 episodes), Androids/Cell (Androids, 24 episodes; Cell, 20 episodes; 44 episodes total), and Buu (Majin Buu, 34 episodes; Evil Buu, 25 episodes; 60 episodes total)
* Dragon Ball Z Kai special) each has a character giving similar self-descriptions:
* Dragon Ball Z Kai still has a fairly lengthy Namek and Frieza arc, but the

tighter editing means that the story is far more gripping and intense than it otherwise would be.
* Dragon Ball Z Kai Tatum voiced the openly gay Otokosuki in the final episodes.
* Dragon Ball Z Kai, the kind of "infrequent coarse language" that warrants a TV-PG rating at minimum.
* Dragon Ball Z Kai when Vegeta and Nappa come to Earth — the hapless reporters get taken out after Vegeta forbids Nappa from wiping out the Kai Fighters.
* Dragon Ball Z Kai (which, for an anime from the late 80s that ran for nearly 300 episodes, was high-quality and had mostly consistent animation from episode to episode), but includes just enough bumps and digital cleanups in that the viewer gets a wonderfully animated trip down memory lane that is sleeker and more fluid, especially during the fighting sequences. The only thing that has truly changed is the opening sequence, which is crisper and more modern.
* Dragon Ball Z known as a Saiyan. Saiyans are revealed to be natural born fighters and usually aggressive and drawn to strength (Goku's kind heart is the result of his mother Gine and his head trauma as a baby. The other Saiyans we see, while liking companionship, function a bit differently than people do.)
* Dragon Ball Z, Krillin gets slammed by the door to Goku's house by Chi-Chi when he and Trunks arrive to move Goku before the Androids get there.
* Dragon Ball Z: Krillin had the chance to shut down Android 18 and stop Cell from ever reaching his Perfect form. But because he developed feelings for her, he destroyed the only chance to stop it from happening.
* Dragon Ball Z, Krillin's girlfriend Maron plays this with Korin and Yajirobe. Naturally she ends up winning Yajirobe's clothing and Korin's items.
* Dragon Ball Z) land on a planet inhabited by bug people. They are arrested and thrown into a dungeon. Some of the prisoners remark on how hideous the two are to them. One of the more sympathetic prisoners calls his companions out and says that from the Saiyans point of view they (the natives) must be the ugly ones.
* Dragon Ball Z Legacy of Goku 2 to lose. Well, that's what the fight was like in the series the game is based on.
* Dragon Ball Z long before Dragon Ball Z was considered as an import. Most kids growing up at the time did not watch it. They probably wanted something a little different to keep appealing to their then rather dedicated demographic.
* Dragon Ball Z: Lord Slug associated with the form. This left a lot of kids (especially in international territories) very confused about what this form was supposed to be, and it was eventually labeled "False Super Saiyan."
* Dragon Ball Z: Lord Slug before. Then he comes across the aforementioned trio in Cooler Abridged, though the mooks didn't seem to get which one was which.
* Dragon Ball Z: Lord Slug that all Namekians share, and he's familiar with and acts nostalgic towards the Dragon Balls, which are a Namekian creation. Not to mention, the film's release date happened right near the end of the Namek Saga's manga version in Japan, so the race would have been pretty firmly embedded in the minds of any viewers. At that point, it would probably be more surprising if he wasn't a Namekian.
* Dragon Ball Z: Lord Slug: To defeat Lord Slug, Piccolo decides to exploit the Namekian race's hyersensitive hearing and tells Gohan to whistle real loud. To make sure he isn't affected, he rips off his own ears. Because Namekians can regenerate lost body parts, it isn't a big deal for him.
* Dragonball Z loves this trope. There are simply too many examples of this to list.
* Dragon Ball Z: Maijin Buu has the ability to turn just about anything (including people) into junk food and subsequently chow down on it.
* Dragon Ball Z, Majin Buu offers Hercule some candy that he transformed some people into. The horrified Hercule spits it out when Buu turns his back. Subverted, because Hercule knew the candy was made of people from the get-go, and only put them in his mouth in the first place to avoid angering Buu.
* Dragon Ball Z manage a joke. Once. It wasn't funny, though. Kaio was scared by Tenshinhan's seriousness and determination, so he thought that laughing was the

best solution.
* Dragon Ball Z — although it deals in selling planets, it still has its own army, it owns territory, and is led by a monarchic governing body.
* Dragon Ball Z — in the main timeline, at least. In Trunks' timeline, they're sociopathic killers.
* Dragon Ball Z. Most of the other characters love to fight, but not the way Goku does. He's the only one who would resurrect the most evil adversary he's ever known (don't worry, he resurrected him as a good soul) in order to fight him again.
* Dragon Ball Z movie. Broly is crushing the life out of Gohan, so Videl throws a crystal shard at him. He breaks it easily, but his concentration is broken long enough for Gohan to kick his way out of the stranglehold and start the Kamehameha Wave that (with help from Goten and Goku) does Broly in.
* Dragon Ball Z movie dealt with this: Paragus intends to lure Prince Vegeta and the rest of the protagonists to the New Planet Vegeta, which is doomed to be destroyed by an immense comet known as Comet Camori with the intention of killing Vegeta out of revenge for his father attempting to execute him and his son. The plan ended up backfiring after his son lost control.
* Dragon Ball Z movie Lord Slug, Slug's henchman Zeeun appears in most of the posters and promotion material, although in the actual movie he only appears in one scene near the beginning where he accidentally insults his boss's age, causing Slug to kill him with an energy blast.
* Dragon Ball Z movie of the same name absorbed the life energy of everything on the planet. However, unlike Goku's Spirit Bomb, which generally requires a voluntary contribution of small amounts, the Tree of Might siphoned just about everything it needed for itself.
* Dragon Ball Z movies and specials was released in a very jumbled order. It went: Movie 3 > Movie 2 > Movie 4 > Movie 5 > Movie 6 > Movie 7 > Movie 8 > Movie 9 > Special 1 > Special 2 > Movie 1
* Dragon Ball Z movie, she does a clumsy cheerleader routine, while cheering for Gohan to fight at the tournament, obviously embarrassing him. Also, in a filler episode called "He's Always Late", when she's dancing, Trunks remarks "Your mom's obviously as cool as your outfit, Goten." Goten then asks Gohan if he thinks her (Chi-Chi's) outfit is cool. Gohan couldn't give a straight answer, as he was embarrassed. Then again, in Chi-Chi's defense, she was raised in seclusion, so she probably lacks good social skills and probably doesn't know she's being embarrassing.
* Dragon Ball Z, Mr. Popo drops his watering can in shock when he sees Kami returning to life.
* Dragon Ball Z named Son Gohan. He thought of himself as one until his long-lost brother told him of his alien origins and how he was sent to Earth on a mission to destroy humanity and take over the planet to sell for profits.
* Dragon Ball Z Nor is he the Golden-haired Warrior. And he's definitely not the son of Goku!
* Dragon Ball Z. Not mentioned by name, but it couldn't be more obvious who they are.
* Dragon Ball Z of the RRA has German designs and has a dream of creating a new perfect race of cyborgs.
* Dragon Ball Z of the series, walks up to Majin Buu (who just destroyed almost the entire population of Earth) and slaps him, berating him for destroying everything. His response? He calmly turns her into an egg, and steps on it.
* Dragon Ball Z, one blast Piccolo fires at a remaining member of Nappa's Saibamen destroys it so thoroughly only the skeleton remains.
* Dragon Ball Z, one of the defining features of the planet-shattering fights in the series is that the terrain around the fighters is often torn to pieces by the force of their blows, and energy blasts regularly kick up huge clouds of dust (often from which the intended target emerges unscathed). Despite this, whilst characters often suffer wounds and battle damage, they almost never get dirty.
* Dragon Ball Z, one of the first acts Super Buu commits after being formed is to turn entirely into pink goo, force himself down the throat of one of the humans

that shot Fat Buu's dog and expand, blowing the guy apart from the inside.
* Dragon Ball Z, one of ways Krillin thinks of breaking the news of Goku's death to Chi-Chi is akin to this trope, simply coming out with the truth, then adding that, since he can easily be brought back with the Dragon Balls, it's not really that big a deal.
* Dragon Ball Z" on his cheek. He didn't have them during the earlier sagas, though; they were gained sometime between Goku's defeat of King Piccolo and the start of the 23rd World's Martial Arts Tournament, and it's never explained how he got them.
* Dragon Ball Z order Yenni released from his pit when Nappa kills a whole bunch of his guards. However, the Saiyans make short work of Yenni.
* Dragon Ball Z, Piccolo and a one time villain namekian from one of the movies, Slug, have displayed the ability to make themselves grow to gigantic sizes.
* Dragon Ball Z, Piccolo decides to take him to the Chamber, but purposely takes the longest most convoluted route imaginable to buy even more time.
* Dragon Ball Z: Plan to Eradicate the Saiyans, though shorter and with a more coherent plot. It was also on the US version of the game, though subtitled-only.
* Dragon Ball Z. Porunga, and the Namekian Dragon Balls by extension, have no such limitation.
* Dragon Ball Z poses. He's also quite bad at actually maintaining the secret identity.
* Dragon Ball Z, power and potential cannot be measured in numbers, and power levels become totally meaningless early on.
* Dragon Ball Z) prior to attempting the trip. Oddly enough, because of this they've each killed two versions of the other: Trunks kills the embryonic Present Cell and the Imperfect Cell of his timeline, while Cell kills the Trunks of his timeline and Future Trunks (temporarily).
* Dragon Ball Z Raditz, on top of kidnapping his son, tells Goku to prove his loyalty to the Saiyans by killing a hundred humans and dumping their bodies on Master Roshi's island. Funny enough, Raditz is surprised that Goku gives him a big fat 'hell no' when he tracks him down and fights him instead.
* Dragon Ball Z, Raditz tries to convince Goku to let go by saying that, if he does, he'll leave Earth without causing any damage to it. Despite Piccolo's warning, Goku believes him... and just as soon as he lets Raditz go, he is struck in the stomach.
* Dragon Ball Z read "WELLCOME." The early FUNimation version fixed the spelling by removing one of the Ls and placing the remaining letters closer together.
* Dragon Ball Z really goes into depth with it, since it's an action comic for young boys, but there is Yamcha having to deal with not only his ex having a son with a former alien enemy, but also having to explain that said son isn't his, because the other characters haven't really kept in touch the last three years... and then the selfsame son comes from the future to save all their lives. Yamcha's not exactly feeling great about the situation, but he's a good sport and is very kind to Future Trunks, seeing as how he's still friends with his mom's family. They're shown spending downtime together, and considering Trunks' own father is rather difficult to him, it's probably awkward for them both. One of the last scenes in the storyline is Yamcha telling Trunks all about how his father was gutted by Trunks' (undone) death.
* Dragonball Z recapping what happened moments prior is particularly egregious, especially considering he delivered it while lying on the ground in pain, speaking to absolutely no-one but himself.
* Dragon Ball Z referenced this when Goku was tasked with making his trainer, King Kai, laugh. His desperate (and epically ill-delivered) attempt at a joke was "Why... did the chicken... CROSS THE ROAD!" After King Kai guesses the obvious, Goku counters with an actual plausible punchline instead: "It was too far to fly!"
* Dragon Ball Z regularly ravage entire worlds of their population for sale to the highest bidder. And destroying them if they think it won't sell well enough.
* Dragon Ball Z released for Bandai's short-lived Macintosh-based Pippin game console in Japan.

* Dragon Ball Z, respectively. Then they were picked up by Cartoon Network for airing on Toonami, where they managed to net the block some major ratings. This increase in popularity also resulted in both shows getting dubbed further.
* Dragon Ball Z: Resurrection ‘F’ and blowing up the Earth, which he already knew would catch Vegeta off-guard and he would fail to stop it. Once the situation is explained, Vegeta accepts it, but is still bugged that he didn't get to kill Freeza.
* Dragon Ball Z: Resurrection ‘F’. Beerus and Whis have no interest in Goku and Freeza's fight. They only came to the site of the battle to eat the sundae Bulma offered them, of course.
* Dragon Ball Z: Resurrection ‘F’ changed this by instead having them get caught in the energy released when Freeza assumes his true form, but considering who we're talking about he'd probably label it a happy accident.
* Dragon Ball Z: Resurrection ‘F’ Dr. Brief keeps calling Jaco the galactic police officer Taco or Paco.
* Dragon Ball Z: Resurrection ‘F’ during the Tournament of Power.
* Dragon Ball Z: Resurrection ‘F’ every second of it, and when he confronts the Z-Fighters after his revival, describes it as if it were the most horrible torture ever devised.
* Dragon Ball Z: Resurrection ‘F’, Frieza dreads Beerus to the point of shamelessly kneeling and groveling before him.
* Dragon Ball Z: Resurrection ‘F’ gives one to many members of the supporting cast: with Goku and Vegeta training with Beerus and Whis at the time Frieza launches his invasion of Earth, it is left to a handful of Z-Warriors to fight off Frieza's army until they can arrive. Gohan, Piccolo, Krillin, Tien, and even Master Roshi, along with Jaco the Galactic Patrolman, each get a chance to show off their might as they run Frieza's soldiers through the wringer.
* Dragon Ball Z: Resurrection ‘F’ going to remain in Hell until he is reborn without any memories of his genocidal past.
* Dragon Ball Z: Resurrection ‘F’ is explicitly called an invasion.
* Dragon Ball Z: Resurrection ‘F’, only to get himself killed and his entire army destroyed; by bringing him back to life, Frieza's minions ensured the destruction of his empire, the very thing they wanted to prevent.
* Dragon Ball Z: Resurrection ‘F’, Piccolo used a blast of kiai to restart Gohan's heart after it was stopped by a heavy blow from Frieza. This got him moving enough to take a senzu bean.
* Dragon Ball Z: Resurrection ‘F’ technology has advanced enough in the years since his death that it's able to reconstitute those chunks into Freeza, even restoring the parts that had to be replaced with cybernetics after his fight with Goku on Namek, ultimately subverting the trope.
* Dragon Ball Z: Resurrection ‘F’ that after he has killed him he will hang his pelt on his wall in his trophy room.
* Dragon Ball Z: Resurrection ‘F’, the sequel, Beerus and Whis only come to Earth to watch Goku and Frieza's fight because Bulma made them a sundae.
* Dragon Ball Z: Resurrection ‘F’. (Whis had to rewind time to fix that boo-boo.)
* Dragon Ball Z: Resurrection ‘F’. Whis had to rewind time to fix that one.
* Dragon Ball Z: Resurrection ‘F’, Whis rewinds time three minutes to give Goku a second chance.
* Dragon Ball Z: Resurrection ‘F’, who trained God of Destruction Beerus in martial arts. He agrees to teach Goku and Vegeta how to sense and use godly ki.
* Dragon Ball Z reveals that Red Ribbon Army scientist Dr. Gero has insect-sized robots monitoring the heroes for years, studying their techniques so his Androids would know exactly how to beat them. Another, possibly separate, robot was collecting DNA samples so he could create Cell.
* Dragon Ball Z right under Cell, and unleashes the attack upwards at him before he has a chance to blink, vaporizing his entire upper half.
* Dragon Ball Z Roleplaying Game) advise gamemasters to not even attempt to always

endanger a player character hero's life; instead, endanger something else that the hero cares about. The tension then changes from "will our hero survive?" to "will our hero succeed?" — much easier to write without ruining suspension of disbelief. A weak villain can challenge a powerful hero this way, in what is known as "gamemaster aikido."
* Dragon Ball Z: Sagas games. It turns out they were right, much to their amusement. However, Piccolo doesn't "vomit" Kami up after the transformation wears off.
* Dragon Ball Z Saiyan blood (since he was created using the DNA of the most powerful warriors, including Goku and Vegeta) caused him to give Goku and company time to train and get stronger, so he could crush them at their best, with the whole world watching. Cell then falls into this trap a third time by intentionally provoking Gohan into Super Saiyan 2 during the Cell Games, who proves to be his downfall.
* Dragonball Z Saiyan homeworld was called "Sadala"; they moved to Vegeta after Sadala was blown up in a civil war.
* Dragon Ball Z Saiyans have roughly the same lifespan as humans, the only difference being that they retain their youth. Vegeta and Bulma, for example, would probably die of old age around the same time, but Bulma will have aged much more visibly.
* Dragon Ball Z: Saiyan/Vegeta (39 episodes), the fourth quest for the Dragon Balls (Namek/Freeza, 68 episodes), Garlic Jr. (10 episodes), Androids/Cell (84 episodes, including the Cell Games), Saiyaman and 25th Tournament (20 episodes), and Majin Buu (72 episodes).
* Dragon Ball Z's Black Goku Saga and it's revealed that Bulma kept the time machine and she pulls it out when Black Goku destroys' Trunks' time machine with the intent on stranding him in the past.
* Dragon Ball Z's Cell Saga, it's blatantly obvious that Krillin has developed feelings for Android 18; when he tries to use a wish to turn her and 17 human, only Gohan doesn't get why...but then he realizes it and just blurts out "Hey, you've got a crush on her, don't you?", prompting an exasperated Krillin to punch him in the head.
* Dragon Ball Z science-driven race, and lived on the same planet as (and were ultimately overthrown by) the Saiyans, the very epitome of a Proud Warrior Race.
* Dragon Ball Z seems to notice this big drill sergeant voice coming out of a normally-sized woman. Making this even weirder is the fact that he needed to say the attack's name for it to work, and a frog being unable to talk is exactly why he was stuck that way.
* Dragon Ball Z series of games under the pseudonym "Dartanian Nickelback".
* Dragon Ball Z series, we have this exchange from a filler arc at the end of the Cell Saga:
* Dragon Ball Z, several times surprisingly helping the heroes but only doing so for his gain. The most notable case is when he saves Gohan and Krillin from being killed by Guldo and Gohan thanks him— Vegeta specifies he wasn't saving them, but rather using the fact that Guldo's guard was down to eliminate one of the opposition.
* Dragon Ball Z, since he retains his power level (though this is implied to be because of his Potara earrings) and is now much smaller, so Buu can't land a hit.
* Dragon Ball Z so as to keep the general population blissfully unaware of the constant danger they're usually in.
* Dragon Ball Z's of all people, who gets increasingly pissed that everyone is just sitting around talking and waiting when he wants to fight. Amusingly, it was an invoked trope. They really were stalling for time in that instance.
* Dragon Ball Z, someone steps blithely out onto the surface of an alien world without even bothering to test the atmosphere, and is chastised for it. In fairness though, those someones tend to be Saiyans, half-Saiyans, a Namek, androids and so on — Krillin is the only human. Pretty much all the main characters possess an array of superpowers too, and they only spend a prolonged time on two alien worlds in canon - Namek (which, since there are at least two Namekians living on

Earth, presumably has a similar atmosphere) and King Kai's planet, which has some connection to the Afterlife, so atmosphere shouldn't really be a problem.
* Dragon Ball Z songs), despite the fact that most Linkin Park songs are relatively dark and brooding and have little to do with the more cheerful and combat-oriented Dragon Ball sagas.
* Dragon Ball Z's original English dub of the anime, where Cell states that "every cell in his body has a life of its own", and that one survived, which allowed him to regenerate.
* Dragon Ball Z so very, very much. Upon finding his younger brother Kakarot he tries to force him to join the other Saiyans by kidnapping his son and then attempted to kill him when he refused. There's no love lost when Raditz is killed and Goku never thinks of him again.
* Dragon Ball Z's regardless of said body's power, raising questions as to whether the body he fought Goku with was even his original one.
* Dragon Ball Z stated power levels, this asshole managed to make a huge impact through acts and means that are fully within the realm of real-life possibility.
* Dragon Ball Z storyline, he assembles the seven Dragon Balls and asks Shenron to "bring back my precious teammates", intending to resurrect the Ginyu Force. However, due to his vague wording, he also gets Frieza, Zarbon, and Dodoria in the bargain.
* Dragon Ball Z suffer an agonizing pain when their tails are squeezed. Goku used this against Raditz and Piccolo tried to do the same against Nappa, just to learn that he and Vegeta were immune to this; they claim that only low-class Saiyan warriors are affected by this, whereas they're Saiyan Elites. Goku trained himself to remove this weakness in the past, before his tail was permanently removed.
* Dragon Ball Z Super Buu brought us such lines as "PROOOOOOODDDUUUUUUUUUCE!!!!" and "FEED ME, YES, EVERYONE FEED ME NOOOOOW!"
* Dragon Ball Z, takes the time to give Vegeta a proper burial before fighting Frieza.
* Dragon Ball Z teams. All members are particularly over-the-top and look at their poses as being very important.
* Dragon Ball Z tends to treat its cast (especially the villains) unkindly when they die - even those who get relatively 'clean' deaths will usually have their faces contort into bizarre, ridiculous expressions as the fatal blow strikes home. There are a few examples that go above and beyond, though:
* Dragon Ball Z that Frieza would have no interest in Earth, and King Cold is famous for calling it (in the Funimation dub) an insignificant mudball.
* Dragon Ball Z that has plagued all home video releases since the mid-2000s, including, among other things, cropping the whole series to 16:9. Even the first 4:3 release in a long while, made from film elements FUNimation happened to still have, got flack for excessive DVNR. It's gotten to the point where videophiles have gone on record as wanting to seek out the seven Dragon Balls to wish that FUNimation would simply import and upscale the far superior-looking Dragon Box DVD releases issued by Toei.
* Dragon Ball Z that pure Saiyans retain the exact same hairstyle outside of powered-up states throughout their lives unless cut, and even then, it'll grow back to the same way it was before provided it wasn't cut too much. The only one with any difference we know of is Vegeta, who had bangs as a child but otherwise always had hair that seems to stand straight up.
* Dragon Ball Z that the overall space pirate military organization they serve as mercenaries for is actually called the Freeza Force, named directly after its young emperor.
* Dragon Ball Z the circus owner had, during the fight, taken a police officer's gun in an attempt to shoot the dino's angry parents. And taking an officer's handgun is a criminal offense.
* Dragonball Z; the effective second-in-command who is not only answerable to the Don himself, but whose advice and voice of dissent are taken seriously without him being executed (vaporized) on the spot for daring to contradict the boss. In fact, in the pre-Super continuity, it was Zarbon's advice to be cautious of a potential

Saiyan Rebellion that galvanized Freeza's paranoia towards them and condemned them to extinction.
* Dragon Ball Z, the final fight against Cell is waged by Goku and Gohan, but halfway through, your other three characters get Cell Juniors thrown at them. This is a nasty surprise for some players — but they have no excuse for not seeing it coming, as it's exactly what's supposed to happen story-wise.
* Dragon Ball Z. The first time is when he holds his evil brother Raditz still for Piccolo to shoot him with his Special Beam Cannon, knowing fully well that he would die too. The second time is near the end of the Cell saga. Cell has inflated to massive size and is threatening to blow up the earth. Thinking quickly, Goku uses instant transmission to send Cell and himself to King Kai's planet and stays during the detonation so that the world will be safe, and then his son Gohan temporarily becomes the main character. He is resurrected both times, though in the latter case he stays dead for seven years because he believes Earth is safer without him since he attracts villains.
* Dragon Ball Z: The Funimation dub and the Viz manga have used this trope.
* Dragon Ball Z: The History of Trunks as a result from fighting the androids (pictured above).
* Dragon Ball Z: The History of Trunks as he finally breaks the Super Saiyan barrier.
* Dragon Ball Z: The History of Trunks: In his final battle with the Androids, Gohan briefly loses them by blasting the ground and making smoke.
* Dragon Ball Z: The History of Trunks, she told her brother to stop since there won't be anyone left for her to kill and wants the humans to live long enough to last. In general, even though both siblings more or less rule the planet, 18 seems at least partly concerned with keeping their human "subjects" alive so that they can have their fun killing them presumably forever.
* Dragon Ball Z the manga so they just explicitly state whenever something will happen for example "Transformed at Last!! Son Goku, the Legendary Super Saiyan".
* Dragon Ball Z the mountain, which was a lot more than Piccolo expected.
* Dragon Ball Z, the planet Namek has three suns shining on it from all sides, keeping it in perpetual daylight. The same goes for the Supreme Kai's planet, which has even more suns.
* Dragon Ball Z there are Gohan and Videl with their daughter Pan, and Bulma and Vegeta with their second child, Bra/Bulla.
* Dragon Ball Z, there are some people who ship opposite-sex twins Androids 17 and 18 together. Also, there are the pairings of "Son-cest" (various incestuous pairings within Goku's family) and Vegeta/Trunks or Vegeta/Future Trunks. There's not a lot of it but Vegeta/Bra exists too.
* Dragon Ball Z: The Return of Cooler in effect, and they are handily curb-stomped.
* Dragon Ball Z: The Return of Cooler when he saves Goku from being choked to death by Cooler.
* Dragon Ball Z, the Saiyans' tails are their weak point. If you hold onto their tails, they are in so much pain it immobilizes them (e.g., Goku, Gohan, and Raditz). Subverted later, when it turns out that Vegeta and Nappa don't have this shortcoming (because of their training). When the Z Fighters made a break for their tails, it ended up backfiring because it didn't immobilize the Saiyans like they expected, leaving them open targets. Played straight later, though, when Yajirobe cuts off Vegeta's tail to return him to human form after he'd transformed into his Great Ape form.
* Dragon Ball Z the son of Goku, who won the World Martial Arts Tournament before her father Mister Satan came along. Gohan's classmates discover that he's the Saiyaman at the Tournament when he walks out in public without his head covering (having accidentally lost it when he went Super Saiyan backstage).
* Dragon Ball Z: The Tree of Might allows his Crusher Corps soldiers a life of freedom and luxury, and openly encourages them in their efforts to grow stronger.
* Dragon Ball Z: The Tree of Might supplementary material released alongside it.
* Dragon Ball Z: The Tree of Might: Turles gloated a lot at first. He gets angrier as the movie progresses and more or less drops this by the final showdown.

* Dragon Ball Z: The Tree of Might, which sucks all of the energy out of a planet, which can then be consumed by eating the fruit it produces.
* Dragon Ball Z the under-16 division. The best part is that they actually fight pretty competently, holding their own against Android 18 for a good while (it helps that they are both ridiculously strong, so unlike most kids in this list, they would have no problem carrying each other). Everyone just writes "Mighty Mask" off as a weirdo with a lumpy torso and unusually short limbs who talks to himself a lot (and they completely fail to notice the eyeholes Goten poked in the suit). Master Roshi is sharp enough to figure things out early on and 18 catches on when the boys decide to go Super Saiyan, but nobody else figures it out until 18 exposes the boys by cutting through their costume with a Destructo Disc, getting them disqualified.
* Dragon Ball Z: The World's Strongest, allowing him to battle Goku personally.
* Dragon Ball Z, they all get brought back anyway. The only character to die permanently is Android 16, due to being fully mechanical.
* Dragon Ball Z, they end up developing a brotherly respect for one another.
* Dragon Ball Z. They first meet when Gohan attended public school for the first time. She's at first weirded out by Gohan due to his awkward social skills and freakish strength. However, she starts to get feelings for Gohan during their training for the 25th World Tournament, and even cut her hair after Gohan suggested her to. Videl eventually falls in love when Gohan reluctantly revealed that he was the one who defeated Cell and not Mr. Satan, Videl's father. They end up married and have a daughter.
* Dragon Ball Z they spent so much time to prefect is off-balance without a fifth member.
* Dragon Ball Z they wanted to. Thankfully because Namekians are peaceful by nature, they instead choose to live with Bulma at Capsule Corp, learning about Earth's culture and activities, in exchange for allowing the Z Fighters to use their Dragon Balls to wish their friends back to life.
* Dragon Ball Z. This doesn't explain how it continues to be a planet now, of course.
* Dragon Ball Z, this is a big desire for Krillin, who ends up dating a very dumb girl called Maron. Fortunately, he finds love in the series' redeemed villain Android 18.
* Dragon Ball Z, this is implied to be the reasoning behind Vegeta and Bulma's eventual hookup. She nurses him back to health after he overexerts himself during training.
* Dragon Ball Z. This is more likely a censorship reasons, since the Cell Juniors don't explode in the manga and you see their crushed heads torn into pieces in detail.
* Dragon Ball Z this tournament's prize money and a cut of all future prize money he ever earns.
* Dragon Ball Z: This was pretty much everyone's reaction (in-universe and out) to the idea that Bulma and Vegeta would end up together. Especially during the Android/Cell saga, where Vegeta more or less ignores Bulma's very existence despite having fathered her child. Future Trunks, however, thinks he has an inkling:
* Dragon Ball Z (though #18 arguably had already essentially switched sides by then; it was more of a Loner Face Turn), and both formerly villainous parties act the same way: they don't show it much, but they actually care.
* Dragon Ball Z. Though they get less and less aloof as the series goes on, though. It eventually gets to the point where they're hanging out at parties and playing karaoke with the other fighters.
* Dragon Ball Z, though they probably don't expect any reward for what they do, after Cell is defeated by the Z warriors everyone thinks Mr. Satan (Hercule) did it, a city is named after him, etc.
* Dragon Ball Z", thus calling more attention to the original episodes.
* Dragon Ball Z timeline. She invented a time machine to send Trunks to the past and find a way to kill the androids.
* Dragon Ball Z to a T, having black sclerae and white (for Evil Buu) or red (for Super Buu and Kid Buu) irises.

* Dragonball Z to defeat Majin Buu. Vegeta often gets outraged whenever Goku does or says something stupid while Goku just remains nice and friendly to his arch-rival.
* Dragon Ball Z to determine who fights. Despite their comedic quirks, the Ginyu Force do prove that they are Frieza's strongest warriors, nearly killing the main characters before Goku arrives.
* Dragon Ball Z to get Babadi to target him, thus making him a Judas in the sense of the trope.
* Dragon Ball Z took special care to delete every frame where a hit connected and replace it with a sloppily-drawn star on a black background. (And in a show where the main draw are the big fights, it's not hard to understand why this was so horrible.)
* Dragon Ball Z, Toonami made sure to avert this by constantly rerunning past episodes and storylines in order when they ran out of new episodes to run. At one point they ran the show 15 times a week, with 2 episodes every weekday: one new episode, and one rerun, both from different parts of the story, and then marathoning the 5 new episodes again on Saturday. The show was also made widely available on VHS and DVD in "saga" sets diving the show's almost-300 episodes into 14 chunks, making things a bit easier to follow. It apparently worked, because the show was a huge success in the US, despite very few American fans watching the show from the very beginning.
* Dragon Ball Z to use against Vegeta. Krillin throws it, Vegeta dodges and the bomb flies at Gohan, who then repels the attack back towards Vegeta. He thinks he's in the clear, but then Vegeta gets broad-sided by the attack.
* Dragon Ball Z. Trunks and Krillin destroy it, to make doubly sure no more of Gero’s creations can appear to seek revenge.
* Dragon Ball Z: Trunks blasts Vegeta into the distance so that he can have time to kill Cell before he absorbs Android 18. We get a lovely twinkle out of it. The situation and the music provide a nice contrast to the lighthearted celebration inspired when it happens in Pokemon.
* Dragon Ball Z, Trunks is Vegeta and Bulma's son from 20 years in the future and goes back in time to warn the Z Fighters that they have three years until a pair of androids built by Dr. Gero-a mad scientist with a grudge against Goku and his friends-are unleashed, and begin their killing spree by murdering all of Goku's friends and family (With the exception of Bulma, Trunks, Gohan, and Goku, the latter of whom was killed by a heart virus that Future Trunks also came with a warning about).
* Dragon Ball Z. Unlike any of Buu's previous forms, he has no dialogue (no playful songs, no one-liners, no monologuing on his superiority) except for maniacal laughter as he kills people and blows up planets for fun.
* Dragon Ball Z uses this quite often, mainly with Babidi, Frieza, and Vegeta.
* Dragonball Z: Usually Cell, but other characters get in on the act, too, especially when they're explaining the science behind some of what's taking place.
* Dragon Ball Z usually keeps its fourth wall unbroken, but late in the manga Gohan abruptly looks at the camera and explains why Krillin suddenly has hair.
* Dragon Ball Z, Vegeta and #18 fly towards a highway where they land on top of several trucks and continue to brawl.
* Dragonball Z, Vegeta and Goku are the last of the Saiyans, so Goku asks Krillin to spare Vegeta's life. If Goku could change, so could Veggie, right?
* Dragon Ball Z: Vegeta does this to Krillin in one of the Frieza saga episodes.
* Dragon Ball Z, Vegeta embraces his son, Trunks, and says "I want you to know that... you have made me proud."
* Dragon Ball Z, Vegeta gives us this line after he and Nappa utterly destroy some real estate upon landing in the middle of a crowded city:
* Dragon Ball Z, Vegeta knocks Goku, Trunks and Goten out (in that order) to keep them from fighting Buu.
* Dragon Ball Z, Vegeta saves Gohan and Krillin in this manner in their fight against Guldo. Despite being significantly stronger than him, the two Earthlings find themselves trapped by Guldo's time-stoppage abilities, and he is about to

finish them off when Vegeta jumps in and slices Guldo's head clean off.
* Dragon Ball Z Vegeta vents his frustration by shouting "KUSOOOOOOO!" ("SHIIIIIIIIT!") so loudly it crumbles the mountain he's standing on.
* Dragon Ball Z Videl), but they all exist now thanks to Trunks' time traveling.
* Dragon Ball Z, Videl is almost disqualified when she accidentally breaks Spopovitch's neck, making it appear that he has died. The match continues after Spopovitch stands up and rights his head, showing that he was unharmed.
* Dragon Ball Z) Videl is sort-of like this to her dad, Mr. Satan/Hercule. Mr. Satan at least thinks so. On her part, it's quite subverted. Though in the tournament arc she is shown to have a lot of pride at being Satan's daughter, seeing him as a great fighter.
* Dragon Ball Z video "Gather Together! Goku's World" that was released for the Terebikko, Goku meets with his younger self when the gang were time traveling. Trunks stops Goku from interacting with his younger self to prevent a paradox.
* Dragon Ball Z was all powerful. What's weird is that this happens in less than a generation, and the in-universe explanation is never given.
* Dragon Ball Z was originally going to have Android 19 and Android 20 be the androids from the future. When they appear, they are instead mistaken for the androids from the future.
* Dragon Ball Z we learn about Frieza and all of his elite crew, who each are more powerful than the both of them combined.
* Dragon Ball Z were also loose adaptations of series events, and were repeatedly implied to be set in the same continuity as one another.
* Dragon Ball Z: When Earth's Dragon Balls revive all of Freeza's victims on Namek, Vegeta claws his way out of the grave Goku dug for him. As the entire planet is crumbling into a lava-ridden wasteland thanks to Freeza, he's briefly unsure whether he's alive or in Hell.
* Dragon Ball Z when Frieza traps Goku inside an impact-sensitive energy ball and then spikes him into the ground, most believe that the hero's death is imminent until it is discovered that he outran the explosion and the two were just toying with each other.
* Dragonball Z, when Goku decides to use the Spirit Bomb at the end of the Buu saga, he admits that he forgot about it. But there's a few good reasons for that:
* Dragon Ball Z. When Goku doesn't have the energy to push the Spirit Bomb to destroy Buu, Vegeta tries to get Mr. Satan to talk the people of Earth into giving more energy, and Mr. Satan refuses, because it would probably kill them (as they had already donated their energy to form the Spirit Bomb in the first place). Vegeta angrily points out that if it wasn't for his plan to use the Namekian Dragon Balls to wish back Earth and its people, they'd all still be dead... and then Vegeta realizes that they still have a wish left, which they use to restore Goku's energy.
* Dragon Ball Z when Goku is fighting Cell, while powering up he goes on to make the exact same movements he does during the anime's first opening theme song, with the key difference being that here he's in Super Saiyan form.
* Dragon Ball Z: when Goku starts suffering from a viral heart infection, it goes under the radar as simple shortness of breath at first. As he fights Android 19, however, the shortness of breath and subsequent exhaustion become worse, and he starts to clutch at his chest as it hurts.
* Dragon Ball Z when Goku starts training with whom he believes to be King Kai. When the real Kai shows up, he is rather amused at the stranger imitating his pet monkey.
* Dragon Ball Z when Gotenks is fighting Super Buu inside the Hyperbolic Time Chamber, he spends a great deal of time giving a speech to his kamikaze ghosts. Piccolo then informs Gotenks of Buu, who is very nonchalantly sipping on an impressive looking drink while reading a magazine.
* Dragon Ball Z when he interrupts filming in a movie about the Great Saiyaman. The director and actors mistake him for a meddling stunt double. They only realize it's the real deal when, after being rejected, he flies away — dragging a huge crane behind him, no less.

* Dragon Ball Z, when in the Japanese he sounds more like a jovial old man.
* Dragon Ball Z when Mr. Satan attempts to invoke this. The survivors of Kid Buu's rampage have been teleported to the Supreme Kai's planet to escape Kid Buu blowing up the Earth, but Mr. Satan doesn't notice and thinks he is still on Earth. He then thinks he is in a dream because there is more than one moon in the sky and he recites "facts" like nobody is stronger than him and beings like Buu and the Kais don't exist. Thinking that if he is in a dream, he'll be able to fly, he leaps off a cliff and painfully crashes.
* Dragon Ball Z when Piccolo calls out Cell for absorbing many people before getting into Androids 17 and 18.
* Dragon Ball Z, when Raditz blows Piccolo's arm off. There's a couple of reddish-orange drops, but that's it.
* Dragon Ball Z, when Super Buu is frustrated enough, he can scream so hard it tears holes in the barrier between dimensions.
* Dragon Ball Z, when Super Vegetto is fighting Super Buu. Buu, enraged at the fact that he is clearly outclassed, gets so angry he lets out an enormous cloud of steam, then laughs at Vegetto, mocking him for not being able to hit what he can't see. Unfortunately, Vegetto dives into the cloud and proceeds to brutally pummel him — the cloud of steam looking exactly like a regular Big Ball of Violence minus the little stars and spirals.
* Dragon Ball Z when the Earth warriors make their final stand against Cell each of them muse about how they were change into better people because of Goku and Gohan's good hearts and kindness.
* Dragon Ball Z, when the King's army tries to defeat Cell. Unfortunately for them, it turns out to be the 'Entire Army Vaporized' variant, because Cell is just that sadistic.
* Dragon Ball Z when Vegeta in his Oozaru form was breaking his bones while screaming in pain.
* Dragon Ball Z: When Vegeta is killed by Frieza, Goku buries him on the spot with a few understanding words. In the English dub, the eulogy is a bit more long-winded.
* Dragon Ball Z, whereas in the original English dubs he straight-up sounds like an elderly lady, until Kai finally replaced Linda Young with Chris Ayres, who gives a perfomance very similar to the original.
* Dragon Ball Z, where Goku is searching for the martial arts master King Kai and wrongly assumes twice that strangers he's met are the person he is looking for (one of whom is a woman).
* Dragon Ball Z, where, upon meeting a normal monkey, Goku instantly assumed him to be the legendary Kaioh, and spent a while fooling around with him before the Kaioh - who himself could easily qualify for this trope under different circumstances, what with how he looks and acts - shows up.
* Dragon Ball Z, which annoyed him even more, as he was reaching his sixties and was one of the strongest beings in the universe.
* Dragon Ball Z, which only leaves a handful of survivors on the surface of the Earth, mainly those skilled and/or lucky enough to dodge it.
* Dragon Ball Z while those in the present timeline were more interested in petty crimes and causing trouble, rarely using lethal force against any who tried to stop them, and viewing the hunt for Son Goku as a "game." But for both versions, they caused mayhem because (1) they were bored and (2) nobody was powerful enough to stop them.
* Dragon Ball Z. While Vegeta is the prince of Saiyans, his home planet was destroyed, and he had spent the majority of his life working under Frieza. Bulma, on the other hand, is the heiress to Capsule Corporation, one of the biggest companies on Earth, and has never been stripped of her wealth like Vegeta was.
* Dragon Ball Z, while we see what it's like from the point of view of Buu's victims, no one knows what happens to the androids after they are absorbed by Cell.
* Dragon Ball Z, who are effectively the Red Ribbon Army on a cosmic scale, and with several more levels of competence. Controlling 70% of the universe unopposed, the leaders and generals are not only remorseless killers, but among the strongest

fighters in the universe.
* Dragon Ball Z who committed planetary genocide for profit. When Goku learned that he is a Saiyan, he initially denounced his race and wanted nothing to do with them. After the events of Namek, he does embrace his Saiyan heritage, although he makes a point to say that he's a Saiyan raised on Earth.
* Dragon Ball Z with Frieza's final form, Androids 17 and 18 being teenagers, Cell's final transformation, Fat Buu, and finally Kid Buu. You would think they'd learn that appearances mean nothing in this series and it is often the most unassuming villains that are the most dangerous.
* Dragon Ball Z, with the exception of his desire to kill Goku, which appears to have been hard-programmed into him.
* Dragon Ball Z (with the inability of thinking straight as a Second Grade being what led Vegeta to be defeated by Cell).
* Dragon Ballz Wrath Of The Dragon that Trunks is jealous of Goten for having an older brother.
* Dragon Ball Z, you know they are going to find the Dragon Balls and wish them back sooner or later, no matter what the odds are.
* Dragon Ball Z you would swear Videl was Chi-Chi's child, rather than Gohan and Goten.
* Dragon Ball Z. Zarbon is much stronger than Dodoria, but they seem to function as relative equals. There's also Captain Ginyu, leader of his elite forces, but Freeza doesn't send for him until Dodoria's dead - and Zarbon's gone the same way by the time Ginyu arrives.
* Dragon become sentient in the process, but it rebuilds itself into the shape of a gigantic sphinx, with sails mounted laterally for wings and a separated bridge/head that floats above its shoulders, turning side to side to 'look' at things or deliver a lightning-blast roar.
* Dragon Below Trilogy are the only ones who ever actually manage to understand what he is saying), and listening to it for too long is probably going to drive you stark raving mad anyway.
* Dragon Below trilogy flinches and corrects them every time someone mentions his family name.
* Dragon, Ben "Dex" Poindexter, attack multiple respected institutions (namely, a newspaper office and a church) and kill or maim numerous civilians there while wearing a Daredevil costume in order to turn the press and the public against Matt's superhero identity as well.
* Dragon Blade and she now considers herself his wife. As he takes a swig of alcohol, by the time he turns back she has already stripped naked. Huo An spit-takes into a brasero, promptly putting the spirit on fire.
* Dragonblade isn't clear on the details of the relationship between his parents, the hero Shadowmage and the villainess Witch Queen, and he's happier not knowing.
* Dragon Blade: Some of the police, UA students and faculty see Toushiro's actions against the Hollows, Nomu, and Arrancar as this. In a way they are right since Toushiro's status as a Captain of the Gotei 13 allows him to execute traitors and threats against humanity without a trial. For the crime of corrupting souls and working with those that threaten humanity, Toushiro kills All For One on the spot.
* Dragon Blaze, why not go for all the top tier characters by spending real money?
* Dragon Blood and sometimes he'd like people to know what will happen to them if they threaten his loved ones.
* Dragon Blood at the time, and everyone thought he was mentally retarded.
* Dragon Blooded, almost literally, chew the scenery when they use a lot of 'mana', because their anima banners start doing damage to everything within a few yards. Accordingly, they tend to furnish their homes with sculpture and heavy stone furniture, so they don't have to buy a new couch every time someone gets pissed off.
* Dragon-Blood have it even worse. Even the Dragon-Blood book goes out of its way to point out that one Terrestrial in a mixed game is a bad idea; the Terrestrial Exalted are intended to work as a team, and outnumber the whole host of all Celestial Exalted nearly 30:1 for

* Dragon Blood. The people would have to stand in a line to claim dibs on killing him.
* Dragon Blood, there are lots of shippers on board and ship the main couple. Before they become a couple. Which makes things a bit awkward. This goes so far that people even consider a possible marriage in political debates, in the hearing range of the not-yet-couple.
* Dragon Blood: Tisala relied on this trope when she joined a conspiracy against the king, as he could not so easily kill a woman of noble birth without it being noticed. It ...didn't really work as she intended.
* Dragon Blood to share a tent with the woman he's in love with ... for perfectly rational reasons, of course. It is simply the most efficient tent-sharing option. Or so they tell him. He's a bit shy about it, but his lover likes the idea.
* Dragon Bones a couple of times. He suffers from PTSD and is magically bound to do as he is ordered by his master, which causes him severe pain if he can't do what he's been told to do. If he feels really bad, he usually curls up on the floor.
* Dragon Bones after his father nearly killed him in a particularly violent beating. He can use a sword, too, and does so frequently, but he's also a good actor and uses this talent whenever he faces a situation where brute force is not enough. Among other things, he is good at pretending to be obsessed with reclaiming castle Hurog, to the point of being happy to work together with the people who tortured his brother if they can give him his birthright back. He actually does want the castle very much, it's his home and the magic there calls for him, but he wouldn't kill his relatives over it.
* Dragon Bones after the dragons that once lived there. When the dragons left, the dwarves left, too, and while powerful magic still exists (but is hard to come by), there hasn't been a magic user born in bloodline of Hurog in a couple of centuries. It is strongly implied that this has, somehow, to do with the lack of dragons.
* Dragon Bones. Alive. Even those who were harmed by the man who is fed to the beast (and made to watch by the villain) are shocked by the cruelty.
* Dragon Bones. Alizon, the king's half-brother is described as very handsome, tall and slender like a wolf, and, occasionally, dark-haired. He dyes his hair, which is apparently already going grey, and seems fond of trying out new colors.
* Dragon Bones, all the lovers of Queen Tehedra are killed by her husband Jakoven. It's not that he's jealous, he's gay and shares his bed with young men. He just wants to torment her, and/or prevent her lovers from gaining any political influence. It is implied that he orders the young men to start an affair with her in the first place. The Queen herself is a kind woman, and mourns the fates of her lovers, but is unable to do anything about it, as if she complained, she would be the next person found dead.
* Dragon Bones: All those who haven't previously killed someone are deeply disturbed by having to do so. The protagonist is disturbed when he notices that he enjoys fighting - he is aware that this is a sign of sociopathy, and he doesn't want to become like his father. He later tries to comfort his brother, who is a bit embarrassed, by mentioning that there are skilled warriors who get sick after each battle. PTSD is mentioned as something that happens to soldiers.
* Dragon Bones, and also a skilled fighter, so more or less everyone who beats him is this trope, in comparison to him, at least.
* Dragon Bones and the ladies at court, a (World Class Beauty). And then there's Tisala, who has a face that would be average for a man, but some consider her ugly. Ward sees her as Ugly Cute, he acknowledges that she's no beauty, but is fascinated with her anyway.
* Dragon Bones, and the woman turns out to be a traitor. It doesn't develop into an actual relationship before it becomes clear who is with the villains, though.
* Dragon Bones anymore, at some point, even though she's right beside him.
* Dragon bones are specifically mentioned as a very different and much stronger material than Terran animals' bones, and larger dragons don't move much when they don't need to. Then again, they are alien enough to generate lots of concentrated phosphine without any harm.
* Dragon Bones, as her hair is already grey, but she is the half-sister of Ward's

mother, who gave birth to him when she was about sixteen, and therefore could be about thirty-six. Though of course Stala could be a lot older than her sister, being illegitimate.
* Dragon Bones, Aunt Stala is of unspecified age, has grey hair, and is armsmaster of the Blue Guard of castle Hurog. She taught the protagonist, Ward, everything he knows about fighting and strategy and is a better fighter than both his father and he, who are both known for their fighting skills. (Implicitly, the only reason she got no higher position is that she's a woman.)
* Dragon Bones, Beckram is called out by his brother on the fact that he has an affair with a woman who could be their mother, age-wise. His defense is pointing out that she's very beautiful, which the brother must grudgingly admit, is true. His brother also complains that he's been hearing sex noises from Beckram's room since they were teenagers and Beckram seduced their mother's lady-in-waiting, who, presumably, was their mother's age, so that seems to be a habit.
* Dragon Bones by drugging herself with herbal potions so often that her mind isn't clear even when she's sober. She did this to escape her bleak reality, with her abusive husband who would also beat and almost kill her children. It is said that now "She only hears what she wants to hear." Escapism is also used as literary device; instead of someone being tortured, the readers gets to see only dream sequences, which the protagonist is implied to be hallucinating while his brother is being tortured to make him talk.
* Dragon Bones by Patricia Briggs, the heroes find a heap of dead bodies that have visibly been used for blood magic, having runes cut into the skin. They give them a proper burial by burning the corpses and singing prayers.
* Dragon Bones by way of throwing him in an unfortunate location. Ward gives the horse a pat on the back, and a bucket of oats. (His uncle wants to put the horse to death, but it is not for him to decide.) The father was abusive, and Ward doesn't mourn him at all.
* Dragon Bones do the opposite, as he can make himself invisible, but is never seen actually doing so) It is also mentioned that the lady-in-waiting, whom he likes, always finds her knitting needles just where she looks first, even if she forgot them in a different room.
* Dragon Bones, Erdrick is extremely nervous about his twin brother's affair with the queen. However, everyone else knows the affair to be an open secret, and Beckram tells Erdrick that he was ordered to sleep with the queen by the king himself. (It is not clear whether the king's affairs with men are even an open secret, or no secret at all, as everyone in the country knows it. Everyone. Well, maybe except innocent Erdrick.) There's also the bastard offspring of the lords of Hurog—everyone knows what it means when someone is introduced as "distant cousin" of house Hurog.
* Dragon Bones Erdrick mentions that he has heard sex noises from his brother's room since they were teenagers and his brother seduced their mother's lady-in-waiting. Unfortunately they're twins, and Erdrick gets into embarassing situations when women mistake him for his brother Beckram, the ladies' man.
* Dragon Bones (especially because he is a slave to whoever rightfully owns the castle at the time), and he tried to get himself killed for real centuries ago.
* Dragon Bones. Even worse, he abused Muellen and the kids, so he's adding insult to injury.
* Dragon Bones for letting people in and out, and it is against their nature to stay closed.
* Dragon Bones for the past seven years, which even estranged his younger brother.
* Dragon Bones going already. It's for a completely innocent reason — Ward needs something to blindfold himself, so it's not as if he would be able to see anything, anyway.
* Dragon Bones has glowing rocks, which are implied to have been made by dwarves.
* Dragon Bones, he doesn't lose his balance at all but picks her up to carry her around.
* Dragon Bones He feels it if the castle is damaged, can see everything in it, and can make doors lead to places where they shouldn't be able to lead, such as

directly from a cave deep under the castle to the protagonist's bedroom. He does have a body, which is not his actual body, but a magical copy that his father gave him because "it amused him" - this fact enabled all owners of castle Hurog to inflict pain on Oreg if they wished to punish him. And it is implied that many of them wished to do so. Made worse by the fact that Oreg can't commit suicide, only his current owner can kill him.
* Dragon Bones his owner tells him to. He has no choice, as the ring must go from Ward's father to Ward, Oreg can't keep it. Ward doesn't learn about all the implications until later.
* Dragon Bones, immortal Oreg goes undercover as a cousin of the protagonist. When someone mentions a temple where mages are required to serve as mind-controlled slaves, he explains that the mind-control is not necessary, and that, in fact, this other deity is very content with free mage priests ... the problem is that the temple of the god he mentions has been destroyed for hundreds of years. When that is pointed out, he quickly explains that he's "very interested in history" and "sometimes lives more in the past than the present".
* Dragon Bones, in ancient times, and apparently knew that a slave who is magically compelled to do anything he's ordered to do, would try to commit suicide sooner or later. That's why the slave can only be killed by his owner.
* Dragon Bones insult the man whose brother was just fed to the monster, and claims the brother deserved it. Just to make sure no one will suspect him when the prisoners mysteriously vanish from their cells...
* Dragon Bones, inverts this. After he managed to lure a stallion where he wanted him by leading a mare into the enclosure, something that is suspiciously clever, he proclaims with childlike pride "The horses may be stronger, but I am smarter!", which convinces everyone that, indeed, he must be stupid.
* Dragon Bones is not entirely clear, but it doesn't really make a difference, as Oreg obviously experiences the same pain as during the original event. Ward, who witnesses it, doesn't want to touch Oreg's bleeding body, either, and gently touches his head instead, as that's the only uninjured part.
* Dragon Bones It is never made entirely clear whether it was Oreg himself who made him do that, as Ward is touching a dragon skeleton at the time. The spell is broken after Ward answers.
* Dragon Bones It may have something to do with the fact that they both have dragon blood, dragons in this setting being sentient creatures that can communicate with humans ... why would that ability be limited to humans?
* Dragon Bones Justified in that the drug used is explicitly magical in nature.
* Dragon Bones made him do it. (As it is a fantasy setting, he could have been magically compelled to do it.)
* Dragon Bones manages to put a facade of pity and affection over a "I know where your family lives" threat. It makes it all even creepier.
* Dragon Bones of castle Hurog, Oreg, likes Ciarra, and protects her in subtle ways. She also seems to be the one person he has always been visible to. (Usually he can only be seen by his master, the owner of castle Hurog.)
* Dragon Bones of the castle Ward grew up in) doing magic feels to him like something filling the empty spaces in his soul where his home used to be.
* Dragon Bones Of Ward's (potential) love interests, Tisala is by far the more heroic one.
* Dragon Bones, Oreg and Ward run a long distance, from the harbor town to Hurog land, to warn the inhabitants of castle Hurog that the villain wants to invade the castle. Even more heroic because Ward has been wounded in a fight beforehand. He sleeps for days afterwards, but that might be due to the other events after the run.
* Dragon Bones, Oreg begs for Ward's forgiveness a couple of times. It's not necessary, Ward is a hero and rather confused by it, but Oreg has been a slave for most of his life, and it's a habit.
* Dragon Bones, Oreg is implied to not have to eat or breathe - he's immortal unless he's killed by the current owner of the ring to which he's bound. Suicide is not an option, so implicitly starving and drowning can't happen. He probably

doesn't need sleep, either.
* Dragon Bones, Oreg is near-immortal, so he doesn't need to eat. When he pretends to be a normal human being, he can eat to avoid suspicion.
* Dragon Bones Oreg patches up Ward at least once. One time using his own shirt as a bandage.
* Dragon Bones sadistic, and has to be held back in order to achieve his long-term villainous goals. He also has a big, scary monster, that is held under control by several wizards.
* Dragon Bones sister Ciarra, who is, well, mute, and easily scared, and brother Tosten who attempted suicide, and whom Ward took away from the family castle to ensure his survival. (The rest of the family thinks Tosten ran away and is likely dead).
* Dragon Bones, so he has a right to be there. It's just that Ward doesn't know about him when they first meet, and he is often unexpectedly present in Ward's room when Ward returns there.
* Dragon Bones Somewhere inside, there's a scared boy who just wants himself and his siblings to be safe and happy, but that's not easily achieved.
* Dragon Bones Stala, but her ancestry wasn't up to his standards (she was a bastard, apparently), so he settled for her much more delicate (half)sister, whom he didn't respect and mistreated horribly because he viewed her as "weak".
* Dragon Bones: Stala is a master swordswoman, who surpasses men much taller and stronger than she, and is therefore the trainer and head of the guard of Hurog. Her pupils Ward and Tosten, at one point in the story, show off their prowess by fighting each other with their eyes closed. The more mature adults in the group are not amused, but it ends well, proving how good both of them are.
* Dragon Bones that age, or younger, too, especially when he's frightened.
* Dragon Bones, that changes, and in the end, it is all about thwarting the villain's plan.
* Dragon Bones, that was how Ward's father got rid of Ward's grandfather. Not a real battle, though, they were fighting some bandits at the time.
* Dragon Bones the actual death of the man.(Or she just wanted him to suffer ... as she doesn't talk, that's not quite clear. She's a bit upset afterwards) Her brother Tosten doesn't fare much better, but they both get used to the bandit-hunting after a time.
* Dragon Bones, the father of the protagonist married for convenience. He despises his wife and cheats on her with her illegitimate half-sister, whom he didn't want to marry because she's considered a commoner. On his deathbed, he says that he regrets his choice and should have married the illegitimate sister. In the presence of his wife, whom he abused throughout the marriage.
* Dragon Bones, the heroes asked for entry into a castle. As they're from Shavig, and the people in Oranstone (where they are) consider them barbarians, there is some teasing on both sides. Ward is handed an apple by his companions, and eats it while talking to the guards.
* Dragon Bones the heroes encounter a group of bandits who are about to start with the raping. They stop them there, so that the bandits never get around to the pillaging and burning. However, they later see some villages that weren't as lucky. The situation is thus that it is actually warfare, but the high king who should protect the villagers claims it's just some random bandits who have nothing to do with the neighbouring country. This is not good for his reputation—his subjects tolerated a lot of his misbehaviour, but not protecting them means they're better off without him ...
* Dragon Bones, the heroes look at the wall paintings in an ancient temple. Some of them are erotic, and the heroes speculate whether that's even anatomically possible. And "I don't want to be that man when she loses her balance".
* Dragon Bones The only thing left to do is remove the bodies of the enemies, and repair the damage.
* Dragon Bones the outgoing ladies' man Beckram frequently gets his bookish, rather shy twin brother Erdrick to pretend to be him at boring formal occasions so that he can go partying elsewhere. Much to Erdrick's embarassment, Beckram's lady love

tends to get very familiar with him in public.
* Dragon Bones, the protagonist lives in Shavig, which is in the north, and has very cold winters. Towards the south, the climate becomes more temperate. It seems that the map only shows the northern part of the world, (the equivalent of Europe), so there could be a North Pole, and a South Pole somewhere.
* Dragon Bones the protagonists find some ancient paintings in a temple ruin, and take a special interest in one where the people seem to have "lots of fun". Ward comments that some of the positions seem quite dangerously acrobatic. Oreg replies that, maybe, it is worth the risk.
* Dragon Bones There is also Queen Tehedra's affair with Beckram - she is very fond of him, but not romantically in love. He is a ladies' man who likes her, but not more.
* Dragon Bones, there is Bastilla, the slave, who turns out to have been working for the enemy all along. There's also Landislaw, but that's not as big a surprise, as his morality is portrayed as quite questionable from the beginning, and he never works together with the heroes.
* Dragon Bones, this is the normal modus operandi of backstabbing nobles (if they don't literally stab backs, that is). The king locked his younger brother up in an asylum for insane nobles, to prevent competition.
* Dragon Bones, to gain power to defeat the invaders. He did succeed at keeping Hurog, but the dragons left, and Hurog has had bad luck ever since, with salt polluting the once fertile fields, and the magic of the place being tainted ... and the dwarves, who had been friendly with the Hurog family beforehand, left, and with them, their wealth left, too.
* Dragon Bones to seem harmless enough that his abusive father won't murder him out of paranoia.)
* Dragon Bones, Tosten feels he has no one else to rely on and lashes out when he fears that protection is taken away from him.
* Dragon Bones to the castle can manifest a human body that is surprisingly warm and unghostly.
* Dragon Bones Very awkward. Ward pretended to not have understood his father's drunk talking.
* Dragon Bones villains who thought they were in a detective novel, where leaving the potential witness alive would indeed be cleverer.
* Dragon Bones, Ward affectionately calls his sister Ciarra "brat." Later on, he asks Tisala (a noblewoman whom he hardly knows at that time) whether he can shorten her name to "Tissa" or "Lally". Her answer?
* Dragon Bones Ward, and his younger sister Ciarra, who is so small she looks more like twelve than her actual age of sixteen. They usually greet each other by her jumping onto him to hug him, and his picking her up and whirling her around.
* Dragon Bones, Ward gets into an awkward situation when he forgets the name of a noblewoman and has to introduce her to his friends. He could call her Lady [Estate] or Lady [Husband] where he comes from, but such is not appropriate in her country. He opts for the simple solution of admitting that he forgot her name, aware that this is likely to cause less offense. As the circumstances of the first introduction were less than perfect, he is easily forgiven and her husband introduces her a second time.
* Dragon Bones, Ward has to ask an ally to hit him over the head with a chamber pot, as part of a plan to make himself look like he had nothing to do with the escape of some prisoners. He doesn't have to ask twice, as said ally is a bit angry at him at the moment.
* Dragon Bones, Ward has to get home in time to tell his uncle that castle Hurog needs to be evacuated.
* Dragon Bones Ward inherits not only one, but two of those when his father dies. Axiel is more the standard variety, a valet who is also a good fighter, while Oreg is not only trained as an assassin, he's also a powerful mage and a kind of ghost who is magically bound to a ring.
* Dragon Bones Ward is flirted with by an attractive woman, and rejects her, on the grounds that he would be just a toy to her (he knows she's sleeping with other men

and her offer is just about no-strings-attached sex).
* Dragon Bones: Ward often does this when Oreg compliments him. One time, it is because Ward thinks of himself as playing a role, and Oreg's admiration for his personality is actually targeted at the mask. Another time, he dismisses Oreg's compliments in his inner monologue because Oreg is his slave. (Ward didn't ask for that, he inherited him. Oreg can't be freed, so Ward is stuck with him. He treats him like an additional sibling most of the time, but he remembers that Oreg is a slave whenever he does slave-like things, like saying positive things about his master)
* Dragon Bones: Ward reveals that once, on a hunting trip where he was alone with his father, his father got drunk and bragged about having killed Ward's grandfather (his father) with an arrow to the back, which was disguised as a hunting accident. Ward was savvy enough to pretend to not have understood it, but still suspects that this incident might have something to do with his father's excessive physical violence towards him.
* Dragon Bones: Ward sarcastically tells Oreg that he'll kill his (Ward's) uncle, who, after all, is the last obstacle in his way to power. Oreg doesn't get the sarcasm, and Ward is so heartbroken about it that it takes him days to mention the topic again and make clear that, of course, he was being sarcastic.
* Dragon Bones, Ward swoons over Tisala. He acknowledges that she's not what most men would call beauty, describing at length that her hair is short, her face and hands scarred, and her nose is, strictly speaking, a bit too long ... but he's smitten with her. Scars and all, she's so fascinating that he hardly looks at anyone else.
* Dragon Bones, Ward's younger sister Ciarra only curtsies after being told so, and then she rolls her eyes before doing it — despite her living in a world where that's normal, she seems to find it silly. She's a bit of a wild child and not very interested in courtly manners. Even when she does curtsy, Ward notes she does it more like a lady-in-waiting than a proper lady.
* Dragon Bones Ward treats his sister Ciarra as tagalong kid, even though she's just three years younger than he is. (She's sixteen, which would make her an adult in many cultures.) She is mute, which may contribute to this. Of course, she's technically the only kid who tags along; Ward is on the run from the authorities, the proper adults in the group are his father's valet and the stable master, who just accompany him out of loyalty, and a runaway slave who has her own reasons for running away.
* Dragon Bones when Oreg tells him that he's basically property, and has been treated as such by many of his previous owners.
* Dragon Bones, when trying to commit suicide because his abusive father drove him to it, Tosten either fails to slit his arms open in the correct way, or the interruption by his brother Ward is what causes him to survive. After Ward takes him to a different city and apprentices him to a cooper, Tosten runs away from there and becomes a quite successful bard, music having always been his passion.
* Dragon Bones: When Ward's abusive father dies, nobody celebrates in an inappropriate way, but almost no one is sad, either. The house ghost Oreg (actually a magically-bound immortal slave) gives Ward and his younger sister Ciarra new clothes for the funeral. While the clothes are an appropriate dark blue and might be an attempt to ingratiate himself with his new master Ward, they are also very beautiful and would have made a nice present for a more conventionally joyful occasion.
* Dragon Bones), who belongs to some noblemen that have come to Ward to ask for help in catching her. Ward asks him if he has given her enough to eat and warm blankets.
* Dragon Bones, who has just been introduced as point of view character when he is killed off.
* Dragonboobs!!! In 3.5, they had an excuse: Dragonborn were created by magical religious ritual from humanoid volunteers, who kept attributes from what they used to be after being transformed (so a dwarf would become a short and stocky Dragonborn, and a female would usually have two visible bumps on the upper part of

the torso). This was changed to Dragonborn being a proper race of their own in 4E, but they still kept the 'humanoids modified to look draconic' appearance, including the mammary-endowed females.
* Dragon Booster episode "Pride Of The Hero." It starts with them getting into a fight at the racetrack, this soon escalates to Artha talking Moordyrd into riding Beau, then their little feud gets out of control when Moordyrd uses a bonemark on Beau. The episode ends with both Artha and Moordyrd realizing their mistakes or as Artha puts it, "Think about that, I will".
* Dragon Booster Moordryd Payyn. Sometimes it crosses into mild horror when a person was caught between two or more energy whips at once. And the pained yells anyone made when their energy started draining.
* Dragon Booster. The cars are in this case dragons, and the tracks are utterly insane given that they are being raced by living creatures.
* Dragon Booster was also aimed at boys, with only a smattering of female characters. The message board which provided the nexus point for most of the fandom, however, has a substantial female population.
* Dragon Booster, where not only are the main cast all 16 or under (Moordryd being debatably 17), no one even mentions that Artha's 10 year old brother is going on the adventures with the group. Possibly explained by the only adults we see being Artha and Moordryd's fathers, and officials that are presumably upper class, but it's strange to only see adults in situations that simply could not be done by children (security heads and teachers), and no one thinks it's strange for the Down City racers to be primarily under 20.
* Dragonbored: An obsessive gamer's RPG character being accidentally summoned into the real world, where he subsequently gets promoted over the player at work and woos his dissatisfied girlfriend away. The gamer then manages to recreate the event to get himself into the game world, which doesn't go as well as he hoped.
* Dragonbored has Karl hurl a witche's head he found in his oven (Jimbroth said that is has some mystical abilities and mistook the stove for a chest to store it in) from his apartment balcony into the nearby fishing pond.
* Dragonbored Only Taylin shows genuine concern for Carl, but even then he doesn't do much more than lecture him about his personal habits.
* Dragonbored to be convincingly sold as the pathetic waste-of-space the writers want us to think he is.
* Dragonbored when LeBron spends roughly 30 seconds expounding on how Carl has become a detriment to the company, finishing by comparing him to a cancerous growth on the company's anus. He then says "I know he's behind me," turns, and continues unleashing his venom on Carl.
* Dragonborn becoming a Thane. It's mostly a ceremonial title, but one of the perks is the ability to force guards to overlook any bounty that you might have on your head. It only works if your crimes are minor, though.
* Dragonborn before meeting him, due to having done something that Neloth himself tried to do for years without success.
* Dragonborn combining two extremely dangerous foes. See those three naked men running at you? That's your cue to get the heck out of dodge before they transform.
* Dragonborn doing this when you defeat him first atop the Throat of The World is what causes an uproar amongst the other dragons, which eventually is what piqued Odahviing's interest in the Dragonborn in the first place.
* Dragonborn, one of the houses on Solstheim has a bookcase passage in the cellar.
* Dragon Boy, was about a strong young boy named Tanton escorting a snooty princess back to her home country. When she's not whining or insulting Tanton, she's cowering in fear of whatever comes their way.
* Dragon bursts into laughter when he hears the Straw Hats annihilate the World Government's flag.
* Dragon by Aaron Williams. At one point Floyd and his friends accidentally get between an elvish ambush and a dwarven ambush. The reason the two sides are ambushing each other is never elaborated on beyond the fact they're elves and dwarves, and that's what they do.
* Dragon called the "Charlatan", which gains various abilities to fake magical

powers, either through making spells cast through items appear to be cast by you personally, faking the results with alchemical items, or placebo effect.
* Dragon Cave, in most cases, the offspring of two dragons will be one of the parents' species. Only a handful of specific pairings can produce hybrids, and even with those pairings hybrids aren't guaranteed; they can still produce either one species or the other.
* Dragon Cave that are just as comically out of place. The source of both is unknown, but one wonders what fate has befallen the chickens' parents, living so close to a cave full of dragons and all...
* Dragon Cave, the 2011 Halloween dragon were the Shadow Walkers, dragons which can move among the shadow realm.
* Dragon Cave weave beautiful fantasies and daydreams, which they drop from their magical clouds to humans down below. People who live nearby are stated to have to be careful not to let their mind wander because they could end up spending days in a dreamstate, and it's implied that the dragons' powers can have these type of effects.
* Dragoncharm, Gossamer uses the relationship she has with Fortune to cut through the Basilisk's mind-control of Fortune and retrieve the Seed of Charm from his jaws before the Basilisk can make him crush it. The act of taking it from him is like a kiss.
* Dragoncharm has one, after a fashion. Although Barker isn't an army dragon he's a dedicated activist in the run-up to the war between the Naturals and the Charmed.
* Dragoncharm. The Charmed are magic-wielders and generally sculpt their bodies into more elegant forms and pretty colours. The Naturals are technically wyverns and are generally variations on brown and other natural colours. The leader of the Charmed chooses to colour himself brown, perhaps as a form of diplomacy or respect towards the Naturals.
* Dragon City and his daughter Batdragongirl both fit this trope as they're parodies of Batman and Batgirl (respectively).
* Dragon City, Erin finds out that her friend Natasha is the alternate universe version of herself, but with brown scales instead of blue. She was temporarily stuck, but when she got back, she found out that she had been declared dead, so spends most of her time in the main universe.
* Dragon City, Erin's friend Natasha reveals herself to an alternate universe counterpart despite Erin having blue scales and Natasha having brown.
* Dragon City has obliterated the fourth wall of Dragon City. Her family members try to remain blissfully unaware that they're in a comic, but Erin keeps bringing it up and often gets in trouble for it. It's gotten so bad for Erin, in fact, that at one point she has a hard time remembering one of her cousins because they've had very few onscreen interactions.
* Dragon City, Natasha was a brown version of Erin, but she was later discovered to be an alternate universe version of Erin, so it doesn't really count.
* Dragon Colonel Dovchenko, who is played by the Moscow-born Igor Jijikine and speaks Russian without an accent. The character's last name indicates Ukrainian origins, though.
* Dragon column "Dungeon Mastery" was occasionally illustrated by a comic strip that used the trope. The "real world" of the players was in a more realistic art style than the world of the game, but they were recognisably the same people.
* Dragon Commander is a bastard child of the King of Rivellon and an ancient dragon; albeit one who seduced the king while in human form. In-game, the Commander can morph into a massive dragon to aid his armies in battle.
* Dragon Crisis!, all of which have retractable wings of various colors from the moment they hatch. Although identical to humans save for the wings and a small mark on their hands, they can turn into full-on dragons if they need to.
* Dragon Crisis!, Rose can only speak one or two words at first, but a full night of watching TV makes her very fluent in Japanese.
* Dragon Crisis!, the hero's sister brings back a Lost Precious that's a painting, only for the girls to all get sucked in. Turns out, there's a serial killer wandering around in there...and he may have gotten out when they finally escaped...

* DragonCrown. In the first, a prophecy is made in Elven, then translated into English. It doesn't rhyme in the slightest, in either language, nor was it expected to.
* Dragon Crown War is averted as gunpowder and cannons are invented in the prequel and the technology becomes increasingly widespread over the course of the main trilogy.
* Dragon, Cussler, on a lark, had himself as a guy competing with Dirk Pitt at a race. Cussler figured his editor would get a chuckle out of it and then change the character's name. He was astounded it ended up in the published version and readers loved it.
* Dragon descended from water elementals with the power to befriend marine animals, especially dolphins.
* Dragon Dice, all races have access to the eponymous dragons by summoning them through magic. Most races have some form of flying cavalry or monster in addition to having access to dragons.
* Dragon Dice, and have access to any of the magic in the game that isn't race-specific by adapting the type of terrain they're located at - a degree of adaptability that no other race in the game shares.
* Dragon Dice has an entire playable race of Amazons. The only race in the setting created directly and solely by the male deity, they can be played as either an entire army of Amazons, or as an elite maneuver/ranged combat unit in a larger force.
* Dragon Dice has a setting that features races engaging in war between forces aligned with Nature and forces aligned with Death from a few generations after the creation of the first race throughout recorded history — most of the younger races in the game setting were created expressly to engage in the ongoing war.
* Dragon Dice, skeletons are one of the basic undead troop types - they move faster than zombies, but do less damage and are less capable of absorbing damage.
* Dragon Dice that the setting is engaged in. Instead of giving up, the Scalders found that there was a whole lot of fun to be had in a warring world — there were plenty of things (and people) to burn or drown, as the race is comprised of elemental fire and water.
* Dragon Dice, the Amazon race has access to one male unit - he is their most powerful melee unit and sports a distinctly Herculean beard...
* Dragon Dice. They are composed of the elements of earth and fire, have beards, are expert craftsmen and miners, live in the mountains, wield axes, and wear horned helms... Oh, and their cavalry ride on giant lizards and mammoths, just for a change of pace.
* Dragon Dice uses magic of the four classical elements — Air, Water, Earth, and Fire — and a fifth, Death. The dice representing units in the game have access to magic based on the colors of plastic that compose the die with blue representing Air, green representing Water, gold representing Earth, red representing Fire, and Black representing Death. There are two additional colors — white, which represents an affinity for all elements, dependent upon the terrain that the white die is located at, and ivory, which represents and affinity for life, though there are no ivory exclusive spells.
* Dragon different types: a cone of searing energy, a burst of blinding power, or a deadly blade of pure energy.
* Dragon Disciples are slowly turning into a half-dragon with every level. The epic variant of the class can further the process into a full dragon!
* Dragon Drive the good-but-disreputable character Rockaku has an eye blinded by a scar (and his dragon has a matching scar). This scar represents the character's grief, anger, and thirst for vengeance for his best friend's death, and it is these emotions that make the character disreputable (getting drunk, lying to friends, diving into battle without strategy).
* Dragon Drive. Well, he's not as small as a few others, and he turns into a much bigger dragon later, but still.
* Dragon Dropped": Rarity is seen several time examining gemstones with an eye loupe, both in flashback and present.

* Dragondrums, in that Sebell, nautically inexperienced, doesn't react when warned to get out of the way of the boom. Fortunately for him, Menolly yanks him out of the way just in time.
* Dragondrums opens with Piemur's voice cracking during rehearsal. It's puberty, to his distress, since singing's his only real skill as a Harper (he does catch on quite well with drums, though).
* Dragondrums the generally jovial and kind Masterharper Robinton denies the dying Lord Holder Meron pain medication because the man refuses to name an heir and would gladly leave the land up for grabs from his many male heirs. Robinton justifies refusing the healer near Meron because he said Robinton could do "nothing to him." And that is what Robinton gives the man.
* Dragon, due to him being a giant stuffed animal, that can somehow move and compete in matches.
* Dragon Empires. Developed in 2001, with a release planned for 2002, then pushed to 2003, the game was cancelled in 2004.
* Dragonetz was crusading and saw some thugs about to rape a woman after killing her husband. They ripped open her dress and the surprise they found was great enough for Dragonetz to kill them with ease.
* Dragon Eye, when the villains are created when the D-Virus changes them into a monster known as a Dracule. Anyone infected loses their identity and goes on a killing spree. Only a few, (about one in a hundred/thousand) have the antibody resistance that changes chance of infection from 100% to 10-0.1%.
* DragonFable and prevent it from happening by completely wiping out the Cyklon infestation in one go.
* DragonFable by the Bread Zombies in the Necropolis' cafeteria who want "GRAINS...GRAINS..."
* DragonFable, get chased by a Casper lookalike through a hallway of doors.
* DragonFable has burn scars that nearly cover his face in Chapter 2. However, he's mostly on the here's side during that chapter, whereas he was evil previously, so they could fall in the "mark of shame" category for what he'd done.
* Dragonfable has one in the Final Showdown after Nythera asks a question.
* DragonFable inflicted the Dreaded Chickencow upon the world. Head, wings, breast, and front legs of a chicken, hindquarters of a cow; all of which adds up to the meat industries' dreams manifested in flesh.
* DragonFable: In the ArchKnight epilogue, the Princess of Light gives Ash a wedgie after he tries to kiss her.
* DragonFable is now 85. Players who used hacks to achieve Level 100 have reported that, as expected, the door really doesn't open. This hasn't stopped new players from posting theory threads on the forums constantly, though, thinking they've discovered something new.
* DragonFable; it's essentially an ice-themed variant on Death Knight, with blue irises, appropriately enough.
* DragonFable, one of the most powerful villains faced in early stages of the game's development had been Xan the Pyromancer, a fire-bending mage whose power had been amplified through his use of an artifact called the Pyronomicon. It was a powerful spellbook that focused on the user's ability to manipulate fire.
* DragonFable's third Book is all about a group called The Rose. They believe that magic is more dangerous than useful and therefore try to convince the people of Lore to stop using it entirely. When this doesn't work, they force them to do so. So far, the group's pretty successful - even the king, Alteon the Great, supports their cause.
* DragonFable? That's easy — just keep an eye out for lamp posts, columns, trees, and other vertically-oriented structures placed in the foreground. Apparently, structures in the foreground come with some kind of force field magic that makes it impossible to simply walk past them.
* DragonFable, the destruction of Serenity's soul is so absolute that if an alternate universe version of Serenity visited the Dragon Fable world, she'd cease to exist too.
* DragonFable the Grand finale of the Tomix Saga ends in this. Also in a Nythera

quest, The Storm, but Warlic gets better.
* DragonFable them!), and you are unable to access 'Titan Dragon' missions (which are the best for level grinding, natch);
* DragonFable: Warlic will, when asked, inform the player why his nickname is "the Blue Mage".
* Dragonfable, which is advertising on this site, your mentor/mission control-ish character Warlic is revealed to have one. After a long "war" in which players have to collectively whittle down the huge number of enemies(standard practice), the generals confront his spoiled apprentice, who killed him and stole his power, and a fight occurs with the player controlling the apprentice. Now, normally the fight screen has a list of all your abilities with the mana cost, like "15", on the corner. In this fight, you start out with zero mana, and all the mana costs say things like "-350." When your mana meter fills, you DIE. After the apprentice realizes that Warlic was right in that she can't control his power, she resurrects him and apologizes. He forgives her and uses his power to scare off the generals, who happen to be GODS.
* DragonFable. You can either wield them as-is, or you can have Artix purify them to turn them into Destiny Weapons.
* Dragon Factory Joe and Grace start in the shower and then proceed to demolish his room with their vigorous lovemaking. This happens just before they go on a dangerous mission.
* Dragon Factory. Rich, perfectly beautiful, intelligent, well-educated and well-dressed, like to surround themselves with beauty - even their secret facility is surrounded by a garden. They are also utterly immoral, use stolen research to create transgenic monsters (and soldiers), and (especially Hecate) kill people for pleasure.
* Dragon Fantasy games are named Harry and Sally. The former became a ghost after a mine caved in, and Sally ends up loving him more than before.
* Dragon Fantasy lost all of his hair as a teenager in a fight against a dragon, and remains bald 30 years later when the game begins.
* Dragon Fantasy, who remains otherwise bald after fighting a dragon as a teenager.
* Dragon Fate — making him think that they're his loyal servants, while manipulating him into aiding their plans to decimate and enslave the dragon race.
* Dragon features a glowing black talking sword that Elan wanted Vaarsuvius to identify. When the elf told him to come back later, the sword said that it was cool, no problem, and hey, want to go kill some people while we wait?
* Dragonfire" has a scene in which Kane's face is melting. However, it's obvious that a wax figurine was used.
* "Dragonfire". He's an ultra-low-temperature humanoid alien who can't endure above-freezing conditions, and whose ungloved touch can freeze someone to death within seconds.
* Dragonfire", Kane's men gear up with some in preparation for the "ANT hunt".
* Dragon Fire spell. This will kill you, your companions, and the dragon, and probably blow away a chunk of Silmaria in the process, but the game over screen says you did save Silmaria from destruction from the Dragon of Doom.
* Dragon, first on his back tearing away his armour plates, then his ruined and completely insane remains in the Maelstrom, a whirlpool so big that it takes a significant part of the world map. In Mists of Pandaria, it is against Garrosh Hellscream, the leader for one of the two player factions, taking place in the Horde capital, Orgrimmar. In Legion, it’s against the giant demon Sargeras, who leads the Burning Legion. In Battle for Azeroth, it’s against N'Zoth, the last living Old God and the one who corrupted Sylvanus into becoming a tyrant.
* Dragonflight anything, so how was she supposed to know it was important? If he had ever bothered to mention that being able to speak to all dragons was a rare gift, she would have told him sooner!
* Dragonflight, Lessa bandages up the wound F'lar received while dueling in her defense. Despite the fact that she does not like or trust him, she can't help but notice his rippling muscles, etc. Sexual tension ensues.
* Dragonflight, who begins the book as a filth-encrusted drudge, gets this after a

vigorous bath and acquires something of a bathing fetish thereafter. This trope is actually quoted by F'lar.
* Dragonfly, Joe's dead wife tries to reach him through the terminally ill children she cared for in the hospital. They begin drawing unnervingly similar pictures of rainbows (which they say are "loud"), and squiggly crosses which appear to be (but are not) dragonflies.
* Dragonfly nymphs have an extensible second pair of mandibles used to grab prey, otherwise kept tucked under their actual feeding mandibles.
* DragonflyTV was put into commercial syndication as a cheap E/I-compliant program, the host segments were cut, all of the copyrighted songs were replaced with generic music, and the theme song was changed.
* Dragon Flyz — Sky Dancers. However, this only applies to the toyline, since the
* Dragon Flyz: The only remaining (massive) human city on Earth floats above the lava that covers the world.
* DragonForce (Founding vocalist ZP Theart grew up in South Africa before moving to the UK in his late teens)
* DragonForce mention this: "The Fire Still Burns" ("And all the stars fall around the world tonight") and "Revolution Deathsquad" ("And the stars fall on the horizon/Onwards and up through the pain"). "Black Winter Night" also has the sun going dark in the sky and the world freezing into "visions of ice".
* Dragon Force, only appearing physically long enough to throw a punch at her opponent.
* Dragonforce's Operation Ground and Pound, intercut with the guitarists battling on a console game (and humourously, vocalist ZP Theart looking bored and drinking tea). Due to the nature of the genre, this setup is likely used in many power/speed/thrash metal videos. The Darkness's video for I Believe In A Thing Called Love also involved a laser-firing guitar solo, though this time it's used to fend off an alien trying to destroy the spaceship the band are in.
* DragonForce's "Strike of the Ninja" is a version of "Feel the Fire" by DragonForce side project Shadow Warriors.
* DragonForce the tour went so poorly is because the technician they hired was wildly incompetent: Barely tuning the band's gear or not tuning it at all, and technical issues were so common it permanently colored the view of the band for years. They've since re-hired their techs, and undergo significant preparations before every tour to ensure it doesn't happen again.
* DragonForce uses fantasy imagery because it's cool. Rhapsody composed a
* DragonForce video "Herman Li is Cool" exaggerates Herman's accent by making him speak like this.
* DragonForce where you take a shot every time the singer says "glory" or "glorious".
* Dragonforce, which they make minor key changes on and present as a different one.
* Dragon from Russia anime, has it's protagonist wearing a white mask during his assassinations.
* Dragon gained his inspiration by being fey-touched and Nostradamus was empowered by the Red Death.
* Dragon Galatico of the Bolivian New Extreme Order has yin yang symbols all over his ring gear.
* Dragon Garrow Lee, another fan mangaka who was officially brought into Dragon Ball to pen
* Dragon Gate and Full Impact Pro (until ROH broke off from the WWN in 2009).
* Dragon Gate as "two guys/teams come out, they do 75,000 moves as fast as they can in a 10 minute span, and then at a random point, one of them is pinned."
* Dragon Gate by way of a one-on-one match, BxB Hulk, ended up being the winner.
* Dragon Gate calls himself H.A.G.E of Evil (hage is Japanese for bald).
* Dragon Gate, dropped the baseball fan part of it and became a full time alcoholic who carried bottles of beer and sake to the ring with him.
* Dragon Gate from Kaientai Dojo. He attributed it to having met PSYCHO many years before in Mexico.

* Dragon Gate had made his EVOLVE Debut! He swiftly deals with Ahtu, who will not be seen in the promotion for the rest of the year, before declaring his intentions to destroy every boy, actor and wannabe wrestler who was disgracing his profession!
* Dragon Gate proclaimed DGUSA the past and expressed a desire to see EVOLVE replace it completely before abandoning The Open The United Gate he held with Rich Swann.
* Dragon Gate roster skews shorter and leaner than most, even in Japan, and there are only one or two true heavyweights on the roster at any time; this means that while Don Fujii or Ben-K easily exemplify the trope in a vacuum, they are not short by DG standards. Even so, El Lindaman is notable for being about 5'3" but powerful and well-built — his thighs are enormous and he deals primarily in suplexes and judo throws. Peter Kaasa, for his brief tenure, was around the same height, and while his style was high-flying, he had a massively muscled physique and great strength.
* Dragon Gate's "Prime Zone" webcast and "Infinity" television show are sometimes referred to as "B Shows", since they air matches from other events.
* Dragon Gate. Taku Iwasa and Raimu Mishima took Western names (becoming Michael Iwasa and Daniel Mishima), dyed their hair blond, wore American flag patterned singlets, and engaged in acts of cheating commonly seen in mainstream American wrestling. They were later joined by Johnson and Jackson Florida, who were also played by Japanese wrestlers (Takayuki Yagi and Koji Shishido, respectively) but at least wore masks.
* Dragon Gate that Shingo's rival BxB Hulk was able to survive three of them.
* Dragon Gate theme song names frequently run along this trope, with names like WILD DRANK HUSKEY (Don Fujii) and KICK START THE ELEPHANT (Yasushi Kanda). Yes, they spell the song names in ALLCAPS.
* Dragon Gate. The standard wrestlers still win, 9 times out of 10 against the more unconventional foes, but the fact that they can even put up a fight, and technically even have a belt to challenge for in the Open The Owarai Gate, is still weird.
* Dragon Gate, this became his new look as Yosuke (loves) Santa Maria.
* Dragon Gate USA accused AR Fox of being an example of this trope and were greatly dismayed that he was teaming with their desired prospect, Uhaa Nation.
* Dragon Gate USA and dedicated much of their time to mocking him over it.
* Dragon Gate USA. Bryan Alvarez likened this peculiarity of Dragon Gate USA singles matches to a live-action fighting game.
* Dragon Gate website, was enlisted by the promotion to help set up their first tour of the United States. In an interview, he told a short story about how CIMA, the promotion's top draw, called him at 2 a.m. one night.
* Dragon Gate wrestler Gamma, who writes his name in foreign letters but not in all caps.
* Dragon gets relieved of his head) but there's one awesome scene where Jonas Quinn teleports from underwater. When the effect finishes, there's a nice cylindrical column of water surrounding him as he arrives at the destination teleporter, which immediately falls away once nothing's holding it together.
* dragon girlfriend, by the appearance of their many donkey-dragon hybrid kids. Aww.
* Dragon Goes House-Hunting. And if that isn't self-explanatory enough, the cover art is a dragon reading a book titled "Buying Your First Home (Without Failing)."
* Dragon Goes House-Hunting has Pip/Piyovelt, whose screech is loud enough knock out adventurers.
* Dragon Goes House-Hunting is set in a world where everyone have designated level and corresponding stats, and one is required to show their "Stat cards" when filing official documents. Sometimes, when two parties encounter each other, a typical turn-based battle screen appears, complete with the Fight/Flee/Item/etc. command options.
* Dragon Goes House-Hunting: Pip is an adorable baby bird, but he's capable of letting out a cry so strong it causes grown men to faint. Unlike most examples of this trope, he typically only uses this ability deliberately.

* Dragon Goes House-Hunting series that revolves around a dragon's humble goal to find a home. He is helped in his quest by Dearia, an elf who runs an architect/realtor firm, and meets various fantasy creatures and monsters who live and work like regular humans (e.g. Dearia's builders and contractors have regular 9-to-5 hours). And while Letty often has to deal with heroes/adventurers trying to capture and/or kill him for glory and body parts, his main concern, aside from finding a suitable home, is to earn enough money to pay for Dearia's services, buy food for his adopted child, and pay income taxes.
* Dragon Goes House-Hunting's plot begins when Letty is kicked out from his home for allowing a dragon egg to get stolen on his watch. The rest of the series is about his adventures to find a new home to live in.
* Dragon Goes House-Hunting, the eponymous dragon gets captured by a group of humans and made to fight in the "monster death battle" arena. However, the fights are actually rigged, with the monsters and the showrunner working in cahoots to ensure the maximum profits for the owner, so the gladiators actually live in luxury.
* Dragon Half: A giant, winged demon tries to disguise himself by putting on a pair of glasses. Nobody is fooled for a moment.
* Dragon Half almost completely ran on this trope. Nobody even comes close to posing a challenge for Mink, but it's so goofy that nobody cares.
* Dragon Half. At one point in the second episode, a new character appears to proclaim the main heroine his implacable rival. He gives an impressive rant about what she's supposedly done to him... and she has no idea what he's talking about. He pulls out a TV set and a tape of the first episode to show her, only to find that all his scenes were cut by the editor. This prompts another rant.
* Dragon Half by Mink's friends, but ignored by Mink... who then proceeds to give it to Dick Saucer, who is thus unwittingly victim to this (and who blames Mink for it, naturally).
* Dragon Half Fin, when she immediately punches him out of the ring while covering herself with one arm. In the OVA it's played with further, when Mink gets a little overexcited at the sight of her friends cheering at the victory, causing her to throw her arms into the air and show her assets to the crowd.
* Dragon Half form...) Mink wants to become human too, even though she's almost completely human except her wings, tail and horns (and super-strength), but this is mainly because her love interest is an overzealous dragon slayer.
* Dragon Half - he's had everything below his neck replaced with magical bionics by a friendly blacksmith. Except his head. (He even had his flying mount replaced with a robotic version, although this was necessary because the Good Guys ate the original.)
* Dragon Half how someone hatched from an egg has a belly button. The series also features Mink's rival Vina, who has a Human Dad and a Slime Mom.
* Dragon Half into a humanoid form but tends to break it when she becomes angry especially if the object of her rage is her philandering, lecherous, human husband.
* Dragon Half is this starting from his second encounter with Mink. By the third, he's little more than a head that plugs into various robotic chassis, something which never helps him in his fights, because no matter how powerful a body he finds, it still can't make up for the fact that he's an idiot.
* Dragon Half Mink why she has a belly button if she hatched from an egg.
* Dragon Half OVA, where one villain from the manga realizes that all of his backstory was left out of the adaptation, as seen in the page quote above.
* Dragon Half porn stashes to protect the real cache from his (literally) draconic wife.
* Dragon Half, Rosario and Vina independently summon up monsters and send them to kill Mink, describing her as having horns, wings, and a tail. Since both monsters also meet this description, they end up killing each other before running into Mink.
* Dragon Half starts the series trying to murder Mink's father so that he can marry Mink's mother. This at least will result in Mink's mother be available for marriage, though it's missing steps on how to make her interested in marrying the

person responsible for her husband's death. After the King first encounters Mink, he discards that plan in favor of trying to kill Mink instead, a plan which makes even less sense in light of the ultimate goal.
* Dragon Half. Strangely, at first Rosario accidentally inhaled and got the dart stuck in his tongue, but nothing ever came of this.
* Dragon Half, the Brutal Killer Martial Arts Tournament is like this. Any weapon or tactic is allowed. The winner must either kill his opponent or put the King's seal on his forehead.
* Dragon Half the destruction of his village and everyone in it because he had snuck out that night to go to the local make-out point.
* Dragon Half. Vina later uses a picture of Mig in said undies as blackmail material.
* Dragon Half were cancelled after the mangaka was busted for drug possession.
* Dragon Half, when Rosario first appears to the King in a mysterious cloud of mist. The angle changes and the audience can see that behind him is a bucket labeled "dry ice".
* Dragonheart 3, has a wall separating the two cultures/countries of the two main characters.
* Dragonheart, a dragon can bestow part of its heart on a person, making him immortal — so long as the dragon lives.
* Dragonheart, a fact which really wasn't set up and adds little to the story.
* Dragonheart, and decides to frame it around the adventures of the protagonist Bowen. Not a book per se, but as the film takes place in a time before novels were common, it otherwise fits.
* Dragonheart and Dennis Quaid's characters in both versions, respectively.
* Dragonheart: A New Beginning Roland trips and gets a face full of stable mud.
* Dragonheart at her when she tries to convince them to rebel against the king. Bowen taunts her about the mud, and she responds by smearing a smashed watermelon in his face.
* Dragonheart, Bowen's first thought is that the dragon he hunted must already be dead, and does not figure out that Draco is that dragon until they travel to Avalon together.
* Dragonheart, Bowen (who is a knight in a real sense) goes through this twice. He has to go against (and ultimately abandon) his quest to kill all dragons when he has finally killed all but one of them and is forced to strike up an alliance with said sole survivor and become a con artist. He then goes on to questions his own codes of honour when he discovers that his pupil, the young King Einon did not have his nature poisoned by Draco's tampering with his heart but merely exploited Bowen for his skills in swordsmanship and became evil of his own volition.
* Dragonheart, director Rob Cohen is Draco's singing voice. He also makes an appearance in the second con scene (the one where the water is too shallow): he is the villager that walks out and says "Meat!" first.
* Dragonheart Draco serves as Einon's soul jar. By Draco giving him part of his heart, Einon regenerates all wounds he suffers unless Draco himself is killed.
* Dragonheart, Draco tells his friend Bowen to kill him because it's the only way to truly defeat King Einon. After much hesitation Bowen does so, and afterwards Draco's body vanishes in a ball of light as his soul ascends into the Dragon's Heaven, (the constellation Draco) where Brother Gilbert's closing narration states that in times of trouble Draco's star shined out with particular brightness as he watched over his friends and their subjects.
* Dragonheart features a prophecy where an ancient evil will take hold of the land using a dragon's heart when a two-tailed comet blazes across the sky.
* Dragonheart has the literal knight Bowen and Kara, the rebellious peasant girl with whom he falls in love. Their holding these roles to each other is made more explicit in the novelization of the movie.
* Dragonheart. Like the Garry Shandling example above, it has a lot to do with his often over-the-top facial expressions.
* Dragonheart more than he might've dared, had he remained an ordinary mortal.
* Dragonheart's father some ten years earlier, and just didn't want to get involved

again. Having a dragon on their side changed their minds.
* Dragonheart the best of the "dragon" movies, and acknowledges that it isn't saying much.
* Dragonheart, when Bowen says that his breath is foul after sitting in his mouth for several hours.
* Dragonheart, where a long-forgotten dragon egg hatches, and an evil dragon who was in hiding reveals himself. The young dragon, Drake, beats the evil one, but it's suggested that there may be more dragons still out there.
* Dragon Heart, with Draco attacking a village and Bowen pretending to slay him.
* Dragonheart, with the knight Bowen standing in the dragon's mouth, sword pointed up. If the dragon bites down, the sword goes through his brain. If Bowen stabs the dragon, his jaw comes down.
* dragon. He is very upset to wake up to realize that he is the last of his kind and that thousands of years have passed while he slumbered.
* Dragon Heroes, rubies can be earned through free play, or you could buy some right now and fill up your party with premium characters and gear.
* Dragon Heroes, water enemies are likely to cause a confusion status, reversing the left and right movement.
* Dragon", he stands there and repeatedly soaks the best shots of almost the entire cast (Angel, Wesley, Gunn, and Lorne), effortlessly bouncing flurries of punches, axe strikes, sword blows, bullets, and shotgun slugs, before casually throwing them through walls or off buildings.
* Dragon he wears a simple black cloak like all the other Ringwraiths.
* Dragon Hill, while the dragon Ethelbert uses ones of a blue colouration.
* Dragon him, he screams like a little girl and immediately tries to make a break for it.
* Dragonholder was this type of writer. The biographer (her son and later co-author, Todd) recounts an incident when Anne's then-husband found her weeping over the fate of one of her protagonists, and she explained that she just killed off her hero. He suggested that since she was the author, she could change it, and she replied, "No, I had to. That's how the story goes." Todd observes in the narrative that his father had walked away shaking his head, and that his inability to respect Anne's creative process was a strong indication of why their marriage eventually fell apart.
* Dragon Horn Hunter. She has become a remorseless killing machine and has forgotten her past and original purpose.
* Dragon Hunter can not only dual-wield but fight off multiple people at once with two swords.
* Dragon Hunters, a type of Dragon resembling a huge, four-legged spider who can transform into people he touched. One episode revolves around such a Dragon terrorizing a small community and taking the form of the mayor's daughter after kidnapping the real deal, obsessed with becoming "a real human".
* Dragon Hunters comes in too, he slams Gwizdo between the door and the wall.
* Dragon Hunters from "Billy Thoughnut" reappears in "Farewell Lian-Chu" and "By the Book" as a minor antagonist.
* Dragon Hunters, Gwidzo is presented as charismatic and moderately attractive. The 2008 film adaptation portrays him as grimy and unpleasant, even having him describe himself as "mean and ugly" during a breakdown.
* Dragon Hunters, Lian-Chu, has massive body and arms, but very small and thin legs.
* Dragon Hunters (the main characters hunt dragons, which is a generic term for a lot of different monsters with various abilities), that each dragon has a vulnerability. Finding it is often what takes most of the fights against them.
* Dragon Hunters whose main attack is a hurricane-strength Vacuum Mouth. As it's a skeleton, it certainly has no stomach; instead, everything blown into its mouth disappear in a vortex of white light. It threatens to do so to the protagonists several times; they're only saved by desperately clinging to its teeth.
* Dragonica. It allows players to sell most in-game items for cash points instead of the standard currency.

* Dragon-in-Chief: A Dragon that is a greater threat than the Big Bad himself.
* Dragon-in-Chief: The second-in-command is a more capable and active threat than the main villain.
* Dragon-in-Distress, gets Princess Florinara Tansimasa Qasilava Delagordune's name wrong. No surprise. However, he actually gets it right later.
* Dragon-in-Distress has Sir George, who is trying to rescue his dragon. The irony comes from his namesake: St. George (Famed for being a dragonslayer.).
* Dragon-in-Distress she be called by her full name. Good luck with that.
* Dragon in Exile, Nelirikk, a career soldier turned bodyguard, carrying four handguns, six knives, crowd control explosives, arm-chains and razor wire — and this is his basic everyday complement when he's not expecting trouble.
* dragon in spite of her ancestry, her only explanation is "Dragon-ness is recessive."
* Dragon is a greedy miser who becomes a sheet phantom upon dying, and like any, seeks a human host to transform into a Sheet Ghoul. Eventually, he succeeds by slaying a female thief who tries to rob his house. He's a little irked at first upon finding himself in a woman's body, but then he figures, "Eh, better than nothing" and goes about his business. Being, by that point, an undead monstrosity that no longer had any biological functions (such as a sex drive) probably meant that it didn't make a lot of difference.
* Dragon is a wizard describing to his fellows how he used a spell to occupy a troglodyte's body in order to learn more about them. Throughout his story, a heckler in the audience criticizes the illusions he uses to illustrate his findings. At the end, the wizard admits he was unable to reverse the spell, and has been using magic to animate his unconscious body from the "illusionary" troglodyte.
* Dragon is famous for arriving at every battle in a brand-new powered-armor.
* Dragon Island Blue. So ultimately, an evolution-line based on a combination of a pun and the whole 'they look like they're wearing tuxedos' bit.
* Dragonite are portrayed as noble, wise, and peaceful Pokémon despite being extremely powerful and
* Dragonite is little better. It's notable that in a species known for being
* Dragonite wasn't used in Gen 3 OU because Salamence had the exact same typing, was faster, and had higher offensive stats, making Salamence the better option.
* Dragon. Its beauty attracts those to touch and embrace the shining golden cup, and ultimatly causes them to turn into a statue of gold. It turned the tratorous companion into a gold statue, along with an entire camp of bandits. Niall was informed of the nature of the cup, and kept it in a blanket. High priest Hurazin attempted to invoke the true nature of the cup to claim a God, only to be captured.
* Dragon Jousters book, Kiron finally finds his long-lost mother. Who then proceeds to spend the rest of the book nagging him to marry the girl she picked out for him and reclaim the family farm. The fact that Kiron is already engaged, is a close personal friend of the new king, and is now head of an entire branch of the military (And dragons can't just be casually passed to a new Jouster as a cavalry horse can, which makes retiring to pursue a different career difficult), which effectively makes him high-end nobility, is irrelevant. Finally, at the end of the book, both Kiron and the girl his mother wants him to marry (Who likes him, but doesn't want to marry him, and wants to do more with her life than rebuild a farm) both tell her to shut up.
* Dragon Jousters in order to drain them for power to fuel their spells. After enough draining, the victims either die or end up stripped of their powers.
* Dragon Jousters, Kiron needs to hide Aket-ten from the Magi. He pulls her into a shrine to the goddess of lovers, throws his cloak over her, pushes her to her knees in front of the statue, and kneels himself. The Magus in charge of the squad looks in, "sees" a pair of lovers praying, and leaves without Aket-ten.
* Dragon Jousters marry the oldest set of female twins among the royal clans. Kaleth and Marit fall deeply in love with each other, but Toreth and Nofret... well, Toreth states openly that he would never interfere with Nofret seeking pleasure elsewhere, and sees no reason why she would interfere with his pleasures. Part of the Magis' plans to take over Alta involve establishing themselves as a

fake royal clan, declaring two of their members twins, and forcing a marriage between them and Marit/Nofret once Toreth is murdered and Kaleth disgraced.
* Dragon Jousters novels, Ari is about to say something that would ruin his relationship with Nofret. Kiron kicks Ari before foot-in-mouth ensues.
* Dragon Jousters, the Magi were deliberately encouraging the war between Alta and Tia to continue, since they were using the death of the soldiers fighting in it to extend their lifespans and that of the Altan rulers. Later on, Magi that were forced to flee Alta went to Tia and did the same for the Tian king. Also, the Magi were draining the priests/acolytes that were 'god-touched' in order to power their spells, which eventually killed the priests/acolytes or stripped them of their powers.
* Dragon Keepers who enslaves magical creatures and kills harmless and intelligent dragons for purely selfish reasons (to drink their magical blood) while the princess he saved is an evil witch. The dragon from the original tale tells his own side of the story, in which he was a benevolent sorcerer betrayed and killed by George.
* Dragon Kingdom dragon that appears. So basically, the most positive thing they could say about the film is that there are at least two dragons in it.
* Dragon Knight (both Kit and Adam) have fought Wing Knight: Kit's fight is a training fight; Adam's is for real.
* Dragon Knights begins to feature a map of the world with each volume starting around the beginning of the arc when the titular Knights split up on different quests.
* Dragon Knights causes a slow, but inevitable bleed-out that can't even be treated because his blood is poisonous and kills on contact.
* Dragon Knights curses him to bleed out slowly and can't be properly given medical treatment!
* Dragon Knights. Even though it's a Japanese series, none of the names adapt well to the Japanese language, there are European-style castles, and European-style dragons. There are four races: humans, dragons, faeries, and demons, everyone important seems to carry swords, and most of them have magic. Also, dragons.
* Dragon Knights except the humans, as the other races seem to live on endlessly without aging past their early twenties. Garfaxy is an ordinary human who lives immortally thanks to his master and employer Kharl mixing him a pill to take every hundred years, but he also gets injured and Kharl has to occasionally tend to his wounds.
* Dragon Knights is a normal human who is immortal because of a pill his master and employer, Kharl the Demon Alchemist, mixes up for him once every hundred years.
* Dragon Knights, Nadil has an ocean of souls to surround his castle. It's a terrifyingly effective moat.
* Dragon Knights version; it's basically his role in the plot and why the villains want him so badly. He gets most of the extra souls he never asked for extracted from him eventually and they're resurrected. This seems to happen especially when he kills someone himself, but it's not required.
* Dragon Knights was used as a body double for a princess in the first volume. Later on he gets proposed to by a man who then pats down Rune's chest to confirm his claims of masculinity.
* Dragon Lady who tortured suspected "heretics" (basically, other magic-users) on behalf of a group of super-powered xenophobes.
* Dragon Lady with probability-altering powers; she wears a black evening dress with a red dragon on the front, along with a yin-yang choker.
* Dragonlance a group of male draconians has a member who comments that female draconians would be no fun because, as he tells his fellows, "Hugging them would be just like hugging one of you guys!"
* Dragonlance, a kender taunts an enemy with "I wouldn't tell you if your pants were unlaced, which, by the way, they are."
* Dragonlance, all the heroes (even the ultra-cynical Raistlin) are dazzled by her looks upon first seeing her, and when she rode into the city of Kalaman every man, woman, and child in the city was so mesmerized by her beauty that they could only

stare at her in silent awe. Making an entire city go weak in the knees at the sight of her should qualify Laurana as a Divine beauty.
* Dragonlance all through the storyline, so maybe this isn't too surprising.
* Dragonlance and becomes an evil black-robed magic user. The sequel trilogy to the original trilogy has him as the main villain.
* Dragonlance and create a plotline reminiscent of epic fantasy novels, with the fate of the world at stake. And speaking of novels, it was the also the first instance of tie-in novels for a game setting.
* Dragonlance. And stalks the setting's protagonists without their realizing it.
* Dragonlance, and their Dungeons and Dragons tie-ins provide rules that essentially make this character a paladin equivalent (though there are different orders with different emphases in terms up fighting skill, leadership, and divine power).
* Dragonlance), and "White Night Fantasy". Their earlier material has more overt Heavy Mithril than their more recent music.
* Dragonlance animated movie has a really bad example. Most of the film is done in traditional (bad) 2D animation; however, the dragons and several other monsters are rendered in sub-par 3D CG. The interaction between the two is particularly jarring. Pop quiz! That innocent-looking band of monks are all CG animated. Why ever could it be?
* Dragonlance. A page from a ship's log tells of the destruction of the ship and the fate of its crew.
* Dragonlance are in conflict with a neighboring village of dwarves, with each settlement raiding the other for booze or sheep as needed. While earlier raids were taken dead seriously, Kang decided to take a chance and initiate one raid with only wooden training weapons, making sure to only use lethal force if necessary. To his delight, the dwarves responded in kind when they conducted their next raid, causing the casualties to be reduced to concussions and bruises over lacerations and dead bodies. While not naive enough to view the dwarves as friends, Kang is willing to believe this has resulted in a certain amount of tolerance between the two, so when he and his people leave to rejoin the Army of Takhisis, he's willing to leave behind the village they've made for the dwarves, hoping they'll make use of it. When the draconians return after the army doesn't go as planned, he's horrified to discover that the dwarves have instead decided to raze the place to the ground instead, unwilling to tolerate even the memory of their former neighbors.
* Dragonlance. Being nude doesn't bother him (mostly because he doesn't have anything to be ashamed of), and if you don't have any armor handy, fighting naked is safer than fighting clothed — a piece of loose cloth is something an enemy can grab during a scuffle, or it could get tangled in your weapon, or any number of other things.
* Dragonlance book series. Raistlin Majere was sickly and physically weak, highly intelligent, and gradually turned to evil. His brother Caramon is strong, slow-thinking, and a good guy.
* Dragonlance books were decent stand-alone fantasy novels in their own right, almost none of them lined up with established canonicity.
* Dragonlance, but as most of the Solamnic leaders were killed at the High Clerist's Tower, Gunthar realizes that Laurana is the only person left with the brains, charisma, and guts to successfully lead his troops.
* Dragonlance came about partially because of a sect of Elf supremacists who saw their race as being the ultimate arbitrators of goodness due to having been created by Krynn's gods of good.
* Dragon Lance. Centuries later at the time of the books, the gods have been largely forgotten and even those who remember their names consider them to be myths. The same applies to dragons which haven't been seen for even longer. Events quickly convince everyone that both the gods and dragons are very real.
* Dragonlance, divides all its gods into gods of good, gods of evil, and gods of neutrality. Obviously, each of them does have the own unique spheres of influence above and beyond their alignment.
* Dragonlance, Draconians would drop off of the Flying Citadels and would glide

down to land wherever they were supposed to attack.
* Dragonlance, dwarf women do not grow beards, apart from the degenerate Aghar, or gully dwarves. And even then, women do not grow beards so much as "hairy cheeks", which are implied to be basically overgrown sideburns.
* Dragonlance embodies this trope. They even have a racial ability to "Detect Shiny".
* Dragonlance Evil to compensate. If there's too much Evil, then the Evil turns on itself and kills itself off. It's a kind of self-maintaining balance. There are also forces of Neutral that work to maintain that balance, most visibly the neutral gods of the pantheon and the red-robed wizards of the towers of high sorcery.
* Dragonlance exist; they were never hatched because there was concern that if draconians reproduced, then they would become too numerous to control. The adult male draconians embark on a quest to find the female eggs and hatch them, in an effort to keep their race from dying out one by one. They succeed, and find themselves in the position of raising twenty baby females to adulthood. No matter who these females conceive children with, it will end up being somebody who remembers them as babies.
* Dragonlance fame. His weapon of choice was a magic axe, Honor's Face, that could be returned to his hand at will (among other awesome abilities).
* Dragonlance for him). Two unnamed but familiar Draconians appear among the collection of enemies Takhisis magics to her to watch the moment of her triumph, as well.
* Dragonlance game modules had the player characters travel into a living nightmare to end its hold over an elven kingdom. Many of the monsters the players encounter are in fact creations of the dream, and can be made harmless if players state they don't believe in them. Unfortunately, quite a few of those monsters are very real, and will attack the players anyway, and it's very difficult to tell the difference.
* Dragonlance game; the Black Robes are liberally defined as "The Evil Wizard" subfaction of the Towers of High Sorcery, being associated with the most malevolent schools of magic (Necromancy and Enchantment) and serving as the priesthood of Nuitari, the Black Moon God and patron deity of evil magic. However, the Black Robes are defined by embracing magic in pursuit of ambition and power, so whilst they are often evil, it's usually the kind of evil that can form a stable cooperation with a party of adventurers over a shared goal. Even if that goal is only "find valuable treasures and get stronger".
* Dragonlance had the Seekers, who used the void left after the gods abandoned the world in the wake of the Cataclysm to seize power by peddling false religion.
* Dragonlance' had to dye his robes when he changed sides and broke the rules by not officially declaring his change of colour to the Conclave.
* Dragonlance has Mystics and Primal Sorcerers that arose during the early Fifth Age. Mystics draw their power from the energy of all living things on Krynn and their own soul, and Sorcerers draw their power from all non-living matter on Krynn. A large part of the flavor for Mystics is that because they draw power from a strong faith in themselves, they can not worship a deity because worshiping a deity is drawing power from outside of themselves. Sorcerers technically can choose to follow a deity, but many do not because they arose during a time when there were no deities.
* Dragonlance has the Highgod, who created the lesser deities but has only intervened in Krynn's history to prevent its destruction. Chaos is the entity that opposes the High God, and it is from Chaos that the universe was created.
* Dragonlance has this. When Caramon goes forward in time, he find the entire world dead.
* Dragonlance. His fellow Knights of Solamnia are not quite so ideal but, with a couple of (important) exceptions, are generally good.
* Dragonlance. In Chafka's Tower, there is a ramp of stairs from Level 4 up to Level 5. When an alarm sounds, the stairs fold down and become covered with grease, causing anyone on them to slide down into a pit.
* Dragonlance in fanart, but then again he's depicted as quite handsome-looking in some official art so this trope is understandable.

* Dragonlance into a heroic leader of the war is one of the most enjoyable parts of the books.
* Dragonlance, is given a Constitution of 10 - perfectly average. He is also described as one of the greatest geniuses that ever lived, and engages in battles of wits with gods and near god-like beings... with his Intelligence of 17, which is quite high, but not nearly super-genius (at least, compared to the Intelligence scores frequently seen in the game; it's a point shy of the maximum for a first-level character). According to the ruleset at the time, he couldn't even cast the highest level of spells.
* Dragonlance is mostly limited to saying something once in a while to remind readers he's still there.
* Dragonlance, it was explained that gnomish mages are either trying to find a way to "prove" magic is a form of technology, seeking to find a way to reverse-engineer magic so that their technology can emulate it, or in strict denial of the fact that their "successful technology" is actually magical items and spells.
* Dragonlance. Just before Kitiara leaves the heroes, she says, "Why not join me? Together, we would be invincible!"
* Dragonlance Kender also seem to have names like this, most notably Tasslehoff Burrfoot.
* Dragonlance: Kenders use to "borrow" other people's personal belongings (or just picked it up, or just wanted to have a look at it ...)
* Dragonlance. Kitiara is beautiful, a skilled warrior and, above all else, she is cold and calculating. Power-hungry, she has never been truly able to call someone a friend. In many ways, she and Raistlin are much alike. Neither would hesitate to betray an ally if presented with a guarantee at supreme power.
* Dragonlance, magic and all, though the magic isn't quite the same afterward.
* Dragonlance — where the wizard indeed hasn't thought to extend his magic yet because with the weather being what it is his notion of "sky" stops at the cloud cover. (They still hurry because they're all too aware that he could realize his mistake at any moment, but they do get past.)
* Dragonlance modules had the "Obscure Death" rule. If a significant character (one with a name) died, the Dungeon Master was encouraged to have the death occur in such a way that it was easy for the DM to explain how the character managed to survive anyway.
* Dragonlance moments and a love/hate relationship with his twin Caramon.
* Dragonlance monster from the Abyss that pops through mirrors and kills people.
* Dragonlance moons — Solitari (good, white), Lunitari (neutral, red), and Nuitari (evil, black) — but only so long as the gods are around. There's also a constellation for each of the gods, which vanishes from the sky when its god is wandering about on Krynn.
* Dragonlance novel, but after that their story arc is basically finished and they largely recede into the background for the rest of the Chronicles.
* Dragonlance novel (Kaz, the Minotaur) has an interesting case, as a magic crystal showing a murder scene is used as evidence of that murder, but the protagonist knows how easy is for a magician to forge a fake one.
* Dragonlance novels, adventures, and setting, expires of a heart attack while striving to keep up the pace of travel set by his far younger adventuring companions.
* Dragonlance novels are set in Krynn, a planet which initially has three moons. Each one has a color, the larger one is white, the medium one is red and the smaller one is black, and also invisible on regular circumstances. Sometimes the moons align and make a "eye" in the sky.
* Dragonlance Novels detailing the early lives of the Heroes of the Lance, Caramon is described this way. His brother makes some snarky remarks about his tendency to be in love with a new girl every week, though eventually he settles down with his true love Tika.
* Dragonlance novels during the siege of the High Clerist's Tower during the War of the Lance the Draconians pulled this off on the overconfident Solamnic forces.
* Dragonlance novel series. Caramon's a good bit less moronic than many other

examples though, it's just that his brother's genius is quite genuine.
* Dragonlance novels, Tasslehoff's death is retconned with the use of a magical time-travelling device given to him by a god. He's cheated death many other times also.
* Dragonlance novels the elven princess Laurana is a remarkably charismatic figure whose incredible beauty, charm, and courage inspires thousands to join her army.
* Dragonlance, now at a higher rate. Failure to earn enough money before logging off for the night resulted in having random pieces of equipment repossessed to cover the cost, and many a player would log in to find their character completely naked with no weapons or items. All characters had to be approved of by moderators before they could be played, and characters of a given race had to be roleplayed as stereotypical as possible (snarky thief Kender, racist elf, etc.) and any piece of backstory or attempt to break the mold would result in your character being frozen. As in, literally encased in a block of ice as a "soft ban". How long your character was frozen was arbitrary, and only the mod who froze you was allowed to unfreeze you which had to be done manually. Lastly, special events in the game amounted to following the moderators' overpowered max level characters as they did all the work and then handed out participation awards. By the time things started to change, over 90 percent of the player base was gone and the changes were half-hearted attempts at bringing people back in without completely fixing the way the game was managed.
* Dragonlance of the adventures relies on several key NPCs surviving until the end.
* Dragonlance Only a creative GM would stop you from getting rich by buying swords and melting them down. (Long Sword cost: 15 steel pieces. Weight: ~4 lbs. Coin weight: 1/10 lb.)
* Dragonlance, or Jeff Grubb, all three of whom (among many) who contributed greatly to the setting.
* Dragonlance). Paladine and Takhisis, the heads of both pantheons, also have martial aspects, though they do a lot of other things too.
* Dragonlance, practically any gully dwarf character. Gully dwarves are the half-breed children of dwarves and gnomes, missing everything that makes dwarves cool. Gully dwarves have no land of their own and often live in refuse heaps, sewers and backalleys in the more run-down cities of other races, and most of them are so stupid that they can barely count to two (some can count to three; these tend to be the shamans and leaders among the gully dwarves, though these individuals are still stupid enough to be often found licking ale off the tavern floors). Stupid, cowardly, hideous, obnoxious and generally unpleasant to be around, it's quite baffling why anyone would want to roll a gully dwarf unless they clearly just wanted a laugh at the game.
* Dragon Lance, Raistlin Majere in Demi-season Dragons did some sleight-of-hand trick, with a vanishing coin.
* Dragonlance, Raistlin succeeds in becoming a god and killing every other god as well as all life in Krynn. Then Caramon time travels back to prevent him from succeeding.
* Dragon Lance says it was a meteor) which annihilated the Kingdom of Istar and killed millions outside of it with fire, earthquakes, etc. On the same day, Taladas, the continent to the northeast of Ansalon, suffered the "Great Destruction," in which an earthquake wiped out the mighty Aurim empire and filled the interior of the continent with molten lava. In Adlatum, the third continent the Cataclysm came in the form of the Great Drowning in which massive tidal waves flooded large parts of the land and never receded. And then, in more recent times Chaos showed up...
* Dragonlance, S.C. was used for a while, but was later dropped in official supplements and novels, going back to using A.C.
* Dragonlance's daughter. She seeks him out, and he promptly tells her she's mistaken.
* Dragonlance series apparently had this happen to him (due to his frailness) whenever he tried to play physical games with his twin brother and his friends. He eventually just stopped playing with them.

* Dragonlance series centers on a group of sympathetic Draconian protagonists who just want to be left alone to build up their race in peace.
* Dragonlance series, kender are supposed to be immune to fear. Consequently, they're almost constantly having a strange, new, unfamiliar feeling to let the reader know something is so scary that even they got scared!
* Dragonlance series, magic functions by drawing power from the Moon Gods, before they are unsealed all magic is used with the caster's own energy, as shown whenever Raistlin uses too many consecutive spells and is left exhausted.
* Dragonlance series, most of the main characters from the original Chronicles trilogy are referred to as "The Heroes of the Lance" in the later books and everyone seems to know their stories.
* Dragonlance series, the gods agree that there must always be a balance between good and evil, and therefore Takhisis MUST be released at some point in history to allow the balance to reassert itself or there could be another cataclysm like the Kingpriest of Istar brought about.
* Dragonlance setting has rules for fighting the minions of Chaos (also mentioned under Literature). Die to them, and all you'll leave behind is empty armor and any books that were written about you (the latter of which will be assumed to be fiction).
* Dragonlance setting required this of Kender characters, where they had to actually list the 100+ mostly useless items in their respective pockets, occasionally subjecting it to a roll in times of stress.
* Dragonlance setting was a variation. He neglected to attempt to stop what would cause the Cataclysm, and instead confronted his wife over untrue claims of infidelity; as a result, whole cities were destroyed and thousands of innocents perished. His wife died right before it happened, and cursed him with her final words, saying, "you shall live the lifetime of every soul that you have caused death today". The gods delivered this curse, turning him into a death knight. Exactly how long this astronomically-long sentence actually is has never been calculated, but unlike most examples, Soth's condition may mean having to serve the entire sentence in his horrid, monstrous form.
* Dragonlance short stories had a Kender stumble upon (i.e. steal) a magic dragon figurine. It turns him into a dragon at various times.
* Dragonlance short story "Lord Toede's Disastrous Hunt" involves the eponymous hobgoblin going hunting for poachers.
* Dragonlance short story "Love and Ale" with the in-universe poem "The Song of Elen Waiting" in which the eponymous singer laments that her love went off to war, but she still waits for him as her friends grow up and fall in love and have children and grow old while she waits for her love until she dies old and alone.
* Dragonlance, so the trainer/manager decided to advertise "he always wins, come see if someone can beat him!"
* Dragonlance starts sniffing around Laurana that Tanis realizes he does still have feelings for the elf maid.
* Dragonlance stories, Maladar's backstory contains a few details about slaughtering thousands of nobles' sons, just so he can bathe in their blood.
* Dragonlance-style sand worm. Its approach causes an earth tremor and leaves "worm sign" on the surface.
* Dragonlance. Tas proceeds to mention that fact every chance he gets.
* Dragon LanceThat is, until Raistlin shows off by producing an actual fireball along with his incantations. Everyone is terribly impressed, since it seems like he's managed to break through wards set up by Fistandantilus himself, but as it turns out, it was all just sleigh of hand - he palmed a small alchemical firecracker and threw it to coincide with his spell. A skill hailing back to before he learned actual magic, when he practiced stage-magic for kicks.
* Dragonlance the bad future. We know this because in the War of Souls trilogy Tasslehoff mentions visiting a much better future on a previous trip through time.
* Dragonlance, the characters are confronted by a door secured by a gnome-built time-lock (with lots of levers, mirrors and other bits — gnomes are inveterate tinkerers). One character goes to touch it, but another shouts:

* Dragonlance, the city of Palanthas has a Thieves' Guild, though this is noted to be unusual. The Palanthians actually take a sort of perverse pride in it, as they feel their guild thieves are higher class than thieves in other cities that don't have guilds.
* Dragonlance: The first campaign arc, and the corresponding novels, involve the restoration of divine magic to Krynn.
* Dragonlance, the "Glasses of Arcanist" allow the wearer to read and understand arcane text, something that is normally an extremely difficult and time intensive process for anyone but the wizard who wrote the text.
* Dragonlance). Their robe colors also honor the patron God of Magic whose teachings they most align with; Solinari of the White Moon, Lunitari of the Red Moon, and Nuitari of the Black Moon.
* Dragonlance, the kingdom of Istar was destroyed when its Kingpriest attempted to rise to godhood. All of Istar was annihilated by a "mountain of fire", while the rest of the world was wracked by rains of fire, earthquakes, and other disasters. The Cataclysm shattered civilization and a few hundred years later, much of history is only known through legend and song.
* Dragonlance - The Knights of Solamnia are known for their distinctive moustaches, and are all badasses.
* Dragonlance. The monster known as the King of the Deep has six tentacles that it uses to pull victims to its mouth so it can eat them.
* Dragonlance: The New Adventures) and telling him about his and his friends' adventures. The Dragon Codices also follow this format, with the introductions claiming the books are based on notes and stories sent by Sindri to the scribes of the Great Library of Palanthas.
* Dragonlance: The New Adventures in the Suncatcher Trilogy. It was published in real life just after the first book of that trilogy.
* Dragonlance: The New Adventures's body, using it to attack the village and his allies.
* Dragonlance: The New Adventures, the characters come to an isolated mountain town whose inhabitants have a mixture of human, dwarf, elf, gnome, and kender ancestry, to varying degrees. It turns out the town is where the Sorceress Asvoria's fortress used to be, and the villagers are all descended from her slaves.
* Dragonlance: The novels have this as a background event known as the Cataclysm. While it's vague otherwise, multiple references to a "fiery mountain" falling from the sky really does point to Krynn getting hit by a massive meteor, which in turn caused panic and chaos for centuries afterward.
* Dragonlance. The red moon Lunitari is associated with Neutral magic rather than Evil; Nuitari, the "Evil magic" moon, is black and sheds a black light seen only by beings that use such dark magic.
* Dragonlance this trope. After all, defenses such as stone walls are little good against attacks from the air, like those of dragons and flying citadels...
* Dragonlance, those who die while fighting the forces of All-Father Chaos are eliminated completely from existence, including the memories of the entire world. The only evidence they were ever there at all is the empty clothing and suits of armor left behind. Their method of doing so? All they need is for you to see them, and listen to them for a few seconds, so their words can steal your will to exist away. Or touching them will do that too. Chaos The All-Father was not a nice person, and his creations express this very well.
* Dragonlance trilogy, was originally going to be a well-dressed fop. Eventually, though, they decided against this, and just made him the standard dwarf. The well-dressed fop concept later became the preferred mortal guise of Reorx, god of the forge.
* Dragonlance undead abominations, they remember the code they held as Knights of Solamnia, and still fight honorably. They never attack by ambush, or before a foe can ready his weapon.
* Dragonlance understand the concept of "personal property"... but this doesn't stop them from absent-mindedly stealing literally anything they can get their hands on.

* Dragonlance universe has the pantheon, a few mortals that are powerful enough to possibly ascend to godhood, like Raistlin, and the High God, described as as far above the gods as the gods are above mortals.
* Dragonlance. Upon death, they turn to stone which traps your weapon, then crumble to rubble in a couple of minutes, but seeing as they attack in large groups and you're left without a weapon, getting the weapon back might prove to be a problem.
* Dragonlance want to investigate everything. Since they also don't understand the concept of personal property beyond a very superficial level, "investigating" tends to at best be easily mistaken for and at worst a be a euphemism for "stealing."
* Dragonlance when Takhisis managed to cut off all of the other gods including the other evil gods from the setting leaving herself as the only god with any influence until mortal heroes managed to bring the rest of the gods back.
* Dragonlance. When the enemy waylay and interrogate him, he whines, "Careful, I'm a fragile elf!"
* Dragonlance, where the bulk of the stories take place in a Southern Hemisphere continent.
* Dragonlance, who cannot approach science in anything resembling a logical, coherent fashion. As a result, everybody on Krynn relies on muscle power or magic, and the word "technology" is somewhere between a joke and a profanity.
* Dragonlance (with monsters being blatantly stabbed with no blood), but then avoided in a later battle scene where splashes of red follow sword slashes. But then, given the odd mix of traditional and CGI animation, consistency was probably not to be expected.
* Dragonlance world mandated that a good priest, a black (evil) robed magic user, and a kender had to work together for it to open, assuming good can't work with evil, evil with good, and nobody works well with kender. They did this because they weren't able to simply make the portal impossible to open, and this was the most difficult means of opening the portal they could think of.
* Dragonland being about to be burned at the stake, considered a witch, and saved by the protagonist.
* Dragonland feature extracts from fictional books of the setting shared by the three albums.
* Dragon large overlord... who just so happens to be senile and near-blind. He has a nasty habit of accidentally colliding into various celestial bodies during his wanderings through the cosmos, which usually gets away from it worse than him.
* Dragon leader. However, he is understandably fired by said boss shortly after they (or at least the boss) were arrested.
* dragon. Like most undeads, they tend to be weaker than their live version but come in greater numbers.
* dragon likes to fashion himself a casanova and pretends to leave broken hearts behind everywhere. As it is, every dryad he tries his charms on snubs him and the one time he does manage to score, he can't even remember which sister he slept with and gets chased out of the house by a furious father.
* Dragonlords, commoners included, without regard for noble pride. A young Dragonlord who hasn't yet changed into a dragon - no one but the older Dragonlords even know what she is - is randomly attacked by said noble and almost blinded - and the older Dragonlord characters, upset, consider it an outrage because a human attacked a semidivine being, and it's repeatedly stated that they wouldn't be upset at all if she was the commoner she appeared to be. So rather than following noble pride, they're going on the pride of semidivine beings.
* Dragonlord, the blood of the high priest is used to bind a dragon, and the magic of the dragon is used in turn to imprison and harness the power of the phoenix.
* Dragon Lord: Three dubs, all based on the general release Hong Kong version; A shortened English export version dubbed in Hong Kong, the also shortned U.S. Dimension Films version with a bad Jackie Chan soundalike, and the uncut dub of the theatrical cut for DVD in the UK. 88 Films' UK Blu-Ray release has the export and DVD dubs.
* Dragon magazine #116 article "Aim and Burn" has several types of flamethrowers, each with their fuel supply in backpack tanks. On any penetrating hit from behind

the tanks could explode, which would not only kill the user but cover a large area with burning fuel.
* Dragon magazine #123 illustrating the magazine's topic of swamp environmental hazards, a man hires a guide through the swamp and notes oddities about the guide from eating raw onions and rubbing them on his arms to the series of triangular scars along his arms. When he attempts to kill the guide, he finds himself suddenly weak whereupon the guide explains the ecology of leeches and how to ward them off, such as by rubbing one's skin with onions.
* Dragon Magazine #160 has an article describing how to model exotic world shapes, including flat worlds (gravity pulls down along a plane, walls or mountains are needed to keep the air in), shards of broken worlds (wedge-shaped where gravity pulls towards the former core, habitable on their top surface is some means is devised to keep in the atmosphere), and cylindrical worlds (very similar to spherical ones in practice, although walking onto the flat surfaces is very disconcerting).
* Dragon Magazine #160 has an article describing how to model exotic world shapes, including wedge-shaped chunks created when two planets collide and break apart and which retained enough dense core matter to stabilize themselves in space. Their gravity pulls towards their former cores, leaving their upper surfaces habitable as long as some means to keep the atmosphere from spilling out (such as mountains, walls, or a deep rift or crater) is present.
* Dragon Magazine 174 describes two varieties of undead wolves: dread wolves, zombies created from reanimated wolf bodies by evil spellcasters, and vampiric wolves created by evil clerics corrupting litters of wolf pups.
* Dragon Magazine 336 described how to turn a Spawn of Kyuss (essentially a zombie created by investing someone with a parasitic worm) into a template, effectively making non-humanoid variants. The example the give is for a mastiff.
* Dragon magazine #44 had a game called "Food Fight" which provided rules for staging one of these in a school cafeteria.
* Dragon magazine #67 article "Modern Monsters". A hit by a firearm on a flamethrower's fuel canister will cause an explosion doing 8d8
* Dragon magazine article "Eight Devilish Questions". In the Nine Hells, a company of devils has 333 members. Each ten devils report to a sergeant called a "kohora". Each ten kohora report to a devil called an "akkrabar". Each company therefore consists of 300 regular troops, 30 kohora and three akkrabar.
* Dragon magazine article/story "The Ecology of the Osquip", the wizard Buntleby, who has studied the creatures, speculates that their variable limb number may hold the key as to how the various multilegged, centauroid, and winged quadruped animals evolved.
* Dragon magazine comic strip. While Fineous and his friends are exploring a dungeon, a monster attacks them and swallows both of Fineous' friends. Fineous escapes by quickly climbing a wall and holding onto the ceiling. He does this so quickly that the monster loses sight of him and can't find him. Unfortunately the part of the ceiling he's holding onto breaks off, dropping him to the floor right in front of the monster.
* Dragon Magazine dedicated an article to fleshing out a list of different types of wishes. Besides Benevolent and Malevolent, there were also Half wishes (Deliver half the wish and cut it in half in a creative way), Misinterpretation wishes (guaranteed to always hear at least one word wrong in some way), and several more options for making the act of wishing that much more uncertain.
* Dragon magazine features a child-ghost who doesn't know she's dead, and doesn't know that she has a life-draining touch attack. She's just trying to reach someone.
* Dragon magazine had an article on Hags which stated that they mate with human men, then eat them and place their human-looking daughters with human families until they turn into Hags at puberty.
* Dragon Magazine had for its cover a picture of a dragon's hoard, which contained gold, jewels, and many, many less conventional objects. A kitchen sink was among them.
* Dragon Magazine need to infiltrate an underwater base and stop a counterfeiting

plot. Promptly averted when they learn that someone dropped the plates, leaving an obvious crack across them and making them useless. (That someone is being tortured to death in the airlock when the PCs arrive.)
* Dragon magazine pointed this out as a benefit of having devils and demons in D&D: they make great villainous equal-opportunity employers because they honestly couldn't care less what their "native" agents on the Prime Material Plane look like as long as they serve their purpose.
* Dragon Magazine's letter column had one particular GM explaining his "balanced" house rule for his games, where female characters received a -2 strength penalty in return for the advantage of being capable of bearing children. The replies were... agitated, to say the least.
* Dragon magazine. The class is a diviner with 26 different divining abilities, all pertaining to a different thing, and each ending with -mancy. However, this one is actually an appropriate use of the term, as the Oracle is a diviner.
* Dragon Magazine the effect if detected. The whole point is that a harmless spell becomes ridiculously lethal once the victims disregard as "fake and tacky" something like a swooping dragon — or even a badly disguised trap.
* Dragon Magazine. They have to act in unison to cast any spell, but several spells that would affect only one person can affect them both. They can also use their voices in unison to confuse a foe.
* Dragon Magazine, titled "Flaws for Commoners", had the flaw "Chicken Infested"; the effect is that whenever the character attempts to withdraw something from a bag, they have a 50% chance of getting a live chicken instead.
* Dragon Mage: Origins" due to the insanely overpowered mage class. It's not one that takes a lot of finesse to do right—just about any mage with any sort of offensive power will be miles ahead of the rest of their non-mage party. The developers even acknowledged this, and said that even so, mages would not be nerfed to balance the classes: they wanted them to stay badass. The mages' "overpowerness" has to do with their utility and game mechanics; in a straight damage race, a dual striking warrior or rogue do more damage.
* Dragonmagic includes "death matrix". It needs to be cast only once to ensure that the dragon's body will explode upon death unless disintegrated or something similar. As an implanted magic ability, it can't be detected or dispelled like normal enchantments.
* Dragon-Maleficent and during the final level and Coliseum tournaments.
* Dragon Mango and has an army of well-intentioned dupes that have been brainwashed into believing that they are fighting anti-government murderers.
* Dragon Mango and inflicted serious injuries and aggravated others by poking and jumping on Mango.
* Dragon Mango. A specific school of elf martial arts EXPLICITLY trains this. They have the elf wear iron armor, which cause intense pain. When they can fight in it? They are ready.
* Dragon Mango, Bleu Berry and Peaches, against the oni, which is why Bleu Berry decides to confess.
* Dragon Mango has summoning as a class of magic. Candy is the most prominent summoner, and she's very skilled at summoning rabbits, but not much else.
* Dragon Mango, saying that they have literally whole walls made of the that "worthless gold". War is averted with a happy ending when the true worth of gold is explained to him (and almost immediately goblins are reclassified from monsters to people by surrounding nations)
* Dragon Mango. She's not sure it isn't, but she does have a permit, so everything's okay.
* Dragon Mango so he can quickly graduate and rush to their help. Even Sherbert is surprised.
* Dragon Mango, though they are treated more like gags than consistent rules.
* Dragon: Marked for Death have lip-less mouths lined with blockish teeth, accentuating their hideous appearances. The first boss of the game — the Ogre Prince, and his father the Ogre King — are particularly cruel and sadistic, with their introductory cutscene being the former chowing down on a helpless

villager while the latter laughs.
* Dragonmarked Houses constantly doing R&D and rolling out new advances. The last 100 year of war in particular saw a gigantic advance in technology and magic. Generally the trope is averted within a given era, but played straight between eras. Justified in that giants were more powerful as a species than the humanoids and goblinoids that followed them, while the dragons and demons eclipsed even the giants. The Dhakaani goblinoids meanwhile had several thousand years of prosperity to innovate, while the modern human-dominated kingdom is still in its first millenia of existence.
* Dragonmarked members of House Orien could do something similar by taking levels in the Blade of Orien
* Dragon Master Knight has a titanic ATK stat and an effect that makes it stronger, but it has no defenses whatsoever from card effects.
* Dragon Master: Seems to be in effect given that the map shown during intermissions between fights lacks any similarity to any areas around the Pacific Ocean and especially not the world map.
* Dragonmech, a steampunk take on a d20 fantasy world, has as part of the new "steam tech" chatterswords, which in addition to 2d6 damage can inflict a bit more damage later on as the victim's own movement rips open their wounds. Then there's the terrifying buzzaxe, which does 2d8 damage.
* DragonMech because they really need as many righteous dead as possible to help them fight the lunar gods.
* DragonMech destroyed the societies of several different races and it hasn't actually hit yet.
* DragonMech has a character class dedicated to installing steam-powered prosthetics, which has an ability called "Lose Self" forcing them to pass a Charisma check or spend a day as an emotionless robot.
* DragonMech has the elven artifact City Mech, Tannanliel. Tannaliel is the mightiest thing on the planet and has never lost a fight. Unfortunately this artifact, made by an elven archmage with some assistance from the gods , has a terrible drawback. It ages the user by a year per week of use, and even the long-lived elves find themselves on borrowed time when driving Tannaliel.
* DragonMech mecha with armor sturdy enough to withstand the meteors and the ability to move around to avoid the worst conditions and the monsters brought to earth by the lunar rains. These are large enough to carry entire cities on their backs, and often host unique ecologies in their interiors in the bargain. Most City Mechs are self-governing units, but the five dwarven mechs are united in the Stenian Confederacy and are the single most powerful political force in the world.
* DragonMech: The moon has been pulled closer to the world, such that giant rocks (and occasional creatures) are raining down from it, and thus takes up about a third of the sky in most of the art.
* Dragon Nest, a dishonest merchant dares you to trade rotten apple for gold to get your debt removed. You go and give the apple to an arc then trade it with some mud, then you trade the medical mud for some crystal shards from a sorceress, then you trade the shards for gold.
* Dragon Nest. Although he's more of a white mage tank than a white mage DPSer.
* Dragon Nest has several high level maps feature alternative routes with different bosses.
* Dragon Nest have this appearance. They drop an item called Joint Treatment that lampshades it. After all, their poor tiny knees have to support gargantuan tops.
* Dragon Nest offers an early quest with a blacksmith who wants you to gather some harpy feathers so he can design some new (flexible) armor. Upon returning the item to him, he will quickly fashion it into a vest, tackle you to the ground to force it onto you, and then shout "For SCIENCE!" before stabbing you with a spear.
* Dragon Nest offers a wide variety of items in the Dragon Vault which make different aspects of the game easier (or practically doable) and more convenient. There's an additional convenience: Almost all of these special goods can be sold in the Trading House for gold, so paying players can effectively buy large amounts of gold with real money. Fortunately for non-paying players there's a steady enough

supply of the common cash items that they are affordable at higher levels.
* Dragon Nest, the only map you'll see people use for 1v1 is Lost Temple. The commonly cited reason is that this map has good walls for comboing with, few paths for kiters, and no major obstacles to get in the way.
* Dragon Nimbus series. At least, until a mage decided that dragon magic worked better.
* Dragon of the Agito, wields a Shadow-element laser blade as his main weapon, and it extends lightsaber-style at the start of the fight. He only uses it in humanoid form, though; he trades it for dragon's claws when he transforms.
* Dragon Ogres also grow larger with age. One of the most powerful ones is Kholek Suneater, who can look over city walls, and his father Krakanrok the Black was mistaken for a mountain at first (and even
* Dragonology choose your adventure books subverts this trope. Choose the nice wide gentle path and you make it to the castle safely, choose the narrow twisty trail you make it to a cave and set of a trip wire and get crushed by a boulder.
* Dragon one or two points, respectively. An argas can receive the benefit from each metal only once, so the best armor class one can have is -6 (after eating adamantite, silver and gold).
* Dragon on fan letters and newsgroups, from Elminster himself (and once even from Mordenkainen's apprentice).
* Dragon Outcast. Unsurprisingly, this triggers a rebellion that results in his own death.
* Dragon Pearl is uninhabitable due to this. The original colonists failed to sacrifice appropriately to the pox spirits, and now the planet is full of ghosts killed by the resulting plague.
* Dragon Pearl's roots in Korean myth, this is a thing that animal spirits can do. Gumiho (fox spirits) can shift into basically anything, including inanimate objects and other people; dragon spirits and tiger spirits can only switch between their animal forms and their human ones.
* Dragon pick up the fallen soldier's dropped broadsword and attack Fornia with it.
* Dragon Pilot: Hisone and Masotan speak up fifteen times before and was summarily ignored. She then goes on to compare Nao to a grade schooler, complete with attitude, and finishes off with the fact she likes orange yogurt, not the strawberry she was given.
* Dragon player, only identified as "Bob", who "obviously assumed that starships and ancient galleys were built alike." His attempted ram ("I've got the bigger ship!") turned both ships into clouds of debris, much to his confusion.
* Dragon Poker was brought to earth by demons around the fall of Pompeii, or so
* Dragon Power, is public domain. They didn't do a very good job at it, incidentally; Bulma, Oolong, and Yamcha, among other characters, all kept their original designs.
* Dragon Project is kind enough to give you good magi and the behemoth that you want. However, the game's nature encourages players to spend money on more gems to get a better chance at getting more gear. This is why it's best to save up your gems and summoning tickets for a banner that you actually need, or if you're a new player, then pick a banner with the easiest learning curve available (according to veteran players of the game).
* Dragon Project set in the kingdom of Heiland where a majority of the game's Behemoths (boss monsters) are dragons, a tiny dragon is one of the friendly NPC's and allies, and the conflict is caused by an ancient dragon.
* Dragon Project, the adorable friendly orange baby dragon as the mascot for both the Kingdom of Heiland and the game.
* Dragon Project, Xenota Axe is a magical axe that deals earth damage, making you immune to paralysis for 30 seconds and stagger for 10 seconds.
* Dragon Queen apparently is one of these, as the priesthood had the legal authority to execute Sajag.
* Dragon Queen. His ham-fisted attempts at getting her to come with him on a quest make him an antagonist.
* Dragon Queen is a young adult fantasy web serial following a girl's quest to find

her mother.
* Dragon Queen, the old man gives a fair amount of exposition. How much it can be trusted is up for debate.
* Dragon Queen, Trava buries her father and then says some words over him.
* Dragon Quest, after rescuing the princess, the hero carries her back home in this fashion. The whole way back.
* Dragon Quest, and the caster. Fortunately, it almost never casts Sacrifice.
* Dragon Quest and would serve as the inspiration for nearly every JRPG released since.
* Dragon Quest avatar characters allowing you to choose either gender. This is averted with the female party members at least, as some of them do get merch.
* Dragon Quest, Bowser occasionally refers to the Dragonlord as "Lizardboss".
* Dragon Quest branding (with each main-series game other than the first gaining an additional subtitle on top of that).
* Dragon Quest Builders 2: After the Madusa turns Babs to solid rock, Goldirox becomes hell-bent on destroying it.
* Dragon Quest Builders 2. Certain building projects during the main story also put specific focus on this, like making an entire river from scratch.
* Dragon Quest Builders 2: Griswold and Captain Whitebones are a Hargonaut and a Deadnaut respectively, two of the three types of skeleton knights.
* Dragon Quest Builders 2 have to be collected manually, though completing the various scavenger hunts on the Explorer's Shores grant the player unlimited amounts of commonly used crafting materials like wood or coal.
* Dragon Quest Builders 2, it's remarkably easy to turn people and the less fanatical monsters over to your side simply by providing them with basic comforts.
* Dragon Quest Builders 2, Lulu decides to throw a private party just for the three of them and brings out a cake that she had baked just for that occasion. Unfortunately, it has some rather... questionable ingredients and Malroth is the only one who enjoys it.
* Dragon Quest Builders 2, some out of genuine altruism, others for pragmatic issues. Kind of hard to keep loyalty when the edict you enforce makes it hard for your own forces to eat.
* Dragon Quest Builders 2. The player is required to make one during the Moonbrooke chapter, and NPCs entering it will generate Gratitude Points.
* Dragon Quest Builders 2 trying to resurrect their dead god, the Master of Destruction. It's assumed that this is a God Of Evil, but the game takes great pains to point out that the forces of creation and destruction are both inherently amoral and inextricably linked.
* Dragon Quest Builders 2 where the player builds graves for a trio of fallen soldiers after they're killed in battle. They also have the option of burying several others who die during the course of the chapter. If you go back there with Malroth during the postgame, he'll mention his desire to visit the graves and pay his respects.
* Dragon Quest Builders 2 which is a component of things like worm food and fertilizer.
* Dragon Quest Builders 2 will change the terrain shown on the minimap. This has a function other than looks: It also changes what type of monsters will spawn on those tiles. This can be used for getting resources.
* Dragon Quest Builders. Afterwards, the game returns to the title screen.
* Dragon Quest Builders and are mapped to a separate button from the sword to prevent players from accidentally wrecking the landscape during combat.
* Dragon Quest Builders, in which most humans cannot build (when you encounter them), having forgotten how, so you are the only human who can build.
* Dragon Quest Builders! It is through the goddess Rubiss's magic that you are brought back to life to restore the realm.
* Dragon Quest Builders proceeds to blow people's minds by building villages out of basic materials, which sirs the survivors to start dreaming up new ideas again - though they'll defer to "the Builder" to actually construct anything complex.
* Dragon Quest Builders reflects this as well, becoming a huge, muscle-laden Hoodie

so built that employing his sword at all is comical at best, and his shield barely fits.
* Dragon Quest Builders series get stronger by defeating monsters, but you, the Builder, do not: the only way for you to get stronger is by crafting and equipping better equipment, and your level only increases by creating objects and building bigger and more complex buildings.
* Dragon Quest can encounter a Faerie Ring with this effect. If they spend any time inside the ring, when they leave a variable amount of time (up to ten years) will have passed outside.
* Dragon Quest: Dancing flames, roughly humanoid creatures made of fire, are recurring monsters in the series.
* Dragon Quest defined the JRPG genre, and created most of the major tropes used therein.
* Dragon Quest games are always released on a weekend in Japan, specifically to prevent people people from skipping work or school in order to camp out to get the new game on a weekday. For some time, there was bill in the Japanese Diet to make this a legal requirement (though almost certainly this was a publicity stunt).
* Dragon Quest games are meant to be broken up into trilogies (1-3 and 4-6, with the last game in each trilogy being a prequel to the first two). However, the second trilogy bar only has a tenuous connection with the games they frame.
* Dragon Quest has featured warriors and knights fighting magic-wielding sorcerers and monsters throughout its history.
* Dragon Quest has Spike faced with having to do a cannonball into lava to impress other adolescent and teen dragons. He jumps off, eyes shut, and ends up doing the belly flop — which really impresses them more than any other attempt he's made to gain their favor.
* Dragon Quest Heroes and also often become role models for characters who happen to speak A LOT.
* Dragon Quest Heroes II: Twin Kings and the Prophecy's End: The King of Kadavra is a wight king.
* Dragon Quest Heroes: Rocket Slime kick total ass? By giving it control over a magical tank and making smarmy references to the last game in the series. And it works!
* Dragon Quest Heroes: The World Tree's Woe and The Blight Below, appears for the duration of one quest.
* Dragon Quest Heroes: The World Tree's Woe and The Blight Below: Jessica's Puff-Puff event with Luceus has her trying to see if his hair is naturally big and spiky or if he's wearing hairpins.
* Dragon Quest Heroes: The World Tree's Woe and The Blight Below: Nera's the most magic-oriented character in the game, but her Defense is low.
* Dragon Quest Heroes: The World Tree's Woe and The Blight Below Slime Collector's Edition includes a collector's box, slime strap, slime keyring, and slime plushy.
* Dragon Quest Hero in his quest to defeat the sorcerous Dragonlord to rescue Princess Gwaelin and eradicate the monsters ravaging the land.
* Dragon Quest I: After rescuing Princess Gwaelin (Lora in the GBC version) from the dragon, she gives the Hero a token of her love, which tells you how far you are from Tantegel Castle and how much experience you need for the next level.
* Dragon Quest I: After saving Princess Gwaelin and slaying the Dragonlord, the Hero is offered the throne of Tantegel, but he declines and sets off on a journey to explore new, uncharted lands beyond Alefgard.
* Dragon Quest I: As soon as you equip the Cursed Belt, the game informs you that "The Cursed Belt is squeezing thee tightly."
* Dragon Quest I: Being the only party member requires the Hero to be able to hit hard and cast healing spells.
* Dragon Quest I. Considering how early you can acquire them, it's reasonable to repeatedly enter the (low-leveled) dungeon to acquire more belts to sell for lots of cash.
* Dragon Quest I, equally proficient with both swords and magic. In the second game, The Prince of Lorasia is the best tank and melee character, while the

princess of Moonbrooke sits back and wastes groups of enemies with her magic. The Prince of Cannock can do either, though of course not as well as the dedicated characters.
* Dragon Quest I go anywhere in the world as soon as the game starts, and there are few if any hints on what to do available to you. A newbie can wander all the way to Kol (a level 7-10 area) at level 2.
* Dragon Quest I had palette swaps of every single monster save the final boss.
* Dragon Quest I has the Cursed Sword. One of the best weapons in the game, but it curses the Hero if equipped.
* Dragon Quest I have been replaced with fields of beautiful flowers. The continent of Alefgard is saved, and now all that's left is for our brave protagonist to head back to Tantegel and deliver the good news.
* Dragon Quest II. A good deal of the game is spent just trying to find a way to break through his illusions.
* Dragon Quest II. All the towns are gone except Tantegel Castle and Brecconary (which have merged into one location). Of course, this is because the designers wouldn't or couldn't add all those locations, but assuming that all of Alefgard (the places occupied by humans, anyway) has been wiped out except for one town which was forced to move behind castle walls is definitely a valid interpretation.
* Dragon Quest II: Atlas, Pazuzu and Belial are Hargon's Unholy Trinity. They guard his fortress and must be fought before reaching Hargon.
* Dragon Quest II does this with the Prince of Cannock, the second member of the party. The one you start with, Prince of Midenhall/Lorasia specializes in fighting physically (he is unable to use magic) while the third, Princess of Moonbrooke specializes in magic. The Prince of Cannock fights with a mix of both.
* Dragon Quest II featured the first gambling mini-game: a simple slot machine where you could win prizes if the three symbols matched. The ultimate prize was a Gold Card, which could reduce prices of items at any shop by 50%. Even if you only matched two symbols out of three, you could still another token to try again.
* Dragon Quest II: Hargon, the primary antagonist, is a corrupt wizard bent on world destruction.
* Dragon Quest II has the Sword of Destruction/Demon Sword. Really high attack, but curses the user. There's also other "Evil Gear" in armor.
* Dragon Quest III: After being confronted and beaten once, Orochi beats a hasty retreat back to Zipangu and tries to reassume the queen act, demanding in a hushed voice that the Hero keep their mouth shut and she'll call it even.
* Dragon Quest III: After rescuing the goddess Rubiss from the tower of her imprisonment, she seems pretty taken with the Hero, not only granting them her personal crest of divine protection that would later become proof of lineage, but through her influence effectively deified their bloodline for centuries to follow.
* Dragon Quest III: After retrieving the Mirror of Ra, the party sneaks into the "king" room at the night and reveal his true shape: a giant troll who suddenly awakens and attacks the party. For a guy who just woke up, though, he's definitely alert throughout the fight.
* Dragon Quest III: After you kill Baramos, he is brought back to life by Zoma, split into two components: his soul and his bones. When you fight his reanimated bones near the end of the game, they have no special abilities whatsoever and do nothing but attack repeatedly. His soul, on the other hand, is much closer in both appearance and behavior to when you first encounter him as a mortal.
* Dragon Quest III: After you kill Baramos, you fight his reanimated bones near the end of the game. They have no special abilities whatsoever and do nothing but attack repeatedly.
* Dragon Quest III. An NPC complains that her neighbor sneezes too much. The reason he's sneezing is because she's talking about how much he sneezes.
* Dragon Quest III: Baramos is plenty nasty, as well as the most magically-inclined of the game's major antagonists in combat.
* Dragon Quest III: Believing a human man has kidnapped her daughter and stolen her hidden village's treasure, the Queen of Faeries places an eternal slumber curse upon the village of Norvik, despite them having nothing to do with her daughter's

disappearance. She lifts the curse when the heroes find proof that her daughter simply eloped, but she still wants humans out of her realm.
* Dragon Quest III can equip some decent armor, as well as wield some swords and has offensive wind magic. Later on, the Sage can do everything the Cleric can, as well as having offensive magic.
* Dragon Quest III: Early on, warriors can deal heavy damage to enemies while mages are hard pressed to beat Slimes without burning into their relatively small mana pool. Later on, though, wizards get multi-target spells and single target one-shots, while warriors are stuck mashing A. This is especially poignant because of a distinct lack of bosses in the game. There are certainly boss fights, but not nearly as many as you'd expect in an RPG, meaning that the warrior classes, which can normally outdamage mages against singular targets, don't get many opportunities to show this off.
* Dragon Quest III: Erdrick has spiky black hair, regardless of player-chosen gender.
* Dragon Quest III: Faerie princess Aniseed and her human lover, who chose to be Together in Death, leaving behind an angry faerie queen who thought they just eloped. And cursed everyone in his hometown to sleep forever.
* Dragon Quest III from wounds suffered before the battle, and the hero fights a resurrected King Hydra.
* Dragon Quest III had the pachisi track mini-game (called sugoroku in Japanese) in the SNES and GBC versions. The game also featured the monster arena, where you could earn some extra gold by betting on which monster would win. The gold card returned, but instead it allowed the player to play the pachisi track an infinite number of times without tokens.
* Dragon Quest III has the Sword of Kings, in both gameplay and story. The original was actually stolen and destroyed by Zoma, but it took him three years to do it. Even if he slept, that's a lot of effort for one of the series' strongest villains, especially when the sword wasn't even new like the copy you eventually get.
* Dragon Quest III: In addition to the Hero, Merchants qualify for this early on, with well-balanced stats that can out-Jack the main character during the early game.
* Dragon Quest III, in at least the English translations, causes the people in Samanao City to rejoice the fake king's death.
* Dragon Quest III is this due to being unfortunately close to Baramos' Lair and, therefore, subjected to Baramos' assault. The trope applies to this town both figuratively and literally, as it's entirely devoid of people in the daytime, while the ghost forms of its former residents go about their business at night.
* Dragon Quest III item chart repeating the same mistake, complete with unique text.
* Dragon Quest III: Jipang is terrorized by Orochi, who demands a regular sacrifice of young maidens. Upon confronting the beast, you learn that Jipang's leader, Pimiko, is actually Orochi, explaining her attitude.
* Dragon Quest III, Mages and Priests are far frailer than the Warrior, with smaller HP pools and much more limited armor selection, though the latter's sky-high Agility still makes them tougher than the spellcaster.
* Dragon Quest III: Many comments made by various NPCs and the opening title scene of the game, reveal snippets of Ortega's heroic ordeal in trying to save the world. He even fought a few powerful monsters the Hero never encountered (most likely because Ortega slew them). While ultimately unsuccessful, he went down like a true hero and put up one hell of a fight til the very end.
* Dragon Quest II: In Leftwyne, you will find a boy and a girl. Talk to the girl and she will complain that you are interrupting a lovers' tryst.
* Dragon Quest II: In the GBC version, The Prince of Cannock's Class is Paladin. He has decent attack power and learns curative and fire spells.
* Dragon Quest III of pure darkness, so potent that it renders him Nigh-Invulnerable to all forms of assault. Only the Ball of Light, an artifact that quite literally has the potency to restore vibrancy and vitality to the entire world, can nullify it to even the odds.

* Dragon Quest III: Once you are able to access the Great Pit of Giaga, you drop down to the World of Darkness below. However, conversations with characters in this world, and your journey into the cave to get the Hero's Shield, reveal that Zoma crawled out from somewhere BELOW that world. And this may have been doing occurring for several additional cycles ("This world, too, will be covered in darkness..").
* Dragon Quest III, particularly since the king will actually give you permission to raid the treasury late in the game...
* Dragon Quest III, resulting in a riot and them getting thrown in jail. They get better after thinking things over and even rejoin your team. Though you'll likely not need them.
* Dragon Quest III roughly) the real world, with all these places including corresponding to their real world equivalents. You even end up establishing your colony, "New Town," in what would be the mid-eastern United States, and it eventually goes through a revolution!
* Dragon Quest III's World of Darkness is covered in constant night, and happens to have another world directly above it. When the hero uses the Ball of Light, the source of the darkness is destroyed so it is always daytime. Either the ball is providing the source of light, or the world above was destroyed to let the light in.
* Dragon Quest III that she curses his hometown, sending everyone there into eternal, unaging slumber. The only one who escaped that fate is the boy's father... who instead spends years pleading with the Queen to change her mind, to no avail. By the time your heroes arrive, the father's a withered old man, and the Queen still doesn't care. Despite all this, the father is surprisingly civil about having his whole life ripped away from him and all.
* Dragon Quest III: The best (non-cursed) weapon for the Soldier/Warrior is the Demon Axe (Headmans Ax in remakes), which you find in Baramos's Castle.
* Dragon Quest III, the double-edged sword is a weapon version of this before it became a skill to be used.
* Dragon Quest III: The Hero disappears following the celebrations of their victory over Zoma at the end of the game, leaving behind only their sword, armor, shield, and mark to be passed down the kingdom through generations.
* Dragon Quest III. The "hows" of which are probably better left unasked.
* Dragon Quest III: Their ability to heal people upon touching them is the main reason for bringing Priests along, though The Hero also gains considerable talent in this area, with the expensive HealUsAll spell as one of the final spells the Hero learns.
* Dragon Quest III: The Mod Rod lets you randomly change to different forms. Including monsters. NPC's react accordingly to this. Except for faeries, who can see right through most disguises… Yet will still sell to you if you transform into a dwarf or other creature they're friendly with.
* Dragon Quest III: The reason why the King of Aliahan hesitates to ask the hero to defeat Zoma, is because he believes it would be a death sentence and too much to ask someone who defeated what turned out to be The Dragon.
* Dragon Quest III: The Sage learns all curative and buffing spells, and he heals even more effectively than the Cleric.
* Dragon Quest III, they are one of the best weapons, especially for the Hero himself and Thieves. Though they tend to have lower attack power compared to regular weapons, whips allow your regular attacks to target whole groups of enemies.
* Dragon Quest III, where Erdrick yells for a kidnapped couple to run away from Robbin' 'Ood. Also, your party members, although there's one clear aversion: after returning from Gaia's Navel, the party member in the second position will have a comment/question about your experience, dependent on their class/gender. If you sent a party member to the dungeon and put the Hero in the second position, he/she will have Visible Silence instead.
* Dragon Quest III, which are collectively known as the "Loto Trilogy" or "Erdrick Trilogy" (depending on your translation).
* Dragon Quest III: You'll recruit one Merchant late in the game because you will

need them for one quest, but you won't want to use your own character for it.
* Dragon Quest II: Moonbrooke is haunted by the flaming spirits of those slain by Hargon's forces. This includes the King himself. Talking to him after saving the Princess leads to a rather depressing conversation.
* Dragon Quest I: Inasmuch as this game had stats. The Hero has to be pretty good at everything, by DQ standards, since he fights alone.
* Dragon Quest I. In reality, the Dragonlord is stated to have revealed his true form even in the original Japanese game.
* Dragon Quest II: Pazuzu is a long-tailed monkey with wings and ears of bat.
* Dragon Quest II: Pretty much the Prince of Cannock's reason to his younger sister on why she can't come with your party. Given that the party is only about 16 or so, she can be assumed to be rather young. She likely didn't have any formal training either, which would have made her The Load in your group.
* Dragon Quest II. She starts with a good healing spell, and does little melee damage, but soon learns a good attack spell.
* Dragon Quest II somebody to when someone breaks in to loot a chest. However, he then recognizes the Prince and apologizes.
* Dragon Quest I is set in the timeline after this bad ending, where the fallen hero indeed rules "half the world." (Actually a castle named "Half the World," showing that the Dragonlord conned the hero.)
* Dragon Quest II: The Japanese box art has Hargon's giant head grinning down on the heroes while Malroth's face looms over all of them.
* Dragon Quest II them. (The Princess, meanwhile, doesn't get any goggles of her own.)
* Dragon Quest II, the Prince of Cannock and the Princess of Moonbrooke know curative spells, unlike the Hero who learns no magic whatsoever.
* Dragon Quest II: The Prince of Cannock is said to be good-hearted, even if lazy and absent-minded, but he does not mince his words at all. If you go back to Cannock and talk to his sister after recruiting him:
* Dragon Quest II: The Prince of Cannock's orange crown of hair spikes is almost larger than his head.
* Dragon Quest II: The Princess of Moonbrooke can equip a Magic Dagger, although it is only her second weakest weapon.
* Dragon Quest II, the Princess of Moonbrooke is a powerful mage, but a poor attacker.
* Dragon Quest II: The Princess of Moonbrooke joins her cousins's quest to exact revenge on Hargon for the murder of her father and subjects and her home's destruction.
* Dragon Quest II: The Princess of Moonbrooke learns the curative spells Midheal and Fullheal at levels 1 and 15/16, respectively.
* Dragon Quest II, the Princess of Moonbrooke wears pink. The Prince of Midenhall wears blue.
* Dragon Quest I, it's revealed to be one of several "continents" in the game world.
* Dragon Quest I-IV on the NES came with maps and a monster and item chart.
* Dragon Quest in commercials) have gotten very little, if any, publicity outside Japan, which may have contributed to the beginning of a new dark age for the series outside Japan.
* Dragon Quest in the US, due to a tabletop RPG using the former name.
* Dragon Quest I: Princess Gwaelin had been kidnapped by one of Dracolord's minions and falls in love with the Hero the moment he comes in to save her. Eventually, he has no choice but to reciprocate (since the game does not allow you to turn her proposal down).
* Dragon Quest I: Princess Gwaelin shares a passionate kiss with the Hero after he saves her from the dragon.
* Dragon Quest I's initial form presents himself as a sorcerer, though he also is generally portrayed as getting physical.
* Dragon Quest I spin-offs: his Finisher clip showing him storming the Green Dragon's lair by simply hacking the door apart, smashing the gigantic dragon with

his blade with such force it goes flying into the far wall and crushing open the Princess' cage, blasting through the earth in a tremendous leap to the surface instead of just using Evac, and launching himself kilometers into the horizon towards Castle Charlock with the Princess projecting the Rainbow Bridge beneath him as he goes.
* Dragon Quest I: The Dragonlord kidnaps Princess Gwaelin to force King Lorik to surrender.
* Dragon Quest I, The Hero learns at levels 3 and 17, respectively, the curative spells Heal and Healmore.
* Dragon Quest I: The NES ad shows a knight crossing a river on horseback. The player character does not ride on a horse, and cannot cross water unless there is a bridge.
* Dragon Quest I: The North American version of the game received a graphical facelift as well as a battery-backed save instead of a 20-character long password system used in the Japanese version.
* Dragon Quest I: the standard one as the guardian of Cantlin and thus a boss, the Gold Golem as a random encounter that gave lots of gold, and the Stone Golem as an endgame enemy.
* Dragon Quest I trend when the King makes the offer to succeed him as ruler of Alefgard, saying that if there is a kingdom for him, he wants it to be one he builds himself. Canonically, Gwaelin/Lora leaves with him, and the two of them end up ultimately forming three branched kingdoms, upon a surrounding continent even larger than Alefgard.
* Dragon Quest IV': Aamon is a terrible sorcerer who intends to wipe all humans out.
* Dragon Quest IV after Ragnar joins the hero/heroine in the fifth chapter.
* Dragon Quest IV: After Rose's death, Psaro goes nuts and transforms himself into his Final Boss form using the Secret of Evolution.
* Dragon Quest IV, Alena is the princess and expected by her father to act like a princess. She, on the other hand, wants to be an adventurer and prove that she can do more than look pretty in a dress. So, she instead breaks out of the castle, travels across the country, and roundly proves that she is more than capable of kicking ass and taking names by winning the battle tournament in Endor.
* Dragon Quest IV: Alena's dad seems to have this attitude at the start of her chapter. Of course, Alena's the strongest physical fighter in the game, so...
* Dragon Quest IV: Alena, the Tsarevna of Zamoksva and the strongest physical fighter among the playable characters.
* Dragon Quest IV and unleashing an ancient horror sealed underneath the town.
* Dragon Quest IV, as this prompts the slaughtering of any descendants they have out of fear that another legendary hero could come about.
* Dragon Quest IV comment. It's not clear whether it's meant to be suggestive or just a very unfortunate turn of phrase, but either way, it's pretty funny.
* Dragon Quest IV: During the fourth chapter, you have to search for some gunpowder in order to make a loud noise and scare the Chancellor of Palais de Leon. Never mind that Maya already knows a spell called "Bang" that creates a big explosion...
* Dragon Quest IV: Elisa's official art indicates that she's a simple human girl, in the game she uses the same elf sprite as Rose.
* Dragon Quest IV: Estark is pretty freaking enormous when you encounter him, it makes all too much sense why his minions would want to reawaken him.
* Dragon Quest IV (fortune telling and dancing) they might the Dragon Quest IV version of that ethnicity.
* Dragon Quest IV has 5 chapters — 4 of which are Days In the Limelight for the various henchmen and side-characters that join you in chapter 5.
* Dragon Quest IV has the "Secret of Evolution", a mysterious power which Psaro and his minions are after so that they can build an all-powerful monster army to subjugate the world. This research also extends to giving animals the ability to talk.
* Dragon Quest IV: Healie, a Slime monster who you meet in the first chapter, wishes to become human. When you see him again later in the game, his wish is seen

to have been granted.
* Dragon Quest IV: In Chapter 3, Torneko gets chased by a rolling boulder in his search for the Steel Strongbox/Iron Safe. Fortunately, he has to make the boulder fall into a pit, forming a bridge so he can move on. In the NES version, the boulder moves very slow, which can be easier for Torneko to run faster; the DS version, however, has the boulder move pretty fast, and almost at the same speed as Torneko. It won't run you over though, you just can't get past it.
* Dragon Quest IV: In the chapter two, Borya acts like a mentor/guardian towards Kyril and mainly Alena, often wishing he could do more to get her to act like a lady.
* Dragon Quest IV. In the Nintendo DS remake of the game, Psaro's redesign lifts a few elements from Sephiroth in turn.
* Dragon Quest IV, in turn, will help them avenge their father's death.
* Dragon Quest IV: Late in the game, a thief sets you up to take the blame for his latest heist.
* Dragon Quest IV: Maya has expressed interest in richer men regardless of age, drooling at the prospect of swimming in gold.
* Dragon Quest IV: Meena/Nara is more level-headed and focused than her vibrant and outgoing sister Maya/Mara.
* Dragon Quest IV: One appears in the prologue claiming to be a cursed princess, but it’s quickly subverted when the "frog" reveals herself to be Eliza, your childhood friend, using her Morph ability.
* Dragon Quest IV: Princess Alena never lets anything get her down or stop her. Even though her kingdom has been destroyed and her father is missing, she is completely confident that she can find the culprit and punch it to death.
* Dragon Quest IV: Psaro introduced himself to Rose by vaporizing a human thug threatening her.
* Dragon Quest IV. Ragnar has a nice-looking blue mustache to go along with his pink armor.
* Dragon Quest IV: Ragnar is revealed to be the worst of the team at telling jokes when trying to get the Zenithian Helm from the king of Canalot.
* Dragon Quest IV results in something beneficial. However, he may occasionally stare off into space or scare off metal slime types.
* Dragon Quest IV Road Apples, although this was mainly due to Nintendo's censorship policies that prevented them from calling them anything else.
* Dragon Quest IV: Rosehill is full of beasts turned into sentient, talking animals, courtesy of Psaro's Secret of Evolution.
* Dragon Quest IV smaller fortresses in the northeast, northwest, southeast, and southwest corner.
* Dragon Quest IV: Some people in towns do this at night, which is made even funnier in the DS version (Examples: The king of Parthenia mumbles, "Ah-few... ah-fever-few...", the soldier mumbles, "Cry some rubiezzz...", and one boy in Dunplunderin mumbles, "Arr-phew... arr-phew...").
* Dragon Quest IV: The DS remake's party chat turns Borya into a bit of one, spouting off unbelievable to absurd "facts" about the various locations the party visits. Towards the end of the game, he admits to have never left Zamoksva in his life and was just making it up to sound smarter.
* Dragon Quest IV: The interactions between Elisa and the Hero, have pretty heavy hints of Childhood Friend Romance, such as her wanting to be with them forever and the hug between the two on reuniting at the end.
* Dragon Quest IV: The Japanese version of the DS remake hints at Kyril considering the male Hero to be his rival; though, the Hero is completely unaware of it.
* Dragon Quest IV: The Minidemons always talk this way in the DS version.
* Dragon Quest IV The only likely use for Magic Burst would be to use it to help beat Foo Yung and Chow Mein in under nine turns, which lets you get the final possible addition to Immigrant Town and is in of itself a Bragging Rights Reward.
* Dragon Quest IV: The primary plot concerns the application of the "Secret of Evolution" to make monsters into more powerful monsters.
* Dragon Quest IV: The Zenithians like Orifiela have large, white, feathered wings.

* Dragon Quest IV this when the hero is asked by a master merchant what the secret to success is.
* Dragon Quest IV: Torneko is heavily implied to be one in remakes, as a way of hanging a lampshade on the fact that his ability to equip anything allows him to wear female-exclusive equipment.
* Dragon Quest IV: Torneko went on to star in the first of Chunsoft's "Mysterious Dungeon" series of Roguelike games which first appeared on the Super NES.
* Dragon Quest IV to show those who stay at Strathbaile's inn her whereabouts and how to get inside.
* Dragon Quest IV: When you meet Princess Alena's party in Chapter 5, Kyril is desperately ill and Alena is out searching for a cure.
* Dragon Quest IV who decides to take up work as a mercenary because poetry doesn't pay the bills.
* Dragon Quest IV who managed to complete his master's goal of achieving godhood through the secret of evolution long after Aamon's defeat.
* Dragon Quest IV: Young, little Princess Alevna escapes from the castle by kicking a hole in the wall of her third-story room and jumping out. It's also stated that this isn't the first time she's done it. When she joins your team, she is you best physical hitter.
* Dragon Quest IV: Young princess Alevna is perky and enthusiastic to an almost absurd degree.
* Dragon Quest I, where the legendary hero is actually a descendant of the main character, who marries a descendant of the last legendary hero.
* Dragon Quest IX, a formerly heroic knight of a dead kingdom who has been trapped by the spell of a Succubus. Until defeated by the player, he doesn't realize that he has been dead for ages and the kingdom that he fought for has long since passed into history.
* Dragon Quest IX, and her husband overcharges outrageously in his store to keep her happy.
* Dragon Quest IX as well, that deals bonus damage against plant-type enemies. However, it's not very useful as there are no high-end monsters to use it on.
* Dragon Quest IX: Barbarus uses dark energy and even has a dark appearance that fits his appearance with the Gittish Empire.
* Dragon Quest IX boss at you early on to teach you the importance of having extra party members, and the combo system will be horribly punishing on single characters.
* Dragon Quest IX can see ghosts and help them to move on by taking care of their unfinished business.
* Dragon Quest IX entirely because the Amazon Japan review scores were extremely low. In addition to the strange idea of gauging game quality via Amazon scores, the article became something of a laughingstock when it got out that the scores were the result of a spam attack by disgruntled users of 2chan.
* Dragon Quest IX, Excalipurr is "...wielder of a bewitched blade that can only be used by those it chooses."
* Dragon Quest IX games, the only way to read it is to step on the crops.
* Dragon Quest IX: Gladiator's Signature Attack, Double-Edged Slash, does incredible damage... and 25% of it right back to the Gladiator. It's entirely possible (and likely) to kill yourself outright when using this, especially if combined with Tension and Double Up.
* Dragon Quest IX has handrills and hammerhandrills as claw weapons. There is also a spear called the sandstorm spear whose tip looks like a drill.
* Dragon Quest IX has The Observatory, base of operations for the Celestrians.
* Dragon Quest IX heroine's costume). 52 defense, 10 point below Metal King Armor. It's green, and it's leaving your right shoulder naked.
* Dragon Quest IX in his second form!) He more or less just gains a few new attacks, can inflict status ailments, etc... but once more, he doesn't really offer that much new to the game. Kind of a shame that this was intended to be the hardest game.
* Dragon Quest IX: in the overworld, most NPCs are 2D sprites, while plot-relevant

characters are 3D models. Made more obvious with Erinn, Patty and Sellma, who actually switch back and forth between the two graphic styles if they're relevant to the plot or just NPCs you talk to for multiplayer stuff.
* Dragon Quest IX. It was also possible to hack the game to unlock characters' appearances, including Carver's, ahead of schedule.)
* Dragon Quest IX: Morag, a demonic witch, wields one knife during her Boss Battle.
* Dragon Quest IX: Nodoph is part lion, part dragon, and maybe part ape; his monster type's fairly clearly a nod to the mythical Chimaera and Manticore monsters.
* Dragon Quest IX, now that legs are an equipment slot, there's a handful of underwear equipment choices for either gender.
* Dragon Quest IX plays like a typical paladin would: high defense, healing magic, and abilities that focus on protecting the innocent. Fully upgrade a Paladin and get their shield level to 40, and you have an unstoppable attack-blocking machine.
* Dragon Quest IX renders some characters with polygons, but not all of them. The inkeepers at Stornway become 3D only when you talk to them behind the bar.
* Dragon Quest IX. She cast a spell on him in order to force him to fall in love with her, allowing her to destroy the Wight Knight's home kingdom of Brigadoom without interference. She then sealed herself away with him until an earthquake woke them up and broke the curse she had on the Wight Knight.
* Dragon Quest IX: she would only return to her true form if humans did enough good deeds (releasing benevolessence, gathered by the angelic Celestrians and returned to the tree). However, Zenus ends up split into various aspects (which become the higher end grotto monsters).
* Dragon Quest IX spelling. It actually takes him a second to realise they kidnapped her.
* Dragon Quest IX takes this trope to an extreme. Not only does the ending message say "To Be Continued...", it immediately puts you in the post-game epilogue ready to take on new quests.
* Dragon Quest IX, the Minstrel class can unlock the Pratfall Ability, staging a slapstick fall for the amusement of the local Slimes, hopefully depriving the enemy team of a turn as a result of side-splitting hilarity.
* Dragon Quest IX: The place where you change jobs is on Newid Isle, "newid" being Welsh for "change". It goes beyond Bilingual Bonus, too, since it can also be read as "New I.D. Isle", where you get a new identity (and 90% of the visits to the map area will be for class changing).
* Dragon Quest IX: The various members of the Gittish Empire received their monstrous forms as a function of being brought back to life.
* Dragon Quest IX were other third party series credited with pushing sales of the console.
* Dragon Quest IX, with physical characters boosting Tension for several turns then unleashing hell. (Oddly enough, the game gives your main character an exclusive skill that boosts another character’s Tension, meaning the best possible support character is you.) Multi-target attack spells can soften up multiple enemies, but that generally only saves you a turn or two, and your physical characters can get multi-hit weapons that do roughly the same amount of damage, though they better spend their time dropping one enemy per round each.
* Dragon Quest IX, you can throw a "cowpat" on some poor guy's fire. Needless to say, he doesn't appreciate it.
* Dragon Quest I, you can kiss your ass goodbye here. Some of these are invincible to magic. And sometimes, the only winning move is not to fight.
* Dragon Quest: Legend of the Hero Abel, broadcast on Sunday mornings with no advertising.
* Dragon Quest: Legend of the Hero Abel has Baramos monitoring the heroes' progress through magic, using the eyes of his many minions.
* Dragon Quest main character, as it is the only game in the series to never be localized.
* Dragon Quest, making it all but useless unless you feel like wandering around.
* Dragon Quest. Many took note of contrast between the two after they had been

revealed.
* Dragon Quest Monsters 2 and the remake combining both games gave both characters equal prominence in the box art.
* Dragon Quest Monsters. As per typical for the trope, the proposed methods have ridiculous requirements, such as breeding an Orligon and Divinegon together who are both level 99, +99, and with maxed stats, while only having a 1/3 of working to get a Dimensaur, or some variation of the most popular "feed multiples of every possible item to a Dream Egg and then get only a miniscule chance of getting one of the three monsters when you finally hatch the egg". All of these theories have been debunked nor shown any proof of; in particular the popular Dream Egg myth was debunked when it has been figured out that the egg would get "full" (and thus would not accept any more items) before you could give it just 2 of every possible item.
* Dragon Quest Monsters for this scenario, but the dev team forgot to apply it.
* Dragon Quest Monsters games throws the target monster into the air, making it unable to act for one turn. It has a chance of taking damage when it lands.
* Dragon Quest Monsters: Joker 2, he will fight you again in his true form, Leonyx, to see if you're strong enough to face the source of the island's corruption. He's much stronger than before, and keeps his improved stats (except for HP) if you manage to Scout him.
* Dragon Quest Monsters: Joker 2: If you finish the game in an English mode, US DSi... the credits change to English. (Just in case the big US and EU flags during the part where the Japanese commercials talk about a worldwide tournament weren't a big enough clue.)
* Dragon Quest Monsters plays this straight, as the early spells (Blaze, Fireball) can be inferior to a monster's raw attacking power, and you only have six spell slots per monster. However, those six spells carry over for every reformation, including being powered up, so once a monster has Thordain or Explodet (which hits all enemies), Heal All, and Revive, they're set.
* Dragon Quest Monsters remake of the latter replaced that feature with the ability to learn moves typically used by monsters (the remake of the former on the same system still has the monster recruitment feature, though).
* Dragon Quest Monsters uses the same trope, though if you have Blazemost, you simply start out with Blaze. You have to meet statistical requirements.
* Dragon Quest Monsters with monsters that don't have much in the way of usable skills, then do another mediocre dungeon, before you can finally start using the customization that makes the game so awesome. The DS game suffers a little from this, but the period is much shorter.
* Dragon Quest rare few can nullify such effects after they're cast, for most bosses, these spells are outright essential — and even for the ones that can nullify them, they have to waste a round doing so.
* Dragon Quest: Red Slimes series are the stronger version of normal slimes, and they are females in some of the adaptions.
* Dragon Quest series has a Scare Chord that plays when you don a cursed item that can scare the pants off of an unsuspecting player, especially when it's their first time equipping a cursed piece of equipment.
* Dragon Quest series has this in spades, with everything from platypi to skewered bell peppers to pots and books.
* Dragon Quest series served as this, with sales of all three games combined averaging to around 10 million copies sold.
* Dragon Quest series, the move Kamikazee, most often used by Rockbombs and related monsters is this- it has a high chance to instantly KO all opposing targets at the cost of the user's own life. It also has a healing version in Kerplunk, which sacrifices the user to fully heal and revive all allies.
* Dragon Quest shipped more than a million copies after its worldwide release.
* Dragon Quest 's massive success in its home country is that it manages to appeal to people from all walks of life. The wholesome atmosphere and colorful graphics captivate both young and old, the balance of action, comedy, drama and worldbuilding makes it appeal to all tastes, and the relatively simple turn-based combat makes it accessibly to people who don't normally play video games while

still offering enough challenge to hook hardcore gamers.
* Dragon Quest states that where they appear, Metal Slimes can likely be found as well), but are not opposed to turning their weapons upon the player.
* Dragon Quest Swords. After the heroic mime defeats the villain the City of Avalonia is in celebration. Anlace and Fleurette encourage the hero to say something inspirational to the assembled masses. The hero's father Claymore then puts in his own opinion, "Take no notice of them, lad. Now's not the time for words."
* Dragon Quest: The Adventure of Dai and they have a kid with Infant Immortality.
* Dragon Quest: The Adventure of Dai: Crocodine and Borahorn seem very popular.
* Dragon Quest: The Adventure of Dai, Demon Lord Vearn wants to destroy the Human World to get a glimpse of the sun for the Demon World. He comes dangerously close to succeeding.
* Dragon Quest: The Adventure of Dai, Flazzard makes this gesture to Marm before his first defeat.
* Dragon Quest: The Adventure of Dai has Dai, evident by the answer Crocodine gives Baran when he asks why he gives it all to protect Dai: "Before I met him I thought humans were worthless, but he showed me I was wrong. And not only me, Hyunkel was like that too... to us, Dai is our Sun."
* Dragon Quest: The Adventure of Dai: Hyunkel and Pop are a textbook version. Hyunkel starts off as an extremely powerful swordsman who gives both Dai and Pop a hard time, while Pop is a Miles Gloriosus. Later on, Hyunkel is still a powerful ally but Pop has taken so many levels of badass that he's the only one able to face Vearn head on together with Dai.
* Dragon Quest: The Adventure of Dai, it's more "right under me". When Dai and Leona use a hot-air balloon to head to a department store for the purpose of getting new equipment for Dai, Dai worries not bringing Pop along. Leona, on the other hand, doesn't consider Pop reliable and quickly expresses her opinion on the matter. What Dai and Leona don't know, however, is that Pop, having trained to enable himself to fly by magic, has been positioning himself below the airborne hot-air balloon while Leona expresses her criticism of him, and so he hears the whole spiel.
* Dragon Quest: The Adventure of Dai: Leona and Maam wear pink. Dai wears blue.
* Dragon Quest: The Adventure of Dai: Out of all of Dai's team, Pop packs the most power but is the most vulnerable to a hit. Dai and Crocodine aren't human and can tank hits, Hyunkel with his armor has the highest defense of the team and Leona and Maam can heal. Mitigated when he becomes a Sage and learns healing spells.
* Dragon Quest: The Adventure of Dai Pop is immensely relieved upon discovering this fact.
* Dragon Quest: The Adventure of Dai that Dragon Knights have a "Genetic Battle Memory", that makes them remember every technique of their ancestors. The main character, Dai, gets this when he gets his father Baran's Dragon Crest, showing the use of, between other's, Baran's special technique Doruoora.
* Dragon Quest: The Adventure of Dai. When he leaves the dark side, Hyunckel loses some of his power; it's later explained to be a side-effect of losing the internal conflict that had driven him since childhood. When he finally finds a new reason to fight, he becomes more powerful than ever.
* Dragon Quest: The Adventure of Dai, which are basically magic-powered nukes. (created from a rare ore analogous to the plutonium / uranium, nonetheless) On the back-story, one of them was powerful enough to destroy an entire continent.
* Dragon Quest: The Adventure of Dai will only be used at a story climax.
* Dragon Quest, the first post-Super Nintendo installment, was especially bashed for not really pushing forward with the gameplay or the graphics. Since Enix and Square merged, it seems they've been trying to expand the series with more online multiplayer options and with more immersing gameplay, but given the series' huge popularity in Japan it's unlikely they'll experiment with the fundamentals of the series that much.
* Dragon Quest V about the events that will lead to his eventual death, but he still dies nonetheless.

* Dragon Quest V: According to party chats, Sancho is an excellent cook, and everybody enjoys his meals.
* Dragon Quest V: After breaking out of his sealing jar, the demon Bjørn seems to think he has only remained imprisoned for some few days instead of one hundred fifty years.
* Dragon Quest V: A knick-knack critic is spawned on the top floor of the knackatory in the third act. Put any knick-knack on the stand and talk to him. Then party chat, and laugh.
* Dragon Quest V and Bianca's Team Pet. Though in the later of the game, Borongo has no more importance to the plot, and you can develop your own army of monster Team Pet.
* Dragon Quest V and forced to work as slaves for ten years until they manage to escape. Afterwards, both youths spend a time adventuring together during the first part of the Hero's journey in adulthood. After they go their separate ways, Harry still shows an interest in tagging along, but is too caught up in his duties to do it.
* Dragon Quest V: Bianca supports the hero on his Engagement Challenge set by Rodrigo to marry Nera despite her own obvious feelings for the hero.
* Dragon Quest V: Bianca wore her blonde hair in small, cute twintails when she was ten.
* Dragon Quest V: Bjorn the Behemoose is an ancient goat-like mountain-sized demon. He is easily one of the largest bosses in the franchise.
* Dragon Quest V brutally beats children up, kills their parents as their kids are forced to watch helplessly, mocks his victims before burning them to ashes... and enjoys every minute of it.
* Dragon Quest V by Bianca in Returndia if you admit you're lost in the party chat. She wonders why the party can't just climb up and jump down the walls no taller than they are to get around.
* Dragon Quest V: Chancellor Jeeves of Gotha. When he finds out that you're the kingdom's missing prince and about to claim the throne, he arranges for monsters to kidnap your wife and lure you away so he can take the throne himself. He does get what's coming to him, though.
* Dragon Quest V: Crispin completely steps down and allows the Hero to marry Nera after he wins the Engagement Challenge and, if the Hero actually goes through with it and marries her, will be happy for the two of them and find love with another woman.
* Dragon Quest V, Crispin is in love with Nera; but if the Hero chooses Nera as his bride, then Crispin will meet and fall in love with the beautiful dancer Ashlee and later on in the game get married to her. Things seem to work out pretty well for him no matter what.
* Dragon Quest V: Debora Briscoletti, beautiful but smug rich girl, has one mole just under her left eye.
* Dragon Quest V: During the first act, the main character is a cute but serious, committed and responsible kid who has been travelling with his father all over the world to find his disappeared mother. His son Parry is only an eight-year-old kid, but he has to deal with the responsibilities of being a prince, looking for his disappeared parents, and being the Chosen One. Parry's twin sister Madchen tends to take her role as a princess even more seriously.
* Dragon Quest V, during the segment where your characters are children, they don't die when they hit 0 HP but are just knocked out until the end of the battle. Actual — if not-permanent — death isn't an issue until your lead character is an adult.
* Dragon Quest V: Dwight Darf considers himself Queen Treacle's arch nemesis, while she is barely aware of his existence. After the timeskip, he considers himself the Hero's rival, despite being some nobody the Hero beat up when he was six.
* Dragon Quest V: Even as a member of evil Order of Zugzwang, Maria remained kind and virtuous, which is because she rebelled against the Order and was made a slave.
* Dragon Quest V, faeries are tiny, wingless pixies who do not like humans. Children may have a pass, but grownups entering their woods to find the path to

their country Faerie Lea will find themselves utterly lost because of their magic.
* Dragon Quest V: Flora/Nera is a model maiden: demure, compassionate, good with children and animals... and she is scion of an ancient aristocratic family. Unusually, for once, her type is significantly less popular among the Japanese fanbase than her romantic rival, largely due to the Guilt-Based Gaming of the original version.
* Dragon Quest V: For most of the game, the Hero is the only party member who learns healing spells.
* Dragon Quest V: Grandmaster Nimzo takes on the form of a demonic looking old man when the party finally encounters him; however this is merely a guise for his true form, which is far more incomprehensible and demonic.
* Dragon Quest V: Harry goes from a spoiled obnoxious prince to a slave. Then back to royalty after ten years of slavery. Similarly, his wife Maria was a slave before meeting him.
* Dragon Quest V has Rodrigo and Romana Briscoletti. He is fat and bald, and his wife is considered to be very beautiful; though Rodrigo is kind, charismatic and rich, so the marriage isn't that unbelievable. Also, he went through quite a lot to win her hand in marriage.
* Dragon Quest V has the Hero's children Parry and Madchen. Parry's outfit is entirely blue, while Madchen wears a dark pink/purple cape, and official art shows her white robe has a very light pinkish tinge to it.
* Dragon Quest VI allows you to keep spells across classes. Meaning that having every character going through the Priest class makes the game a lot easier since you now have four healers instead of one, Martial Artist gives them multi-target spells that cost 0 MP, etc.
* Dragon Quest VI a trashing if he was five years younger. Then the old man yelps "Ow, my back!" and rephrases his statement to "Okay, maybe fifteen years younger..."
* Dragon Quest VI: At the end of the game, Ashlynn has to leave her friends and love interest and return to Zenithia.
* Dragon Quest VI: Depending on how you develop Milly, Ashlynn and Nevan, they can become great spellcasters with poor physical stats.
* Dragon Quest V: If the Hero didn't marry Debora, Tuppence has a hopeless crush on her.
* Dragon Quest VI has two female party members, Milly and Ashlynn, out of a group of six.
* Dragon Quest VI. He leads the group that destroys all 4 Dread Fiends and the Archfiend, is the only person alive who can equip the legendary artifacts and is able to unlock the 'Hero' class much more easily than any other character, only needing to complete one of the four prerequisite classes.
* Dragon Quest VII: After Dharma Temple is saved, Zev chooses to leave his sister behind, asking Kasim to protect her in his stead.
* Dragon Quest VII, albeit with the orchestral soundtrack replaced with a MIDI one.
* Dragon Quest VII, and you have to get the bottle away from her and its contents tested to prove otherwise.
* Dragon Quest VII could re-join your party in the post-game of the 3DS version.
* Dragon Quest VII: Getting dismissed due to his youth naturally doesn't go over well with Zev.
* Dragon Quest VII: Hadeed is brusque and cold, though not without reason, and always speaks his mind.
* Dragon Quest VII has Maribel and Aira/Aishe out of a group of 6 characters. Maribel is a rebellious mayor's daughter and Aira/Aishe is a warrior princess.
* Dragon Quest VIII, after using magic to get it back to sea. Strangely for a fantastic setting, its pretty clearly stated to be a receding coastline issue—they get it back to sea by using magic to "get the area to remember when there was ocean there."
* Dragon Quest VIII, after you meet Red, she'll send the party to retrieve a tear-shaped gem in order to get Princess Medea back. However, it's possible to go to the dungeon, clear it and obtain the tear before talking to Red (with no in-game

indication that this is an option). If you do, a cutscene will play after you leave Red's shack where Yangus admits to Trode that he played up his response. Knowing Red as well as he does, Yangus knows if she found out that the party already got the tear, she'd just send them after something else.
* Dragon Quest VIII: Although a vengeful magician, Dhoulmagus didn't have much magic until he picked up the staff, then he really got rolling.
* Dragon Quest VIII are the first two opponents in the Monster Arena's S Rank battles.
* Dragon Quest VIII, a sidequest earns you Baumren's Bell; an item which allows you to summon and ride sabretooth tigers on the Western continent.
* Dragon Quest VIII, as the Playstation 2 version only consists of four members: Hero, Yangus, Jessica and Angelo. But in the 3DS version, Red and Morrie (both NPCs in the PS2 version) can or will join the party, with Red joining after defeating Captain Crow (storyline so cannot be missed) and Morrie joining after beating Rank S in his Monster Arena (optional).
* Dragon Quest VIII: By the time the heroes first engage the Dragovian Lord, he decides that the party has come to offer themselves as Human Sacrifices.
* Dragon Quest VIII - Dhoulmagus repeatedly murders people by running them through with a long magical staff, and this trope comes into play each time this happens.
* Dragon Quest VIII does not care what anyone looks like, leading to the party taking a detour there (mainly so that King Trode, who has been turned into a green troll, can have a drink in a pub without causing an uproar).
* Dragon Quest VIII: Eight doesn't have the speed or the magic of Jessica, but he has above-average health and attack.
* Dragon Quest VIII. Every time he does so, Yangus leaps away and yells "COR BLIMEY!"
* Dragon Quest VIII, for example, only people that are important have names displayed in their dialogue boxes.
* Dragon Quest VIII for the postgame questline, including what might be the second most tedious dungeon in the game. It mentioned it existed, it just didn't actually tell the reader anything about the area, the items, or the bosses.
* Dragon Quest VIII from the pain. In battle, his music can confuse the whole party and his sidekicks too. Continuing the gag, later you find a journal in Castle Argonia that describes birds falling out of the air and deer and rabbits writhing on the ground foaming at the mouth at the horrible sound of his music.
* Dragon Quest VIII. Guess the lesson is 'treat people with respect when they help you'.
* Dragon Quest VIII has an entire dungeon inside of a dragon skeleton (with several smaller ones forming the terrain)
* Dragon Quest VIII has Mori's Monsterous Pit, where the player is given a starter set and is tasked with finding and recruiting stronger ones to battle in the arena.
* Dragon Quest VIII has two of them: first is the Lord High Priest's residence, a glorious mansion atop a rock held aloft by what many assume to be holy power; second is the Black Citadel, the Very Definitely Final Dungeon.
* Dragon Quest VIII. He also makes no secret of the fact he considers most commoners to be mere sheep who won't exactly thrive under these conditions...
* Dragon Quest VIII. He seems unfazed by the constant battles with monsters. However, he doesn't go into the dungeons himself with the rest of the party, instead staying outside to take care of the wagon and his daughter, Medea. He can be seen in one of Yangus's attacks, Golden Oldies, where a large group of old men bum rush the enemy.
* Dragon Quest VIII he's so determined to get the horse back, being blissfully unaware that the mare is actually the cursed princess Medea.
* Dragon Quest VIII. His harp playing is so bad, it can stun everyone in battle, except for him. He digs his own funky tune, after all. After you beat him and take away his harp, his minions thank you for ending their aural torture.
* Dragon Quest VIII However, by the time the party visits Tyran Gully late in the game, Yangus has gotten sick of the routine.
* Dragon Quest VIII is a hand made of mud, said to belong to a larger mud monster

who lives underground.
* Dragon Quest VIII is implicitly a distant sequel to the Erdrick Trilogy, with Empyrea's backstory involving assisting the seven Sages to seal away the demon Rhapthorne in the past, and her true name being revealed as Ramia in the ending.
* Dragon Quest VIII is not only a mute, he falls in love with a princess who spends most of the game whinnying due to being turned into a horse. Though, you do see him chatter with other characters during cutscenes. He actually pantomimes a lot, making one think he is actually mute rather than just a silent hero. Which is sort of odd, because there is a (voiceless) scream ability in combat.
* Dragon Quest VIII: Jessica can wipe out whole enemies with her spells and can dish out decent damage, but she's not very resistant to damage herself.
* Dragon Quest VIII: King Clavius' way to get his son Charmles to agree to attempt the initiation involves mentioning Jessica's... assets. This is the only time he does it (or singles out Jessica in any way) though, so it could also just be seen as an attempt to play to his son's base desires.
* Dragon Quest VIII, Marcello), the only way you can't finish the battle in less than 10-15 turns is if you decide to gimp yourself or refuse to exploit tension.
* Dragon Quest VIII, one of the items you can get is a 'cowpat'. When you 'use' the item, it says "Hero grips the cowpat tightly. Hero deeply regrets his decision."
* Dragon Quest VIII, one of the weapon types Jessica can wield is a whip, which allows her to attack multiple enemies at once. It's arguably her best weapon choice, especially once she learns the deadly Twin Dragon Lash. It is also one of Red's weapon choices as well, but whips were nerfed a bit in the 3DS version.
* Dragon Quest VIII, only a small part of this game's Dark World is visited (specifically, the Dark World's counterpart of an island the heroes visited; the heroes have no way of getting to the rest of the Dark World because they have no way off the island, since they only have a ship in their own world), even though the full world would have no doubt been very large like the normal world map.
* Dragon Quest VIII outfits and violent scenes had to be altered to keep an A rating.
* Dragon Quest VIII: Rhapthorne, the ancient Lord of Darkness. Not only is it evil, but it makes anyone who so much as glances it evil.
* Dragon Quest VIII. Series creator Yuji Horii is an avid gambler himself, which is why gambling mini-games are a major element of the franchise.
* Dragon Quest VIII, some characters gain fighting abilities that cost little to no MP at all.
* Dragon Quest VIII the monsters are basically everywhere. However, there's a particular village named Trian Gully where monsters reside along with elves and humans, making it something of a subversion.
* Dragon Quest VIII: The Sceptre of Trodain, which is locked up in a vault in what was once the castle, chained to every single wall in the room, in the dead center of a Magic Circle. Or, it was, until Dhoulmagus stole it and unleashed Hell. Its original name was the Godbird Sceptre, and it was used to seal away Rhapthorne, Lord of Darkness.
* Dragon Quest VIII. The "Sex Appeal" (as her skill in the game is) of Jessica's dress is that she is essentially naked from the nipple up. As such, her top attracts much attention and many camera shots in the game.
* Dragon Quest VIII: The staff that Dhoulmagus stole allows Rhapthorne to possess the wielder.
* Dragon Quest VIII to prove he's worthy of the throne because he's afraid of lizards. All lizards. Even little ones. You have to scare him out of a room he's holed himself up in at one point by nudging a lizard into it, provoking this trope as a reaction to it.
* Dragon Quest VIII was released to Western audiences. Naturally, they were confused why he was suddenly a kid in that game.
* Dragon Quest VIII was the first game in that series to be released in PAL territories as well, and they dropped the numbers to hide that fact.
* Dragon Quest VIII, when Marcello is dangling above a gaping crater and certain death, his only reaction is to try to talk Angelo out of saving him.

* Dragon Quest VIII, who's actually the weakest variant of his own monster-type (Merman) in the game.
* Dragon Quest VIII, who stole a staff in hopes of becoming the greatest magician in the world. He iss opposed by the Hero, a sword-wielding royal guardsman, who defeats him and later slays Rhapthorne, an even more powerful scepter-wielding demon of legend.
* Dragon Quest VIII would. And with the vastly increased storage capacity of the DVD format, DQ8 doesn't have multiple discs to clue you in that that you're not done yet. But check the in-game map. Only about half of it's been explored by the time you reach the Dark Ruins.
* Dragon Quest VIII: Xia boundless curiosity about humans led her to leave the Dragovian Sanctuary to learn about them. Her father Chen Mui, furious, pursued her and dragged her back to the Sanctuary, but not before she had been betrothed to a human prince named Eltrio. Eltrio pursued her, but died before reaching the gates of the sanctuary; after discovering his fate, she died in grief soon afterwards. Her grave was placed on the opposite side of the sanctuary from Eltrio's just to keep them apart.
* Dragon Quest VIII: Yangus' best and most effective weapons are axes.
* Dragon Quest VII. Later, that same villain (after being mostly depowered) tries to get revenge on Ruff for defeating him by turning him back into a wolf, but instead he accidentally gives Ruff the ability to speak perfectly (whereas he could only say about three words before). Ruff, who has grown fond of the party at this point, is overjoyed at being able to properly express himself and communicate with his friends.
* Dragon Quest VII: Maribel's a good mage, but her HP and Defense need several seed boosts to keep her alive against tougher foes.
* Dragon Quest VII may have the longest Start-to-Slime time in video game history.
* Dragon Quest VII — the bridge will be fixed tomorrow, but tomorrow won't happen until you fix this.
* Dragon Quest VI in the Dream World and the Real World, which look very much alike, (though they have different layouts, some towns exist in both worlds) and you'll be traveling between them often.
* Dragon Quest VII: Orgodemir's brain on his final form turns out to hide an extra eye, which is shown when he uses Magic Burst.
* Dragon Quest VII plays with this: the very first thing you see upon arriving is the volcano erupting! ...In a vision, anyway, which you then have to prevent.
* Dragon Quest VII: Pollock, the Hero's father, is a manly man with an incredibly muscular physique and a thick beard.
* Dragon Quest VII: Prior to being able to change vocations, the Hero Auster learns healing magic naturally (Up to Mid Heal) and some support spells.
* Dragon Quest VII: Queen Fertiti's attempt to have a Sphinx/Likeness of the Great Spirit built attracted monsters to their land, which then overtook the project and converted it to a statue of the Demon Lord. When they demanded a girl to be sacrificed, the Queen went instead.
* Dragon Quest VI is composed of two worlds: the Dream World and the Real World.
* Dragon Quest VII. Seems like you could have ended the game right there...except that you're obviously not done. There's another disc left.
* Dragon Quest VI is ousted from the realm in the real world, his dream self (a rich and arrogant merchant) is arrested by the king in the dream world despite being completely unrelated to (and ignorant of) the crimes his real-world self committed.
* Dragon Quest VII...that can repeat if they choose not to help Pamela.
* Dragon Quest VII the call is because he spent the years between the spinoff and the game proper going over the island with a fine-toothed comb for something interesting.
* Dragon Quest VII, the Cathedral of Blight/Dark Palace, looks like the inside of a demon, complete with fleshy walls and floors, bone-like structures, and rooms that look like organs. In the PS1 version of the game, the party can even be transported to other parts of the dungeon by means of a fleshy mouth-like organ that swallows

them up and spits them out elsewhere.
* Dragon Quest VII. The protagonist's job is to fix the screwed up problems that each island has developed so they can stitch their world back together.
* Dragon Quest VII, this is revealed to be a repeating situation, with several people found in towns being former monsters that decided to become human instead. However, they have a hard time fitting in, and they appreciate when the hero tells them of where they can go to follow their dreams more fully.
* Dragon Quest VII threatening the kingdom. In the present day, you find it in his home trying to take care of him (apparently unable to realize he's long-dead). It's played mostly for pity, though.
* Dragon Quest VII to reload your way into an incredible gambling winning streak, with the tokens then traded in for gear that will outclass anything that will be found for several dungeons. Good thing that the casino first appears right before all of your skills and spells get locked away.
* Dragon Quest VII used to be a vast and expansive place, but by the time of the game, it has been reduced to a single continent. Your party's mission is to travel back in time to the continents which once existed in the past and stop the various disasters which destroyed them, thereby causing them to reappear in the present.
* Dragon Quest VII, wouldn't see release until long after that when they were remade for the Nintendo DS.
* Dragon Quest VII: Zev is this to his older sister Nava during the questline at Alltrades Abbey, not approving of Eustace trying to romance her. Marible suspects it to be Type 4. By the end of the arc, though, Zev eventually relents and decides to depart on a journey so he won't interfere with Nava anymore, but not before making Eustace promise to take care of his sister.
* Dragon Quest VI. Legacy versions of his boss battle in later games also have him use Kafrizzle and Kafrizz.
* Dragon Quest V: In contrast to her love interest Nera, who is an adept mage, Crispin is pretty weak, and admits himself to being "A lover, not a fighter". Even so, he proves to be capable of making it to the center of a volcano by himself.
* Dragon Quest V: In several Party Chat conversations, eight-year-old Parry alludes to having trouble with wetting the bed.
* Dragon Quest VI: Rod, an injured fisherman, loves the mermaid who saved his life, Unda.
* Dragon Quest V is a 'bildungsroman' revolving around the growth of the Silent Protagonist from a newborn to a boy, from a boy to a man, and from a man to a father.
* Dragon Quest VI side, which typically means a character with low natural HP and Defense is going to have those stats reduced further in a magic vocation.
* Dragon Quest V is kidnapped by skeleton ghosts and is stuffed inside the queen's grave during your exploration at the Uptaten Tower. She's quickly freed and doesn't seem to be bothered at all.
* Dragon Quest VI, the Hero and Carver agree to surround and try to catch a wild mare "on count of three"
* Dragon Quest V, it was taken at face value, and thus nobody married Nera to verify the claim.
* Dragon Quest VI uses Dragon Slash on a Hacksaurus in a cutscene near the middle of the game. He doesn't have this skill when he's recruited much later.
* Dragon Quest V: King James gets assassinated after only a few appearances on screen.
* Dragon Quest V: Ladja has the opportunity to easily kill the hero twice, and later the hero's wife along with him, the first while he's a child and doesn't know he's a threat yet, and the second when he turns the hero and his wife to stone and knows all too well, but in both cases decides to make a quick buck off the hero instead.
* Dragon Quest V like above. "A childhood friend? Or a rich lady? One has lots of money... And the ability to cast Boho_mi and I___zun." (Bohoimi = Midheal and Ionazun = Kaboom)
* Dragon Quest V: Madchen learns Puff!/BeDragon, letting her transform into a fire-

breathing dragon during battle.
* Dragon Quest V: Maria couldn't stand what the Order of Zugzwang was doing, so she was thrown into slavery. She and her brother orchestrate an escape which the Hero and Prince Harry become a part of.
* Dragon Quest V: Nera (and her sister Debora) first met the Hero as a child when she was helped onto her father's ship by the hero's father Pankraz. Nera only makes the connection if she was chosen as the bride via Party Chat in Littlehaven or after talking to the ship's captain.
* Dragon Quest V: Nera speculates this is why she fell in love with the main character. If you marry her, in the party chat, a conversation after the wedding implies that destiny flat out overrode her feelings for Crispin in favor of the main character.
* Dragon Quest V opens with the main character's birth, and starts you off playing as a five-year-old.
* Dragon Quest V: Optional Party Member Tuppence loves the ladies... the ladies just don't love him back.
* Dragon Quest V: Out of all potential brides, Bianca has more physical strength and health than Nera/Flora but is weaker than Debora, and she is the only who learns the full Frizz and Sizz families of spells.
* Dragon Quest V: Pankraz has a very bushy, think black handlebar. His loyal servant Sancho has a rocking handlebar, too. Although his is brown, and the ends curve upwards.
* Dragon Quest V, Party Chat will reveal that the Hero's children spent a long time looking for their mother and father. So much so that one can roughly piece together where they went and what they did before arriving at the Porgie residence to de-petrify him.
* Dragon Quest V: Prince Harry has a soft spot for the ladies and is prone to flirting good-naturedly, though his marriage with Maria hampers that considerably.
* Dragon Quest V: Prince Wilbur has no interest in ruling a kingdom and prefers to be just a regular kid.
* Dragon Quest V: Queen Dowager can't rule herself, so she pushes her son towards the throne despite his own wishes, and doesn't care who she tramples on it to make it happen.
* Dragon Quest V: Queen Dowager of Coburg gets her stepson Harry kidnapped, expecting to put her son Wilbur on the throne as her puppet; then she is replaced by a fake queen who crushes the peasantry and burns the village of Whealbrook to the ground.
* Dragon Quest V: Queen Ferz can cast illusions to disguise her true identity.
* Dragon Quest V refine it, becoming the precursor to what Monster Battling is today.
* Dragon Quest V reveals that Parry still occasionally wets the bed (he's eight though, so it's slightly more excusable).
* Dragon Quest V: Sancho ends up with a huge case of it, feeling guilty about being unable to save his king and protect his family, although how bad it is only becomes clear if you add him to your party then talk to him a lot in different cities.
* Dragon Quest V: Sancho is clearly the game's comic relief character; however, he's generally such a broken man that you feel more sorry for him than anything.
* Dragon Quest V's bride, who may or may not have a golden heart under all that jewelry. She spends about 90% of the marriage being an ungrateful, insane slave-driver not unlike those that imprisoned the Hero earlier, but by the time she witnesses for herself the final major tragedy in his in-game life, her tune changes and she vows to make Nimzo pay for what he did to her husband.
* Dragon Quest V's Dragon, but his habit of making it personal with the hero and directly supervising his boss' schemes makes him a much bigger target (and so much more cathartic to kill once and for all).
* Dragon Quest V sees your hero's wife going through this: depending on how quickly you play through the plot, she can go from marrying you, to confirmed pregnant with your children, to having said children, in a matter of hours... or only a few in-game days.

* Dragon Quest V), she never loses hope that the Hero can defeat Nimzo, and she does not hesitate in rejoining her husband to fight the very monsters who tried to destroy her life.
* Dragon Quest V: Should the Hero choose not to marry Nera, she will marry Crispin, who she nursed back to health when he got hurt while exploring Mount Magmageddon.
* Dragon Quest V: Subverted with Pankraz in the English script, despite being from a series where this trope is very common. Of course, his last name (Gotha) is only mentioned when he's telling some guards who he is.
* Dragon Quest V: The Counts of Uptaten wanted children, but they were never able to conceive one since their lives were tragically cut short when monsters raided their castle and slaughtered everyone inside.
* Dragon Quest V: The ferret enemies are constantly farting, about once per second. Interestingly, while most have gas attacks, they breathe the gas, rather than using it as a form of Fartillery.
* Dragon Quest V: The "Harry's been kidnapped" plotline. It turns out the kidnappers are on the Order of Zugzwang's payroll. The main character's father dies, and the hero and Harry are turned into slaves.
* Dragon Quest V, the Hero hits hard and his spell line makes him a reliable source of healing. In fact he's very much like that of the Priest class rather than the Hero class. Must be because he's not actually the chosen one.
* Dragon Quest V: The Hero's wife rejoins the party after being rescued and fights alongside her husband and children during the third part of the game.
* Dragon Quest V: The lives of the Counts of Uptaten were tragically cut short when monsters raided their castle and slaughtered everyone inside. Due to the influence of some nasty spirits, they were unable to move on to the afterlife until their jailers were defeated by the Hero and Bianca.
* Dragon Quest V Then again, you can invoke it by putting her in the castle along with Madchan for the rest of the time she rejoins.
* Dragon Quest V: There aren't really that many hammers in the game, but Debora and Sancho are the only human characters who can equip them. This includes the Hela Hammer, a half-cursed hammer that misses half the time, and invariably critical hits all the rest. It's useful for taking out Metal Slimes.
* Dragon Quest V: Tuppence Tends to be unusually rude to his king, to the point of planning to steal his wife from him after he dies. He does respect him as a leader though, he's just envious of his skill with the ladies.
* Dragon Quest V, two children call you and your companion "Mister", which in party chat is very distressing to Prince Harry who doesn't think he should yet qualify.
* Dragon Quest V: Unlike his father, Parry was born and raised as a prince, however he's also spent pretty much all of his life fighting and it shows.
* Dragon Quest V, use propaganda and servants to give the rest of the world the impression that they're a benevolent religious order that seeks to protect the world, when they actually seek to bring their ruler into the world so he can rule. By the third generation, they have human followers from around the world, and it's hard to go anywhere without hearing something about them.
* Dragon Quest V: Warrior Faerie Honey is specifically stated to be Queen Treacle's second-in-command.
* Dragon Quest V when you consider that resurrections in that game world are canon; When you get married the priest lampshades the fact that people can get resurrected most of the time, as to get around the "Until Death Does You Apart" clause.
* Dragon Quest V. Which is why they're about ten years apart in appearance.
* Dragon Quest V, whips first gained the ability to target groups of enemies. Although whips appeared in III and IV, they were only capable of targeting a single enemy at once. Remake versions of the earlier games retroactively added this multitargeting. The Hero can use some whips early in the game, but the wives and many of the monster companions get the most use out of them.
* Dragon Quest V you can choose to marry Bianca Whitaker, who in the original game is the first girl you meet as well as the hero's childhood friend.
* Dragon Quest V: Young Prince Harry used to be a complete brat who enjoyed teasing and tormenting others because he found it funny.

* Dragon Quest Walk. He's a giant boulder-looking watermelon with a moustache and a crown. Once defeated, he falls apart in melon slices.
* Dragon Quest", when Spike and the other dragons venture out in their hunt for phoenix eggs, the teenage dragons crash into a tree when chasing the phoenix parents and when chasing Spike and the ponies.
* Dragon Quest, where all the cliches are just used as filler for what just boils down to lighthearted adventuring. Plus some of the tropes used for the more emotional scenes actually are pulled off phenomenally. Anyone who says seven isn't sad is lying.
* Dragon Quest, which could translate to "Mystery Of The Dragon" in Malay.
* Dragon Quest, with its more traditional gameplay and world design philosophy, a welcome substitute.
* Dragon Quest X and left behind the White Star Sword (a white version of the Hypernova Sword).
* Dragon Quest X has powerful, warlike ogres, fairy-like elves, technologically skilled dwarves and — unusually — very rare humans.
* Dragon Quest X has the distinction of being the first and only Wii game to use 2 discs. It also came bundled with a 16 GB USB flash drive since, as an MMORPG, it needs to download updates and additional content, and the Wii only has 512 MB of built-in storage.
* Dragon Quest XI, although they are no longer the powerhouse that they were in earlier games.
* Dragon Quest XI and persecuted by King Carnelian, he's also of royal lineage, but was raised in a small village. Jesus was persecuted during his life, and was stated to have been from a long line of kings, but was born and raised as a commoner.
* Dragon Quest XI, but development troubles caused the game to come out later.
* Dragon Quest XI: Erik's spiky hair is so iconic that all of his costumes include alternate versions that remove any and all headgear that even slightly obscure it.
* Dragon Quest XI, Erik wears a hood over his head, only taking it off right before the final jump to safety when he decides to finally introduce himself by name to the Luminary. He puts it back on and gives the Luminary his own when the two sneak into Downtown Heliodor to avoid the guards while looking for the Red Orb.
* Dragon Quest XI explicitly views the Luminary as her little brother. That said, the player is given the option to marry her in the Switch version of the game.
* Dragon Quest XI Gemma have known each other since they were children, and even went through the coming-of-age ceremony together at the start of the game. They care a lot for each other, to the point that Gemma's good luck charm (which she gives to the Luminary before the start of his journey) can give the Luminary's stats a nice boost in battle.
* Dragon Quest XI has Mordegon's generals Jasper and Alizarin. Jasper is technically the leader of the Spectral Sentinels, but remains an Orcus on His Throne until you fight him; Alizarin is the guy making the strongest push against the heroes in the overworld.
* Dragon Quest XI, horses (or any creature mount) never need a rest. As such, the mounts that can occasionally run at high speeds tend to be the best way to get around between towns.
* Dragon Quest XI, in addition to standard ultimate weapons, also includes "evolution weapons" that have to be repeatedly reforged until they reach their ultimate forms. The recipes for the ultimate versions requires full completion of the Bonus Dungeon.
* Dragon Quest XI is active and he is an immensely powerful evil god. Removing the aura reveals that his skin is actually green underneath.
* Dragon Quest XI joins the party in order to liberate Erdrea from the forces of evil and make up for the misdeeds he caused earlier. In order to not spoil his inclusion, many fans refer to him as "Eight".
* Dragon Quest XI keeps magic and melee roughly competitive throughout the majority of the game, but the Hero, Erik, and Jade all gradually learn abilities that vastly outstrip the damage potential of the spellcasters. Then Veronica learns Magic Burst, which melts even the most powerful of bosses when augmented by Channel

Anger, and the trope is played straight again for the first time in a long while.
* Dragon Quest XI: Knives are one of Erik's weapons of choice, which have low attack power but deal status-altering effects.
* Dragon Quest XI leading to an unwinnable fight where you cannot even do any damage.
* Dragon Quest XI: Mordegon He first appears as such. Once he gains the Sword of Light and takes the Luminary's power, he transforms into the new bulky form befitting a demon lord in this series.
* Dragon Quest XI, Prince Faris of Gallopolis has been pretending to be heroic his whole life and it spirals increasingly out-of-control when he first has the hero race for him and then gets the party to defeat the Slayer of the Sands for him. He is finally forced to show real courage when his own stupid gambit to bring the bound up Slayer of the Sands home blows up in his face when it escapes its bonds, and finally the truth comes out.
* Dragon Quest XI, Prince Faris of Gallopolis is instructed by his father, the Sultan, to go face the Slayer of the Sands. Afterwards, he begs the hero to aid him, as he actually has no knightly skills. Following this, many NPCs you speak to talk of how Faris "bravely volunteered" to undertake such a mission.
* Dragon Quest XI: Serenica was Erdwin's lover, and the sage who fought alongside him in the age of legends until Erdwin got killed by a traitor. After sealing the demon god Calasmos's body Serenica attempted to travel back in time to save Erdwin, but perished in the process.
* Dragon Quest XI the ability to go into her super-mode, and it's one of her most powerful abilities.
* Dragon Quest XI They are all part of the Material Family, despite Steel Siren being described as undead. "Maiden doll" monsters consist of a puppet-like upper half and a cage to trap people in as lower half, evoking antique dress forms.
* Dragon Quest XI throughout the rest of the game, not all of which have horses.
* Dragon Quest XI: Veronica can wipe out waves of enemies with her magic, but having the lowest HP pool and defense in the party means she will crumple like a wet tissue paper the moment a powerful enemy decides to target her.
* Dragon Quest XI. While other party members can learn healing spells, she is the one who specializes in them, while also sporting a large number of buff and protection spells.
* Dragon Quest XI willingly merges with them to help defend the Luminary and atone for past mistakes. This results in a snazzy new costume and the character sometimes speaking in the plural.
* Dragon Quest: Your Story: Bianca supports the hero on his Engagement Challenge set by Rodrigo to marry Nera, despite her own obvious feelings for the hero, and she even tries to coach Luca through his actual proposal.
* Dragon Quest: Your Story is defeated and the evil Grandmaster Nimzo is sealed away. Just when victory is achieved, however, Nimzo manifests as a computer virus, revealing that everything that had transpired, from the hero's birth to the present, was actually a virtual reality game, that none of it was real.
* Dragon Quest: Your Story, she ultimately convinces him to back out of their engagement after picking up on how close Luca really is with Bianca.
* Dragon Rage. He's on your side, but only because it's what is best for him right then.
* Dragon Rage: The dragon Cael Cyndar has both freed sprites from orcs and was originally himself freed by the sprite Adara.
* Dragonrealm, Gwendolyn originally falls for Cabe Bedlam because of his similarities with his grandfather Nathan, who was once her lover; but later she falls for all those peculiarities that make Cabe himself.
* Dragonrealm has the Library in Penacles. Although it reputedly contains a vast wealth of knowledge, much of it is very difficult to interpret. Knowledge gleaned from the Library also has the unfortunate quirk of disappearing from the reader's mind shortly after reading it, unless they make a concentrated effort to remember the information.
* Dragon Rekindled where there no longer is any special effect protecting Dragons

from mortals; the reason they still manage to maintain a Masquerade is now that they can assume a human form, most of them are smart enough to realize they must stay hidden to survive, and the few who do get noticed and filmed are dismissed as fake.
* Dragon relatives of the leprichaun who tended to live in inns and taverns, where the good ones would take care of the inn at night in exchange for beer (the evil ones would just drink everything and give nothing in return).
* : Dragon reproduction is rather odd. Freshly-laid dragon eggs are essentially just rocks, and are fertilized when another dragon "quickens" them by infusing them with magic by breathing fire over them. All dragons can lay eggs, but most need another dragon to fertilize them — girl dragons, which are few, are notable for being able to fertilize their own eggs. Because Spike's egg was fertilized and hatched by Twilight's magic surge, he's technically half-dragon and half-pony.
* Dragon Rider actually has Eragon figure this out himself relatively early on, rather than Brom revealing it later on his deathbed.
* Dragon Rider army, they're usually flying units, and even their royalty are mercenaries.
* Dragon Rider but she's not really trained for actual combat, thus making her vulnerable when not riding any of her dragons.
* Dragon Rider, but the norms are subverted—the golden dragon is the main villain and the good guys are silver. There was some sort of prophecy about "when silver will be worth more than gold".
* Dragon Rider companion of Daemon Targaryen during the Dance of the Dragons. She's also the reason that the giant Ægir is known as the Drowned God (as she dumped him in a lake after he drunkenly flirted with her at a party).
* Dragon Rider Heath. Basically, she's a noble girl whereas Guy is a tribesman from Sacae, and Heath is a deserter from Bern. So in the end, they back down. This is especially true on the Heath-Priscilla pairing, or her A Support with Sain, who truly loves her, but they both realize he can't abandon his duty to Caelin to return to Etruria with her. He ends up in tears while she tries to comfort him despite her own sorrow. (Erk, on the other hand, is not so unlucky thanks to his connections to Pent.)
* Dragon Riders are married to the job if only because the bond they share with their dragons means that any spouse would play second fiddle (to say nothing of having to live near a dragon covert and seeing them less than possibly even a Navy man). There's no prohibition against it, but wise aviators won't subject anyone to it.
* Dragonriders of Pern, although the older Lord Holders call him a 'talking wall.'
* Dragonriders of Pern). A more frequent danger for the Dragonriders is simply not coming out the other side of a jump.
* Dragonriders of Pern any two points on the planet in eight seconds flat, so in many situations travel time is negligible.
* Dragonriders of Pern as his heir, they convinced him that the frequently omitted heir was the one they wanted least, and he named that one as his heir in an attempt to spite them.
* Dragonriders of Pern. At the beginning of the series a prologue introduces the sci-fi aspects, but it is not until much later in the story that they become more apparent.
* Dragonriders of Pern before she learns she's pregnant; the dolphins, however, are able to identify a pregnant woman and this enables her to protect her unborn child.
* Dragonriders of Pern books have several examples of people using their dragons' time-jumping ability to do this.
* Dragonriders of Pern books that dragon riders are given everything they need or even want by the rest of the Pern community, in exchange for risking their lives to protect the people from Threadfall. This makes sense because, since they have to devote their entire lives to caring for their dragons and training to fight Thread, the riders don't have time left over for things like earning a living or raising crops. Most of them are honorable about it, but some of the more belligerent riders are prone to abusing this.

* Dragonriders of Pern, Brekke's love for F'nor is apparently enough to telepathically reach out to the Red Star and cause Canth to teleport them home, despite being unconscious at the time. Although there is occasional mention of "empathy," no human character in the series had ever evidenced the ability to telepathically communicate across interplanetary distances before (or after).
* Dragonriders of Pern described Masterharper Robinton and Mastersmith Fandarel as spear carriers in the first book, who later evolved into major characters.
* Dragonriders of Pern, dragons and fire lizards have a clear-cut color hierarchy. From top to bottom: gold (female), bronze, brown, blue, green (infertile female).
* Dragonriders of Pern, dragons are genetically engineered creatures descended from fire lizards, which also have four legs and wings but are much smaller.
* Dragonriders of Pern exile is the preferred punishment for capital crimes. Dragonriders teleport the condemned to deserted islands, where they're left with a small amount of supplies and no means of escape.
* Dragonriders of Pern, going back in time to a period where you were still alive causes both versions of yourself to experience physical and mental distress. It gets worse the two selves are near each other. In the first novel, for example, F'Nor spent some five years both carrying out his normal duties in Benden Weyr, and setting up a new Weyr in the Southern Continent. They were generally alright when on opposite ends of the planet, but whenever Future!F'Nor came to Benden Weyr to tell F'lar something, the proximity caused great distress.
* Dragonriders of Pern has genetically engineered dolphins, though the human colonists of Pern forget that they're sentient for several thousand years. And the dragons themselves were engineered from native fire-lizards. Both species are telepathic but fire-lizards can only send feelings or images, dragons think in words.
* Dragonriders of Pern have time-travel courtesy of a side-effect of how the dragons teleport themselves and their riders all over the planet. However, you can't change the past. Several story lines, especially in the original novels to do with solving the empty weyrs, rely on the fact that major characters go back in time to make history happen, usually inadvertently. Meanwhile, coming close to yourself causes mental confusion. This happens to Lessa at least once and, of course, it drives the plot.
* Dragonriders of Pern he admits to himself that his feelings aren't completely platonic and that there are moments he feels jealous of her relationship with Sebell. This makes him support their love even more.
* Dragonriders of Pern his and their children's names to "Telgar" in tribute.
* Dragonriders of Pern: In the Masterharper's biography, Robinton has to spend the night in the abandoned Weyr as a rite of passage at Harper Hall.
* Dragonriders of Pern is a captured planet in an elongated (comet-like) orbit. When you can see it in the sky, it means that it's nearby... and has dragged a bunch of frozen organisms from the Oort Cloud to the inner solar system with it. These organisms, upon entering Pern's atmosphere, become the Threads. They eat any organic material they can. Crops, wood, grass, fungi... people...
* Dragonriders of Pern is officially classified as science fiction, because the dragons in question are actually alien creatures who have had genetic engineering added to them by human scientists. But how were the original alien creatures able to teleport or engage in mind-to-mind communication? That's attributed to an innate psychic power, which is different from having an innate magical power for... reasons.
* Dragonriders of Pern, it's likely that they can be seen during the daytime. However, the plot-important aspect of the sky is the Red Star, which starts raining Thread onto the planet once it gets closest to the sun.
* Dragonriders of Pern, Lessa tells the tyrant Fax and the dragonrider F'lar that although Gemma has died, her child has been born alive and male, in order to provoke the fight that results in Fax's death. After the fight is over it is revealed that a live baby boy was cut from Gemma's womb in the intervening time.
* Dragonriders of Pern — enough to bounce away objects at typical meteor speed without turning them to fine dust. However, they have destructive mode as

well, just set in deflection mode as more resource saving and obviously safer for shuttles.
* Dragonriders of Pern — Lessa has been referred to as "diminutive", "child-sized", etc. Nevertheless, she is a force of nature, personality-wise.
* Dragonriders of Pern: No numbers, but "Pern" started out as an acronym for "Parallel Earth, Resources Negligible". The later colonists just get lazy and call it by the acronym. The eventual collapse of civilization on Pern prompts everyone to forget the origins of the name.
* Dragonriders of Pern notes that the humans living on Pern are more or less homogenous. Pernese are all somewhat tan in color, and the men have very little facial hair. Apparently, some extremes exist in eye and hair color. F'Lar is mentioned to have amber-colored eyes, while Lessa's are grey (which is something of a family trait in Ruatha Hold), and Kylara has blonde hair, to name three examples. This wasn't the case before they landed on Pern, though it seems that just about every major racial grouping was part of the Pern Expedition, and though there wasn't any kind of racism, people still tended to marry within their own nationality (Sallah Telgar and Tarvi Andiyar being a notable exception). Presumably that practice ended under the threat of Thread.
* Dragonriders of Pern novel, pleads with F'nor to not die after he is severely injured during a dangerous scouting mission to the Red Star. Her anguish is so amplified by dragon minds that pretty nearly the entire planet hears it and gives F'nor and his dragon the willpower to teleport back home.
* Dragonriders of Pern novels, the ranks of dragonrider are Weyrleader, Wingleader, Wingsecond, Rider, and Weyrling, roughly equivilent to Air Marshall, Group Captain or Squadron Leader, Flight Lieutenant, Flying Officer and Cadet. One oddity, however, is that the Weyrleader's Wingsecond is shown to effectively outrank Wingleaders, despite a technically lower rank and inferior dragon type.
* Dragonriders of Pern novels was like this for a while. He was a dragonrider, and his dragon died. He left the Weyr to become a weaver, raised a family, and lost his wife and daughters when Fax took over the Hold. Only after becoming Warder of Ruatha after Fax's death did his life stop being an ongoing disaster.
* Dragonriders of Pern, one of the Lord Holders of Pern has imprisoned a number of his tenants on trumped-up charges. Two of the guards he assigns to watch over them amuse themselves by raping pregnant women. Turns out that the designated Pernese punishment for this particular crime is castration.
* Dragonriders of Pern: Pern is subject to persistent attacks by quantities of a fungoid that comes from the Oort cloud at the edge of the Pernese system, dragged in by the Red Star, a small planetary body. These threadfalls last for several hours at a time and come in a pattern of 50 years of this bombardment, followed by 200 years of no attacks. There are two periods where the interval is longer, one of which sets up the original book...
* Dragonriders of Pern plays with this trope. In the (chronologically) first book, the site of Landing, the colonists' first settlement on Pern, is on a plateau between three volcanic cones, two of which are thought to be extinct and one dormant. Sure enough, a few decades after arriving they start seeing signs that the dormant volcano is getting ready to blow. Surprisingly they actually begin plans to evacuate Landing and move the majority of the population to the more geologically stable northern continent. Unfortunately all the schedules for moving equipment supplies was based on the dormant volcano being the one to blow, so stuff nearest to that was given priority, and that's what they were watching for signs of how long they had left. Cue the actual eruption coming from one of the supposedly extinct ones a lot closer to the town, and a mad scramble to get the last loads of supplies and people out of the way. Averted in all the other books in that every single Weyr on the northern continent is specifically stated to be inside a volcanic crater but not a single one of them ever proves to NOT really be extinct.
* Dragonriders of Pern qualifies as she is not only the one to figure out Threadfall patterns and trick a Dragonrider into challenging a Lord Holder to a death match, but she also figures out how to save the planet and then does it against the wishes of everyone else involved.

* Dragonriders of Pern said that she intentionally modeled the personalities of many of her dragonriders on the Ace Pilot archetype, and for very much the same reasons — they're engaged in an incredibly dangerous business where quick reflexes are critical for survival, said business is critical for the survival of humanity, and the risk of horrible death looms over every flight.
* Dragonriders of Pern series (and consequently the dragons that were engineered from them) have two kinds of female and three kinds of male, though only one male and female of any of the types is required to produce offspring of all types. Further, these are typically of one specific set of types (gold and bronze) as they are respectively the most intelligent and best endurance flyers of the different types. How exactly this system came about is never explained, nor does it appear to be shared by any other native species on Pern.
* Dragonriders of Pern series, fire lizards (the genetic ancestors of dragons) have a way of remembering things that happened far, far in the past that defies any explanation other than this. Interestingly, groups of fire lizards can transfer entire sets of memories to each other psychically, and large groups of them can also communicate in a similar manner with humans.
* Dragonriders of Pern series happens on a predictable cycle, and wipes out large areas of landscape as well as any humans not shielded by dragons and/or impenetrable stone shelters.
* Dragonriders of Pern series. Holds are all carved into rock rather than built, so inevitably they are somewhat similar in style and have little variation internally. However, by the time of the first books many Holds have expanded, with more traditional houses being built outdoors. This is an important plot point, since it turns out there's a very good reason people hadn't built unprotected buildings out of wood before.
* Dragonriders of Pern series, Menolly and Piemur are literally this; as well as appearing here and there in the books, they have their own trilogy that runs concurrently with the first three books. This in turn causes major characters from the first few books who appear in the Harper Hall books to themselves be heroes of another story.
* Dragonriders of Pern series, set thousands of years in the future, are chosen for their telepathic and empathic abilities. Though by the main storyline, knowledge of psychic powers in any scientific way is long gone, and the Riders rely on their Dragons to tell them if someone is a likely candidate.
* Dragonriders of Pern series uses songs as training/mnemonics, and some of them quite fit this mold.
* Dragonriders of Pern shows a bit of this: apparently, when we achieve faster-than-light interstellar travel and Turing-level artificial intelligence... we will be using DOS again.
* Dragonriders of Pern: Sibling variant - Toric tries this on his sister Sharra when it is revealed that she and Jaxom plan to be married. Luckily, Jaxom makes it clear in a very satisfying and dramatic fashion that he and Sharra will not be parted, and that as a dragonrider he will come for her anywhere on Pern.
* Dragonriders of Pern story "Rescue Run" had this problem turn up when the rescued colonists try to smuggle in several hundred kilos of precious metals (which turned out to be less valuable than the homemade medicines and seeds they packed legitimately), throwing the mass calculations off. Instead of spacing people, the crew spaces the metal, along with some furniture.
* Dragonriders of Pern tells Robinton that she's pregnant, he offers her marriage. She refuses because she knows he's still in love with Kasia, his dead wife.
* Dragonriders of Pern that literally just falls from the sky when the orbital mechanics are wrong. It could still wipe out most life on the planet if left unchecked.
* Dragonriders of Pern, the artificial intelligence Aivas is the last remaining relic of Pern's colonial history. After helping the people of Pern end the threat of Thread forever, it commits suicide so they won't become dependent on it.
* Dragonriders of Pern the books are Science Fiction rather than fantasy, as everything is based on hard science, and she spoke to many authorities in various

sciences to work out the specifics of the world and the things that happen on it.
* Dragonriders of Pern, the dragons are visually distinguishable by gender and caste by their color. Additionally, many of the disciplines have a distinctive color that members of the guildhall wear. Miners, crafters, harpers, and healers each have a distinctive uniform color, with further variations in tone for apprentices, journeyman, and masters.
* Dragonriders of Pern: The Red Star approaches Pern every 200 years and rains hungry Thread on civilization. The few occasions when it does not do this are termed Long Intervals and end up being an important clue to saving Pern from thread forever.
* Dragonriders of Pern, though there's a strong implication that the parent society wouldn't care anyway - space travel is slower than light in that universe, and folks expect to leave the planet of their birth behind forever when they leave on a colonization trip.
* Dragonriders of Pern times to find that Hold and Hall no longer respects the Weyr as they once did, and are in fact resistant to returning to their previous unquestioning obedience to dragonfolk.
* Dragonriders of Pern to be able to talk with any dragon other than her or his own, but a handful of such people have existed, among them Moreta, Lessa and Brekke.
* Dragonriders of Pern to murder at least one, probably more, Stewards put in control of the Hold by Fax before she hit her teen years. Under her psychic control, the Hold's prosperity was systematically wrecked so Fax got no profit from his conquest. She succeeded so admirably that by the time she's pulled out of there ten years later, Ruatha Hold is a wasteland.
* Dragonriders of Pern too often or too long can end up infertile or sterile, and at least one dragonrider has deliberately used it to induce multiple abortions. "Taking a short dragon ride" is mentioned in some books as a Pernese euphemism for abortion.
* Dragonriders of Pern, trying to destroy the new Crafthalls that had come into being as a result of the reintroduced technologies, but they were rendered mostly defunct when their leader tried to invade AIVAS' main chamber (again, as he'd been part of the first group) and was killed by the still active defenses.
* Dragonriders of Pern, we find Masterharper Robinton has strong feelings for his gifted apprentice Menolly, even though he has done everything he can to foster a romantic attachment between her and Sebell. In a moment of weakness, he kisses her and finds, to his surprise, Menolly feels the same way, although the immense age difference (implied to be 40 years or more) makes a romantic involvement a non-starter.
* Dragonriders of Pern, Weyrleader S'nan always carries a clipboard around, which is rumored to have been handed down by the first Weyrleader, Sean Connell.
* Dragonriders of Pern: When the dragonriders go on "Search," they seek young women with latent telepathic abilities, able to bond with dragons. This is conventionally only done when a queen egg is laid; normal dragonriders are taken almost exclusively from Weyrborn men.
* Dragonriders of Pern. When they're first beginning to control dragons and learning to teleport, you can sometimes screw it up. During excavations inside a weyr once, the weyrfolk came across a dragon and rider who'd been entombed in solid rock after making a misaimed teleport.
* Dragonriders of Pern, who is mentioned by name by another character, except over 20,000 years her name has been mangled into Annette McClosky. It's implied that the planet was named so because of certain flying reptiles native to it.
* Dragonriders of Pern with limited technology. Thread turned life on Pern into a struggle for survival, and caused them to lose the little bit of technology they intended to keep. The loss of knowledge of life before Pern was gradual; a book set in the Second Pass (roughly 150 years after the colonists arrived) mentions that computers still exist, but are becoming less practical as power and repairs get harder to come by. A book set in the Fourth Pass shows that the idea of Man coming to Pern from space is a one of two competing hypotheses rather than a plain

historical fact, and by the Ninth Pass (when the "main" series takes place, 2500 years after Landing), even said ideas are completely forgotten.
* Dragonriders of Pern world as this trope normally concerns itself with, but it still ought to count...
* Dragonrider: The Life and Dreams (So Far) of Anne McCaffrey, Todd McCaffrey recounts an incident in which one of his mother's beloved horses was injured while his sister was out riding. The horse recovered, but Anne was so shaken that Todd immediately brought her a glass of brandy, which she knocked back without a second thought and said, "Thanks, I needed that."
* Dragon Rider The Villianous metal Dragon-eating monster Nettlebrand.
* Dragon Rider, they have become close friends, and Lola is highly protective of Twigleg.
* Dragons. Adamai for example favors a short humanoid form when not in his natural dragon form, but has also taken on the form of a little bird and a giant rock golem during combat.
* Dragons: A Fantasy Made Real: An attempt to model dragons as biologically possible creatures.
* Dragons: A Fantasy Made Real, follows the discovery of the body of a real dragon, and shows the science that would justify the evolution of such a creature.
* Dragons: A Fantasy Made Real. Originally all dragons were bipedal tetrapods (so wyverns) but one aquatic lineage evolved six limbs and survived the K/T mass extinction, from which it recolonized the continents and gained flight again.
* Dragons: A Fantasy Made Real where the remains of dragons are discovered in a cave. It goes onto describe how different dragon types could have evolved, how they would have worked, and why they went extinct.
* Dragons, all human natives' surnames are derived from trees or parts thereof (Ashwood, Oakheart, Thorndale, etc).
* Dragons also tend to be more powerful than their Challenge Rating would suggest, partly so that encounters with them would be more memorable.
* Dragon Sanctuary, Dean's fae blood makes him incredibly restless, and evidently the trait is common amongst most human-fae-hybrids — Merno comments that he's never known one to sit still. Unfortunately for Dean this manifests in him abandoning his duties and wandering into places he shouldn't.
* Dragon Sanctuary: Merno spends a good chunk of time not worrying about the gaping wound he receives during the eclipse attack, instead comforting Dean and ordering a few drinks.
* Dragon Sanctuary. Nima is twenty and looks at least a hundred by elven standards, since they age so slowly, but by human standards she looks her age.
* Dragon Sanctuary. There is always a set number of Draconians in the world. When one dies and their corpse is burned, a new one is created and grows to maturity within one to five years. At no point do they ever mate, and their families are based more on bonds rather than any blood relations.
* Dragon Sanctuary variety. He's seen so much tragedy and trauma across his life that it's easier for him to be drunk than deal with it sober and head-on. Not that it stops him from joking about how much he intakes.
* Dragon Sanctuary: When a Draconian is killed, their body is cremated and an egg appears in the ashes. It hatches almost immediately, and though it doesn't retain anything of the previous Draconian other than their element, the newborn will often be integrated into the previous one's clan to give it a sense of family and stability.
* Dragon Sanctuary. When Dean is told of his bloodline he's able to put together that Merno is his uncle, and the two agree that it's nice to be able to talk about their relation more openly now.
* dragons, and will consider themselves superior to the mortal races around them, even if they're willing to help them out.
* : Dragons are actually shape-shifters that resemble Men or Elves — the reason people think they're large, scaly beasts is because that's the form they take on when they're in public.
* Dragons are, as a general rule, ageless, though they tend to sleep for longer

and longer as they get older until they one day simply stop waking. It is said that all the dragons of the world will awaken again for the
* Dragons are capable of producing offspring, though the rate at which they do is not established and one can assume they follow the rule of longetivity as most dragons do.
* Dragons are completely unaffected by magic. As well as cockroaches,
* Dragons Are Demonic: The villain is an evil dragon that might also just happen to be symbolic of evil itself.
* Dragons Are Divine: Dragons depicted as divine creatures or entities.
* Dragons are extinct at the beginning of the series. They were speculated to be an artificial subspecies of the smaller wyvern created by the Valyrians, and with them the Valyrian Freehold and their descendants dominated the known world for centuries. The Doom of Valyria killed most of them, with three surviving under the control of a minor Valyrian lord named Aegon Targaryen, who used them to conquer Westeros. Over the next three centuries, the original dragons died of old age and their descendants were killed off either in fights with each other (during Targaryen civil wars) or the occasional freak incident where particularly lucky and numerous humans managed to bag one. The surviving eggs were tainted, and the last few that hatched were badly degenerated and barely the size of dogs. There might be hope for them again after Daenerys manages to hatch three healthy specimens.
* dragons are itself a mix-and-match creature that was deeply ingrained into our psychology through evolution, which would explain why so many different cultures feature some kind of dragon. The theory states that the dragon is a combination of mankind's animal enemies. The body comes from dangerous snakes and other reptiles. The maw comes from big cats. The talons come from birds of prey. The wings come from bats, etc.
* Dragons are known for being militaristic and ultra-ambitious, but Vlad's partner Kragar is totally unambitious. He's also so completely ignorable that it became impossible for him to actually command troops, forcing him out of the house altogether.
* Dragons are prone to greed, and the greedier they get, the bigger and stronger they get, which makes them even greedier. In "Secret of my Excess", a few extra gifts on his birthday awaken Spike's dragon greed, and he becomes a huge rampaging full-grown dragon taking everything he wants from Ponyville.
* Dragons are revealed to have come from another star many eons ago and they have had some form of influence on man's history.
* Dragons are the dragonkins' failed experiments in creating a new race based on themselves but without the curse. Although dragons are intelligent and aren't affected by the dragonkin's curse, most of them behave like little more than animals because they are consumed with rage all the time and act mainly on instinct. Celestial dragon have it even worse because they are granted time manipulation abilities that have driven them insane. The worst of them all may be the Black Stone Dragon, a gemstone dragon who is fused with the insanity causing black stone that comes from the
* Dragons are treated as mythological creatures that vanished over 11,000 years ago. In the first disc, Sandora having a dragon on their side is treated as a
* Dragons are very much like this. They have about ten age categories, from wyrmling to great wyrm, which takes over a thousand years.
* Dragonsbane banish it, not won't, since the 'limitations' keep the curse alive and give the caster ongoing control over it.
* dragons but breed several times over their lives and tend to produce large clutches on each occasion. The only issue with them is that after a certain point in their lives females stop being fertile, and mortality rate is relatively high amongst younger dragons, so they're not overrunning the world.
* Dragons can be killed but they never die from natural causes. Tolkien originally wrote that
* Dragons, celestials, and fiends can and do interbreed with just about anybody, but elves and orcs have produced so many hybrids that half-elves and half-orcs are fully established races of their own. The other "half" in those cases is invariably

assumed to be human. Elves like humans because their shorter lives make them more outgoing and exciting, and for an elf even a decades-long relationship can be considered a "fling". Orcs often intentionally seek out humans to breed with, as the resulting offspring will be smarter than orcs (if not as strong) and lack their sensitivity to bright light.
* Dragon's Claw: Forced to fight a quickdraw duel with the Reverend Uriah.
* Dragons combine the overall shape and spiritual connection of Asian dragons with the wings and association with fire of European dragons.
* Dragons come from the nation of Carcosa and have their own language, Draketongue, a tonal tongue (meaning that tone and pitch are as important as, if not more important than, the actual sound of words in conveying meaning) noted to be highly melodic and sung more than spoken.
* dragons continue to absorb languages like a sponge even after reaching their full growth. Temeraire can pick up and speak a language to something approaching a basic level after spending only a few days around it, allowing him to act as a translator in his and his retinue's many globetrotting adventures in addition to being, you know, a flying death machine.
* Dragon's Crown, anyone hit with with fire damage has a chance of getting set on fire if they're not immune to Burn status. Those set on fire will continuously receive damage until the fire is extinguished.
* Dragon's Crown. Considering how often adventurers use that specific gift from the gods, it probably explains why the death gods aren't in good terms with them.
* Dragon's Crown He does have some traits that make him distinct from dwarves in other games. Where typical dwarves are heavily armoured or wearing workman's clothes, this guy wears little more than a cape and a loincloth. He's also friendly with the Elf of the team if various Vanillaware art pieces are canon.
* Dragon's Crown is an actual rabbit, where you fight it upon a heap of knight corpses no less.
* Dragon's Crown. Late in the game, she could also get Serpent-eyed staves that let her deal even more damage against these frogs.
* Dragon's Crown mentions that their size allow them to prey on anything caught in their webs, including humans.
* Dragon's Crown Pro features 4K graphics and a new orchestral soundtrack, along with cross-save and cross-play between the original PS3 and Vita versions of the game.
* Dragon's Crown skill, and she can add poison and fire properties to her dagger with the Toxic Extract and Salamander Oil skills.
* Dragon's Crown Stew, Kraken Calamari, and Red Dragon Steaks (all of which provide stats bonuses for the following stages and extra points).
* Dragon's Crown that Elves harvest their poison for their poisoned arrows and daggers. They're also large enough to be common source of nutrition for adventurers and are cooked like crabs during camp.
* Dragon's Crown: The battle against the Doom Beetle in the underground labyrinth has occasional grubs show up, and whichever ones that don't immediately attack the player will spin themselves into cocoons. The narrator outright tells the player(s) to destroy them before they can hatch into more Doom Beetles (albeit with significantly less health).
* Dragon's Crown. The most relevant in-game mythos is of the Red Dragon (which is treated in a manner of medieval belief of dragons as the symbol of the Devil himself) and its binding at the hands and self-sacrifice of the 3 goddesses who correspond to Artemis, Athena and Venus Aphrodite.
* Dragon's Crown. They're large enough for four adventurers to walk around a little and fight off enemies.
* Dragon's Crown: Vampire Bats are common enemies found in most dungeons. They are large enough to bite adventurers to death as they converge on them in swarms, though this in turn also means that they're large enough for adventurers to consider them as potential hearty meals to be had around camp.
* Dragon's Crown: When you arrive at the final boss of the Ghost Ship Cove Route A, you have to deal with dozens of pirates, one of them carries a lamp that can summon

a genie. You can even steal that lamp and use the genie against them.
* Dragonsdawn, Avril pays no attention to the mayday from Landing and decides to not figure out why everyone's at landing.
* Dragonsdawn, green dragons are sterile: They were bio-engineered to be that way.
* Dragons: Defenders of Berk when Gobber uses this on Fishleg's pet dragon, Meatlug to produce Lava known as "Gronkle Iron".
* Dragons' Den) aren't cut - instead, they become 40 minutes and three are shown, which gets them back to the "on the hour" schedule.
* Dragons' Den, have been used by marketing professors to show students how to pitch product ideas. The former has made episodes that serve as tutorials of the proper and improper ways of doing a product presentation.
* Dragons' Den have mentioned that demand for their product spiked after getting exposure on the show. A few unprepared or unlucky ones have had their website crash on them thanks to this.
* Dragons' Den, one of the investors will sometimes retract an offer if the presenter waffles too much for a better deal.
* Dragons' Den (UK) with the introduction of Hilary Devey in series 9.
* Dragons' Den, when a couple present a product that is essentially an elephant plushie that is supposed to be used by married couples to give a hint that something difficult needs to be discussed. The problem with this being that a couple could just use an ordinary elephant plushie, or indeed any inanimate object that they own and agree on having this meaning, to do the same thing. The Dragons are not impressed and don't invest in this product.
* Dragon's Dogma ages rapidly when his immortality consequently wears off.
* Dragon's Dogma allows the Arisen to romance nearly any NPC in the game by raising their affinity levels through completing quests, giving gifts, or simply talking to the NPC constantly. The NPC with the highest affinity for the player becomes involved in the final boss fight which leads to some unfortunate players, unaware of the romance mechanic, wondering why their true love is an old blacksmith or innkeeper.
* Dragon's Dogma and has been adventuring in Bitterblack Isles for centuries with no regrets.
* Dragon's Dogma, being completely player-created. The Pawns are aversions but they're still customized by the player. The Arisen in the 2020 Dragon's Dogma anime is named Ethan and, for some reason, averts this trope.
* Dragon's Dogma, but even these "liberated" pawns still retain traces of their master/servant relationship with their Arisen.
* Dragon's Dogma, but given the game's time period, it's understandable.
* Dragon's Dogma class has roughly the same defenses as a normal archer.
* Dragon's Dogma crawls out from the ground at night, and in the catacomb.
* Dragon's Dogma: Due to the the game's main feature of Pawns (you create a main Pawn to be your constant battle partner/follower), you can create a tall/muscular/plump woman as your main character, and then make a short/skinny man as your main Pawn (or vice versa).
* Dragon's Dogma features an Affinity system for almost every NPC in the game that rises when you either give them a gift or do sidequests for them. Unless you deliberately game the system, your character may end up with someone completely unintended such as shopkeepers or even child characters as their Beloved in the final quest.
* Dragon's Dogma for The Arisen. Hilariously, the Dragon doesn't care one bit about them.
* Dragon's Dogma has a unique name, even if they only get to spout the usual "Woe is me, the dragon shall eat us all!" random lines. They also have unique faces and can be romanced, though of course they don't have subplot sidequests like the "main" characters and their gift preferences are determined by where they live rather than being unique to them (travelers prefer stamina potions, Casardis men like steak, Gran Soren men like fish, and women prefer different types of flowers). The random bandits who attack you play this one straight, though, mostly because you can't talk to them and you only see someone's name when having a polite

conversation.
* Dragon's Dogma has Salvation, worshipers of the Dragon as the bringer of the end-times and the recurring enemies of the Arisen. The Dragon himself sees them as little more than an annoying nuisance and otherwise has no interest in them.
* Dragon's Dogma has two forms of this; an optional final boss that's an undead form of the game's initial final boss, which is so overpowered that it requires the combined efforts of every other player with an internet connection to beat it. You also fight the Seneschal (which is basically God) at the end of what's referred to as the 'post-game' to get the true ending.
* Dragon's Dogma have a skill where they light themselves on fire to deal fire damage to enemies that get too close and to badly burn and damage any large enemy they choose to cling to. The trope image quote "because they can't grab me if I'm on fire" seems to be how magic archer Arisen's see it too.
* Dragon's Dogma: In the Dark Arisen expansion, Death is a recurring boss whose only actual attack will kill you in one hit and has a wide range, more than capable of killing your entire party in one strike. Thankfully, you never have to fight him, and running away is usually the best option.
* Dragon's Dogma involve you doing this, though it's not strictly necessary to defeat them; once you're strong enough you can kill them with regular attacks/magic.
* Dragon's Dogma. No wakestone in your inventory during that quest? No relationship; he'll either leave the country or stay dead, depending on your choice.
* Dragon's Dogma. The difference between the Golem and the Metal Golem is that the Golem's sigils are on its body while the Metal Golem's are scattered around the area. Oh, they also come with lasers.
* Dragon's Dogma, the Dragon plucks out your heart. You get to witness the Dragon then eat your heart before passing out. The game then becomes about slaying the Dragon and reclaiming your heart as the Arisen.
* Dragon's Dogma to support the many wolves you fight. Which is probably why all the wolves are so emaciated and eager to attack you in the first place.
* Dragon's Dogma: under normal conditions, Pawns that run out of HP are rendered incapacitated, and will return to the Rift unless revived within three minutes (the revival process being as simple as touching them). Under certain conditions, however, Pawn revival may not be possible, and the Pawn will be sent back to the Rift automatically. Such conditions include (but are not limited to) being swallowed by a Hydra, death by petrification, falling into deep enough water to be devoured by the Brine, and being struck by Death's scythe on Bitterblack Isle.
* Dragons do not go into decrepitude like other creatures do, and instead steadily, if very slowly, become stronger, fiercer and larger as they age. The dragons of the High Elves are divided into increasingly rare and powerful categories to show their increasing age — going from relatively young and impetuous sun dragons through the larger and more mature moon dragons and into the immensely powerful star dragons — while
* dragons. Due to the timing involved, this means not killing any of his lieutenants.
* Dragon; seemingly vicious at first, she turns out to have a soft side, and is even open to the idea of being Donkey's girlfriend.
* Dragon's Egg after all — that no axle could be lifted off the ground and remain intact.
* Dragon's Egg feature aliens living on a neutron star who, after getting help from orbiting human astronauts in kick-starting a scientific revolution, rapidly advance literally overnight to building space elevators of a variety of types.
* Dragon's Egg for even ordinary atoms fold themselves in that gravity.
* Dragon's Egg in a low enough gravity (as in, less than a few hundred thousands times Earth's), portable black holes are pretty much a must.
* Dragon's Egg that can create and dissolve their bones at will is just the icing on the cake.
* Dragon's Egg, the book takes the time to highlight the fact that main female

protagonist in the year 2020 is so odd that she doesn't usually wear skirts! *gasp*
* Dragon's Egg: The Cheela live on a neutron star. The gravitational pull on its surface is 67 billion times that of Earth, and the temperature is hotter than the Sun.
* Dragon's Egg the molds need to be oriented along the magnetic field.
* Dragon's Egg. The planet in question is a ball of neutronium, the aliens are amoebas, and you STILL empathize with them.
* Dragon's Egg: The title refers to a neutron star, so named because it first appeared beneath Draco, as if the constellation had laid an egg.
* Dragon's Egg...which is about 10 light years away from the Sun. Their reasons aren't really explored, but they seem to feel that simply telling us will deprive us of the benefits of figuring it out ourselves.
* Dragonseye, between B'nurrin and K'vin about the prospect of facing the first Threadfall in two hundred years (they're at the end of the first Interval, about to face the Second Pass). K'vin's Weyrwoman, Zulaya, surprises him by admitting she's concerned about needing to change pants during Fall herself.
* Dragonseye flees a prospective marriage arranged by her father when she discovers she was supposed to be a candidate for dragonrider, and her father hid the letter from her. She does Impress and find a romance of her own into the bargain.
* Dragonseye him taking charge, even taking command over her, despite being significantly younger.
* Dragonseye, Zulaya is described as being taller than average for a woman, and has told her current mate, K'vin, she likes that he's a head taller (her previous mate was her own height).
* Dragons find hydras to be incredibly delicious, and will go to great lengths to kill and devour the lesser monsters should they become aware of their presence.
* Dragons Forever: Jackie Chan, Sammo Hung and Yuen Biao does this consistently to mooks, one of them which ends up being kicked by Jackie out of the windows of an ocean liner, through a safety rail and into the sea.
* Dragons Forever, no less!) who is originally hired by an evil industrialist to steal the rights of a fishing village, but ultimately ends up helping the village folk.
* Dragons Forever: The original UK General Screen dub of the shortned export version with some alternative scenes, and the dub of the Hong Kong theatrical cut for DVD. Both are on the 88 Films BD.
* Dragons for Simon. The mere sight of one can dreg up his intense nightmares that are centered around them. He's ignorant to the fact that it's tied to the Dark Dragon, his
* Dragons for them to speak Draconic, which is obscenely complicated and constantly shifting, to the point that it is widely considered straight-up impossible to learn.
* Dragons Gate: The main character Otter (a young Chinese immigrant) is introduced to a plate of gingerbread cookies, which he thought were disgusting because they looked like dung, but found to be delicious.
* dragons get cast in this role; wyverns, in particular, swoop down on many a hero in folklore.
* Dragon's Gold out of the names of two similar animals that exist in the real world. For instance, when the book mentions an "allidile," this of course means a creature that is similar to both an alligator and a crocodile. Or, to stick with the rabbit example, the books would probably refer to a rabbit-like creature with a word like "harebit".
* Dragonshard, the Captains are much larger than the rest of their squads.
* Dragon's Heaven, developed by Face, was a 2D fighter for Neo Geo that ended up not being released.
* Dragon's Heaven, it's a crying shame that nothing more ever came of it.
* dragon's hoard of treasure; the few dwarves who were absent because they had whored themselves out as mercenaries missed the opportunity.
* Dragon ShortZ) 18 admits that, thanks to her cyborg body, she no longer needs to eat, but considers a life without burgers a life not worth living.

* Dragon ShortZ from 18 and Gohan. This puts his actions in the Buu Saga, namely going Majin and forcing Goku to fight him, in a sadder light.
* Dragon ShortZ results in this, though only the latter outright lampshaded it.
* Dragon ShortZ: Vegeta is going stir crazy since there are no bad guys to fight, and none of the ones that could give him even a remote challenge will fight him, either because they don't like fighting (Gohan), hate him (Piccolo, Android 18, possibly Tien), or he can't find them (definitlely Tien).
* Dragon Shouts is "Throw Voice". Its purpose is to distract enemies while sneaking.
* "Dragonshy", a montage of the ponies getting ready to confront a dragon features Applejack's much larger brother Big Macintosh lifting a heavy set of saddle-bags onto her back with great effort. She sags under the sudden weight, but easily straightens up and leaps into the air. This may be meant to imply she's stronger than he is ("strong" is certainly a description associated with her) — but not necessarily since he does have to lift it with his neck muscles rather than whole body.
* "Dragonshy", between one of the ponies and her non-talking rabbit Angel (note that the trope doesn't appear until the last lines):
* Dragonshy", the dragon's tears are about average-sized to him, but for the ponies below it might as well be raining heavily.
* Dragonshy", this happens to Rainbow Dash when a dragon's roar propels her out of a cave and she knocks over Twilight Sparkle, Rarity, Applejack and Pinkie Pie.
* Dragons in almost any RPG trailer almost always show up by stomping on (or eating) a fellow evil mook to show off just how big they are. Both Warhammer and
* Dragons. In gameplay it robs them of the powers unique to dragonkind: flight and the use of the Thu'um.
* Dragons in general have extremely long life expectancies, enough so that century-long hibernations qualify as naps for them. Torch, the Dragon Lord at the start of the series, is older than even Celestia and Luna: in "
* Dragons inherit a good amount of basic knowledge from their parents, which is why a day-old wyrmling can talk and is probably smarter than most humanoids. Through years of meditation and reflection, dragons can unlock deeper understanding, which helps them develop their
* Dragons in this setting follow this. Male dragons are wingless and grow to be about the size of a large drafthorse. Females will eventually become massive High Dragons.
* Dragon's Lair after the Death Ring is placed upon her finger, with her hand transforming into a claw-like thing as boils form all over it.
* Dragon's Lair and your reward for failing will be an image of Dirk decaying into a skeleton accompanied by a very effective organ chord.
* Dragon's Lair. Dirk has to dodge him and is unable to use his sword due to the Horseman casting a spell on it.
* Dragon's Lair) do this to Dirk regardless of the HP meter. Also, in the Game Over screen of the original laserdisc.
* Dragon's Lair featured a room which is gradually filled by the green tentacles of a massive monster from upstairs. Also the "Eyeworms" in the moat behaves much like tentacles.
* Dragon's Lair II Stage 4 takes place in the mythical Garden, where his actions lead to Eve eating the fruit of the Tree of Knowledge.
* Dragon's Lair II: Time Warp, you have to scramble over flying violins and music notes, and before everything comes crashing down Beethoven's coat is set on fire. And there is no explanation whatsoever.
* Dragon's Lair, in which case, the iris in, and Borf's taunting are both skipped, going to the continue screen instead).
* Dragon's Lair: One level has a swarm of bats, as well as a dire bat.
* Dragon's Lair: One of the most memorable scenes is the duel against the Black Knight, making it the oldest video game example. The Black Knight also appeared in the animated series.
* Dragon's Lair, the evil wizard Mordroc turns the beautiful Princess Daphne into a

hideous purple skinned wart covered monster. You change her back to normal after removing the ring he placed on her finger.
* Dragonslayer dresses as a man to escape the lottery that sacrifices virgin girls. She eventually drops the disguise however, after Galen had already found out about it (the villagers mostly already knew).
* Dragonslayer Galen didn't figure it out til the film was almost over.
* Dragonslayer has a king who's worked out a pact with a dragon to sacrifice virgins to it (basically chaining them to a rock so the dragon can eat them) in return for the dragon leaving his kingdom alone, but seeks the help of a wizard to take the dragon down when it turns out that his own daughter is next in line to be sacrificed this way.
* Dragon Slayer II: Xanadu encourages you to level in both, but your wizardly half will definitely be the more powerful for much of the game.
* Dragon Slayer II: Xanadu, had redrawn sprites and character art with more color, though the ugly 1980s dithered backgrounds remained.
* Dragonslayer plays out along very similar lines; Ulrich of Craggenmoor, a wizard, and Vermithrax Pejorative, a dragon, are (more or less) the last of their kinds.
* Dragonslayer, the king feeds virgins to the title dragon every year in order to appease it so it will leave his lands alone. The plot kicks off when Elspeth, the king's daughter, ends up on the menu.
* Dragon Slayer: The Legend of Heroes, you have to defeat an old man in a game of Reversi.
* Dragonslayer, the villagers are celebrating after Galen seals up the entrance to the dragon's lair. When Tyrian and his men arrive, the dancing of the villagers and the playing of the musicians falters and stops.
* Dragonslayer turns out to be one. This was begun by her parents to spare her from the lottery of virgin girls being sacrificed.
* Dragonslayer: Ulrich is raised by Galen near the end of the film to destroy the dragon. He had prepared for this all along by putting his soul into the amulet.
* Dragonslayer, Ulrich places his spirit (and, apparently, also his body) in a magic amulet that enables the holder to make use of magic to a degree. He does this so that his young apprentice can do the traveling for him and get revived to slay the dragon later.
* Dragon Slayer would expand upon: underground labyrinths, an overworld, item inventory, and puzzle dungeons.
* Dragons left behind one of the deadly Iridium Bombs from their ancient war that wiped out the dinosaurs. The government found it and human civilization almost got blown up in the ensuing scuffle.
* Dragons: Lexicon Triumvirate, always seems to be the one who wants to kill things, and it's not a big surprise when he turns out to betray the rest of them.
* Dragons: Lexicon Triumvirate, as it was destroyed in a barrage of nuclear missiles from humans.
* Dragons: Lexicon Triumvirate. There's dragons, there's a lexicon, and there's sort of a trio of main characters if you turn your head and squint a bit, but the title doesn't really mean much, especially not stuck together like that.
* Dragons: Lexicon Triumvirate, two technodragons that do Drekkenoth's dirty work and hound the protagonists.
* Dragons like their magitech too, particularly the Blues. The Nexus is surrounded by a fortress full of magitech stuff, built up over centuries by the Blue Dragonflight. The Bronze flight also does a lot of stuff with magitech related to time travel. Of particular note is the giant hourglass that Kairozdormu has the player help build, which he uses to connect to an alternate timeline kicking off the events of the Warlords of Draenor expansion.
* Dragon Slippers. Creel is convinced that dragons have been extinct for decades, as no one has seen one in living memory. Because of this, she's not too troubled by her aunt "sacrificing" her to a dragon, as it means she can go off to seek her fortune... until she's promptly carried away. Oops.
* Dragons live for tens of thousands of years. This becomes a plot point in
* Dragons makes them vulnerable to dark magic and regular jade as well, albeit not

to the same level.
* Dragons. Massive creatures who can fly and breathe fire and decimate armies. They've chosen not to interfere in mortal affairs, however, and merely observe events from their home mountains nicknamed the Roost.
* dragons (namely you) can use Dragon Veins. If you fight a Nohr or Hoshido royal, they can use the vein against you as well. This carries over to the second generation — naturally, children of royal figures will have the ability to access Dragon Veins. This includes children of commoner fathers who married royalty.
* Dragon's Oath, about Dragon's past and his relationship with Anastasia.
* dragon, so being big and bombastic is just in his nature. He never fails to announce his presence with a mighty roar before appearing.
* "Dragons of Ashida". One of the dragons chases Race Bannon out of a cave mouth. Race jumps up and grabs a tree branch and the dragon falls to its death at the base of a cliff.
* Dragons of Autumn Twilight, this happens to Goldmoon, who's terribly afraid of heights, when she needs to climb down a vine-encrusted cliff.
* Dragons of Ice and Fire compared to the three dragons Dany has. He's described as a "flying mountain" more than once, and Jon can bring 20-30 men with him when they go flying.
* dragons of magic (Viktor Krum defeats a dragon in one hit by putting a curse on its eyes). And even simple spells can sometimes be effective if they're used indirectly to cause a physical object to hit the magical creature (11-year-old Ron Weasley knocks out a huge mountain troll by levitating its own club over its head and then dropping it).
* Dragons of Requiem after Tanin threatens to "curse" him into becoming a dragon.
* Dragons of Requiem and shows who founded and built Requiem, and how the Vir Requis united as a whole.
* Dragons of Requiem are capable of nullifying their magic. They have to fight off the mimics in human form for nearly the entire book.
* Dragons of Requiem. Everyone who uses the phase does so in a derogatory way, as if to depict them as monsters.
* Dragons of Requiem has the aptly-named Behemoth, a six-legged beast that can crush a Vir Requis beneath its feet.
* Dragons of Requiem it's rare for a villain who doesn't do this in front of the protagonists, given how over-the-top all the main villains are.
* Dragons of Requiem trilogies end, at least one couple in each trilogy will get married and/or have children during the resolution.
* Dragons of Requiem trilogy is the most straight forward with Mimics, creatures stitched together from body parts harvested from the living and the dead and reanimated through magic stones. All made with human body parts, but not limited to human forms. Some are gigantic monstrosities and others are shaped as hideous zombie dragons with giant wings of human skin.
* Dragons of Summer Flame franchise despite numerous attempts to repair it.
* Dragons of the Cuyahoga duology has a portal to a magical world open in Cleveland, and dragons, elves, dwarves and such come through, along with magic (limited only to the greater Cleveland region).
* Dragons of the Cuyahoga, there is a bubble of magic over Cleveland thanks to a semi-permanent magic portal open in the city, allowing dragons, elves, magic spells and other "fuzzy gnome" phenomena to flourish. The novel opens with one of said dragons fooled into flying out of the bubble and into our world where the square/cube law rules supreme. The results are... messy. Murder via reality.
* Dragons of Winter Night, the protagonists suffer through a particularly horrific nightmare.
* Dragons only get more powerful with age. The Darkspawn also demonstrate the same is true of them, with a mini-boss Hurlock Vanguard in the Deep Roads called "Ancient Darkspawn."
* Dragons, or Eleint, as they are called in the setting, and especially the pure-blooded ones are thought to have disappeared from the world. Naturally, they turn

up for the big finale.
* Dragon Soujirou is this. He's stated to have talent that at the very least, equals Kenshin. However, his strategy basically boils down to relying on his superior speed to overwhelm Kenshin. When they fought for the second time, though, Kenshin had completed his Hiten Mitsurugi training, giving him a technique fast enough to match Soujirou, which meant it went down to power; Kenshin won because his stroke had more force, breaking Soujirou's blade.
* Dragon Soul on spending the most money for easily expendable rewards.
* Dragon spiritually attuned to the tree than the elves who worship it on the surface. The dwarves tend its roots with loving care, and are grateful to it for holding the roof together and guiding them to water. When it gets sick, the elves just worry about what its illness forebodes; the practical-minded dwarves seek out and correct the problem with the tree's taproot.
* Dragons Prefer Princesses: A dragon has captured a princess, requiring a brave hero to save her.
* Dragons Prefer Princesses: Either a dragon steals a princess or a princess is given to that dragon as an offering.
* Dragons Prefer Princesses: Surprisingly rarer than you might think, but it still appears in a few tales.
* Dragons: Race to the Edge, and thus the episode "Blindsided" shows how Hiccup and Astrid got into the relationship they are shown to be in during the second film.
* Dragons: Race to the Edge bait-and-switch in a comparison: Snotlout looks toward Stoick (riding his dragon, Skullcrusher) and the aggressive Singetail behind him and remarks that he doesn't know which is worse: "that fire-breathing maniac or his dragon!"
* Dragons:Race to the Edge episode, "King of Dragons, Part 2" qualifies as this.
* Dragons: Race to the Edge episode "Triple Stryke" reveals dragon fighting is one of the many uses the dragon hunters use their captives for. The heroes are no more forgiving of the people who pay to watch than they are of the hunters who stage the fights.
* Dragons: Race to the Edge featured both Snotlout and Fishlegs trying to win her over.
* Dragons: Race to the Edge, Hiccup and Toothless explore a derelict dragon-hunting ship and come across the door to the commander's quarters, which features a rather formidable looking lock.
* Dragons: Race to the Edge: In "Team Astrid", Astrid becomes one when she attempts to train an auxiliary unit of dragon riders to protect Berk, in part to deal with her own feelings of guilt over not being able to protect her family's home from Dagur's recent attack on Berk. She demanded pushups for even the slightest infractions, and even had her team recite a variation of the Rifle Creed ("There are many dragons but this one is mine.") At one point, Hiccup asked her if she was setting her recruits up to fail so she would have an excuse to remain on Berk instead of joining Hiccup and the others on Dragon's Edge.
* Dragons: Race to the Edge it at some point back when he antagonized them every other week.
* Dragons: Race to the Edge — when they catch Meatlug and Fishlegs, the winch is made of the same metal. Hiccup reminds them, "But that wood deck isn't!" One blast later, Meatlug's flying away with the chain and winch dangling from her leg.
* Dragons: Race to the Edge story "Have Dragon, Will Travel", the team looks for a rogue dragon rider.
* Dragons: Race to the Edge to convince the Riders that's he's Tuffnut), and tries to steal their dragons to collect a bounty to pay off his gambling debts. From that point, even Tuffnut wants nothing to do with him.
* Dragons: Race to the Edge, Toothless grabs Hiccup's ankle in an effort to alert him to a new threat. Unfortunately, he grabs Hiccup's peg leg which promptly detaches from the rest of him.
* Dragons: Race to the Edge", Tuffnut seemingly marries Fishlegs and Ruffnut due to him having trained as an officiator back on Berk, making him licensed to perform weddings, but in the end it turns out that Tuffnut didn't complete his training.

* dragons representing Azula and Iroh by the Azula dragon, but they decided that was going too far. He then wakes up and walks around before noticing that he's bald with airbender tattoos, and then wakes up for real.
* Dragons: Riders of Berk", Astrid and Ruffnut do this with Hiccup's buff portrait.
* Dragons: Riders of Berk, Astrid calls it "the honey and the hatchet." First you say something nice to soften the blow, then you hit them with the bad news. When Hiccup tries it on his dad, Stoic sees right through it.
* Dragons: Riders of Berk", Astrid elbows Snotlout quite hard because he has been doing a dramatic narration for the episode... and being rather annoying at that. He gets the message.
* Dragons: Riders of Berk a very dangerous dragon know as the Skrill is unfrozen. More a case of Dragon Popsicle though. The in-universe explanation for the dragon's surviving is that it can produce its own internal body heat.
* Dragons: Riders of Berk called Dragon's Edge. It's demonstrated to take at least a day by dragon to get from Berk to Dragon's Edge, but this extreme distance only seems to be a problem when it's convenient for the plot.
* Dragons: Riders of Berk could often be counted on to provide information if you meet his price. Or just threaten him with trade sanctions.
* Dragons: Riders of Berk deal with all sorts of dragon-related problems with their services often requested by Berk's villagers.
* Dragons: Riders of Berk does this in her cell to knock her guardian Bucket out and escape.
* Dragons: Riders of Berk. Even though the setup deliberately tries to be fairly self-contained, it is still a continuation of the previous show and references to past events may go over the heads of fans who only started watching from Netflix.
* Dragons: Riders of Berk from someone who knows his feelings are unrequited and is resigned to despair over his fate towards someone who knows it and wants to soften the blow.
* Dragons: Riders of Berk: Gobber claims that his father taught him to swim by threatening to kill him.
* Dragons: Riders of Berk: Happens in "What Flies Beneath" when Astrid tries to pull Hiccup out of the Whispering Death's pit. She manages to hold on to him for a few seconds before his hand slips from her grasp and he falls back into the pit.
* Dragons: Riders of Berk, he immediately passes Torch to Tuffnut, who passes to Ruffnut, who tosses to Snotlout, who passes to Hiccup.
* Dragons: Riders of Berk Hiccup knows the old man named Mildew not only destroyed the village's supply of weapons to defend the village and framed the dragons, he even saw the framing objects in Mildew's hut. But after Mildew destroys the evidence, Stoick explains to his son that while he really does believe, he can't punish Mildew for treason without hard evidence.
* Dragons: Riders of Berk: In "Live and Let Fly", Hiccup establishes a secret 'Dragon Flight Club'. The first rule of Dragon Flight Club is "There is no Dragon Flight Club". This confuses the twins no end.
* Dragons: Riders of Berk: In "Portrait of Hiccup as a Buff Young Man", Ruffnut and Tuffnut do this to Snoutlout when he tells them to kiss his pointy shoes.
* Dragons: Riders of Berk: In "Thawday", one of the contests in the Thawday Contest is an event where the dragons have to shoot enemy targets while avoiding friendly ones.
* Dragons: Riders of Berk in the show. However, it is revealed later on that Dagur didn't kill Oswald.
* Dragons: Riders of Berk introduces some dragon species that have a lower jaw that splits into two. The Snaptrapper specifically goes full on with the flower resemblance; its multiple heads lie still with their three lobed jaws open, luring in prey with a sweet smelling scent.
* Dragons: Riders of Berk of this are the literal Dragon Hunters who hunt dragons for very obscure reasons like selling their skins or auction them.
* Dragons: Riders of Berk on him and starts flirting back, which immediately horrifies him.
* Dragons: Riders of Berk reprise their roles, and the animation is surprisingly

high quality.
* Dragons: Riders of Berk rides a Monstrous Nightmare, a species of dragon known for coating itself in its flammable saliva and then setting itself on fire. The jokes practically write themselves.
* Dragons: Riders of Berk, Ruffnut and Tuffnut, freaked out by a Terrible Terror that's following them around, hide among the village's statuary. Snotlout finds them and quickly realizes the Terror is just one of Hiccup's messenger dragons.
* Dragons: Riders of Berk scare while creeping through the Whispering Death's tunnels.
* Dragons: Riders of Berk takes the form of globs of shockingly green liquid capable of melting its way through a tree trunk in seconds.
* Dragons: Riders of Berk, the Outcasts only know Hiccup as "The Dragon Conqueror" and are surprised to find out who he is.
* Dragons: Riders of Berk. The quality still isn't the same as the film, but it still manages to work. Hair and clothes retain their texture and aren't all stiff, though some of the fur clothing pieces have either had the fur shortened or removed.
* Dragons: Riders of Berk, there's at least one species that's immune to it:
* Dragons: Riders of Berk, Tuffnut and Ruffnut eat nuts and watch as the entire village is being set ablaze by a lightning storm.
* Dragons: Riders of Berk: Upon exploring Melody Island, the riders discover a large pile of dragon bones. It turns out to be the work of a Death Song, a predatory dragon that lures its victims with its song.
* Dragons: Riders of Berk visits Berk, having heard a rumor that they have taken to training dragons. It is heavily implied that Dagur wants to use that fact as an excuse for the Berserker tribe to wage war on Berk as he has his entire armada just offshore.
* Dragons: Riders of Berk was the only thing they needed, not thinking as to how they could get Hiccup to give into their demands without killing him, dealing with the other riders, getting Toothless to cooperate with them, etc).
* Dragons: Riders of Berk, when Fishlegs suggests using dragon-root to lure a Whispering Death away from Berk, Snotlout reminds him that dragon-root acts as catnip to dragons. Fishlegs then comments that Boulder-class dragons like his Gronkle Meatlug are immune to dragon-root, and the other riders start staring at him intently.
* Dragons: Riders of Berk, when Jerrik implies that Hiccup and Zephyr's death was a net-gain for the village, Mildew pitches in when villagers start responding with kind words about them, saying how Hiccup volunteered to help when Fungus when he was stuck in the well and Zephyr would keep him company.
* Dragons: Riders of Berk", while fleeing through a forest from an angry mother dragon, the main characters continue to fly close to the ground and under the tree canopy rather than trying to gain height to get away from the nests and lose their pursuers or to avoid having to constantly dodge around tree trunks. Hiccup even says they need to get out of the trees, but they do so by trying to exit the forest horizontally — the thought of simply flying a few feet upwards to clear the treetops never occurs to anyone.
* Dragons: Riders of Berk, while giving him severe diarrhea. And the reflux is not even gone.
* Dragons: Riders of Berk: With a little help from Hiccup and the others, the captured dragons are freed and proceed to attack their jailers and their audience in "Stryke Out".
* Dragons Rioting, his illness would go bad and if he gets too much, he'll die.
* Dragons Rioting of one type or another. A decade of intensive martial arts training and meditation to focus his mind on whenever he's presented with something sexy is the only thing keeping him alive.
* Dragons's character creation, you can be an anthropomorphic kitty to do it.
* "Dragons" showed Genji blocking and redirecting Hanzo's ultimate, Dragonstrike with the use of his own ultimate Dragonblade. Although this
* Dragon's Smile, that they are the sharp, fearsome teeth of that dragon. A few

paragraphs later, she tells them to swarm their enemies like bees.
* dragons. Take all of the problems associated with the direwolves and add a few tons of muscle, wings, the ability to breathe fire, and a voracious appetite.
* Dragonstar has Arangorn, homeworld of the red dragons (and therefore one of the most important worlds in the setting) and a tectonically active hellscape way too hot to support most lifeforms even briefly.
* Dragonstar has Sunswords, sacred plasma swords that use divine magic to channel the power of suns.
* Dragonstar has the "skyhook" on the planet Aelding, which the local silver dragons use to be the galaxy's leading spacecraft manufacturers.
* Dragon). Star metal is meteoric iron and is worth 10,000 gold pieces per pound. It can be forged (mixed with more common metals) to make weapons of superior durability and strength.
* Dragonstar setting with interstellar travel, robots, and other features of futuristic technology. Thus you get wizards with laser pistols and an interstellar empire ruled by dragons.
* Dragonstar's third edition is utterly dominated by the massive Dragon Empire, split into two Dragon Kingdoms of of five duchies each (the Dragon Empire was formed as a compromise to stop a devastating war between the metallic dragon-ruled kingdom of Qesemet and the chromatic dragon-ruled kingdom of Asamet, each having one duchy each for the constituent colours). The position of Emperor is rotated between the rules of the duchies on a 1000-year basis, but other than that it is a pretty standard life-long feudal space regime — with the exception of the top nobility being true dragons and hence having natural lives well in excess of a thousand years, of course.
* Dragonstar there is a large region of space outside Imperial space known as the Dark Zone. Few who venture into it ever return, but the few who do speak of darkness and terror. It's also the setting's counterpart to the Far Realm in that it's the home of mind flayers (their original home, it is speculated) and other aberrations.
* Dragon's Teeth". An ancient race of warriors went into suspended animation to avoid destruction when every nearby race showed up and carpetbombed their planet from orbit. The protagonist alien made it, but his wife wasn't so lucky.
* "Dragon's Teeth" involves a race of aliens who used a naturally occurring network of dimensional tunnels to carve out an empire. When their oppressed subjects eventually overthrew them, some retreated into cryostasis to wait for a more opportune time. By the time of the series, most cultures in the Delta Quadrant only remember them as cruel trickster demons in a few very old legends. For reference, in the time they ruled (about 900 years before the series timeline), they remember the Borg as being mostly harmless and confined to a few systems.
* Dragons traditionally come with twelve age categories, starting as an awkward wyrmling until, thousands of years later, they have grown into a great wyrm. Every time a dragon advances to a new stage of its lifespan, its physical might, mental acuity, and magical power only grow more potent — the page image depicts some of a red dragon's growth stages, the largest being "ancient," meaning it still has two stages to go. According to the 3rd edition
* Dragon Strike comments "I told you not to split the party! This always happens!" Another player gets the idea as well. But by the time he says it, everyone has split off.
* Dragon Strike of this trope: The board game was packed with a 33-minute VHS tape that served as an introduction to the game, showing four players and their DM controlling the events of the fantasy world by playing the game.
* Dragon strips have the over-templated monstrosity that is the vampiric half-dragon half-troll lycanthropic fiendish snail. Tremble at its illogical glory!
* Dragon strip, Vaarsuvius chastises two hostile undead for constantly ending their sentences with prepositions... while trying to evade the same opponents with a "Hide from Undead" spell cast by Durkon. Obviously, this breaks the spell prematurely.
* Dragon Sun by Michael Ely, nerve stapling is developed by Yang's scientists in

order to more effectively control his population and create a nigh-unstoppable army. When the others find out about it, they are utterly horrified and put Yang in jail for life. The victims they find have some sort of electrodes in their heads used to induce intense pain.
* Dragons Unite (again, except for the Asian variety), a varying amount of non-elemental magic, and make up the bulk of the character count in the average story.
* Dragons Up the Yin Yang: Using oriental dragons and/or the yin-yang symbol to indicate awesome Asian stuff.
* Dragons Up the Yin Yang will have either an Eastern dragon or a Yin/Yang symbol somewhere.
* Dragons Versus Knights: Dragons and knights are traditional enemies.
* Dragons Versus Knights: European dragons are the traditional foes of fairytale knights.
* Dragons, Wagons & Wax had an exciting, action-packed animated opening featuring a dragon who gets stuck on a runaway cart! The actual show was live-action, intellectual and slow-paced.
* Dragon's Wake has some unusual enemies that appear to be ghosts possessing the remains of their own skeleton. If the bones are are destroyed the ghost remains for a short time and continues attempting to attack the player.
* Dragon's Wake: The main villain is a knight in black armour that hounds the player character and seems determined to kill all dragons.
* Dragons were immortal thanks to the blessing of the Titans, which was lost when they destroyed Deathwing. Not only did empowering the Dragon Soul weaken every dragonflight, it also rendered them sterile. The clutches of eggs laid before Deathwing's death are possibly the last generation that will ever be born. One of the most
* Dragons were immune to all forms of magic, making them beings that humans had no hope of measuring up to — eventually, Irene Belserion had to
* Dragons work on this principle whenever two of them have a fight. They either go down fighting or submit. You get the latter example when Odahviing gets captured, and he commends the
* Dragon Tails as being this way. For that matter, most things made or modified by the aforementioned Bluey qualifies.
* Dragon Tails, Corlis delivers "I am Bob Human, and this is my friend Bill Human. We are both human."
* Dragon Tails, Lemuel becomes a villain named Sparkles with the superpower of "Happiness Sparkles", in an attempt to pacify his enemies. It doesn't work particularly well - all it does is make them feel rather happy about beating the snot out of him.
* Dragon Tails traps Norman in a cave, auctions his collection of gun magazines on E-Bay, and reads the results out to him (with great enjoyment).
* Dragon Tails vs. the Judge. A malevolent legendary creature's only documented weakness involves mirrors and moonlight, but it turns out to have an undocumented weakness to rocket launchers.
* Dragon Tails wants to conquer the world and destroy Enigma seemingly because he has nothing better to do. Unfortunately for him, he's... not very good at either.
* Dragon Tails, when Norman the squirrel orders a clone of himself, he marked the sex box with an F (for "Fine the way it is") and got a female clone. The clone is also a child, since this was done with genetics.
* Dragon Tails worked in Area 52 and complained of never getting anything interesting.
* dragon tail used as a propeller for added thrust. In "Party of One", while Spike is floating Rarity gently nudges him to send him on his way.
* Dragon Tales and unable to do certain things. He makes a wish on a wishing well to grow bigger, but doesn't specify a limit. This is what eventually results. He ends up even taller than the parents of the dragon friends, which is quite something, as those characters are so tall they're normally shown on-screen from about the middle of the belly down because they just wouldn't fit in a normal frame.

* Dragon Tales: Before meeting Emmy and Max, Ord and Cassie had only seen kids in fairy tales.
* Dragon Tales, but faded into obscurity after the show ended. Ever since, very few details or photos are known about McKinnon's current life.
* Dragon Tales, Dragon Land is loaded with strange magical creatures and other latent magic such as a cat that makes you copy someone to a weather-vane that when spun makes everyone and everything go backwards. Fortunately, Max, Emmy, and the dragons can always consult Quetzal and his "big storybook," which is a full reference to these sort of phenomena, along with the recommended ways of dealing with them. There's another book called "the magic storybook" that may or may not be the same book.
* Dragon Tales DVD and VHS release "Whenever I'm Afraid..." contained the episode "Cowboy Max", which would only see an airing in most of the United States a few months after its release.
* Dragon Tales, Emmy accidentally breaks Wheezie's trumpet and asks Quetzal about a hypothetical situation in which a mouse with a red ribbon in her hair broke something that belonged to a two-headed turtle. Quetzal isn't fooled for a moment.
* Dragon Tales, Emmy is bossing everyone around when it comes to building the treehouse. Zak and Wheezie try to theme the steps in black and white like a piano, but she dumps red paint on them and it also gets on Zak and Wheezie's toes. Wheezie tells her that they didn't like the way she re-painted their steps. "Or our toenails!" comments Zak, lifting his foot, though Wheezie comments "Actually, I thought the toenails were kinda pretty."
* Dragon Tales episode "The Talent Pool": When Max and Emmy first arrive in Dragon Land. Ord runs towards the camera (Max and Emmy) filling up the screen to hug them.
* Dragon Tales had at least 2 live stage shows produced by VEE Corporation.
* Dragon Tales had dragonberries, which all of the characters loved eating. Also, Dragon Land is loaded with unusual plants in general — the third season story "A Small Victory" features all of the main characters (and guest Lorca) searching for unusual flowers. The plants seen on the page picture are dande-lions, which can roar like real lions, but otherwise are basically just extremely large dandelions.
* Dragon Tales had the gang lose the ball that they were playing with to the depths of a cave that was nearby. All of them went in to search for it, but Cassie nervously hung back when she noticed that the floor of the cave was oddly squishy. Turned out to be the mouth of a giant sleeping dinosaur thing, which soon woke up and swallowed everyone....
* Dragon Tales has a tendency to shrink when she felt upset or ashamed about something.
* Dragon Tales has Lorca, a dragon in a wheelchair who can't fly either. Most of the plot of the episode where Lorca is introduced, "A New Friend", depends on this.
* Dragon Tales in one episode where Ord is unable to sleep after having recurring nightmares about being chased by a terrifying monster. His friends try to get him to confront his fear by dressing up as the monster, and their costume ends up looking so goofy that Ord bursts out laughing at the sight of it and completely loses his fear of the monster.
* Dragon Tales: In "Pigment of Your Imagination", the group goes on a treasure hunt to find paint at Rainbow Canyon. They have a treasure map that Max tries to read but he is holding it upside down. After an incident, the map breaks.
* Dragon Tales: In "Wheezie's Last Laugh", the antagonist Mr. Pops steals Wheezie's laugh through a special device of his. He does this with all sorts of critters, loving to take the sounds home and mess around with them. At the end of the episode, his own laugh is stolen and so he's forced to give back all the sounds.
* Dragon Tales learning how to ice skate, so that the gang could attend the birthday party of a seal who lives in said icy area. The fact that they both share a body, and have conflicting personalities makes the learning process difficult.
* Dragon Tales. Max and Ord agree to build one together, but then get into an argument over what color the pillows should be.
* Dragon Tales musical special and a special in which parents use the show to teach kids lessons. After a gap of well over two years, it was announced that a third

season of episodes would air, including the aforementioned lost episodes.
* Dragon Tales, Ord bicycles off the edge of a cliff and is left dangling from a tire swing, scared out of his mind that he's going to fall, until Cassie reminds him, "Ord! You're a dragon! Use your wings!"
* Dragon Tales, Ord cooks popcorn by throwing the unpopped kernels into the air and roasting them with his fire breath.
* Dragon Tales, Ord gets one in "Big Funky Cloud" when he's really sad about having lost his favorite blanket down the "lost forever hole." It rains on him whenever he cries and won't go away unless he feels better. It's also said that this always happens to a dragon who's really sad about something, though it's never seen with a sad dragon in any other story on the show.
* Dragon Tales: Primarily life lessons, though the series did sometimes also teach about things like counting numbers, or recognizing shapes.
* Dragon Tales seems to be a Sugar Bowl because the worst problem that's appeared in an episode is Max's tendency to hit someone when frustrated. Quetzal reminds him that the "first rule" in Dragon Land is "Use your words, not your fists." Besides that the dragons that are native to the land are shown to always live in peace and harmony with any problems being of a social nature, and resolved very quickly.
* Dragon Tales. The episode was released on the DVD/VHS release "Whenever I'm Afraid..." nine months before it aired on TV.
* Dragon Tales, the gaps between the bars of Mondo Mouse's cage are clearly big enough for him to just walk through, but nevertheless, Max, Emmy and the dragons have to rescue him by figuring out a code to raise up the bars, making it a serious example.
* Dragon Tales, the group is getting assistance from a doodle fairy to help Ord find giggle flowers. The doodle fairy draws a picture that they finally identify as a knuckerhole.
* Dragon Tales, there's one in "The Big Sleepover," though it doesn't last long at first because Cassie is missing her family too much to get into it. After the solution is devised of her staying for a "half sleepover," she initiates a new one, surprising everyone.
* Dragon Tales: the Zak half is green, while the Wheezie half is purple.
* Dragon Tales, this happened with Ord when he reaches for items in his tummy pouch. Sometimes he will even scarf the things he accidentally pulls out of his pocket (if it's food anyway).
* Dragon Tales, this happens to Zak after he steps on a spinypine thorn, though it's his sister Wheezie's foot (they're a two-headed dragon) that hops up and down while his foot, with the thorn in it, stays off the ground.
* Dragon Tales: This is Emmy's problem throughout the episode "Tails You Lose". Emmy only wants to play games if she wins them, so when she gets called out during a game of Freeze Dance, she gets furious and doesn't want to play anymore. Fortunately, she learns from Quetzal that winning isn't the most important part of playing a game.
* Dragon Tales, though he did come close to his goals, only to either be stopped or tricked.
* Dragon Tales to put in a way for the user to return to their home. So when Max and Emmy use their scale for the first time, they initially think they'll be trapped there. Fortunately, Quetzal knows magic too and modifies their scale to be able to reverse the teleportation as needed, albeit with a different incantation.
* Dragon Tales type. Not only that, but they are also two halves of a two-headed dragon.
* Dragon Tales. Unfortunately for Zak, they happen to be literally joined at the hip.
* Dragon Tales (United States), with voice recording done in Vancouver, Canada.
* Dragon Tales, while the point-of-view shots show fuzzy nearsightedness, Eunice the unicorn (a flying unicorn, or alicorn, actually) is apparently so blind without her glasses that when Max and Emmy arrive, she addresses dragonberry bushes before turning to them. Then, when she actually sees Max, she thinks at first that he's a dragon and not a human.

* Dragon Tales, Zak and Wheezie go through this with their pet "boinger," Slurpy, in "Wheezie's Hairball." The thing is basically a big puppy bundle of energy that they haven't quite learned how to control yet.
* Dragon Tavern has the aptly named Dreadmarsh, which is home to various undead monsters, mud, dangerous insects, fearsome giants, mud, deadly traps, lizard people and mud. The only reason people even visit the place is to loot the many treasure-filled ruins.
* Dragon that manifest at night to hunt down and destroy people who commit very evil acts. They are relentless and will fight until destroyed, although they vanish with the dawn. However, even if a target evades or destroys them all, a new pack will simply form the next night, and the next, and the next, and so on until their target is dead or has atoned for their deeds.
* Dragon: The Bruce Lee Story, Bruce tells his girlfriend and future wife that he is majoring in philosophy. When asked what he plans to do with his degree, he replies, "Think long, deep thoughts about unemployment." In real life, Lee actually majored in drama (and dropped out after three years due to poor grades).
* Dragon: The Bruce Lee Story features Bruce Lee battling a demon clad in samurai armor.
* Dragon: The Bruce Lee Story, into a covert Chinese assassin out to kill Lee), and invented an extra subplot involving a demon chasing Bruce Lee and his son in his nightmares.
* Dragon: The Bruce Lee Story, Jason Scott Lee (no relation) trained with Jerry Poteet, who was a student of the real Lee.
* Dragon: The Bruce Lee Story until she sees Bruce is visibly unamused. This scene emphasizes how typically Asian characters were stereotyped at the time, and how Bruce would help change their image for better.
* Dragon: The Bruce Lee Story was also dedicated to Brandon Lee, who died a few months prior to this film's release. Brandon had originally been offered the opportunity to play his father.
* dragon, the creature's first instinct was always to dodge upwards and drag the children to safety as high in the air as necessary to stay out of danger.
* Dragon: The Embers as bad as most examples on this page because they still get a delay of one month to bathe again, but past that delay, they literally are dust.
* Dragon: The Embers from extinction. Much like for werewolves, their Masquerade is enforced by a supernatural effect called the Miasma, with an interesting twist: it doesn't technically makes Muggles unable to see them or remember their encounter, but should they try to talk about it to someone, they won't be able to give a coherent description of what they saw, or it will come out as sounding like they have seen a mundane animal instead of a fire-breathing reptile.
* Dragon: The Embers uses a built-in Masquerade ability, which is called Miasma. Unlike Lunacy or Paradox, Miasma doesn't actually prevents mortals from seeing or remembering Dragons, but instead makes them unable to talk about it to anyone; should they try, they will only end up delivering confused descriptions, causing people to either believe they are making it up or have merely seen a mundane animal, like a crocodile.
* Dragon. The genie in question is found by an aspiring scribe. His first wish was to visit a place no human had ever seen before. His second is to hear all the stories she knows, so he may record them. By the time she finally runs out of material, he is an old man, a successful anthology writer, and they are long-time friends. His final wish is to join her in her bottle forever as another genie. She's glad to oblige.
* Dragon Their Feet him, but he might just take his business elsewhere.
* Dragon Their Feet: When the showdown with the Dragon happens after the Big Bad's defeat.
* Dragon, they find that they are unable to completely recover their spells. If they stay long enough, they lose their magic completely....
* Dragon, they showed off the Wandering Damage Tables (since the whole purpose of wandering monsters is to inflict damage points on player characters anyway, why not just eliminate the middleman!). One entry read: "You cut yourself shaving. Roll on

the Limb Loss subtable."
* dragon. This is made more confusing by the fact that the Dragon itself speaks normal Japanese.
* Dragon to Diplomacy checks with the other guests ... except the Prince himself, who will be greatly amused and ask Sammi to make the announcement several times.
* Dragon, to possess the bodies of dead kings to torment their former subjects.
* Dragon trilogy, an enemy wizard does this to an entire troop of soldiers from an extremely sexist country. The transformation is permanent, and the characters' adaptation to their new state is dealt with at length; the new women's situations are dealt with with surprising sensitivity, given that at the time Baudino was a Dianic Wiccan.
* Dragon Turtles can grow to massive sizes. Fluttershy's friend, the Master of the Lake, happens to be the size of a
* Dragon type is described almost poetically, and given almost exclusively to extremely rare, endgame-level Mons. The introduction of the Fairy typing gives it one of its two weaknesses, with a basis in fairy tales. Then Generation 8 introduces the legendary Regidrago, which is described as being comprised of "crystalized dragon energy," meaning that the majesty inherent to the dragon type might be actually an inherent, measurable quality, although with what has been shown, it is still clearly magic.
* Dragon-types are represented with purple on official type charts(though Poison is a different purple) and are the strongest in the games.
* Dragon type with very high offence, defence, speed and have multiple resistances. However, most Dragon-type moves don't have secondary effects, but hit extremely hard (especially off of the Dragon-types' high stats) and are resisted by only 2 types to compensate for their lack of super effective coverage.
* Dragon: Using mini-nukes in cars to blackmail the U.S. into submission to Japan.
* Dragon, Vaarsuvius tries to translate a draconic inscription on a statue, and concludes that charging it with magical energy will open mystic portal. On attempting this, however...
* DragonVale. At any rate, it's up to you and the young folk to find new dragons who can harness this energy to reverse the effects of the wayward forces.
* Dragonvale has some fun with this. "We're 83% certain that it is 100% safe to keep Poison Dragons near habitable civilizations."
* Dragon Valor protagonist marries the common girl or the princess, and traces his lineage for four generations.
* Dragonvarld is the the designated guy for to do this on behalf of his entire species. He's a dragon inside, and can use their magic, but generally looks like a normal human, so can be sent among humans without fuss.
* Dragonvarld, the Sisterhood is protected by an all-female guard, since it's deemed inappropriate for the Sisters to be surrounded by men when they're supposed to refrain from relations with them. (Relations between the Sisters and their female guards, however, are quite acceptable.) The idea is startling to people who come from other kingdoms.
* Dragonvarld, who never actually dies, instead living on in the form of a carefully chosen successor. The real people are still alive, but wish that they weren't.
* Dragon Warrior remake to the U.S. were scrapped when the original development studio shut down. It took seven years and the Square-Enix merger before the U.S. finally saw the PS1 version's bonus content on the DS.
* Dragon Warriors European region of the world, fill in this role, so much so that it's pretty much the only description they get in book 6's gazetteer.
* Dragon Warriors. When broken, a Vial of Smoke creates a 5 meter radius cloud of white fog that completely blocks vision, allowing the user to escape undetected. Assassins can create a device called the Smoke Jar that works the same way.
* Dragon Wars has a lot of this with its dragons. Kinnara and Garuda, Kastor and Borg, and probably others, are palette swaps of each other.
* Dragon Wars, it's eventually revealed that Namtar has become bored with his success. When you encounter him for the first time, he briefly rants about the

amount of administration work he's had to do in order to run the empire and reveals that he's only sparing your little band of heroes because your efforts to oppose him thus far have been the most entertainment he's had in a long time.
* Dragon what they were really looking for in a campaign, not Evil player characters per se.
* Dragon", when Ixta gets kicked off the top of a temple whilst trying to kill Ian.
* Dragon, which is only occasionally an actual dragon. Efforts are being made to unload this trope word, as literal dragons need to be referred to in trope names, too.
* Dragon, while naturally giant winged lizards, often interact with others as humans, irks or
* Dragon with an Agenda. But as of Chapter 24 she may be looking to overthrow Durai.
* Dragon with an Agenda was working for Great General of Darkness/Ankoku Daishogun. Likewise...
* Dragon with Shadow-powered artifacts relates how this happened to the thief who previously owned them. He'd crafted a bodysuit out of Shadow-matter, and used it to slip in and out of treasuries all over the various kingdoms. One King set up lots of lights, leaving only a single shadowed area large enough for him to step through, with several guards at the ready. When said Thief popped out, the guards cut off his hands and head, causing the rest of him to fall back into the Plane of Shadows. The artifacts were basically the hood and gloves of his suit.
* Dragon wizards have, this is a serious penalty, restricting them even more than normal wizards unless they have a significant source of healing available. Even worse, they only get half the normal benefit from magical healing.
* Dragonworld in order to protect him from MacIntyre. Several moments later, MacIntyre is arrested for housing a dragon without a license, meaning that Johnny drove away his friend for nothing. Fortunately, Yowler comes back in the final scene.
* Dragon write-up, with the actual author claiming all he did was add "some semblance of grammar".
* Dragonwyck Nicholas Van Ryn, patroon (naturally) of Dragonwyck. However, the rest of the aristocracy is portrayed as mostly mean, unjust, thoughtless, or at least clueless.
* Dragonzball P, at which point the latter falls over and announces his defeat.
* Dragonzball P, faces distorting and rearranging at random, and characters inexplicably spinning in place.
* Dragoslav and Zufall two other Vampire Generals also fit this trope being little thuggish
* Drago was once sealed inside a sword by Lo Pei, until some point in the future when he was released and enslaved by
* Drag performer Cashetta calls herself "The world's most fabulous drag magician." And follows with, "And the genius of that is that
* Drag Queen: A man who puts on flamboyant woman's clothing on special occasions.
* Drag Queen. (A stark contrast to their original "Uneasy Rider", which was about a hippie in a redneck bar.)
* Drag Queen friend has a mother who is so supportive that there is genuine annoyance and upset that she doesn't disapprove even a little.
* Drag Queen has changed over time; in the 70s and 80s, many trans women instead identified as 'drag queens' due to not having another word for themselves. (A famous example would be Marsha P. Johnson, the woman who threw the first brick in the Stonewall riot.)
* drag queen persona used by the male Thomas Neuwirth, who considers himself a woman when in the persona but not otherwise.
* Drag Queens as to whether the policy is discriminatory or simply seeks to even the playing field.
* Drag Queens" But for many queens, the jarring difference between speech and appearance is part of the fun.
* Drag Queens intentional if they're going for a campy larger-than-life persona.

* drag queens make their grand entrances and get to know one another, the room goes silent when India Ferrah walks in and notices that fellow contestant Phoenix has a very similar punk-inspired look. Both queens proceed to stare daggers at each other.
* Drag Queen the wrong time, especially when two queens have to Lip Sync For Their Lives.
* Drag Race Down Under had Art Simone. Art is a legend in the Australian drag scene, so much so that the queens clearly thought Art was a clear frontrunner for the crown. Art's run was cut short in episode two after a lackluster Snatch Game performance as Bindi Irwin and losing the lip-sync to Coco Jumbo. The queens reactions in the background when Art was eliminated said it all, nobody expected her to go home so soon, especially not Art, who broke down backstage trying to process her elimination. While Art *does* return later on in the competition, her initial elimination is still a gag moment for the cast.
* Drag Race staple since day one. And yet, queens still complain because they don't know how to sew. Even worse are the queens who will explain that they can't sew and expect sympathy from the judges when they are called out on their awful outfit. As Ross Matthews said, "You don't make your first dress when you're on Drag Race. You make your first dress when you find out you're going to be on Drag Race."
* Drag Race UK her lip-sync against Sister Sister and quit the competition. The next episode, after a seven-month break due to the COVID-19 pandemic, Veronica Green was eliminated on medical grounds as she had been infected with the virus (although she was given an invitation to Season 3). Episode eight had A'Whora, who had the best track record of the season leading up to her elimination and seemed like a sure finalist, after a lackluster performance in the comedy challenge, she was eliminated against Tayce, leading to fan outcry as they believed that Ellie Diamond, a queen who had also bombed the comedy challenge and had been seen as "coasting through" by fans and queens alike, should have lip-synced over A'Whora.
* Drag. RuPaul in particular is something of a surrogate Drag Mother for most of the drag community, due to her experience in the business and her approachable demeanor.
* Dragster, and extensive analysis of the code claims that the minimum possible is 5.57, some players achieved 5.57 legitimately.
* Dragula (a reality show hosted by the gay drag queen couple Dracmorda and Swanthula Boulet, all contestants are LGBT)
* Dragula. While she did perform extremely poorly in the elimination, many fans expected the Boulets to give her another chance in the face of contestants with a much higher loss-win ratio. The elimination was controversial enough that the Boulets commented on it in a subsequent episode.
* Drahvin serial "Galaxy 4" are confused when the Doctor calls them 'women', asking what one is. She goes on to explain that they do have such a thing as 'men', but only as many as they need and the rest are killed ("they consume food and have minimal function"). The Doctor seems to consider this to just be their culture, but Steven is (reasonably) upset with the idea - he complains several times that the Drahvin's refusal to listen to his point of view is sexist, even accusing them of wanting to kill him because of his sex.
* Drain; a few too many spells combined with poor rolls on Drain Resistance, and the mage ends up knocking
* draining the princesses of their emotions not just to brainwash them, but so she could use them to live longer.
* "Drain Mana" can permanently rid an area of ambient mana—neither spells nor magic items will work in that area, and powerstones won't recharge. It's an expensive and risky spell (a critical failure costs the caster 1 level of magical aptitude), but useful in designing jails and fortresses.
* drains its victim's Constitution by hitting it with one of its claws), Trap Door (size of a Great Dane).
* Drakan, a ten-foot tall man-eating chicken with glowing red eyes. It was actually a bit nightmarish, as its cave was littered with blood and dead bodies, and it was perfectly possible to run into it in the beginning of the game without knowing

about it.
* Drakan feature fully functional traps. It seems that whirling blades are much more durable than stationary stone walls.
* Drakan, near the end of the game you need to get into a castle run by someone known as the Flesh Mage. The only way in involves passing through a pacification spell. You are warned about this several times and told to go get a potion to protect yourself. However, nothing stops you from simply walking in whereupon you fall unconscious. A cutscene follows where you are a prisoner of the Flesh Mage and get a face to face meeting with him, then the screen goes black along with a brief scream as he begins skinning you alive.
* Drakan that is tied for dealing the most damage of any weapon in the game.
* Drakan: The dragons of the Order are sapient, intelligent, and capable of speech. Modern-day dragons are just feral beasts to be slain, and come in a few varieties: Blackwing dragons have feathers and Bone dragons are animated skeletons.
* Drakan, these are the most dangerous non-dragon enemies in the first game. There's the Fire Knight and the superior Dark Knight, both are dual-wielding, magic-using heavily armored warriors that can easily kill Rynn with their attacks. And don't expect good armor to save her, their enchanted swords ignore armor protection — you're actually better off stashing any armor to keep it from getting damaged in the fight.
* Drakan wartok. Their system of government isn't particularly complex."
* Drakar och Demoner ripoff, as that is a sure sign you have actually never played it or even heard much about it besides its name.
* Drake & Josh about how, if she and her fiance love each other and everyone is willing to do the wedding in the parking lot, they can still get married.
* Drake & Josh all over Drake, Josh and Megan when he is getting his butt washed in the sink.
* Drake & Josh. Alternatively, somebody (one of the parents) may die. In this case, one child will be favored because of their resemblance to a particular person. Particularly narcissistic parents, however, tend to favor the child that most looks/acts like him/herself (although that can happen in a more benign way, with a parent simply having more in common with a child who's also athletic, musical, artistic, etc.)
* Drake & Josh and asks him for advice, Drake's immediate response is that saying I love you is a trap.
* Drake & Josh, and Josh is a socially awkward science nerd, yet they're inseparable. This is most strongly illustrated in the episode "Drew and Jerry," where they decide to make new friends. You'd expect each boy to find someone with similar interests as himself, but each one picks someone like his brother, meaning his own polar opposite. While Drew and Jerry eventually leave to make a tv show together, at no point is anyone interested in befriending his own doppelganger.
* Drake & Josh and two ex-girlfriends are at the same house party together. They constantly giggle at each other while saying Drake's name, which makes Drake freak out more.
* Drake & Josh and winds up traumatized and scared of drains. It's not much, but it does leave her brothers with some satisfaction.
* Drake & Josh: At a gathering to carpool to Drake's concert, Josh hands out homemade lime drinks to the guests. One of the guests, Josh's boss Helen, immediately proclaims that the drink "tastes like mucus" and briskly dumps it into a houseplant. She then loudly predicts that the plant "will be dead by nightfall".
* Drake & Josh brought us a few as well. Some of these include "boobs," "Whoa, just take it easy man," and of course "PIP PIP DA DOODLEY DOO!"
* Drake & Josh but beforehand, they are sent to the back of the line (if memory serves, twice — once for cutting in line, once for fighting), get into a fight with the mascot, and get stuck by a bratty kid with a mom who won't do anything about her child's behavior.
* Drake & Josh called the 'Theater Thug'. Later, Josh later comes face to face with the real deal and the police show up. Guess who they tackle.
* Drake & Josh came along. She eventually became the highest paid 'minor aged'

actress on all of television for the last three seasons of the show.
* Drake & Josh criminals. When he asks who they are, they use the fake names again. Miraculously, the criminal buys it.
* Drake & Josh decides to play a prank on him by hiding the baby. Fortunately, Drake comes home in time to help his stepbrother out.
* Drake & Josh: Didn't exactly work in an episode when the two are stranded in a helicopter without the pilot:
* Drake & Josh discover that they met when they were nine (rather than in high school as they previously thought).
* Drake & Josh, Drake and Josh end their finale episode "Really Big Shrimp" fighting over the last piece of shrimp; the scene then transitions to the original scene from the previous show.
* Drake & Josh, Drake and Josh put their sister Megan on the wrong plane. After they discover this, the two attempt to run onto the plane and get her before it takes off. They are stopped by security. Afterwards, the boys are released and one of the officers tells them that they take airport security "very seriously", to which Josh voices his concern on whether or not the strip search was really necessary.
* Drake & Josh: Drake does this to Josh when he bursts into their room yelling at Drake asking if he took the $2,400 they were going to use to buy a car (Drake bought the dealership's mascot, an orangutan named Bobo, instead). Josh continues to ask and paces back and forth even after Drake openly admits to taking the cash.
* Drake & Josh, Drake plays Santa, while his brother Josh plays Santa's sack (of toys). Drake ends up making a promise to a little girl that the two of them spend the rest of the movie keeping.
* Drake & Josh, Drake was going to break up with a girl because she saved him in a fight involving a bunch of bullies. He then decides to deny that she is tougher than him, leading them to have a "friendly" sparring match. After grappling and tossing each other for several minutes and inadvertently ruining Josh's fancy dinner with his girlfriend and her family, Josh separates them and declares the fight is a draw.
* Drake & Josh, Drake watches a TV show called Drew and Jerry (who were their friends) with Josh. The actual show had the EXACT SAME premise as the fictional one. They end up laughing at how stupid it was and saying "Who would watch this?"
* Drake & Josh episode "Drew and Jerry" has the boys befriending the titular knockoffs.
* Drake & Josh episode "Football" Drake and Josh meet the school janitor, Zeke Braxton, who used to be a pro football player until a head injury affected his memory.
* Drake & Josh episode "Megan's New Teacher" has Drake struggle to climb up a rope to get into Megan's school to help Megan sabotage Josh's teaching evaluation. He then yells for Megan to come up, only for her to come in through the classroom door seconds later.
* Drake & Josh episode "Mindy's Back", Drake's head explodes in a shower of pus during Josh's nightmare of him telling Drake that he's dating Mindy.
* Drake & Josh, eventually being sentenced to two years probation and 200 hours of community service, putting the brakes on his career for the forseeable future.
* Drake & Josh featured Yatsabishi-brand electronics, in addition to the Pear-brand electronics example noted in the Apple section.
* Drake & Josh fits this trope. Drake and/or Megan often get away with mischief, but Josh very much does not have that ability.
* Drake & Josh). Grades and academics are much more important to chubby Josh than handsome Drake, who knows how to play the guitar but generally doesn't take anything else too seriously. (As Josh says to him once after Drake fails to get his drivers license despite getting along very well with the female instructor, "You can't just coast through life on good looks, charm, and cool. Okay, you can. But it's not going to get you everything.)
* Drake & Josh had an episode called "Steered Straight". The boys are taken into a cop car, and on the way to the station, the officer who picked them up stops

at a gas station robbery. Unfortunately, the robber steals the cop car and the boys are forced to pretend to be criminals so the robber won't know they're innocent. Of course, hilarity ensues.
* Drake & Josh has a few examples between the titular stepbrothers.
* Drake & Josh has hilarious levels of these occasions. The most overt is the episode where the two titular characters constantly start slapping each other.
* Drake & Josh has Josh being hired to teach Megan's 3rd grade class. He's so tough on the students that they direct their anger towards Megan just because he's her brother.
* Drake & Josh has much of the show take place in the room where they shoot their webshow. Spencer's bedroom, while never seen, is on the bottom floor, as is the bathroom.
* Drake & Josh has one every episode, with a segment where the title characters tell a story to the audience.
* Drake & Josh has the duo talking about a bet between them. It ended with Josh vomiting a lot and Drake having to pay Josh his entire allowance. Both of them agreed it was worth it.
* Drake & Josh has this exchange where the titular stepbrothers are doing their homework in one episode.
* Drake & Josh has turned them from harmless whoopee cushion style antics into freakily sociopathic (she puts explosives in their room in one episode).
* Drake & Josh have their "quick hug" which involves wrapping their arms around each other for a quick second before letting go since they're too embarrassed to hug in public.
* Drake & Josh. He becomes famous again after Megan gives him an idea for his attempted comeback show: to fake his death and "come back to life" at his funeral.
* Drake & Josh. He gets distracted so easily. One time Josh was pouring his heart out to Drake who was listening, only to walk away when a beautiful girl walked by. Also when Josh was taken away to be submerged in a chemical bath, Drake looks like he's about to do something, only to see someone left mashed potatoes on the floor.
* Drake & Josh. He was thereafter arrested several times by people confusing him for the actual criminal.
* Drake & Josh: In "Drake And Josh Go To Hollywood", the boys have to take a plane and end up sitting with strangers. Drake gets to sit with two hot girls... while Josh, ever unlucky, sits with a fat, obnoxious, and disgusting married couple that spend their time bickering and making him look at their moles.
* Drake & Josh: In one episode, the eponymous characters think Walter is cheating on the mom. It turns out he was meeting with someone about a new job and wasn't sure about so he waited to tell his family. Drake and Josh screwed up his chances of getting the job, though.
* Drake & Josh. In one episode, where the titular stepbrothers are hiding inside their English teacher's bathroom to hide from said teacher's vicious dog while house-sitting, Drake realizes he left his cellphone in the living room and has Josh open the door for him to run out very quickly to circumvent the vicious dog in the living room. When Drake tries to run out, Josh forgets to open the door, causing Drake to crash hard into it.
* Drake & Josh: In "Peruvian Puff Pepper", Drake and Josh steal a secret salsa ingredient from Megan to use in their recipe for Salsa Fest; they win first, but then Megan asks what their secret is, causing them to reveal they used said pepper in the salsa. This soon results in them disqualified because the pepper is illegal in North America due to causing side effects like kidney failure and chapped lips, leaving Megan, who was in second, to win by default. Of course, this was her plan the whole time.
* Drake & Josh: In "Smart Girl", Josh uses a headset to help Drake talk to a smart girl he likes and compete in an academic contest so he can impress her.
* Drake & Josh: In the episode "Believe Me, Brother", Drake's girlfriend Susan falls for Josh.
* Drake & Josh: In the episode episode "The Gary Grill", Josh receives a wedgie

from an inmate shortly after he and Drake are released from jail.
* Drake & Josh: In the episode "Honor Council", Drake is accused of moving Mrs. Hayfer's car into her classroom. Despite the question of how he would've done it going unanswered, people become more and more convinced that he was responsible, and even his stepbrother Josh, who was initially on his side, starts to believe he did it. It's only by getting Josh's rival Mindy Crenshaw to confess to the crime after being tipped off by Megan that he manages to clear his name.
* Drake & Josh: In the episode "Josh Is Done", Drake's careless actions cause Josh to be late for class on the day of an important test. When the teacher informs him that he will have to take a makeup test on Saturday morning at 6:00 AM and will be penalized one letter grade, Josh breaks down with a series of "No"s and ends with a "You" while glaring at Drake. Unaware that this was his fault, Drake merely responds, "What?". Josh lunges at him and is restrained by his teacher and classmates and gets kicked out of the classroom.
* Drake & Josh in the episode "The Gary Grill" when Drake and Josh accidentally sold stolen grills since in the interrogation room both cops happened to be bad.
* Drake & Josh. In the first, she helps acquit Drake of a prank he didn't commit, and when Drake asks why she's helping him, Megan replies, "Because you're my brother, and I can tell you're sad and scared and upset, and I can't stand to see you that way...unless I cause it." In the second, Megan initially didn't like Mindy before she became Josh's girlfriend because she made him miserable...and that's Megan's job.
* Drake & Josh is a very bad liar. In the episode "Dune Buggy", he got talked into lying to his stepmother by Drake about the broken television (which was caused by root beer spilled in it) and got grounded as a result. Drake, of course, reminded Josh that he didn't get grounded for lying, but more for lying badly. Averted in another episode where Josh successfully lied to the English teacher to help get Drake out of a raucous English classroom.
* Drake & Josh: "I sent him a very angry letter, with, like, five frownie faces."
* Drake & Josh is two thugs using a stolen money printer to get rich quick.
* Drake & Josh. It's just not funny anymore. An adult who did the things she did, including smuggling illegal merchandise, torturing (other) children, and using counterfeit money, would be in jail for years.
* Drake & Josh, it's revealed that Josh dresses up as a woman in order to write an advice column for the school newspaper. Of the two brothers, Josh is easily the nicer and kinder one.
* Drake & Josh, Josh bursts into tears and then angrily tries to tackle Drake on the spot for causing him to be tardy.
* Drake & Josh, Josh (disguised as a doctor) does this to Drake before he is about to perform surgery because the staff believes he is a famous doctor (which is inevitably proven wrong in the end of the episode).
* Drake & Josh, Josh is constantly getting mistaken for a wanted criminal and attacked by people. In one scene, he tries to don a heavy trenchcoat to sneak past a crowd, but everyone sees right through his disguise.
* Drake & Josh, Josh is convinced that Drake's girlfriend is hitting on him, and sets up one of these with her and with Drake hiding and watching. She really had been hitting on him, but somehow knows Drake is watching and doesn't fall for the ploy.
* Drake & Josh, Josh's foreign internet pal comes to visit and through a supposed friendship ceremony, Drake becomes married to the girl. They try to get her parents to undo the marriage, until Drake finds out that her parents are rich. Josh goes through with sabotaging the relationship anyway, getting the marriage undone and causing the girl and her parents to storm out.
* Drake & Josh, Josh works at a movie theater with a marquee filled with movie titles like 'Cave Mom' - each title indicating a more schlocky movie than the last.
* Drake & Josh kicks in, especially since Megan has done nothing, but prank them for almost the entire show. It later turns out that boy Megan was dating was actually cheating on her, and when Drake and Josh proved it to her, she actually

thanked them for helping her realize what a jerk he was.
* Drake & Josh — Josh not only resembles the Theater Thug, he was hired to play the criminal on "America's Most Wanted". Is it any wonder people kept trying to get him arrested?
* Drake & Josh, Megan attaches a sign to Josh's back that says "Itchy Butt". Thinking that Drake was responsible, Josh's grammy puts a sign on Drake's back that says "Lazy Punk".
* Drake & Josh. Near the end, Drake recalls when he dated Liza Tuffer, saying that she's dumb and "a bad kisser"; Dr. Phyllis then tells him that she is her daughter, and she promptly attacks him.
* Drake & Josh on both those shows. This could somewhat more accurately (and awkwardly) be referred to as the Schneider-verse, for showrunner Dan Schneider.
* Drake & Josh: One episode had Drake break up with a girl because of her laugh. This caused problems for him when it turned out she was the daughter of his nemesis teacher.
* Drake & Josh, one of the unflattering drawings in Drake's notebook of his teacher Mrs. Hayfer is of her holding an umbrella as a piano is about to fall on her.
* Drake & Josh: Parodied in an episode where Drake and Josh try to scare Megan making her believe that her radio is getting signals from aliens. While Josh tries some "alien-sounding" gibberish, Drake starts speaking some random words in French, which outrages Josh.
* Drake & Josh pilot episode has this when the former caught the latter dressing up like a woman:
* Drake & Josh. She even cracks her fingers before starting the massage, suggesting that the experience will hurt for Josh.
* Drake & Josh, so he tries to make her break up with him instead.
* Drake & Josh, sometimes. He usually gets terrible grades and rarely puts any effort into his studies, preferring to coast by on his charm, good looks, and musical chops. However, he has occasionally been shown to be quite intelligent when he feels the situation warrants it. In one episode, Drake, Josh, and Meagen snuck out of the house while their parents were away in order to ride a roller-coaster. After being sent to the back of the line, Josh wonders if they even have enough time to ride the coaster and make it back home before their parents get back. Drake does some rapid calculations in his head and arrives at a very precise answer in a matter of seconds.
* Drake & Josh: "So, what's the difference between a hoagie and a submarine sandwich?"
* Drake & Josh: Subverted Trope, in which the main characters' younger sister Megan is portrayed as being more competent than most of the adults around her.
* Drake & Josh, the boys have come home from an unauthorized skydiving trip that went very wrong. They're in the clear up until the angry instructor comes at their door and sticks Walter with a $400,000 repair/replacement fee for them crashing the helicopter. Knowing that he'll ground them for it, the boys do it themselves and go to their room while he's trying to process it.
* Drake & Josh: The episode "Eric Punches Drake" has nerdy Eric become popular after accidentally knocking out Drake while imitating a punch he saw in a Kung Fu movie. Rumors begin circulating that Eric punched Drake for making fun of his sister and Drake's popularity plummets. Eric's old nerdy friend Craig reveals to Drake that Eric is too pacifistic to fight. So Drake confronts Eric while he's with his new friends and begins making fun of Eric's sister for real. When Eric is challenged to punch Drake again, he refuses and comes clean, imitating the kung fu punch again and accidentally knocking out a girl in the process, which sets everything back to the status quo.
* Drake & Josh: This happened in episode #2 "Dune Buggy" when Drake (and his friend Trevor) drove a renovated dune buggy out of his parents' garage and into a tree as the result of avoiding a squirrel.
* Drake & Josh, this is done by having Josh feed information to Drake through an earpiece in a Quiz Bowl-esque contest to impress a smart girl. Just when he's

about to win, the feed is intercepted by a hamburger restaurant's drive-thru.
* Drake & Josh: this is the situation between the two titular step-brothers and their sister Megan. Every time she is involved with them (even if it's essentially a cameo and the story doesn't has anything to do with her), she wins in the end and mocks them.
* Drake & Josh to help Drake practice breaking up with his girlfriend:
* Drake & Josh tried to eat sushi instead of putting it in boxes because the conveyor belt was going too fast.
* Drake & Josh uses it in a way that's WORSE than what it was before. Drake agreed to pay for Josh's speeding ticket so their father wouldn't find out.
* Drake & Josh was accused of somehow fitting a teacher's car into the classroom as a prank.
* Drake & Josh was quickly cancelled and Brown returned as Helen in all subsequent appearances.
* Drake & Josh when Megan reveals that the contract didn't say that the person who caved in first would lose, but simply that whoever caved would lose.
* Drake & Josh where Helen had eye surgery and had patches over both eyes for a while. After claiming she didn't need help, she picked up a baby carrier (yes, with a baby in it) and walked away, thinking it was her purse.
* Drake & Josh with about five variations on Josh and Megan's exchange.
* Drake and Brittney when she was buried. They don't need air or food, and they share a body and rotate possession of it. They don't eat people, they aren't decomposing, and they weren't constructed or resurrected. They mostly just do whatever the Gaiaphage tells them to.
* Drake averts this to the point where he almost inverts this. Even though both of his albums have been leaked ahead of time, he usually is okay with it, though his record company is not as happy.
* Drake Bell got his turn by directing the first part of the "Really Big Shrimp" special
* drake (e.g. the drakes that live around volcanos may be the only ones able to breathe fire). In terms of appearance, they are most commonly depicted as largely similar to "common" dragons but with small or nonexistent wings; on other occasions, they may have two wings and two legs in the same manner as wyverns. Sometimes they're simply young or adolescent dragons rather than a separate species. In other cases "drake" is interchangeable with "dragon", or is a term for male dragons in particular.
* Drake franchise, but started using just his middle name when he went into music.
* Drake has had many top 10 hits and six #1s (including four as the lead artist and two more as a featured artist), but "The Motto" (best known as the song that gave rise to "YOLO") only reached #14.
* Drake. He displays an ability to predict exactly how long it will take for him and Josh to sneak home compared to their parents' timing, claiming he could do that but is failing math because that situation was "actually important".
* Drake. He was the subject of three different memes in 2015. First when Madonna kissed him, then with the album artwork for "If You're Reading This It's Too Late," and then his single Hotline Bling. The parodies and video edits were enough to fuel tumblr and reddit for months at a time.
* Drake (Holds dual American-Canadian citizenship, father is American)
* Drake in Forever: "Everyone who doubted me is asking for forgiveness | If you ain't been a part of it, at least you got to witness, bitches!
* Drake is an even worse example, being so psychopathic that even Caine is nervous around him.
* Drake Maijstral books, self-styled "pro-human" groups call the Khosali "rats"—although their marked canine appearance and traits makes this strangely inappropriate.
* Drake Maijstral "Khosalioid Aliens". They are taller, on average, than humans, and covered with fur, and they have pointy faces, and some of their joints work slightly differently from ours. But overall, we were lucky that they were so much like us, as it made fitting into their culture, after we were conquered, that much

easier.
* Drake Maijstral series by Walter Jon Williams, this is a common practice among members of the "Diadem", an exclusive society of the most famous and popular celebrities. Drake's good friend Nichole is one, as is the actor Etienne.
* Drake Maijstral ships. A few hundred Earthlings on military stations put up some token resistance, but they were quickly defeated, and Earth had no choice but to surrender completely.
* Drake Maijstral sides of the border who would prefer to have the Khosali back in charge.
* Drake Maijstral, the Earth was conquered many centuries ago by the relatively benevolent Khosali Empire (loosely based on the Victorians). The Khosali, who wanted to integrate conquered races as quickly as possible, soon began ennobling humans who were willing to work with them peacefully. By the time Earth managed to win its independence back, they were so used to feudalism (which, after all, was a human tradition even before the Khosali came) that they kept it, although many want to get rid of it.
* Drake Maijstral, this is a fairly common solution for people on the verge of death. They generally have full access to the futuristic equivalent of the Internet but are usually still considered legally dead. Drake's father is one, and unfortunately, having his brain transferred to a jar didn't make him less curmudgeonly or less senile. Likewise, the current Emperor of the Khosali is a brain in a jar, because he didn't bear any heirs, but he does have frozen sperm on file. Unfortunately, the sperm was lost during the confusion of the human revolt, but the Khosali haven't given up hope of finding it.
* Drake Mallard dreams about both Darkwing Duck and his future self, Negaduck, shortly after his first encounter with Megavolt in the
* Drake Mallard to become Darkwing Duck for real "For Jim [Starling]", the in-universe actor for Darkwing, who was also voiced by Darkwing's original voice (and a case of The Danza.
* Drake Maverick as Rockstar Spud in 2012 and left in 2017. Signed to WWE under this name at the tail end of 2017.
* Drakengard 2 after the final seal is broken, the world's sky changes once again, only this time it literally shatters like glass to reveal the blood-red sky. It's mentioned that this is actually the natural state of the world, and the blue sky is an illusion.
* Drakengard 2, Manah is accused of being a witch, and she did break one of the seals, so she's captured by the hero, and the guy he's working for burns her. She does have magic, however, and escapes, and later joins you.
* Drakengard 2 The universe is so hostile that we only stave it off by deliberately breaking the system.
* Drakengard 3, Chapter 3 has Zero finally getting an airship after taking it in Chapter 2...only for it to get shot down out of the sky by Three's soldiers. She promptly pays them back by drop kicking one of those soldiers into several of his friends and into the cannon that shot them down. It all goes downhill for the rest of Three's soldiers.
* Drakengard 3. Good news, a time-traveler (if you think this breaks narrative causality, see 2-C == 1-E) manipulates events so that the Grotesqueries' asses are kicked in ending D. Even though there's still a good chance of Earth getting screwed over, it turns out that she's not alone...
* Drakengard 3 has a villainous example. Combined, the Intoners can easily fend off Mikhail's attacks. But they go and live in different regions so they can rule the continent more efficiently...and because they hate each other.
* Drakengard 3, if you leave Zero idled for a while she will assume this position.
* Drakengard 3 over the course of the entire game. Alternatively, a weapon made from the body of a dragon, usually tooth or bone, will also work. With no particular explanation, just about every named character in the game apparently has one of the latter.
* Drakengard 3, she recruits each sister's respective Disciple, all of whom who pledge their loyalty to her.

* Drakengard 3, this is how most human soldiers react to Zero effortlessly slaughtering their friends left and right.
* Drakengard and clearly looking forward to it. The second ending also ends before the looming disaster — this time, a horde of monstrous clones of his sister — ultimately strikes, but is less open-ended about it, as Caim seems devastated and simply waiting for death.
* Drakengard, especially in any scenes involving ruins or recently-destroyed buildings.
* Drakengard features a few missions where the enemy soldiers are child conscripts. Naturally, Caim, being the murderous nutcase that he is, viciously slaughters them all, much to the dismay of his more level-headed comrades.
* Drakengard, forging a pact with a magical creature can grant a person great power and command over magic, but there is always a price to pay for forging a pact:
* Drakengard has the Union and the Empire, who are at war with each other.
* Drakengard has what might be the most strenuous version of this. Depending on which ending you get the very fabric of reality functions differently. Your Dragon might be the only thing that can save the world, or you may be destined to destroy her lest she destroy the world.
* Drakengard If you take three hits or so from their homing attacks, you fail.
* Drakengard), Inuart is voiced by screen actor Toshiaki Karasawa, Furiae is voiced by actress and singer Eriko Hatsune, Nowe is voiced by screen actor Ryo Katsuji and Eris is voiced by stage/film/TV actress Saki Aibu.
* Drakengard is one of the party members from the first game - who was completely unavailable until you beat the game once and as such never actually joins up with Caim or is even hinted to exist in the path to the ending that the second game follows from.
* Drakengard is this; why not take a dragon and just rain hellfire against giant phalanxes of troops that are completely powerless to hurt you? Or if you so wish, hop down and singlehandedly slash through the innards of thousands.
* Drakengard, making a Pact not only binds a human with a magical entity for mutual power, but also takes a price branding a seal on what was taken.
* Drakengard, Nowe seems to be in the habit of jumping off of high places on purpose simply because he knows that Legna will catch him. He also gets to play hero by doing this: Manah falls off a cliff, Nowe jumps off after her, lands on Legna, and the pair of them race downwards until they're beneath Manah, where Nowe catches her safely in his arms.
* Drakengard says it was made from the melted armor of the enemies it killed.
* Drakengard screen outright tells you "Select 'Yes' to retain your experience points."
* Drakengard that Furiae was forced into her role and in fact loathes it.
* Drakengard that, when fully upgraded, deals about twice the damage of the second-most damaging weapon in the game and one-shots two thirds of the game's enemies, has one of the longest reaches, can hit multiple enemies per swing, and knocks over enemies with every blow. The only problem is that it's slow, but the aforementioned advantages make up for this.
* Drakengard. The characters remarkably take this in a fair enough stride, all things considered, although the ending is not positive.
* Drakengard The game avoids the need to go there by having it conveniently disappear during the course of the plot after the Desert Seal. Still, you can go back during Arioch's character-specific sidestory, if you want to.
* Drakengard. The player can also do several attacks in the game that qualify as Foe-Tossing Charges.
* Drakengard the protagonists endeavor to prevent the seals that hold the world together from being broken, however they always seem to show up just a few minutes too late. Then there's the endings...
* Drakengard? The sequel clears up a lot of the fog presented here, but that's no excuse.
* Drakengard) they react with a more-than-appropriate amount of pants-wetting terror.

* Drakengard. This is admittedly one of the weakest plot points in the whole game, but they really backed themselves into a corner with that ending anyway.
* Drakengard to slow down the Grotesqueries and as a bonus dragged the insufferable thing with him as it desperately tried to escape its impending doom.
* Drakengard to tell you the truth, but most people, including members of your party, barely know anything about the important stuff, and it's all speculation — this is why the same beings might be referred to by different characters by different names. Anything people tell you that happens to be a concrete fact is almost completely irrelevant.
* Drakengard we get a closeup as one of the imperial soldiers is burned alive and turning into a skeleton which also burns up soon after.
* Drakengard. While trying to defend the Desert Seal, if you have Arioch, she tells you at a certain point that the Island Seal has already fallen. Similarly, if you have Leonard and are trying to defend the Forest Seal, he tells you the Desert Seal is already gone.
* Drakengard you can unlock a jet plane for Caim to use and he decides to be a man and ride on the outside of it.
* Drakengard, your party members' pact-partners when summoned last for a while, whereas your dragon does one thing and then disappears.
* Drakensang and its sequel know of occasional neutral-to-good becromancers, even though most are evil. It's even possible to play as a (good and heroic) one, summoning undead as support in fights.
* Drakensang and turns into a giant, three-headed serpent. However, she still retains her nipless breasts at the base of her central head.
* Drakensang and watching the final cutscene... you're rewarded with a cutscene showing some thorwalian pirates arriving at Nadoret in the middle of the night. Is actually a sort of sequel hook for the expansion.
* Drakensang game: the first time you see him he's trying to use his badge to hire a prostitute for free.
* Drakensang has a bonus dungeon you can explore as part of a series of sidequest which will reward you with a magic ring which will make you impervious to fire (you take less damage from fire-based spells and attacks and can't be set ablaze). The side effect is a small raincloud hovering over the wearer and pouring water on them.
* Drakensang one of the bosses is a Newt Kraken (a river-infesting giant squid if you're curious). While both his tentacles and his main body are seen onscreen, you can only fight the tentacles to damage him, as his body is too far away.
* Drakensang plays with this: there is a newspaper boy in Nadoret, the main city in the game, selling both the local paper and the all-Aventurian paper. The local paper contains one article each, mentioning recent events in the game, while the 'big' paper gives a historical overview, but is more window-dressing, containing little that is relevant to the game.
* Drakensang: The Orc chief Bloodfang wears a massive animal skull as a helmet. You can find and equip it in the sequel, but it's not very powerful.
* Drakensang: The prequel is framed by two of the main characters of the first game. Forgrimm is telling Gladys how her parents came to be married.
* Drakensang there were several Gotchas for people using a cracked version. In the first one, one city guard would not show up at her appointed place, trying to rescue a group member from jail landed the whole group in there (without a way out), and later in the game the characters would slow down more and more if a crack was detected. In the second one, instead of the group's healer being able to heal a group member who had been disabled in a fight, for someone using a crack, only a paid healer would be able to heal those characters. Unfortunately, occasionally, people who needed to use a virtual machine professionally were also detected as running a crack...
* Drake of the 99 Dragons, the hero Drake does this to himself as he thinks he has become immortal. He technically is, as he gets brought back to life every time he died.
* Drake of the 99 Dragons, to show how easy it is to die in the game, a sketch with

Fred as the eponymous Drake has him slip on a banana peel... and die.
* Drake of the Hoenn Elite Four is shown in the anime to be a ship captain, befitting his naval uniform. However, his Pokémon are Dragon types instead of Water types in both media.
* Drake's been at the other end of the spectrum as well. "Tuesday" by I Love Makonnen featured a guest verse from Drake. Google search trends make it clear that the public mostly identifies it with Drake.
* Drake's debut studio album "Thank Me Later" got leaked within 2 weeks before it was officially released.
* Drake's song "Marvin's Room", he is in a club drunk dialing one of his ex-girlfriends.
* Drakes) usually live about 200 years. For instance, Raythor is nearly 100 years old, AKA middle-aged for a Galhot.
* Drakes were originally conceived as the inbred and degenerate descendants of true dragons, meaning that each drake type originally had to correspond to a type of true dragons (flame drakes -> red dragons, forest drakes -> green dragons, frost drakes -> white dragons, lava drakes -> magma dragons, etc.). As this origin was by and large dropped over time, this limiting factor was also removed, and it's common now for any new
* Drake's, which for some reason looks like it should've suited Frankenberry more than an evil penguin.
* Draketooth clan member. The end result is still humor at the Order's expense, since a dead brain takes the questions very literally.
* Drake were dating or secretly married. They ran with this, and in Nicki Minaj's "Moment 4 Life" video, they get married. Drake also mentions it in one line of his song "Miss Me", "I love Nicki Minaj/I told her I'd admit it/I hope one day we get married just to say we fucking did it".
* Drakkarim; they're sometimes seen hacking at lowly soldiers on their side, like Giaks, just to reach their main foe.
* Drakken and Shego are implied to end up as more than business partners in the
* Drakken arguably has the supervillain equivalent of this in Professor Dementor, his
* Drakken was also pretty damn competent at running a company when he acquired the cupcake business. Shame about the low-carb craze.
* Drakkhen would randomly turn into crazy monsters which would fly down and kill you very quickly.
* Dra+Koi after he manages to hit the reverse scale on her neck, which is her weak point.
* Dra+Koi are... well, Fantasy and as such aren't considered to really exist, thus they can only be harmed by other Fantasy.
* Dra+Koi attitude across. He's surrounded by crazy idiots, so the frustration is understandable.
* Dra+Koi, especially during the climactic fight at the end. The hero can see the armor stitching or unmelting itself before his very eyes.
* Dra+Koi gets in a fight with the dragon early on, at which point he apparently blows a hole through her neck and goes home. She shows up the next day in love with him.
* Dra+Koi glow blue and red respectively when using their abilities. Or at least, the armor's eyes glow. Comes to the same thing.
* Dra+Koi has a slasher smile for her default smile. The protagonist kind of hates it, even in the good ending.
* Dra+Koi has glowing red eyes, suitable for its role as the sort-of antagonist.
* Dra+Koi is only there to slay the dragon. Collateral damage is not important.
* Dra+Koi the dragon falls for the protagonist, enrolls in his school, chases him around and rapes him on the roof and then moves in, after which he reluctantly enters a relationship with her. What else can he do?
* Dra+Koi the protagonist starts a relationship with a dragon that is along the lines of an eldritch abomination: It casually breaks the laws of physics and is hinted to spread madness.

* Dra+Koi the 'reverse scale' is apparently some sort of erogenous zone and weak point at the same time. It's not entirely clear.
* Dra+Koi. They have no effect whatsoever because only a Hero can slay a dragon.
* Dra+Koi who seems to actually be at all well balanced. His classmates are all crazy and his mother wants to rape him. The dragon herself indicate she'd like to eat him or sleep with him and sees little difference between the two options.
* Drakon Empire and then to Princess Kupacious both times he succeeded.
* Drakon human is also sent back through a similar wormhole to stop her.
* Drakonophobia. All she wants to do is to live her life out in peace earning coin and getting enough to get by. Events at Helgen and the Western Watchtower cause the titular phobia to which Petra runs away to Riften where Brynjolf finds her in her sorry state and convinces her to join the Thieves Guild. She becomes a skilled thief and enjoys that because she gets to be on her own and it keeps her away from anything particularly major. Fate decided otherwise when an encounter with a dragon leads to Brynjolf eventually finding out about it. Everything just spirals downwards after that.
* Drakon Series rather than vampires. This might be because the name "Dracula" is based on Romanian world "Dracul" which means "dragon" and was derived from Prince Vlad II of Wallachia's membership in the Order of the Dragon.
* Drak Pack episode "Night of the Turbites" had the Drak Pack accept an invitation to dance at a disco with female monsters. After Howler's date falls into the water and short-circuits, it is revealed that the female monsters are all robots, the sole exception being a disguised Vampira.
* Drak Pack from the 80s, features the teenaged descendants of Dracula, Frankenstein's Monster and the Wolf Man joining forces to fight a Vincent Price-esque criminal mastermind and his henchpersons: a female vampire, a mummy, a toad-like hunchback and a fly/human hybrid.
* Drak Pack: Starring Frankie, Howler, and Drak Jr., three teenage boys who are capable of turning into a Frankenstein's Monster, a Werewolf, and a Vampire.
* Drakul looks perfectly human, but according to Jim Butcher he's actually something very inhuman and very powerful stuck in human form.
* Dr. Alan Pierce: The head of the medical department, and with good reason. He's a brilliant, well-organized surgeon and all-around
* Dr. Alan Pierce was first brought in as a seemingly random extra who existed for no other purpose than to heal Zenna after she got into a nasty accident. Not only did he go on to become a major character in the RPG and one of Atton Rand's most popular characters, but his popularity also led to the Dino Attack Team's medical wing being brought to the forefront and being a focus for drama as opposed to simply a place for wounded agents to be healed.
* Dr. Albert Einstein requested in his will that his brain be removed for study and the rest of his body cremated. The brain is currently spread across multiple jars and a few dozen microscope slides.
* Dr. Albert Wily bent on world domination, with an army of robots at his command.
* Dr. Allison "I like damaged people" Cameron. In her backstory, she fell in love with a man who she
* Dr. Alto Clef also counts, having done something to himself so pictures never show his face - his profile has his head replaced with a giant spider, and a photo of his taken with SCP-978 led to a hand
* Drama actor Murasaki Wakaba's only major voice-over role was Akito Sohma in the 2001 anime adaptation of
* Drama, Anderson returned as vocalist, but Trevor Rabin became their new guitar player, and Horn produced the album.
* Drama!, a well-endowed female character refers to her breasts as "the girls".
* Drama Bomb Finale: An otherwise comedic story trying its hand at a dramatic moment near the show's last episode or two, totally out of left field.
* Drama Bomb involving Barret's hometown, which is immediately followed by the player discovering the Gold Saucer amusement park for the first time. The player is free to have as much fun as they want before one of Barret's old friends shows up to bring the drama back.

* drama CD where he tells Schneizel and Cornelia that he's accepted the position, he tells them that he'll just use "the usual methods" of rule - he's not smart enough to think about it and realize that what everyone around him wants him to do is wrong.
* Dramacon, Emily complains that people keep on glomping her because apparently, she looks like some manga character.
* Dramacon, famous fictional artist Lida Zeff has shades of this. When talking to a hopeful with dreams of becoming a manga artist, Lida lists all the difficulties of being an artist: finances, inconsistent job flow, criticism, self-doubt, and the difficulties of the business end of things. Nonetheless, she still seems to find enjoyment in her job even with the disillusionment
* Dramacon is set at the fictional anime convention "Yatta!con". The timeframe of each volume takes place during the three days the convention is held for.
* Dramacon, Matt is glomped by a fan, which pisses off his then-girlfriend Emily. The con security has to get involved.
* Drama Drama Duck was the first game to do the reverse and create a "nexus", where canons can all meet together without getting stuck in another universe. This one isn't used just as much.
* drama episode where this happens to the three sisters that are the played by the three girls from the Ryuugu Komachi.
* Drama-Preserving Handicap: A method to give some sort of weakness to a character who normally doesn't have one.
* Drama-Preserving Handicap and to help his teammates grow over themselves.
* Drama-Preserving Handicap. But once Wakabayashi left Japan, Morisaki served as the number 1 Goal Keeper for Nankatsu Middle School's team, and now he is the third Goal Keeper in Japan's National Team, behind Wakabayashi and Wakashimazu.
* Drama-Preserving Handicap (Implementing Power Limitations as the Plot Demands)
* Drama Queen: A person who whines about and exaggerates every inconvenience that bothers them.
* DramaRama—to have a German dub at the time of the show's initial release).
* DramaRama) were shown in Britain. While the British version had no more than two seasons of the original show, only the first season was reran on Pop! as of 2019.
* Drama. There's a third boy who expresses interest in Callie, but she turns him down and is still single at book's end.
* Drama: The traveler encounters survival situations like finding food and shelter, or else dealing with increasingly limited resources while trying to avoid being eaten by predators or angering local peoples. See
* Drama. This is a technique actually used by army trainers when scolding trainees, to keep them on their toes and to vary the tempo of the berating.
* Dramatic Alien VTOL: Dramatic music plays when an alien spaceship takes off or lands.
* dramatically cut down from its planned run, that was the intended ending all along.
* DRAMAtical Murder a BL game, but there aren't any explicit scenes until the latter half of the story (near the ending in most routes), so needless to say, they aren't a major part of the game. A lot of people start playing purely to watch the H-scenes, completely ignoring the actual plotline and dumbing down the characters, to the ire of fans.
* DRAMAtical Murder as he shouts "RYUUUUUUHOOOOOUUUUUU!!" at the top of his lungs.
* DRAMAtical Murder doesn't like having his hair touched because it's unusually sensitive, which is why he lets it grow long without cutting it often.
* DRAM Atical Murder has this in both Koujaku and Noiz's good endings. The confessions of love from either of them are quickly followed by them and Aoba having sex.
* DRAMAtical Murder over him. When it comes to girls, they aren't so much attracted to him as annoyed and jealous of him for the fact that he can attract their male crushes' attention without even trying.
* DRAMAtical Murder's anime adaptation includes a thirteenth episode titled "Data_xx_Transitory" adapting all the bad endings from the original visual novel.

It's quite a bit more graphic than the TV anime.
* DRAMAtical Murder, though JAST USA finally announced an official English localization in 2018.
* DRAMAtical Murder, well before JAST USA announced an official English localization in 2018.
* DRAMAtical Murder: When Aoba uses Scrap on Noiz in his route, the game screen begins going wonky and replaying events from Noiz's perspective with the colors and graphics glitching in and out before blacking out completely with only white text on the screen asking you if you want to give up.
* dramatic by Flash shouting "Ta-da!" More traditional examples happen to moments between Green Lantern and Hawkgirl. A few of these happened to Batman and Wonder Woman. One time, they were discussing their potential relationship when an alarm sounded off.
* Dramatic Chase Opening: The story begins with a dramatic chase scene.
* Dramatic Chase Opening where the small dragons fail to capture the Mare.
* Dramatic Curtain Toss: Someone dramatically removes a curtain/tarp/veil, revealing something important.
* Dramatic Downstage Turn: A character turns/walks towards the audience a bit to signify them as important or going through a lot emotionally.
* Dramatic Dream Team, as it was born around the then-WWF's height of popularity and financial success.
* Dramatic Dream Team (DDT) [Active - 1997- ; changed name to DDT Pro-Wrestling in 2004]
* Dramatic Dream Team for attempting climb up the ropes for a moonsault during HARASHIMA's open weight title defense.
* Dramatic Dream Team had a "Shattered Dreams" match pitting Ryuji Ito and Danny Havoc against "Kokutenshi" Jaki Numazawa and Jun Kasai at
* Dramatic Dream Team: HARASHIMA refused to shake Kota Ibushi's hand after losing the Open Weight title to him, leading to Ibushi following HARASHIMA trying to get a handshake and HARASHIMA punching Ibushi's palm.
* Dramatic Dream Team has used a 630° Splash he calls Deep M Impact. Laredo Kid, Jamie de la Combé and Hero Tiger are also among some of the more well known users.
* Dramatic Dream Team offshoot BASARA is a wrestling lawyer who wrestles in his dress shirt and tie. FUMA is a wrestling heavy metal guitarist.
* Dramatic Dream Team, one good enough to defeat the Evil Russians KGB48 (Ivan Markov and Bonnie). He'd eventually manage to beat Shirai toward the end of the next year but then continued to lose to her.
* Dramatic Dream Team: Rookies Shun Miyatake and Hiroshi Fukuda were made to dress like women and to entrances of Kazuki Hirata and Magnum HIRATA.
* Dramatic Dream Team's, as he can't see through it and risks running into things or falling off the stage during his entrance.
* Dramatic Dream Team skipped all pretenses and simply booked "No Grappling Allowed" matches.
* Dramatic Dream Team's synchronized 450 splashes from the same turnbuckle.
* Dramatic Dream Team: Suguru Miyatake and Takayuki Ueki bra and panty from bubble match, unless two hairy guys in that situation is your thing.
* Dramatic Dream Team Takayuki Ueki and Suguru Miyatake mercifully went to a no contest.
* Dramatic Dream Team, Wrestle and Romance (which became Wrestle Association R), and Big Mouth LOUD.
* Dramatic Dream Team wrestlers and DDT performers/crew as if they were any other human competitor.
* Dramatic Drop. Dr. Silberman pulls the cap off a hypodermic needle with his teeth (because Sarah Connor has broken his arm) so he can sedate her. When he sees the T-1000 walk through a barred door, the cap drops out of his mouth.
* Dramatic Drop: Someone is so shocked that anything in their hands falls to the floor.
* Dramatic example in the episode "Noel". Josh is bemoaning the presence of

Christmas bagpipe players in the foyer of the West Wing, and at one point snaps "I can hear the damn sirens all over the building!", substituting 'sirens' for 'pipes'. Dramatic because it is just one of the numerous signs that Josh is acting increasingly irrational and unstable as a result of a rapidly approaching Post-Traumatic Stress Disorder breakdown he is heading towards as a consequence of being shot a few episodes earlier.
* Dramatic example: Patricia Highsmith's short story "The Quest for Blank Claveringi" has a scientist stuck on an island with two giant man-eating snails. They're not much faster than normal snails, and so aren't much of a threat... unless you're an out-of-shape scientist on a tiny island with barely anywhere to hide...
* Dramatic for his actions: in a positive resolution, his father supports him; in a negative one, he is not impressed at all.
* Dramatic Gravity: Reactions can vary depending on how gravity can be suspended. One example is a character will be suspended from the gravity just enough time to give one last comment to your opponent. Said gravity can also be suspended while a badly spooked character bobs up and down in mid-air while screaming.
* "DRAMATIC HOKAGE FIGHT JUTSU!!!" "How often could that possibly come up, that you would need to name a technique for it?"
* Dramatic Irony as majority of the story has no science-fiction tropes.
* Dramatic Irony: The audience is aware of important information that the characters are not privy to, leading to a dramatic reveal vs. The characters are aware of important information that the audience is not privy to, leading to a dramatic reveal.
* Dramatic Irony: The audience knows something that the characters don't.
* Dramatic Irony: The audience often knows crucial information that our protagonist does not.
* Dramatic Irony: The irony comes from the audience knowing something that the characters are not aware of.
* Dramatic Irony when Tommy Merlyn (who's there with Oliver) is later revealed to be Thea's half brother.
* Dramatic Irony when Trask says to Stryker that by the time the upcoming human-mutant war arrives, his son will be old enough to fight in it. Stryker's son does become a victim of this war, as he's a mutant and his own father turns on him.
* , dramatic music is heard during a board of directors meeting. Intensity increases until the boss gets annoyed and opens a door, revealing the company band, who were practicing in the nearby hallway.
* dramatic noise of chambering a round (or cocking the hammer) before firing.
* dramatic. Nuclear holocaust stories were popular in the 50s. The film was originally going to be a straight adaptation before getting turned into a darkly comic satire.
* Dramatic Pause: A moment where there isn't any dialogue and there's no (or hardly any) music, played for drama.
* Dramatic Pause) "...and raise you." While fairly commonplace and tolerated in many informal home games, this sort of action is called a "String Bet" and the intended raise would not stand at any respectable casino (the action is over once the player announces their intent to call, to prevent players from calling, and then waiting to see if other players' reactions suggest raising would also be a good idea).
* Dramatic Pause variation of it is no longer taken seriously, although subtle variations can still be effective.
* Dramatic Reading: A recording of a written work being read dramatically.
* Dramatic Readings, the author thought it was impossible and put it in as a joke. It has also "rained" slush, which also works.
* Dramatic Red Samurai Background: A dramatic killing stroke against a red background, as in a samurai duel.
* Dramatic Sit-Down: In the face of grievous news, a character is unable to stand and must sit down somewhere.
* Dramatic Slip: In chase scenes, the really stupid characters always fall down and

can't get back up for some reason.
* Dramatic Slip: It can happen, but this is nowhere near as prevalent in real life as it is in media. It's also largely seen as a cheap way to introduce a plot-point or create drama.
* Dramatic Space Drifting: A body or pieces of a body floating in space after a space battle.
* Dramatic Spotlight: Started with the use of 'limelight' (created by directing an oxygen-hydrogen flame at calcium oxide—i.e. lime—causing the lime to incandesce bright white) at the Theatre Royal, Covent Garden in 1837.
* Dramatic StutterA clear, auditory representation of a character's shock.
* Dramatic Thunder, discussing how horrible "that thing with the arms" is. It turns out they're discussing the dresses they're supposed to wear for a friend's wedding.
* dramatic, unhinged, unfiltered in speech, often likes to make "in your face" insults.
* Dramatic Unmask: A masked character takes off their mask, revealing their identity to a shocked character and audience.
* Dramatic Unmask but forgets to undo his helmet's strap under the chin, making him look silly as he struggles to pull it off.
* Dramatic Wind: Often parodied by having the wind blow hair or objects into the people's faces, but straight examples still invoke the desired effect.
* dramatises the coming of the Irish people to Ireland in the primal myth. The song opens with a stirringly ominous theme on pipe organ that recurs throughout the track and underscores the determination of the people to fight for and hold the land as their own.
* Dramatis Personae: The characters appearing in a work are listed (and maybe described) at the beginning or end.
* Dramatization actual events are recreated in a way that minimizes creative liberties and/or acknowledges its own inaccuracy
* dramatization by live actors, and the X-ray/inner body shots are made with CGI.
* Dramatization In this version, the characters whom the story is based on essentially want their story told but don't want anyone to know that they were involved.
* Dramaworld fangirl (although her fandom is Korean rather than Japanese, the trope still fits)
* Dramedy, a suburban housewife puts herself as a protest candidate for a by-election caused by the death of the local member of parliament. However, when the candidate for the party for whom the electorate is a safe seat fails to lodge his application in time, she finds herself standing essentially unopposed and is elected to state parliament.
* Dramedy ("Mom, Drink the Soup"). The main conflict of the story is Vicente trying to get a business on his own and getting the woman he wants, as his mother's smothering nature have impeded him from getting anything on his own, which he thinks makes him of no value.
* D.R. & Quinch, D.R. wants to appear eccentric at a fancy restaurant and so orders four dozen lobsters, wearing Prussian Blue waistcoats. Then when they're delivered, he complains that the waistcoats are Turquoise Blue, "and where are the chocolate-covered ant's brains?"
* D.R. & Quinch is titled "D.R. & Quinch _____". For example, "D.R. & Quinch Go Girl Crazy".
* D.R. & Quinch once featured the antiheros being conscripted to fight in a war on a planet where "The saliva trees digest you alive and even the hideous diseases have hideous diseases".
* D.R. & Quinch stories, things are often described in this manner by whichever character is narrating. For example, the hatchway of a spacecraft is described in one story as opening "with a sound just like the sound of a hatchway opening."
* D.R. & Quinch "to get a better look at them," only for the beam's force to break apart the fragile planes.
* Drancia, she gets two fairies escorting her once she's maxed up her melee skills, and she has a single-use spread shot per stage (rechargeable via level up).

* Drangleic, the room with the Twin Dragonslayers is covered in what appear to be gold coins, which cannot be interacted with in any way, for example.
* Dr. Ankowitschs Kleines Universal-Handbuch, containing a large variety of practical and some of the rather bizarre points of information, from how to clean a feather boa to the break-down schematics of BMW Isetta 250-model's chassis. Sadly this book is apparently only available in Germany and Finland.
* Dr. Anthony Fauci, the director of the U.S. National Institute of Allergy and Infectious Diseases who became a familiar face on TV during the COVID-19 pandemic,
* Dr. Anya Turgenova and General Newcastle are the only human allies of the Guardians to not appear in the comic.
* Dr. Arik Soong was the more benign flavor of Evilutionary Biologist, who balked at his creations' evil natures. He later switches to machines, and his descendant in
* Dr. Armstrong operated a patient while drunk, knowing full well that he wasn't able to perform surgery properly but doing so anyway.
* Dras are a tribe that look like Cesare as a whole. Tall, thin, and lanky with stringy black hair and sunken eyes. They're perfectly nice, if somewhat isolationist, people, though.
* Dr Asimov also wrote a short-short story in which a criminal makes his escape with a random jump, relying on the ship's computer to figure out where he ended up and how to get to a safe place to sell the loot. After noticing that the computer is taking much longer than it should, he discovers that
* Dr Asimov coined "robotics" and it's worth noting that Asimov coined it accidentally: he assumed somebody else had already used it, due to its logical construction.
* Dr. Asimov inserted himself, where he annoyed the protagonist, Darius Just, to no end.
* Dr Asimov later realized such a system is unlikely to be stable, so he wrote "
* Dr Asimov's works often has no antagonist. Partly this is because he dislikes writing villains. He once said that he feels that no one see themselves as a villain, so he tried to write his stories to reflect that. He still has some sympathetic antagonists, such as The Mule. Mostly he seems to find impersonal problems like social collapse more interesting than problems caused by a character.
* Dr Asimov used the term "fundie" as an abbreviation for "fundamentalist" decades before it came into widespread usage.
* Dr Asimov wrote an essay about how this sort of thought process works called "the Eureka effect". It's even made it into a few high school literature books.
* Drasna of the Kalos Elite Four loves cooking and wouldn't mind helping trainers with their Dragon-types when she isn't defeating powerful trainers, that is. She even found herself some time to
* Draugen (an individual, unlike the Norse version) was a stubborn and evil sailor who died at sea. He would return as "Half a man, in half a boat", and bring storms and suffering with him. In one story, a whole hoard of Draug chases after a man, but he is saved by the dead of a nearby graveyard.
* Draugen is somewhat of a retro take on the genre, placing a missing person's case in a rural Norwegian village in the year of 1923.
* Draugen set in 1923, is a more subdued take on the period than most, taking place in a small Norweigan village.
* Drauglir, the Calvarian general in command of the Arcasian campaign in
* Draug — reports seeing growths of red weed vast enough to have entire ships tangled up in it.
* Draugr, have specific weaknesses. Unlike other undead, the quickly adapt and overcome those weaknesses.
* Draug will eventually melt down into the fertilizer used to grow the next generation of Draug.
* Draumkvedet the leader of the hunt in pre-christian times). It is, naturally, countered by the ride from the south, led and administered by st. Michael and Christ himself. The hunt comes calling when doomsday approaches.
* Draw Aggro: Attracting the attention of something dangerous so other members of

your party can recover or escape.
* draw, Aoba uses her coworkers (with their permission) to model the party characters.
* Drawbacks such as lengthy charging time, low battery capacity/high power drain, short range, or a tendency toward
* Drawing fanart that makes certain changes to the characters. Even if the changes are potentially controversial or offensive, such as altering a character's
* Drawing was actually not considered to be a serious artistic medium throughout much of history..
* Drawing While Masturbating. The cover depicts the lead girl doing, well, that.
* Draw in the fanboys by stating that a few members of the development team of a more popular franchise worked on the game on either the box or the ad copy. It doesn't matter if they only worked for the company for a week, never did anything for the development of your game, and/or haven't produced a game in 15 years, you've got instant credibility now!
* Drawn attention to in the character Lucas Lee's movie-within-a-movie
* drawn black. He speaks this way later on until Joey tells him (to his surprise) that he's not black anymore.
* Drawn: Dark Flight not only has books flying around, but one of the puzzles involves catching some of them with a butterfly net.
* Drawn Together 12-year-old girl riding a donkey also appears to him in a dream once.
* Drawn Together about his orientation. Pac-Man then puts on a bow and tells him that "she already knows". Upon realizing that Pac-Man is also Ms. Pac-Man, Xandir decides to tell his girlfriend the truth.
* Drawn Together about this and driving, with a quote going something like:
* Drawn Together a man shoots himself in the head, turning his face in a blackened splatter, but leaving his two, blinking eyes intact.
* Drawn Together, and invoke her into preventing Hero and Clara's sister from seeing each other again.
* Drawn Together and listens until the creators talk about how they wrote themselves out of this one.
* Drawn Together and the rest of the cast (obligingly) act like kindergarteners. She rhymes the various parts of the reproductive anatomy, until she gets to vagina, calling it a "gigi" which in her words "rhymes with puppy... but not very well."
* Drawn Together, an irate Foxy raises her (censored) finger to Princess Clara, who is unable to get the message because "Foxy's hand went all blurry."
* Drawn Together appears to be able to do this by stripping unconscious bodies and violating them.
* Drawn Together as well, where the house steals cable from Captain Hero's home planet.
* Drawn Together before immediately playing all of them straight right afterwards.
* Drawn Together, but comes out of the closet by the third episode and is shown to be quite ecstatic about his sexuality and attraction to men for the remainder of the series.
* Drawn Together Captain Hero, another superhero parody, also sports one.
* Drawn Together Captain Hero complains that all Xandir ever talks about is saving his girlfriend. Cut to three flashbacks featuring Xandir:
* Drawn Together, Captain Hero, while yelling at Xander, casually cuts off his own fingers with an opener in a fit of rage.
* Drawn Together, Clara hides from the mob by posing amidst mannequins in a store window. She gives herself away when she sneezes, but as the mob turns towards the window it's the mannequins that make a run for it. The mob opts to go after them, which allows Clara to escape.
* Drawn Together, "Clara's Dirty Little Secret", Foxxy Love successfully distracts the other housemates from chasing Clara by putting on a neckbrace and holding up a pie while illuminating it with a flashlight. This eventually prompts the response: "Ohhh, it's the old neckbrace-well-lit-pie diversion!"
* Drawn Together contains the line "Sweetcakes believe in efficiency. You get more

done that way."
* Drawn Together did one of these at the insistence of the network, which the creators were not happy about. The eventual winner was featured in a scene in the episode "Spelling Applebee's" as a waiter who makes out with Captain Hero then later masturbates into his food.
* Drawn Together Drawn Together Afterschool Special" where the characters, in an attempt to help Xandir prepare for revealing his homosexuality to his parents, role play as Xandir's parents (among other random roles). Eventually even this fake family has to see a therapist (Woldoor), who suggests that said role playing family role play yet again. This ends with Captain Hero being a meek, feminine housewife, Toot being a homophobic blue-collar father, and Xandir becoming a prostitute for Japanese businessmen.
* Drawn Together, during a montage of Captain Hero and Foxy bonding over their newfound love of sadomasochism, Foxy plays golf with the tee in Captain Hero's mouth. When she swings the club, his whole face comes off, and it can still emote.
* Drawn Together ends up in India and is worshiped by Hindus as a talking cow.
* Drawn Together episode "Foxxy vs. the Board of Education", Spanky Ham gay married Xandir in order to obtain free health insurance.
* Drawn Together episode "Little Orphan Hero", Foxxy Love runs a suicide hotline and greets a caller by reading directly from a script. "Suicide hotline. My name is 'line'. How can I help you? Remember to sound like you care."
* Drawn Together episode "The Other Cousin", when Captain Hero sees Bleh for the last time before she goes away:
* Drawn Together episode "Unrestrainable Trainable", circumstances cause Wooldoor to look stereotypically Jewish. When the ever-pleasant Clara spots him, she's distraught her "jewcrow" didn't work. Said "jewcrow" looks like a restaurant host holding out his hand and carrying a sign reading "tips, please".
* Drawn Together episode Unrestrainable Trainable, Foxxy Love performs CPR on Wooldor Sockbat after he's pushed into the pool by Clara in an attempt to baptize him when she mistook him for a Jew. To her defense, the show isn't exactly known for playing by the laws of reality.
* Drawn Together features Ling-Ling attending an anger management group among other characters famous for this problem, such as Skeletor, Marvin the Martian, Yosemite Sam and Hulk.
* Drawn Together. For example, Clara's anti-Jew scarecrow, which looks like a waiter with a sign saying "Tips please" on it.
* Drawn Together, Foxxy Love lists off various reality show contestants who got deceived by the producers in the end before the housemates take matters into their own hands.
* Drawn Together gave the show an F), yet it managed to gain a cult following during its relatively short run.
* Drawn Together group gets ripped to shreds as part of the shock humor which barely makes the homophobic jokes stand out.
* Drawn Together had one of these in its first episode, when Clara and Foxxy break out into a fight after a language-related tiff.
* Drawn Together had Vietnamese sweatshop workers assemble into a bipedal robot, anime-transform-sequence style to attack Spanky Ham.
* Drawn Together, has a large head and big dot eyes, and dresses like someone from the early 20th century.
* Drawn Together has Captain Hero (unsurprisingly) do this to a robot. "N-O means N-O! Why doesn't he just remove the chip that allows me to feel pain?"
* Drawn Together has Foxxy Love, a sass-talking black girl and mystery solver who is often fighting against oppressive, and white, institutions (i.e., The Board of Education).
* Drawn Together has Princess Clara dating Captain Hero and having him cause car crashes because they arouse her, then she blows him off to hang out with her friends. At the end of the episode, he gets sick of it, but she convinces him to do it again, so he does. When she decides to blow him off to hang out with her friends again, he reveals her friends were in the car crash and they are now dead. Cue

Princess Clara be frozen in shock.
* Drawn Together has the episode "Ghostesses In the Slot Machines", where the cast discovers that the house was built on top of an ancient Indian burial ground during a remodeling challenge which disturbs the spirits and makes them haunt the house. To appease them, the housemates gives them a muddy patch of dirt in the backyard where the swingset used to be. The spirits wants to honor the land like their ancestors would have wanted; by building a casino on it.
* Drawn Together has Xandir pulling a group of strange objects out of Wooldor's ass (including a traumatized leprechaun!) before getting the Magic Lamp he was looking for.
* Drawn Together hate homosexuals, and he thinks fundamentalists are assholes (and homosexuals are adorable).
* Drawn Together have died many times with Ling Ling and Toot having the largest death count, only for them to come back either in the next episode or later on in the same episode.
* Drawn Together, he even carries a girl's corpse around for almost the entire duration of the movie, calling her his girlfriend.
* Drawn Together imply that Xandir and Captain Hero are both capable of pregnancy in spite of being men.
* Drawn Together, in the episode "N Ray Ray". (Everything is lovey-dovey, until Captain Hero realizes the house has been robbed. The animation then runs backwards for a short time to Start.)
* Drawn Together. In "Unrestrainable Trainable", Captain Hero lamenting that he is a worse father than Spanky is followed by Spanky's wife giving birth and Spanky grinding his newborn son into sausage. The later episode "Charlotte's Web of Lies" has him eliminate the spider Charlotte and the children they had together by squishing them with a restaurant menu.
* Drawn Together in which Wooldoor Sockbat is given a minor punishment and afterwards spends the rest of the episode acting like a parolee.
* Drawn Together is yet another example of the "regurgitate the same jokes over and over, then acknowledge how they've stopped being funny and continue using the jokes over and over again" tactic.
* Drawn Together. It is often inserted into scenes where a character is supposed to be thinking deeply, or during moments of tension. It was mainly used during the first two seasons.
* Drawn Together ("Little Orphan Hero") ended with the cast walking out in disgust, saying the plotline had obviously been written by a special-needs child.
* Drawn Together masturbating is shown multiple times. It involves breaking his own finger, among other things. Go figure.
* Drawn Together"—due to the nature of the reality show-within-a-show, the editors are able to use white flash transitions to skip between scenes and make people sound like they're agreeing to things they aren't. When Foxxy complains about it in a confessional, the scene flashes rapidly to make it sound like she says "My—taint—is—made—of—bacon".
* Drawn Together message board or fan community and check out how much Xandir traffic there is compared with the other characters.
* Drawn Together, most notably in the montage of Captain Hero's "adult childhood" where he falls off of his bike and scrapes his knee in a stereotypically childish manner. When he reveals the scrape, a large section of his leg is missing with his bone snapped but it is treated as a scrape anyway.
* Drawn Together movie so he can induce amnesia from reviewing the worst thing he has ever reviewed.
* Drawn Together movie, when trapped in a slowly-filling underwater carriage and at a loss for what to do next, the housemates listen to the DVD commentary.
* Drawn Together: Near the end of "Clum Babies", Larry The Cucumber barges into a bedroom where Ling-Ling and Ni-Pul are getting it on, to shoot them during his rampage.
* Drawn Together never wears shoes, always going about in socked feet regardless of the situation.

* Drawn Together of "Gonna Fly Now". The training sequence was then abandoned altogether as "it doesn't work without the real song."
* Drawn Together of making a fortune by selling tacky merchandise and bling to black people and intentionally preventing them from succeeding at their SATs so that they'll always be too stupid to avoid spending their money on his crap.
* Drawn Together: one episode featured Clara's retarded cousin Bleh, with a beautiful body like hers but drooling and disheveled. Captain Hero bets with Spanky that he could bed her, and at the end of the episode he does. However, after that Bleh gets on a bus full of retarded versions of the other housemates (including Hero and Spanky), and it's shown that she made a bet with them that she could bed Hero.
* Drawn Together or inexplicably correlates to the characters directly.
* Drawn Together: Parodied in "The Lemon AIDS Walk". After getting addicted to steroids, Captain Hero befriends fellow addict Popeye, who eventually dies from AIDS he contracted from sharing steroid needles, and asks Hero to get clean for him as his dying wish. Hero does this by getting clean and "winning" the AIDS walk (by injuring and killing most of the other participants), and claiming the AIDS quilt as a trophy. He tributes the victory to Popeye, and sees his image in the clouds. His reaction?
* Drawn Together parodied the sitcom cliche of the father running off and leaving the mother behind.
* Drawn Together pretty much shines a light on this trope in "Spelling Applebee's", where Princess Clara uses Captain Hero to create car crashes so she can get off on the resulting carnage. Subverted somewhat when Hero causes a crash which kills Clara's best friends.
* Drawn Together, Princess Clara asks Toot and Foxxy not to reveal the secret of her Octopussoir. Before any of them leave the room or even speak, Captain Hero knocks on the door and say Toot told him about it, leading Clara to ask the question verbatim.
* Drawn Together, Princess Clara mistook Foxxy Love for a maid. Clara's father refers to Foxxy as a "servant girl" on seeing her.
* Drawn Together, Princess Clara tries to interrupt a wedding ceremony because the couple is gay. Spanky drives her off by telling her that there's a Jew outside poisoning a well. When she goes out, it turns out that there actually is but in a subversion he was just putting water purification tablets in it.
* Drawn Together put a curse on her vagina, so no man would want to have the "special hug" with her.
* Drawn Together responded by reviewing that episode and giving it an "F" because they didn't want the first "F" to get lonely.
* Drawn Together, Spanky Ham once laments the existence of a cell filled with stereotyped "Red Indian" animated characters, noting that poking fun at them isn't funny and they "got a raw deal" as people. To put this in perspective, he's fine with laughing at the racist stereotypes of black people, Asians and Mexicans in other cells.
* Drawn Together, Spanky, Wooldoor, and Ling-Ling are clearly not human; where Princess Clara, Foxxy, Xandir, and Toot lie is unclear. All of them look and are treated like humans, but all of them have special powers relating to what genre of cartoon they come from.
* Drawn Together. Special mention has to go to Captain Hero, whose actions might be better described as Comedic Psychopathy.
* Drawn Together spoof, sprains his ankle, acting as if it were life threatening (despite the fact that over the course of the show Xandir has suffered some of the worst injuries to any of the main characters).
* Drawn Together syndrome, and Excludie was excluded from everything, even the episodes prior to his only appearance. 'Steve from Long Island' acts like this as well, only appearing in two episodes seemingly only to balance out whatever bizarre faction split the contestants had created at the time.
* Drawn Together, takes one of his "cyanide marshmallows". There's one in every box!

* Drawn Together that the doors were all connected by a series of tubes, which the characters swam through.
* Drawn Together (the episode aired long before Cosby's scandal for sexual assault, thus is probably not related and just a coincidence).
* Drawn Together, "The One Wherein There is a Big Twist, Part 1", where a minor issue between the housemates flares into a standoff. Then Wooldoor leaps into the fray and produces a ridiculous amount of guns (in a ridiculous amount of arms), even going as far to shout "I'M NOT AFRAID TO DIE!" before pointing yet another gun at himself.
* Drawn Together thick lines, but most of the other characters also have outlines similar to those in the page image. The biggest exception is Princess Clara, who parodies the traditional Disney princess animation style with softer outlines ... the outlines are still there, but tend to be of a contrasting color or darker version of the fill (as with Billy's nose in the page image) rather than stark black, making them look softer.
* Drawn Together throwing guns into the sun but opts to flush them down a toilet instead.
* Drawn Together to check out Foxxy causes her to develop a brain tumor.
* Drawn Together: Toot's body manages to flash her boobs at Xandir after she chops her head off in the first episode.
* Drawn Together, Toot, trying to stir up tension between Xandir and his girlfriend, tells her that Xandir has never mentioned having a girlfriend, upon which there is a montage of Xandir mentioning his girlfriend over and over. Later, Captain Hero is complaining about how all Xandir does is talk about his girlfriend, upon which there is a montage of Xandir saying lots of other random things (but never mentioning his girlfriend).
* Drawn Together, Toot unleashes an epic "A-Duh!" lasting several seconds, involving spit and protruding teeth. In the middle of it, she looks directly at the camera for a second.
* Drawn Together, to the extent that when it's removed from her body, it has an independent and fulfilling life. Also Octopussoir's replacement, Vajoana.
* Drawn Together twist ending parodying the first "Superman" movie, where Captain Hero changes history — and the evolutionary timeline — to make everyone boob-monsters that go around saying "Boob," Pokémon-style.
* Drawn Together, virtually every character with conservative viewpoints are often portrayed as ignorant, racist, homophobic, overzealous religious nutjobs, or otherwise just plain heartless or hypocritical. Clara often exhibited such traits, especially in later episodes, and even antagonized some of the main characters due to her remarkably intolerant political and religious views. On the other hand, while other main characters certainly had unlikeable aspects to their personality, they're not nearly as close-minded (aside from the occasional joke about Xandir's sexuality) and Foxxy (one of the more liberal characters on the show) is often depicted as the voice of reason.
* Drawn Together was formerly a one-hit wonder with her band The Foxxy 5, with the song "La La Labia".
* Drawn Together. "We are burying Captain Girl as a Mormon. Not because she was one, but because she hated Mormons and it would make her happy to bury one."
* Drawn Together when all characters were making an inscenization of what can happen if Xandir tells his parents about being gay. Wooldoor was playing a pedo priest.
* Drawn Together When Clara challenges him to have sex with Xandir, he realizes he should have let the misconception stand.
* Drawn Together, whenever someone or something falls or is thrown offscreen, a cat is heard yowling, despite no cat ever being shown on-camera or even mentioned on the series. The characters make no mention of this.
* Drawn Together when Princess Clara gives Captain Hero this treatment when he is about to date her cousin.
* Drawn Together when Reeve's widow announced she had a terminal illness, though ended up airing as planned. Strangely, Comedy Central reran the episode the week it

was revealed she died.
* Drawn Together. When Spanky fills in every blank in a mad-lib with "Penis", Wooldoor suggests using words other than penis, to which Spanky replies "That's crazy, Wooldoor! Just crazy enough to penis."
* Drawn Together, when the cast is aboard a helicopter fleeing a missile attack. Clara asks Wooldoor, who is the pilot, what is he doing. Everyone looks at each other and nods their heads. Clara responds with "Why are you all nodding?" Wooldoor then flies the heli through their house to evade the missile.
* Drawn Together when Xandir's roommates role play as his family to help him confront them about his homosexuality. However, his friends decide to go for the worst-case scenario approach and by the end of it, over half the group is dead. Xandir thanks his friends' corpses and merrily goes off to speak to his family.
* Drawn Together, where Clara (being based on the Disney Princesses) has an evil stepmother who cursed her privates, turning them into a hideous tentacled monster.
* Drawn Together where they eliminated contestants based on "audience votes" as the episode went along. At one point, the host tries to set up a Commercial Cliffhanger over the next elimination, but the whole cast groans enough to get him to reveal it. He then angrily announces that they have nothing to look forward to over the commercial break and they're ruining the tension of the show.
* Drawn Together, who wiped out most of the Sockbat race by turning them into confections.
* Drawn Together Xander does this to Toot when they're dancing together. Except, instead of a smudge, it's a whole piece of chicken removed from her face.
* Drawn Together, Xandir, a gay man, is voiced by Jack Plotnick, a man who's gay in real life.
* Drawn Together, Xandir forces Captain Hero to sleep on the couch (even though they have separate beds) as punishment for standing him up on a trip to the mall.
* Drawn to Life, as they are the one who creates and controls the hero who saves the Raposa, as well as the sun, the moon, clouds, and several other objects. As a result, the Raposa frequently invoke this trope when they thank you.
* Drawn to Life has stacking baki enemies with one large baki at the base and three small baki's on top.
* Drawn to Life. Holy cow the villagers are selfish for so much stuff. In the beginning of the game, the town is in ruins and covered in shadows, and everything that ever existed is disappearing due to damage to the book of creation. After the hero brings back the sun, food, weather, time, and other necessities, the hero is told to get things like beach toys to make the beach more lively.
* Drawn to Life series is a wooden mannequin brought to life (if not inhabited) by the Creator to save the world. While the hero is the same entity in both games, they do change mannequin bodies in-between. This helps explain the new abilities in the second game.
* Drawn to Life: The game takes place in a fantasy world with anthropomorphic fox creatures, berries that make you grow to the size of a house, and a villain that wants to cover the entire world in dark shadows, among many other oddities. However, this doesn't stop the villagers from worrying about rather mundane things, such as preparing for a festival, bickering over the sale price of mayonnaise, and complaining about the lack of toys at the beach.
* Drawn to Life, you can choose not to help the Raposas. Mari, the only one hearing from "you" at that point, loses hope, and the game ends.
* Drawn: Trail of Shadows, one of the puzzles involves finding the missing eyes, ears and mouth from a trio of giant simian statues and setting these parts in place.
* Drawn With The Night at the toy fair, something he really doesn't want to do after being forcefully brought into Equestria and viciously interrogated and imprisoned by Twilight and Luna and thinks that angry accusations in public would give them the excuse they need to drag them back to Equestria at best, or silence him permanently at worst. When he appears at the princesses' table, he engages in an elaborate and archaic show of reverence, and politely but firmly tells them to stay out of his life, all while addressing them in an extremely sycophantic tone.

The bowing mortifies the princess, and the cold shoulder proves to have more of an impact on them than screaming and yelling would.
* Drawn With The Night start to flow when Fancy claims to be doing work for "Celestia", and not the "Princess".
* draws his gun and shots it asunder, only to have the man that showed it to him freak out. Apparently the painting had talked to him and forced him to keep it safe. A few minutes later, the house is on fire and an undead witch drags the poor guy to his doom. The protagonist high-tails it out of there.
* Draw Something has a free version with ads and a pay version ($.99) without ads.
* Draw something on the poster to make the face look different from the real one, like a
* draws the line Earth to save Thanagar, and she turns on her brethren upon discovering that they intend to do exactly that.)
* Draw Sword, Draw Blood, King Högni's dwarf-made sword Dáinsleif could not be sheathed until it had drawn blood or taken life. Another dwarf-forged sword, Tyrfing, was cursed so that it would kill a man every time it was drawn.
* Drawtectives has Harper and Emery, who are the children of the human Sorin and the tiefling Lotta.
* Drawtectives has main character Gyorik "York" Rogdul, who is a half-orc on his father's side.
* Draw with Me is a textbook example of this, but they find a way to communicate anyways.
* Draw with Me, the characters are drawn like this. The girl is one, and the boy seems to be some sort of canine.
* Draw Your Own Story, and there's not even half of everyone in there.
* Drax, a fellow Time Lord in "The Armageddon Factor," builds an effective
* Drax also doesn't understand the 'finger slicing throat' gesture. Later, he uses this as a
* Drax Drax went through, going from a human that was turned into a living weapon in the comics to an alien for the film.
* Drax Industries: officially, a large international aeronautics firm, which among other things builds space shuttles for Western governments. Similar to Stromberg Shipping, but oriented towards outer space rather than the oceans, it's also a front through which its CEO has built a secret hideout in which he plans to seek refuge while exterminating most of the human race.
* Drax talks with Mantis on the steps of Ego's palace about their own histories. Because the audience already knows about the death of Drax's family, when Mantis uses her empathic abilities to ease Drax's pain, all we see is Mantis collapsing into tears while Drax stares beatifically into the sunset.
* Drax the Destroyer and Drax, though implacable, is no longer capable of killing him.
* Drax the Destroyer. As mentioned in the page quote, his entire species is Literal-Minded and have difficulty understanding metaphors, which goes to show that while Drax is a big intimidating warrior, he's just as nuts as the other members of the team.
* Drax the Destroyer powers and just doubled down on his ridiculous durability, making him into an example of the berserking variant of this trope.
* Drayden is a muscular, bearded man who wrestles with his fully evolved
* Draynor Manor has undead trees, which are indestructible to everything except an ax with a blessed silver edge, but are not very dangerous because they do little damage and are not able to follow you.
* Drayton Manor Theme Park in England has several knock-offs of Disneyland rides for people who can't afford to go to Disneyland Paris.
* Drazhar (which means 'Living Sword') is such an extreme example of this that he unnerves even the other Dark Eldar Incubi. Drazhar just showed up one day, killed a Hierarch to prove his prowess, and is now
* Drazhar, whose name means "Living Sword". No one knows what he is, but he is wearing original Pre-Fall Incubi armor and a similar sword, never speaks a word, and can best

* Drazi "elections" work this way. Every so often, the population is randomly split evenly into the purple and green factions.
* Dr. Bailey, who first appeared in the rebooted Furtopia RP, was an expy of Dr. Shelton from the Gang of Five RPs, after the latter showed how useful it was to have a
* Dr. Baldhead was once a good doctor who never failed to treat the sick. Until one day, when a young girl died on his operating table. His guilt drove him insane and he became a serial killer, killing people with
* Dr. Bashir and Chief O'Brien were re-fighting the Alamo and playing fighter pilots in the Battle of Britain. The station's counselor started to get concerned after a while—other than the battle of Britain, all of their scenarios were unwinnable last stands.
* Dr. Bashir's first assignment upon graduating Starfleet Medical was Deep Space Nine, and despite having been promoted to Lieutenant upon graduating as a Doctor from Starfleet Medical he was very much a greenhorn officer, as shown as he talks about being on the frontier "where the action is" instead of in some lab. Major Kira was not impressed. He pretty quickly proves that he knows what he's doing as a doctor but it takes him longer to figure out the whole "being a commissioned Starfleet officer" thing.
* DR. BEES and casually talks about fighting crime by recreating the universe so that crime does not exist. Dr. Bees, meanwhile, has the power of owning lots of bees. Naturally, he takes the lead in all crimefighting endeavors.
* Dr. Beetle was the one who inspired Lucrezia's experiments with mind-transferral, meaning a good deal of issues in the story and the longest lasting plot thread tied to the
* Dr. Benjamin Spock, the famous child care specialist, also won an Olympic gold medal in rowing back in 1924. Furthermore, he was a prominent member of the movement opposing the
* Dr. Big Bill Miller, who was a wrestling veterinarian. He did in fact run a veterinary clinic of his own full time after retiring from wrestling.
* Dr. Blink: Superhero Shrink Captain Omnipotent ends with the realization that the Captain is a perfectionist overachiever because of his Survivor Guilt, striving for the approval of his dead parents. A jubilant Captain Omnipotent frees himself from his heroic obsession... causing him to ignore a half-dozen crimes and disasters occurring around him.
* Dr. Blink: Superhero Shrink: Dr. Blink sees Dr. Larry, another psychiatrist/writer in much the same line of work, as his rival (at least until he's talked down by Tracy and Emma). However, Dr. Larry is unaware of this since Dr. Blink never does act on his feelings.
* Dr. Boli's Celebrated Magazine with such fictional TV shows as "Harsh Words", where a by-the-book cop is partnered by a cold yet beautiful Forensic Etymologist.
* Dr. "Bones" McCoy has a healthy fear of this, as he mentions in the beginning of
* Dr. Bowman turns out to have a surprising knack for this despite being a genetically augmented chimp
* Dr. Brainard admits that he invented his artificially intelligent robot sidekick Weebo by accident, and that even today he has no idea how Weebo achieved true intelligence and free will.
* Dr. Brainstorm is said to have done this as a child after a security guard startled him.
* Dr. Brainstorm more successfully uses a giant drill to burst into Evil Calvin's castle in the final chapter of
* Dr. Brainstorm records something similar to one while his lab is ablaze in
* Dr. Brainstorm uses one to capture Calvin and Hobbes in one episode of
* Dr. Bridgette Tenebaum, who made the Little Sisters what they are and is trying to
* Dr. Brief loves Bulma dearly, and his idea of spending quality time together involves working together in his lab, which suits Bulma just fine.
* Dr. Briefs is hinted to be one as his daughter comes across his hidden
* Dr. Bright combines this trope with possession. You can kill his host body, and

it'll stay dead just fine, but give
* Dr. Bright Future, the creator of the Marionettes (sapient robots of which Trixie is one), is constantly referred to as "father" by Trixie and a number of other ones (though Teddy refuses to, as he HAS an adopted father). He eventually comes to return the feeling. Flim and Flam are probably the straightest example, as they're actually based off of his mind.
* Dr. Brownlow "Brownie" Mannix (also known as College Boy), whose family owns the carnival where Sid and Georgia first met.
* Dr Bruce Robert Banner has M.D, Ph.D and is renowned for his work Biochemistry Nuclear Physics... he can also turn into a giant green
* Dr. Bunningus barges into Tagon's bathroom while he's sitting on the toilet to berate him for his manipulation of Nick. Tagon's
* Dr. Bunwig McTwodudes short, the "doctor" ends up being very tall, though at least Riff is sitting on Torg's shoulders, not standing.
* Dr Calvin puts the robots in a situation where trying to rescue a human would (as far as they know) destroy them (prohibited by the Third Law unless trumped by the First or Second). Indeed, the lost robot does not try to rescue the human — but has cleverly convinced the other robots not to try either (that they'd be destroyed before succeeding becomes an argument to
* Dr. Carmilla. At the very least, none of them seem particularly broken up over it.
* Dr. Chakwas is the only one of the abducted crew who isn't liquefied.
* Dr. Chelsea, despite being a geography pro, managed to head the opposite of where she was supposed to go after reviving herself, due to her glasses having disintegrated over the 3700 years of petrification, meaning she couldn't read the sign
* Dr. Claw's face was never shown in the cartoon, but his official action figure depicted him with white hair. In the 1999 film, Claw was played by brunet
* Dr. Claw's henchmen Brick and McKible drive an ice-cream delivery truck in
* Dr. Claw. (Unless the voice comes from excessive chain-smoking, and he just puts the echo on for effect...)
* Dr. Clef claims to be one himself: he discovered what he was at an early age when an idle thought caused
* Dr. Clef's proposal for SCP-001 That also makes him one of the Cherubim chiefs.
* Dr. Clickitt doctors on the planet that actually approves of their methods).
* Dr. Clock then spends the entire episode proving that not only Dr. Cox, but the even bigger jerk Dr. Kelso both
* Dr. Collins, But with over 4528 subscribers... Yeah. She was full of good advice to.
* Dr. Conway (known as Uncle Kage) was talking about his woes with the
* Dr. Coomer can smell through his mouth, gains power by killing his own clones, and can eat solid metal, among other violations of science.
* Dr Cox and his best friend / brother-in-law Ben admit how much they missed each other while Ben was away. Romantic music plays, they lean towards each other — and the needle skips as Cox cracks up.
* Dr. Cox and his ex-wife Jordan have this sort of relationship. Both are snarky,
* Dr. Cox and Jordan are a Beta Couple as well and in fact become way more stable than Turk and Carla once they get back together permanently in Season 2.
* Dr. Cox and Jordan are divorced from the beginning of the series, but still obviously in love. They constantly snipe at each other,
* Dr. Cox and Jordan punish the doctor responsible for Dr. Cox's failed vasectomy by
* Dr. Cox and Kelso have entered into a secret friendship, which has tones of this. Kelso even describes it as "all the thrill of an affair, but without all that exhausting sex." When J.D. finds out, he's furious.
* Dr. Cox asks Dr. Reid for help speaking to a German patient. She gives a line that means "Your wife has nice boobs" when he wanted to tell him
* Dr. Cox claps slowly to an ex-drug addict and he's stunned that he clapped sarcastically, commenting how old it is.

* Dr. Cox. did this to J.D. and Turk in Season 9. It didn't bother them at all.
* Dr. Cox has just reunited with his pregnant ex-wife and poured two glasses of scotch. She mentions that she's pregnant, and he says, "Yeah, they're both for me."
* Dr. Cox has this attitude very often with all of his interns/residents on
* Dr. Cox himself could be seen as this. He's intelligent, witty, well respected, perhaps the best Doctor at Sacred Heart and keeps in fantastic shape for a man his age. However, he's also bitterly lonely, broken shell of a man who hasn't had a meaningful relationship in years. He gets somewhat better as the show goes on, after his ex-wife returns, and he becomes a father.
* Dr. Cox makes use of this trope in the episode "My Last Day" while listing things he cares as little about as his and JD's last week together:
* Dr Cox's habit of touching his nose. According to actor John C. McGinley, this is an homage to Paul Newman's character in
* Dr. Cox's often vicious treatment of those he teaches is held as the only way he
* Dr. Cox, stuck on a late shift due to hospital politics (he screwed with Kelso's treadmill), wants no one to tell him the score of the basketball game. The Janitor tries to do it by arranging everyone outside his window into the shape of the score, and when Ted the lawyer tries to tell him, it cuts to a shot of Ted's tie shoved in his mouth. Of course,
* Dr. Cox This helps to prove Cox's point that Kelso really does care when he is hurt by the reactions.
* Dr. Cox willing to stand up to Kelso) and leaves Kelso a broken man, Cox would be rejoicing. Instead, he complains that the game is no fun unless Kelso is playing it too, and quickly irritates and humiliates Kelso into returning to form.
* Dr. Crabtree hasn't got any specific part replaced with cybernetics but is so full of integrated nanites (microscopic robots) throughout that she is capable of things impossible for humans but would go splat if exposed to an EMP.
* Dr. Crack, an atani, is married to a human woman. Even though she’s not too tall by human standards, she towers over him.
* Dr. Crafty consecutive heart attacks. Nurse finally caves and directly, but calmly, reprimands Messi for not keeping her lust under control. The warning seems to stick with Messi; she's restrained herself considerably since, especially during Season 3. She still has her moments, but she's noticeably more considerate of others when she drools over women.
* Dr. Crafty, gets her drug fix by attaching electric cables to her bolts. When Crafty calls her out on it because of high power bills, she excuses this as being for "medicinal purposes".
* Dr. Crafty she is and saying she'll keep them fed for centuries. The Sanderson Sisters lean in to eat Nurse like a trio of hyenas on a zebra and would've actually consumed Nurse had Dr. Crafty not intervened.
* Dr. Crafty than anything else, there's no denying his comedic antics are very entertaining.
* Dr. Crafty who provides helpful commentary on the process for Dr. Crafty's creations.
* Dr. Crowley is struck with insatiable hunger when he starts transforming in
* Dr Crusher's husband and Wesley's father, Jack Crusher. He appears in a recording in the episode "Family".
* Dr. Cube, the evil surgeon, and Midori no Kaiju, who just wanted to destroy things, did not get along, but worked together because they would be defeated by the
* Dr. Curtis Saxton became a technical adviser for the prequels and wrote the
* Dr. Cyborg not only has artificial limbs, he also has an artificial trunk and artificial half-face!
* Dr. Daniel Jackson. "Aliens having built the pyramids" are words you'd more likely hear from a homeless conspiracy nut. In the
* Dr. Daniel Jackson is able to survive the un-survivable. He repeatedly
* Dr. Death on the way to his intended targets. Kyle usually kills his bosses, causing Cherry to once more swear revenge.
* "Dr. Death" Steve Williams typically wore a hooded robe with flame designs as his

entrance attire.
* "Dr. Death" Steve Williams. Worked in AJPW, briefly in WWE, and in several indies throughout the decade. Died in 2009.
* Dr. Debora Green was convicted of setting fire to her house, killing two of her three children (the other escaped unharmed), as well as poisoning her estranged husband several times with ricin (he survived—barely).
* Dr. Delcavoli. He's only used as exposition for Walt's cancer, barely being seen for the first two seasons. However, his treatment helped Walt's cancer enter remission; it may have altered Walt's attempts to break bad in the meth business since he assumed that he would die and leave his family a sizable amount of cash before going in too deep.
* Dr. Demento Covered in Punk. The album was released seven months after Adam West passed away.
* Dr. Demento - His radio show gave Weird Al Yankovic his first break.
* Dr. Demento, just because they've received airplay on his show. Notably, "Monster Mash" is often credited to the doctor even when it's by Bobby Pickett. Likewise, "Boot to the Head" is by The Frantics. Thankfully, this is starting to die out with the advent of song identification software like Shazam and Midomi/Soundhound.
* Dr. Demento show, used by Dr. Demento himself (although he's also known to reverse the order [i.e., "Dementites and Dementoids"]).
* Dr. Demitri himself proves to be far more important than he seems. Aside from the novel confirming he is Krosp's creator,
* Dr Destiny, who invented a machine that let him enter dreams (later
* Dr. Diabolik, known colloquially to his kids as 'Dr. Dad'. His goals are fairly villainous all in all, or at least they appear to be; still, he likes to avoid collateral damage, refuses to allow the slaughter or maiming of civilians, and the like.
* Dr Diabolik, something less than a dozen people in their world could say.
* Dr Dimension heavily relies upon Heinz products for propulsion and energy generation, so much so that the number 57 is considered to be holy by a number of religions.
* Dr. Dimensionpants episode “Goody Gobbles”, a group of other dimensional giant turkeys does this to pretty much all the inhabitants of Kyle’s hometown, using a colossal stewpot.
* Dr. Dimensionpants has 2 evil wizards, the brothers Silas and Murray.
* Dr. Dimensionpants has a villainous example; Glass Skull absolutely doesn’t like the idea of his daughter Rebecca getting a boyfriend, and will chase away any boy that shows interest in her.
* Dr. Dimensionpants: Kyle, a 12 year-old boy who defends his dimension from all sorts of threats.
* Dr. Dimensionpants: Kyle does this to Phillip in the episode "Viking Games" in an attempt to make him tell where he tried to sneak off to last night.
* Dr. Dimensionpants: several of the monsters Kyle encounters in the various dimensions have these.
* Dr. Dimensionpants: The eponymous dimension pants allow the wearer to travel between dimensions.
* Dr. Dolittle 2: During Charisse's 16th birthday, she's about to blow out her cake's candles. But then a couple of rats popped out by messing with it.
* Dr. Dolittle and its 2001 sequel, John's ability to talk to animals is inherited by his two daughters. In fact, younger daughter Maya goes on to become a veterinarian herself and stars in a trilogy of direct-to-video spinoffs.
* Dr. Dolittle: A pigeon that Dr. Dolittle treated did an Insult Misfire when, along with an army of animals, he was guarding the hospital where Dr. Dolittle was operating on a very sick tiger.
* Dr. Dolittle, as Maya's egg hatches at the end of the original film, Lucky comments "A swan egg, this is gonna be great." He then says that he has one question: "What is a swan?"
* Dr. Dolittle, Dr. Dolittle is annoyed by the guinea pig Rodney's constant chatter during a car trip, telling him that if he says one more word, then he's going to

leave him outside with the squirrels and see how much talking he does then. Rodney tells him that's fine, that he'll sing, and starts singing Bob Dylan's "Blowin' in the Wind," loud and off-key. Dr. Dolittle responds in turn by blasting the song "Rock Steady" on the car radio and singing along with it.
* Dr. Dolittle, Dr. Dolittle's daughter Maya sneaks her guinea pig Rodney into the big Calnet meeting. He sneaks away into a bathroom and gets up on a toilet and starts sniffing around the rim, only for a woman that Dolittle treated earlier for a shellfish allergy to come in trying to sneak another snack. She sits down on him. Hearing his squeaking, she sees him and he sees her and they do this (with Rodney going "Aaahh yourself!"). She flushes the toilet and leaves, and he shouts "Somebody get the license plate number! I have just been violated!"
* Dr. Dolittle: During Charisse's 16th birthday, a couple rats pop out of her cake to the family's shock. John sends them out dropping them in a dumpster.
* Dr. Dolittle film, Charisse has to go the bathroom, but Dr. Dolittle doesn't want her to go in because there's ducks and a goat in there. He tells her she's drinking too many liquids; she insists she really has to go, and he manages to hide the ducks and get the goat out.
* Dr. Dolittle films, a dog's anus swallows a thermometer during a veterinarian's examination. It has to be "retrieved manually".
* Dr. Dolittle has been dubbed in Japanese three times. The first dub was released on DVD. The second dub was made for airing on TV Tokyo. The third dub was also made for airing on TV Asahi.
* Dr. Dolittle the tiger Jake, but also has to contend with the heckling coming below from a pair of rats.
* Dr. Donez has a Secret Evil Lab of Doom. A variant example is the tendency of Fred the Spanyard's abilities to have the word "death" in their names, leading to the "Death Ray", "Ray of Death", "Spanyard Flight of Death", and the most extreme, the "Deathly Deathray of Deathly Deathness".
* Dr. Doofenshmirtz Confused as to why his teleporter had that option, he realizes he mixed its wheel's setting up with his dry-cleaning wheel... which raises the question of why he has a dry-cleaning wheel.
* Dr. Doofenshmirtz did it again in "Cheers for Fears", while Perry is hanging upside-down:
* Dr. Doofenshmirtz mentioned he loved giving nicknames. He calls Perry "Mr. Duckbill Face", and Major Monogram "Monobrow" ("because he has...that thing where..."), and he calls Carl "Dr. Coconut."... ("Yeah. Sometimes, I wish I didn't know so much.")
* Dr. Doofenshmirtz occasionally says something along the lines of, "Ah, Perry the Platypus. How un-X/not X it is to see you. And by un-X/not-X, I mean
* Dr. Doofenshmirtz. Perry walks in the back door and avoids the trap entirely.
* Dr. Doofenshmirtz recounts the days after his family's lawn gnome was repossessed, and
* Dr. Doofenshmirtz scheming to take over the tri-state area and constantly being thwarted by Perry the Platypus.
* Dr. Doofenshmirtz, such as throwing her an embarrassing 16th birthday.
* Dr. Douglas Dundee, the physician who delivered Bruce Wayne, knows Bruce's
* Dr. Drakken can never remember Ron Stoppable's name — although he may have just trouble with sidekicks in general, as seen when Kim teamed up with her mom:
* Dr. Drakken. Despite being out to rule the world and loudly bragging about his supervillain status to anyone who will listen,
* Dr. Drakken goes over-the-top in a later episode by dropping a chained-up Kim in a locked safe into a
* Dr. Drakken's. The scheme failed when Wade figured out that the clones were chemically unstable and would melt if exposed to carbonated soda.
* Dr. Dre and Xzibit, also revived interest in his career after several years out of the limelight.
* Dr. Dre averts this on one hand, as his signature "Nuthin' but a 'G' Thang" peaked at #2. He had three more Top 10 hits as the lead artist, but none of them were "Still D.R.E.", "Forgot About Dre" and "The Next Episode". Believe it or not,

they never made it past #93, #25 and #23, respectively. The others are "Fuck wit Dre Day (And Everyone's Celebratin')", "Keep Their Heads Ringin'" and "I Need a Doctor" (the latter commonly being thought of as Eminem's song).
* Dr. Dre's "Compton" has a blocky white sign spelling "Compton" overlooking said city.
* Dr. Dre song "187 (Deep Cover)" opens with Music/Snoop Dogg forcing a guy to hit off a crack pipe to prove he isn't a cop.
* Dr. Dude aesthetic; nothing exemplifies this more than getting the Gift of Gab, which causes a rap song to start playing:
* Dr. Dude: Done with the Gift of Gab, which is a gift-wrapped box with a mouth on it.
* Dr. Dude, who constantly taunts the player. Naturally, hitting him yields big points.
* Dreadball technically has two Refs — one on the pitch and one monitoring from a camera drone floating above the pitch known as the "Eye In The Sky". It somewhat averts this trope by having actual Ref Check rolls being more about whether the foul is actually spotted among the confusion or not (they're not going to consult a recording due to the game being too fast to stop for that). Part of it could also be because the Co-Prosperity Sphere is capitalist to the extreme and the fans love it when a player puts the boot in. Players can actively distract the on-the-pitch Ref with an action, but unless they succeed by a considerable margin then there's a chance that player will be sent off. How this works when the Ref model in the base set is depicted as a robot with literal eyes in the back of her head is never directly explained.
* Dread Brass Shadows, Garrett encounters a couple of characters who magically disguise themselves as other people, sometimes of the opposite sex. Finding the corpse of one of them, he's squicked out to discover that the dead man is reverting from his assumed female form to his natural one only gradually, from top to bottom.
* Dread Central reviewer Scott Foy has repeatedly stated that because of director Ulli Lommel's filmography, Uwe Boll is not only
* Dread Companion, Bartare wants the other three to go. Kilda talks with her but thinks even as she does so that she can't leave Bartare behind.
* Dread Companion novel with interstellar travel and settlements. Nevertheless, the beings who try to lure away the children are clearly The Fair Folk.
* Dread Companion; they must get their own, that will return them to their own place. Too bad she doesn't send them to their own time. . . .
* Dreaded Kids' Party Entertainer Job: People who perform at kids' parties, especially clowns, tend to suffer a lot.
* Dreaded Kids' Party Entertainer Job: People who work as entertainers at kids' parties suffer a lot.
* Dreaded Kids' Table: An older child is forced to sit with their younger relatives during meals.
* Dreaded Kids' Table: An older child longs to sit with the adults instead of the kids during a family meal.
* Dreaded Kids' Table: During large family meals, kids who aren't quite adults are forced to sit with smaller children, much to their dismay.
* Dreaded Kids' Table: It's better to savor your youth instead of trying to grow up too quickly.
* Dreaded Kids' Table: The kiddie table becomes insufferable as a character matures.
* Dreaded Warlord) from the Big Bad, with much deeper resources, but neither they or the heroes are yet on each other's radar. This furthers the idea that they are on a different level of villainy.
* Dread Empire a militocracy, the Tervola typically function as officers, with full Tervola serving as generals and military governors while Aspirants (who are in training to become Tervola) fill out much of the rest of the officer corps. Tervola can also fill most of the other described niches for military mages, depending on the needs of the moment and the individual Tervola's own skill set.
* Dread Empire and a good chunk of the more hawkish Tervola (Shinsan's sorcerer-

generals) have been killed off, leaving the empire's leadership to fall on more level heads who are less gung-ho about the whole "take over the world" business and more open to amicable relationships with their neighbors.
* Dread Empire and fanatical obedience to tervola are two of plenty reasons why Shinsan is called a Dread Empire by the West.
* Dread Empire off and causing him to focus on other projects instead.
* Dread Empire pretty much don't get to be anything but commoners, though someone who develops magical abilities is automatically elevated in status and may have a chance to join the Tervola (though making full Tervola when you're not from a traditionally Tervola family is hard - not impossible, but hard).
* Dread Empire religion initially completely banned all practice of magic (El Murid himself used a magical amulet that let him control lightning, but genuinely believed it to be a holy artifact and not a sorcerous one). Later, at the urging of some of his more aggressive followers, he relaxed the ban slightly, grudgingly allowing the training of a small group of sorcerer-assassins, but only so long as they swore loyalty to him.
* Dread Empire's Fall, a cell of 4 terrorists is trying to look like an entire underground army, so they attribute each of their actions to a different fake unit. Soon enough they see in the news about new attacks by these units — copycats have started to make up the units involved. After months of this, they actually do have an army.
* Dread Empire's Fall books, the Resistance publishes a newspaper through the enemy-controlled computer systems.
* Dread Empire's Fall both plays this straight with the "Established Doctrine" espoused by the Government committee charged with running the war, and uses the Admiral Nelson angle of innovative tactics from the protagonists.
* Dread Empire's Fall) has The Peers, Lords and Ladies born to a higher station.
* Dread Empire's Fall is space opera on the fairly hard science side, edging into MilSF territory.
* Dread Empire's Fall occupants and presumably have versions for all of the species that could be crewing their ships.
* Dread Empire's Fall series, the standard salute is to lift your chip up and to the side, symbolically baring your throat to your superior.
* Dread Empire's Fall's using, and does a lot better with it than the original would have ever done.
* Dread Empire's Fall, there's essentially one kind of ship, and the only differences are the crew (max G's they can pull) and the number of missiles they have and the number of launchers they have for them. Apparently even the largest ships only need a single missile to gut them. That said, missiles are used to counter missiles in this setting, so more launchers can be more safety. All of these ships carry a crapton of missiles (but there are notable levels of "crapton"), defense lasers of various kinds, and small crafts called "pinnaces". A pinnace is meant to travel a safe distance behind the missiles and update their trajectories — the mothership cannot make tactical decisions from a light-minute away, after all! Those pinnace pilots have a notably low survival rate in combat, though a few have absurdly high kill-counts, mostly from single engagements. There is no dogfighting of any sort, because inertia in space. In a given battle, by the time the two sides have closed with each other, usually one or both sides are left with only destroyed, irradiated husks. In one battle in a gravity well, where the two factions made very close passes at each other, it was horribly messy and casualties were staggering.
* Dread Empire's Fall. These portals are spaced a couple of weeks' journey apart, though, so it can still take a few months to travel from point A to B.
* Dreadfleet. Later, the monster's corpse was raised by a Vampire pirate, which raised the Skaven crew as well. The Skaven simply incorporated the monster into their still-swallowed vessel.
* Dreadfleet released in 2011 that came out as a limited release for a few months and then fell into obscurity.
* Dreadfleet: The game is set in the Galleon's Graveyard, a realm to which all

shipwrecks and the bodies of those who die in the sea are magically drawn to. The Graveyard itself is a great maelstrom choked with millennia's worth of wrecked ships of every kind and the bodies of countless sea monsters, and is ruled over by a vampire and by the undead legions he has raised from the countless corpses drawn into his realm.
* dreadful magician - though it is implied that he was once at least competent, and is just a century out of practice. The fact that his grasp of the 20th century, showmanship included, stopped in the 1950s, didn't help.
* Dreadful Musician: A musician who is terrible at singing or playing musical instruments.
* Dreadful Musician: Displays little talent for music, often to comical extremes.
* Dreadful Musician so when this Lister plays the guitar like the ghost of Jimi Hendrix they immediately blast it (Lister only believes he can play that well).
* Dread his captor, who'd been hoping to receive some grand philosophical insight from his observation of a mind slipping into madness.
* Dreadhound, a black-furred beast with a long, wormlike, coiling tongue and large enough to crush trees underfoot.
* Dreadlock Rasta: Dreadlocks that signify rebellion, independence, spirituality, or quirkiness
* Dreadlock Rasta is a sort of an Old Testament proto-monk, which fits the "for religious purposes" connotations of the trope.
* Dreadlords are demonic heroes with giant bat wings who can summon clouds of bats against enemies and regain life by attacking (and spread this to allied melee units). Despite the emphasis on melee combat, their race's hat is closer to
* Dread Lords). Being biologically immortal, and capable of perceiving the whole of eternity, they don't see any point to intelligent life that doesn't live longer than a century or so. And if there's no point to that life's existence... why let them live at all?
* Dreadmares are rare mutated Boogeymares. Dread was a mutant Dreadmare, dubbed a Dreadmare Emperor, with pony-level intelligence and much stronger than normal.
* Dread maws, a species of burrowing worm-like monsters, are entirely capable of devouring large and powerful creatures such as dragons or chimeras, which they take down by burrowing directly into their bodies and
* Dreadnaught characters. While they do perform acts to further the plot, when they cross paths with Kirk and company, it's clear for every thing the youngsters have done, the senior officers have done 5 or 6.
* Dreadnaught Fleet and put it into action faster than the New Republic expected with the help of flash-grown clone crewmen, while the New Republic preferred to strip down and refit their captured Dreadnaughts as "Assault Frigates," which only required a fraction of the crew while boasting much-improved speed, maneuverability, and firepower.
* Dreadnaught has more than a touch of this with her husband, long a prisoner of war.
* Dreadnought!, after her simulated crew has been nearly wiped out by the Klingons, procures an emergency priority code (which shouldn't work in real life but does in the simulation) and uses it to link her communicator to the computer at Starfleet Headquarters. She then uses the computer's power to run the entire simulated ship. This causes the simulation (and the computer back at HQ) to crash, preventing the Klingons from formally recording a final victory. The instructors call this a qualified tie and tell her not to do it again.
* Dreadnought all battles are done with in short range, and ships firing broadside salvos at each other. At the very least it averts the 2D space combat.
* Dreadnought class is the biggest and toughest ship type available, at the trade-off of being the slowest.
* Dreadnought! contains two instances involving Piper, the lead character:
* "Dreadnought" does appear within that canon in a manner that plays the trope straight - "
* Dreadnought: Essentially the same as an SD, only slightly smaller. Also called "wallers". Go out of fashion in later books after podnoughts — ships which

roll massive numbers of missile pods — attain primacy.
* Dreadnought guitars put the term in the popular lexicon. Fittingly, they had a much larger body than previous guitar types, producing a louder and richer sound, and have since become the standard style for acoustic guitars.
* Dreadnought! into thinking it was getting shot to pieces) before dropping the illusion, moving in from where it had been projecting, and obliterating the Klingons.
* Dreadnought!. Kirk stays calm, but Bones and Scotty are both outraged at the blatant disrespect shown by Rittenhouse.
* Dreadnought lacking both interest and talent in the sport. He stops after Danny winds up with a female body as a side effect of gaining Dreadnought's powers, but only because his focus switches to finding a way to "cure" Danny.
* Dreadnought, of course, as stated in the opening. American admirals estimated that one dreadnought battleship was worth three times the fighting power of one of the pre-dreadnoughts just finishing construction. Her arrival sparked an all-out arms race, with countries with naval ambitions scrambling to acquire dreadnoughts and not be left behind.
* Dreadnought out of fear that they'll break the things beyond repair. Thus, the holy grail for techno-archeologists are the Standard Template Construct systems, relics from the Dark Age of Technology that were meant to catalogue all of humanity's technological knowledge in a way that they could be reproduced anywhere, using whatever local resources were available. Finding a complete STC is unheard of, but just fragments of hard copies of STC data are immensely valuable, and are the source of some of the Imperium's mainstay war machines like the Leman Russ battle tank and the Land Raider transport. Or to put it another way, two Imperial scouts who discovered an STC design for a superior combat knife were given their own planet. Each.
* Dreadnought sarcophagus so they may continue to fight and lend wisdom to the Chapter long after death.
* Dreadnought's Battle of Jutland, which was fought to a completely inconclusive result in which both sides withdrew after inflicting relatively slight losses on each other given the size of the fleets involved (28 battleships and 9 battlecruisers for Britain vs 16 battleships and 5 battlecruisers for Germany, plus nearly 200 supporting ships between them).
* Dreadnoughts can be also built with a Siege Driver, a massive mass driver that fires
* dreadnoughts run 90% of the ship's length thanks to their Thanix technology, which has their main guns working more like coilguns (main limit is power generation) than railguns (main limit is length).
* Dreadnought. The armoured train Dreadnought is racing at full speed to keep ahead of the much-faster Confederate train Shenandoah, which is on a parallel line. When the latter pulls ahead everyone realises that the Shenandoah could use its guns to blow up the tracks ahead and derail the Dreadnought killing everyone on board, so they need to stop the train. Unfortunately the Dreadnought is so heavy and powerful that even with every brake applied in the locomotive and every carriage there's still a question as to whether it will stop in time.
* Dreadnought, the protagonist Danny is shot with a SMG by a liquor store robber she caught red-handed. Her only response is "Dude! Not Cool!".
* Dreadnought!, the ship the book's name comes from is a prototype warship whose hull structure is not only reinforced with hexagonal framing, its saucer section deviates from normal Starfleet ship design by being hexagonal in shape instead of round.
* Dreadnoughtus that wasn't fully grown, so adults could have been even bigger.) The name was chosen because it was so big it would've had nothing to fear from any predator.
* "Dreadnought" venerated tombs, piloted by a mortally-wounded Space Marine in a life-sustaining sarcophagus.
* Dreadnought!, when the lead character Piper meets the officers who will be her bunkmates, they're accompanied by the daughter of a Gorn ambassador, who introduces

herself to Piper with the equivalent of a full-body patdown.
* Dread Of Laughter through the house wears a sack over his head with a clown face on it.
* Dreadstar's daughter was a very straight example, and a major plot point of the second series.
* Dreadstar, The hero arrives in an unnamed galaxy millions of years after he is responsible for the destruction of the Milky Way. Later, in the sequel comic, he and his companions travel to still another galaxy.
* Dreadsylvania has two possible bosses for each of the three zones: the Dreadsylvania Woods ends with either Falls-From-Sky, a
* Dreadwind and Darkwing are brothers in some continuities and always protective of one another, with Dreadwind's depressive episodes getting far worse whenever he and Darkwing are stationed in different areas.
* Dreadwing is this for Suzaku and later Euphemia, being the only Decepticon that the two trust and consider a friend, calling the former his brother and swearing his loyalty to the latter
* Dreadwing wants to kill Optimus for killing his brother, even though it was Bumblebee who did the deed.
* Dream 9: Super Collaboration Special!! are still very much in the public eye.
* Dreama also plans to turn Mr Kraft into a toad to stop him from cancelling Senior Skip Day.
* dreamail", Strong Bad's fantasy of the ultimate email turns sour when Homestar comes in and starts annoying him. Strong Bad yells at the "pink border" surrounding the fantasy sequence to hold up its end of the deal.
* Dream also appears as a black cat to cats, black fox for foxes, and a blackened face inside a fire vortex to the Martian Manhunter. The conceit is that people see the Endless as being either like themselves or like what they expect.
* Dream always starts the videos by tricking the hunters into distracting themselves, then running off while they're too busy to notice he's already started. It'd be easier to count the times he
* Dream and his opponent Hunters in Minecraft Manhunt are not above pleading and bargaining for their lives when they're put on the run.
* Dreamaniac: "She fucks men, and then she kills them—not always in that order!"
* Dream appears to die in his Minecraft Manhunt videos but doesn't, many times.
* Dream as a condemnation of medication for mental health issues in general, as he appears much happier afterwards. Dream had to clarify in an interview that it was meant to be specifically about how in his personal experience, he felt better after going off his meds, and that he wasn't necessarily encouraging others to do the same.
* Dreamatorium." As a compromise, Troy and Abed moved into the blanket fort while Annie got the bedroom they had been using.
* Dream Ballet, called "Die Roten Stiefel" on the official recording, was cut in all later productions. It was replaced by "Stärker als wir sind / Das Gebet", except in the Japanese version, which is the only production so far to restore it.
* Dream Ballet Laurey suggests that she will do anything to have Jud spare Curly's life.
* Dream Beauty Celestia: The large talking Celestia toy, referred to as thus because it is the same size as ponies from the G1 Dream Beauties subline. Also sometimes known as "Hasbrolestia". Also derogatorily called "Pinklestia", for obvious reasons. Granted, this name applies to
* D:Ream became well known as a physicist, professor and presenter of several popular BBC programmes on astronomy, to the point where being a member (albeit a somewhat peripheral one) of a band that had a #1 single is now a footnote in his biography.
* Dreamblood Duology), a magic of sleep and dreams. Various sorts of dreams are harvested and turned into different kinds of mystical fluid, for example wet dreams becoming dreamseed or nightmares becoming dreambile.
* Dreamblood Duology and Ehiru is sent to enact it, is described in a flashback.

* Dreamblood Duology by neccessity and to make space for Nijiri to become a Gatherer.
* Dreamblood Duology by Nijiri, who is in love with Ehiru. Nijiri's only option is to face that they could never have been together because Ehiru's loyalty and love lay solely with their goddess Hananja. It is also the first Gathering Nijiri performs, making him Ehiru's successor, and is a turning point for Nijiri's development towards a calm, responsible young man and Gatherer.
* Dreamblood Duology, Hananja's believers are encouraged to donate their dreams and nightmares to the Hetawa, so the priests — mainly Sharers — may harvest them and use them to in turn heal those in need. On the other hand, dreamblood harvested from dreams of the dying by Gatherers is highly addictive and can be used for less communal purposes.
* Dreamblood Duology, Ina-Karekh is where people go when dreaming and which also doubles as an afterlife.
* Dreamblood Duology is introduced as Hananja's favourite and the best Gatherer currently alive. However, messing up only once eats almost all of his confidence away and his lauded incorruptibility and devotion to Hananja's Law make him susceptible to being manipulated, creating a downward spiral of insecurity about his abilities and worth.
* Dreamblood Duology, once a Gatherer uses their powers to kill rather than to bestow peace, a long downward spiral of dreamblood addiction begins. If they even suspect they are emotionally unbalanced, they may ask to die.
* Dreamblood Duology on its citizens and in return Hananja's Law is the highest law within its walls. Since she is the goddess of dreams and peace, the Gujaareens worship her by offering her their dreams, which are gathered by her priests and used for narcomacy, and peace is to be maintained at all cost.
* Dreamblood Duology, Sharers are a special denomination among Hananja's priests who harvest the dreamichor from the dreams of her faithful and use it to heal those in need. It's even possible to regrow limbs and cure genetic diseases this way.
* Dreamblood Duology, the Hetawa — the temple, which essentially rules the city-state of Gujaareh — gets everyone rich and powerful in the city addicted to drugs, then uses addiction to control them or extort them.
* Dreamblood Duology, the use of magic is completely banned in Kisua, while it is part of the fabric of Gujaareen life.
* Dreamblood Duology they collect as their job. Those are capable of killing hundreds or thousands of people at the same time just to get their desired dreamblood.
* Dreamblood Duology, this is common between Kisuati and Gujaareen, even when the Gujaareen are of the shunha caste and stick very close to their Kisuati roots. The main point of contention is the dominant religion of Gujaareh, namely Hananja's Law. The Kisuati view the Gujaareen custom of Gatherer priests gathering — read: killing — people in their dreams when 'their time has come' as barbaric.
* "Dreamboat" - If you're a girl, use this word to refer to your crush.
* Dream Boy written by Ann Reit, which stars a charming, but immature teenager who learned it from his father.
* Dream Bubbles themselves may count, as within them the conventional laws of time and space don't apply, as one can warp from memory to memory, effectively traveling forward and back in time and anywhere in space. Locations can even converge in such a way that they're a mis-match of memories of the various dreamers/dead people. For example, in one there was a mixture between Jade's island, Kanaya's home, a ruin Aradia was exploring, and some other elements.
* Dreambuilders dreams are soundstages floating in the air, connected by tracks, with the leftover props from a finished dream getting dumped to the ground.
* Dream Carver, is a privateer serving a minor Bisclavret baron for the opportunity to take revenge on House Rinaldi for the deaths of his wife and son.
* Dreamcast adverts are fairly notorious for having nothing to do with anything - all they feature is people with spiral hair, you don't even get to see the console itself. Somewhat of a bitter 'if only' with Dreamcast fans.

* Dreamcast era, Amy has been wearing all red to go with her pink fur.
* Dreamcast ported or made sequels to numerous Dreamcast games on other sixth generation consoles.
* Dreamcast. Sega decided to use the Dural design, but 3Dfx, the company that made that design's GPU, leaked its specs so they chose the Katana to be the Dreamcast instead.
* Dreamcatcher, a population of infected send pleading messages interspersed with a recitation of prime numbers. One of the characters speculates it is to prove they've an intelligent species. They must not be that intelligent though, since they include 27 and 117 in their list. (Also 1, but that's actually reasonable.) This deviation from the primes isn't noted in the novel though, and was probably either unintentional or done because the numbers have significance to Derry, the novel's setting.
* Dreamcatcher by the boys to rescue Josie from the storm drain she fell into and couldn't climb out of on her own.
* Dream Catcher due to running in between the two worlds, Riza gets plenty of use out of a couple. One being a door, the other being the titular dreamcatcher.
* Dreamcatcher features a red fungus that spreads like a rash but also grows on the scenery.
* Dream Catcher for a few days and only have a couple of hours pass by on Earth.
* Dreamcatcher had this, but it was an alien plant growing into the infectee's face.
* Dreamcatcher has Douglas "Duddits" Cavell, a boy with Down's Syndrome who has a power called "the line", which he winds up granting to the four protagonists after they save him from a group of bullies and befriend him. The rest of the book follows those four boys after they became grown men.
* Dreamcatcher project the Gray form to make the abduction ordeal more comfortable for humans. Their real form, as revealed part-way through the movie, is horrific, non-humanoid, and vaguely reptilian.
* Dreamcatcher. The true form of the aliens is a massive, tripodal creature that can devour humans; knowing that this form will instigate aggressive reactions, they project a telepathic image of the traditional Gray alien into human minds, making them appear weak and near-human.
* Dreamcatcher this kind of thing apparently doesn't work the way it does in Hollywood movies, but then fuel tank explodes after all.
* Dream Catcher, this type of stuff is in his nature and is what he does best. Naturally, it's his job.
* Dream Come True has a "coyote" that is clearly a wolf that just sounds like a coyote. It also has a Golden Pheasant who looks like a chicken.
* Dream Come True is a short animated film about a group of equine living on a farm.
* dream-controlling villain face in a nightmare as part of embracing his new abilities. (This isn't his own nightmare, incidentally, and he does this while announcing that he's going to "perform some surgery" on the victim. It's probably for the best that we're not shown what happens to her, instead simply being told that she died in her sleep.)
* Dream-Crushing Handicap: Someone wants to do something, but can't because of a disability they have.
* Dream-Crushing Handicap: Someone wants to do something, but they can't because they have a disability.
* Dream cuts out the parts of his videos that are boring or don't have any action in them.
* Dream Daddy fall in the water. For the rest of that period as they prepare the fish, the PC is distracted "staring at Brian's pecs", in his words.
* Dream Daddy (gay/bisexual main character, gay romance option, bisexual romance option, transgender male romance option, queer male romance)
* Dream Daddy. Hugo is the English teacher at the local school and doesn't go out of his way to embarrass his son Ernest, but Ernest resents him anyway because being both a single father and teacher means Hugo has to be the ultimate authority figure

in his life.
* Dream Daddy: In all routes to date every dad, there isn't anyone that seems to be particularly getting in your way. The closest thing to an antagonist is Robert briefly warning you against dating Joseph in the latter's route, which is very brief and hardly a conflict.
* Dream Daddy in that the developers never really had a happy ending planned for Joseph, as they didn't want to send the message that it's okay to break up people's marriages.
* Dream Daddy: One of the possible love interests, Hugo, is your daughter Amanda's English teacher. Amanda takes it in stride, though, and is as supportive of your relationship with him as she would be with any of the other love interests.
* Dream Daddy: Robert's good ending. After the PC convinces Robert to try to reconnect with his daughter and work through his issues, Robert will make it clear he is in love with him, but that in his current state, he can't be a good partner and will not be any good in a romantic relationship. They decide that, until Robert is ready, they'll be friends, with clear intentions of becoming a couple in the future.
* Dream Daddy: The setting is a peaceful cul-de-sac in a friendly neighborhood.
* Dream Daddy where you, a single father, can go out and start a romantic relationship with the other fathers in the neighborhood.
* Dream Devourer also cuts short right after the fight, with the final battle against Lavos never being shown.
* DreamDream, Ash drapes a blanket over a sleeping Serena and her Pokémon while he, Pikachu, Bonnie, and Clemont all silently agree not to disturb them.
* Dream Drop Distance also has the Ultima Weapon again, which has magically-inclined stats, and Overdrive, which has strength-inclined stats and the best critical and Reality Shift rates in the game.
* Dream Drop Distance and his fighting style is a mostly self-taught fighting style that stems from his play sword fighting days with Riku, but he makes up for it with tremendous willpower and strength of heart. It also helps that he has Donald and Goofy by his side to aid him.
* Dream Drop Distance Yes, the entire plot could have been avoided if Sora had just changed his shirt. This is just scratching the surface, as this game keeps on throwing things at the player that makes no sense.
* Dream Drop Distance. Young Xehanort kept following Sora all throughout the dreams, he even wanted Sora to be his new vessel so much that he beat up Riku really badly.
* Dream Eater Merry are Dream Demons, all of whom come from here. Usually, the only way to get through from their reality into ours is to possess a human being as a vessel; Merry came all the way through by herself, completely by accident, and can't figure out how to get back. Additionally, our other protagonist Yumeji possesses the ability to see the auras of people haunted by Dream Demons, and enter their dreamworlds while they're awake. He refers to the intervening space between dreams and reality as a "daydream", the concept of which puzzles Merry.
* Dream Eater Merry are nightmares who hunt other nightmares. That said, Merry just sends them back to the dream world, and Engi tries to avoid killing them, letting Merry finish the job when possible.
* Dream Eater Merry is rated TV-PG on DVD, but TV-14 on Anime Network.
* Dream Eater Merry. Merry, after falling out of a tree onto him (again), recognizes him by the "antenna".
* Dream Eater Merry starts sliding into this in her pursuit of Heracles, willing to risk the life of her vessel, Yui, and going against her friends if it means avenging her sister.
* Dream Eater Merry, there is such an umbrella drawn on the wall of the old playground, with Yumeji and Isana names.
* Dream Eater Merry to gloat since he's overly dramatic. It helps that he's strong enough to tank enemy attacks while barely breaking his train of thought. John uses this against him in the big fight by baiting Hercules into gloating, then ending the daydream since it was in John's yard, to throw Hercules off mid-gloat.

* Dream Eater with the head of an elephant, the body of a bear, the limbs of a tiger, the ears and eyes of a rhinoceros, and the tail of an ox. In fact, it is said that the first baku was created by the gods from spare parts left over from the creation of all other animals.
* Dream Emergency Exit: A character is taught how to exit dreams at will.
* Dream Emergency Exit: Doing this in a dream will automatically wake you up.
* Dream Emergency Exit: If the type of "exit" involves waking up or being forced to wake up.
* Dream Episode: An episode centered around one or more characters dreaming.
* Dreamers assemble an army from around the world and enchant them all to hear each other's speech in their own native tongue. The more observant warriors notice that their foreign comrades' lips are moving out of sync with the words they hear.
* Dreamers while they wait to feast upon the cosmos, while in Issue #6, one Dreamer can be heard whispering a few mangled lines from Ring Around The Rosie. However, the prize for creepiness goes to the Dreamers' rendition of Row, Row, Row, Your Boat in "The Vanishing Of Tyler Freeborn."
* Dream Evil is in love with this trope. Some more examples are "Heavy Metal in the Night", "H.M.J." (Heavy Metal Jesus), "Made of Metal", "The Sledge", "No Way" ('Rock 'n Roll will never die'), , "Electric". Possibly also "Bang Your Head" and "Let's Make Rock".
* Dream Evil's "Fire! Battle! In Metal!" and "The Book of Heavy Metal". The latter borders on deconstruction.
* Dreamfall Chapters is this, as we see her pregnant five years after the events of the game. While we're told that she will have a daughter, we're not given any additional context about how the pregnancy came about or how—or with whom, if anyone—she'll be parenting.
* Dreamfall Chapters, the gates in the tunnels below Propast require two people to push buttons simultaneously to open them.
* Dreamfall Chapters, the Voynich alphabet makes an appearance in notes and books that belong to one of the secondary characters. Said character lives in the world of magic parallel to "our" world, world of science, so the implication may be that the manuscript somehow got across the divide.
* Dreamfall) out of necessity (using complex technology is a crapshoot in a world where the laws of nature are in flux), they don't specifically call it thus. Instead of a single sovereign, the Azadi are ruled by a group of empresses known as the Six. They are just as ruthless as any Emperor could possibly be.
* Dreamfall: The Longest Journey accidents, as magic is inherently unstable.
* Dreamfall: The Longest Journey. According to one of them (who is also a playable character), they are "missionaries," "the last resort" to "bring the Word of the Goddess to unbelievers."
* Dreamfall: The Longest Journey also seems to confirm this possibility, as magic is inherently chaotic. When the magic disappeared from Stark, technology now had to deal with pure science.
* Dreamfall: The Longest Journey: "A real therapist he was... or wait maybe it was 'rapist'..."
* Dreamfall: The Longest Journey, as normal technology cannot function in Arcadia (except for bicycles).
* Dreamfall: The Longest Journey, a trail of blood leads Zoe to the backdoor of the Victory Hotel, which she has to infiltrate. She assumes it is Reza's blood but she never finds Reza inside.
* Dreamfall: The Longest Journey, bringing magical creatures from it into the room. However, they quickly disappear, and everybody thinks they saw a weird dream.
* Dreamfall: The Longest Journey: Brynn is very eager to prove his worth to the rebel cause but his more experienced commanders Chawan and April keep him on a short leash, much to his frustration.
* Dreamfall: The Longest Journey continued the story right where it left off and resolves all of the major plot threads.
* Dreamfall: The Longest Journey devices instead of using magical means, and even round up magical beings into ghettos to separate them from the normal human

population. It's too bad for them technology just doesn't work right in their universe.
* Dreamfall: The Longest Journey find the camp... It doesn't end well.
* Dreamfall: The Longest Journey is presented as a narration of the primary protagonist Zoe Castillo, who lies in coma and recalls the events that left her in this condition.
* Dreamfall: The Longest Journey is probably based on onryo. Though, to her defense, she never hurts anyone intentionally or knowingly, just wanting to live on.
* Dreamfall: The Longest Journey, Kian believes the Azadi state to be best of all possible, while Brian Westhouse acknowledges their imperialistic tendencies but points at their truly remarkable cultural and scientific achievements.
* Dreamfall: The Longest Journey of Azadi keeps the non-human citizens of Marcuria permanently locked in. Azadi claims it's for their own protection. It doesn't stop them from scouring non-humans' houses in search of illegal goods and blocking supplies of medicines and food to the ghetto. Anyone who uses magic is put in the ghetto, even if he or she is human. Roper Klacks, a human alchemist, is found there, despite the fact that alchemists don't have any natural magic abilities.
* Dreamfall: The Longest Journey shifts its narrative between three main protagonists, Zoe Castillo, April Ryan, the protagonist of the first game, and the elite Azadi soldier Kian. The three characters cross paths several times throughout the game and end up all coming together to some extent towards the climax.
* Dreamfall: The Longest Journey since it was formerly the friendly, cheerful safe haven for April…
* Dreamfall: The Longest Journey squashed those hopes by opening with her funeral.
* Dreamfall: The Longest Journey, the rebel camp is situated partly on a colossal skeleton floating the swamp.
* Dreamfall: The Longest Journey too, but here the game is more merciful. Crow sings the tune to Kian every time Kian fails to replicate it properly.
* Dreamfall: The Longest Journey travel ceased to function after restoring the Guardian to his post, implying that it was actually magic.
* Dreamfall: The Longest Journey when Crow believes that a simple wooden door will stop him and Kian from advancing, only for Kian to kick the door down. Crow even remarks that things would get done a lot faster if April or Zoe had taken more direct approaches like that.
* Dreamfall: The Longest Journey: While infiltrating the HQ of Wati Corp the company behind all the strange events in the game, Zoe once fitted with a janitors outfit can choose to either knock out an employee by an elevator or go in with her. During this they have one of these.
* Dreamfall: The Longest Journey would be unable to function in the purely magical world of Arcadia without magic powering it (yes, even steam engines). Magitek is also one of the possible explanations for the Collapse, when every piece of advanced technology, like antigravity and FTL, suddenly stopped working. They may simply not be possible without magic, and magic is forbidden in Stark.
* Dreamfall, tied up about two of the many different plot threads left hanging over the course of the game. It doesn't even tell you what happened to the main characters. To be fair, though, it is the middle part of a trilogy. With the episodic release of Dreamfall:Chapters, the fates of the main characters were quickly resolved and slowly but surely a lot of the other plot threads are being tied up.
* Dream Festival!: Each of the members of DearDream gets their own episode that focuses on the issues that stop them from joining the unit and their motivations for becoming idols.
* Dream Festival! is a project about boy idols which, sadly, has ended.
* "Dream girl, dream girl/Beautiful Luster Cream girl/You owe your crowning glory to/A Luster Cream shampoo." (This one was set to the tune of "Toyland" from Babes in Toyland.)
* Dreamgirls (2006): "Love You I Do", "Patience", "Perfect World" and "Listen"
* Dreamgirls and is the one who has had the most successful solo career afterward.

Some people feel that the only reason that's true is that Beyonce's father was the manager. What takes this to another level of meta is that Beyonce actually got top billing over Jennifer Hudson, who plays Effie, the main character of the story.
* Dreamgirls calls him on his bluff and returns with, "You couldn't kill shit.''
* Dreamgirls, Effie White is not only patterned primarily after "third Supreme" Florence Ballard, but also after Etta James and Aretha Franklin.
* Dreamgirls. When Curtis hires Michelle to be his secretary (out of a parking lot full of people hoping for a record deal), he sees her long, manicured nails and wonders how she'll type with them. She nonchalantly breaks them all off and is good to go.
* Dreamgirls, when Jimmy drops his pants on national television, he expects others to find it funny. The others then criticize him for making a fool out of himself instead.
* Dream Girls, when Magic finally meets his father, who is understandably quite shocked by this revelation.
* Dreamgirls), while Knowles only got a Golden Globe nomination that most people assumed her manager father bought for her, so perhaps it averages out.
* Dream Girl), which proceeds to sell out at bookstores everywhere. "If I had it to do over again, I'd still turn that book down," he tells his sister-in-law Georgina, who completely agrees with him on the book's trashiness: "It's nothing but a lot of dressed-up smut, atrociously written, and all in very bad taste, if you ask me."
* "Dream Goat!" gives us Chompy's boy and girl goat kids, who wear the respective colors.
* Dream High School calls you G-dow (the initials of "Grok, Destroyer of Worlds") and Gavin Gav-Gav.
* Dream High School, calls you G-dow (you joked that your name was Grok, Destroyer of Worlds. She believed you and calls you by those initials) and calls Gavin Gav-Gav.
* Dream High School Corliss rants breathlessly to the protagonist about how she looked up to her in first grade. She does have a comma at the end of her paragraph-long spiel, though.
* Dream High School has this as the main premise: you're taking classes in a shared lucid dream.
* Dream High School is a variant where you vote on what happens next and once voting closes the next page is written.
* Dream High School is literal — you're dreaming the high school.
* Dream High School, it's possible that someday it won't be a Slice of Life anymore.
* Dream High School on Page 34, the character who runs into you crying is probably crying into your chest, though it's not specified.
* Dream High School opens with a floating sign telling you you're dreaming. Your response? "The floating sign unnerves me. I'm not sure why or what it means, but I look forward to learning in class tonight!" Readers could have voted on an option to invoke this trope again immediately: "I pinch myself." You even quote the sign on Page 5 and still don't get it.
* Dream High School. Pages are uploaded bi-weekly, and readers vote on what happens next after each upload.
* Dream High School represents beats with two periods, like this: "I need to run through.. some things with you..." (the ellipsis is more like trailing off).
* Dream High School's Student Council President, Corliss. One of her highlights is not realizing you're joking when you tell her your name is "Grok, Destroyer of Worlds":
* Dream High School. The students have super-speed, floating and flying powers (at least outside of the school building) and you're greeted by a floating sign. Students' books also fly and follow them around but only outside of the school building.
* Dream High School: Unsurprisingly, both are from Corliss: when shes tries to cover up to your brother about Dream High School, and (though less big) when you agree to be friends.

* Dream Hunter Rem where her skin melts off and she becomes a pile of bones. She promptly gets better.
* Dreaming and given to monstrous practices by inclination. The inanimae are fae spirits bound to the elements who find the mysteries of fleshy existence deeply puzzling (they call said mysteries the "Heart Riddle", and have spent centuries trying to figure them out). The adhene are fae who were barred from Earth a very long time ago, only now finally able to return thanks to various supernatural cataclysms, and can be often even more inhuman and capricious than the Kithain.
* dreaming: both the dreams you have when you sleep, and the dreams that you strive for when awake.
* dreaming Crewe died and he was only finding this out when he was married to Elise.
* Dreaming Dark trilogy there is a Warforged named Indigo. She has two concealed blades in her arms.
* Dreaming is a Private Thing storytelling that involves a helmet interface with a handheld "freezer" that carries the dream you want to experience. Dreams involve every sense you can think of, and have been made for fifty years.
* Dreaming Mary at the hands of her abusive father. The game has a lot of creepy moments, but it's the realistic portrayal of her father that makes the game as horrifying as it actually is.
* Dreaming Mary, heavily emphasizes on the colors pink for the female protagonist in the former game and, well, blue for the male protagonist in the latter.
* Dreaming of a White Christmas (1822) mentions "new-fallen snow" on Christmas Eve.
* Dreaming of a White Christmas gets defied; because Oarai and all other schools are on ships, they can go anywhere for the colder months. As such, they end up just off the coast of Australia, where it's warm enough to wear bikinis and swimwear, much to Saori's chagrin, as she thinks a white Christmas is more romantic.
* Dreaming of a White Christmas: Winter holidays are always snowy, and said snow is always fluffy and white, never miserable or wet or slushy. It is also largely cosmetic instead of a potentially life-threatening hazard (unless the story demands it).
* Dreaming of Sunshine. Because a major part of chakra is mental energy, calling attacks helps with focus and control. Lampshaded by Shikako.
* Dreaming of Sunshine by Shikako regarding the Special Jounin rank. Justified in that they are valued experts in a specialty, and thus have more difficulty getting promoted out of it.
* Dreaming of Sunshine fanwork, this comes into play as one of the first applications for seals that Shikako makes use of. Interestingly, in Shikako's case, she uses them on her own body frequently, sealing important, useful, or valuable items directly to her person.
* Dreaming of Sunshine it's shown that the Special Jounin Sasuke patrols with all see him as one of these. Each of the jounin have some kind of horror/traumatizing story from working with him, from impostors and contraband to Aburame giggling about flesh-eating beetles.
* Dreaming of Sunshine, Shikako has an accident while practicing the Nara clan techniques that leaves her completely detached from everything to the point where she can't even bring herself to care that it isn't her normal state of mind. She recovers after a few days, though.
* Dreaming of Sunshine: Shikako is the emotional and moral center of Team Seven, and on a larger scale, of the Konoha Twelve. Hinata and Ino are as well, in different ways. Hinata because she is a rallying point for the others, someone they gather around to support. Ino, because she is someone who supports everyone else.
* Dreaming of Sunshine. This even makes sense, since she KNOWS the information is there and will thus notice things someone else would dismiss.
* "Dreaming of the Queen": A song that combines references to death and Princess Diana, often presumed to relate to Diana's death in 1997, was actually released in 1993.
* Dreaming of the Sun and Moon!, Ash was stuck on what do next because his Island Challenge was finished and the Pokémon League. Although he thought about

catching some more Pokémon, Ash asked Professor Kukui for some help but he told him that he should figure it out for himself. When asked by Olivia about his plans, Ash told her that he needed to figure it out for himself. However, after thinking about Olivia words about seeing the world, Ash not only fingered out what he wants to do next for his journey but also that his Alola journey was coming to a close.
* Dreaming of Things to Come: A character dreams about events that will happen later.
* Dreaming of Times Gone By: Dreaming about past events, despite not having experienced them.
* Dreaming the Truth: Dreaming allows a character to realise something.
* Dreaming the Truth: Somebody has a dream that makes them realise the truth.
* Dream: In one of his videos, the goal is to kill Notch, the creator of Minecraft, while George guides and defends him.
* Dreamin' Sun, soon after moving in, Shimana discovers that Asahi already has a crush on someone else: her childhood friend Manami. She gives up on him and soon the series focuses on a love triangle between her, Zen, and Taiga.
* Dream, in the Manhunts he wins. He somehow survives situations that other people are very unlikely to live through. He's so lucky that some fans are even going as to saying he has plot armor. What actually happens behind the scenes is that if the hunters win early on, Dream and his friends are more likely to restart and pretend that never happened, for a more intense video. That being said, there are some Manhunts in which Dream loses, but they happen really late in the video.
* Dream is a harmful version, which both deals damage and disrupts sleep, so that repeated castings can be fatal.
* Dream is seen interacting with Greek deities, Satan himself, the cast of
* Dreamkeepers fans are usually pretty torn when it comes to pronouncing Namah's name. Some people say NAA-MUH, while others believe it to be NAY-MUH and refuse to back down in their opinions.
* Dreamkeepers has absolutely AMAZING scenery, beyond what most would expect from a comic book.
* Dreamkeepers has a mild case when running waters reminds him that he needs to go. When he seeks seclusion, he is prevented from relieving himself by the Nightmare that was following the group. He even had his pants down, flashing the Nightmare and Wisp.
* Dreamkeepers, Namah and Mace (and Whip) are both partial to this trope.
* Dreamkeepers, the reason for their powers in the first place, hiding for a long time and having double agents in the government.
* Dreamkeepers' Tinsel doesn't qualify, with her deceptive nature, manipulation games, inner cruelty and absolutely evil personality, then it's hard to imagine who does.
* Dreamkeepers, who exist solely to destroy all the Dreamkeepers and, by extension, humanity.
* Dreamkix features DeSanctis, a chicken who's the team's second striker with a bad short term memory problem. Thus, he's prone to forgetting his teammates, forgetting that he's part of a team, staring into space, and getting into arguments with his own reflection.
* Dreamkix working to overcome their physical disadvantages and personality clashes in order to become a champion soccer team. Pretty notable when your team members include an adorkably determined Dachshund, a surly Scottish sheep, and a chicken who often forgets he's playing soccer in the first place.
* Dream Land, and more of a seemingly real (but completely controlled) fantasy.
* Dreamland and such a world. Most dreamers are unconscious but those who overcame their phobia during a nightmare become Travellers, are granted a specific power, and can wander freely in Dreamland when they are asleep.
* "Dreamland" a song made famous by Bunny Wailer in 1971 (and other recordings), is actually a cover of El Tempos' "My Dream Island". Not only was the original obscure, but Bunny credited himself as the songwriter (and continues to do so). As a result, it took many years before anyone discovered the original. El Tempos have

never been paid royalties for the song.
* Dream Land, he survived, but that did defeat him for the time being.
* DreamLand mixes a fantasy realm which is subject to the rules of constant change.
* Dreamlands have to pass through several paintings into various parts of the Dreamlands.
* Dreamlands must find the paintings in order to succeed, this is a vitally important clue.
* Dreamlands supplement adventure "Yellow Sails". The wendigo demon possessing the Oracle Mirror grabs Mironim-Mer with a tentacle and drains his Power. The Investigators can only save him by breaking the Mirror.
* Dreamlands. The Maws of Pandemonium spell causes the victim's body to sprout a red-lipped mouth that gibbers and moans as it drains the victim's magic points. When the victim loses consciousness, the mouth falls silent, but starts howling again two to 12 hours later.
* Dream Land, the main setting of the franchise. Its geography is even named after different types of kid's food. And yet there's enough
* Dreamless is that each of the main characters dream the life of the other one while they sleep.
* Dream Lord", saying that he abandons people once they "grow up" and that "the old man prefers the company of the young".
* Dream Lover gets her husband committed to an insane asylum to steal his fortune. He lures her to his sanitarium and strangles her to death while explaining that the courts will rule him not guilty by reason of insanity for her murder. He claims, "In a year, I'll be sane again, and they'll have to let me out."
* Dream Machine: Derek has organized his whole personality around being this.
* Dream Machine. He’s afraid that moving too far away from the camera will mean the nuances of his Casablanca monologue will be lost.
* Dream Machine. He was hired to make the network profitable, and he’s got to hang onto his own job as well as Leah’s.
* Dream Machine, Josie gets Leah to finally work on her character with her by refusing to shut up and leave her alone.
* Dream Machine: Josie. She’s so desperate for approval she’ll basically do anything to please the people around her.
* Dream Machine: Josie. She is desperate to prove to her parents— and really everyone else —that her choice to become an actress has paid off.
* Dream Machine, Josie tries to get Leah to get dressed again after the fire sprinklers drench them. But Leah has no intention of doing so, because she insists she works best that way.
* Dream Machine: Leah’s favorite past time, with all the handsome actors and other guys at the studio. Most prominently with Devon, Jeremy, and Tom.
* Dream Machine, Leah and Ryan wrestle over ice cream and threaten each other with it.
* Dream Machine, Leah implies that she’s jealous of actors like Josie getting all the credit for their work as the face of it visible to the public, when Leah’s writing is where it all begins.
* Dream Machine: Leah is very annoyed to find the much older and frequently frustrating to her Ryan attractive.
* Dream Machine: Leah Lucchesi for writer Phoebe Roberts. Roberts has said that Leah is designed to be as unflattering a parody of herself as possible, for reasons of humor, but also to skewer her observations and experience about storytelling while still avoid self-indulgence.
* Dream Machine: Leah Lucchesi may be “self-centered, fake, shallow, and allergic to showers”... but she’s a damn good writer and storyteller.
* Dream Machine: Meredith relates to media in the manner of an obsessive nerd, including shows she’s worked on. She even ships the characters.
* Dream Machine: Ryan and Josie's reaction to the West Chesterham-themed adult fan-art Leah was looking at.
* Dream Machine: Ryan Dresden. He was a hotshot Hollywood film producer, but eventually his drug habit got so bad he destroyed all his personal and professional

relationships. He ends up working at Dream Machine because a third-rate cable network is the only place that will take him.
* Dream Machine series, which leads her to cast them accordingly in the show.
* Dream Machine, the Outlander parody that becomes the main project the crew works on.
* Dream Machine: Usually when a moment from one of the in-universe shows is depicted, it is intentionally ridiculous in satire of the original property it's referencing.
* Dream manipulates the hunters in his Minecraft Manhunt videos so that he has the advantage.
* Dream Match Game: Games whose roster include absolutely everyone from a series at the time, at the expense of canonicity. Common in fighting games.
* Dream Match Games. This allows them to return fan-favorites who for some reason can't return in canon games.
* Dream Melody: A character likes to sing or hum a certain tune that's mysterious to them.
* Dream Minecraft Manhunt like to run away from situations they don't like.
* Dream Nepeta was stabbed three times, then kicked over with a "DOOF" sound effect.
* Dream of a Lifetime entered Scrooge's dreams and, through them, reviewed several aspects of Scrooge's life. When he found himself at a ship, he was relieved until he realized it was the Titanic. "Oh, brother" really fits the problem.
* Dream of Gods and Colors, Children, Ghost and Hornet prove themselves to be exceptionally proactive rulers. Scarcely a day passes after they've taken their respective thrones and they've already set up a council between Hallownest's different tribes and set off to establish contact with Remnant.
* Dream of the Rarebit Fiend strip, a man dreams that he has joined the Mormons and married ten women. He wakes up just as they're attacking him to get their share of his weekly paycheck.
* Dream of the Rarebit Fiend strip, an old woman becomes magnetically attractive after applying makeup. Her dream ends as she's trying to flee the multitude of men who are attempting to court her.
* Dream of the Rarebit Fiend where a pants-less man goes out on the street in search of his missing pants. He gets a lot of stares from people and winds up being arrested, presumably for public indecency.
* Dream of the Rarebit Fiend where he's using a hair tonic to restore hair to his shiny dome. It winds up working too well, and the now extremely hairy man becomes a sideshow attraction.
* Dream of the Red Chamber herself, she's done it many times already and is therefore adept at walking through muddy roads. Barely a few steps unto the muddied part of the path, however, Granny Liu slips on the mud and falls on her backside, causing many a maid (and Grandmother Jia as well) to burst out laughing while Granny Liu herself awkwardly acknowledges how quickly this trope applies to her.
* Dream of the Red Chamber Lin Daiyu and Jia Baoyu slowly form a very close relationship, but in the end, Baoyu's mother and aunts decide whom he gets to marry, with dramatic results.
* Dream of the Rood briefly speaks glowingly of the Second Coming of Christ.
* Dream of the Rood to be crucified because he knew how important it was. No Roman soldiers nailed him to any cross, He climbed up on that cross himself, like the badass He is.
* Dream On episode "Three Coins in the Dryer". Martin imagined all kinds of craziness about them viciously fighting each other. It turned out that they were indeed rather awkward and uncomfortable with each other, but perfectly nice to each other. Martin's ex-wife only reacted with a friendly detached amusement that they had so obviously been having sex.
* Dream On has a couple-episode plot of a movie being made of the protagonist's ex-wife's perfect husband's life. Protagonist falls in love with the woman playing his ex-wife.
* Dream On. His father's boyfriend was also introduced, and the couple would often

kiss on screen and even talk about their sex life. The three would get together and watch sports at Martin's apartment.
* Dream On, Martin is suffering from impotence. Trying to cure it, he goes to bed with a busty, blonde cheerleader, naked except for her short skirt and pom-poms. She does the "We got spirit, yes we do!" chant while straddling him. The fact that this doesn't make him "rise to the occasion" seems proof that his condition is really bad.
* Dream On reversed the gender roles when Martin Tupper began an affair with a woman who turned out to be the wife (Teri Garr) of a prominent politician (George Hamilton). In the ensuing tabloid uproar, cameo roles went to people like Rita Jenrette, Gennifer Flowers and Jessica Hahn, all of whom had experience with the phenomenon in real life.
* Dream On, who went through woman after woman in an effort to replace his true love, his ex-wife, Lilith.
* Dream On You Crazy Princess: When Luna begins reliving her memory of the fight against the original Tantabus, Lord Dumplin mentions the possibility that the Tantabus from her memories could escape into the waking world.
* Dream Originally, it was only Dream and George in the Minecraft Manhunts, but when the time came for two hunters, Sapnap joined in. BadBoyHalo came later when the hunters needed three of them to even have a chance against Dream.
* Dream Park and Steven Barnes), a small girl who'd accidentally wandered into the theme park's R&D division managed to combine an anatomical model with pieces of model roller coaster, and the result so intrigued the staff that it spawned a "Mr. Digestion" themed attraction. The kid got a spanking and a college scholarship.
* Dream Park are so realistic that Gamers who allow themselves to step out-of-character still can't guess when real actors and animatronic models are switched out for holographic ones. The one time a holo's response is delayed by a couple of seconds, the Game Master chews out his technicians for the lapse.
* Dream Park, as mechanisms which were kept discretely off-stage in the earlier books are much more intrusive in the last.
* Dream Park by Niven and Steven Barnes has California decimated by an earthquake and associated tsunami in 1985. The second sequel bumped this to 1995, after which the authors threw up their hands and let it stand as an alternate-history Verse.
* Dream Park can come to savoring the fictional mega-theme park's attractions.
* Dream Park) can request a visible status check hologram to be displayed around each character and NPC: "check auras".
* Dream Park could likewise be produced, given a massive budget for construction and design.
* Dream Park era U.S. Army-issue canned food: turkey rolls, Spam, and tinned pound cake.
* Dream Park, guide Kasan Maibang is nearly carried off by a giant hornbill early in the South Seas Treasure Game.
* Dream Park, Jerry Pournelle, and Stephen Barnes, during the course of an amazingly elaborate Live Action Roleplaying Game that utilizes high-tech special effects, the players encounter (among other things) a one-armed, one-legged zombie played by a one-legged, one-armed actress. The fact that she's real and not a special effect (most of the zombies are holographic) shocks one of the players into inaction enough to allow the amputee zombie to "kill" her.
* Dream Park, Neutral Scent is an experimental emotion-enhancing chemical that intensifies whatever a person is already feeling. When a sample is unleashed on a group of unsuspecting Gamers, some run off in fear, others goof around, two of them pick a nasty fight, and several pair off to have sex.
* Dream Park novel, giant spiders with spikes or war clubs attached to their legs are among the guardians of the Cabal's home base in the Fimbulwinter Game.
* Dream Park novels, Niven & Barnes' series about live-action adventure gaming at a future amusement park full of high-tech illusions. Sophisticated simulations allow fantasy combats to be played out in reality, holographic or robotic monsters battling role-players with computer-controlled magic staves and hit-point-tracking electric dog tags.

* Dream Park of her adventuring party, guzzles beer like a pro, calls a spade a spade, and sings repetitively while she's marching. Although her songs tend to be a hell of a lot raunchier than this trope usually allows.
* Dream Park. One of them promptly shot the Dungeon Master with a crossbow bolt, and the entire dungeon disappeared.
* Dream Park. Other Gamers point out the in-story anachronism, as the South Seas Treasure game they're playing is set in the 1950s.
* Dream Park. She gained weight as a 'shield' against being pursued by men.
* Dream Park's South Seas Treasure Game, an early confrontation with the power of the Fore occurs when the villainous tribe launches a supernatural attack on the Daribi village. While conjured giant birds beset the Gamers, the aged Daribi chieftain's belly caves in on itself, his liver "eaten" by the Fore tribe's evil magic.
* Dream Park: The Roleplaying Game theme park where they participate in futuristic live action role-playing games. Effectively, it is a role-playing game about playing role-playing games.
* Dream Park, when Griffin enters the South Seas Treasure Game as an alternate, the party finds him trapped waist-deep in quicksand.
* Dream Park, when the casualties of the South Seas Treasure Game are sent back in make-up to "attack" their former comrades as part of a zombie horde. Gwen, acting under the Game Masters' orders, winds up in a duel with her out-of-game boyfriend Oliver, and he's so shocked that she has to whisper "Kill me, Ollie, please" before he'll play out the scene properly and strike her down with his virtual weapon.
* Dream Pop had influential stop-motion animators The Brothers Quay direct videos for "Are We Still Married? and "Can't Go Wrong Without You".
* Dream Reality Check: If this is just a dream, then one may wake up and get out.
* Dreams and Nightmares could fill in for one another if they aren't already held by the same host. Dreams can also be shared with others, as multiples of Luna have done across the multiverse to create their Dreamguard.
* Dreamscape. "A Curse or a Blessing" casually reveals it's the root of all evil too.
* Dreamscape: A flashback in episdoe 6 reveals that a black mist appeared in the vampire empire of the Underworld. It spread throughout the Underworld, then the surface world and cursed anyone it came in contact with. Vampire Lord, back then known as Vampire Knight, destroyed the fog and doing so is how he rose to the rank of 'Lord'.
* Dreamscape after all. When they finally do fight in episode 7, she takes great pleasure in beating her up.
* Dreamscape: After having a (rather minor) role in episode 1, Soya and Vladmare finally return at the end of episode 7 to fight Ethan and Curien.
* Dreamscape. After Tommy Ray kills a security guard by ripping his heart out of his chest, the heart continues beating.
* Dreamscape, agents for good and evil enter the dream world of the President—the latter to assassinate him from the inside, and the former to save him.
* Dreamscape: Ahjeen is a very nice guy who wants to make friends with everybody.
* Dreamscape. Alex Gardner uses his psychic abilities to make money by betting on horse races.
* Dreamscape, Alex is trying to help a young boy whose nightmares take the shape of a half-man/half-snake creature. One of the villains also later assumes this form while in the dream world.
* Dreamscape: Alice always finds the bright side to a situation, and believes anyone can change for the better.
* Dreamscape, and it works. Present-day Melinda even notes that she never figured someone would discover that loophole.
* Dreamscape and must be knocked out for the Possessor Ghost to retreat.
* Dreamscape, and not just in the case of names and looks. Both of them are powerful liches who have a world they either rule or desire to rule over, have an army of Mooks, and have another villain (or villains) under their command.

* Dreamscape: Anjren sometimes is, like when she gets amped up or excited about something.
* Dreamscape: Anjren, while in her robot suit, can shoot red lasers from her hands.
* Dreamscape, an RPG-Maker game from Aldorlea Games, these appear often such as a bunch of guardian trees electrocuting you if you get too close or Jack the Ripper murdering you if you step into the wrong areas in Victorian London.
* Dreamscape apprentice. Like Melissa, Melinda is a seeker of knowledge, but it's for evil purposes. This is also the reason she was sealed away in her castle the first time.
* "Dreamscape" As Omi, Raimundo, Kimiko, and Clay flee from the temple, Omi runs through the camera as his face fills the screen. Then later when Jack smacks Wuya her face fills the screen, then goes black.
* Dreamscape. Assassin Tommy Ray murdered his father as a teenager. While fighting him in a dream, the heroic Alex distracts him by changing his appearance to that of the father and asking Tommy Ray why he killed him.
* Dreamscape because it appears just by her touching a microchip to her chest.
* Dreamscape, because the angel guards had to seal the entire dimension away after Curien and Ethan created an irreversible dark rift there.
* Dreamscape: Being a vampire, of course Vampire Lord can do this. He uses this ability to spy on Seleenara and Boru in episode 7.
* Dreamscape: Being belittled or underestimated is one of the few things that gets under Keela's skin.
* Dreamscape: Betty is quick to flip her lid and has a foul mouth to boot.
* Dreamscape: Boru is an absolute moron that really frustrates Seleenara with how specific she has to be with her orders to get them through her thick head.
* Dreamscape, but due to having a mechanical lower-half, she doesn't feel a thing.
* Dreamscape, but she still protects humanity because it's her job as a protector of the planet, not because people like her.
* Dreamscape can fire a massive beam of natural energy. He can fire a smaller one without charging up too.
* Dreamscape, Dennis Quaid's psychic character is said to have telekinesis, and we see a still movie slide of him levitating a small metal ball bearing. If viewers were expecting him to use this at any point in the film to save himself from a dangerous situation, they were disappointed because the movie focuses on his ability to enter dreams instead.
* Dreamscape: Despite his cocky attitude, Ethan knows when he's outmatched.
* Dreamscape drew a picture of the Snakeman, a monster he encountered and battled in a boy's bad dream. In a later foray into dreams, a villain who's seen this drawing adopts the Snakeman's shape to fight the hero: a reversal of the usual Nightmare Fuel Coloring Book cause-and-effect.
* Dreamscape. During the President's final dream, a train car is passing through a landscape blasted by a nuclear explosion. We see a partially destroyed Capitol building to let the audience know it's the ruins of Washington D.C.
* Dreamscape: Dylan barely has any powers to speak of and isn't physically imposing at all, but his cleverness and determination is what gets him out of trouble. He explains this to Melissa in 'Confronting the Dark'.
* Dreamscape: Dylan is always willing to see the good in people, no matter what they may be like on the outside. Although just as so, those people are usually straight-up evil and he'll have to fight them.
* Dreamscape: Dylan is very reluctant to tackle big, world-saving missions and adventures, and just wants to hang out with his friends.
* Dreamscape: Dylan's Mechelly can extend red energy swords from her palms.
* Dreamscape: Dylan's Mechelly has a wide array of powers ranging from swords, forcefields, and electric blasts.
* Dreamscape: Eleenin can fire a beam of light upon her enemy from overhead.
* Dreamscape: Eleenin's fairy trio are just called 'fairies' without any distinction between the three.
* Dreamscape: Ethan and Curien are sorcerer zombies, although they don't look much like zombies.

* Dreamscape: Ethan and Curien are very chatty and lively...but its only to make them more unnerving.
* Dreamscape: Ethan and Curien love to torture and torment their victims for their own twisted amusement.
* Dreamscape Even arrogant, prideful characters like Melissa and Ethan (who mistook Melissa for Melinda in 'Possessor of a Dimension') are terrified of her.
* Dreamscape from the Master of the Dammed turning her into one, while Kaila is a full-fledged demon who was created by the Master of the Dammed.
* Dreamscape has character names like Vladmare, Keela, and Izane, as well as Ethan, Dylan, and Melissa.
* Dreamscape. He is very strong and strong-willed, and he's also a bit of a smartass.
* Dreamscape: How Dylan was brought back after his soul was shredded during Death-T, which Keela mentions off-handedly in the flashback in "Tale of the Unworld".
* Dreamscape If you can find a way to restrain her without magic, you're golden.
* Dreamscape: In "A Curse or a Blessing", Dylan and Betty scream Pita's name when he gets vaporized by Melinda. Later on, Dylan screams Betty's name when she gets bisected. In both cases, the named individual quickly gets better.
* Dreamscape In "A Curse or a Blessing", he even reminisces about the times when people would be scared of his kind.
* Dreamscape: In "A Curse or a Blessing", Vampire Lord kills an insect monster by slashing its head off. Later on, Seleenara slashes Boru's head off after he gets it stuck in a hole in the wall. He quickly regenerates from it.
* Dreamscape in clear earshot of all the heroes. Dylan even notes this.
* Dreamscape: In Dylan's attempt to foil the Overlord of Evil's plan in the flashback in "Over and Under", he just makes things worse. And in the third flashback in "The Mystery of Melinda", Dylan accidentally spills the beans to Betty about her sister Melinda, which was the key to breaking her seal.
* Dreamscape, in her true form, can just straight-up wipe you from existence by imploding you in light.
* Dreamscape. In the battle with Melinda in episode 7, Keedran puts up a barrier to block her fireball rain. However, Melinda destroys the barrier by casually slapping it.
* Dreamscape: In the flashback in "A Curse or a Blessing", Melinda's curse's first form is a giant purple spider that goes down with a single Shock Bomb.
* Dreamscape: In the flashback in "The Mystery of Melinda", Betty never knew the titular witch was her sister. She was intentionally kept in the dark about her sister, because if she found out, that would break Melinda's seal.
* Dreamscape: In the past, Izane and Jasmine had no other friends. Thus, they are unfamiliar with some of the concepts of friendship.
* Dreamscape is about the government setting up a program to train psychics to do this intentionally on behalf of the government, as well as occasionally engage in the odd dream-assassination or two.
* Dreamscape, Jane is rather forgiving of Alex after he essentially raped her by inserting himself into her dreams to have sex with her, intentionally deluding her into thinking it was just a fantasy.
* Dreamscape: Jasmine shows signs of this. She's the one who suggests the group have their own tournament just for fun in 'An Unofficial Tournament', and she isn't afraid to pull out the big guns in said friendly competition.
* Dreamscape: Kaila can absorb certain attacks into her pitchfork and counter with a beam of darkness.
* Dreamscape: Keedran can change between an angelic and a monstrous form.
* Dreamscape Keedran gives to Melissa in 'Confronting the Dark', she reveals she's dealt with the judgment of humanity for thousands of lifetimes.
* Dreamscape: Keedran knows protecting humanity is a thankless job because of her unsettling appearance, but she does it because it's her job as a protector of the planet, not because people like her.
* Dreamscape: Keela can utilize many different dark powers with her scythe.
* Dreamscape: Keela is an Emotionless Girl mostly as a result of having her soul

destroyed. She never really shows much of a reaction to anything.
* Dreamscape: Keela isn't exactly easy to befriend, as Vampire Lord and Anjren know all too well. However, as Dylan and Ahjeen know, if you can get through to her, she'll stick with you through thick and thin.
* Dreamscape: Keela's sullen and stoic attitude really makes her stand out among her more expressive and upbeat comrades.
* Dreamscape: Keela takes this role in the flashback in episode 7, where she explains the exact mechanics of the curse Melinda inflicted Dylan with. She says she knows a lot about curses due to her relationship with The Master of the Dammed.
* Dreamscape: Like Kai, Drake, and Eleenin, Keedran is one of the guardians of the planet, but she's a straight-up deity rather than a druid or a mage.
* Dreamscape, makes sure everyone feels special and in good spirits, especially his friends.
* Dreamscape: Mastery of death and rebirth is one thing Melissa has an edge over Melinda, but it turns out Melinda is truly immortal, so she had no reason to master it.
* Dreamscape: Melinda vaporizes Pita with a beam at one point, but he fully regenerates moments later.
* Dreamscape: Melissa can heal herself and others via a golden pillar of light.
* Dreamscape: Melissa reveals in a flashback in 'Confronting the Dark' that the Possessor Ghost was spying on her while Melinda was sealed away, and it eventually led Melissa to its master.
* Dreamscape: Murder of a woman while dreaming → creating a psychic assassin to kill the President of the United States in his dreams.
* Dreamscape: Nik carries around a large, futuristic, light-blue rifle.
* Dreamscape: Nik comes off as extremely whiny, but he's just putting on a show.
* Dreamscape: Nik tries his best to get on Jenna and Aseir's nerves to get a reaction out of them bigger than just some snide remark.
* Dreamscape nowhere in sight at the time, Keela is sent to the hospital. Vampire Lord and his friends pay a visit to her in episode 5.
* Dreamscape of natural energy appear around his body to boost himself forward and slice enemies.
* Dreamscape of the Master of the Dammed so she could betray and kill him when the opportunity was just right.
* Dreamscape, one of which is a snake and the other that looks like a bear's.
* Dreamscape patroled the Unworld, looking for anyone who is acting up.
* Dreamscape: Pita is actually a deadly curse Melinda placed upon Dylan that was given a human shape after Dylan made it take the form of something sapient that he could talk out of killing him.
* Dreamscape, rather than anything Nik is doing wrong. That being said, he does love provoking them.
* "Dreamscaperers" Soos' stomach fills the screen as he along with Dipper, Mabel, and the "Dream Boy High" boys run across a hallway looking for Stan's memory.
* Dreamscape She also admits she would've killed Melissa for betraying her if she wasn't sealed away at the time.
* Dreamscape. She is very observant, extremely clever, and not very expressive.
* Dreamscape, she vaporizes him with a beam. He ends up regenerating though.
* Dreamscape: Snowball can become a gigantic and dangerous adult bear with huge claws.
* Dreamscape: Telekinesis is probably Melissa's most frequently-used power, the same goes for her (former) master, Melinda.
* Dreamscape: The Master of the Dammed's cape is white, and the only article of clothing he wears. (Unless you count his mask.)
* Dreamscape: The Overlord of Evil exclaims "No! I will not be stopped!" right before he is sealed away in the flashback in "Over and Under".
* Dreamscape: The Overlord of Evil's god complex makes him believe he is invincible and holds all the cards, which means he is not prepared when the tables get turned on him.
* Dreamscape, the Possessor Ghost comes back after Melissa supposedly banishes him.

* Dreamscape: The relationships between the characters, especially the more abrasive ones, are given a deep focus in this series.
* Dreamscape: The vampire empire in the Underworld. Not just because of its populace, but also all of the buildings look like haunted houses and its got a red sky.
* Dreamscape: The Well of Power. It's a secret location which provides the planet with natural energy, and where Kai and Eleenin monitor the state of the planet.
* Dreamscape. They enter into a cave system, where they must fight Tommy Ray to the death in his snake man form.
* Dreamscape: This sometimes happens to people who ride inside CHEN's mouth.
* Dreamscape. Tommy Ray Glatman assassinates people by using his psychic abilities to enter their dreams and kill their dream selves.
* Dreamscape towards Melissa in 'Confronting the Dark' is a perfect example, with her saying 'cocky-ass' between pretty much every word.
* Dreamscape to weaken her enough to seal her away, as seen in the flashback in "The Mystery of Melinda".
* Dreamscape...until Vampire Lord gives her one hell of a wake-up call.
* Dreamscape used Melissa's thirst for knowledge and her need for companionship so she would become her apprentice.
* Dreamscape used that desire for companionship to further manipulate her.
* Dreamscape: Vampire Lord can send out a swarm of bats from his cape to attack.
* Dreamscape: Vampire Lord describes Boru as "One of those strong, yet stupid, types."
* Dreamscape: Vladmare has a rather slow move where he connects an orange, blue, and green rope of light from his sword to his target, destroying their spirit in an instant.
* Dreamscape: Vladmare has got several powers like creating portals and sending out waves of energy, and that sword isn't just for show.
* Dreamscape: Vladmare is the sword. The demon wielding it is simply a vessel used to transport and utilize it.
* Dreamscape Voyager Trilogy, but others wear short jackets and everything in between. Justified in that the real markers of their membership are the brands on their arms.
* Dreamscape Voyager Trilogy sports one that features numerous hidden pockets and holsters. Black coats are the unofficial uniform of the mercenary band to which he belongs, but there is no regulation cut to them.
* Dreamscape: Well he's by no means a badass, Boru is still a villain. Despite being a simpleton, he wears a swell purple suit with a red tie.
* Dreamscape, which includes a guy entering the president's dream in order to kill him.
* Dreamscape. While Alex and the boy Buddy are in the house, the snake man breaks in through a window and attacks Buddy.
* Dreamscape. While Alex Gardner is sharing a dream with a construction worker, the worker is knocked off the top of a building and clings to a hanging girder. Alex jumps onto the girder with him and says "Gimme your hand!" before trying to pull him to safety.
* Dreamscape with arms like this, one of which is a snake and the other that looks like a bear's.
* Dream seems to go back and forth with this: half the time he wears period clothing, but he sometimes shows up in the human world wearing ridiculous capes and things, which have drawn comments from humans who run into him. John Constantine complained about the Robe of Flames being embarrassing, so he put on a black trench coat. John then complained about no sense of humor.
* Dream sent lit TNT to the End, thus resulting in all three falling into the void securing Dream the ultimate win.
* Dream Sequence, after "The Princess of Pure Delight." The song was assigned to the character of Russell Paxton, appearing here as a movie director.
* Dream Sequence and is happy to let all 240,000 calories of herself to be eaten, even if she were cut into pieces to be eaten later.

* Dream Sequence designs, a sharp contrast to the new series' modern drawing style.
* Dream Sequence episode "Murder, She Snored" where Daria is accused of killing Kevin. Unsurprisingly, Mr. O'Neill is the good cop and Mr. DiMartino the bad cop.
* Dream Sequence has Gibbs pose the question "What would have happened if my wife and daughter had not been killed?" The ghost of Mike Franks shows him — Shannon and Kelly waiting for Gibbs to return home until a cadre of marines appears at their front door...
* dream sequence has Lloyd removing a heart (which beats), putting it in a doggy bag, and returning it to the victim...
* Dream Sequence, Liza Elliott dreams of herself as a wealthy, glamorous lady in blue. As in her dream, she is a renowned celebrity with legions of admirers, she can hardly refuse to allow her portrait to be painted. When the portrait is unveiled, it shows Liza as the austerely dressed, neurotic magazine editor she really is. Consternation ensues.
* Dream Sequence, Liza Elliott is put on trial for refusing to marry Kendall Nesbitt as she promised. The phrase "breach of promise" is not used (except in early drafts of the scene), partly because women were traditionally immune to such claims, as Liza suggests: "...the rights of womankind / tra la, permit a change of mind."
* Dream Sequence, Maruti is tied by chains looking at food while his mother doesn't allow him to eat. Being so hungry, Maruti breaks the chains.
* Dream Sequence occurs) and then says, "Kelso, that's the smartest thing I've ever heard."
* Dream Sequence, Sheppard begins to bury Ronon alive. Ronon wakes up at that point.
* Dream Sequences, Lord Admiral Gilligan refuses to fight his pirate foes unfairly and tosses them swords with a "Ho," [tosses a sword to a pirate], "Ho," [tosses a sword to a pirate], "Ho," [tosses a sword to a pirate] "Ho," [tosses his own sword in the general direction] "Oooh..."
* Dream Sequence that was basically oil and vinegar — aka salad dressing.
* Dream Sequence the deadfall separating the sematery from Little God Swamp becomes a huge mass of writhing, tangled skeletons.
* Dream Sequence. The game switches to pixel art for the duration of the dream.
* Dream Sequence to comment "You didn't want to watch me walk through the woods, did you? That would be soooo boring."
* Dream Sequence to prove that Georgina's killing of Clark Redfield in cold-blood was a justified act of self-defense:
* Dream Sequence, trying to keep him contained in a cooking pot as he's roasted alive in an oven.
* Dream Sequence, which had ended forty eight years prior and nobody was after.
* "Dreams" from the 8th season, which is a anthology episode of the main characters' nightmares;
* "Dreams Go By" by Harry Chapin tells the story of a couple from high school through old age.
* Dreamshards), this is a mechanic given to the players — if you want to have done something in the past that could help you in the current situation (or if you simply want something to be a certain way), you can burn one of your dream points and it's part of the game now. Hiding in a basement and the only way out is besieged by zombies? One dream point later, you can leave through the secret door (that you most certainly installed) into the tunnels below.
* dream-sharing technology, it makes one wonder what kind of unsavory stuff the government has used it for in the past.
* dreams he's being put on trial by all the women he's humped & dumped over the years. One of them yells, "Dan Fielding, you're a big fat liar!" Dan counters, "I am not fat!"
* Dream shows us his YouTube statistics, then tells us that we don't have to like him or his videos, in a way that feels like we're not pressured to.
* "Dreams in the Witch-House": Walter ends up in an insane asylum after being framed for the baby's murder by the Witch's rat familiar. The familiar then tracks

him down and burrows into his chest.
* Dream's life, Dream, George, Sapnap, and BadBoyHalo have known each other for years and are the best of friends. They fight each other a lot during Minecraft Manhunt.
* Dream's Manhunts. The most obvious examples are the 3 hunters chasing Dream, only to see him drinking a potion (including the famous Fire Resistance potion gambit), then immediately run away, due to the absurd damage output of the potions, able to easily chew through iron armor.
* Dream's Minecraft Death Swap videos feature many death traps, as the goal is to catch your opponent in one and kill them when a swap happens. If you don't survive, the trapper wins.
* Dream SMP, and is still able to heavily influence the plot through various means.
* Dream SMP are depicted with a pair of wings when they are personified.
* Dream SMP. As a result, back in Season 1, he was often on the receiving end of this from Tommy and Tubbo. They had given up on trying by the time the Doomsday War rolled around in Season 2.
* Dream SMP, claiming that it was a predatory way of writing a contract.
* Dream SMP, Dream blows up the entirety of Logstedshire, bars Tommy from the Nether and forbids him from having any visitors. He then scolds Tommy for betraying him, saying things like "I thought you were my friend", with Tommy frantically apologizing the entire time.
* Dream SMP due to how realistic it is portrayed, to the point that some viewers have had to step back from the series for the time being due to being reminded of their own experiences.
* Dream SMP for several server members to realize that Quackity was being truthful about Dream all along, which he eventually lampshades to Sam.
* Dream SMP, Fundy is revealed to have this ability, due to suffering from some form of insomnia which 'links events in reality to his dreams'.
* Dream SMP has a major overarching villain who becomes a threat throughout the season, usually being set up in the previous season.
* Dream SMP has Wilbur as his only biological son, but he acts as a father figure in the lives of Tommy, Tubbo and Ranboo, and has a fatherly demeanor towards pretty much anyone he interacts with. As a result, "Dadza" is one of his most popular nicknames, both in and out of the SMP.
* Dream SMP. However, Wilbur did wind up coming back as an amnesiac ghost, and was eventually revived for real in Season 3.
* Dream SMP in that Tubbo and Ranboo did recognize him, but are either too intimidated, confused, or amused to point him out.
* Dream SMP" meme. What allows it to qualify for this trope is that Techno's stream chat is canonized and exists in the world of the Dream SMP as voices in Techno's head.
* Dream SMP people on the SMP have experienced trauma to the point of developing PTSD, many of which originated from the wars that have occurred on the server.
* Dream SMP, Quackity, Karl and Sapnap are engaged to each other in a polyamorous relationship. Eret used to be engaged to Karl and Quackity, but that relationship didn't end up working out.
* Dream SMP, the zombies in the story are said to have been created due to something poisoning the air, and it's also implied they can pass on the virus by scratching their victims. They also retain their memories and sentience, but a combination of their decaying bodies and their constant desire to feed on living humans prevent them from making use of it (i.e. Tommy's now-zombified family still keeps watch over him, but can't communicate with him outside of tapping on the windows and giving him barely-noticeable smiles).
* Dream SMP to boot, though it should also be noted his persona during this arc is at least partially crafted on trauma.
* Dream SMP to ensure he wouldn't be able to escape Dream's torture again.
* Dream SMP, Tommy was initially somewhat hostile towards Ranboo due to a fear of being replaced, but he becomes much more civil and amicable about it after knowing that Ranboo makes Tubbo happy.

* Dream SMP, which has led to several comedic moments such as Tommy and the rest of Pogtopia trying to scare away Bad by swearing at him.
* Dream SMP, who have "Blood for the Blood God" as one of their catchphrases as well.
* Dream SMP, with each of the three members going their own separate ways in their own respective character arcs.
* Dreamsnake when a someone falls in love without quite realizing it, this is manifested in their not wanting to sleep with anyone else and when they turn down an offer of sex, being in love is accepted as a very reasonable excuse. Quite a nice gender inversion as it is the man who goes all monogamous.
* Dreams Of Joy by Lisa See, takes place during the Great Leap Forward and is about a Chinese-American girl who goes to China to meet her long lost father.
* Dreams of the First Age, Lunars have access to a high-Essence Shapeshifting Knack that modifies their ability to take another human's form. Instead of needing to kill the human and partake of their heart's blood, they just need to have sex with them. Third edition then updates this with a number of low Essence charms that allow Lunars to claim peoples shapes through a variety of contests, deals, and other symbolic 'sacred hunts' that all leave the person alive.
* Dreams of the First Age replaced Zeal with an entirely different charm, banishing that particular issue.
* Dreamspeaker: Peter Baxter is an 11 year-old boy who isn't toilet trained. As a result, he tends to pee his pants.
* Dream Spheres in the Nightmare Lands are personalized versions of this trope, sculpting their environments in accordance with the resident dreamer's psyche.
* Dream Spying: Dreaming about something that is happening somewhere else.
* Dream's, referring to himself in the bonus video as a Disney princess.
* Dreams Scented Of Coconut And Apple: Lindsay moves to Cody's school and quickly becomes friends with him. When Tyler breaks up with her after forgetting his name one too many times, she starts trying to convince Cody to make a move on her.
* Dreams That Money Can Buy because his want for affection messes with her flair. Two other mannequins help her get away from him, whereupon he dies.
* Dreams That You Dare To Dream, five characters—Doug/Carol/Kerry/Elizabeth/Carte leap into multiple alternate universes. While most are fantastical, a few are in a world where some of the show's major or minor plot twists either did or didn't take place—Carol dying from her suicide attempt, Carter marrying Abby Keaton, etc.
* Dream's video, Dream sets up an escape route leading to another End Crystal for the exact same purpose—but the hunters, knowing to be on-guard, realize they're in a trap quickly. Bad also spots the End Crystal when he's out of range, and the hunters are able to avoid the trap.
* Dreams vs. Nightmares: Heroic individuals who support good dreams fighting evil individuals who spread nightmares.
* Dream Tales comics, "A Tale of Two Sisters," "The Big Splash" and "Regression to the Mean" feature a younger sister outgrowing her older sister.
* Dreamtale. Would be worth including even if they had only "Lady Dragon", but there's more.
* Dream Team, an avant-garde, disaster-prone production that very few people understood and appreciated in its original form, becoming slightly better when the entire show was revised.
* Dream Team and make the numbers even (and the wide variety of tanks that they brought also enabled them to pull off all kinds of trickery and unconventional tactics that the more homogeneous college team couldn't react to). Had his cheating been more subtle, he could've buried Oarai.
* Dream Team be beaten and couldn't slack off. The Dreamers demanded a rematch the next day and crushed the college guys.
* Dream Team in 1992, some top players were initially reluctant to sign on for various reasons. Michael Jordan would rather have been playing golf, and Larry Bird's health issues were forcing him to the brink of retirement. It was only after some others, particularly Magic Johnson, enthusiastically answered the call that

the unique historical potential of the team became apparent. By the time the roster was set it was obvious this would be a team like no other, and in the years since many of the players, including even Jordan, have stated that it was the most important and memorable experience of their careers.
* Dream Team introduced Challenges that included, among other things, dodging a specific enemy's attacks a certain number of times. Dodging also typically lead to counter-attacking that enemy, so attempting to dodge a weak enemy might lead to killing it. It is not a coincidence that this is also the installment to introduce Boo Biscuits, which makes the Bros./Trio/Bowser unable to deal or take damage and skips to the enemy's turns, giving the player free access to practice dodging.
* Dream Tells You to Wake Up: When dream characters tell the dreaming character to wake up.
* Dream Theater: Are they progressive, alternate rock with metal elements, pop with metal elements, or downright metal? Not to mention all of the unique sounds in their songs...
* Dream Theater compilation "Dream Theater's Greatest Hit (and 21 Other Really Cool Songs)".
* Dream Theater concept album Metropolis Part 2: Scenes from a Memory. It comes from the song "Fatal Tragedy," where the protagonist Nicholas visits the house he sees in his dream. He meets an "older man," who tells him about the murder of a young woman in the house years before.
* Dream Theater cuts out the last note. The band was apparently on a big Beatles spree around the time it was recorded, and this is possibly inspired by "Her Majesty".
* Dream Theater frequently write songs like this, such as "Wait for Sleep," "Vacant," and "Far from Heaven."
* Dream Theater has had the ever increasing criticism about his live performances, especially due to the fact that he pronounces every vowel as an "a", and fails to enunciate the words during songs.
* Dream Theater have done this often, but the clearest example has to be the Twelve-Step Suite, written about Mike Portnoy's recovery from alcoholism. It consists of five songs and twelve movements; each movement corresponds to one of Alcoholics Anonymous' eponymous twelve steps. The entire suite is dedicated to the group's founder Bill W. "and his friends" (i.e., the other members of the organisation).
* Dream Theater, he dropped his first name and adopted James as his stage name, to avoid having two Kevins in the band (along with Kevin Moore). The band still had two Johns, however. And Mike Mangini has replaced Mike Portnoy as the drummer.
* Dream Theater in response to the more rabid parts of the fan base who kept criticizing and complaining and asking for more and more without realizing that the band's members are humans with lives. Other than that, even though the albums tend to divide the fan base, this hasn't had any real ill effects on their relationship with the fans, though one could assume the "demanding and never happy" type of fan isn't liked much by them.
* Dream Theater is about a veteran, probably of the Iraq war, suffering from PTSD finding himself unable to reintegrate into society. It comes with a music video showing exactly how crippling this can be, with actual veterans providing some commentary.
* Dream Theater is the album that defined the style and what the entire genre is built upon.
* Dream Theater, is well known by fans for his very quiet and introverted demeanor.
* Dream Theater keyboardist Jordan Rudess once linked to a PMV featuring the band's song "Octavarium", saying he thought it was cool.
* Dream Theater, Mike Mangini, has said in an interview that he actually quit the music business for a short while...to pursue a career as a computer programmer working on the Patriot Missile system.
* Dream Theater's "6 Degrees of Inner Turbulence" is about a shell-shocked Vietnam veteran who has hallucinations of the war.
* Dream Theater's former drummer, Mike Portnoy, always liked to say "Eat my ass and

balls" during live shows. Said phrase appears in Morse code in one of the band's songs, "In the Name of God".
* Dream Theater's "Honor Thy Father" is exactly this. Directed towards a stepfather, but a pretty venomous rendition of the trope nonetheless. Drummer Mike Portnoy wrote this song about his stepfather. He explained, "I'm not very good at writing love songs, so I decided to write a HATE song!"
* Dream Theater show. Mike Portnoy once asked, "Don't you guys ever get tired of this fucking song?" and John Petrucci said the band could "play it in [their] sleep."
* Dream Theater's "Light Fuse and Get Away" portrays a cynical man who has been dumped so many times that he considers relationships a waste of time and one-night stands a more attractive option ("No gain no pain / When it's lust to dust you can crawl from the wreckage").
* Dream Theater song "Six Degrees of Inner Turbulence" (a 42-minute-long song), ends with a section called "Losing Time / Grand Finale".
* Dream Theater - "Space-Dye Vest", this is truly one of the most haunting examples of the genre ever recorded. The emotional breakdown of the one whose SO left, ending in the emotional collapse & shutdown in the final verse is a real tear jerker.
* Dream Theater's songs are well known for being able to be interpreted in different ways.
* Dream Theater's song "Someone Like Him" plays around with this. It's part of a bigger, 24-minute long song (yes, really!) about being trapped in patterns, and Someone Like Him discusses a character who's trying very hard to beat this trope and carve a different niche to his father's cushy lifestyle. He changes his mind.
* Dream Theater's studio albums have arc numbers based on their order in the band's discography:
* Dream Theater's The Glass Prison starts with a single bell tolling before an extremely heavy riff kicks in. The song is about drummer Mike Portnoy's alcoholism.
* Dream Theater. The fourth through eight albums were composed in a way that turned them into one continuous album if listened from start to finish, but in the second album of the series, they introduced a multi-part song that would not be finished until the tenth album.
* Dream Theater titled their greatest hits album "Greatest Hit (...And 21 Other Pretty Cool Songs)", joking about how most of their songs have never charted. This is likely due to them being too long, complex and unsuitable for mainstream radio play. Typical greatest hits albums have more than one hit.
* Dream Theater trio - whose bassist, Billy Sheehan, is no slouch here either.
* Dream Theater veer into this territory in some of their later albums. "In the Presence of Enemies, Pts I & II" is a good example.
* Dream Theater, where the hypnotherapist from earlier ambushes Nicholas in his home and kills him, just like his previous incarnation, Edward, killed Nicholas' previous incarnation, Victori]. "Open your eyes, Nicholas!"
* Dream Theater (who could count for this trope themselves) often name albums by taking a random phrase from a song in the album that they think sounds good. The exceptions to this are Falling Into Infinity (the phrase never comes up in any song on the album) and Systematic Chaos, which is a variation of the line "Insane random thoughts of neat disorder" from Constant Motion.
* Dream: This happens in every Minecraft Manhunt video, with both Dream and whoever he's playing with often calling out the other's name when they chase them.
* "Dreamtime" is a recurring motif in Australian Aboriginal folklore. It's sort of a world that existed before our own, but also exists "everywhen", and it's where/when various ancestral spirits shaped our world.
* Dream uses an axe against the Blazes in the Nether to kill them faster.
* Dreamville: Dreams, VR scenarios, artificial realities and other imaginary events set in suburbia or small towns.
* Dream, vision, hallucination, revelation and/or brainwashing sequences in
* Dream Walker: A dreaming character becomes part of another person's dream.
* Dream Walker. As in, even a hostile intruder would take damage from the kind of

thoughts Bruce lives with all the time.
* Dreamwalkers also have the ability to find a person's dreams and project messages into them, pull the dreamer into
* Dream Walkers. It is easy to agree with fans who always found them creepy.
* Dream Walker: Some ghosts can inject themselves into a living person's dreams. Usually this person is someone psi-gifted, though.
* Dreamwalk Journal: as noted above in the Insects section, it's about anthropomorphic insects and arachnids. All females have big boobs, all males have big external genitalia, and everybody gets to have sex with everybody else, including two visiting human women.
* Dreamwalk Journal (NSFW) feature partially-wrapped anthro-arthropod victims, waiting not to be eaten but screwed senseless.
* Dream Warriors ends with a replica of Freddy's house lighting one of its windows.
* Dream War universes: In a conflict with DC villains, Midnighter of the Authority usually had an advantage, due to his ability to play out every variation of a fight in his head before the first blow lands. Until he ran into the Joker and could do nothing but stand completely still because he couldn't figure out what the Joker would do.
* Dream was about him and George surviving an army of zombies, with some being fast, some exploding, some throwing you, and more.
* Dream was Danity Kane's predecessor on Bad Boy Records. Their debut single "He Loves U Not" managed to chart at #2. Follow-up single "This is Me" only charted at #39 and waning interest after that led to their breakup.
* Dreamwave, but he also knows that they're an impressionable lot, and so he fights for those who deserve it - because he knows that if anyone can turn humanity around, it's them. And to put the cherry on this cake of awesome? Those same humans then risk their lives to ram a fire engine right in Megatron's face! And remember - humanity hates all Transformers right about now.
* Dreamwave collapsed in 2005 due to management issues (mostly president Pat Lee refusing to pay his artists) and the license was picked up by
* Dreamwave Transformer books, in particular "The War Within: The Age of Wrath". Three issues were done but due to Pat Lee running his company into the ground, the remaining issues will never see the light of day.
* Dream Web: At the end of the game Ryan walks out of a subway entrance, just to be greeted by about four cop cars and a bunch of police officers, all with their guns pointed at Ryan, telling Ryan to put down the gun. For whatever reason Ryan does not drop the gun, the police promptly shoot Ryan numerous times, blowing him into the subway entrance where his soul enters the Dreamweb for one last time.
* DreamWeb from the eponymous video game is an interesting example, as it subconsciously influences humans in their sleep and thus shapes the future of mankind. Then, someone tries to pervert it for evil purposes...
* Dream Web, protagonist Ryan has to put some shades on to obscure his identity after he is wanted for murder.
* DreamWeb. There's plenty of items you can take, but the most of them are useless, and would just clutter your inventory. (things like plates, cups, lighters, and so on).
* DreamWeb, you've killed quite a few people and then, just as you're waking up out of a blackout from your chat to the guy who made you do it, the cops shoot you. What?! You saved mankind from chaos and your reward is to be gunned down arbitrarily in the street?! What a load of ungrateful-
* Dream whenever he defeats the Ender Dragon at the end of his videos, or gets a huge victory against the hunters.
* dream, which come pretty abruptly onto the scene in the frantic first few scenes on the island.
* Dream While George, Sapnap, and Bad have done facecams revealing their true face, Dream's real appearance is unknown. According to him he has dirty blond hair and freckles, but unless he decides to reveal himself we won't know for sure.
* Dream while several other content creators hunted him down. One run of version 1.16 was however removed from speedrun.com in mid-2020 after moderators came to the

conclusion that the game had been manipulated in order to give Dream optimal drop rates for Blaze Rods and Ender Pearls. The whole fiasco barely made a dent on his immense and prolific fanbase, and in fact boosted it: by the end of March 2021, he had passed 20 million subscribers.
* "dream" whispers a dirty joke in Sensei's ear. The audience doesn't hear it, but Nozomu comments that it was about a man who injured both of his hands and was helped by his mother-in-law. In a way, most of Kudo's stories are this, as the audience generally doesn't hear the whole story, but just sees the cast's reaction.
* Dream Within a Dream ending of the episode "Rock-A-Bye Ed", he decides "No more free-range soybeans before bed."
* Dream Within a Dream had one layer of the dream being the man naked in public and all his teeth falling out.
* Dream Within a Dream: Someone wakes up from a dream only to find that they're still dreaming.
* DreamWorks an enemy he knows can't be beaten. People cheer him for it as they leave.
* DreamWorks Animation and shook off its reputation of being a maker of Disney ripoffs.
* DreamWorks Animation be allowed in the Japan and Singapore parks, if Universal is willing to pay royalties to The Rudolph Company).
* DreamWorks Animation before the first book was even published and started taking pre-orders for the toyline the day the show premiered.
* DreamWorks Animation CGI animation studio, while DreamWorks has joined Disney and Pixar in the ranks of companies that know there's more to an animated film than that.
* DreamWorks Animation), even as they dip their toes into darker, in-depth storytelling.
* DreamWorks Animation, even compared to Disney's early CG backgrounds, largely because they don't just stick to backgrounds:
* Dreamworks Animation has an interesting inversion in General WR Monger, who spent 50 years as the warden for the titular Monsters, and ended up just as nice and eccentric as the monsters themselves.
* Dreamworks Animation. Lack of merchandise, billboards, or any proper advertisements. Despite being a box-office success, it faded into obscurity years later before resurfacing in popularity in the late 2010s when it became a cult-film.
* DreamWorks Animation logo from 2004-2010. In almost all of their early films and several television series, the company's trademark credits always showed the kid floating up to the moon to fish via a bundle of balloons. Unfortunately, they've started skipping past the Balloonacy part with later films.
* DreamWorks Animation looks like the animation took several leaps and bounds all on its own, to the point that rock shattered and flames burnt as realistically as possible, with the hair of the stunned Vikings flowing like the actual thing.
* DreamWorks Animation's animated films are on the serious side before later being almost entirely silly.
* DreamWorks Animation. The total worldwide gross was $306.9 million, but it's considered a box-office failure for DreamWorks since the total gross did not meet the cost of production and advertisement. They ultimately lost $83 million on it. In fact, the losses forced DreamWorks to lay off over three hundred workers.
* DreamWorks Animation, was CGI, which was followed by the aforementioned 2D animated movies before the infamous disregard of 2D animation altogether.
* DreamWorks Dragons episode "Gone Gustav Gone", Gustav Larson (16) develops a crush on Astrid (19) the same way Snotlout does, which in a way also grosses her out.
* DreamWorks following its terrible American reception - and thus it went straight to DVD.
* Dreamworks got a lot of stuff past special interest groups and critics because, literally, no one cared.
* Dreamworks, Katie Current was voiced by Katie Couric for the US, Fiona Phillips

for the UK, and Tracy Grimshaw for Australia.
* DreamWorks Records. When they closed partway into the chart run of "Big Blue Note", he used his then-newly founded label Show Dog to push the song into the Top 5, and has continued to record on Show Dog (now Show Dog-Universal) ever since.
* DreamWorks said the new directors found the original story too "sweet and whimsical")
* DreamWorks's directed towards Disney, going as far as having the villain Lord Farquaad be a caricature of Michael Eisner (if the unflattering name wasn't indicative enough). However, in recent years, this trope came to play, as they both negotiated on fair wages for their employees, they each now try to make their own films without trying to outdo the other, and Jeffrey himself returning to appear in some documentaries on the making of some of their films (but it also helps that he started doing them after Michael Eisner was kicked out).
* DreamWorks SKG. Spielberg's live-action portion, DreamWorks Studios, had some success in the late 1990s/early 2000s but is much less active today.
* DreamWorks the fiery hail is gloriously rendered as a serious, sky-lighting event.
* DreamWorks. The station never took off, only getting 19 broadcast affiliates in five years before shutting down in March 2016.
* Dreamworks was pulled out from theaters due to one scene featuring the map of the South China Sea having the Nine-Dash Line and the islands of Visayas and Mindanao missing. Since the Philippines, being one of the Southeast Asian countries had been having territorial disputes with China over the South China Sea, had won the international arbitration against China back in 2016 that declared the Nine-Dash Line territorial claim as invalid, it's understandable why the film is no longer played in theaters there.
* Dr. Earl Fox of St. Petersburg, Florida was confirmed as the last WWII veteran in the U.S. military, having served in the U.S. Navy and Coast Guard from 1941 until 1999.
* Dreary Half-Lidded Eyes: The half-mast eyes of someone who desperately needs sleep.
* Dr. Ecco puzzle features three heirs to a fortune, Alice, Brad, and Carla. Brad and Carla are stereotypical rich folk but Alice, the self-proclaimed Black Sheep, wears a plastic earring and jeans. The reason she is the black sheep is that she doesn't fit in with her other two siblings.
* Dred Chronicles, but the fact that it doesn't go anywhere and doesn't have cells (or human guards) means that it essentially functions as a prison colony in space.
* Dred Chronicles by letting them stage fights to the death (often to settle disputes among themselves, which saves her having to do it).
* Dred Chronicles Perdition on false convictions, they soon picked up the same way of doing things as the real criminals (or else they just died).
* Dred Chronicles setting is divided into various gang territories. Most prisoners aboard Perdition are human, but those who are aliens keep to themselves in their own isolated section of the ship, both avoiding other prisoners and being avoided themselves.
* Dred Chronicles, Tam fills this role for gang-leader Dred. She's tougher than him, but he's generally better at politics. He does have his own agenda, but he pursues through making himself indispensable to Dred rather than trying to take over himself.
* Dredd, after which Dredd amends his request to "Wait for her to shoot you."
* Dredd: After wrecking a quarter of a floor with a trio of mini-guns trying to kill them, Caleb insists that the Judges aren't dead until they've at least found some pieces of them. He's right to do so - when he finds Dredd's body, it's still alive and is in the process of throwing him off a 76th story balcony.
* Dredd. Basically, the whole film can be summed up as Dredd executing hundreds of criminals who are resisting arrest during a drug bust. Although problems don't really start until he captures one of the gang's chief members alive during a raid early on and the boss can't afford to have him talk, thus deciding to trap Dredd and Anderson inside the building.

* Dredd), but it did so well on DVD and Blu-Ray that there was briefly talk of greenlighting a sequel based solely on home video sales.
* Dredd, but the movie inverts the usual mechanic; rather than Anderson asking Dredd questions, Dredd gives Anderson pop quizzes throughout the film as part of her assessment as a rookie Judge.
* Dredd cop Anderson, hoping that his mind would break hers. It appears to work at first... only for Anderson to show she's in complete control of his mind.
* Dredd doesn't repeat the orders and explodes instead of electrocuting the unauthorized user.
* Dredd: Dredd does this when he and Anderson are "trapped" in a section of the Peach Trees block as a warning to Ma-Ma.
* Dredd Dredd drops his usually unflappable demeanor when he's faced with rotary cannons, and runs like hell. Though, being Dredd, he still manages to flee in a fairly composed (given the situation!) and manly way.
* Dredd has a villainous use where Dredd broadcasts an "I am the law" speech to Peach Trees and Ma-Ma lets him do so, in order to trace his location.
* Dredd. He loses spectacularly; upon cutting back to reality, a puddle forms beneath him.
* Dredd himself plays the trope straight. Even suffering third degree burns all over his entire body won't stop him. Even escaping to another dimension won't stop him from hunting a crook down. His reaction to a Dark Judge with the power of driving anybody who sees his face ("Gaze into the Face of Fear!") into mind-breaking fear is "
* Dredd himself was given brain surgery to remove his sense of guilt over the tragic fate of an innocent young girl.
* Dredd: If Anderson is any indication, Dredd gives his rookie partners both the criticism and praise they need to bring out the best in them.
* Dredd is the Dark Lady and her second in command Caleb is her Dark Knight, who was there from step one for her.
* Dredd Ma-Ma has a nasty facial scar that was inflicted by her pimp, whom she killed in retaliation for the wound before taking over his business.
* Dredd, Ma-Ma tries to use one of these to get Dredd and Anderson to back off. It's hooked to her wrist, monitors her heartbeat and will set off all the explosives she's stashed on her floor — of which there are enough to level the upper stories of the megastructure. Dredd shoots her, asks her what the signal's reach is through 200 levels of concrete, and throws her off the balcony. As it turns out, not far enough to allow her posthumous retribution.
* Dredd massive Gatling guns unload on Judge Dredd and his rookie partner. The combined firepower absolutely shreds an entire floor of the complex they're fighting through, along with dozens of bystanders, in one of the messiest scenes of a gorn-packed movie. Dredd and Anderson only survive by blowing a wall open with an explosive round. The shot of what's left of the floor at the end looks like swiss cheese.
* Dredd's drug gang, to prevent them leaving with an important prisoner.
* Dredd (see above). The timing is a little off here, so Dredd has to stall his intended killer for a few seconds before Judge Anderson can show up from behind and blow the guy away.
* Dredd's pistol, the Lawgiver, fires a variety of rounds, all which are kinetic based.
* Dredd take place over a 24 hour period (starting at dawn and ending the next morning).
* Dredd the gang led by Ma-Ma is very diverse in terms of race, with latinos, asians, whites, blacks, etc., but there are no women besides their leader.
* Dredd. The results are kind of mind-blowing. She turns the entire floor they're on into rubble, civilians included, and is still savvy enough not to write the Judges off unless her people find their bodies... or what's left of them.
* Dredd two young gang members find the fully armored judges and approach them from behind and tell them to freeze, it goes as follows:
* Dredd, when Judge Dredd patches up rookie Judge Cassandra Anderson as they're

traveling in the elevator from the 200th story to the ground floor. While no words are exchanged, Anderson's expression as she stares at Dredd likely inspired a few fanfics.
* Dredd who lives in the complex under her thumb. As Judge Dredd progresses his way up to the top, he ends up traveling through shops, factories, people's homes, and classrooms. Even the distance from the top floor to ground level becomes a minor plot point.
* Dredfahl has a great deal of volcanic activity (Volcano Planet) and was a dumping ground for toxic materials from the rest of the system (Garbage Planet).
* Dredger clean through the bowler hat. It just misses the top of his head inside the hat, prompting the one-liner, "Did you... miss me?"
* Dr. Edwin Jenner is a depressed and ultimately suicidal scientist found alone in the CDC bunker by the other survivors.
* Dr. Eggman kicked in, the Rad Red was more of a neutral character than a hero.
* Dr. Eggman's iconic Egg Mobile serves multiple purposes as his primary mode of transportation, a control device to slot into his various machines when it comes time for a boss fight, and of course an escape pod when Sonic beats him.
* Dr. Eggman takes over Sonic's Twitter and answers questions from fans. These have references quite a few memes:
* Dr. Eggman wears a pair of round-frame sunglasses at all times with the intended effect of making him look more intimidating. Imagine what he would look like without them. At least they help build an
* Dr. Eggman. who tends to come up with ridiculous plans that rarely pose a major threat.
* D'regorra, a multi-armed woman who is knowledgeable on all forms of torture and stitches every orifice of her victim's body to ensnare them to her.
* Dregs: Baron von Willendorfer III is the only aristocrat in the cast, and also the only real antagonist.
* Dregs (or at least the first book) ends with Chub and Coney returning to work the following week, and the nudist secretly following them with, presumably, the intention of causing more havoc.
* Dregs: The nudist deliberately makes trouble for the sewer workers because she is bored.
* Dregs: The nudist has no friends or family, or at least none that she can remember.
* Dregs: Von Willendorfer gloats about how brilliant his plan is so much, he even does it when there's no-one around to hear him.
* Drei serves in the role instead while the other is the tritagonist and Mio is automatically relegated to tetragonist.
* Drekmore, and mushrooms which flatten their heads to reveal razor-sharp spikes and rapidly spin like buzzsaws when touched. And these are just a small sample of the dangers.
* Dr. Eli Vance has an artificial right leg, although it is crude and amounts to a curved, springy metal strip. His original leg was eaten by an alien animal. Eli Vance's leg
* Dr Elizabeth Dehner also survives the IDW version of "Where No Man Has Gone Before", simply by not being there. (She gets namechecked as having turned down the
* "Dr." Emanuel Theodore Bronner was mad in a much more literal sense. As in, he had just as much in common with the rambling, stream-of-conciousness, probably-genuinely-schizophrenic "green ink" type of madmen such as Francis E. Dec or Gene "Time Cube" Ray. He was a soap salesman whose incomprehenisble ramblings
* Dremel (Power tool): Any compact drill with interchangeable heads for carving, grind, sand etc. is colloquially called "Dremel" regardless of the actual brand.
* Dr. Emil Lang in his two appearances in the original series and then there is his makeover in
* Dr. Emily Grace who works at the City Morgue gets herself a lover, Miss Lillian Moss. The ladies must keep it secret as lesbian relationships are illegal. They pass as friends among their suffragist circle of friends and live in neighboring apartments. Inspector Brackenreid finds out about them and warns Emily to be

careful but he's surprisingly understanding. Most of the team find out when Miss Moss gets murdered.
* Dr. Emily Gray is that one early plan for Season 13 would have Epsilon find her journal, which would show that she was once mentally stable, but as the entries went on she would slowly break and start retreating to her happy place until there was no going back, which is how she became like she is now.
* Drenai and with his bare hands. Not that this slows him down too much.
* Drenai. The assassin Waylander and the gladiator Angel talk about Waylander's would-be-killers:
* Drenching food in condiments like ketchup or soy sauce is considered extremely bad form by both chefs and food critics alike because the natural flavor of the dish will no longer be detectable. Many people simply prefer the taste of the condiments to that of the food.
* Drengin, who couldn't wrap their heads around the idea of demilitarizing once it was no longer strictly necessary.
* Dresden and Karrin Murphy become this, because Harry is a magic nerd who really has no idea at all about women. It's lampshaded as pretty sad several times throughout the series.
* Dresden Codak: Apparently, when Kimiko is using her cybernetics to hack one of the networks of Nephilopolis, the system tastes kind of like soap.
* Dresden Codak arc is premium unleaded nonsensoleum: Kim hires a director friend to produce horrendous adaptations of literary classics, in order to convert "posthumous indignity" (i.e., the authors spinning in their graves) into clean energy. It would've worked, too, if anyone had gone to see the films.
* Dresden Codak" arc: Ronnie Awning made adaptations of famous works without reading them. Which allowed his sponsor to use the authors turning in their graves for energy generation.
* Dresden Codak bounces around between physics, psychology, math, philosophy, and general geekery jokes, so you need to be fairly cosmopolitan in your background to enjoy it. It's worth it though. The author mentions at one point that the comic probably wouldn't work in another medium, because only on the web do readers have near-instantaneous access to obscure information.
* Dresden Codak: Fitting the cyborg part of this trope is Kimiko Ross, whose legs, an arm, a eye, some of her spine are all cybernetic post-Hob, and she even has an input jack in her upper back.
* Dresden Codak gives us Onald Creely, the regret salesman who had the R in his first name withheld as payment for his parents' hospital fees. As he's dragged off by the might-have-beens, Kimiko tears off the R badge on her school jacket and hands it to him. We see him smiling as he is taken away.
* Dresden Codak going to see the wonders of the future. His head promptly explodes, unable to handle telepathic output of the future-people's brains.
* Dresden Codak has a particularly fine line in it, concluding that something they just saw happen could not possibly have happened.
* Dresden Codak has some interesting theories about notable scientists/psychologists/etc. One of the more notable examples suggests that Niels Bohr was a cat, and thusly, by Schroedinger's principles, is immortal, so long as he remains unobserved.
* Dresden Codak has this coming up during the Hob storyline. There was a superadvanced planet-spanning AI called Mother taking care of all of humanity's needs in a paralell reality. Then humans killed her/it. Which wasn't the end, due to every piece of advanced technology left containing all the information to evolve into another similarly powerful AI if left running without supervision long enough. Of course, humans control everything, and so don't have to worry. Except that they want to travel to the main universe, and for that they need to send a robot into the far past in that universe. It then has millions of years time to wait... until it falls into the hand of Kimiko, an enthusiastic transhumanist.
* Dresden Codak have superpowers activated by contact based around physics.
* Dresden Codak: "I bet it's like when you find out Santa isn't real, and it was really just Bigfoot giving you presents."

* Dresden Codak is actually the nickname of the comic's author, Aaron Diaz. The title is best thought of as "Comics By Dresden Codak." Sure, the problem is now explaining a Word Salad Name, but Diaz said that it's just the name of the Dresden Codex plus
* Dresden Codak is in love with this trope, married it, and now has a house in the suburbs with two kids and a robot dog with it.
* Dresden Codak: Kimiko Ross, the main character, exemplifies the trope without actually worshipping machines.
* Dresden Codak of a length that would be at best impractical for a print comic. Note that the linked comics are not apt to be split into smaller sized comics either.
* Dresden Codak storyline, an alternate universe version of her didn't do a terribly good job of carrying humanity through its Singularity and apparently came to a sticky end. The human remnant of that reality did make the step into trans-humanity in the end though.
* Dresden Codak the current evidence that says it'll probably wipe out most of humanity in the process. Currently she's gotten her hands on a mini-version and is uploading her model into it. Oh, and she's the protagonist. At the end of the arc where she encounters the time travelling AI, she has somewhat learned to not take her beliefs to the extreme of misanthropy and human inferiority the way her future self did.
* Dresden Codak though as always some inconsistencies appear if you think about it too much (somehow, the artificial wormhole doesn't split the timeline, but the natural one does).
* Dresden Codak utilizes the similar "Long ago, in the future". Again, time travel.
* Dresden Codex. The frequent Mesoamerican motifs make this rather plausible, though the codex itself has yet to appear.
* Dresden does immediately clarify that it's a joke, after Butters gets flustered.
* Dresden Dolls take it in the other direction with "Coin-Operated Boy":
* Dresden Files and Dresden himself played a major role in the war starting when it did, he only directly participates in one battle over the course of the entire war - the last one - though many of his cases that take place during the war are somehow connected to it.
* Dresden Files, and he will be willing to sell his soul to get back at you. Not that he does, but it's close:
* Dresden Files. "Chlorofiend" indeed... (Immediately subverted because nobody knew what a chlorofiend was, so he had to revert to plant monster.)
* Dresden Files", Harry and Karrin have a serious talk about their relationship. She is extremely reluctant, given certain qualities Harry shows in the novel, and point blank says she isn't ready for that yet, but, when Harry says, in effect, "So, we're friends?" says:
* Dresden Files, Harry Dresden takes up the sport. His friends are somewhat embarrassed by his habit of repeatedly shouting "Parkour!" as he runs and jumps.
* Dresden Files, Harry is given an amulet that belongs to the man he's been hired to locate. It's made from a dead scorpion, and Harry muses about how nasty it would be to wear against bare skin, where its pincers could catch in a man's chest hairs or scratch the top of a woman's breasts; unfortunately, wearing a shirt in between would spoil whatever magical benefit it might confer.
* Dresden Files has a lot of excuses for its Masquerade, not all of them convincing:
* Dresden Files having to spend a fate point as long as their timely arrival where they are needed is in line with their holy mission, providing an in-game model for the ability of the Knights of the Cross (and Father Forthill) to regularly be in the right place at the right time in the books.
* Dresden Files, if a spell isn't cast correctly or uses too much power, "backlash" can occur, possibly causing Consequences, long-term effects that can complicate your character's life. One of the suggested consequences is "I Can Taste Purple", which Harry confirms is not atypical when spells go wrong.
* Dresden Files is a night of magic and the supernatural. Naturally, this means

that he spends his birthdays trying to save the world. In one story, he's stopping necromancers from achieving godhood when his brother wishes him a happy birthday and Dresden's surprised anyone remembered.
* Dresden Files, just as they were about to escape the C4-rigged cave.
* Dresden Files not getting even a single stress box to their name and simply being taken out of any conflict right on the first successful hit. These guys make, for example, excellent anonymous innocent bystanders for villains and monsters to threaten.
* Dresden Files. Over time, the human host starts to become as evil as the Denarian (if they weren't already).
* Dresden Files RPG. Most of them are comments on the text, but there's one point where Harry grabbed the nearest piece of paper to take notes on a phone call, and elsewhere his grocery list accidentally got stuck in.
* Dresden Files RPG with appropriate weaknesses (for example, one feeds on fear and is harmed by courage).
* Dresden Files short story "Last Call", this phenomenon is caused by maenads putting enchantments on craft beers served at sporting events. Dresden had to stop them when they tried to do this with several cases of Mac's beer meant to be served at a Bulls game.
* Dresden Files short story the (literal) Valkyrie Gard lets out an almighty scream before confronting a Grendel. Given her usual calm, professional, stoic demeanor, Dresden is a bit surprised to see her going full-on old school berserk.
* Dresden Files shorty story "Monsters," Goodman Grey does this to Marcone and succeeds in unnerving the normally-implacable mobster.
* Dresden Files) specifically disclaims any responsibility for the reader (or their characters) trying out the Shadowman's heart-exploding spell and "having [their] fool head chopped off by a Warden".
* Dresden Files: The various types of vampires in the RPG are subject to a Hunger stress track related to their particular type of supernatural feeding — Red and Black vampires for good old-fashioned blood, White vampires for emotions. White Court, who are (barely) usable as PCs, suffer hits depending on how often they use their powers, while the other types suffer it all the time. If they don't have enough, they could die — or, far more likely, they could snap and kill the nearest person to feed on them. (Ghouls also have a Hunger track, but theirs is for raw meat.)
* Dresden Files tried and/or succeeded in summoning and entrapping in magic circles, this says something about the kindly old elf. There's probably a third list just for being that naughty.
* Dresden Files universe, the White Court of vampires have Raith House. All vampires of said house derive nourishment from sexual energy. Therefore they are often lust objects for anyone within close range, particularly when they are hungry. One of them, Thomas, is described as having looks which put any male model to shame, and Harry routinely notices both men and women turning to watch him walk past.
* Dresden Files, Warden Carlos Ramirez is one of the few water mages who takes advantage of water's ability to dissolve and erode. His shielding spell turns a hail of bullets into lead powder (and turns a ghoul that tries to force its way through into ghoul-ade) and his primary offense is a blast of disintegrating green light.
* Dresden Files was so bad that even the Goa'uld couldn't establish a foothold.
* Dresden Files, we see Harry Dresden use this trope by casting a spell which merely sung Happy Birthday as if sung by a T-Rex —- at 160 decibels. For comparison, a jet aircraft taking off is 130 decibels. This is nearly as debilitating to Harry and his ally as it is to the enemies.
* Dresden himself, despite having personally seen all three Swords of Faith in action, and having had open discussions with multiple different Angels, doesn't consider himself a "Believer" either. That said he doesn't deny the existence of God, but simply doesn't associate with the Church and has some differences of opinion about said deity's

* Dresden makes a point of asking for an invitation, not just because of magical ramifications, but also because it's polite. Rudolph the rookie cop snorts at that and calls him
* Dresden may be a subversion of this, as while he's normally in an underdog position, he's one of the smartest, strongest, and most clever wizards out there. It's gotten to the point where most powerful enemies are more concerned about him than the entire White Council.
* Dresden obliterates them in the 12th book, about a dozen governments collapse overnight), while the White Court (who pretty much live for scheming and intrigue, to the point where it's a fundamental part of their culture) has the power to get a US Navy helicopter sent into a foreign country for an extraction at a moment's notice.
* Dresden RPG and Strands of Fate have the Aspect system where all characters have a set of "Aspects" which basically causes PCs and other important characters to have a serious case of Plot Happens in their general vicinity. Leaving you to wonder in some settings whether there is something special about these people.
* Dresden's theory is that the supernatural is damn terrifying, and it's a pretty normal reaction to not
* dress and act as a maid at an official Rose-Ink parley to humiliate her and goad Simon. Derry has shown anger and remorse at her actions; Cynthia's feelings remain ambiguous.
* dress as the enemy, your uniform has a helmet, but none of the guards on the Deltaur are wearing helmets.
* Dress-Coded for Your Convenience: Clothing dictates who's the hero and who's the villain.
* Dress-Coded for Your Convenience: Good and evil dress in distinctive ways.
* Dress codes. What many people consider normal would be considered slutty in more conservative cultures.
* dressed as a beggar to satisfy his desire to see what his subjects think of him, then orders the palace guards to arrest any beggars who arrive at the gates, whoever they say they are. However, the sultan gets lost on the way back, and Iznogoud and his henchman Adulahf disguise themselves as beggars to go out and look for him. The sultan ends up returning while the guard is changing and so slips past them unnoticed, while when Iznogoud returns and insists he's the grand vizier, the guard on duty chuckles, "And I'm the Queen of Sheba!"
* dressed as a flapper girl) does the pop-out-of-a-cake bit at a birthday party for mobster Rocky.
* dressed in a bonnet and diaper over the side, which Sam attempts to catch, with predictable results.
* dressed in expensive looking black suits with a goatee and/or thinly trimmed moustache.
* Dressed in full stereotypical Native American garb, Calvin shoots a suction-cup arrow at Susie. When she confronts him and asks "is this yours?", his response is "No. What is it?" He's still
* dressed like a prostitute and slept with Judah, who was trying to weasel his way out of a levirate marriage (marrying his brother's widow). When Tamar reveals this, Judah admits that she is more righteous than him; they don't become a couple, but the twins she gives birth to become Judah's heirs.
* dressed themselves as a male lawyer and clerk, respectively judging Bassanio and Gratiano, just having some fun at their expense. Portia and Nerissa then drop the ruse and reveal the truth, much to the men's surprise.
* Dressed to Heal: The best way to tell if a character is a medical professional is to look at their clothes.
* Dressed to Kill (1946), Holmes suspended by his wrists from a hook in the ceiling of a garage, and then left there to asphyxiate.
* Dressed to Kill (1946) in the cupboard; kicking on the door to attract attention.
* Dressed to Kill (1946), Mrs. Courtney's chauffeur Hamid doubles as her personal enforcer. And he sometimes takes it upon himself to dispose of men he thinks are getting too close to his mistress.

* Dressed to Kill has a surprise mirror shot of the killer in the closing nightmare scene.
* Dressed to Kill, Holmes and Watson return to their rooms in Baker Street only to discover they have been ransacked by the gang searching for the music box.
* Dressed to Kill Marion's death scene also gets entirely re-enacted, although in an elevator and not a shower.
* Dressed to Kill: The bloody straight razor used to slit Kate's throat and murder her falls through the elevator doors. Kate, who's standing outside the door, picks it up for no apparent reason, in time to be seen by the cleaning lady.
* dresses up in a hideous clown costume have a heart attack. It's then subverted, as the heart attack was a very mild one, and Martin gets released from the hospital a few hours after being checked in with minimal effects. Ronee is unimpressed.
* dress him in an SS uniform due to her fetishes and political enthusiasm. Which was a bit awkward when his black female deputy encountered him walking around still wearing the uniform, as he'd been a bit too busy to try to find his clothes.
* Dress Hits Floor: A woman is required to take off her clothes and she's wearing a dress and we see it hit the floor. Not necessarily sexual, but often is.
* Dress Hits Floor, before he finally gets her to put the dress back on.
* Dressing as the enemy gets Sokka into to trouble twice with the very people he was trying to rescue, by not identifying himself to them. Suki punches him into the door, Hakoda
* Dressing as the Enemy (he becomes the woman Bayanis, who is in charge of Paul) and goes in with him. John and Ringo have to think of another way in.
* Dressing as the Enemy suit of armor stolen from the enemy to infiltrate their base.
* Dressing as the Enemy: Wearing an enemy uniform in order to sneak around their base.
* dressing in his dead son's baby clothes because it's the only way he can connect with his catatonic wife when she's injured in an accident after learning of his secret double life as a criminal
* Dressing to Die: A person wants to look their best when they die, so they dress before facing their end.
* dressing up as his sister is usually seen in a well-tailored suit (albeit sans necktie).
* Dressing up in costumes to wave at the school bus every day, for the win.
* dress in men's clothing to put on fighting exhibitions and engage in duels, and enjoyed affairs with both male and female lovers.
* Dressrosa arc ends up devolving into this once it was found out that the current ruler, Doflamingo, was evil and secretly enslaving people and having them be forgotten via a Devil Fruit user in the process. Doflamingo doesn't take kindly to this and traps the entire island in a cage of string where the only way out is to defeat him.
* Dressrosa eventually became the longest arc in the series up to that point by a large margin, lasting exactly one hundred chapters; the aforementioned Skypiea Arc lasted only 66 chapters. The fact that the arc had
* Dressrosa Saga: Now in the New World, the Straw Hats confront their most dangerous enemy yet.
* Dress swords are still part of the formal dress uniform of the military in many countries.
* Dress uniforms, especially that famous black SS uniforms with lots of leather and silver braid.
* Dress uniforms (the blue and the white sailor outfits) are explicitly meant to attract attention and their antique style stands out far more than other services, plus they tend to be required in any sort of public relations arena where other services still wear less formal uniforms.
* dress up as girls in over-the-top costumes to get Haruhi to stay in the club (in the manga, though, only Hikaru, Kaoru, and Hunny played along, and Tamaki was also in gender-appropriate, if excessively frilly, attire).
* dress up like pandas when taking care of baby pandas in the zoo. The logic behind

this is that the baby pandas won't form human attachment so that they can be released into the wild later on.
* Dress Up! Time Princess, but a good many story paths involve forming a close relationship with one or the other of each book's possible love interests all the same. It really hits this trope during the branches of "Queen Marie" that focus on the Marquis de Lafayette - unlike Fersen, whose star-crossed romance with Marie Antoinette was already established before the events of the story, the narration suggests that the player character's feelings for Lafayette are much more her own than Marie's, and Lafayette's "Sail into the Future" ending has Marie assuming the player character's own name for her new life together with him in America.
* Dress Up! Time Princess. Most of the story is driven by her inability to back down once she realizes she's on the trail of a story someone's been trying to cover up, and she holds fast to a sense of professional ethics unusual for the period's sensationalist journalism.
* Dress Up! Time Princess taking on crime and corruption in New York City in the early '30s. No matter what direction her investigation takes, the Mafia turn out to be deeply involved - in one branch of the story she teams up with Vittorio Puzo, a particularly principled mob boss, to take down a rival mafioso who's responsible for human trafficking and quite a bit of other nastiness.
* Dress Up! Time Princess that serves to transport the player character into the game's various stories, placing her within the role of the heroine of each story she enters. She retains the memories of the character she's assumed within the story, and frequently takes on elements of their personality as well, with the division between herself and the character she occupies often becoming rather blurry as she grows more and more invested in the events she's experiencing.
* Dress Up! Time Princess transports the player character into a role within the storybook she reads, obliging her to live through the story and try to reach a happy ending through her choices. The "Queen Marie" book, which is the first story available, dips into Type 3 since it's the story of Marie Antoinette, whose historical fate is something the player character would very much like to avoid.
* Dress Your Family in Corduroy and Denim about how he was invited to a sleepover by several boys in his neighborhood, and how a game of strip poker/attempt at borderline-hazing was derailed when he discovered that a) he was very, very good at poker and b) he liked guys.
* Dress Your Family in Corduroy and Denim, David Sedaris mentions how his older sister started wearing baggier clothes after her father-in-law, noticing her scooting away from the fireplace, asked, "What's the matter, Lisa? Getting too fat? I mean, hot! Getting too hot?"
* Dr. Evil is suggesting schemes that include events that happened while he was in a
* Dr Evil named his left gonad “Piss” and his right “Vinnegar” but when hit he uses the common slang “balls.”
* Dr. Evil's son Scott was introduced in the first movie with a full head of hair and wholly uninterested in villainy. By the third movie his hair was starting to fall out, and it's mentioned that he is becoming more evil the more hair he loses. By the end of the third movie he's completely bald and in a position to take over his father's evil organization, now that both Dr. Evil
* drew a comic where Todd reviewed "Like a G6". This attracted his attention to both the artist (who got hired to do his title cards) and the song, which then got a proper review.
* Drew Barrymore and has been described as a really nice lady with a huge heart by almost everyone who's met her.
* Drew Barrymore, bisexual actress, director, and producer known for acting and producing romantic comedies.
* Drew Barrymore (for the sixth time, making her the show's most frequent female celebrity host), there was a sketch featuring a cooking show on the roof of a building. The show cuts to a "Please Stand By" placard every time the show hosts (played by Drew Barrymore and Andy Samberg) are attacked by crows (which are attracted to the bread crumbs the two are using for chicken parmigiana).

* Drew Barrymore most of the film is set in flashback, illustrating testimony during a courtroom drama. The father of Drew's character (Casey) is retelling how he met Casey's mother, and a roadside wave is freeze-framed as he interrupts himself and the shot returns to the courtroom, with his protest about retelling this detail. The attorney asks "When did you say you met miss Van Patten Brodsky?" - SPLASH!!!
* Drew Barrymore movie where she is being stalked and harassed by the killer.
* Drew Barrymore's vision of normal people breaking into spontaneous musical numbers.
* Drew Barrymore's weeklong marriage to Welsh bartender Jeremy Thomas was mostly a sham so he could become a citizen. Apparently, they remain friends.
* Drew Barrymore that she talks "like a valley girl" because she lived in Sherman Oaks from the ages of 7 to 14.
* Drew Barrymore where she's trying out her married name in front of a mirror and realizes she's about to become "Mrs. Julia Gulia".
* Drew Bledsoe in 2001, after leading the New England Patriots to a Super Bowl, he gets hurt and replaced by
* Drew Brees started his NFL career as quarterback for the San Diego Chargers from 2001 through 2005. In the last week of the 2005 season, the Chargers had been eliminated from playoff contention, but despite this,
* Drew Carey (best known as a comedian, actor, and game show host, but also part-owner of Major League Soccer side Seattle Sounders FC)
* Drew Carey costar Ryan Stiles got a hold of one of the producer's favorite cigars and filled it with six or seven loads before hiding the cigar back in the box. Nothing happened for about six months, until the producer, Carey and Stiles were in Carey's trailer talking and the producer happened to light the loaded cigar. What brings this story to hilarity is the conversation Carey recalls them having as the cigar was lit:
* Drew Carey has spent decades hero-worshipping Bob Barker, and leapt at the chance to succeed him.
* Drew Carey has struggled with bipolar disorder for years and has attempted suicide twice due to the severity.
* Drew Carey, in particular, used a lot of these performers in many of his projects, both improv and scripted. In the case of the former, all of the above-mentioned performers (and more) have appeared on
* Drew Carey often jokes that his entire wardrobe is made up of white shirts and ties.
* Drew Carey's Green Screen Show, involving the afterlife, has Jeff Davis taking on the role of God; when his "angels" await his first request, he says:
* Drew Carey's Improv-A-Ganza, one of the other comics (usually Ryan) might start deliberately placing mousetraps or even throwing them at the participants.
* Drew Carey's Improv-A-Ganza: "What is the difference between a rabbi and an Irishman window? One is a pane of glass, and the other's a Jew. ...Think about it."
* Drew Cordeiro from Beyond Wrestling made this declaration towards many women after he took over
* Drew Curtis has commented on this in his book. To paraphrase: California news gets no reaction because "Oh, it's just those crazy hippies." No one expects weird news from Florida. After reading all the examples though one has to wonder why. It's a massive tourist state with alligators. Stupid people plus giant reptiles. How bad could it be?
* Drew, from when he was first introduced in season 10. He gets better, however.
* Drew Galloway O'Shaunessy inside the Verona Football Club wearing blue while Sheamus was wearing green. Yes, it was mostly coincidental, but sometimes you can't stop a trope from coming into play.
* Drew Gooden, and that the only reason this is happening is because he couldn't find a good way to end the sketch.
* Drew Gooden, and was utterly disappointed to discover his date was actually an attractive woman.
* Drew Gooden, claiming the fictional product "Splarf" makes him reach his full

potential... with the only change between the images being that the "after" image has his hair styled, his shirt unbuttoned, and is smiling at the camera.
* Drew Gooden: Every episode has unique Paint-Art he puts in the background, each drawn specifically to poke fun at the subject of the day's episode.
* Drew Gooden feature Drew "pranking" a Wendy's drive-thru by asking if Wendy is there. It backfires every time; one time his window wasn't rolled down, one time he came when they were closed, and one time he was actually at Taco Bell.
* Drew Gooden in discussing his old Vines, with the example being a video where the entire joke is "When you're having sex, and it feels real good", followed immediately by him thanking the audience for watching.
* Drew Gooden upset over his wife not getting to give birth in the restaurant's bathroom.
* Drew Gooden Vine where he holds the camera on his mileage, which reads 419, building up to a comic switch... then it somehow goes down to 418.
* Drew Hankinson: Left WWE in 2010, debuted in TNA in 2012, debuted in NJPW in 2013, won the IWGP Tag Team Championship three times, returned to WWE in 2016.
* Drew Hankinson's Festus gimmick ran entirely on this. Most of the time, he was little short of catatonic, staring blankly into space with his tongue hanging out as his tag team partner Jesse dragged him around. However, when the ring bell rang, he would wake up and destroy all of his opponents, and would not let up until the bell sounded the end of the match.
* Drew has a very noticeable habit of flicking his bangs out of this face. He probably does this about twice an episode when he appears.
* Drew: "If Tarzan and Tonto were roommates — oh, I like that, let's make fun of Native Americans, who gives a
* Drew is not fond of Stu calling him out on his parenting and career lifestyle.
* Drew Luczynski, the original main writer who later switched to being the co-writer for
* Drew McIntyre but it just came off too strong). What do fans think of him since his return? He proved his worth in the indies, in hard-core matches in ICW, became champ, became grizzled, and in the 2020 Royal Rumble finally got the rocket strapped to him, as he kicked Brock Lesnar's ass, eliminating him and winning the Rumble to set up the WrestleMania main event, with the fans chanting along every time he hits his finisher. Not bad for a guy fired for being slapped by his girlfriend.
* Drew McIntyre/Galloway. Debuted in 2002. Made his WWE debut in 2007.
* Drew McIntyre/Galloway: Had a huge heel push in 2010 that floundered. Left WWE in 2014, found success in TNA and came back to WWE in 2016.
* Drew McIntyre ignored repeated warnings by Teddy to stop attacking an injured Matt Hardy, so Teddy stripped him of the IC title and fired him. The next week, McMahon reversed the decision, much to the dismay of Long and Kofi Kingston, who won the IC belt while McIntyre was gone.
* Drew McIntyre. Just knowing those two are going to be talking in the same promo is "assume crash positions".
* Drew McIntyre of the decade and winning the WWE Championship twice in the same year.
* Drew Peterson and their acrimonious divorce, it was deemed that she'd drowned after slipping and hitting her head. A second autopsy found that she had in fact been struck on the head and then forcibly held underwater.
* Drew Pickles Goes To rapes all the men he sees in an area, and then the manager.
* Drew Sharp, a child who appears for literally less than a minute, completely changes the entire show upon
* Drew's version also contained several jokes about the quality and success of the TV movie
* Drew The Lich does this for Tolkenesque fantasy, particularly D&D alignment.
* Drexell's Class to his boss, moons her. This comes back to bite him when his new job goes bust and he has to beg for his old one back.
* Drex was rendered invulerable just like Captain Man as Drex managed to get himself frozen in ice and survived there for 100 million years with no problems

when he was unfrozen (not even aging was a problem) as seen in "The Beginning of the End". How the cavemen survived the same freezing isn't explained.
* Dreyfuss accidentally lights up a whole warehouse of fireworks with this method in
* Dr. Facilier convinces Naveen to make use of his services by saying "Naveen needs green" in order to fix his life issues. Naveen is broke at that point, and "green" is used by Facilier as if it means "money". But Facilier's spell, instead of giving Naveen money, turns him into a frog; technically, Facilier did what he promised, as Naveen now
* Dr. Facilier wears a black Baron Samedi-esque outfit while Mama Odie wears white, which is the traditional color for voodoo garb. This also fits with the way they represent shadow and light respectively.
* Dr. Fad, a children's game show from the late 1980s which focused on creativity and using scientific knowledge to solve problems, had a round where the contestants brought their inventions (pre-made before the show), and explained and demonstrated the items. The audience reaction was measured with an on-screen meter, with the winner decided by how far to the right the needle went.
* Dr. Farnsworth's "we did in fact evolve from filthy monkey men." or some variation.
* Dr. Fate's role was assumed by females (Linda Strauss and Inza Nelson) twice.
* Dr. Feelgood: A doctor who prescribes or provides dangerous drugs in an unethical manner.
* Dr. Feelgood overdose from recreationally abused prescription medication (especially opioids) can bring down the wrath of government authorities and end a doctor's career if it is tied to a prescription they wrote.
* Dr. Feelgood (Qualified to practice medicine, but doesn't really care about patients.)
* Dr. Feelgood's "Dr. Feelgood" is the opposite, selling illegal cocaine, while styling himself as a doctor. Real doctors, however, have been referred to "Dr. Feelgood" as a nickname before the song came out.
* Dr. Feelgood: The doctor is giving out drugs to those who don't need them. Maybe because they don't care. Or maybe there's some money involved.
* Dr. Feelgood: They still exist, but are far more discreet because, due to legal crackdowns and the like, blatant and open ones often find themselves arrested, stripped of medical licensing, sued, or all of the above.
* Dr. Finitevus first appears during the "Return to Angel Island" arc as just another member of the Dark Legion. About 40 or so issues later, he joins the
* Dr. Finitevus had been around earlier than that - when Knuckles first started showing signs of being "Chaos Knuckles", he was the echidna who used the Chaos Siphon to try to drain Knuckles' power.
* Dr. Foreman considers quitting his job and eventually does because a patient died because the team misdiagnosed her. House is disappointed but felt he and the team did the right thing. Foreman felt that it was House's methods that killed the patient and eventually quit because he "didn't want to be like House".
* Dr. Foreman often blames racism when things don't go well for him. Chase has called him out on it a few times...
* Dr. Foreman quit from Princeton-Plainsboro out of fear of becoming more like House and tried to work at New York Mercy, only to be fired from there for violating protocol in a very House-like manner. He eventually returned to Princeton-Plainsboro when it became clear that no one would hire him except for the hospital that would tolerate House.
* Dr. Forrester himself threatens Frank with several punishments in MST3K episode
* Dr. Foster from the opening scene practically embodies this, being a scientist who describes what the zombies are and how to kill them precisely. Three weeks into the apocalypse, a visibly frazzled Foster is being interviewed and
* Dr. Frances Oldham Kelsey and set a precedent for stringent FDA approval of drugs.
* Dr. Frances Oldham Kelsey of the US FDA. In the early sixties, she was driving a major drug company nuts demanding more extensive scientific testing documentation

about a profitable new drug called thalidomide. Despite the corporate pressure, Dr. Kelsey refused to give in and approve the drug for market because her personal alarm bells were going off at the info about the drug. Eventually, the drug's infamous birth defects were revealed to the world and Dr. Kelsey was hailed as a hero for largely sparing the USA the same tragedy.
* Dr. Frankenstein himself (or the Hollywood version at least) appears quite regularly, usually with
* Dr. Frankenstein of the movies gives him various relatives and assistants to carry on his legacy.
* Dr. Frankenstein, while Charming sleeps with Katheryn/Princess Abigail (King Midas's daughter) thinking she's his wife.
* Dr. Franklin's Island also put them to sleep, but it takes longer. Semi and Miranda poke around and talk before it takes effect.
* Dr. Franklin's Island are nonwhite, but only Semi gets more detail — she has Jamaican ancestry. Miranda is "brown", and there are no hints with Arnie. Semi always notes when she sees someone for the first time if they are white, and doesn't do this meeting them.
* Dr. Franklin's Island, Doctor Franklin gives his employees the impression that he's working for the US government, though he really isn't. For a long time he just spliced human traits into animal subjects, but he really wanted to move on to making transgenic creatures that started as humans - and when a plane crashes off course and authorities can't find the few survivors, it does not matter at all to him that the new, perfect subjects are completely unwilling.
* Dr. Franklin's Island get that they haven't been rescued and their ordeal is nowhere near over is the impersonal nature of the exam they're given, their bodies checked like they're prized animals by people who only look them in the eye when absolutely necessary, hardly speak to them, and don't answer their questions.
* Dr. Franklin's Island it's partly this. They were friendly before, and Semi needed Miranda, but it's when the third member of their party vanishes and they are otherwise completely alone that they really end up close, and finding that there are similarities after all.
* Dr. Franklin's Island than her friend Semi, it weighs very heavily on Semi's mind, and she often thinks of Miranda as leaving her behind.
* Dr. Franklin's Island, the doctor has spent a long time inserting human genes into animal subjects, a few of which the viewpoint character gets to see — a capybara with human lips and back legs, piglets with hands, an octopus with a monkeylike head, parrots with patches of human skin and floppy boneless bits of hands, bats with human legs, deer with weird heads, a jungle cat whose brain changed which howls. His assistant says the changes can be "random".
* Dr. Franklin's Island. The transformation back is much easier on both of them, but the fish-girl is sick and uneasy for much of it and the bird-girl spends five days in something like a coma.
* Dr. Franklin's origin and ancestry are never made clear, but it's strongly suggested he's African American, and he speaks like an American.
* Dr. Franklin was also apparently always on duty, but then his major character arc involved coming to terms with his addiction to stimulants.
* Dr. Frank N Furter before he sings his final song ("I'm Going Home"). Unfortunately for him, Riff Raff and Magenta don't buy his story and promptly shoot him.
* Dr. Frank N. Furter from the uses his charms and good looks to get away with all sorts of immoral acts. It works quite well until Riff Raff and Magenta turn on him.
* Dr. Frank-n-Furter). He's also done quite a bit of stage acting (including a brief reprise as Dr. Frank-n-Furter).
* Dr. Frank N Furter, Riff Raff, Magenta, and the other Transylvanians from
* Dr. Frost: A mild example is Seonga being annoyed at Frost after he gets his hand cut open while trying to stop an actor from accidentally slashing his throat.
* Dr. Frost, arrogant remarks and cold demeanor definitely rub people the wrong way, although there is little doubt that he is a genius.
* Dr. Frost character of Frost, which is made clear in every way except a straight

confession.
* Dr. Frost is this to the psychologists in the counseling center at Yonggang University.
* Dr. Frost: When Seonga takes Pavlov outside for a bit, he surprises her by barking for seemingly no reason. As it turns out, there's a suspicious figure in the shadows...
* Dr. Gaines serves this role among the Leviathans before his death. He's synthesized a food additive that is very addictive, and consumption leads to weight gain, and dampens people's emotional responses until they are very apathetic. It is latter refined to avoid the adverse effect of 0.03% of consumers turning into mindless hyper-adrenalized cannibals.
* Dr. Genericius: Names that end with "ius" are popular for doctor characters.
* Dr. George Huang is so very Straight Gay that his sexuality was debated for
* Dr. Germahn, on the other hand is a dirty old man. He constantly gives his attractive female assistant
* Dr. Gero does this to himself, becoming "Android 20". He also programs a supercomputer to think exactly like him and continue his work in the event of his death.
* Dr. Gero. He's long dead in Trunks' timeline and is only around for a few episodes as Android 20 before being killed by Android 17. However, it is Gero who created all the androids, including Cell, and his actions turns two timelines into a living hell and nearly destroys the solar system of the main timeline. Literally
* Dr. Gero is a perfect example: he was a scientist that worked for the Red Ribbon Army and created the androids for them, including the previously seen Android 8, but he was never mentioned in the Red Ribbon Army Saga. It's only when he shows up in the Android Saga years later in real life and many years later in-universe, we know all this time he was making more androids until he made ones that could defeat Goku and the others, and is also revealed that the whole time he was spying on the main characters with hidden cameras and collecting cells from them to create the bio-android Cell. It even
* Dr. Gero, relies on technology to create his soldiers, consisting of fully artificial androids (Androids 16 and 19), cyborgs (17, 18, and himself), and a Bio-robot (Cell) made from the genetic material of various warriors. However, Gero has long lost interest in the Red Ribbon Army's goal of world conquest and simply wants everyone to suffer in retaliation for his son's death just before the destruction of the RRA. Cell believes in Enlightenment principles to an extent though is more of a narcissistic
* Dr. Gero's... assault of Piccolo. Gero snuck up on Piccolo from behind, wrapped his legs around his waist, held a hand over his mouth so he couldn't call for help, and whispered in Piccolo's ear as he forcibly drained the energy from his body. The whole moment came off extraordinarily like a rape scene.
* Dr. Gero's illustration shows the fate of the numbers in between—most of them were failures or considered too uncontrollable.)
* Dr. Gideon Fell didn't so much put Mrs. Fell on a bus as he renovated the bus into a nice RV for her and sent her off for most of the series.
* Dr. Gideon Fell was a jailbreak by Buried Alive. There was a plague epidemic going on in that prison, and the escaper counted on the burial detail being in too big a hurry for little details like nailing the coffin lid tightly or shoveling very much dirt on top.
* Dr. Giggles, Dianne is killed when Dr. Giggles shoves a sharpened thermometer through the base of her tongue. And onward.
* Dr. Giggles, Officer Reitz throws up when he finds the corpses of Dr. Giggles' victims sitting in the waiting room of his late father's office.
* Dr. Giggles. The surviving girl is hooked to an electrocardiogram, and we see her heart rate increase as her love interest embraces her.
* Dr. Giggles uses typical doctor's equipment to kill his victims. This includes such things as syringes, an otoscope, and a sphygmometer.
* Dr. Giggles whenever he makes a kill. Despite that, it's a straightforward slasher film.

* Dr. Giovanni Wade: Former army medic who works in the field, though true to this trope he never picked up a gun.
* Dr Girlfriend attempts to invoke this on Brock, he's not interested (he thinks she's a post-ops transsexual).
* Dr. Girlfriend, having just been naked in order to have sex, somehow produces a list of demands that she dictates to the Monarch. He proceeds to wonder where she got that "magic, and probably
* Dr. Girlfriend is voiced by Doc Hammer, using the lowest and most gravelly vocal register possible. This has led many to think that she is transgender (both in the fandom and the show), but the in-story justification is that she smokes a lot (Jefferson Twilight asked her if she smoked cigarettes or
* Dr. Goldfoot and the Bikini Machine (1965), which would have been a hint the girl was a robot if our hero were a bit less oblivious.
* Dr. Goldfoot and the Bikini Machine having the same setup in his headquarters. Evidently some footage was reused as well.
* Dr. Goldfoot and the Bikini Machine, he uses them to assassinate assigned targets.
* Dr. Graham and Colonel Foster give Mark, the G-Team and the Monarch brass a briefing at Castle Bravo, going over Jonah's raid on Outpost 61 and giving us a basic exposition on who Jonah is and Mothra's current whereabouts. This briefing was meant to be for a joint operation to Yunnan to prevent Jonah's mercs capturing Mothra, but Mark interrupts the briefing and guesses (correctly it turns out) that Jonah is expecting Monarch to remain distracted focusing on Mothra whilst he and his mercs move on to their next target.
* Dr. Greta Helsing and all the friends they've made throughout the books.
* Dr. Greta Helsing and suffer no ill effects from the removal of their brains during mummification. Moreover, residual brain scraps can interfere with their minds, so it's actually better for them to have them cleanly extracted.
* Dr. Greta Helsing at the Palais Garnier. Although she's impressed with his work — especially the things he can do with contouring — she's ill at ease in the makeup and "Madame X dress" and is relieved to have her regular face back afterwards.
* Dr. Greta Helsing during a heist. It's bad enough that his friends take him to a doctor, but he suffers no long-term harm.
* Dr. Greta Helsing from a different belief system, it would be metaphysically allergic to the place.
* Dr. Greta Helsing. She has no magical ability herself, but has a witch as an assistant and brings in other magical medical practitioners for the work she can't personally do.
* Dr. Greta Helsing tend to pick up the regional accent from wherever they were awoken from slumber, leaving Greta a bit nonplussed to hear ancient Egyptian undead speaking with British- or German-accented voices.
* Dr. Greta Helsing who offer the affronted spirits a chance to vent their displeasure.
* Dr Grossman incarnation will sometimes sing about "rusty tumors hiding from the Lamb."
* Dr. Halsey, creator of the original Spartan-IIs, has elements of this. She kidnapped children and subjected them to grueling training as well as physical augmentations that left many of them crippled or worse. Even the secretive and manipulative AI Assembly, despite approving of her work, though that she might have had an "undiagnosed, undocumented, or deliberately obfuscated chemical imbalance" in her neural system. While she does feel a great deal of guilt about her role in all of this (as does Cortana, an AI clone of her brain), she expresses absolutely none of it in public and remains adamant that it was necessary, even after ONI (the people who approved the entire project in the first place) arrest her to use as a scapegoat.
* Dr. Hanafusa and nurse Yoshizawa are always seen together, and frequently hang out even during holidays. Karla wonders if they're a couple, although Elena thinks Yoshizawa is more like a

* Dr. Hank McCoy makes his first appearance in a background cameo in
* Dr. Hannibal Lecter, being a good psychiatrist by helping people realise and accept their true self.
* Dr. Harold Shipman wrote the death certificates for his victims, to make the deaths out to be natural.
* Dr. Harrison Wells, despite being a popular and seemingly well-loved celebrity scientist (before the particle accelerator explosion, that is), was described in his biography as "arrogant, prickly, brusque [and] at times contemptuous". He admits to Barry that he's not very fond of the vast majority of people, but he does describe Barry, Caitlin and Cisco as his "closest friends". (Although, given his lack of anything approaching a social life, it's likely that they're his
* Dr. Harry Sullivan, brief companion with the fourth Doctor and Sarah Jane Smith, when Sarah Jane mentions some of the Doctor's old companions' present exploits in
* Dr. Havoc's Diary: Between Kim and Darren in the 1996 flashback of Episode 18, twice. The first time, they're interrupted by a ringing phone; the second time, they're cut off by Kim's shitty boss.
* Dr. Havoc's Diary: In Episode 10, the Havocs go on vacation so Dr. Havoc can finally spend some quality time with his family. Cue things like a valuable diamond, the G8 meeting at the hotel, and Nighthook suddenly showing up to tempt him into more evildoings.
* Dr. Havoc's Diary: In Episode 17, Brock sneaks onto Havoc's submarine by cutting a hole in the side with a welding gun. Guess what eventually happens?
* Dr. Havoc's Diary: In Episode 6, when Dr. Havoc wonder where the other supervillains are.
* Dr. Havoc's Diary is averted. Then the submarine begins flooding and sinking thanks to Brock cutting a hole in the side of said submarine in order to get inside in the first place, which leads right to...
* Dr. Havoc's Diary need to keep track of the continuity regarding Dr. Havoc's misadventures, or else the plots and jokes will make little sense.
* Dr. Havoc's Diary, this happens to one Mook during a fight with Brock.
* Dr.Hax makes sure that Chuckle's cheating is rewarded with a CRT monitor to the head.
* Dr. Heckle & Mr. Jive and recorded by his band Utopia, was a Top 10 hit in the US) and two songs that went on to be Covered Up by other artists ("Broken-Hearted Me" by Anne Murray, "What's Forever For?" by Michael Martin Murphey).
* Dr Heckyl And Mr Hype puts the doctor through a number of transformations, including one where he becomes a woman.
* Dr. Heidi tries to do this and convince the study group that Greendale Community College isn't real and they were all inmates at "Greendale Asylum". They initially buy it, but swiftly realize this claim makes
* Dr. Heinz Doofenshmirtz has many fears, including heights, bats, and... shellfish. He freely admits that most of his fears are irrational, with the exception of his fear of vending machines, which he insists will one day gain sentience and enslave humanity.
* Dr. Hell can be a subversion because he was already quite unstable and troubled before... but when he was in college and fell in love with a cute Japanese exchange student he started behaving obsessively (getting angry if someone dared to spend time with her) and erratically (his grades started slipping because he was too obsessed to study). When he found out she was in love with another person, he flipped out completely and tried to
* Dr. Hell was infamous for fitting any sort of weapons on any place of the body of his
* Dr. Henry Gray, he became a Fellow of the Royal Academy at age 27, wrote the classic textbook
* Dr. Henry "Indiana" Jones Jr. also known as Mr. "Hey let's take a poll on who here has survived an atomic bomb. Oh wait, that would be me, Superman and the Hulk". Let the record show that this man has bested a tank and three Nazi trucks in one sitting, a
* Dr. Hirluk is a well-intentioned quack who tries to heal people with frog

livers.
* Dr. Hook and the Medicine Show". It started out like it was trying to teach a dance, and then continued to lifting both feet off the ground and crossing your legs in midair.
* Dr. Horrible. Everyone singing is their own voice, but it's a dub of the official musical track over the scene. So they're essentially lipsynching to themselves.
* Dr. Horrible follows Penny and Captain Hammer around like this during "My Eyes" in
* Dr. Horrible laments that most humans are sheep and can't think for themselves. Obviously, only a complete overhaul of the system can fix this problem.
* Dr. Horrible. Obviously, only a complete overhaul of the system can fix this problem. Captain Hammer really only exemplifies this trope.
* Dr. Horrible opens Act I with his unbelievably artificial maniacal laughter. Hey, he's working on it (with a voice coach). For his views on the evil laugh, see the quote page. He gets it
* Dr. Horrible, portrayed as a decent fellow with evil ambitions and a crush on a girl from his laundromat, while also being bullied around by
* Dr. Horrible's "A Man's Gotta Do" is abruptly cut off by Captain Hammer's appearance. Hammer then proceeds to hijack the song.
* Dr. Horrible's Sing-Along Blog, after all), the fact that Penny looks uncomfortable at his assertion, not outraged, confirms they did it.
* Dr. Horrible's Sing-Along Blog. Also unsurprisingly, Wonderflonium is not.
* Dr. Horrible's Sing-Along Blog and all the other minute details which are mentioned on its page. As of October 2016, there are 930 tropes on the trope page for 42 minutes of musical (and more on the subpages). Every last second counts.
* Dr. Horrible's Sing-Along Blog) and his plans are limited to "smash the device". The first time he gets hurt he runs away crying like a little girl.
* Dr. Horrible's Sing-Along Blog, and openly offer to do "the weird stuff". There's a nasty bit of satire too, in that when Captain Hammer is finally defeated, they switch to worshiping Dr. Horrible.
* Dr. Horrible's Sing-Along Blog, and tells Billy that sometimes people will surprise you because they're layered like that.
* Dr. Horrible's Sing-Along Blog and the LAPD, who are waiting for him when he shows up to sabotage a speech.
* Dr. Horrible's Sing-Along Blog as a member of the Evil League of Evil.
* Dr. Horrible's Sing-Along Blog: "Bad Horse, Bad Horse, the thoroughbred of sin! ... So make the Bad Horse gleeful/Or he'll make you his mare!!"
* Dr. Horrible's Sing-Along Blog because the show makes it clear that Penny thought Billy was attractive, and probably would have willingly gone out with him. But she never did because Billy wouldn't just stop admiring her from afar and actually talk to her.
* Dr. Horrible's Sing-Along Blog, Billy aka Dr. Horrible sees Penny every week at a laundromat and further gets to know her through conversations there.
* Dr. Horrible's Sing-Along Blog Billy has actually purchased an extra frozen yogurt for Penny, but he's too shy to tell her...
* Dr. Horrible's Sing-Along Blog, Billy, in the beginning, cannot speak to Penny (Laundry Day/ See you there/ Under things, tumbling/Want to say/ love your hair/ there I go, mumbling). This may or may not apply to all women, as Penny is the only female character in the first two acts.
* Dr. Horrible's Sing-Along Blog but what he's got is a bag of "gold bouillon.")
* Dr. Horrible's Sing-Along Blog: Captain Hammer and Penny go on one of these dates, except for a few minor details: It's a paddleboat (the kind where the two people work a set of bicycle pedals to turn a propellor), only Captain Hammer is in the boat (Penny is watching from the shore while Hammer waves at her) and he is pedalling in circles, super fast.
* Dr. Horrible's Sing-Along Blog, Captain Hammer does one after the groupies claim to "do the weird stuff".
* Dr. Horrible's Sing-Along Blog, Captain Hammer gives Penny one when he realizes that the girl he just "saved" is kinda cute.

* Dr. Horrible's Sing-Along Blog. Captain Hammer "saves" Penny from a runaway van and they become an item. Even though he saved her by throwing her into a pile of trash. And it was really Dr. Horrible who stopped the van.
* Dr. Horrible's Sing-Along Blog, Captain Hammer tosses away the notes for his speech and starts singing a song, "Everyone's a Hero", instead.
* Dr. Horrible's Sing-Along Blog Country Mourns Whatshername. Both the Doctor and Captain Hammer are widely known, with squeeing fans. Likewise the Evil League of Evil, and maybe other heroes.
* Dr. Horrible's Sing-Along Blog, Dr. Horrible isn't even all that evil at first, and he starts out wanting nothing more than respect.
* Dr. Horrible's Sing-Along Blog, Dr. Horrible pulls on his goggles to come to the very last scene.
* Dr Horribles Sing A Long Blog. Dr. Horrible refuses to fight an online challenger at a local park because children play there. Presumably, there's a playground.
* Dr. Horrible's Sing-Along Blog: Dr. Horrible seems to have one of these in his kitchen.
* Dr. Horrible's Sing-Along Blog. Earlier, he takes umbrage at Johnny Snow calling it a Death Ray.
* Dr. Horrible's Sing-Along Blog Evil League of Evil member Fury Leika is a woman of this type.
* Dr. Horrible's Sing-Along Blog explodes, handing Dr. Horrible the victory anyway.
* Dr. Horrible's Sing-Along Blog fanboy. After his humiliating defeat, they abandon him in favor of Dr. Horrible.
* Dr. Horrible's Sing-Along Blog features a rare example where the joke itself isn't very funny, but explaining it is one of the funniest moments of the whole video:
* Dr. Horrible's Sing-Along Blog features such silly gimmicks as Dead Bowie and Fake Thomas Jefferson, but they're all unrepentant murderers at the very least.
* Dr. Horrible's Sing-Along Blog gloating counter in the form of "Slipping."
* Dr. Horrible's Sing-Along Blog happening immediately in the next song... we never see him laugh again. It's almost like he went sane.
* Dr. Horrible's Sing-Along Blog has "Captain Hammer, corporate TOOL!" - though it's not entirely clear whether that means he's actually sponsored by corporations or just that Billy sees him as upholding a status quo that benefits corporations.
* Dr. Horrible's Sing-Along Blog has Captain Hammer do this: "Mommy! Someone maternal!" (runs offstage)
* Dr. Horrible's Sing-Along Blog has Dr. Horrible to Penny, with the difference that Hammer knows that Billy the laundry buddy is not "just a friend."
* Dr. Horrible's Sing-Along Blog has the Evil League of Evil for the supervillains, a Henchman's Union for, well, henchmen, and the Council of Champions for the superheroes.
* Dr. Horrible's Sing-Along Blog has the Evil League of Evil, led by Bad Horse. He's bad. And a horse.
* Dr. Horrible's Sing-Along Blog has the Freeze Ray, mentioned throughout Act I and II as something of a joke, comes back with a vengeance in Act III.
* Dr. Horrible's Sing-Along Blog, he becomes a true supervillain in both position and personality.
* Dr. Horrible's Sing-Along Blog, he finally pulls it off, striking fear into everyone present.
* Dr. Horrible's Sing-Along Blog, Horrible's closing song makes it clear that he's lost the only thing he really cared about and now there's nothing keeping him from turning truly evil.
* Dr. Horrible's Sing-Along Blog, however, he is most definitely the bad guy.
* Dr. Horrible's Sing-Along Blog if he screws this one up. It's put quite catchily, too:
* Dr. Horrible's Sing-Along Blog is mostly composed of musical versions of this, as the populace comment on Captain Hammer.
* Dr. Horrible's Sing-Along Blog is this trope like red is a color. When he isn't building freeze rays (Stops time. Tell your friends.), Billy (AKA the titular

Doctor) is doing laundry, checking mail, and trying to work up the courage to confess his feelings toward an ordinary girl named Penny.
* Dr. Horrible's Sing-Along Blog is very obviously drawn from this trope's clichés. With a few tweaks.
* Dr. Horrible's Sing-Along Blog. It is suggested that she has had a crappy life so far and her acts of volunteering are merely so that she can have her mind on something else.
* Dr. Horrible's Sing-Along Blog, it's established that Dr. Horrible was skipped at least three grades in school when he was 8, and is still considered smart relative to his classmates.
* Dr. Horrible's Sing-Along Blog, Moist could technically be seen as Dr. Horrible's Dragon since he's the only henchman he has.
* Dr. Horrible's Sing-Along Blog, Nate Fillion delivers Captain Hammer's songs in a resonant baritone that sounds quite heroic.
* Dr. Horrible's Sing-Along Blog. Neither of these is a particularly expensive effect; you just need to have the actor point the prop and add some beam effects. This also applies to Moist's superpower of, well, making things wet.
* Dr. Horrible's Sing-Along Blog: Not quite unknown, but Johnny Snow apparently repeatedly writes to Dr. Horrible, challenging him to showdowns, and doesn't seem to get that the feud is entirely one-sided.
* Dr. Horrible's Sing-Along Blog, one of Dr. Horrible's reasons for refusing to fight a self-proclaimed nemesis in the City Park is that "there's kids in that park." Also, when told he has to kill someone to enter the Evil League of Evil, he's offered the suggestion of a child who is destined to become President of the United States. Dr. Horrible replies that he's not going to kill a kid.
* Dr. Horrible's Sing-Along Blog. Penny and Billy are in the laundromat, looking deep into each other's eyes. It looks as though she and Billy are drawing closer, and closerrrr... and then she brings up Captain Hammer. Ouch.
* Dr. Horrible's Sing-Along Blog, Penny waits at the laundromat with a second cup of frozen yogurt to share with Billy. Presumably it's a Saturday, given Billy's stated observation of and familiarity with Penny's pattern, and Penny's having said the shelter can open on Monday. He's plotting against Captain Hammer as Dr. Horrible, so he has no idea she was waiting for him, and might even have picked him.
* Dr. Horrible's Sing-Along Blog piss off the eponymous character. Lampshaded when Penny states that he must have a deeper layer that's different from the one on the surface, Billy replies that he sometimes there's a third, even deeper level and that one's the same as the top surface level... like pie.
* Dr. Horrible's Sing-Along Blog. Played with in that (almost) everyone mourns her loss as "Captain Hammer's Girlfriend" rather than recognizing the good, selfless person that she was.
* Dr. Horrible's Sing-Along Blog. Plus, meta-wise, the chair belonged to the person in whose home they filmed the Billy shots. "The chair really is that big," Whedon was quoted as saying. "We did not bring a chair increaser."
* Dr. Horrible's Sing-Along Blog probably qualifies, making a trans-matter ray (which ... sort of ... works), a working remote control for a van (which operates by a small device that magnetically adheres to the roof) and freeze ray (which stops time), a stun ray (never used) and a death ray (never shown actually working, for ... reasons).
* Dr. Horrible's Sing-Along Blog simultaneously celebrating his ascension to true Evil and mourning the loss of his soul.
* Dr. Horrible's Sing-Along Blog, since it is apparently the first time in his life that he's ever actually felt pain.
* Dr. Horrible's Sing-Along Blog: Somewhat of a deconstruction of heroic/villainous stereotypes.
* Dr. Horrible's Sing-Along Blog So very, very many longing looks and involuntary fist-clenching on Billy's part. And with the girl of his dreams dating his arch-nemesis, who's surprised?
* Dr. Horrible's Sing-Along Blog. The closing song, "Everything You Ever", is both

a celebration of his triumphant victory and a dirge for his lost hope.
* Dr. Horrible's Sing-Along Blog, the eponymous character is actually an aspiring supervillain and the good guy, Captain Hammer, is an egomaniac.
* Dr. Horrible's Sing-Along Blog. Then there are the auditions for the Evil League of Evil, many of which contain filks made up by the people auditioning.
* Dr. Horrible's Sing-Along Blog. The reporter is in the front row and does not bat an eye when Dr. Horrible comes over to correct her spelling, only leaning to show him her notebook. He has not put the gun down.
* Dr. Horrible's Sing-Along Blog: There's a montage of Captain Hammer's humiliating Dr. Horrible in various ways, including giving him a wedgie.
* Dr. Horrible's Sing-Along Blog, the very second that he feels pain for the first time.
* Dr. Horrible's Sing-Along Blog. Though it's worth noting that they're actually leaning against different walls, but camera tricks make it appear like just one wall.
* Dr. Horrible's Sing-Along Blog, Tie-Die has some sort of strange incense powers that can make hippies evil and violent.
* Dr. Horrible's Sing-Along Blog to change costume that there's a noticeable light shift in the set if you look closely.
* Dr. Horrible's Sing-Along Blog, too. The Jock part is particularly notable in a prequel comic in which it is shown that Captain Hammer believes that goths and any kid really good at math or science are all potential supervillains and advises kids to get them arrested by the police.
* Dr. Horrible's Sing-Along Blog variation occurs when Dr. Horrible receives a letter from Bad Horse about his application to the Evil League of Evil. As soon as the letter is opened, a trio of singing cowboys gathers around the doctor, summarize the letter's contents in song, and then disappear off-screen. The bit gets a short reprise in Act 2 after the doctor's latest evil scheme gets foiled.
* Dr. Horrible's Sing-Along Blog was advertised almost exclusively by word of mouth online. This proved so effective that the server crashed under the sudden, unexpected load, and when the show was released on iTunes it was the #1 download for five straight weeks.
* Dr. Horrible's Sing-Along Blog when Captain Hammer stands unflinchingly in front of a speeding van, trusting in his super strength to stop it when it hits him. Doctor Horrible's damaged remote control device starts working again just long enough to finally hit the brakes, and the van stops with inches to spare.
* Dr. Horrible's Sing-Along Blog when he tries to explain his worldview to Penny:
* Dr. Horrible's Sing-Along Blog. When it's her turn to describe him, she says "I guess he's pretty okay."
* Dr. Horrible's Sing-Along Blog when Moist mentions that he went on a double date with twins Bait and Switch.
* Dr. Horrible's Sing-Along Blog, when Penny's death causes Dr Horrible's final damnation.
* Dr. Horrible's Sing-Along Blog, when the standard FBI warning changes to the ELE screen, there is an intercut shot of three actual eggs, representative of the DVD's three hidden Easter eggs. Watching the first scene with the subtitle language set to "Wiccan" gives a coded hint to finding them.
* Dr. Horrible's Sing-Along Blog, which is less of an actual commentary than a separate, 42 minute long musical about making a commentary. There is also a regular commentary, in case you wanted to know things, rather than be entertained.
* Dr. Horrible's Sing-Along Blog, while standing on top of a moving van.
* Dr. Horrible's Sing-Along Blog who flees upon feeling pain. He's later seen in therapy.
* Dr. Horrible's Sing-Along Blog, with the cast and crew being paid almost entirely out of any profits it made from iTunes sales and ads and eventual DVD sales. And it's insanely popular.
* Dr. Horrible who only dates the girl to make the protagonist jealous.
* Dr. House does a variation of this: he knows the people around him well enough that he frequently tells them to stop doing whatever they're doing, just after they

start doing it... when he's talking over the phone.
* Dr. House Hugh Laurie plays a man who falls in love with a friend's daughter... played by Meester.
* Dr. House quit from Princeton-Plainsboro on two different occasions. The first time, he quit when Cuddy forbade him from taking methadone to treat his leg pain, only to come back when Cuddy permitted him to do so under her supervision (he returned to vicodin afterwards as well). The second time was after he finished rehab and feared that familiar settings would put him in danger of a relapse, only to find that the only thing other than vicodin that kept his pain at bay was working at Princeton-Plainsboro and solving medical mysteries.
* Dr. Huang (an FBI profiler) often acted as a mediator between the squad and the feds. One gets the feeling during the times he actually takes the FBI's side, he does so not because he thinks they're right, but because he doesn't particularly like
* Dr. Hurt aka Thomas Wayne (an ancestor who shares the same name as Bruce's father)
* Dr. Hutchison held a number of jobs in various medical fields before being promoted; upon meeting Dr. Hutchison, Rocko would invariably say, "Dr. Hutchison? I thought you were a [dentist/pharmacist/whatever job she had last]", to which she'd respond with laughter and a pun relating to the previous job: "I couldn't handle looking down in the mouth anymore!" One time, Rocko just said all the jobs at once, to which Hutchison replied, "Yeah... it's been a crazy year."
* Dribble & Spitz's "Milky Way Delirium" mode has one of these in the form of a giant robot. The player who owns the most tiles at the end of the game must "battle" this robot by playing one final microgame, and if they lose he crushes their spaceship with his hands and all of the other players win a joint victory.
* driders that has greatly reduced the number of fertile male members of the clan.
* dried up numerous times in its ancient history. Since it's already pretty deep, it would have necessarily exposed the lowest dry land on earth.
* Drifloon and Drifblim are also stated to be human and pokemon spirits.
* Drifloon, a Pokemon that looks like a balloon, is said to carry off children who mistake it for a normal balloon and grab its stringlike tails. However, since they're only 16 inches (40 cm) tall and weigh 2.6 pounds (1.2 kg), they wind up getting carried away by said child or blown around by any breeze. Its evolution Drifblim, however, can learn Fly.
* Drifloon "tugs on the hands of children to steal them away. It is whispered that any child who mistakes Drifloon for a balloon and holds on to it could wind up missing." It also carries souls away to the underworld, sometimes by accident.
* Drift and his Mini-Cons bond with Tohdoh and the Four Holy Swords, fighting together in the Black Dragon Unit. To an extent, Jetstorm and Safeguard also become this to Sayoko, impressed with her
* "Drift Away" was written by Mentor Williams (brother of famed composer
* Drift City, if you fail a mission, trying it again slightly lowers the requirements. Failing again lowers them even more, and so on. Useful for those who aren't yet able to afford enhancements to their car to pass the time-limited missions.
* Drifters is a villainous example of this trope. While a ruthless and brutal combatant on his own, he gets more dangerous when he uses his power to summon the ghosts of the Shinsengumi to fight on his behalf.
* Drifters is presented this way, to the extent that Toyohisa and Nobunaga both thought he was a girl at first.
* Drifters' opening theme is a remix of Thirty Minutes Til Midnight's "Gospel of the Throttle".
* Drifters's first tasks is to get large supplies of sulphur and charcoal and to start the creation of a saltpeter pit for gunpowder, and practically creams himself when he sees how far ahead of muskets the Wild Bunch's firearms are. The Drifters are explicitly changing the rate of technological expansion at a breakneck pace every time they're brought in, and it's even stated directly by the guy who summons them that it's one of their primary purposes — to force the world to advance

well beyond the pace it normally would.
* Drifters, Toyohisa and his companions first freed the elves and helped them start a rebellion against the Orte empire. They also liberated the dwarves along their way to conquer Orte.
* Drifters: Toyohisa at one point lets loose a piercing shriek in battle, much to the confusion of his allies. Nobunaga and Yoichi insist to their non-Japanese comrades that they have no clue what that hell that monkey noise was, either.
* Drift (his fox mask version), and DJ Yonder are often subjected to furryfication within the furry community due to their outfits being themed after a fox and a bovine respectively.
* Drifting Classroom: In the first chapter, Sho yanks the tablecloth containing his breakfast during his fight with his mother, causing everything to fall to the floor.
* Drifting Classroom, in which a humanoid chicken (named George) is leading Nature's revenge against the industrialized humanity.
* Drifting Classroom is about an entire school full of students and teachers which one day suddenly disappears for no discernible reason. Obviously, this would receive lots of media attention, since it's a case of lots of possibly dead children as well as something seemingly scientifically impossible. But when it's mentioned in the news report in volume 2, the report about it begins with the words "In other news..." So apparently a scientifically impossible mass disappearance of children isn't as important as whatever it was that the TV news reported about before it.
* Drifting Classroom to rescue him from a cliffhanger that he's encountered in the future. She usually has to go through a short storyline to put everything in place, while the audience is waiting for Sho to escape the cliffhanger he's in.
* Drifting Classroom where all of Japan, and presumably the rest of the world, is a desert wasteland inhabited by nothing except a sparse population of hideous mutants. According to the mutants, as well as an old film reel they have, this was caused by overpopulation, environmental damage and resource depletion, but not in any detail, and the source of the mutations is never explained, other than a vague story about humans just suddenly starting to give birth to them at some point. It's made even more confusing when it's revealed that a strange type of fungus that shows up after a flood begins turning any of the kids that eats it into the same kind of mutants.
* Drifting Dragons, crew members of an airship hunt dragons for food and as a job. Dragons are more akin to (deep) sea life rather than giant winged lizards.
* Drifting without taking off or damaging their clothes, or even them noticing until he showed them his "loot".
* Driftmoon Ixal gives you an ending where the main character becomes a puppet in his army of undead.
* Drift, so Drift uses it sparingly. Even worse, one of the few times he does use it, it gets stolen and used to chop his legs off.
* Drift takes full responsibility because he feels one of the other people involved needs to stay in his current position to prevent a later disaster, and because he claims he was brought into the plan as a fall guy in the first place.
* Driftwood that sucks the life out of anything it encounters, and turns them into undead skeletons animated solely by its own will.
* Driftwood was corrupted by the Darkness just enough to become its deathless guardian.
* Drije is mentioned in passing as a Sand Master who tried to sell his skills for money, and is later stripped of his Mastrell's sash for this. Later it turns out that
* @dril. He claims cops breastfeed criminals with gigantic fake boobs filled with milk, but later retracted this comment to include 'only some' of them. At the same time he also worships cops, thinks they should be dual-wielding guns, and thinks they should have the right to torture him freely.
* dril is a Twitter account dedicated to posting surreal nonsense, and so, so many of his tweets have become memes that there are now entire Twitter accounts

dedicated to using his tweets to caption screenshots of anime, movies, video games, etc. Conversely, fans joke that there's a dril tweet for just about any occasion.
* drill at Homer's workplace. Only Homer manages to actually evacuate; the rest just run around like lunatics due to their fear and incompetence.
* Drillbit Taylor subverts this. The interviewees all seem properly qualified... then all bolt after finding out the low wages.
* Drill Dozer accomplish by this is defeating the main villain, which the character, a pink-haired schoolgirl, accomplishes by simply punching him in the face.
* Drill Dozer, she is rescued by the Drill Dozer being powered by the Red Diamond (or more specifically, her mother's ghost inside the Red Diamond).
* drilled right through his wrists and ankles to a stone chair and forced to endure painful procedures, like open heart surgery while still awake and with no anesthesia. Like Duane Barry, he has his teeth drilled, and his mouth held open by hooks inserted into his cheeks.
* Driller which continuously collects energy from the Sun (with obvious results should it be fired on Evath).
* drilling. Something this large falling down to Earth from this height would have quite an impact.
* drilling these fractures rather than using pre-existing ones. As you can expect, these are unstable and tend to collapse with time or heavy use. The Zuul are even more likely to attract...things given their brutal FTL method.
* Drill Missiles. They were drill-shaped missiles located inside its upper arms drilled the
* Drill of Onua, Earthshock Drills, and Laser Drill. Used by those (Whenua for the first two, Nuparu for the last) affliated with Earth, unsurprisingly.
* Drills an appendage, or convert an appendage between a drill and a hand.
* Drills are a common tool to open doors and similar objects and they are infamously known for always breaking down at the worst possible time and multiple times at that. When the developers did a Twelve Days of Christmas parody, the first day of Christmas has Chains gifted with
* Drill Sergeant Nasty: A military commander who frequently yells at the soldiers he's in charge of.
* Drill Sergeant Nasty: A military officer who is very demanding toward his soldiers.
* Drill Sergeant Nasty: A military officer who tends to yell at and berate his charges.
* Drill Sergeant Nasty attitude when the cameras aren't rolling. She takes it in stride and even appropriates it for herself.
* Drill Sergeant Nasty character, although Sarge isn't leading basic training and isn't particularly nasty otherwise. Other sergeants in Camp Swampy are the same—another company once challenged Beetle's with "our sergeant can out-swear yours!" (Snorkel wins).
* Drill Sergeant Nasty. Even if none of the 40 guys in any given platoon can agree on anything else, they can all rally behind the idea that the bastard sergeant needs to die a slow, painful, and embarrassing death.
* Drill Sergeant Nasty. For best results, use an empty magazine, or your E-Tool.
* Drill Sergeant Nasty has to stop being mean to them. This stems from cards being given to recruits with various numbers of chaplains and the like to contact FOR things like stress management and counseling (there's a "stress level" thumb print on the back as well). Despite having been subject to these rumors themselves when they were fresh out of boot camp/basic, members of the military still spread the rumor to the newer generation of "soft" soldiers/sailors/etc.
* Drill Sergeant Nasty: If the soldiers performed poorly, committed desertion or had too little discipline, they were divided into groups of ten, and a drawing of lots would decide which one would be killed by the other nine.
* Drill Sergeant Nasty. In a particular sadistic twist, he changes his mind and then orders the recruits to glue the skins back on.
* Drill Sergeant Nasty Inappropriate laughter is a fairly common reaction to

stress. There's a reason many scoldings will include the line "wipe that smile off your face".
* Drill Sergeant Nasty is unable to teach Spongebob how to successfully drive, so Mrs. Puff is hired again.
* Drill Sergeant Nasty - "I WILL TURN YOU INTO REAL SOLDIERS EVEN IF IT KILLS YOU, MAGGOTS!"
* Drill Sergeant Nasty, Jorgen von Strangle, is quickly rendered insensate using two darts (humorously marked "K" and "O") during a fit of animalistic rage.
* Drill Sergeant Nasty: My job is to act like a major bastard so I can turn pussies like you into tough badass war machines! Now drop and give me 50, maggot!
* Drill Sergeant Nasty of a nanny, so they use magic to make her nicer. It turns her into a hippie called Rainbow, and the last we see of her is running naked from the police screaming "I want to be free!"
* Drill Sergeant Nasty reason punishments in boot camp are harsh, since there are many of them walking around to look for every infraction.
* Drill Sergeant Nasty retired general is prepared to blow it up, but Wayne has discovered that there were people living on it. In an attempt to stop the general's plans... well, here's the dialogue that leads up to the scene:
* Drill Sergeant Nasty.) That being said, he was good at training troops and logistics but was a failure at leading combat operations and keeping the respect of his men. The horrors of the war and his shame of losing command of E Company and his men's respect (hardly anyone kept in touch with him after the war) lead to a botched suicide that left him blind. He died from neglect while in a nursing facility.
* Drill Sergeant Nasty veteran, has shrapnel in his head and is planning to fly straight into the Sun.
* Drill sergeants have markedly higher divorce rates, especially in Combat Arms OSUTs, which are much longer, more intensive and stressful than Basic Training. Due to the Uniformed Services Former Spouse Protection Act of 1982, the wife will get half of all pay, pension and benefits in the case of divorce unless found guilty of adultery, so some D.I.s who fear they'll be unable to hold onto their marriage will attempt to catch their spouse cheating, putting additional strain on the relationship.
* Drill Tank: A weaponized vehicle that drills its way through the earth.
* drink "a half-caf soy no-foam latte, not too hot, with a shot of vanilla and a dusting of nutmeg, fresh-ground only, please. Make it a medium, but put it in a large to-go cup." His explanation for doing this is "Oh, what, I have to be an EMPLOYEE to haze the rookie?"
* Drink-Based Characterization: Character has a favourite drink, which is an indicator of their personality.
* "Drink Driving Special" from December 2008 and the Gethin Jones series of 2010 didn't seem to realize the target audience wanted a more straight, presenter links-footage-presenter-links series than an investigative documentary. Fans of the series didn't enjoy this, leading to it being
* Drinking and Driving Wrecks Lives campaign take place around Christmastime.
* drinking and ignoring her husband as he loudly beats Logan in the next room.
* Drinking at the Bar in the Inn is one of the many ways that heroes can relieve their Stress at the Hamlet in
* Drinking Buddies didn't have a script. Instead, the actors were told what needed to happen in the scene and just allowed to choose their own words.
* Drinking Buddies: Done many times to show off Luke and Kate's chemistry... with the hitch that they're both dating someone else.
* Drinking Buddies explores UST between two old friends who also happen to be in relationships with other people.
* Drinking Buddies is a rare example that examines the difficulties when you're already in a relationship, rather than simply capturing the beginning of one.
* Drinking enough alcohol will get you into various stages of inebriation, affecting your motor skills and making your character veer off slightly in different directions as they walk, as well as blurring your screen (lower graphical

settings excluded). If you get "completely smashed," enemy
* Drinking from an ice luge (think: ice sculpture with a curved ramp for the liquor) does this VERY nicely, with the chill of the ice taking away the bite of the alcohol. It's very easy to get totally trashed without noticing how much alcohol you're consuming because it goes down icy cool and smooth.
* Drinking Game. The text: if you read the card's title with Fluttershy's voice, finish your drink.
* Drinking Game would get knocked on his ass by a punch or a wild baseball pitch and have cartoon "whirlies" orbiting around his head.
* Drinking green, radiated rocks from outer space in liquid form is even worse. And don't forget this IS the guy who had cancer because he wore a Kryptonite ring all the time.
* drinking. It's especially evident when fighting monsters like the Cyclops, Minotaur and other beasts as Trevor cracks a smile and will happily kill things with just a stick.
* Drinking Nestea is like a MAGIC TINY SWIMMING POOL appearing behind you and then you fall in backward.
* drinking song for politically-minded men at beer gardens and suchlike; the second verse (which hardly anyone sings anymore) is a celebration of "German women, German loyalty, German wine, and German song", and the original writer included an alternate ending for the third stanza that calls for a toast!
* Drinking the blood of a white drake allows glimpses of the future, and seemingly works on non-bloodblessed as well.
* drinking the Nephite general's blood, until a Nephite soldier snuck into his tent and stabbed him.
* drinking the poisoned wine that was meant for Victor to kill himself with.
* Drinking three glasses of Celestial Wine will cause the drinker to be the immune to all poisons and diseases weaker than the Great Contagion for a year and a day.
* Drinks chain Beverages & More! now calls themselves BevMo! (Yes, with the exclamation point in both versions.)
* drinks the blood of his enemies to harvest their strength (i.e. regaining health within a window of opportunity while continuously attacking an enemy), this is exactly what he does in Yharnam. To elaborate, his means of recovering health, levelling up, and purchasing consumables either directly or indirectly involve blood, as in, the Old Blood.
* drinks them (we hope), standard procedure for testing of foodstuffs, including those suspected of being contaminated with heavy metals or other toxic substances, often includes as one of the early steps "blend well".
* drink the urine that did the job; indeed, ammonia is still a common ingredient in some toothpastes.
* Drink two or more alcoholic beverages in quick succession and your view will become blurry and wobbly. The effect clears after a few to several seconds, depending on how much you've had.
* Dr. Insano be made ruler of Kickassia. Benzaie still tries to save him, though, because "That's still Spoony in there".
* Drip-Along Daffy": Nasty Canasta is felled by a tiny wind-up soldier… whose rifle packs a mighty wallop.
* Drip-Along Daffy"), then stepping away from it in a memorable reveal.
* Dripping Disturbance: The sound of a dripping faucet keeps you awake, or distracts from doing something else
* Dr. Irie, or at least in his past. More sympathetic than Takano for sure, but in his past was a Well-Intentioned Extremist.
* Dr. Irie studies practices of this subject. Portrayed somewhat sympathetically, as he really is helping people. The people who pay him are much more shady, though.
* Dr., is a fully licensed and practicing dentist. She started wrestling training shortly before starting dental school at the University of Pittsburgh, and was a three-year veteran of the indy circuit by the time she earned her D.M.D. in 2018. Her current gimmick heavily draws on her dental background.
* Dr. Isra Karim isn't a magician, but she's a respected scientist who owns a

bakery with her wife, Neith.
* Drive 1998 used a whip to nasty effect on the hero's black sidekick Malik Brody during one of the final showdowns, even calling him "boy" as an old-style slave-driver would. When the sidekick turns the tables on him, he tells him off as he delivers a savage beating of his own with the butt of a gun:
* Drive (2007) and the entrants only got as far as Cleveland (starting from Florida).
* Drive (2007) used this to force Alex Tully into the race, with the implication that they would release her only if he won.
* Drive (2011) after getting everyone who might go after Irene and Benicio. But, he's just been stabbed in the gut by a guy who killed his last target with a single quick slash. Now that the leaders of much of the LA mob are dead there's going to be a mad power struggle and, maybe, a war with the East Coast mob at the same time.
* Drive (2011), a gangster uses a crew of low-level criminals to rip off a Mafia boss with the intent to later kill them and take the money for himself. When the plan blows up in his face, he and his partner decide that everyone involved Knows Too Much and must die so the Mafia never finds out who was really responsible. Ironically, the only survivor of the crew actually does not know anything and was about to leave town.
* Drive (2011) brings a claw hammer to put the hurt on a criminal flunky. He crushes the guy's hand and threatens to hammer a bullet into his skull.
* Drive (2011) did a number of stunts himself, after completing a stunt driving car crash course.
* Drive (2011) had very little driving compared to many movies that feature a "driver" as the main character, but it did have a couple pretty cool cars in the main chase sequence: a black 5th Gen (second body style) Mustang and a modern Chrysler 300. One must also remember the Impala SS used by the Driver at the very beginning of the film.
* Drive (2011) have both likened the character to a superhero. The song "A Real Hero" plays over the end credits.
* Drive (2011) is run jointly by Bernie and Nino, though both aren't always aware of the other's actions.
* Drive (2011) — helped the film, which was starting to drop theatres heavily, stick around for longer in some markets. A few markets even brought the film back and had stronger results than its first run due to the publicity.
* Drive (2011) near the end of the film. The last time we see the Driver, he stirs (after initially appearing to be dead) and drives off, but it is left unclear whether he'll survive his injuries or not.
* Drive (2011). Ryan Gosling exits his apartment after finishing work on a car part, and he notices Irene sitting outside her apartment. The narrative music switches to music being played inside Irene's apartment, muffled from being behind a closed door.
* Drive (2011) speaks fewer than twenty whole sentences, and he's the viewpoint character.
* Drive (2011), where the main character is spotted by an old client in a diner. The Driver threatens to beat the client if he says another word to him, so the client stands down immediately.
* Drive (2011) (which are themselves throwbacks to '80s action films), provide very good examples.
* Drive (2011), who's described as a man who never got a break. Apparently it started at birth.
* Drive a Crooked Road. An amateur race car driver, Steve and Harold recruit him specifically because they need someone who can handle a car at high speed on a bad road with dangerous corners.
* Drive a Crooked Road. Harold climbs into the chief teller's car and lies down in the passenger side foot well. When the teller opens the door, he finds Harold lying on the floor pointing a gun at him.
* Drive a Crooked Road workmate Phil only ever addresses him as 'Shorty', which Eddie hates.

* Drive Angry gives us the Godkiller. A unique gun that can kill anything shot by its bullets in one shot, and even banishes them from existence.
* Drive Angry, Milton tricks a car of cultists into jumping over the top of him, and then shoots the fuel tank as the car is overhead. It explodes into a fireball.
* Drive Angry, Piper killed two policemen who were unknowingly enlisted by the Accountant, posing as an FBI Agent. When the state troopers put up a road block for Piper and Milton, their leader notes that two of their own have been killed and in order to get even instructs the cops to aim for the suspects' heads.
* Drive Angry, Piper kills two policemen who were unknowingly enlisted by the Accountant, posing as an FBI Agent. When the state troopers put up a roadblock for Piper and Milton, their leader notes that two of their own have been killed and, in order to get even, instructs the cops to aim for the suspects' heads.
* Drive Angry, Piper throws her opponent out through the rear window of the camper.
* Drive Angry, the Accountant gets trapped in a wrecked police car. Two stoners stop to gawk at the wreck. The Accountant kicks the door off its hinges and it flies straight into the face of one of the stoners.
* Drive Angry. When Piper puts up too much of a fight for Jonah King's liking after he and his cult kidnapped her, he tries to kill her and decides to defile her corpse afterwards.
* Drive, a series made by a comedian to promote safe driving, includes an explanation of how it's often hard to realise how fast you're driving because cars are so comfortable these days, more like your lounge than a car, except smaller and without a television and you can't get up to make a drink and the decor's not as nice and can I stop now this is a shit comparison.
* "Drive" by The Suicide Dolls starts with a distorted, somewhat out of tune music box melody - it's actually a sample of "The Swedish Rhapsody", a radio transmission that was captured on
* Drive-By Truckers album of the same name, is a dramatized account of an ostensibly-real feud in Lauderdale County, Alabama.
* Drive-By Updater: An editor who makes one, maybe two, edits and then disappears into oblivion. In many cases, this is a passing browser who spots an obvious mistake to fix.
* Driveclub is a similar case, though it has a more modern graphic style, all while maintaining old-school arcade-like gameplay, and mixing it with a highly competitive multiplayer system, both offline and online.
* Drive (Dave Kellet) can be used to compress the spacetime containing... problems. Like rebel planets, for example...
* Drive (Dave Kellet) can perceive gravity using his "mohawk" crest, which allows him to avoid space debris when piloting starships at FTL, hence why the Empire wants to find his homeworld. His species happens to have developed this ability to avoid some predators that are basically otherwise invisible and intangible.
* Drive (Dave Kellet) culture, has the Jinyiwei (see the Real Life section for the group that inspired the name). Many of them are pretty unpleasant people, though in most cases it's more "ruthless" than actually "evil".
* Drive (Dave Kellet). Granted, this is in part due his thinking that Tesskans are all equally unsuited to this kind of position.
* Drive (Dave Kellet) has Skitter, who can detect gravitational waves with his mohawk.
* Drive (Dave Kellet) has the Machito after it's upgraded, and La Invencible.
* Drive (Dave Kellet). However it's expensive enough that it's usually used by the Imperial Familia on-screen.
* Drive (Dave Kellet), it is revealed the Tesskans used some kind of Kill Sat on Berlin, Beijing, and New York City.
* Drive (Dave Kellet): Mostly averted, but armada ships do have an energy field which vaporizes small debris.
* Drive (Dave Kellet) Ring Drive ship has a chief engineer on it who is related (fairly closely) to the Emperor of all mankind. It also means that if you're in the family ... well, hope you like engineering; the limiting factor how many ships the Empire has appears to be the number of family members there are to run them. You'll

also be drafted young; the protagonists' ship has a 15-year-old Chief Engineer ... he's not some kind of wunderkind technological genius, he's just what was available.
* Drive (Dave Kellet): Skitter's species has a gravity-sensing organ that allows him to sense upcoming debris while piloting a ship with ring drive. It also makes him telepathic, somehow.
* Drive (Dave Kellet): The Continuum of Makers are nearly identical to each other, but rather than becoming Aliens as Communists, they place utmost importance on individuality. The most important Makers are the ones who "Birthed" the most "Spirits" ("invented" the most "unique things"). They're antagonists because a human "found" one of their ships, and reverse engineered the Ring Drive, founding an empire with FTL travel. The Continuum are not happy about this.
* Drive (Dave Kellet): The Continuum of Makers, one of the most powerful civilizations in existence and a bitter and deadly enemy of humanity, is centered over the Milky Way's galactic core.
* Drive (Dave Kellet), the Emperor controls the secret forces of the Jinyiwei to enforce loyalty, they even had a planet to themselves that was officially cut off from interstellar travel.
* Drive (Dave Kellet), the Machito is one of these, until the Emperor has it upgraded.
* Drive (Dave Kellet): The Sill were the most advanced race the galaxy has ever known and the only one to ever reach a type 2 Kardashev civilization. They ruled the galaxy for over 20,000 years undisputed, they played crucial roles in the history of almost every species they encountered and their technology reached levels that modern societies can barely dream of. All that's left of them now are some impressive ruins and some slowly dying monks.
* Drive (Dave Kellet) thicket — they could easily go around it, and it's only dangerous because they're navigating it at FTL speeds.
* Drive (Dave Kellet) while leaving the host alive (in theory, at least. In practice, the host usually dies as well from neural shock).
* Drive (Dave Kellet), written from the human perspective and thus occasionally lacking in detail or subtly wrong.
* Drive Form else makes this form a liability. Also, Sora takes 50% more damage while in this form and can't revert until the drive gauge expires or he leaves the level.
* Drive, He Said and takes lots of drugs. When the day comes, he behaves in as disruptive a manner as possible, eventually getting kicked out for brawling with a doctor. Unfortunately for him, the stress ends up driving him insane for real.
* Drive, He Said as a bearded guy wearing sunglasses during the military draft scene.
* Drive, He Said, Coach Bullion decides that it's his fault for being too easy on Hector, when he would only understand toughness.
* Drive, He Said, Gabriel's girlfriend Sylvie sits naked with him while they watch TV.
* Drive, He Said, one member puts a gun to an Asian woman's head, which fires out an American flag.
* Drive-In Theater found a comeback as a way for people to go out to see movies while ensuring the virus doesn't hop over to other people while they're watching.
* Drive In Theaters is still standing, despite having not been used for a long period of time.
* drive Linkara insane by making him think he was the father of the girl who was sacrificed to make it.
* Drive Me Crazy where the protagonists are neighbors who use, then fall in love with each other.
* drive motor vehicles, they drive by remote control, reasoning that RC cars don't need a driver's license. In real life, there are full-size RC cars, trucks, and other vehicles, mainly used for theme parks, showcasing, and other purposes—children using them legally is a whole 'nother story.
* Driven 2018, after trying on a dress from John DeLorean's wife, Katy jumps into

the pool.
* drive (NASA spacecraft engines are called "engines." You never hear of a 747 powered by a "jet drive", do you?)
* Drivena steals everything from a seemingly worthless amulet to a pen from the police station in
* Driven by Envy: A character wants something someone else has, and resents them for it.
* Driven by Envy deeply envious of Mozart's talent, none of his schemes to destroy him pays off and his claim that he murdered Mozart turns out to be a lie.
* Driven by Envy: Villains are often motivated by jealousy of heroes' success, favour shown them by masters, beautiful girls etc.
* driven insane as a result that Shepard and Saren have. As nonsensical as his hysterical babbling is without the context of the beacon's message, by the end of the game almost every single thing he says has turned out to be correct.
* Driven: The scene of the main characters having an impromptu grudge match in their race cars through the evening Chicago rush hour; Not only would the average race driver be fired for such a reckless stunt but they certainly wouldn't be able to use their regular car. Most single seat race cars need a team of mechanics to operate the computer systems, heat the tires, start the car with an external starter, and to strap the driver's belts since he/she cannot do that themselves.
* driven through his body. The amount of radiation he absorbed as a result required him to be buried in a special lead coffin in a metal-lined concrete grave. His remains cannot be moved without consulting the Atomic Energy Commission.
* Driven to Suicide. After a visit from a police cop telling him that he has to babysit Jeffy until they can find his parents, Mario tries to bump into his couch in an attempt to wake up from his dream. It works, but at the end, Mario sees Jeffy at his door, much like in the beginning of the episode, causing him to scream in horror.
* Driven to Suicide" as she had. To save their children, the Athenians developed the Aiora rite, in which young women literally swung from the trees... safely, on rope swings.
* Driven to Suicide because a man he knew from his Alcoholics Anonymous meetings resembled a terrorist recruiter, followed by the officials responsible never getting punished.
* Driven to Suicide by seeing no other way out, maybe because of the above kind of ex or family.
* Driven to Suicide good that nothing else in life could measure up to it. After this incident the Foundation stopped letting the site staff try asking it for something unusual without running it past a supervisor first.
* Driven to Suicide, has a ragey meltdown or gets killed by whoever he's pissed off this time.
* Driven to Suicide: In one of the many motels you can visit in the game, you may stumble across a room with a briefcase full of pre-War money and clothes. When you investigate the bathroom, you'll find a skeleton in the bathtub, surrounded by untouched doses of Jet and Med-X and some empty syringes. It's hard to determine whether or not the drug overdose was deliberate, but it's almost certainly what ended his life, and given the state the world was left in after the War, it's not surprising some people would try to seek some form of refuge from reality in one way or another.
* Driven to Suicide: Making life unbearable until they kill themselves.
* Driven to Suicide: Someone ends up killing themselves because they see no point to keep living and suffering.
* Driven to Suicide: Something happens to a character that leads to them taking their life.
* Driven to Suicide, stick his tie into the garbage disposal and turn it on.
* Driven to Suicide. The poison powder on her shoes, the locked room murder aspect, and the fact that someone of her body mass had her corpse positioned to be sitting normally, were dead giveaways.
* Driven to Suicide. This action, along with Rhaegar's abduction of Lyanna, incited

the Rebellion that led to his downfall and the exile of the Targaryens.
* Driven to Suicide through sleep deprivation caused by drinking too much coffee and then being unable to sleep at night. However, the employee (never given a name or gender) is forced to stay at the company as a zombie, because they are not allowed to leave without an appropriate notice period. They're also disciplined for spending too much time at the coffee machine, and can't have any more coffee.
* Driven to Villainy: Are people born wicked, or do they have wickedness thrust upon them?
* Driven to Villainy: Someone's misfortunes drives them into becoming evil.
* Driven to Villainy: The villain becomes a villain because of traumatic experiences.
* Driven, voluntarily leaving a race and risking his life to save a fellow racer after a crash.
* drive over one of these in a truck — at least, so it seems until he gets halfway across, whereupon he looks over only to see a perfectly sturdy-looking iron suspension bridge just a few hundred metres down the road that he could have used instead.
* Driver 2 ends with Pink Lenny being extradited back to Chicago from Rio to face charges from his role in the gang war.
* Driver, etc) requires badass driving to complete the missions on time.
* Driver has the "Beat The Train" level in Vegas, where you must rescue a guy trapped in a car parked on a railroad trestle.
* Driver is more or less an MPS to the first game, with the only significant addition being the on-foot gameplay.
* Driver of a Black Cab: This is heading for discredited status in modern times, as London has one of the highest ratios of ethnic minorities to white people in the whole country and it's much easier to be prejudiced against an abstract concept than against people you've actually met. Not to mention many London cabbies are now immigrants.
* Driver: San Francisco after the opening is nothing more than a bizarre coma-induced dream. The game makes no attempt to keep that secret from the player, but the protagonist is none the wiser until the very end of the game.
* Driver: San Francisco featured one during a mission where you help two CIA agents in trouble with the police. The final part of the mission involved driving into a truck, AEGIS, at which point the ECM-suite would cover them up. Another mission also involved having to return several stolen vintage cars into trucks, although only one was actually moving.
* Driver: San Francisco features one after completing the main story which allows you to fully explore the entire city with your highest level of shift and abilities and carried over your vehicles, garages, willpower points, ability upgrades, etc.
* Driver: San Francisco'' had a collector's edition which, besides a replica of Tanner's Dodge Challenger, had a map with collectibles, a small comic book and a code for some extra in-game stuff.
* Driver: San Francisco into other cars. If you can't catch up to someone, nothing's stopping you from shifting into a car further down the road and driving headlong into your opponent. Several races even require you to shift between two cars mid-race and get first and second place simultaneously. In a bit of playing with a trope, the same applies to police chases; whether you're the chaser or the chasee, things get complicated really fast once you can hijack any car on the road instantaneously.
* Driver: San Francisco into the drivers of other vehicles is gleefully abuse said power with precisely zero repercussions.
* Driver: San Francisco, it's justified why it's in working condition the next time. Averted in the real life sections of the game, it's trashed in the major accident in the beginning and it's still trashed at the end of the game until the credits roll.
* Driver: San Francisco on with Tanner having to make excuses for losing him without saying "He went past the edge of my dreamworld".
* Driver's Ed has the instructor reconnecting with his mom over the phone after

Wednesday scares him into appreciating life more.
* Driver's Ed in general tends to trend this way in most Western countries. This is not entirely without reason, as most major cities gain a few new gruesome examples of the results of bad driving every
* Driver's Ed, of course, has had some classics. Like a video about road rage. Here the innocent driver goes, down the highway... and the other driver pulls over, gets a
* Driver series tends to get this criticism from certain critics from time to time.
* Drivers who drive on the left hand side of the road (Britons, Australians, Japanese, Indians) and people who drive on the right hand side of the road (Americans, Canadians, Continental Europeans, Mainland Chinese) use the same fundamental driving skills but in a different manner. Which gets hilarious when you suddenly think you're driving on the wrong side of the road, reach on the wrong side for the gear stick if driving a manual transmission from the other side, or best of all, look the wrong way at intersections for oncoming traffic.
* Driver, the fifth entry in the series, ditched the GTA elements for a new framing device (you switch between cars by "possessing" their drivers - it's a long story) and has, as a result, gotten at the very least critical acclaim for it.
* Driver, the music tracks "Los Angeles Day" and "Los Angeles Escape at Day" are never used for their intended purpose, as LA lacks a daytime setting in-game due to graphical limitations, though they still play during certain Undercover missions in the other cities.
* Driver, The President's Run, both the NYPD and the Mafia are all over Tanner like fire ants.
* Driver: The third act of the first game. The New York, Miami and San Francisco maps have missions that take place at any time of day, but when you're in Los Angeles every mission happens after sunset.
* Driver, you must deliver a crate of unstable explosives in a pickup truck across the hills of San Francisco. Oh, the crate isn't tied down in any way and moves around as you drive.
* drives. A nuclear missile carrier is driving across the landscape after a radiation leak kills the crew. Now, the player has to remove any obstacles in its path or a collision will trigger an explosion.
* drives drunk, crashes into a police car and tries to pay the policeman the equivalent of $6 to leave him alone. The unimpressed policeman confiscates his licence and has him locked up.
* drives him to attempt suicide. When Plankton learns Mr. Krabs was behind it all and is about to take his revenge, SpongeBob joins in on the gaslighting to scare Plankton away. This is a rare case where the ones doing the gaslighting are portrayed as the heroes.
* Drives Like Crazy: A danger to pretty much everyone on the road when behind the wheel.
* Drives Like Crazy); when he rear-ends another car and busts the right-side indicator, he rationalizes it by saying he rarely turns right anyway. At one point, he has to steal a tow truck just to force the repairman to get it running.
* "Drive South" which was first recorded by its writer, critically acclaimed singer-songwriter John Hiatt, and later covered by the Forester Sisters (whose version featured the Bellamy Brothers)
* Drive Stick) or a German comes on the show; based on the above example, in left-hand drive a (non-dogleg) first gear is *toward you* and up.
* Drive's Type Deadheat is much stonger than his three main basic forms in all categories but is risky to use from going berserk and damages Shinnosuke physical if he battles in it for too long due to exposure from the Dead Zone.
* Driving a Desk - Sitting at a stationary object while the appearance of motion occurs behind them
* Driving around British country roads, every now and then you'll see signs directing you to a "
* driving Copycat crazy, and that he should discourage her from using it... right after she goes through a list of female superheroes that he first wants her to turn

into during sex.
* Driving directions are given for journeys on different continents, including at necessary places "Sail across [insert body of water]". At one point, this would even instruct you to swim hundreds of miles if you chose to restrict your method of travel to walking while your destination was across the ocean.
* Driving fast down the ramp in the police parking structure, bottoming out his suspension and scraping the bottom of his car against the ground.
* Driving Force is seen as a jerk by people but is respected as a charitable man who provides a valuable service. In fact, he sadistically relishes destroying both horses and people.
* Driving Game has protagonist Tanner use the "Shift" ability to jump into the bodies of random motorists.
* driving himself well past his limits But after some time and medical attention and the immediate crisis has been averted, he does some explaining of what has been happening and (part of) his plans for what's happening next.
* driving him to an attempted murder-suicide (Denethor has one of the palantíri, or Seeing Stones, like the one that Pippin took from Gandalf and looked in).
* Driving In My Car has a melody of engine noises, car horns, bicycle bells and tools on car parts.
* Driving In My Car". One line sums it up: I'm satisfied I got this far. We are also frequently informed that it is "not quite a Jag-u-ar".
* Driving into a Truck: Escaping pursuit by driving your vehicle into a larger one (most often a car into a truck) while both are in motion.
* Driving into a Truck. When the police set up a roadblock specifically to catch and arrest the Cannonballers, JJ spots a semi with an empty flatbed. Cut to a shot of the semi & flatbed with a suspiciously shaped object — which looks like JJ and Victor's car — under a tarp. They sneak by the roadblock under there.
* Driving into the Sun" manages to pull off rhyming with "orange" fairly organically.
* Driving Lessons plays the bookish teenage son of a zealously fundamentalist Christian mother. At some point in the film, his mother directs a play at their local church; she casts the 20-something guy she's got a crush on as Jesus; Rupert is stuck playing a eucalyptus tree.
* driving like a maniac, skipping homework, playing a guitar loudly and badly, and wrecking the house by throwing a football around indoors. In comparison, Paige's obsessive shopping, Jason's scientific screw-ups, and their mutual back-and-forth teasing is kind of small potatoes.
* Driving Miss Daisy: Made in 1989, final arc of the film takes place from 1971-1973.
* Driving Miss Hazy When the two pick themselves up and talk to each other, Leni is seen wearing a pair of Lori's pants on her head.
* "Driving Miss Shimmer" has Sunset Shimmer struggling to pass her driver's test, and seeking help from either Applejack, Fluttershy, or Rarity.
* "Driving Mrs. Wolfe" featured this when Rocko was teaching Heffer's mother, Virginia Wolfe, how to drive. She manages to park the car right onto a railway crossing just as the gates go down. Luckily they were wearing their seat belts. What made this even worse is that Virginia refused to move because Rocko was yelling at her... because the train was coming.
* Driving Question hasn't yet been resolved, or a main cast member hasn't died yet.
* Driving Question of what happened to the aliens, and whether humanity could be next.
* Driving Question: What is the answer to the "Riddle of Steel"? Throughout the movie, three different answers are given:
* Driving Question: When the whole story revolves around solving some sort of mystery.
* Driving Rain, in retrospect, may have reflected the pair's strained relationship, which would end in a bitter divorce.

* Driving South makes reference to both the crossroads and Johnson's song.
* Driving Stick, a swimming task, and a thrill tasks. There are still teams who come on the show without being able to do the first two well and unprepared for the third :
* Driving Stick compared to auto shift. And one that affects even people who know manual: the transmission can be patterned in various ways, leading one to put on reverse or neutral instead of first. Similarly, somebody who usually drives stick might not know what to do with their left foot when switching to an automatic, and might accidentally press the brake, thinking it's the clutch.
* Driving Stick muddle through behind the wheel of a bus or light truck if they absolutely had to.
* Driving under the influence, whether of alcohol or drugs. Impaired judgement
* "Drivin' Home For Christmas" by Chris Rea is about a man who is drivin' home to his family in time for the holidays and glad to do so.
* Dr. Iwamine Shuu is portrayed human-style as an elegant older man with purple eyes, glasses, and long, curly brown hair. It's hard to see his actual form (a Chukar Partridge, dubbed "Fat Bird" by the fans) as sexy in the same way, but the player character seems to be attracted without seeing him as human.
* Drix is animated in cel-shaded CGI to intentionally give him more artificial-looking movements (as he is, after all, a manmade cold pill).
* Drizz'l also invokes this trope after he and the other four Dark Warriors end up sleeping (and spooning) inside of a yeti corpse for warmth
* Drizzlers normally hide under their impermeable umbrella-like armor, but when they pop out to shoot an Ink Storm-like missile, they're completely vulnerable for several seconds.
* D'rizzl has his IQ go up 120 points upon joining the Dark Warriors, since the team needed a straight man.
* Drizzt Do'Urden at all, and after that has lived a life that has constantly involved violence by necessity. And yet, just listen to him. Most people couldn't sound like a more exaggerated saintly hero if they tried, and he's entirely sincere.
* Drizzt Do'Urden cooperate, they slaughter entire groups of who they're against. Often fighting back-to-back and continually moving, and with one setting up an opening for the other to exploit a second later, and it's mentioned that they move so much in sync that it's tough to tell who's who or who's doing what.
* Drizzt Do'urden. In the latter appearance, he still hasn't forgiven Acq Inc for losing his animal companion.
* Drizzt Do'Urden novel, Alton DeVir disfigures himself to assume the identity of the very recently deceased (And horrifically maimed) master wizard known as the Faceless One after his family is murdered. After twenty years under this alias, he starts to wonder if at some point some student of his will kill him and take his place, leaving an endless succession of Faceless Ones at the academy, with nobody noticing (Or, given drow tendencies, caring).
* Drizzt Do'Urden novels by fans, the best of which could get published, the things forbidden in the rules included drow characters and anyone wielding two swords of any kind. Drizzt's arch-nemesis, Artemis Entreri, also dual-wields, but uses a dagger in his off-hand, lacking the agility and coordination to wield two long blades. Another character in the series, the dwarf, Arthogate, dual-wields magically enhanced flails. He also wears a belt of giant strength which makes it more feasible for him to do so.
* Drizzt himself is a subversion as a dark elf who befriends a dwarf chieftain, Bruenor Battlehammer.
* Drizzt himself is basically a Proud Warrior Race Guy, having grown up for around 30 years in an underground city full of vicious assassins who are trained from birth in the most efficient, vicious ways of killing living things. His homeland is, in essence, a gigantic, sadistic special forces unit (his race possess remarkable prowess in the areas of stealth and unit tactics, while at the same time possessing a huge superiority complex over all other living creatures including each other and having a vicious sadistic streak, making them more Arrogant Warrior

Race Guys). It sounds like he's even more noble and sacrifice-loving than any Proud Warrior Race Guy ever, but he possesses a remarkable survival instinct and is portrayed as too badass to actually die, even when he tries self-sacrifice.
* Drizzt novels by R.A. Salvatore, the Crystal Shard is frequently presented as being made of the Dark Side. So too the sentient sword Khazid'Hea. The Crystal Shard is an interesting and somewhat tragic case, since the true source of its corrupting influence isn't from the evil beings that created it (whom it consumed), but from the lingering sorrow and torment of a ruler who tried and failed to protect his kingdom from invaders with the Shard's power.
* Drizzt, Regis is the only one of them who hasn't been presumed dead at least once.
* Drizzt's father Zaknafein was just as disgusted but never made the choice to leave, or even seem to have considered it an option. Drow are raised on tales of how terribly the surface world is after all, and even Drizzt only went there because it was the only place he didn't think his family would follow.
* Drizzt sums things up quite nicely: "Only twenty-two of the original twenty-five in Drizzt's class remained. One had been dismissed — and subsequently executed — for a foiled assassination attempt on a higher-ranking student, a second had been killed in the practice arena, and a third had died in his bunk of natural causes — for a dagger in the heart quite naturally ends one's life."
* Dr. Jackson's Diary under the pen name Jennifer DeCourcey. Jack later convinces Daniel to parody the flowery writing style of the novels in a presentation as a prank, which fails when neither can keep a straight face.
* Dr. James Zanasiu, main character of the RPs is an expy of James Miardian, the scientist from the first RP that James's creator ever played:
* Dr. Janet Fraiser, the SGC's chief medical officer, held the rank of Major.
* Dr. Jekyll & Ms. Hyde, Dr. Richard Jacks tampers with his ancestor's formula and adds estrogen, hoping to eliminate male aggression. His female alter-ego, Helen Hyde, uses her beauty and feminine charm to seduce the men at Dr. Jacks' company and climb to the top. She'll even injure anyone who gets in her way.
* Dr. Jekyll & Ms. Hyde during one of Richard Jacks's attempts to explain his plight to Sarah.
* Dr. Jekyll & Ms. Hyde: Helen's allure attracts every man in the office she works in, even attracting the attention of the homosexual Yves (much to his confusion).
* Dr. Jekyll & Ms. Hyde, Hyde's descendant picks the first name Helen for his alter-ego after seeing the headline "Scientists Believe Mt. St-Helens May Blow Again".
* Dr. Jekyll & Ms. Hyde is trying to seduce his boss. She hastily retreats into the bathroom before the transformation is complete, where he finds himself in skimpy lingerie and tries to exit via the window. The lingerie gets ripped off when he falls from the windowsill.
* Dr. Jekyll & Ms. Hyde's friend, and the inspiration for his novel.
* Dr. Jekyll and Mr. Hyde (1931). Ivy, having just (so she thinks) escaped Hyde's grasp, sits in front of her mirror and toasts herself. Just as she finishes raising the glass, the door opens...
* Dr. Jekyll and Mr. Hyde (1931) where action is going on in both corners, before restarting and finishing the transition to the new scene.
* Dr. Jekyll and Mr. Hyde, a fortune teller insists that inside Jekyll's saintly exterior is a monster. The other characters shrug this off.
* Dr. Jekyll and Mr. Hyde and, while keeping Jekyll male have Hyde be a beautiful but evil woman:
* Dr Jekyll and Mr Hyde appear in the sixth season, at first showing Jekyll as the good persona and Hyde as the evil one. But when the backstory comes around, we discover that Jekyll once murdered the woman he loved and framed Hyde for it.
* Dr. Jekyll and Mr. Hyde considers this the worst game he's played that involves actual gameplay.
* Dr. Jekyll and Mr. Hyde episode, he advises to destroy the game instead of playing it, saying, "You'd rather super-glue your asshole shut than play that game.

You'd rather drown in gasoline."
* Dr. Jekyll and Mr. Hyde expands upon the novella considerably while adding common tropes found in adaptations. In particular, Jekyll's childhood, glossed over in his confession in the novel, is focused on at the start of the series.
* Dr. Jekyll and Mr. Hyde, Hyde's evil emerged in Jekyll at a very young age, terrifying his parents and peers.
* Dr. Jekyll and Mr. Hyde, Jekyll loves the proper Margaret while Hyde lusts for the earthy Hettie. It's even worse because he's the direct cause of Hettie being forced into poverty and prostitution.
* Dr. Jekyll and Mr. Hyde — Horror series based on the eponymous novel. Since 1908 32 movies have been made.
* Dr. Jekyll and Mr. Hyde, Mr. Jekyll and Utterson are terrified at the expression of wrath in the young Henry's face, noting that the first time it happened was when he was two years old.
* Dr. Jekyll and Mr. Hyde opens with Jekyll at age 12, following him through his life up to death.
* Dr. Jekyll and Mr. Hyde's NES game, almost everyone in the town is after doctor Jekyll. Ladies charge at him, kids shoot their slingshots at him, the whole wildlife hates him, guys in top hats drop live bombs next to him, gravedigger dishes dirt at him, singers drop notes at him and so on. Night stages also have strange monsters attacking Mr. Hyde.
* Dr. Jekyll and Mr. Hyde: The birds defecate large brown poop instead of the small white pellets birds normally excrete.
* Dr. Jekyll and Mr. Hyde: The Game - The Movie, Billy Pones's father takes pride in the fact that he attacks Jekyll unprovoked with a slingshot. Pretty much everyone agrees that the pride is well-deserved.
* Dr. Jekyll and Mr. Hyde: The Game - The Movie did (which the film is an actual adaptation of).
* Dr. Jekyll and Mr. Hyde: The Game - The Movie it "adapts" and there are no plans to make a full-length film.
* Dr. Jekyll and Mr. Hyde: The good ending of the NES version shows Dr. Jekyll and Miss Millicent getting married, and getting to the occasion on time was the former's goal. The normal ending only shows the church.
* Dr. Jekyll and presence at the brothel, and Holmes and Watson at least have a legitimate reason to be there.
* Dr. Jerk: All I can tell you about this next procedure is that it will be...EXCRUCIATING!!
* Dr. Jerk: A physician who isn't very nice to the patients he treats.
* Dr. Jerk: A physician who isn't very nice to the people they are treating.
* Dr. John Kellogg of the Kellogg's corn flakes fame. Not only did he think
* Dr. John Thackery. His colleagues think he's insane but, obviously, it works perfectly.
* Dr. Jorge Villanueva aka El Gato aka Big Cat, the chief surgeon played by Ving Rhames. He's a cool doctor, and great to both his colleagues and his patients.
* Dr Julian Bashir is a genetic augment who turned out relatively well. His case is sympathetic: he was a special needs kid before the augmentation and has a stable personality. To bring the point home, he visits his fellow augments in a couple of different episodes and while they all possess extreme intelligence like him, they also suffer from mental defects and/or personality disorders and are, regardless, banned from having meaningful careers... Then again, the only reason Dr. Bashir has a meaningful and otherwise legal career is that he lied about being a genetic augment. And the genetic augmentation is the exact reason Section 31 wants him for themselves.
* Dr. Julian Bashir's genetic enhancement. Based on his descriptions after the fact, he obviously had some kind of learning disability, but it's never specified beyond that.
* Dr. Julia Ogden's husband Dr. Darcy Garland dies in "Crime & Punishment". Murdoch resumes pursuing her romantically — or more like he continues to pursue her romantically, because when Dr. Garland died, Julia was trying to get a

divorce.
* Dr. J.W. Müller plots to send Tintin to an insane asylum where he works, hoping to inflict him a "special treatment" that will make genuinely make Tintin insane. When taunting Tintin, the Doctor gloats that he's done it before.
* Dr. Kabuto's lab basement also counts. It was hilariously lampshaded by Kouji in the original manga (since Juzo had built Mazinger Z in his home in the middle of a city whereas his anime version did it in his mansion located in Mount Fuji), when he found the entrance and asked: "Since when is there a basement in the garden?"
* Dr. Kamikaze tendencies making him the perfect person to create fearless and reckless soldiers out of.
* Dr. Kanou states that his experiments are intended to elevate humanity and save them... through forcefully turning humans into Half-Ghouls. His Kakuhou Implant Surgery might be ground-breaking, but the success rate is so insanely low that over a thousand people have died in his efforts to produce
* Dr. Kanzaki has the tao power of "Warp World", which creates one of these. He has total control over the contents and the senses of the people within.
* Dr. Katsuragi is revealed to be really crazy for Souma as well, so much so that he rapes and tortures Masataka, ordering him to stay away from Souma, and sticks his hand in boiling hot water. Katsuragi later holds Souma down and tells him that "you belong to me," and attempts to strangle him when Souma starts talking about Masataka
* Dr. Katz - patient/standup comic Andy Kindler recalls someone at an audition telling him "Don't be 'schticky'", adding "You know what that means, right? 'We hate the Jews! Don't be schticky, JEW!'"
* Dr. Katz, Professional Therapist and characters having visible lip-syncing, the series would have just been a slide-show.
* Dr. Katz, Professional Therapist, Ben lists some possible career paths for himself. When he mentions bartending, his father says, "Out of all the ones you've mentioned so far, that was the third."
* Dr. Katz, Professional Therapist - comic Jonathan Katz and plenty of comic patient/guest stars.
* Dr. Katz, Professional Therapist-esque story sequence, when an 18-year-old Arthur screams among seeing the pony car D.W. had traded Arthur's own car for.
* Dr. Katz, Professional Therapist, every main character was the voice actor doing a self-parody. The patients were all stand-up comics replaying the 'total neurotic loser bits' from their own stand-up acts, to animation. Dr. Katz, Ben and Laura were the only ones with original lines.
* Dr. Katz, Professional Therapist gives us three episodes that were unaired in the U.S.
* Dr. Katz, Professional Therapist, Laura Silverman and H. Jon Benjamin (respectively, surly secretary Laura and Ben, the 24-year-old slacker son of Dr. Katz who repeatedly and unsuccessfully asks out Laura) were dating when the show started but broke up during the middle of the show's run.
* Dr. Katz, Professional Therapist: Patient Barry Sobel recounts his father's suspicious nature, extending to all-you-can-eat steak restaurants — he insists "Don't eat the breadsticks! By the time you get to the steak you're too full. That's how they get'cha!"
* Dr. Katz, Professional Therapist person", and finds something about funerals highly amusing. There's an extended scene where both Dr. Katz and his son Ben try very hard (and sort of fail) to keep their giddy laughter in check during the funeral.
* Dr. Katz, Professional Therapist There are only three exceptions to this rule: Dr. Jonathan Katz uses his full name, Benjamin Katz was named after his actor's last name (most likely because his first name is Jon and that would be confusing), and Stanley's voice actor is Will Le Bow.
* Dr. Katz, Professional Therapist: when Ben is due to have his wisdom teeth removed, Laura mentions she never had them, which her dentist attributed to her being "more evolved". They end up getting into an argument over the veracity of the statement.

* Dr. Kawashima's Devilish Brain Training: Can You Stay Focused? for Nintendo 3DS was originally cancelled in Europe and Australia back in 2013 before they re-announced it for a 2017 release in the April 2017 Nintendo Direct.
* Dr. K brings her the gift of a smile on her birthday by performing an elaborate shadow puppet show while being trapped in a cave.
* Dr. Kelso delivers a lecture during which he mentions a recent case in which Dr. Reid gave a patient a course of treatment that resulted in his death. He then gives her kudos for having the balls to act instead of equivocating over the best course of action, during which time the patient likely would have died anyway.
* Dr. Kelso got a large portrait of himself made and hung it in a hall in the hospital, then left on an extended trip. Dr. Cox placed a tiny plaque at the bottom noting Kelso's year of birth to "death", letting everyone think the Chief's absence was more permanent.
* Dr. Kelso has a habit of cracking extremely morbid and perverse jokes that horrify his colleagues.
* Dr. Kelso initially couldn't stand his wife's snoring. She got the operation, but
* Dr. Ken averts this. Ken occasionally starts speaking in what most viewers would assume to be Korean. It's just mumbled gibberish.
* Dr. Ken film series. Jeong really is a licensed general practitioner, and his real life wife and friends are also doctors who occasionally help him fact check the dialogue.
* Dr. Ken, he tries to teach his daughter the danger of alcohol by getting roaring drunk. Then he embarrasses her at a party. After she runs out he puts his arm about the wrong teenage Asian-American girl and tells everyone "I used to give her baths."
* Dr. Ken: Julie has a comedically high-pitched voice that gets even higher when she lies. But if the lie gets too big, her voice comes around the other side and drops an octave to a more normal pitch (aka Katie Simses's real voice).
* Dr. Ken surprisingly managed to retain pretty decent ratings and was ultimately spared, moving back to Wednesday nights mid-season as the network appears to have ended its latest attempt at a TGIF revival.
* Dr. Kenzo Tenma, after he saves the life of a boy over the city mayor — in defiance of the hospital director's orders. It's a mixture of
* Dr. Kildare she was tired of the role and asked to be written out of the series. So they had her die in a car accident after marrying Kildare.
* Dr. Kildare (TV show) used this format for it's fifth and final season.
* Dr. Kildare with a mysterious illness that the doctor would have to diagnose and cure.
* Dr. Kisaragi and Ayato, who are clones, both loving Haruka. At the end, Haruka and Ayato get back together.
* Dr. Kleiner is likewise rather prone to communicating in this manner, especially when the nature of his audience makes it inappropriate.
* Dr. Klimpt, head of "The Drawers" is a former research scientist, and its eventually revealed that he isn't just freezing prisoners in a
* Dr. Knickerbockers is based on a recurring nightmare of Kent Archer, then-inker of the comic. As such, Archer couldn't do the inking for pages featuring the character, forcing Chris Hastings to handle it.
* Dr Koto Shinryojo), both in the manga and in the drama (although that's even more egregious in the drama) : the hero is at first rejected, but after spending countless hours helping the villagers, he eventually become appreciated. And then a grudge-holding man with a dead little sister arrive and reveal that the eponymous Dr Koto made a mistake in the past. The villagers immediately turns against him, even tough he saved the life of almost everyone on the island. He never was actually a jerk (although he think he was one when he made the aforementioned mistake), but it nevertheless creates a "something from the past come back, friends abandon the character" situation.
* Dr. Kudos represents Mykan's hatred of friendship, love, and especially, redemption.

* Dr. Lamar says he always knew Vincent was a "borrowed ladder" (genetic inferior with the false identity of a genetic superior) because a right-handed man doesn't pee with his left hand. This may be true more often than not but it's certainly not a biological necessity.
* Dr. Lancaster dresses as Santa Claus to gain entry to a chimney in a mental institution to retrieve the gun he used a few years ago to shoot and kill a rival doctor at the institution, because he knows the patient in the room overlooking his route is obsessed with Santa Claus and won't be believed. Unfortunately, Dr. Lancaster's plan backfired when he was forced to abandon the search because one of the patients was throwing a fit, and he apparently didn't anticipate that the patient in question would actually photograph him or that Monk would start investigating. As an emergency fix, he makes things seem as though Monk and the patient in question were becoming insane (or in the case of the patient, more insane than he already was), such as stealing the camera as well as rags from his Santa suit that Monk discovered, stealing a fellow inmate's necklace and somehow planting it on Monk to make it seem as though he stole it, and replacing pictures he drew with more disturbing pictures.
* Dr Langeskov The Tiger And The Terribly Cursed Emerald: Not only does this game have a backstage, the stagehands are currently on strike, forcing you to do their jobs for them.
* Dr. Larry Fleinhardt is a Dodgers fan. Furthermore, an entire episode deals with sabermetrics.
* Dr. Laura used "New Attitude" by Patti LaBelle as an opening theme.
* Dr. Lee Stanley of San Quentin Prison did wacky things like implanting animal testicles into human inmates, taking testicles from corpses and trying to implant them in living humans, or just regular forced castrations. What a guy.
* Dr. Leonard Samson who, as a licensed psychologist, often has insight into the inner workings of the Hulk's mind and rage. He's also used this to talk down other monsters and villains, usually while punching them at the same time.
* DRL has "nightmare" demons, imps, cacodemons, arachnotrons and even arch-viles on higher difficulties and in deeper levels. They are dark blue, faster and tougher, they deal a lot more damage, and worst of all, they're silent.
* Dr. Light built Proto Man, Rock, Roll, and the original six Robot Masters as house servants. X, the most advanced robot of the time, was built specifically to clean his lab. He also designed his robots to repair themselves because he was sick of repairing them every storyline.
* Dr. Light's lab is clearly shown being pre-destroyed by a time ripple tearing through it and enforcing events from the new past. So yes, the past can be changed if you use the time machine right.
* Dr. Light (the hero) was the overly serious member of the late '80s comedic
* Dr. Light was an interesting case, as he was a complete doofus but he seemed to have been written with a
* Dr. Lillian Hobbes made a very large charitable donation to have a recurring character named after her.
* Dr. Linksano starts out as this, especially since he was first used for a Breather Arc between the Mechakara and Lord Vyce storylines. He does show more competence later though, but mainly after his
* Dr. Lipschitz as well. He's apparently a famous child psychologist, whose books are read almost religiously by parents, Didi in particular... But in the one episode where he appears, he obviously has little to no experience when it comes to working with children. He even claims at the end of that episode that he'll have to revise all his works because of the experience.
* DRL" It is absolute murder in the hands of a proper melee build, and is particularly powerful when modded for damage and the player is berserked.
* Dr. Liviu Librescu before finally succumbing to a shot to the head. Only one of his 23 students failed to escape.
* DRL, nuking the Spider Mastermind while under the effects of an Invulnerability Sphere (or a Lava Element, which simulates the effects of one) will reveal the secret stairs to the final level, wherein resides the Ultimate Evil. It's John

Carmack, and he has a rocket launcher and summons a variety of monsters. Defeating the Ultimate Evil is the only way to get a Full Win in this game.
* Dr. Loomis gets split between podcaster Aaron Korey and psychologist Dr. Sartain. Korey
* Dr. Ludger Brink distracting to player-character Boston Low. When Brink urges Low to hurry up with the rescue, he just mutters, "I'm still trying to figure out what you said."
* Dr. Lugae, he transforms himself into a skeleton robot for the second battle. The implication is that he just tears his skin off.
* Dr Mabuse: "m'abuse" is French for "abuse myself". Mabuse is his own worst enemy.
* Dr. Mabuse, the Gambler A car plunges into a quarry and "explodes" via a very unconvincing smoke bomb.
* Dr. Mabuse, the Gambler : Mabuse never tries to kill von Wenk by simple, efficient methods. This leads to his downfall.
* Dr. Mackenzie's SCP-001 Proposal ("The Legacy"). In his diary The Administrator claims to originally be from a parallel plane of existence that he calls an "alternate reality".
* Dr. Maddison angrily hacks down the security terminal with a fire axe.
* Dr. Maggie Doyle apparently had this. Shortly after joining the show, she mentions to Carol that she actually started out in nursing school before switching to medicine, as she wanted to be the one giving the orders instead of taking them.
* Dr. Maggie Walsh into Xander. This is particularly jarring when she brushes off the events of Graduation Day as a mass hallucination and in the same breath talks about the massive pieces of organic matter recovered (the Mayor's corpse) that contain no DNA or RNA but also possess compounds either not found in organic matter, anywhere on Earth, or both.
* Dr. Mal: Practice of Horror depicts a palm-outward hand with all of the flesh missing from the pinky finger.
* Dr. Manhattan and the Comedian also qualify to an extent, but the former more and more so over the course of the story.
* Dr. Manhattan does this in the Vietnam War where he effortlessly vaporizes Vietcong as he rolls.
* Dr. Manhattan exists, and he's American", and the sentiment behind it was more along the lines of awe and terror than the celebratory tone in which it is usually (mis)quoted. It is implied that the statement was deliberately misquoted by the media to make it less alarming or offensive to the public.
* Dr. Manhattan from was deployed to Vietnam and quickly ended the war, with North Vietnamese and Vietcong troops surrendering to him personally the moment he appeared on the battlefield.
* Dr. Manhattan is treated as the ultimate nuclear deterrent and anti-nuclear weapon by the US government of
* Dr. Manhattan rebuilt himself in the shape of the ideal man and the classical hero, standing well over six feet with statuesque features. He even walks around naked. However, he doesn't care at all for heroism.
* Dr. Manhattan. Yup, that'll definitely do it. But the other heroes meet with mixed success.
* Dr Marcoh is forced into cooperating with a plan to destroy the whole country because the homunculi promise to wipe out his whole village if he doesn't.
* Dr. Marco Martinet: A somewhat stubborn but dedicated surgeon who also works on the field but refrains from being involved directly in combat.
* Dr. Marcus Brody is turned into something like this. It's frequently mentioned he got lost in his own museum (one that he was the curator for)! Granted, he was getting older... Also, while he speaks multiple languages, he doesn't appear to know any that would be helpful in the real world:
* Dr. Mario he encountered, who is also singing David Seville's "Witch Doctor". Both the NES and Game Boy versions are in the Witch Doctor's hut. Both the man and the Witch Doctor play against each other with two Game Boys connected by a link cable. The Witch Doctor jumps out of his hut and starts dancing and chanting as a bonfire explodes. The man explains, after beating the Witch Doctor at the game, the

Witch Doctor shrunk his head.
* Dr. Mario, the first five notes of "The Flea Waltz"/"Neko Funjatta" can be heard when the player does certain things such as eliminating two viruses at once or scoring a combo.
* Dr. Mario World has Dr. Goomba Tower, which is literally just three Goomba's on top of each other wearing an ill-fitting doctors coat and Otolaryngologists's mirror on top of the head of the top Goomba.
* Dr. Markway also serves a bit of this role, having made extensive research into Hill House's history, most of which he lays out in the opening narration.
* Dr. Marlena Evans was shocked when she witnessed her then-husband Roman Brady committing a murder, thus revealing him to be the Salem slasher. However several episodes later, "Roman" pulled off his face mask to reveal that it was actually Tony Di Mera underneath, seemingly having undergone a
* Dr. McCoy frequently makes "green-blooded hobgoblin" rants towards Vulcans (and Spock in particular).
* Dr. McCoy technically gets this too. He doesn't take command of Enterprise, but he becomes its chief doctor after the old one is killed.
* DrMcNinja's, since there is a character in the comic called "King Radical". Maybe he just shows up 20% more times.
* Dr McNinja, the good Doctor is knocked out at his parents' house, and his family is kidnapped. When he awakens, Doc discovers that the (cooked) turkey they were going to have for dinner is now walking around and talking. He correctly surmises that this is a hallucination brought on by his injuries and guilt over endangering his family. After he leaves to go save them, the turkey continues to move and speak for a few seconds, before realizing that it can't do so when no one is around to hallucinate it. It promptly falls over, inert.
* Dr. McNinja to be a "birdosaurus" who occasionally shows up to do something really annoying at the worst possible moment. While the "something really annoying" is usually potentially fatal, like "set off the huge trap you just avoided," the Doctor's attitude is still pretty comical, and the birdosaurus is objectively just a nuisance compared to the real villains.
* Dr. McNinja use the shading style of the time when they take place (e.g. when the story was told about how Gordito got his guns, the comic dropped shading.)
* Dr Medico's Void Guard deck tends to involve hitting himself with energy or toxic damage to boost his healing output. He can also heal himself all the way up given a good run with Regeneration, though, so he can do really well if handled correctly and outfitted with the right cards.
* Dr. Meowgon Spengler by Jane. It seems likely the bunny was also given other names on its various ownerships and trips through time.
* Dr. Mephesto's modus operandi is genetically engineering animals with a comically large amount of butts.
* Dr. Methusala seems to set up a lab wherever he happens to be conducting his latest experiments, and probably has more chalkboard and less stuff lying around.
* Dr. Mike Lano, pro wrestling photojournalist, who will go so far as to take up a managerial position if it can get him close enough to a subject that interests him.
* Dr. Miller tells The Todd he can assist her in surgery if he promises not to make a
* Dr. Minx: After learning that David have discovered where they buried Gus's body, Carol and Brian did it up and move it. The next night David returns with the sheriff to show him the body, only to make a fool of himself by digging a huge hole and discovering nothing.
* Dr. Minx: After murdering Carol's husband, Gus demands a share of the insurance payout by threatening to release tapes which make it sound as if she helped him plan the murder.
* Dr. Minx best friend Brian, David decides that she must be sick in the head as that is the only way he can rationalise a woman preferring Brian over him.
* Dr. Minx, Carol and Brian initially bury Gus's body behind Carol's house. However, when they learn that David saw them bury it, they dig it up again and dump it in the basement of an abandoned cabin deep in the mountains.

* Dr. Minx, Carol's boyfriend Gus murdered her husband by releasing the brakes on a bulldozer so it ran him down: making it look like a workplace accident and doubling her insurance payout.
* Dr. Minx, David is convinced that Carol is a slut and shows up on her doorstep expecting her to have sex with him. She dismisses him, but shortly after starts an affair with his friend. Unable to accept that a woman would choose Brian over him, David convinces himself that Carol is a murderer and spends the rest of the film trying to prove it.
* Dr. Minx: When the sheriff comes round to ask questions about Gus's disappearance, Carol goes to stall him while telling Brian to burn the incriminating tape in the upstairs fireplace.
* Dr. Molly Clock. Subverted, however, in that her incorrigible optimism is undaunted in the face of the naked cynicism of Dr. Cox and Dr. Kelso, and even allows her to triumph against them.
* Dr. Mrs. The Monarch's prototype outfit. Lampshaded twice by The Monarch, who even points out
* DRM systems are designed around destroying the document after the expiration date. Or at least making it inaccessible.
* Dr. M.T. Graves. A heroic ghost hunter, Dr. Graves sometimes starred in stories of his own.
* DRM. This annoying "feature" was described as practical and as a way to prevent using out-of-date or recalled packets, but in practice was simply forcing the use of the brand's subscription-based packet delivery, with the cheapest options (5 packets a week, using the cheapest flavors) still coming out at over $1600 a year and preventing use of any potential cheaper alternatives.
* Dr. Mundo and Vladimir use health to fuel their abilities. Olaf also has one ability that's fueled by health instead of mana. Zac is a large blob whose attacks involve stretching or breaking pieces off himself.
* Dr. Murphy, already the cause of many death-related jokes, also appears as "the guy that is completely inappropriate" by telling the co-workers uncle that he did her autopsy. Later on, he wonders if he left his cellphone inside her.
* Dr. Muto: Dr. Muto accidentally blows up his home planet in the opening cut-scene. The game is based around his attempts to rebuild the planet.
* Dr. Muto's arcade division, effectively putting the coffin in the ground for Atari.
* Dr. Naomi Hunter bought the identity of another "Naomi Hunter" who disappeared in the middle east a few years prior to the events of the story.
* Dr. Nefarious, in his appearance in "A Crack in Time", refrains from it.
* Dr. Nefarious in robot mode gets his head knocked off by Qwark in one of the vid-comic sections in
* Dr. Nefarious Tropy series takes this trope rather literally — he has several actual clocks on his body. Naturally, he is the self-proclaimed "Master of Time" in that universe, and even built a device known as the "Time Twister" which allows time travel.
* Dr. Nero Neurosis tends to shout whenever he gets irritated or scared.
* Dr. Neutron #5 Captain Sprocket remarks that with simple types like him, everything goes in one ear and out the other. When Super Sally asks how he can be sure, he shines a flashlight into one ear and the beam comes out the other one.
* Dr. Neutron the machine so he can devote his attention to the more formidable heroes and Captain Sprocket escapes when the ice melts.
* Dr. Nick Riviera is basically the living avatar of this trope. He was once brought before a malpractice committee for over 100 heinous charges, including performing surgery with a knife and fork from a seafood restaurant ("But I cleaned them with my napkin!")
* Dr. No. After Bond and Honey Ryder are captured by Dr. No's guards, Dr. No invites them to dine with him. He and Bond have a leisurely conversation, with Dr. No explaining his background and plans, complimenting Bond's intelligence and trying to recruit him to join SPECTRE. Bond responds by insulting him, so Dr. No orders his guards to torture him. Justified in this instance, since Dr. No is

trying to understand Bond better.
* Dr. No, as he doesn't want to use his artificial hands unless he has to.
* Dr. No: Bond and Honey Ryder make out in a rescue raft while throwing away the mooring rope tying them to a Coast Guard ship.
* Dr. No, Bond deals with Dr. No's spy Miss Taro by calling the local police to take her away.
* Dr. No, Bond does a double-take when he sees Goya's "Portait of the Duke of Wellington" in Dr. No's lair. At the time the movie was made, the portrait's theft was a high-profile story and was still missing, thus the film implying that No was the culprit.
* Dr. No. Bond knocks out one of Dr. No's workers and steals his radiation suit so he can infiltrate the nuclear reactor room.
* Dr. No crushes a golden goblet with his metal hand to intimidate Bond.
* Dr. Nodel and his son Paul were the two main characters of "Double Helix". In
* Dr. No: Dr. No either stole the Portrait of the Duke of Wellington from the National Gallery in London, or acquired it from the original thief soon thereafter.
* Dr. No. Dr. No has one, built on a tropical island for the sole reason of feeding his megalomania. The book makes a great deal of noise about the time and expenses involved, and Bond muses about the strange, surreal quality of the whole thing.
* Dr. No. Dr. No says that he was impressed by Bond's skills and was considering offering him a job. Unfortunately, Bond has pissed him off way too many times, so instead he's going to have him tortured and imprisoned. In fairness, Bond also offered Dr No the opportunity of working for the West, only for Dr No to inform Bond that both sides of the Cold War had already rejected his services.
* Dr. No, Felix Leiter comes at Bond with reinforcements on a patrol boat. Bond has already destroyed Dr. Julius No's Crab Key facility on his own by this point.
* Dr. No had an elaborate nuclear facility but it's not clear that it was underground. Although fairly likely, given that it explicitly is in the book and in the film they dine in a glass-windowed room below the waterline and thus presumably underground as well.
* Dr. No has a more subdued version in the form of a hotel, though it has the bonus of containing two villains.
* Dr. No, he picks up a sheaf of papers to make himself look official.
* Dr. No) - he uses them for dramatic effect to enhance his ominous nature.
* Dr. No, Honey Rider was raped by the man who oversaw the property where she is currently living. She retaliated by putting a venomous spider in his bed.
* Dr. No is captured by the crew of Dr. No's "dragon" his hands are cuffed in front of him. This allows him to resist when one of the guards manhandles Honey Rider.
* Dr. No it was a centipede known by Bond to be deadly — guess he hadn't read up on all the arthropods...
* Dr. No movie, is half-German, half-Chinese, but played by a Canadian actor of European Jewish descent.
* Dr. No. Murder of a British agent → Dr. No's SPECTRE operation to destroy American missiles.
* Dr Nonami: Dr. Alfred Mechano has a magnificent handlebar moustache.
* Dr Nonami has Dr. Mechano, an eccentric yet dangerous evil mastermind.
* Dr Nonami: Mechano's goal is world conquest. So far it's not going very well.
* Dr Nonami stars a young female scientist who invents a variety of machines to fight evil.
* Dr. No not confirmed they were on Crab Key by firing at Bond from a search boat and later unleashing the "Dragon," they might have been able to go through with their plans.
* Dr. Noomi Shaw: A shy, insecure, mentally unstable, and semi-religious young doctor. Still a nice girl who genuinely cares for her patients and more than capable of performing surgery even if she has to say the occasional prayer.
* Dr. No over the confusion caused by exactly when Bond was going to be captured.
* Dr. No: Professor R.J. Dent tries to assassinate James Bond while in his sleep. However, the 007 agent knew of this, and set up a fake dummy in his bed. Dent shoots the dummy 6 times, and the real Bond catches him. When Dent pulls his gun

again and tries to shoot, the gun clicks empty, prompting James Bond to call him out on his mistake, and kill him.
* Dr. No's investigation into an MI-6 operative's death leads him to Quarrel, who's already working with CIA agent Felix Leiter. Because Leiter saw Bond leave the airport with one of Dr. No's men, Quarrel attacks Bond; their fight is broken up when Leiter arrives to clarify the whole mess.
* Dr. No's watch was producer Cubby Broccoli's own, and when an art director found out his name wasn't in the credits, Broccoli gave him a golden pen, saying he didn't want to spend money fixing them. This results in the most subdued Bond movie.
* Dr. No that after her father was made to disappear by Dr. No, their landlord let her stay on for a while without paying. Then one night he raped her. She avenged herself by putting a female black widow spider in his bed, which fatally bit him.
* Dr. No, the decision was made to have Bond work for the fictional MI-7 rather than the real MI-6 after filming was completed. Because of this, Bernard Lee had to shoehorn "seven" into the space where he said "six" as M lectures Bond over his choice of weapon.
* Dr. No, the titular villain was Chinese-German, played by a Jewish Canadian actor.
* Dr. No when he sees Goya's "Portrait of the Duke of Wellington" in Dr. No's lair. In 1961, the portrait was stolen in a high-profile story and was still missing at the time the movie was produced, thus implying that the title villain was the culprit.
* DROD, the game opens with Beethro discovering one of these — the hub of the Rooted Empire, an entire underground civilisation with tunnels linking to all corners of the aboveground world.
* DROD, the most action packed puzzle game in existence. Slaughtering hordes of overgrown roaches, hunting down goblin after goblin, or meticulously cutting apart a gelatinous monster, all while outsmarting the room layout. Blood, guts, and the satisfaction of hard earned victory.
* DROD to use on him. The developers didn't actually know whether or not it was possible to get stats high enough to defeat him by normal combat (it is).
* DROD. You're not meant to be able to defeat him until the final level, but the fans have discovered ways to kill him in most rooms that he appears in. (He always comes back....)
* DROELOE) The most common English pronunciation of it is the latter, though, and it’s enough of a misconception that they’ve made shirts with “Pronounced Drew-Lou” on them.
* Drogon has black-and-red scales and is the most aggressive and blood-thirsty of the three dragons. Subverted, in that he serves the heroic-leaning Daenerys Targaryen.
* Drogon is the most aggressive and dominant of the three dragons, and notably bullies his two smaller siblings over food. He already has a growth spurt by Season 4 compared to his siblings, but gets MUCH bigger comparatively as the other two were kept locked up (and thus didn't grow as much).
* Drogon's features and temperament towards burning people in battle recalls the historical actions of Balerion the Black Dread, Aegon the Conqueror's own dragon. In the books, the coincidence is actually commented upon by Daenerys herself, even believing that Drogon is Balerion reincarnated — even if she gave him a new name to honor his new life.
* Drogon's roar is notably a lot deeper than his brothers, and he's also the strongest of them.
* Drogon, the largest and wildest of Daenerys' three dragons, has black scales, red horns, spinal plates, and eyes, bleeds black blood, and breathes black fire tinged with red. He is said to be the second coming of Balerion, the dragon ridden by Aegon the Conqueror, who had the same traits.
* Drogo sacks Qohor, killing or enslaving the entire population and burning down everything except the outer walls.
* Drogoz, to a lesser extent, is also pretty popular, with the tendency to be

depicted more as a
* Droids: The Adventures of R2-D2 and C-3PO blatantly dislikes danger, but he often resorts to duplicity to get things done and always emerges the better for it, contrasting somewhat with the more passive and bumbling character in the films. R2-D2, however, is much more of a dynamic Inspector Gadget-type.
* droids tortured, and puts a droid that loves the pain of others as much as he does in charge of it. A droid from a line that had, decades earlier, been given then-illegal interrogator droids' motivators by mistake.
* Dr. O is also set on his daughter, Triana, going to art school. When she brings it up to his master, he outright calls it "The world's most useless diploma".
* Dr. O is prone to being this from time to time, such as in "Hold the Door".
* Droit du Seigneur near the beginning of the film gets his chance at payback when the Scottish rebels take over the rapist's garrison. Not being, apparently, the overly subtle type, he unceremoniously smashes the guy's head in with a mace, and that's the last we hear about it.
* Droit du Seigneur: When the ruler believes that being in charge of their land means they can have sex with whoever they want, to hell with consent.
* Droit du Seigneur, with Gilgamesh making it a practice to deflower his subjects' wives. When Enkidu finds out he immediately travels to the city to beat it out of him.
* Dr. Olsen disguised himself as a janitor to sneak Dr. Spaulding's facility and steal his research, and most importantly to hide the fact that he is Dr. Spaulding's twin brother.
* Dromore, County Down is a town close to Belfast. Dromore, County Tyrone is a village close to Omagh.
* Drona is convinced to lay down his weapons after hearing that his son, Ashwatama, is dead. Before doing so, he asks Yudhishtara, who notably cannot tell a lie, if this is true. Yudhishthira replies, "Yes, Ashwatama
* drone pieces that sound like they were lifted from one of Aubrey Hodges' video game soundtracks (mentioned below).
* Droners: Maroro, Team Tikis' drone, is explicitly said to have been built out of Aqua scrap parts. It makes it very advanced, but also means that broken or malfunctioning parts are extremely hard to replace and impossible to build anew.
* Drones, office workers attempt to convince a benevolent alien to save them from an invasion by putting together a slideshow of the beautiful wonders of Earth. It doesn't work, but the alien is convinced to act when they agree to change the company's database from alphabetical to chronological (the alien had been working at the company and thought the alphabetical system was annoying).
* Drones: The main characters convince a benevolent alien to evolve the human race so that two other alien races will be impressed and call off their attack. After a massive wave of light passes over them, the humans are confused that nothing seems to have changed, but it becomes apparent that everybody has become more insightful and compassionate. The invading aliens are impressed enough to call off the attacks.
* Drone technology: introduced in the first game, the drone frigate is devastating against fighters but carries no weapons aside the drones, can barely scratch enemy capital ships, and the drones are stationary around the frigate (making them easy targets for frigates and bigger ships). The
* "Dr. Online" by Zeromancer has one for suicide center, ending "If you do not wish to die, please hang up now."
* Dronor dies and becomes a spirit, but his level of power doesn't change. Likely because he's already the single most powerful being in the setting.
* Dr. Oobleck is the history teacher for Beacon Academy. His primary role is to educate the students, and therefore the audience, on the world of Remnant. Even when he's leading Team RWBY on a field-trip, he scatters lectures throughout their mission to explain the setting to the audience. Through him, the students and audience are introduced to the existence of a series of Faunus Wars between humanity and Faunus because the Faunus struggle with racism and equality; he explains the history of Mountain Glenn, and introduces the concept that the Grimm

gain intelligence and patience as they get older and more experienced. During the Vytal Festival, he acts as one of the tournament commentators, introducing the in-universe and out-of-universe audiences to the students taking part in the competition and their abilities.
* Dr. Oobleck's lectures and speeches when he gets to talking about history, geography, or any other subject he's knowledgeable about getting fast to the point of being almost impossible for either his students or the audience to follow.
* Drood, and after an awkward second, the theater manager announces that this was the point at which Mr Dickens "laid down his pen forever".
* Drood and a portrayal of the actors in the Victorian music hall putting on the show.
* Drood, as we reach the point in the story where "Charles Dickens laid down his pen forever."
* Drood' death left the novel unfinished and then uses audience votes to determine the villain, lovers and true identity of Dick Datchery.
* Drood has "A Man Could Go Quite Mad" for Jasper and "The Wages of Sin" for Princess Puffer.
* Drood has John Jasper and Reverend Crisparkle attempt this approach to Helena and Neville Landless (unaware they actually speak English), with Crisparkle adding gestures.
* Drood is seeing just how much of a jackass Charles Dickens can be to the people around him.
* Drood plays with this, written as actors putting on the show in a London music hall, and narrated by the Chairman of the company, who at one point has to step in to fill in for another actor and is frequently confused about which role he is currently playing. The audience and actors vote on the ending, the actors at one point making a decision because they dislike the music hall actress playing one character.
* Drool at the Thunderstruck Gauss Rifle. Then weep at its prohibitive availability rating.
* *Drool* Hello: Bodily secretions, usually drool, are the first signs of a monster's presence.
* *Drool* Hello: The first inkling that a monster is above you? That yucky liquid splashing over your shoulders...
* Droopy. And in the event he told his foe that he was angry, he’d give them the beating of a lifetime.
* Droopy cartoon in which Droopy, as a sheepherder, catches a wolf trying to make off with his flock of sheep and repeatedly shoots his gun at the wolf. The bullets all rush past the wolf, who calmly takes a drink of water and says, in a thick Southern accent, "Y'all missed me, sheepherder," and walks off, as the water flows out of holes made by the gun.
* Droopy cartoon "The Shooting of Dan McGoo" has the Wolf offer Red a carton of cigarettes, which were strictly rationed during the war. When the cartoon was reissued after the war, the carton of cigarettes was changed to a pearl necklace.
* Droopy cartoon "The Three Little Pups", the laconic dogcatcher wolf tries to catch the dogs by sucking them into an enormous soda straw, but instead swallows the tv they're watching. He lifts his shirt to see the live-action Western still playing through his stomach, and switches it off via a button on his pants, drawling "Doggone - I seen that one last week!"
* Droopy, Master Detective. A fight between Droopy and McWolf consist of the two bowing, and McWolf flying out the window. When demanding an explanation, Droopy's son shows a recording of the fight in "super slow motion" which is basically the two bowing, Droopy turning into a blur around McWolf, then stopping, then McWolf flying out the window.
* Droopy, Master Detective: Happens to Rumpley in a Screwball Squirrel short called "A Screwball Romance", when he sees the cute poodle Fifi.
* Droopy, Master Detective used this trick twice on two separate sets of guards.
* Droopy — 24 animated theatrical cartoons between 1942 and 1958. Followed by several mediocre TV cartoons since.

* Droopy (remade later as "Wags To Riches") revolves around this, with Droopy's rival Spike trying to bump him off or otherwise get rid of him to get the inheritance instead of Droopy.
* Droopy's case, there's often more than one Droopy. Whenever the antagonist wonders how Droopy can be everywhere at once, it turns out there are hundreds of them.
* Droopy shorts, occasionally the short's villain would push Droopy too far, at which point he would get in his face and say "You know what? That makes me mad." He would then start giving him a huge beating.
* Droopy short "Wags to Riches", Spike briefly becomes a skunk when he plots to kill Droopy to get his inheritance.
* Droopy short "Wags To Riches," Spike puts shaving cream on a sleeping Droopy and phones in a report of a mad dog, but a fan blows the foam onto Spike's face just as the dog catcher arrives.
* Droopy the curvaceous, feminine figure, complete with shapely bare legs
* Droopy the dog has been known to do this a few times in his shorts.
* drop attacks, creates a shockwave so strong it can launch crowds of enemies extreme distances along with easily killing them.
* "Drop bears", a pseudomythical carnivorous version of koala that ambushes prey by dropping on it, are thought to have been invented as a warning to be careful around eucalyptus trees, whose branches can fall down unexpectedly.
* drop bear, the "marsupial lion". Some scientists believe it jumped down at prey from trees, and it most likely coexisted with humans. It remains unclear if the drop bear hoax has origins in native oral history of the creature, or the similarities are a mere coincidence.
* drop bear the "marsupial lion". Some scientists believe it jumped down at prey from trees (like the similarly sized leopard does), and it coexisted with prehistoric humans. It remains unclear if the drop bear hoax has origins in native oral history of the creature, or the similarities are a mere coincidence.
* drop big rocks on military targets and major cities. During the talks the Moonies did warn they were able to do just that (there was still a massacre, but that was owed by media spinning it as a ridiculous bluff, with thousands putting themselves in the targeted areas in defiance and getting disintegrated for that). The real surprise came when the Terran spaceships managed to disable it... And the Moonies unveiled the one they had built in secret. Earth surrendered soon after.
* Drop Dead! An Exercise in Horror. They stall on the tracks at a crossing just as a train is approaching, and she can neither get the car started again, push it out of the way, or get her husband (who's passed out) safely out in time. The last thing we hear is the sound of the train crashing into the car.
* Drop Dead Diva has Kim representing a ventriloquist whose puppet is banned from flying.
* Drop Dead Diva is all about what happens after a sexy but arrogant supermodel wakes up in the body of a chubby female attorney after a car accident.
* Drop Dead Diva. Jane Bingum works many colorful cases, but she primarily ends up working civil and criminal cases, as she is a criminal lawyer.
* Drop Dead Diva, Kim and Parker fight to get his son's teacher his job back after it's revealed he and his wife made a few of these before he became a teacher when they were in dire financial straits.
* Drop Dead Diva, Kim Kasswell dated on and off Jay Parker, the managing partner.
* Drop Dead Diva, Luke is a shipper for Jane/Owen because he was ordered to make Jane give up any vestige of her life as Deb, including keeping her away from Grayson.
* Drop Dead Diva Luke is sent as Jane's guardian angel specifically to act as this to her relationship to Grayson in order for her to give up all aspects of her life as Deb.
* Drop Dead Fred but until then he just serves to make her already awful life that much more stressful.
* Drop Dead Fred, he says, "Yeah, I remember the last time I laughed my mom's cooch" in a sarcastic but oddly sad tone.

* Drop Dead Gorgeous, a high school student is employed by a modelling agency, only to cause an uproar when scantily clad photos of her are plastered about town.
* Drop Dead Gorgeous does this too, with one girl being hit in the head with a falling light, two getting blown up, and countless eating tainted shellfish and barfing everywhere. Tess, however, experiences the most slapstick.
* Drop Dead Gorgeous has camera crew records the lives of several teenage girls in a small Minnesota town as they compete for a spot in beauty pageant sponsored by a cosmetics company, and also documents a number of mysterious deaths among a number of competitors.
* Drop Dead Gorgeous, he plays the lowest-possible-budget "celebrity" on the video promoting a beauty pageant, complete with words to the effect of "You might even get to meet a... CELEBRITY!" Perfect for the role, too.
* Drop Dead Gorgeous is a pretty, smiling beauty queen... until someone gets in her way. Then out comes her shotgun.
* Drop Dead Gorgeous, one of the brainless bimbos talks about her previous dog, a German Shepherd who went to 'live on a farm' after attacking her. Naturally, she doesn't get that it's a euphemism.
* Drop Dead Gorgeous: Titillating the audience with nude corpses. Vampires are a common theme.
* Drop Dead Gorgeous when beauty pageant contestant Amber Atkins is targeted by her jealous rival Becky Leeman. When Becky's attempts to drive Amber out of the competition get her killed, her mother Gladys goes crazy and becomes obsessed with trying to murder the teenage Amber.
* Drop-In-Drop-Out Multiplayer: Other players can join and leave any time they want.
* Drop-In Landlord: A friendly or comedic landlord who's always showing up at the main characters' apartment to say hi.
* Drop-In Landlord - The protagonists have a friendly landlord who's always around for some reason.
* Drop-In Landlord whose excuse for being around the main cast is that he's their landlord.
* Dropkick Murphys area of the United States. In fact, their song "I'm Shipping Up to Boston" is one of few songs to ever sell over 1,000,000 digital copies in the United States without ever charting on the Billboard Hot 100.
* Dropkick Murphys have only notched a solitary entry onto the Billboard alternative chart, but it wasn't their Platinum-certified single "I'm Shipping Up to Boston", their other hometown homage "The State of Massachusetts", or their Red Sox anthem "Tessie", but their quickly forgotten 2012 Christmas song "The Season's Upon Us". Their breakthrough single "Walk Away" is their highest charter in the UK, but it only made it to #84, and is less well known there than "I'm Shipping Up to Boston" anyway.
* Dropkick Murphys is obscured by the fact that the pub not only sings back, but actually has the first word.
* Dropkick Murphys' "Pipebomb On Lansdowne (Dance Remix)" has bleeps in the entirely wrong spots at times (you'll have bleeps and then a clear "FUCK!" right after).
* Dropkick Murphys song "Jimmy Collins Wake" a libation is poured for the titular former Red Sox manager.
* Dropkick Murphys' song "The Dirty Glass" starts out sounding like a "lost love" song, but before the guitars even kick in Darcy gives herself away.
* Dropkick Murphys' "The State of Massachusetts". The song is about drugs destroying a family and the children being taken away. The title of the song comes from who now has custody of the children.
* Dropkick on My Devil focuses on Jashin-chan's quest to kill Yurine Hanazono, which always ends in failure.
* Dropkick on My Devil is rife with them since most are the main characters. We got Jashin, a Lamia, Medusa, a gorgon, Yuki-onna sisters Kori and Yusa and Minotaur girl, Minos.
* Dropkick on My Devil, Jashin-chan is able to roll whatever number she wants on a

die. Upon seeing it her summoner/roommate Yurine thinks to herself that such a power could make a lot of money, but Jashin-chan herself is too dumb to realize it, despite frequently gambling all her money away on pachinko machines.
* Dropkick on My Devil: Jashin has a nightmare that she, Medusa, and Minos were all victims of one at the end of Episode 9 of the anime.
* Dropkick on My Devil: Jashin starts tracking down and pieing people who troll her on Twitter. As her pies are homemade, a side effect is that she becomes very good at baking pies. (French victim: "Tres bien!")
* dropkicks an opposing player during play, and attacks a college professor during class. Any one of these actions would probably result in a player being suspended/expelled indefinitely in real life, but Bobby doesn't get so much as a slap on the wrist.
* Droplet: Has enough six-meter alien crabs that the colonists carry weapons at all times.
* drop of blood. If your nanobots cost even one penny each, then just replacing that one drop costs at least $40,000.
* Dropped a Bridge on Him: A major character gets killed off in a contrived manner.
* Dropped a Bridge on Him: A major character is killed in a sudden and contrived manner.
* Dropped a Bridge on Him. A new Inspector, Inspector Gold, was transferred in to replace him but with a very different personality to add a different dynamic to the now soap opera show.
* Dropped a Bridge on Him spurred outcry from fans. The character returned as a clone, though one with all the original's memories.
* dropped after the first episode and became irrelevant again. Season 4 had passing mention of planets destroyed/devastated by Vorlons and Shadows.
* Dropped After the Pilot: A character featured in the pilot episode who is absent for the remainder of the series.
* Dropped After the Pilot: A character introduced in the series' pilot is absent for the rest of the series.
* dropped bridges on or otherwise wrote out most of the new characters from season 2.
* dropped down from the top of the screen to the bottom. It then did the same disappearing act as Ms. O's box.
* Dropped Glasses: A character drops their glasses, then someone else steps on them.
* Dropped in the Mac/PC port, where corking the exit is a major part of strategy. Unfortunately, there is still one
* dropped round after round on that position until the firing stopped..."
* dropped that schtick pretty quickly and now challenges others to duels exclusively with formal letters.
* dropped the "if needed" game of their double elimination championships. It has since gone on to play "face-off draws", much like the NCAA Baseball Tournament, having each half of the field play a double-elim (with the if needed game restored), with the winers of those two tournaments playing in a final showdown.
* dropped the nuclear bomb on Hiroshima, killing at least 70,000 people.
* dropped the word "Diet" from the product's name!. That's how much PepsiCo is afraid the word "Diet" will scare away men.
* Dr. Oppenheimer also has throat cancer, and although he's not mute like Dr. Seuss, he can be heard coughing and heaving in his lines. He still goes up against Thanos of all people.
* Dropping a bunch where you stand is a known way to escape the OCD variant of vampire.
* Dropping a drawbridge on a creature will usually kill it instantly. However, if the creature you drop a drawbridge on is too large, the drawbridge will shatter harmlessly against their heads.
* dropping an anvil on him. However, Plucky tickles Monty with a party favor, causing him to drop the anvil into the pool and launch himself into the air. Plucky then puts Monty's swamp drainer in reverse, transferring the water from the pool to

the pond, causing Monty to land in the empty pool with a thud.
* Dropping a washtub onto someone's head was a running gag in the variety show Hachijidayo, Zen'inshugo! by Japanese band The Drifters, that ran from 1969 to 1985.
* Dropping otherwise unkillable NPCs into lava, which always results in an instant reduction to 0 HP, will kill them permanently.
* Dropping the charges:, only for an overzealous prosecutor to land the kid with a felony conviction.
* dropping the insistence on perfectly circular orbits and moving to a more elegant model of elliptical orbits.
* Dropping the leading "A' from words ("about" becomes "'bout"; "across", "'cross"; "away", "'way" and so on);
* Dropping the Moon on Earth is the Anti-Spiral's failsafe plan for eliminating humanity if it looks like they're getting too uppity in
* dropping the names of songs and albums, and is distraught when no one can guess who he's supposed to be. Even the caption box describing his costume isn't exactly sure who he's dressed up as.
* Drop Pod, and got only worse after the Horus Heresy. Naturally, only the Chaos Space Marines use them now.
* Drop Pod will be dropped onto a planet's surface from orbiting craft using armoured pods. Generally single-use.
* drop, rising production costs, and their inability to acquire more contracts for other outside productions.
* drops a house, due to said dog being under villainous mind-control that would only be continuously reapplied if she were to live.
* drops dead at her desk, with the clients being none the wiser until Harry comes in, sees what they're doing and protests "My mother made that!"
* Drop Ship: A ship designed to carry people and/or supplies to and from a planet or moon.
* DropShip in particular, the Leopard, was even called “the Brick” in the canon itself. Its slab-sided appearance, coupled with a small bridge, stubby wings and massive engines on what amounts to a nigh-rectangular chunk of steel means it falls squarely within this trope.
* Drop Ship optional; the Protoss have their Carrier and a cloaked recon vessel.
* Drop Ships (and their contents) can be rediscovered and reactivated after being abandoned for a quarter of a millennium. The Periphery, and it's 'Mechs that are shambling piles of jury-rigs and bolted-on substitutions, shows what happens when Ragnarok-proofed military technology gets used frequently and can't be maintained up to spec.
* Drop ShipSpecialized shuttle-like craft specifically made to carry troops from a ship to the surface, even into the middle of a battlefield or under fire. Always heavily armored, and usually armed with guns to support the infantry it deploys.
* drops the microphone at the end of his and Snails's rap, a loud feedback sound is heard, forcing all the Rainbooms to cover their ears. This doesn't gain the boys any point with the Principals.
* drops the "real" Harry Potter into an alternate dimension where *everyone* has been gender-flipped, including himself.
* drops the title of "Hey There Beautiful" near the end, and parts of that song's lyrics made their way into "I Don't Wanna Miss a Thing".
* Dropsy he picks up during the game are necessary to solve puzzles, and Dropsy cares for them in turn. Dropsy also seems to be able to understand their speech, though he is mute himself.
* Drop the Dead Donkey: After Damien finally convinces Helen that there is a lighter side to his nature, it emerges that he has done so while editing footage of some soldiers playing football with a man's head.
* Drop the Dead Donkey. A journalist relates how he saw a smart bomb in Iraq change course to avoid a school and blow up its target instead. His colleagues then say that after he's had a few beers the bomb was so smart it stopped to ask him for directions.

* Drop the Dead Donkey and an old lady getting her teeth knocked out, none of which actually happened.
* Drop the Dead Donkey between Alex and Dave, much to both their horror, after a drunken Christmas party.
* Drop the Dead Donkey blonde who responds by tearing open her dress to properly show off her cleavage.
* Drop the Dead Donkey box for anyone humming the catchy opera tune that became the unofficial theme of the Italia '90 World Cup Tournament. Following the death of Robert Maxwell, they also had a Bad Maxwell Joke box.
* Drop the Dead Donkey Damien is in the newsroom when Dave takes a phone call, covers the mouthpiece with his hand and shouts across to him, "It's the farmer on the phone, wants to know how big you want him to make the crop circles."
* Drop the Dead Donkey. Due to the show being post-watershed, there was little to no censorship, which made it even worse when Henry went on an epic rant at Gus, calling him a "*bleep*ing, *bleep*ing, *bleep*ing -" Continuing for a good five minutes with reaction shots showing the other characters either horrified, appalled, or in Joy's case, highly amused — only to end with an *extremely* loud and very uncensored scream of "FUCKWIT". Although the actually censored words are easy enough to divine and fairly mild (pissing, shitting, etc.), the bleeping turns the rant up to 11.
* Drop the Dead Donkey. Elderly hedonist anchorman Henry confesses to Dave (in confidence) that this happened the night before. Naturally this spreads over the office like wildfire, and when his despised co-anchor Sally quips in response to Henry's computer going down "Maybe it's your floppy" Henry bursts out with "YES, ALL RIGHT, I'M IMPOTENT!" right in front of a television crew who've come to do a This-Is-Your-Life style interview with him.
* Drop the Dead Donkey for people caught humming the theme of the Italia 90 world cup.
* Drop the Dead Donkey, Gus Hedges is trying to get Sir Royston on the phone. Sycophant that he is, he placidly stays on hold even when Sir Royston sends someone to torch Globelink News for the insurance money.
* Drop the Dead Donkey had the characters attend a weekend paintballing seminar. Naturally, given that they are all a bundle of collective neurosis and almost universally hate each other, it didn't turn out well.
* Drop the Dead Donkey has Gus Hedges' sarcastic, cynical, caustic, occasionally violent PA, who scares most of her colleagues - including the ones who've reported from warzones. Her name; Joy Merryweather.
* Drop the Dead Donkey, Helen is involved in a carjacking and has to attend a line-up. When she thinks she sees her attacker, she loses her rag and decks him. The punchline? "And at what point did you realise he was the police inspector?"
* Drop the Dead Donkey: Helen, planning to come out to her parents, asks around the office for a purely hypothetical way to admit a personal secret to a close relative. No-one is fooled:
* Drop the Dead Donkey, Henry and Sally have to share a desk and get into an argument about each keeping to their own side. As the episode goes on the argument takes an increasingly militaristic tone with disputes about how one of them has made excursions into the agreed-upon neutral zone in the middle of the desk. In the end, Helen removes their desk entirely and puts two kiddie tables in its place.
* Drop the Dead Donkey. Henry is closer, though, probably because he turns 60 during the series' run and Dave is supposed to be in his early-to-mid thirties.
* Drop the Dead Donkey instead of plain English, including one amusing scene where a blue-collar construction worker works out how to communicate with him.
* Drop the Dead Donkey: Joy's doodles of hideous fates for her superiors are lauded as high art.
* Drop the Dead Donkey moment - ending up pistol-whipping Gus and giving Henry a black eye, which meant he lost badly-needed money from not being in a fit state to make a TV series independently of Globelink.
* Drop the Dead Donkey, once with Russian (Henry introduces himself as a pregnant cabbage to a Soviet official on a factfinding exchange) and once with Japanese

(Damien tells a group of Japanese businessmen to go and have sex with a porcupine). It's implied in the latter case Damien was told the wrong phrase as a practical joke.
* Drop the Dead Donkey season 3 storyline involving a straight version of the trope (when George met Anna, a Polish immigrant who his colleagues went to extraordinary lengths to unmask) the trope was also inverted when Joy confessed to being asked by a Bolivian dissident to marry him. Joy being Joy, she was disgusted when it turned out to be a straight offer of love and romance.
* Drop the Dead Donkey seems to revolve around Globelink being controlled by the big company. Sir Royston Merchant is seen only through his underling Gus Hedges and through some of his family members in later series, but exerts a powerful and, yes, sometimes egregious control on what Globelink can report or run. Most storylines actually end in defeat for the protagonists, sometimes merely giving in and shoving the hot story to the bottom of the pile, and sometimes being on the verge of a huge and annoying scoop but then damaging, wiping or recording over the tape accidentally, so that the evidence for their claims is vaporized.
* Drop the Dead Donkey set in a newsroom, where many of the jokes were based around real news stories.
* Drop the Dead Donkey, set in a TV station's newsroom and following the bitter bitching and infighting between its clashing egos, was named after an alternative reference to this practice.
* Drop the Dead Donkey talks exclusively in management jargon; when a builder talks to him in plain speak about work to be done, he has to translate into SL just so Gus can understand him.
* Drop the Dead Donkey, the end of year blooper reel at the Globelink Christmas party includes a montage of Sally saying "I'm not one to complain, but..."
* Drop the Dead Donkey when Globelink News decide to make a crimewatch program. Gus Hedges assures the police liaison officer that it's not going to increase the public's fear of crime for cheap ratings. Cue the title sequence showing a couple moving fearfully through a darkened street, while an ominous voiceover accompanied by creepy music tells how crime is lurking everywhere, waiting to strike... The music stops as the couple make it to their car, lock the doors and sigh with relief, only for a blood-stained man wielding a huge knife to rise up from the backseat.
* drop to level one from 1000 due to a summoning gone bad for example is a plot point in the second game and her entire motivation for being a playable character). Also the Episode previews, which is nothing but parodies and playing with tropes (despite the next episodes rarely ever matching them) originate here.
* drop what you're doing and evacuate the area, then call authorities to have a hazmat team with proper equipment and training clean it up.
* Dropzone Commander, both human factions—the UCM and the PHR are this. The UCM's tanks and the even slower PHR battle walkers can't match the speed of the Shaltari war striders, let alone the superfast anti-grav tanks of the Shaltari and Scourge. They make up for it by having heavier armour than the aliens (the material strength of the humans' armour is actually weaker than those for the aliens, but human vehicles more than make up for it by having extremely thick armour while the aliens use a much thinner hull), and the weaponry on human vehicles rival or exceed those of the alien races.
* Dropzone Commander in sizes ranging from little infantry-carrying gunships to giant monstrosities that can hold and deploy nine tanks at once. And, well, the name is a bit of a clue.
* Dropzone Commander relies heavily on countermeasures, mostly active such as ECM and CIWS, to keep the action on the table and justify the close-up urban combat, so even the most advanced aircraft are no longer capable of BVRAAM combat as it doesn't work well enough to warrant the capability.
* Dropzone Commander, the 4 main factions all have their tank variations. The most traditional are the United Colonies of Mankind (UCM). Their tanks are noted for often having a telescopic arm rather than a standard turret and with the exception of some of the Post-Human Republic (PHR), their ultra-thick composite alloy armour

is the most protective of any faction. And like all vehicles, they carry a powerful point defense system for dealing with missiles and the occasional heavy shell. Most iconic of the UCM tanks are the Gladius and Scimitar heavy battle tanks. The Gladius has two rail guns to keep a constant pressure on enemy vehicles, while the Scimitar's battlefield laser, while rather weak for an energy weapon, allows it to ignore the point defense systems of other vehicles.
* Drop Zone, Moncrief's skydiving team sabotages the parachute rig of rival team leader Jess Crossman so that Moncrief's team can win the competition to qualify for the big exhibition jump. Moncrief also wants to neutralize Pete Nessip, the undercover US marshal who has joined Crossman's team.
* Drop Zone on one day (hard to say if this was ever true — certainly not after 9/11), so they use that to sneak into the building.
* Drop Zone: Skyjacking and kidnapping → scheme to break into DEA headquarters, steal the names of all DEA undercover agents and sell them to the drug cartels.
* Dr. Orpheus also wants to get in on this trope. When lobbying for his own archenemy, he requests an attractive redhead to maximize the possibility of
* Dr. Orpheus has a degree in Communications with a minor in Women's Studies, both from a community college. As for his "
* Dr. Orpheus's master always takes on a different form each time he appears on the show from a three-headed dog to
* Dros insane with lust and disgust]]. Even Kim, who isn't interested in women and is therefore insulated from the worst of Klaasje's powers, is beguiled by her somewhat. Interestingly, the one character who is immune to her seems to be Garte; he claims she's not to his taste and is disgusted by the mere implication she is (which Volition confirms to be true).
* ...Drosselmeyer's nephew takes up this laborious process but gets tripped by the Mouse Queen when taking the seven steps, leaving Pirlypat saved but himself
* Dross Rotzank: Latin American with horror, conspiracies and morbid humor. He was a blogger who focused on comedy with a character.
* Droste Image — where somebody on the cover is holding a copy of the magazine with the cover that they're in, etc.
* Drouamine is a "really good painkiller". We are told it is opioid-derived and it's apparently strong enough to make your player character capable of running on a barely treated broken leg, but it can be bought over the counter legally, and your main character can take it without apparent cravings or addictive effects, which is unusual considering the addictiveness of opioids and the player character's behaviour towards every other even
* (d)ROUs converted for moving people around space are seen to well appointed for comfort.
* drove his truck into the local Fox affiliate's building. Mercifully, no one was injured, and he was swiftly arrested.
* droves. lieutenant colonel. He boldly and honestly stated that a soldier who lost a rifle faced far greater consequences than a general who lost a battle or a war. Further, he observed that generals and admirals who commit rape and sexual harassment are protected by a "good old boys" system that ensures the worst that will happen to them is retirement with full pay and benefits. He ended the article by saying that junior personnel are fully aware that their leadership will throw them under a bus without a moment's hesitation.
* drow elf and a priestess of very nasty goddess Shar, they have a pretty natural reason to try to burn her.
* drown an entire town uninvolved with the war effort, murder innocent elderly people, and put his own life at risk for the purpose of revenge.
* Drowned God: Conspiracy of the Ages he is goes unexplained, but he calls himself "the Templar's talking head" and he asks you, the player, to choose between good and evil, so it doesn't seem like he's supposed to be a purely malevolent figure.
* drowned in it. Her spirit comes out of the pool and after spotting girl-Harry and briefly thinking how hot her body looks on someone else, she equates it to perving on your twin and wonders if ghosts can use brain bleach.

* Drowned Ophelia with the aid of a pink hairclip that holds the other half of her bangs in place.
* drowned out by a passing train and all the audience hears is "... but the wallpaper is delicious!"
* Drowned Sims turn blue and leave puddles and may leave bubbles in bathtubs.
* drowned was being shot after a day of filming, but he quickly found himself overcome by the currents. One of his co-stars tried calling for help as he was swept downstream but the locals apparently thought that they were shooting a scene from the soap and did nothing to help.
* Drowned Wednesday, and only gets out the first syllable before realising his mistake. Everyone calls him Arth until they find out his real identity from Dr. Scamandros later on.
* drowned when he was a child after jumping into the water to save him. His mother Despite it all, he is one of the sweetest, most cheerful, and most hopeful people in the series. When he gets a good amount of money begging, he often shares it with his fellow beggars who are worse off (despite many of them being ungrateful) and, when given the first flower from a sacred bush, he gives it to a woman who recently lost two young children during riots. He also has an extremely strong faith; at one point, he humbly states that he has no right to be called knowledgeable about scripture, and honestly asserts that his only ambition is for the Messiah to come and relieve him of his suffering. Despite not being a priest, who were believed the only ones capable of such a thing, he is often visited in his dreams by the spirits of important Jewish patriarchs; the visits started as a child when he prayed to God for someone to talk to about scripture because he was lonely.
* drown Hagen in Renuyu. This backfires when the overdose transforms Hagen into the shapeshifting menace Clayface.
* drown his sorrows. "Addicted to a Dollar" and "Born in the Dark" also stand out for having a much harder country-rock edge than the rest of his career.
* drown his sorrows after a breakup and admits that he'll probably wake up tomorrow wondering where the heck his truck is.
* Drowning Her Sorrows. The singer finally promises this after she dies.
* Drowning In Your Depths: It's rumored that the unnamed pirate who founded the first Pirate Council and left behind a cryptic prophecy was somehow turned into a monster. That there is truth behind the rumor is made more likely by the fact that Ford apparently knew a human who did so, and the prophecy this pirate left behind was not only written in a journal identical to Ford's, but also addressed to Ford in code.
* Drowning Mona begins with a title card stating that the town where the movie takes place was a testbed for Yugo's American rollout ages ago. Once the film begins, every car in the film is a Yugo. The film climaxes in a low-speed Yugo car chase — with one Yugo requiring a push-start.
* Drowning Mona) Calzone's clients (they're landscapers). This leads to the following exchange between Bobby and Jeff:
* Drowning Mona centers around solving the murder of a cruel woman, found in her car at the bottom of a lake, who was hated by everyone in a small town, making almost everyone in the town a suspect. It turned out several characters were responsible for the murder, and none of them were working together or knew what the others were up to.
* Drowning Mona dies only a couple minutes into the movie and is fleshed out almost entirely via flashbacks.
* drowning music is known to instill panic in fans of the older games even if it's been over a decade since they last played one.
* Drowning My Sorrows: Characters drinks alcohol to cope with their sadness or something bad that has happened.
* Drowning My Sorrows: The variant where someone gets an entire bottle of hard liquor to themselves in any modern bar or tavern in the US is officially against modern ABC laws and likely won't happen unless the bartender is willing to flout such laws and lose his/her job, as well as the bar's licensing. A more believable version involves the bartender buying the bottle at a store or ordering bottle

service for a nonexistent party.
* Drowning My Sorrows, this is about the only expression of sadness that you'll ever see in a male character, along with...
* Drowning Our Romantic Sorrows: Two characters who are desperately in love with the same person bond over the fact and talk about it while they drink alcohol together.
* Drowning Pit, Hideri repeatedly complains that she's suffering the same thing, and once untied she hurries into the next room, where a large and suspicious puddle can be found thereafter.
* Drowning Pool murder/suicide happened, at which point it was pulled.)
* Drowning Pool since 1999, died in 2002 from cardiomyopathy. The band rose to fame one year before Williams' death.
* Drowning Pool today is their debut hit "Bodies", especially after the controversy surrounding its chorus. While it was by far their biggest hit on modern rock radio and the only song of theirs to go anywhere near the Hot 100, on the mainstream charts it was outperformed twice — by the #5 "37 Stitches" and #4 "Feel Like I Do", both sung by Ryan McCombs. People who do remember their other songs will likely remember other Dave Williams-era songs like "Tear Away" and "Sinner", and "Step Up", their biggest hit with Jason Jones, better than any of the McCombs songs.
* Drowning Their Sorrows also do it, and some of Magrat and Verence's awkward conversations come close as well.
* Drowning Their Sorrows from their ancient empire's collapse and their ongoing decline into extinction.
* Drowning Towers) by George Turner describes a future in which Melbourne was partially submerged in water. As the tops of sky scrapers are above the water level, they are still inhabited by the cities' poorer classes.
* Drowning Unwanted Pets: A person drowns pets, usually puppies or kittens, that they can't take care of.
* Drowning Woods in Johto. When Agatha's younger brother goes missing, the pair has to face hordes of Ghost-type Pokémon to try and find him to get out before it's too late.
* Drowning World. Besides carnivorous animals (which do things like create sucking whirlpools in rivers and shoot toxic darts) and carnivorous plants (which move remarkably fast), spores and microplants and parasites will invade anyone who doesn't constantly try to clean them off, finding a way through even the best-sealed environmental clothing.
* Drowning World, characters menaced by a branch-clambering maccaluca are saved when it's snapped up by a vuniwai leaping up from the water.
* Drowning World. Furthermore while they understand that humans aren't physically equipped to do that, most are offended if a human won't at least touch tongue-tips with them.
* Drowntown, anything that might have happened between Leo and Grace occurred well before the start of the story, but when Grace is trying to kill Leo, she's none too pleased at the suggestion that they once hooked up without her remembering it.
* Drowntown), but Leo points out that some of Hammond's successes were thanks to Leo's help (and that this help could be withdrawn in future).
* Drowntown, Genetic engineering has resulted in "chimeras", animals with human-level intelligence. A wide range of animals have been subject to this — we see gorillas, hyenas, rats, pandas, and others. They seem to function as normal citizens.
* Drowntown: Grace Carter tries to dispose of Leo in a way that won't be identified as murder. Since he's frequently drunk, she figures that drowning him in sludge will work — people will just assume he fell in. When Leo manages to avoid that, she considers upgrading it to a bash on the head (again from "falling down drunk"), but she gets killed by a third party before enacting it.
* Drowntown in the Hague, but got disillusioned when he realised he wasn't really changing anything. He ended up with something like a dishonourable discharge and is now something like a bodyguard and private detective, but he still has a moral

compass.
* Drowntown like Leo). When the story begins, she's trying to eliminate Leo because he knows all about her.
* Drowntown than it used to. It's still fully inhabited, however, and has actually gained population as people seek refuge from places that have it worse off. Among other things, the flooding means that water-based transport is now considerably more common — one of the main characters is an aqua-courier, riding through what used to be streets.
* Drowntown, the police and Admiralty Intelligence don't seem to get along. When Hammond (a cop) runs a database check as a favour to Leo, Admiralty Intelligence comes to find out who's digging, but are promptly stonewalled by the cops (at least until Leo tells Hammond to let it go).
* Drowntown. This can be dangerous — when we first see her, she's being chased by a gang of thugs. (She's rather annoyed at the end of it when the supposedly important package is just a rich guy's clothes which he could easily have waited for or replaced.)
* Drowntown with human-level intelligence, they're able to tie him up. They have something of a grudge against him, but he's able to talk them into letting it slide and doing some work for him. (Their king says that they're sparing him because he's the only creature lower than they are.)
* Drowntown working on machines, though — unlike Gina, she'd get out of the business if there were something with more money and glamour available.
* Drow of the Underdark. During their training, drow have successively larger doses of drow sleep poison and various spider venoms administered to them. This gives them poison resistance ranging from +4 vs. random ingested poisons to +7 vs. spiders' and their own sleep poison.
* Drow of the Underdark supplement mentions that the Underdark, where live the dark elves and their evil neighbors, is a highly magical place that makes teleportation unreliable.
* Drow of the Underdark, the illustration for the feat "Constant Guardian" shows a drow male taking a crossbow bolt for a female. The feat doesn't actually consist of this, though it is a prerequisite for a feat that does. (Which probably means the illustration's caption is wrong.)
* drow or masses of spider legs called chwidenchas, while Lolth's realm in the Abyss, the Demonweb Pits, is home to absolutely enormous spiders called Demonweb Terrors.
* Drow society in Forgotten Realms is based off of infravision, but 3.5 removed infravision.
* Drowtales after Kyo'nne (the girl she's trying to rescue) tells her to stop attacking.
* Drowtales after the king orders all beings of elven descent arrested. However, Lady Ariel is fighting only to rescue Faen and her companions are mostly just trying to keep her from getting herself killed.
* Drowtales All that said, she is also one of the most endearing characters in the series.
* Drowtales. And eat demons and consume their auras, the only thing that she proactively takes interest in as the theoretical ruler of her clan. Demons and dolls, those are the only real things to Kharla, or so it seems.
* Drowtales and is an evolutionary adaptation to living underground, but results in tainted characters having red on red eyes.
* Drowtales and it allowed her to be rid of them without having to take direct action.
* Drowtales and Naal spends the entire time they're on page together reminding Plothole that she doesn't exist and/or beating her up.
* Drowtales, and she's explicitly said to have not gotten very good grades as a result. Despite this she's been shown to be fairly intelligent in other areas and is very good at thinking on her feet.
* Drowtales. And since Waes had only just learned of the poison when a messenger finally managed to get inside, the only way the family could already know about it

was for one of their members to have been at the gathering where it was distributed.
* Drowtales and the eventual child, Kalki, didn't wind up inheriting the desired trait after all.
* Drowtales and threaten to begin their destructive cycle all over again.
* Drowtales and turning them into demons that they sicced on the warriors sent to fight them.
* Drowtales apparently managed to take a piece out of one of the nine moons, and the resulting impact from one of the pieces hitting the planet is implied to have created the underworld where the story is set. The city of Sha'shi contains the most complete fragment of this piece of the moon, and it's implied that something about the moon is responsible for the elves mutating into drow and the reason that later generations have a higher rate of health problems.
* Drowtales are sterile, there is a mass - egglaying drider queen, though they do not have many specialized castes otherwise.
* Drowtales, Ariel is introduced as a baby in the first page of chapter 1. Next time we see her, she is a 10 years old child.
* Drowtales, Ariel's father is a spider, and Rikshakar's father is a dragon. Technically, their mothers are drow, not humans, and despite appearances both are actually aversions, since their parents are just elves who were transformed into their current states.
* Drowtales, Ariel's first kill is forced upon her, but her second is not. She is horrified by how easy it was and develops PTSD from the remorse.
* Drowtales Ariel takes part in an operation to free and take control of a large slave army being raised by the Sharen, to ensure the Sarghress forces aren't forced to fight them later. Later her clan frees all humans and gives them homes on the surface.
* Drowtales, Ariel understandably starts to become wary of this trope after one time too many.
* Drowtales as part of a massive random fusion of demon-tainted bodies. And it's implied there's more where that came from hidden in the shadows.
* Drowtales at will. It would only take a small extrapolation for it to be sensitive as well.
* Drowtales because of their rival families, but knowing Snadhya (who killed her own mother) it may be more complicated than that...
* Drowtales before Quain'tana breaks her neck. Quain'tana remarks that Syphile finally displayed the inner strength needed to be Sarghress.
* Drowtales be human meat anyway is enough to make Vaelia eat a loaf of bread instead.
* Drowtales between their kingdoms after centuries of war before that eventually broke down too. However, it's the next generation younger (Zala, Quain, etc.) that really drives the current interclan wars. The younger adult characters (Yaemenira, Syphile, Kalki, etc.) are less hateful than just plain violent. It's the youngest generation (Ariel, Wafay, Kiel, etc.) that are the most sympathetic and who most of the wiser leaders tend to place their hopes for the long term survival of the remaining clans.
* Drowtales bloodline and his two siblings, one a toddler and the other an infant, nearly suffer the same.
* Drowtales brutality and cruelty seems to have been toned down in the later remake chapters compared to the earlier chapters. She actually seems to be somewhat reasonable now and has two little twins whom she clearly loves. It's widely agreed to be an improvement. And most of the worst traits she had before now seem to have been transferred to her daughter Kadara, whose viciousness when dealing with two children who are also her cousins seems to take Sil'lice aback.
* Drowtales, but she doesn't try to escape: On the contrary, she takes her new bodyguard "job" very seriously (having fought alongside her in the arena probably helped).
* Drowtales, but she was unable to follow through and died at the hands of her target.

* Drowtales caster freezing a blood-spitting attack, since blood is mostly water. Air powers are good to shield oneself against fire attacks with little effort. The more powerful casters are able to overcome some of the limits of their skills, but not without strong expenditures of power.
* Drowtales chops Ariel's arm off. The other guests react accordingly.
* Drowtales designed to limit collateral damage in fights between clans. The most important rule was that innocent bystanders are not to be harmed. Other rules include no poisoning water supplies and no fighting in the city, and any slaves or supplies procured during the fighting would simply be absorbed into the winning clan. When the Nidraa'chal attacked, they broke virtually every rule, shattering the existing status quo of following the rules and causing future battles to ignore those rules.
* Drowtales despite the fact that they were defeated in battle by the Sharen and officially became pacifists.
* Drowtales Drowolath cooking relies heavily on Soylent Green and mushroom beer. Elves who rely on such staples can be identified by their tongues, which have become permanently purple.
* Drow Tales due to its ability to hold mana quite well due to being organic, and the fact that with very few exceptions trees are not able to survive in the underworld means that it has to be imported.
* Drowtales eat human meat, Vaelia decides to play it safe and have bread instead.
* Drowtales Empress Diva'ratrika in particular is fond of it, as is her eldest daughter, Snadhya'rune.
* Drowtales ends up becoming Quain'tana's most loyal follower after she defeats the leader of his minor clan and defeats him in single combat. His advice and actions led to Quain'tana's clan becoming one of the most powerful clans in their entire kingdom and he harbors an unrequited love for her.
* Drowtales). Eventually in the main story Diva does manage to completely take over the body, in the process changing Liriel's hair color to Diva's own purple and darkening her skin.
* Drowtales Failing, she screams and collapses on the ground, whimpering to herself.
* Drowtales female drows are typically taller then males, so this is invoked in many of the pairs and couples in the setting.
* Drowtales: fire needs to be present in some form. Therefore, fire-aligned mana users either carry around little burners — "fire pots" — or strike a spark when they require access to flame.
* Drowtales, get captured and then release everyone inprisoned with her.
* Drowtales group of demon worshipers, to themselves becoming a great clan.
* Drowtales has a filler comic that makes this joke about a missing character.
* Drowtales has Dawmere/Unicorn, horse-like animals, that have cloven feet and short fat horns on their head, they are more akin to donkeys or mountain goats then horses. Real horses exist but are rarely if ever used by the titular Drow, as they are unsuited for underground conditions.
* Drowtales has refused to answer any questions about the identity of the father of Mel'arnach and Kel'noz Val'Sarghress. This has led to lots of speculation among fans about who he might be, since the last time a question of parentage was met with a Shrug Of God the eventually revealed answer surprised everyone.
* Drowtales has the Highland Raiders, a group of drow who journey to the surface together and usually form strong bonds as a result. The Fallen Legion also seem to have a similar dynamic.
* Drowtales has this as a natural limit on her hereditary shapeshifting power. It is strongly implied that changing her bodily structure too fast or too severely causes pain akin to a person with braces having their wires over-tightened, and she's specifically warned that if she's not careful she could shift a vital organ to the wrong place and potentially seriously injure or kill herself. She gets around the problem by primarily shapeshifting her hair, which of course has no nerve endings.
* Drowtales her charge Ariel seems to have taken it as her primary weapon, likely

due to her influence.
* Drowtales hunted Elves for this purpose in order to gain immortality. Whether it actually worked is not stated, but given how different fae and human biology are it most likely didn't. Their castle, Chactice, is even named after the modern name for the castle where Elizabeth Bathory lived, Cachtice Castle.
* Drowtales. If it weren't for her things in the story would be much, much different, and the full extent of her spanning potential is just beginning.
* Drowtales, including several wars of the Surface between the Dark and Light Elves and the conflict that eventually led to the Surface becoming uninhabitable, forcing the remaining elves to flee underground. Then there's the war between the Dark Elves and their children, the Drow, which led to the near extinction of the Dark Elves. The city of Chel'el'sussoloth also has a few of these such as the Sharen vs. the Sullisin'rune and various other times the Imperial forces have come into conflict with rogue clans.
* Drowtales inserted into the story, to fulfill rules as extras, mooks or full on side characters.
* Drowtales in some ways while amplifying some of the darker themes at the same time.
* Drowtales: In the first Act, Ariel uses her trial by conquest as an excuse to find her friend, who ran away to the surface. Everyone else is a hang-on, has an agenda, or is one of Ariel's servants.
* Drowtales is "If you attack another student, you must kill and dispose of the body."
* Drowtales is not particularly important to the drow. She isn't a sociopath, incidentally. It's more of a case of a cycle of abuse.
* Drowtales is one of these, and is populated either by political prisoners or people who are unable to pay tribute to the ruling Sharen clan.
* Drowtales is ordered by her adopted mother Quain'tana to raise her younger sister Ariel. She proves to be a terrible mother, receiving absolute hatred from Ariel as she grows up, because Syphile is a completely terrible and excessively cruel person, who beats, insults, starves and otherwise abuses Ariel throughout her early childhood. Drow culture in general expects the elder daughters to step up and raise their younger siblings to prove their maturity before starting their own families.
* Drowtales. It's not explicitly stated whether it really worked against aging, but it definitely didn't work against being killed.
* Drowtales live in underground cities of the "Apocalypse Bunker" subtype after a war that wrecked the planet's surface. Most notable of these is Chel'el'Sussoloth, the capital of the drow nation. The city is split across several caverns that are connected by tunnels and bridges, and the crystal ceiling above it resembles a starry night sky because of reflected light.
* Drowtales, losing the color in their hair, having darker skin and discolored mouths due to lack of nutrition. The elves saw this as a sign that they were to go extinct, and by the time the story starts they have all but vanished and been replaced by the titular drow. On the other hand, drow who live in surface colonies, taking full advantage of the greater bounty of resources available, eventually give birth to dark elf children.
* Drowtales makes sense in that she was trying to have her say she was coming to get cheese, but came out as "I am woman of cheese."
* Drowtales — when Vaelia is no longer a slave and becomes Ariel's servant and guardian, she gets hair extensions. This is justified because short hair on women is a telltale sign of slavery, even without a slave collar. Long hair on a human in Drow's world would cause anyone to have a double-take.
* Drowtales means she has a practical use for her long hair — trying to grab it in combat will likely result in it coiling around your arm like a snake and wrenching you to the ground.
* Drowtales, Mel creeps out even other drow with her love for spiders.
* Drowtales: Most drow and elves have an elemental affinity, meaning the innate ability to manipulate and control a certain element, including fire, air, earth, water, ice, wood, blood and bone. It's noted at one point that in the past, magic-

users would study and specialize in the manipulation of their element and use it as their main combat magic, but this ended when the invention of magic foci (gemstones implanted in armor) attuned to various elements gave anyone who wore the right focus the ability to control that focus' element.
* Drowtales nature of the environment means that despite people having lots of kids the population has stayed relatively stable due to the high chance of death.
* Drowtales Nishi'kanta's fight with her eldest sister Snadhya'rune devolves from them lobbing their summons at each other, then mana attacks when Nishi melts the metal in their gauntlets, then after she runs out of energy and gets eaten alive by Snadhya's summoned dragon she crawls inside the summon and starts hitting Snadhya in the head with a rock.
* Drowtales (normal cat, squashed - face cat, and racoon variants), nagas, driders (waeliniders, streekaiders, and ne'kalsaiders), dryads, and locust faeries.
* Drowtales. Note that among drowolath having many lovers is not considered strange/bad and motherhood and many children is a status symbol (which makes Sarv'swati rendering Quain'tana barren in their fight an injury that goes beyond the physical).
* Drowtales (on the left), who is head and shoulders above almost everyone, and the opposite is true for drowussu, where the males are generally taller than the females.
* Drowtales readers are able to buy their way into the story, to fill character slots needed for larger chapters, where too many characters will be needed for the writers to create themselves. The readers who do so create their own character fitting the canon of the Drowverse, which are then included and put into the story. These roles can range from the reader created cameo appearing in a single panel in the background, to a small spoken role, to a side character for that chapter.
* Drowtales (repeatedly sequentially updating older chapters with new art and story) causes chaos for many fans' understanding of the comic's backstory, and there are ongoing debates on the forums as to what formerly canon information is current canon and what isn't.
* Drowtales: Rik the half dragon is something of a genetic experiment, and is ostracized by a society as a result.
* Drowtales) she doesn't have anywhere else to go and believes Ariel needs her. Since one's hair length signifies social status, she also gets hair extensions so none of the other drow mistake her for a slave.
* Drowtales. She's clearly the Whistleblower Wilma variety and her courage saves countless lives when it starts a chain of events to undermine the plan.
* Drowtales she's still also one of the more heroic characters whose goals, mainly tearing down the caste system and uplifting the common people, are noble and sympathetic.
* Drowtales she tends to end up hurting her friends as much as her enemies.
* Drowtales" Shinae clearly only being there because of her duty to Chrys requiring her to, and her rather abrasive personality makes it extremely unlikely any of them would hang out with her on their own.
* Drowtales since many members of the comic's forum have trouble spelling character's names.
* Drowtales society, with purely heterosexual and homosexual people existing as minorities.
* Drowtales stated exclusively that this is common practice among Drow. Since the number of children one has is a status symbol, parents often train their own children the art of conceiving offspring. Drowtales has been dramatically toned down with each remake, removing all references to underage sex in particular, so it's very unlikely this still is the case.
* Drowtales take the form of swarms of black blobs covered in tiny white glowing faces, that typically swarm and cover Kiel'ndia, who is able to hear bits and pieces of what they say, which is in fact the things being said in the site's forum.
* Drowtales that are added have a tendency to deviate to various levels in this regard.

* Drowtales that left her dead. There's also the fact that she's not the original daughter, she was the daughter's protector and killed her, only to take her place, and Zala'ess would have killed her herself if her older sister hadn't interfered.
* Drowtales that the older you get, the more mana you need to sustain your body - thus the very old become increasingly trapped living in cities so there are enough fae around to sustain them. Diva'Ratrika, the Imperial Queen was most likely aged in the 4 digits and was essentially stuck in her fortress.
* Drow Tales that touches it. However, it has a downside in that she is unable to use any other mana techniques of her own and is implied to make it difficult to use mana based healing as well.
* Drowtales that wiped most of his Order. While everyone else died from their injuries, he managed to survive, albeit at the cost of one of his eyes.
* Drowtales. The actual mooning probably didn't occur, but Quain'tana's response is still very much in character.
* Drowtales the child's mothers. The other leaders all either think this is a bad joke or get angry at her, but a montage showing the child growing up shows that she displays traits from their various bloodlines.
* Drowtales, the driders and a handful of others — are unable to meaningfully compete with them on either an individual or national scale and are largely relegated to the sidelines both in-story and in-universe. The orcs and humans have had the surface world mostly to themselves ever since a magical apocalypse forced the elves underground, but they're still the regular targets of drow raids for slaves and resources, and easily pushed aside when the drow start recolonizing the surface.
* Drowtales, the forest-dwelling light elves make use of a magical version of this trope, formed from living, moving wood that spirals open.
* Drowtales their tricks. Most of the ones living outside the drow cities are living terrors that are essentially feral animals.
* Drowtales. The last is a bit like Somali pirates attacking a US battleship in terms of power levels.
* Drowtales, the Light and Dark elves were no longer able to survive on the surface and fled into the depths of their world. There they were faced with hordes and entire cities of dwarves who were none to happy about these new refugees and a war broke out... Which the dwarves lost entirely, whole cities slaughtered and their race pushed back to the barely habitable edges of the underworld. Now they are viewed as a passing pest and nuisance by the elven races and almost all small fights with them end in a one sided massacre by the elves.
* Drowtales. The next page showed Ariel punching Liriel to get the story back on track, since the premise of the section is that it's the daydream of a character telling it to the audience. Other stories in the same section have had other types of cow droppings including the story itself getting canned if it's derailed too far.
* Drowtales. There are several noble houses, each with its leader, officers, counsellors and soldiers. There is the imperial house - ditto. There are the demon-busting Templars - ditto. There are the renegades and diabolists - ditto. There is the great school, with its staff and pupils. There are Ariel's friends (where not previously covered). And that doesn't even start on the supporting characters, citizens and walk-ons. Plus, they all have long, straight white hair and narrow builds. There is a very good reason why the drow in this universe favour distinctive jewellery, facial decals, and hair dye patterns...
* Drowtales. The second also ends particularly brutally, with Quain taking a hammer to Mel's arms.
* Drowtales the second time, taking all potential future plot he was meant to be implied in with him.
* Drow Tales, the Sharen clan is ultimately faced with one of these against the Sarghress as the District War enters its conclusion.
* Drowtales: The small, insectoid fairies known as Locust Queens are considered vermin by the drow, and typically exterminated much like mice or rats.
* Drowtales This alerts him that something is up and later outs her as a girl.

* Drowtales to Ariel. More of a standard mentor to the rest of her classmates, though.
* Drowtales to communicate with her and give her the potential to seriously disrupt some of the larger plans. More minor cases are the Balvhakara and Jie'yen clans, who act in this capacity in the Nuqrah'sharian Civil War and derail the plans of the would-be usurper when they refuse to support her coup. Two members of these clans also wind up part of the main plot and have so far served in a similar capacity for Snadhya'rune.
* Drowtales to deflector shield with the help of the two mana specialists behind her (white cloaks) to deflect a cannon ball.
* Drowtales to Naal that "All I did was make you incon...inconspis...WHATEVER, make you less visible!"
* Drowtales to venture to the Overworld, a land where knights in dishonorable armor roam, where danger in the form of ravenous beasts (wolves and the like) abounds, and where it actually freakin' rains, which for those who have spent their entire lives underground can be quite a shock. The Ill'hardro and Nal'sarkoth clans in particularly have made most of their money through trading.
* DrowTales universe, Drow are this by their very nature, as female Drow are both taller and physically stronger then the males of their race in general.
* Drowtales users either carry around so-called "fire pots" or strike a spark when they need some flames.
* Drowtales: Using the models of drow as depicted in Dungeons & Dragons, depicts every drow born underground as having white hair and the latent ability to use magic.
* Drow Tales us. The readers are now manifest as a swirling cloud of black demons that apparently only she can see, and she uses us to fight other characters and capture demons.
* Drowtales was jokingly told that the meat she was eating was human meat. This was a very real possibility, as the drow from which the meat came from have no problems eating human flesh. Through the likelihood of it actually being human meat is debated, Vaelia decides to just stick with a loaf of bread instead...
* Drowtales website, there's an on-going story arc about the Drow society 100 000 years in the future (from the main story's point), Space Age, where mana powers and controls EVERYTHING (including but not limited to spaceship flight, weapons, wormhole travel, faster-than-light communications, their internet...), to the point where their first encounter with "Earth humans" goes undetected because their traditional sensors are incapable of detecting objects that are not infused with mana at long range, although one of the characters eventually creates bio-signature detectors to good effect.
* Drowtales), whereas when addressing the titleholder directly, used in front of the first name (e.g., Val Ariel) or alternately Lady/Lord Val/Vel.
* Drowtales where the physical aspect is inverted and Light Elf society is traditionally patriarchal, while Drowussu still officially have female leaders but behind the scenes are more balanced in terms of their leaders' gender ratio.
* Drowtales, where they encourage people to undergo the procedure. So they have their work cut out for them.
* Drowtales (which, given how they represent the fans, proved to be an accurate depiction of the forum response).
* Drowtales, which hosts these and also serves as a convenient dumping point for certain political prisoners who need to "disappear" and make most of their income off of breeding dragons for the ruling Vel'Sharen clan, using those fighters who lose too often as meat for the hatchlings.
* Drowtales whose wings look big enough to actually let them fly, though clearly it's not able to.
* Drowtales who used her as a figurehead leader didn't help her at all.
* Drowtales work on the series together, and originally met through the roleplay section of the site.
* Drowtales: Zig-zagged. Drow do not use black powder-based weaponry, as their natural mana-based abilities are just as powerful and get more powerful as they get

older. However, so-called "goblin" races such as dwarves and humans do, occasionally using crude blunderbusses as a way of evening up the odds.
* Drow were the original "evil PC race" of choice, thanks to their combination of the inherent popularity of elves with more explicit and overt sexual overtones. They were one of the major reasons that the
* Drowzee and Hypno are said to live off of dreams; it's their defining trait. The one attack that literally involves this, Dream Eater, is not in their level-up movepool, although they can learn it by TM.
* Droz were paralysed in the ring due to botched moves. Hayabusa eventually regained the use of his lower body (albeit needing a cane to walk), but Droz only regained the use of his upper body and arms. Hayabusa passed away in 2016.
* Dr. Peace with a bullet and his Beam Katana. Subverted, though, in that he didn't realize it was an exploding shell and gets tossed into the backdrop.
* Dr. Pelagian's submarine also has a computer that's labeled "Computer".
* Dr. Pelagian's submarine has a side panel that opens and closes. It's labeled "Side Panel", "Open" and "Close".
* "Dr. Pelagian's War". When Marvin tells Wendy that a penguin has walked up to Wonder Dog (who is sunning himself on a beach) she does one.
* Dr. Pepper once had its cans featuring American images and the Pledge of Allegiance quote "One nation...indivisible." While not originally used in the Pledge, the ellipsis are precisely where "under God" has been used for many years. On the other hand, those words have only been a part of the pledge since 1959; the rest of the pledge is considerably older.
* Dr Pepper ran an advertising campaign where they were endorsed by Julius Irving, Neil Patrick Harris, and Gene Simmons... also known as Dr. J, Dr. Doogie Howser, and Dr. Feelgood (nickname from playing basketball, TV role, and hit song, respectively). They exhorted you to trust them, because they were "
* Dr. Pepper's ill advised "It's not for women," campaign for their line of ten calorie sodas. The original idea was to target those men who considered diet sodas to be unmasculine,
* Dr. Pepper to both Pepsi and Coca-Cola. Dr. Pepper is a distinct brand owned by its own company, the Dr. Pepper-Snapple Group. Yet, said company does not have a complete bottling network so they use both Coke and Pepsi for bottling and sales.
* Dr. Pepper, what's the worst that could happen? so no-one could possibly take it seriously.
* Dr. Peyton Driscoll has hints of this. She had the potential to be a great character, as a medical examiner she was obviously smart, but the writers ruined this by making her very first scene one of her in bed with Mac. Later on, it seemed virtually every scene with her had to be connected to Mac in some way.
* Dr. Phibes Rises Again and Robert Quarry play antagonists. According to insiders, the enmity onscreen was not fake: this was Price's last film for API, as he was being pushed aside for a younger actor. His replacement? Robert Quarry.
* Dr. Phibes Rises Again one of Phibes' deathtraps involves scorpions.
* Dr. Phibes Rises Again, the title character primarily operates out of an Ancient Egyptian tomb.
* Dr. Phil has admitted to occasionally being stopped in the street by passers-by who say "I know you're not, but you look almost like Dr. Phil."
* Dr. Phil's rise to fame and popularity is despised for even being famous at all for saying some dumb phrase on a show.
* Dr. Phil which showcased rather violent abuse had its age rating bumped from a "9" to a "16" on later airings in the Netherlands. The NICAM also fined the TV station €12,000 for originally airing it with a "9".
* Dr. Psycho steals the War-Prevento Machine disguised as Wonder Woman, thereby framing her for the theft.
* Dr. Psych Patient: An apparent authority figure such as a doctor is exposed as a mentally-unwell person adopting the role.
* Dr. Quest uses a loudspeaker in a plane to make the natives think he's Aerio, god of the air.
* Dr. Quinn asks Sully to give the talk to her adopted son Matthew when he begins

courting immigrant girl Ingrid.
* Dr. Quinn, Medicine Woman and her beau (and later husband) Sully are this to each other. Her backstory includes a fiancé presumed dead in the Civil War, while his includes a wife who died in childbirth along with their baby.
* Dr. Quinn, Medicine Woman. As she storms out, he applauds, declaring, "Not bad. I didn't think you had it in you."
* Dr. Quinn, Medicine Woman, Dorothy thinks she's pregnant, but it's menopause.
* Dr. Quinn, Medicine Woman: Dr. Mike and her daughter Colleen would perform quite a few of them.
* Dr. Quinn, Medicine Woman. Dr. Quinn prepared to do this to rescue her son Matthew from a mine collapse. Luckily, it doesn't come to that.
* Dr. Quinn, Medicine Woman: Dr. Quinn recalls that her father expected his fifth child would be finally a boy and planned to name him Michael. When another daughter was born, he decided to call her Michaela.
* Dr. Quinn, Medicine Woman ends with everybody dancing at Colleen and Andrew's wedding.
* Dr. Quinn, Medicine Woman engagement party. When she confronted him, after some badgering, he finally admits that he is in fact, the man in question.
* Dr. Quinn, Medicine Woman (episode "Travelling All Stars") we see a baseball match where the professional team's players deliberately injure members of the Colorado Springs team and receive no penalty. (Naturally, Colorado Springs wins anyway.)
* Dr. Quinn, Medicine Woman for desertion, see his sword broken and his epaulettes torn off in front of him.
* Dr. Quinn, Medicine Woman: Grace, Robert E.'s wife, is an excellent cook and her café is a great hit in Colorado Springs. Everybody praises her skills and enjoys her delicious food. Preston A. Lodge III hires her to cook in his hotel in later seasons.
* Dr. Quinn, Medicine Woman had newcomer Dorothy being examined by Mike, who noticed her many bruises and didn't buy her excuses for any of them. Sure enough, Dorothy eventually admits to being beaten by her husband. A sympathetic Mike reveals that even working with her father in a posh Boston neighborhood, she frequently saw women who had "fallen down the stairs".
* Dr. Quinn, Medicine Woman had the title character getting trapped inside of a cabin due to a rabid grizzly.
* Dr. Quinn, Medicine Woman has a Denver banker bringing them to town and enticing the men to join, in response to Grace and Robert E. buying a house in the middle of town. Things escalate to where he's nearly hanged.
* Dr. Quinn, Medicine Woman is the progressive one and the other men the more conservative ones.
* Dr. Quinn, Medicine Woman Matthew Brady comes to town, and is secretly losing his vision. He takes Sully on as a local assistant, pretending to teach him the basics of photography but actually using his eyes to frame the photos.
* Dr. Quinn, Medicine Woman. Most of the townspeople are completely convinced that the Native American men have this attitude:
* Dr. Quinn, Medicine Woman, the backstory of Loren and Dorothy is revealed to be this—he had courted her back in their younger days before she abruptly married someone else. Her sister consoled him and they ended up marrying.
* Dr. Quinn, Medicine Woman, there are several instances where the titular character begs Horace, the local telegraph operator, to reveal the contents of telegrams that he has sent or received (usually because of her efforts to help someone who might be the topic of one of the those messages). He refuses, as he's taken an oath to ensure people's privacy. But in one instant, he hands her the notepad that the message was written on (he's destroyed the paper, but the imprint of the message is still there), and in another he declares his intent to go for a walk, leaving Dr. Quinn alone in the office and thus able to snoop until she gets the info that she needs.
* Dr. Quinn, Medicine Woman to get the local telegraph operator to tell her about a message that he sent (he's taken an oath to keep such communications private),

she'll usually take the notepad that he wrote the message on and shade it to find out what was transmitted.
* Dr. Quinn, Medicine Woman: "Traveling All-Stars". The whole town becomes obsessed with the game, and women have to fight for their right to play as well.
* Dr. Quinn, Medicine Woman was the youngest of five daughters and a favorite child of her father, becoming a doctor like he was and working with him in his office. All her dialogue makes it obvious that she adored and idolized him. She is not even able to connect with her mother until after her father had died.
* Dr. Quinn, Medicine Woman." We get the standard "it happens to every guy" speech from the Reverend, who assures him, "All men lose the mood sometimes", but true to form, they all — including the Reverend — vehemently deny ever doing so themselves.
* Dr. Quinn, Medicine Woman when the titular character rather timidly makes advances to husband Sully. When he asks why she's being so meek, she shyly admits "I was always taught. . .a woman shouldn't ask. . ." Sully assures her that not only does he not mind, in the Cheyenne culture, while women aren't exactly encouraged to make the first move, they aren't discouraged either.
* Dr. Rabbit, it's as if they were practically begging for someone to edit the cartoon to make him seem like a pederast.
* Dr. Rachel Scott murders Dr. Niels Sorenson by stripping him of the thing that makes him immune to the Red Flu.
* Dr. Radek Zelenka (played by Czech-born Canadian actor David Nykl) is known for making humorous asides in Czech, including a case of
* Dr. Ramune: Mysterious Disease Specialist over the fact, and the gyoza absorbs any sound that pokes holes into her fabricated narrative.
* Dr. Randall Cassitor. Luckily, one of the missions involves you getting a group of the Demon Pirates to attack Cassitor's base.
* Dr. Rausch, a second scientist seen on TV later on, acts like he's one of these (ranting furiously at anyone who disagrees with him) but his solutions
* Dr. Rebos' food truck has a button labeled "Dining Room Open". Naturally it causes a dining room to open out of the back of the truck.
* Dr. Reichwein counsels a mysterious patient, only to find out it's Roberto.
* Dr. Reid Oliver. Before he starts dating Luke, the protagonist accuses Reid of being homophobic when appearing uncooperative about hastening Noah's surgery. Complete with a soft chortle,
* Dr. Rex most likely knew that dooming his own species to extinction would be an act considered "evil", but in his delusions
* Dr. Richard Copper: An elderly physician who provided assistance at Outpost 4 and later during the final battle.
* Dr. Richard Hornberger, the author of the novel that became the basis for
* Dr. Richard Kimble, going from town to town, searching for the One-Armed Man in
* Dr. Rick Marshall thinks he's an expert on everything just because he's a brilliant astrophysicist. At one point, he thinks dumping urine on himself will mask his scent, despite everyone pointing out how stupid that is. Indeed, the urine helps the dinosaurs find him faster. He's pretty much consistently wrong about what he knows about dinosaurs (e.g. tiny brains, no depth perception).
* Dr. Robert Hare, a specialist in psychopathy, notes that psychopaths regularly do this - having figured out their interrogators and interrogation techniques, they become horrible subjects to try to interrogate, often telling lies just to play with the interrogator. His research mainly focused on already-convicted criminals, so he and his staff already had access to the offender's background, criminal record, and any other confirmed facts. Newer researchers, who
* Dr. Robert Heath did some startlingly unethical research into this, including one experiment testing to see if he could "cure" a depressed, drug-addicted epileptic of being gay. His work is
* Dr. Roberts is a psychiatrist who runs an insane asylum in Toronto. Murdoch sometimes consults him when he needs to know about the psychology of a killer
* Dr. Robotnik is depicted as bumbling and hilarious, aided by the stellar
* Dr. Robotnik's Mean Bean Machine (동글이

퇴치작전 (뿌요뿌요)), meaning "Dongle Eradication".
* Dr. Robotnik's Mean Bean Machine: Each and every one of the Badniks take turns dueling you and assaulting you verbally with lame puns which have mostly to do with your opponent's looks and nature.
* Dr. Robotnik's Mean Bean Machine is just a Kirby-fied version of Puyo Puyo).
* Dr. Robotnik's (Spoiler Warning, though.) The goggles he wears on his head also turn out to be safety goggles for when he's doing mechanical work.
* Dr. Rockzo also counts as this. First, he is a clown. Second, since the Dory McLean incident, he's a canon
* Dr Rockzo, the Rock & Roll Clown who does Cocaine, who apparently believes in Santa Claus, ran into him.
* Dr. Roger Korby at the end of the episode "What Are Little Girls Made Of" (along with a minor earlier example when a character realized that she'd been talking to Kirk's android duplicate rather than Kirk himself).
* "Dr. Roger Korby" is a mind-uploaded android duplicate of the real Korby, who is dead. As with the android Kirk,
* Dr. Roman from the same game is an ardent fanboy of a Virtual Idol named Magi☆Mari and has an obsession with Japanese sweets.
* Dr. Rosi Sexton has a 13-2 win record as of July 2012 and a Ph.D. in theoretical computer science.
* Dr Sam Beckett has seven degrees (most of them unidentified) and knows eleven languages. On the other hand, the
* Dr. Sandra Lee (aka Dr. Pimple Popper), posts close-up videos of her work extracting yucky stuff out of peoples' skin.
* Dr. Schabbs of E2M9, while having more health than Otto Giftmacher, is still a relatively easy boss to deal with (unless you play on
* Dr. Schlock has usurped Prometheus as the Man behind Hereti Corp. Since it's a corporation full of evil characters, there's quite a few figures he can get behind.
* Dr. Schlock says that it's actually the opposite. Science is the art of manipulating the world using the normal laws of probability. Mortal magic is powered by abusing the Fate Web to tweak those probabilities, and as such will not work outside the Fate Web's boundaries.
* Dr. Scholls has a wart remover commercial where the wart talks. It's disturbing as it sounds...
* "Dr. Science", although he tends to be more interactive, with listeners writing in with questions designed to prompt a spew of twisted factoids.
* Dr. Screwball Jones from "The Boy Wander" is a goofy-looking super-villain devoted to making people laugh,
* Dr. Sergio Canavero has been working on a head transplant variation of this. Claiming success with animal testing, and a successful dry run on cadavers.
* Dr. Seuss. A creature called a North-going Zax and another called a South-going Zax run into each other, and both refuse to go around the other since it would require them to move, very slightly, in a direction different than they're used to. Their refusal to compromise means they basically stand glaring at each other forever while a highway overpass is built over their heads.
* Dr. Seuss, a pair of fish do this to another fish while all three of them are underwater. The two doing the pushing are described as "very, very bad".
* Dr. Seuss did for television) will always be the most iconic and well-known of these specials.
* Dr. Seuss drew a 1930s magazine cover showing a drunken playboy-type waking up in astonishment with a huge, smiling, striped, multicolored gorilla-thing.
* Dr. Seuss ends this way, with both generals holding a bomb that could possibly obliterate the opposing side. Neither side drops their bomb.
* Dr. Seuss, etc.) contain fairly weighty themes that young children might not immediately get.
* Dr. Seuss goes through every letter, naming words that start with each one, even if he has to make up a nonsense word to do it. Except... "X is very useful if your name is Nixie Knox. It also comes in handy spelling ax and extra fox."

* Dr. Seuss has a character named Harry Haddow, who "can't make any shadow."
* Dr. Seuss has the Once-ler telling the story of how he destroyed the environment to an unnamed boy passing by so someone else would understand that it needs to be restored.
* Dr. Seuss hat is something called VOOM, which loudly cleans the mess up.
* Dr. Seuss. He was so frustrated after the 27th time, he decided to go burn the manuscript when by pure chance, he ran into an old friend... who had just happened to become a publisher.
* Dr. Seuss, his first book to obtain success with both critics and readers.
* Dr. Seuss is a strange gloopy material that falls from the sky when the king demands a new kind of weather. The name has since been used for a non-Newtonian fluid (i.e. strange gloopy material) that you can make in your own home.
* Dr. Seuss is mute because of the throat cancer that eventually killed him in real life. He can't rap himself, but that doesn't stop him- he just draws the Cat in the Hat and Things 1&2 to life to do it for him.
* Dr. Seuss is one at first. He lets other animals live on his antlers, which seems like a noble gesture at first, especially when his friends alienate him for it. But then his "guests" refuse to let him migrate when winter comes, and Thidwick puts their selfish wants over his own needs. It's not until he is cornered by hunters that he learns his lesson.
* Dr. Seuss is on record for saying that his story "The Sneetches" is an allegory for antisemitism.
* Dr. Seuss is written in the second person...it's right there in the title! Even more uniquely, it's written in future tense.
* Dr. Seuss of his books (plus a few original stories) while he was still alive.
* Dr. Seuss on a bet he couldn't write a story using just fifty distinct words.
* Dr. Seuss on the Loose, the north-going and south-going Zaxes meet each other face to face on the Prairie of Prax:
* Dr. Seuss, Peter T. Hooper avoids the eggs of the Twiddler Owls, because, “I new that the eggs of those fellows who twiddle, taste sort of like dust from inside a brass fiddle.” He also avoids the stroodle (who’s “sort of a stork, but with fur like a poodle”), claiming “the yolks of [their] eggs taste like fleece, and the whites taste like very old bicycle grease.”
* Dr. Seuss segment from "Treehouse of Horror XXIV", this happens to the Fat in the Hat (Homer) when Maggie stabs him with his umbrella as he's creeping in on the kids.
* Dr. Seuss that she forbade any live-action adaptations of her husband's works to be made again for the rest of her life.
* Dr. Seuss. The book features two anthropomorphic bear cubs jumping on their father's belly, only for him to tell them "STOP You must not hop on Pop."
* Dr. Seuss; the books in question began selling for thousands of dollars in online secondary markets.
* Dr. Seuss." The citizen is shocked to realize that such a creature was living in their head.
* Dr. Seuss, the description of a 'cup of hickory chicory': "Like the women I like, it is dark and it's bitter / So drink it up, doc! C'mon! don't be a quitter."
* Dr. Seuss. There are fish with built-in sails or propellers. One fish can ski down underwater slopes. There are even fish who jump off steep waterfalls and parachute down to the river below.
* Dr. Seuss, there is the Vug under the rug, pictured only as a shadowy lump beneath the aforementioned carpet.
* Dr. Seuss, the titular Solla Sollew is a Unreachable Promised Land, as a key-slapping slippard prevents the door from being unlocked.
* Dr. Seuss. The two sides swap their looks so many times that they eventually can't remember which they started out as.
* Dr. Seuss up until the eponymous 500th hat, which became so fanciful that the king had to have it for his very own...which, thankfully, ended the hat problem as there were no more hats after that.
* Dr. Seuss, was both surprised and very pleased with how well the Seuss Landing

area at Islands of Adventure turned out to be, feeling that it did great justice in translating her late husband's works into a theme park setting.
* Dr. Seuss. When she doesn't dare go home because she's sure that no one loves her anymore after she abandoned them, the daisy growing out of her head (the reason for her fame) plucks its own petals one by one to find out if they love her. It turns out that they do.
* Dr. Seuss, which Seuss expressed dissatisfaction with due to Jones' art direction taking over his own compared to Bakashi and Friz Freleng's works.
* Dr. Sexy, MD and knows there is a gay bar in Miami called Purgatory.
* Dr. Shiouji takes Cosette to the same hotel, but leaves when he finds out
* Dr. Siebren de Kuiper was an astrophysicist studying gravity. After decades of research, he conducted an experiment to harness the power of a black hole. A containment breach exposed Kuiper to a singularity,
* Dr. Silberman as the Terminator arrives at the station. He's looking at his pager when the Terminator first walks in.
* Dr. Sloan and his team also had to clear their good names when, after the execution of a serial bomber whom Sloan helped bring to justice, a string of copycat bombings prompted the DA's office to believe that, thanks to Sloan's testimony, they arrested the wrong man.
* Dr. Slump: Arale can be naughty and sometimes causes problems to her creator/father Senbei, and because of this Senbei is often impatient and exasperated by Arale's antics, yet they are quite close and Senbei really loves and cares for Arale, as seen in several episodes.
* Dr. Slump: In an episode of the remake, Arale had Obotchaman and the head of the school (Bawz) fight for her affection, in which it is shown that the Bawz comes from a wealthy family while Obotchaman lives like any other villager (in the original anime and manga he also works delivering milk). This also applies in the sequel manga Dr. Slump Returns, where we are introduced to Karte Karte, the eldest son of a wealthy family of doctors.
* Dr. Slump: Subverted at the beginning. Obotchaman lives as a common villager, works by handing out milk, and is in love with Arale, but she at first was not a high-class girl until almost the end of the anime and manga where she happened to become the mayor of the Penguin Village, so meets this trope.
* Dr. Soren's trilithium probe. It stops all fusion within a star, causing it to collapse and generate a shockwave that destroys all planets in the solar system.
* Dr. Soup does one in "Olive and Otto in Shmumberland" when he orders Olive to refer to him by "Dr. Soup", only for her to ask him, "Didn't I say 'doctor'?" It leads him to shout
* Dr. Spencer Reid are this. Jason Gideon was prone to this as well, as well as a few UnSubs, most notably Vincent Shyer ("Broken Mirror") and Frank Breitkof ("No Way Out"/"No Way Out II: The Evilution of Frank").
* Dr. Spencer Reid has an IQ of 187, can read over 20,000 words per minute, has an eidetic memory, three PhD's, BA's in Psychology and Sociology, can solve the
* Dr. Spencer Reid. He's the only member who failed all physical FBI physical exams, but because he's a genius with 4 PhDs,
* Dr. Spires' reason to give an experimental regenerative mixture on a dying psychopath in
* Dr. Spock's Baby and Child Care, the iconic reference book for mothers afraid of accidentally killing their infants, is "You know more than you think you do."
* Dr. Stanislaus Braun and put them out of their misery with the Failsafe.
* Dr. Stanton says it's impossible when Coleman says the storm which Ghidorah disappeared inside has changed direction and is headed towards Rodan at unnaturally fast speed, at which point Chen and Coleman realize that Ghidorah
* Dr. Steve tries a variant of this in The Adventures of Dr. Floyd. While he's always got a time machine and is trying to sell various things on ebay for profit, one time he simply bought 100 copies of Action Comics #1 and tried to sell them when he got back to the future.
* Dr Stevie became more and more violent in his efforts to deal with the violently insane. In some ways, he was worse than his patients, as they really couldn't help

it but Stevie knew exactly what he was doing. Then again, since Stevie thought this approach would work, all evidence to the contrary, one could say he had become insane himself, albeit in a different way.
* Dr. Stone. After he leaves, Senku tells his classmates that the "love potion" was actually gasoline. He states he only presented it that way knowing that Taiju wouldn't want to use it.
* Dr. Stone. Although similar conditions of immobilization and sensory deprivation can cause severe psychological trauma after only a few days (in fact, hallucinations can start happening after as little as 15 minutes), they eventually emerge from their stone shells feeling just fine, with absolutely no mental health issues whatsoever. This is doubly impressive, considering how by the time they manage to break free from the petrification, all traces of human civilization are long since gone, and the fate of most of their loved ones is uncertain at best, yet no one seems to have any major issues with being torn from the comforts of modern life and forced into a survival situation.
* Dr. Stone and starts being loud and obnoxious until Minami hands him some clothes and asks put them on before acting up.
* Dr. Stone anime and manga; the Good Guys are smart but most but not all of them are physically weak while the Bad Guys are Physically Stronger. This does not mean that the Bad Guys are stupid however, the bad guys are smart too, it is just that the good guys are just a little bit smarter, especially Senku. Examples include Senku vs Tsukasa and Chrome vs Magma. Senku's IQ is higher than Tsukasa's but only by a few points maybe even by only one. Senku is pretty much always one step ahead of tsukasa, keyphrase being ALWAYS ONE STEP AHEAD. One step ahead and no more meaning not two or three or ten steps ahead. Tsukasa pretty much always keeps Senku on the move and on his toes constantly. Senku can't stop thinking ahead because otherwise Tsukasa WILL CATCH UP WITH HIM. And if that happens it is all over for Senku and his dream of bringing science back to the world.
* Dr. Stone at the end of the first part. Senkuu ended up finding a new supporting cast in the Ishigami villagers and two new best friends in Kohaku and Chrome, who were praised as being much more fun.
* Dr. Stone between Yo and Magma. The first time is when Yo laughs at him for believing the world is flat.
* Dr. Stone, Byakuya has to land on a nearby island and use a rowboat to rescue them.
* Dr. Stone by arguing that the ambition to pursue a worthy goal no matter how impossible it seems is exactly the kind of trait one wants in a leader.
* Dr. Stone, Chrome is exhausted and has visible stubble after spending several all-nighters inventing a waterwheel.
* Dr. Stone despite being one of the physically weakest contenders; his opponent passes out before the final round due to injuries received in previous fights.
* Dr. Stone has an interesting case where it's both Past -> Future and Future -> Past. The main character Senku is from modern day Japan, and ends up being turned to stone in an incident that basically ended human civilization. He revives 3000 years later and discovers a small village of people descended from those who managed to escape the apocalypse, but they're still a Stone Age-level society.
* Dr. Stone He argues that restoring the world's technology will cause far more death and destruction than primitive technology could. Just turning on the news and hearing about the latest mass shooting/bombing/war may lead some to agree with his point. He also points out that reviving 7 billion people without first figuring out how to feed, clothe, and house them all just invites disaster, and there are certainly some people (including some of the ones he revived), like murderers, who shouldn't be revived before there's a functional society to make sure they don't start abusing other people.
* Dr. Stone. He resolves to confess to her once he and Senku have successfully revived civilization.
* Dr. Stone. However, much attention is given to inventing every piece of every new technology; he doesn't build a cell phone out of bamboo and coconuts, he uses all the things he's already invented to put together vacuum tubes and primitive

plastic.
* Dr. Stone", in chapter 201 when Kohaku is commenting that the ship is similar to her top speed on land.
* Dr. Stone in Chapter 57, where Kaseki laments that he never had friends growing up; Chrome says that they're his friends, and rejects the age difference by saying "What does that have to do with anything?", which brings Kaseki to tears.
* Dr. Stone includes examples from both before and after the petrification.
* Dr. Stone: In the first major conflict between Senku's Kingdom of Science and the Tsukasa Empire, Senku arms his people with katanas. While he does talk them up as "the blades of science" and "the finest blades in the world", their superiority mainly comes from the fact that their opponents are still using stone weapons, and Senku actually debunks one of the legends surrounding katanas by revealing that they don't need to be folded "thousands of times" — two foldings is enough to get all the impurities out.
* Dr. Stone is a highschool-aged science prodigy who takes it upon himself to use science to rebuild civilization thousands of years after an unknown apocalyptic event turned the entire world's population into stone.
* Dr. Stone is an expert watch technician who has spent his whole life refining his craft and is very proud of it, arrogantly bragging and talking down to anyone he speaks with... provided they're male. As it turns out, singlemindedly honing his skills for so long means he barely ever got the chance to talk to girls, so whenever he tries to do so he's reduced to a nervous, stammering mess.
* Dr. Stone is often cool-headed and in control. Though he reacts to Taiju's stupidity (these are removed in the anime). After he's revived a second time later on, he immediately asks Senku "what's the situation". Everyone comments that Tsukasa always keeps his cool. Senku tells him that they're going to the moon, causing Tsukasa to lose his cool.
* Dr. Stone Kohaku is moving so quickly that she leaves a high-speed blur on the camera, causing Gen to snark that people who look back on the photos are going to mistake her for a ghost.
* Dr. Stone: one of the geographic features of Japan c. 3,700 years in the future is a large sulfuric lake, which is metaphorically personified as an enticing "Sulfur Fairy" which turns into a hideous melted corpse just when you're about to enter the clouds of hydrogen sulfide given off by the lake. Senku being who he is, he explains all the uses the the sulfur lake can have for them but warns that if they take even one breath of the hydrogen sulfide then they're dead. This actually turns out to be very useful later on as some of Tsukasa's mooks aren't aware of the sulfuric lake and Senku and the Ishigami villagers manage to trick them into running straight into a hydrogen sulfide cloud, killing them.
* Dr. Stone panic and start to think naturally, so the assault on the Cave of Miracles has to be completed in less than that. Chapter 75 has a timer counting down to zero as they attack.
* Dr. Stone portrays sulfuric acid as a beautiful green-haired woman due to its scientific importance and the scenic lake it gathers in. The personification then turns into a grotesque skeletal figure to represent its extreme toxicity and danger. Senku even nicknames "her" Ryuu-san, a pun on the Japanese name of the acid.
* Dr Stone Reboot Byakuya noticed Rei's light signal, they just can't explain what it is.
* Dr. Stone, refuses to let anything happen to her and fights against Magma herself. So it's more like "best her sister to bed her".
* Dr. Stone: Senku causes the entire village to face fault when he ultimately realizes they're going to create another phone after months of collecting materials.
* Dr. Stone (Senku, Gen, Taiju, and Yuzuriha) who are involved in making it were involved in or interested in the military, so they probably don't care about the distinction).
* Dr. Stone, Senku has his friends Taiju and Yuzuriha go undercover as spies in Tsukasa's empire after Tsukasa believes he has killed Senku. Tsukasa knows who they

are and that they haven't forgiven him for killing Senku, but allows them enough freedom that they're able to play their role.
* Dr. Stone, Senku reluctantly agrees to marry village priestess Ruri in order to get the alcohol needed to make her medicine. Before he can leave with it, the other villagers say they need to party and drink the night away. Senku instead declares a divorce and runs off with the booze to make the medicine. Leaving the entire village baffled at what just happened.
* Dr. Stone, Senkuu ends up having to try and skip from primitive crossbows to the invention of gunpowder and firearms just to stand a chance to defeat him.
* Dr. Stone Senkuu meet all play this role to varying degrees when he starts talking about the things he wants to accomplish by bringing technology back to the world. Of these characters, Chrome has the most knowledge ahead of time because of his own experiments but still needs the more advanced principles and applications of science explained to him.
* Dr. Stone: Senku uses their newly created lights to decorate a tree as snow starts to fall, Gen then realizes Senku figured it was Christmas, just as Santa flies over the sky.
* Dr. Stone that just wash me away...". When Kinro admonishes him for only caring about her appearance, he responds "I said I dig her big ol' ti... tides... didn't I?"
* Dr. Stone. The jury's still out on whether or not she's really all that bad though; Senku seems to believe that they can convert her to his side with the allure of creature comforts that science can create.
* Dr. Stone then gets furious at them because she thinks they're going to make her sister drink their pee, but they quickly explain they're just using it to treat the mixture for the medicine.
* Dr. Stone, this comes up a lot. Every early invention ends up becoming part of a later one, or to make the tools to make another invention. As Senku says, science is all about building on what has come before, and nowhere is that more obvious than with tools. More specifically:
* Dr. Stone, to a deadly enemy once he realizes that Senku has enough scientific knowledge to restore civilization.
* Dr. Stone, Tsukasa kills Senku after the latter refuses to give up science when they awaken after having turned to stone for the past 3700 years. Tsukasa fears that Senku's plans to use science to revive adults and bring back the corruption they inherently had would ruin the new stone world they found themselves in. However, Senku manages to survive the assassination attempt, and is amazed at a man named Chrome who had collected various items throughout his life, being fascinated by things and doing primitive experiments on them. Senku realizes that even had Tsukasa of killed him, he couldn't have been able to stop everyone who like Chrome, was innately curious about how the world worked. And sooner or later, humanity would rediscover much of the science and technology that had been lost from the old world.
* Dr. Stone, turning battery and wire creation into a cottage industry. Chrome and Kaseki's waterwheel removes the need for manual electricity generation, and during the "Stone Wars" arc, Senku repurposes the coal-burning furnaces to make a steam-powered car.
* Dr. Stone: Village chief Kokuyo has a habit of crushing clay cups in his hand when he's angry.
* Dr. Stone wants to impress all the girls, so he decides to fake a change of heart by attempting to swim for the ship after it's already too far away to reach, and claim that he totally would've joined the voyage if they hadn't left without him. Unfortunately for him, the ship's crew notices him and sends out a boat to drag him aboard anyway.
* Dr. Stone: When Yo tests out Senku's primitive firearm he completely misses the line of bottles he was targeting, only for a poisonous snake to fall down dead behind the bottles. Then subverted by a thought bubble revealing that he muffed the shot and hitting the snake was purely accidental. He quickly realizes that he needs to practice a bit more.

* Dr. Stone, where Senku Ishigami faces an ordeal with the entire world's population having turned into stone. Believing that this isn't an act of random fantasy, he sets out to fight back and rebuild civilization by using science as the only logical tool against the seemingly magical phenomenon.
* Dr. Stone while Senku discovered Ishigami Village and converted it into the Kingdom of Science.
* Dr. Stone who refuses to hurt anyone. He's more than willing to use his insane durability to shield and protect others, however.
* Dr. Stone who was brought over from the 21st century, appear to most onlookers as magic, as they have no idea how even the simpler devices Senku cobbles together even work. The only one who can keep up with Senku is a genius-intellect villager named Chrome, and even then, he referred to the results of his own chemical experimentation prior to Senku's arrival as sorcery. Even after Senku has practically drilled into every villager's head that what he's doing is science, not magic, some of the villagers continue to see Senku as a sorcerer and the devices he creates as sorcery.
* Dr. Stone with enough scientific knowledge to potentially restore civilization, but compared to just about everyone around him, his physical abilities are practically nonexistent.
* Dr. Stone: Yo and Magma get into one when Yo laughs at him for believing the world is flat.
* Dr. Strange gets all the knowledge in the universe in return for helping
* Dr. Strangelove: A black comedy about the intersection of libido and thermonuclear war.
* Dr. Strangelove, a column of US Army troops is dispatched to storm the Air Force base which has been commandeered by renegade general Ripper. The base troops think they are battling invading Russians:
* Dr. Strangelove: Admittedly, everyone is equally unsuited for addressing the threat, but the titular doctor actually acknowledges the Cobalt-Thorium G bomb as horrific risk to all life everywhere, while General Buck Turgidson wistfully wishes that the US had one.
* Dr. Strangelove, Ambassador Sadeski gives President Muffley Premier Kissov's phone number when his line at the Kremlin could not be reached:
* Dr. Strangelove and its radio is not functioning, so it can't be recalled.
* Dr. Strangelove and the whole Soviet "Dead Hand" protocol. The big irony in this movie was that the Soviets hadn't got around to actually telling the world when General Ripper ordered his bombers to attack.
* Dr. Strangelove (beauty was mentioned as the main criteria), and women have little function other than breeding. It would be interesting to see what would happen after the women realized their odds would be ten to one.
* Dr. Strangelove, black gloves, shrill laugh and all. He's a sinister secret project leader, and changed his original German name after he was made a U.S. citizen.
* Dr. Strangelove: British officer Lionel Mandrake was discussing his time as a prisoner in a Japanese POW camp:
* Dr. Strangelove buried in the deserts of the north-western continent of an uninhabited planet they're currently exploring.
* Dr. Strangelove, Col. Guano has to shoot a Coca-Cola vending machine to get change for a crucial phone call to the President. He gets Coke squirted in his face.
* Dr. Strangelove, from which the above quote comes. A huge, elaborate set designed by Ken Adam.
* Dr. Strangelove, General Turgidson asks the President for permission to speak freely, then proceeds to actively question the Russians' grasp of technical know-how, visibly angering the present Russian ambassador by calling them 'ignorant peons'.
* Dr. Strangelove, General Turgidson declares that such a thing is proven impossible. Ambassador Sadesky remarks that Turgidson has clearly never heard of Cobalt-Thorium G (the chemical that makes the device work), causing Turgidson to

smugly scoff and roll his eyes at the insinuation, indicating he does know of it... then he sheepishly asks what that is.
* Dr. Strangelove, Gen. Ripper tells Captain Mandrake to relay "Wing Attack Plan R" to the squadron airborne over Russia—it calls for the planes to attack Russian targets. Mandrake thinks it's a drill. Ripper says otherwise.
* Dr. Strangelove: Group Captain Mandrake is trying to contact the President from a phone booth at Burpleson AFB in order to stop their bombers from attacking Russia. The booth's phone number is identified to the operator as Burpleson 3-9180.
* Dr. Strangelove: Group Captain (RAF for Colonel) Mandrake is a bit of a wimp and fails to properly stand up for himself when around other domineering American officers, while US Army Colonel "Bat" Guano does not even understand his own mission, and is instead obsessed with eliminating "preverts."
* Dr. Strangelove. Gypsy, while trying to figure out a way to get Joel off the ship and to safety, sketches the Ripper Doodles onto a chalkboard. They aren't of much help.
* Dr. Strangelove had Peter Sellers portray two Funny Foreigner characters: a stuffy British military commander and the former Nazi expert Dr. Strangelove, who both speak in ditto heavy accents.
* Dr. Strangelove is fairly pedestrian and slow-paced for the first fifteen-to-twenty minutes, with a couple of good lines, until the viewers get to The War Room and suddenly it becomes hilarious and stays that way for the rest of the film.
* Dr. Strangelove is one of the most well known satires of the Cold War, and of the foolishness of the nuclear arms race. An interesting case where Horatian techniques were put to a Juvenalian end.
* Dr. Strangelove is that General Ripper's descent into madness began when he became impotent, which he blamed on Communists contaminating his precious bodily fluids by putting fluoride in our water.
* Dr. Strangelove, it's an insanely paranoid general who deliberately gives all his bombers the orders to attack the USSR. In both films, due to the intense security procedures involved, the government is unable to call them back.
* Dr. Strangelove launches an all-out nuclear attack on Russia because he's convinced himself that they're using water fluoridation to "sap and impurify our precious bodily fluids".
* Dr. Strangelove nuclear scenario. President Muffley raises the question paraphrasing Khrushchev; "Won't the living envy the dead?" but Strangelove easily dismisses the concept, pointing out that joie de vivre will prevail.
* Dr. Strangelove or: How I Learned to Stop Worrying and Love the Bomb.
* Dr. Strangelove or: How I Learned to Stop Worrying and Love the Bomb:
* Dr. Strangelove or: How I Learned to Stop Worrying and Love the Bomb. Imagine, if you will, the American president speaking over the telephone to the Soviet Premier in an extremely timid, friendly voice:
* Dr. Strangelove or: How I Learned To Stop Worrying And Love The Bomb is a famous example. He was able to help start a nuclear war despite the small setback of having a hand that obeyed his subconscious urges, such as punching himself in the face and giving Nazi salutes. His notoriety is such that the common name for the real-life brain condition "alien hand syndrome" is "Dr. Strangelove Syndrome".
* Dr. Strangelove, or How I Learned To Stop Worrying and Love the Bomb is a massive pie fight in the Pentagon's War Room. Cut for not quite fitting the darkness of the rest of the movie.
* Dr. Strangelove, or How I Learned to Stop Worrying and Love the Bomb issues an order for his bomb wing to attack their targets inside the Soviet Union. The Soviet Union had developed a device that would immediately trigger a nuclear holocaust in the event of an attack on Soviet soil. Nobody but Ripper could order his wing to return, and the Soviet device would go off it any attempt was made to disable it.
* Dr. Strangelove, or Robert (used by General Ripper in communication with his RAF exchange officer Mandrake, as per the British Royal Air Force's own pre-NATO phonetic alphabet).
* Dr. Strangelove, proposed a doomsday device to the Strategic Air Command officers as a rhetorical device to illustrate how this idea was but a slight exaggeration of

their primary nuclear warfare strategy.
* Dr. Strangelove says that the manuscript was found under a rock in the Great Northern Desert by aliens.
* Dr. Strangelove (see Literature below), but the attack is a result of human intervention rather than mechanical failure (although it is a mechanical failure that prevents one of the bombers from being recalled).
* Dr. Strangelove sends his nuclear bombers to attack the Soviet Union, without orders to do so, in the belief that a lightning strike will successfully defeat the Soviets. The President and his war cabinet overcome repeated crises in order to prevent the attack from going ahead, and are almost successful, but it is all for naught. A combination of systemic and personal failures on both sides leads to the end of the world. The theme of failure is subverted in a series of vignettes in which the last remaining bomber crew go to their deaths believing that their mission was a complete success.
* Dr. Strangelove. So Kubrick would encourage him to do "warmup" takes in preparation for the real thing. The over-the-top takes thus were used in the actual movie, and hilarity was held by all, except Scott. Scott then swore to never work with Kubrick again, even though he admired the sneaky genius of it.
* Dr. Strangelove. The government figures, all of whom are men, are immediately on board with this plan.
* Dr. Strangelove the pilot, bombardier and electronic warfare officer each have to operate the first and second safety switches to arm the bombs.
* Dr. Strangelove, the Russian ambassador is played by British actor, Peter Bull. Though to be fair he's not really fooling any-one.
* Dr. Strangelove. To the crew of a B-52 on a nuclear bombing run into Soviet territory:
* Dr. Strangelove to the movie. And a nuclear holocaust can't stop the arms race, because now the Americans have to move people into mine shafts as they wait out the radioactivity on the surface. Fearing the Soviets will move more people into mine shafts and have superior numbers when they emerge, Buck Turgidson declares, "We can't allow a mine shaft gap!"
* Dr. Strangelove until it detonated all over the Soviet Union's face.
* Dr. Strangeloveverts" - most likely on the evidence of his odd accent and uniform.
* Dr. Strangelove, we see a large number of nuclear explosions with "We'll Meet Again" as the background music.
* Dr. Strangelove. When Mandrake tells Colonel Guano that General Ripper shot himself in the bathroom, Guano skeptically asks if it was "while he was shaving?" Notable in this instance that Mandrake was telling the truth; knowing that Mandrake was the one person who could provide a full explanation for what was really going on, Ripper deliberately lathered up his face before committing suicide to make it seem as though Mandrake had shot him.
* Dr. Strangelove, when the missiles are approaching the nuclear bomber.
* Dr. Strangelove, where one of the nukes about to be dropped on the Soviet Union has "Dear John" written on the front.
* Dr. Strangelove), which would "salt" the surface of the earth with fallout and render it uninhabitable, was hypothesized by the progenitors of the Manhattan Project, but never attempted.
* Dr. Strangelove, who intended to take a more subtle approach to his role of General Turgidson, into overplaying his character by assuring him that the cameras were off, and that only Kubrick and the rest of the cast and crew are the only people watching his over-the-top performances. Kubrick used those takes, leading to Scott swearing that he would not work with Kubrick again. Scott eventually saw this as one of his favorite performances and admired Kubrick for his genius behind the deception.
* Dr. Strangelove with the glee of a five-year-old playing with army men.
* Dr. Strangelove: Yes, some nutjobs actually thought fluoridated water was this trope, a communist plot to pollute our precious bodily fluids.
* Dr. Strange sees himself in Izuku when seeing the boy despair over his crippled

hands. This, along with Izuku's earnest wish to become a hero to help others, is what inspires Strange to take Izuku under his wing.
* Dr. Sun seems to be the most skilled medical doctor in the setting and is
* Dr. Sun spit-takes tea in a flashback panel . As in the first example, Baron Wulfenbach wasn't expected to punch out of his own healing engine.
* Dr. Sweets on is initially brought on to mediate the Brennan/Booth relationship, but also works with them as a occasional forensic psychologist. In one episode he details his extensive education, including multiple doctorates, one of which probably gave him the training for this kind of work. Unlike a typical TV profiler, Sweets also almost never goes in the field. He also doesn't usually question suspects but merely stands on the other side of the one-way mirror to give suggestions to Booth in the interrogation room via an earpiece. In his first episode as a profiler, he visits the Jeffersonian forensic anthropology lab and is excited to be "in the field". When they point out that this isn't "the field", he tells them that it is for him, since he spends most of his time in an office.
* Dr. Sydney Napur starts dating Dr. John Lieberman in the very first episode. They are from different departments, so there should be no conflict. It causes some tension between them because they see each other all the time, and Dr. Napur never stops working or thinking about medicine, and she meddles in Dr Lieberman's cases.
* Dr. Szell, the twisted Nazi concentration-camp dentist, puts the protagonist of
* Dr. T’ana wears a blue coat reminiscent of Dr. Crusher’s from the Next Generation.
* Dr. Tōfū would begin acting bizarrely whenever Kasumi Tendō is around, or even simply
* Dr T. And The Women lesbian lover to the ceremony. Events keep going further out of control until the bride-to-be jilts the groom for her lover, the wind starts blowing most of the outdoor setup away, and pouring rains soaks everyone thoroughly. Doc T even has the soft top on his Cadillac torn away by the fierce wind.
* Dr. Tease is a horrible, amoral person who creates woobie sexbots for funsies. This just makes her all the hotter.
* Dr. Temperance "Bones" Brennan is a forensic anthropologist who studies the bones of human remains. She works with FBI Special Agent Seeley Booth to work on cases which require her expertise, and frequently helps interview witnesses and conduct interrogations. In the pilot she even went to arrest the murderer by herself, kneecapping him in the process. (The show admitted this was technically assault with a deadly weapon and she was chewed out both for the crime and general foolhardiness, but no charges were filed.) In her case, they at least explain that her main condition for assisting the FBI is that she be allowed to do the fieldwork not just stay in the lab (because the human side fascinates her even if she doesn't understand it). The other "squints" don't get nearly as much leeway as her, as Booth is always quick to remind them of the boundaries if they get overzealous.
* Dr. Temperance Brennan gets a honorable cameo appearance in Fforde's
* Dr. Terrence Thirteen, a.k.a. the Ghost-Breaker investigates and debunks seemingly-occult events. He has been appearing in DC Comics on and off since the 1950s, originating before DC formally combined all its titles into
* Dr. Terrible's House of Horrible story "Frenzy of Tongs", there is a British police chief of Chinese descent who says several incredibly racist things about the Chinese crime gang.
* Dr. Terror's House of Horrors contains five short stories that run the gamut of classic movie monster cliches: a werewolf, a vampire, voodoo, a crawling hand, and yes – a killer plant. There is little or no explanation for the vicious vine; it is simply noticed growing around an isolated house. Soon, it is snipping phone lines, strangling a hapless victim, and trapping the survivors in the house – until they learn that the wicked weed is afraid of fire, enabling them to escape. The final shot, of the vine batting out the flames left behind by the humans, leaves open the question of whether the plant is truly defeated.
* Dr. Terror's House of Horrors: Every time Dr. Schreck draws the cards to show the travellers their fate, the four cards drawn are always Major Arcana. And whenever

he turns the fifth card to show then how they may escape their fate, the only answer is always Death.
* Dr. Terror's House of Horrors in "Creeping Vine" is afraid of. The final shot, of the vine batting out the flames left behind by the humans, leaves open the question of whether the plant is truly defeated.
* Dr. Terror's House of Horrors: In "Werewolf", Dawson melts down a silver crucifix (which had itself had been made from the silver sword used to slay the werewolf 200 years earlier) and casts six silver bullets to slay the werewolf.
* Dr. Theopolis is almost a subversion, since as a member of the Computer Council that governs Earth, he's actually the highest ranking member of the cast. None the less, in practice, he seems to mostly just like riding around on Twiki's chest helping his human buddies save the day.
* Dr. Thirteen, the Ghost Breaker, is an interesting case. When he debuted in the 1950s, it was as a paranormal skeptic who proved alleged cases of the supernatural to be hoaxes - and in his stories, they were. When he became part of the
* Dr Thomas Oliver, or "Tommy" as he is known to his friends and fans is this in
* Dr. Thorndyke, Dr. Thorndyke is the only person who realizes that Mr. Pottermack has anything to do with the death of James Lewson (due to noticing the one detail Mr. Pottermack overlooked), and starts his own investigation. After establishing that Pottermack killed Lewson in something like self-defence following years of persecution, he chooses to keep his discoveries to himself.
* Dr. Thorndyke involves a bank clerk being framed for a series of forgeries that were actually committed by one of his colleagues.
* Dr. Thorndyke) it was not the primary motivation, just an added bonus from the point of view of the murderer who happened to desire his victim's (unhappy) wife.
* Dr. Thorndyke — thereby learning, from Mr. Curtis's involuntary reaction, the answer to the question he isn't asking.
* Dr. Thorndyke". Pratt, the blackmailer, lets slip that his wealthy employer keeps a pack of champion bloodhounds. So Dobbs, the killer, plants in advance a scent trail, using musk, that leads to a different man. Then after committing the murder he plants a second, identical knife at the scene, contaminated with musk. Sure enough, the bloodhounds follow the scent to the wrong person.
* Dr. Thorndyke story "The Blue Sequin", a woman is found dead in a railway compartment after being stabbed in the head, and the police arrest a man who had been traveling on the same train. Thorndyke's investigation reveals that the woman had stuck her head out of the carriage window to watch a fire the train was passing, and while she was watching that a cattle car loaded with longhorn cattle went past on the other line; due to her distraction and a large fashionable hat blocking part of her field of vision, she didn't notice the cattle car's approach, and her head got in the way of a steer's horn protruding from the cattle car.
* Dr. Thorndyke tries to get rid of his victim's wallet by deliberately taking it places that are notorious for pickpockets, only to find that when he wants his pocket picked nobody seems interested.
* Dr. Thorndyke, which revolves around a robbery of valuable artworks. Every other story in that collection is a murder investigation, except for one that features an attempted murder prevented by Thorndyke's timely intervention.) Freeman noted in his article "The Art of the Detective Story" that murder is so popular a choice because it helps justify a villain desperate to cover his tracks given the consequences if he is caught.
* Dr. Tofu is arguable, since one of his traits from the start was the inability to function properly around Kasumi. Swiftly becomes a moot point, once he's
* Dr. Totenkopf requires a special mention here as his 'laboratory' is a whole factory complex, complete with a
* Dr. Toxikon sees the Dragonflights as complacent, arrogant, and stagnant because they have become so confident in their own power that they refuse to learn new things and/or cooperate with other races. A prime example would be Dragon Lord Brutus, who emphasizes his people's focus on brute strength rather than intelligence and skill -
* Dr. Tran features an unfortunate five-year-old Southeast Asian child who argues

with a narrator over whether or not he's an action hero.
* Dr. Two-Brains: "Hello, WordGirl! ...And I guess anyone else watching this."
* Dr. Two-Brains will invent all sorts of ray guns and other gadgets to achieve his single-minded goal of eating
* drudak'ak, while it isn't precisely a slur (but is somewhat unkind, judging by the way Carrot hesitates to use it), means something like "They who do not get out in the fresh air enough" and refers to dwarfs who are excessively conservative; generally, the dwarfs that this applies to are rather inclined to believe that the surface is a bad dream of some sort that will go away if they ignore it hard enough.
* DrudgeReport logo: leans slightly right; DrudgeRetort logo: leans slightly left.
* Drudkh. They also have not released lyrics for some of their early recordings (although this is not exactly uncommon in black metal).
* Drug abuse can produce this effect, as seen from the "Faces of Meth"
* Drug addicts, mostly depicted as weed smokers, are shown to be very slow and have an extremely weird logic.
* Drug-addled personnel have been implicated in numerous War Crimes and
* Drug & Drop" Saiga is the one doing the feminine chores around the shop, not fey, willowy Kakei as Kazahaya first suspected.
* Drug blatant). In the English manga, Morphine's name is changed to "Morphea" (but that's probably just to make it sound more like a name), and in the English anime it's changed to "Chloe", removing the reference entirely.
* Drug dealers trying to sell to tourists in a country that takes a harsh stance on it, like Indonesia. (This has formed a familiar story, both in the news and fiction, of Western tourists on holiday somewhere in South-East Asia who accidentally or deliberately become involved in drug smuggling, leading to imprisonment in a hellish jail and/or capital punishment.)
* drug dealer who turns out to be one. Imagine how many are out there.
* Drugged Lipstick: A character kisses someone while wearing lipstick with some sort of drug or poison in it.
* Drugged Lipstick something in that kiss that makes you feel like you're under somebody's spell.
* drugging drinks at a waterfront barThere was also an alternative crimping technique where crimps would go onto ships that had just docked and convinced the sailors to jump ship (forfeiting their wages they had earned on their last voyage) in order to get on a ship that paid better, supposedly. While they waited, they could stay in boarding houses, buy food and alcohol from taverns, get a new set of clothes, and visit brothels, all on credit extended by the crimps. When they did get on board (usually too drunk to read the fine print of their new contracts) they discovered that all of their future wages had been paid to settle their debts, and they essentially had to work for free. Also, all of those boarding houses, taverns, clothes stores, and brothels? Owned by the crimps, who made out like bandits through this arrangement. Amusingly enough, on occasion suckers got sold right back to the ships they jumped off of, as captains who lost sailors to crimps had to get crewed up again somehow. Portland, Oregon was apparently the most infamous port for this to happen in during the late nineteenth and early twentieth centuries, and ships who docked there pretty much had to deal with crimps in order to actually be able to leave the port again with a full crew.
* Drug lord Ruben gets into a (non-explicit) threesome with two sisters, who are both quite attractive and shown in only underwear at length.
* Druglord: The player-character's bank is supposed to be a Swiss bank.
* Drugs Are Bad: Characters take drugs to deal with their problems, and it's portrayed as dangerous and problematic.
* Drugs Are Bad: Sometimes moms have to deal with their kids getting hooked on them, but other movies have the moms themselves unwittingly become addicts.
* Drugs Are Bad supervised by her university professor, talking about "the taste of blue and the colors of twelve".
* Drugs Are Bad: The story's moral is that drugs are very bad for you and should be avoided at all costs.

* Drugs Are Bad, where years of taking the stuff reduced Bane to a helpless invalid on life support.)
* Drugs Are Bad: You dare take one little smoke of that cigarette and your morality is thrown out of the window!
* Drugs Are Good: Characters take drugs to deal with their problems, and it's portrayed as positive, relaxing and generally good.
* Drugs Are Good: The story's moral is that drugs are good for you, and are nothing to be afraid of trying.
* Drug smugglers have dug a number of tunnels underneath the US/Mexican border.
* Drugstore In Another World: The main conflict is an endless war between mankind and demons with the Demon King himself being a part-time employee at the pharmacy store.
* drug that gives people telekinetic powers. Why wasn't this made a standard part of the medical kit, even if it is too dangerous to use all the time?
* Drug traffickers sometimes hide their contraband up the rectal or vaginal passage in order to hide them from police during a body search.
* Drug usage seems able to confer apparent-Implacability. A lesser kind of Implacable Man appears in
* Druid City Dusty Crocker. While they have their own problems, Mike and Dusty's relationship spans the entirety of the series and serves as a contrast to the far more tumultuous relationships that the main character, Hunter Hastings and female lead Becky Fink, engage in separately.
* Druid City: Hunter Hastings, with Misa Saito and Mannie Sue. Misa is too determined and independent to be tied down by the productive, but fragile, Hunter. Mannie Sue is too damaged and vulnerable to be with the wiser and far more unscrupulous Hunter.
* Druid City: Jack and Hunter. In the backstory, Hunter and Jack were colleagues, roommates, and fast friends. After Hunter betrayed Jack's trust to get the jump on submitting a groundbreaking article, all of that changed. In the present storyline, Jack is presented as a rather justified antagonist. The two characters are still willing to talk things out over the course of the series, but the point of each interaction is ultimately one-upmanship.
* Druid class is prone to this trope, gaining spells like Produce Flame, Flame Sphere, and Flame Blade within their first few spell levels. If that's not enough, Wild Shape lets them take the forms of elementals, including, yes, FIRE.
* Druid, is sometimes depicted as riding on the back of her snow leopard animal companion.
* Druid of Shannara, Pe Ell plays this to Quickening's group, specifically inducted into the group because he was evil enough to bring about Quickening's necessary death.
* Druids and other spellcasters have long had access to spells that allow them to summon and direct swarms of insects and other pests.
* Druids can shapeshift into a targeted plant, insect, or animal, as well as return to the form of one they targeted previously, giving them some adaptability.
* Druids has an example of this where a woman distracts a guard in order to sneak into a castle or some other stupid thing. Then she dispatches him.
* Druids in the series are pretty much defined by this ability. The player version in
* Druids of the Claw and various creeps have the Roar ability which gives a big damage boost to friendly units in range. The Howl of Terror ability decreases enemy attacks and is most notably used by the Pit Lord, a gargantuan and particularly unsubtle demon.
* Druids shapeshift to fight, rather than relying on armour and weapons.
* Druids, who can enter flight form instantly (and thus can do this while falling) sometimes engage in aerial combat, but they don't really have enough spells they can use in the air to do it very much. Mages have more, but they can't remount — on the other hand, they have the Slow Fall spell.
* Druids, who have strong ties with nature (nature deities or not), the big flexibility the Wildshape ability gives them, and spells.

* Druids' Wild Shape ability allows them to take the form of wild animals. The prestige class "Master of Many Forms" focuses pretty much on that ability alone.
* Drukhari latch onto the target's nervous system to directly stimulate their pain sensors, instantly incapacitating or killing the unfortunate victim. In the 8th Edition rules this is represented by the Agoniser always having a 50% chance of wounding a non-vehicle enemy. The race also has a literal Agony Beam, the Stinger Pods fitted to the mobile torture devices known as Talos Pain Engines, which siphon and store the pain of their victims so that it can be unleashed as a beam of pure agony during battle.
* Drukhari mentions that they still possess powerful relics of the ancient Aeldari empire capable of destroying stars. The Kabal rarely deploy these arcane weapons however, due to them being almost as dangerous to those who use them as they are to the enemy, leading to many rival Kabals doubting whether they actually exist.
* Drukhari servants, leaving exposed nerves and raw flesh so that they can experience the full spectrum of sensation. The official colour scheme for the Coven has the skin of these troops painted a deep red to represent this.
* Drukhari society encourages opportunism and murder in pursuit of personal benefit over anything else. This proves a major problem during the
* Drukhari that can switch between sword- and whip-forms at the user's will. Besides these exotic weapons, Drukhari Beastmasters often use regular bullwhips to goad their beasts into battle.
* Dr. Umatarō Tenma and later Professor Ochanomizu (aka Dr. Boyton and Dr. Elefun, respectively) in
* Drum Corps International (DCI), a governing body for drum and bugle corps competitions, has somehow gained a massive fandom who take interest in the idea of over-the-top drum corps performances.
* Drum Island Arc hit him in the back to temporarily paralyze him and keep him from aggravating the wound.
* Drum jumps in front of the wave himself and King Piccolo destroys the jar before Tien can even seal him.
* Drumline. In the climactic battle of the drumlines, the A & T players finish by all dropping their drumsticks.
* Drum majors carry elaborate maces that they use to keep time when regimental bands are playing and to signal marching orders when on the move.
* Drummania (as of V6, at least, but probably earlier) and IIDX (at least as of Sirius, and again, probably earlier).
* Drummer Hal Blaine popularized the nickname "The Wrecking Crew" for the elite group of Los Angeles-based session musicians who played on a staggering number of 1960s pop hits via the title of his 1990 autobiography
* Drummer Mike Portnoy, provider of the page quote, is...shall we say a busy man, and even his ouster from
* Drummer Sib Hashian, the original drummer for the classic rock group
* Drum, the second-to-last son of King Piccolo, is an interesting version of this, as his stoutness makes Tien underestimate him and is surprised when Drum turns out to be a
* Drunkards. These jokes usually revolve around a drunkard's ill-fated attempts to get another bottle of vodka, since sale of alcohol to drunk persons was outlawed in the Soviet Union.
* Drunk Billy was the Quahog 5 News Traffic Cam helicopter pilot. In the episode "Dial Meg for Murder", Drunk Billy tragically dies in a fatal collision with a highway overpass. In anticipation for this moment, colleagues Tom Tucker and Diane Simmons present a pre-prepared collection of accidents and near misses from Billy’s career.
* Drunk Driver. It used to be a source of humor, but the usual reaction now is "My God, s/he's going to kill somebody!"
* drunk-driving accident. Applejack and Apple Bloom had pretty much the same reaction when discovering that the pony selves of their parents died many years ago.
* Drunken Angel, Matsunaga comes into Dr. Sanada's office blind drunk and passes

out on the floor. The doctor and his assistant Gin put a blanket over Matsunaga as though they were tucking him in.
* Drunken Deanna Troi on Zefram Cochrane: "If you're looking for my professional opinion, as ship's counsellor... he's nuts." Riker immediately
* Drunken gummy bears. Made by soaking gummy bears in vodka for two days, these little guys absorb quite a bit of alcohol without losing their sweet taste. So it's easy to forget that eating several is equivalent to a shot of pure vodka, and eating too many at once can lead to this trope.
* Drunkenly calling your cell phone service network to abuse the late-night call center employees? A quality team reviews the flagged call, then blocks your phone service
* drunkenly drive a car that was in his living room in reverse into the pool, at which point he had to be revived by Mr. Peanutbutter. This mirrors the sequence in the opening sequence where he drunkenly falls backwards into the pool, to the shock and worry of Diane and Mr. Peanutbutter.
* drunkenly lets out that she broke up with Kaji when she noticed how he reminded her of her father, while he’s carrying her home; they reconcile and hook up again, and she becomes his confidant.
* Drunken Master be a monk still capable of getting drunk to become a Drunken Master.
* Drunken Master called its climactic foundry sequence the greatest fight scene ever committed to film.
* Drunken Master film, is a master of this. When Fei Hung demands that Yan stop insulting his father's kung fu, Yan replies with "Judging by you, your old man's kung fu stinks. I wouldn't ask him to wipe the shit from my damned asshole!" And he just keeps on going from there, folks.
* Drunken Master: Getting hammered makes you good at hammering bad guys...or with a hammer in a workshop.
* Drunken Master II had an export dub recorded which retained the original music and effects from the Cantonese version, but cut the widely considered poor taste ending, where Wong Fei-Hung has become brain dead after guzzling industrial alcohol during the final battle. This dub has seen release on Warner Video Asia's DVD, which also has abridged Cantonese and Mandarin tracks that conform to the deletion of the ending.
* Drunken Master, Jackie Chan's 1978 film in which Jackie played a young troublemaker. At that point on the run from a promised brutal disciplining at the hands of an uncle he's never met, he scams a local restaurant. Jackie's character attempts a dine and dash, but the restaurant has a bouncer who easily blocks the way. The bouncer takes his title seriously, by bouncing his pecs to intimidate customers he intends to throw out.
* Drunken Master, the protagonist Wong Fei-Hung tries to trick a middle-aged man he sees eating alone at a inn into paying for his overly-large meal. When he tries to leave however, he runs into the manager, who inquires as to who will be paying the bill. Wong says the middle-aged man will, at which point the manager asks Fei-Hung what his relation to the man is. Fei-Hung states that the man is his father, at which point the manager informs him that the middle-aged man is really the inn's owner, that he is his son, and that he's never seen him before.
* Drunken Master was originally shipped with a standard Hong Kong recorded dub. Wong Fei-Hung and Beggar So were anglicized as "Freddie Wong" and "Sam Seed", and voiced by voice actors Warren Rooke and Rik Thomas, respectively.
* Drunken Master, where the main character Wong Fei-Hung flees from home in fear of being sent to train with the infamous Beggar So, master of the style of the eight drunk gods. He meets an old geezer who displays some highly unusual but equally effective moves, and they share a leg of the journey—no bonus point for guessing who this turns out to be.
* Drunken Peasants' rematch debate with the Brett Keane posse, PaulsEgo delivered one to NephlimFree. Deservingly so, as NephlimFree kept talking over the others and constantly refused to let them get a word in edgewise.
* Drunken Robot Pornography) and the "Centerfolds" aren't humanoid in the least.

* Drunken Song refers to it in Latin: "Ego sum abbas Cucaniensis" = "I am the abbot of Cockaigne."
* Drunk Fortress has this happen every so often, but a particularly memorable incident:
* Drunk History series, Ben Franklin is said to have acted this way toward his son William, calling him "my bastard son" and at one point sitting under an umbrella while William conducts the famous kite experiment in the rain, unenthusiastically cheering "Good job, William... you're my kid."
* Drunk History tells 3 historical stories an episode, with the exception of the Hamilton and "Are You Afraid of the Drunk" episodes, which are single 22-minute segments.
* Drunk History that recounts the founding of the Kelloggs cereal empire, the brothers John and Will Kellogg are played by the brothers Owen and Luke Wilson.
* Drunk History, the historical events are retold accurately and respectfully enough for its audience to say that they learned more from this show than they do at school, especially when some light gets shined on more obscure people and events.
* Drunk History. The narrators are retelling dramatic historical stories while completely shitfaced. The slurring and drunken accounts are re-enacted word for word by well-known actors acting the shit out of the drunken dialogue.
* Drunk History; while not quite to the same extent as some of the other shows, it's still very popular and gets regular airtime, unlike some of the network's other current original programming. Some of its segments have gone memetic too.
* Drunk on his success Joab managed to catch Absalom at a vulnerable moment and kill him. As the final link in this chain of treachery and murder, David's heir Solomon, in accord with David's instructions on his deathbed, later put Joab to death at his earliest legal opportunity.
* Drunk on Milk: Getting drunk on a substance that, by all rights, should be impossible to get drunk on.
* Drunk On Nectar: The ability to sense pheromones as an insect is a major gameplay feature. Depending on your chosen class, they allow you to detect both predators and potential food sources. Certain animals also might only release pheromones at certain times as well, which can make them much more elusive to the player.
* Drunk On Nectar, the tiger beetle, dragonfly, and spider are all engaged in a 3-way rivalry as they're the only species that can prey and be preyed on by each other.
* Drunk patrons at night (coming back from the bar) and hung-over ones in the morning/early afternoon on weekends. Both are attracted by the greasy food (the drunk ones to satisfy the drunk munchies, the hung-over ones because fatty food is good for a liquor-damaged stomach); the morning folk also seek the painkilling power of caffeine. Going to a diner while drunk or hung-over is practically a trope in itself.
* drunk, Rock Lee blends fluid motion, economy of movement, and a number of minor accidents to dodge almost any attack launched at him. How many of his accidents are real or faked is hard to tell.
* Drunk with Power against everyone he thinks has wronged him, at one point he runs into a random student who explains he is new to this school and has never done anything to him. Milhouse attacks him anyway, claiming it's "prevenge" for the bad things he will do to him in the future.
* Drunk with Power antics drive the entire team so nuts that the coach puts him next to the opposing team's goal so their team will be able to vent their frustration (it's won them three games).
* Drunk with Power episodes show her going completely overboard, particularly the episode she's made hall monitor or in "Phoebe Breaks A Leg."
* Drunk with Power: When given power, a person will abuse their underlings.
* Drusilla adores her sire Angelus, yet paradoxically blames all the bad things he did to her on the "Angel-beast."
* Drusilla. All three examples also had some degree of prophetic or otherworldly knowledge.

* Drusilla got a flashback in "Becoming Part 2" as well as the episode "Dear Boy" on
* Drusilla is a villainous example. This is subverted when the reason for her
* Drusilla is a wholly villainous example. She appears very innocent and vulnerable (for a vampire) at first and often uses this to lure men into her service.
* Drusilla is something of an inversion; she presumably hated Angel for tormenting her before he was her Sire, but fell in line with him (and had enjoyable sex with him on at least one occasion) once he sired her, becoming evil, but remaining irrevocably insane.
* Drusilla killing two slayers — first Kendra and later Marianne.
* Drusilla, the silent but beautiful "lost GhouLunatic" who co-hosted
* Druss and later characters in the same vein were strongly based on his beloved stepfather Bill.
* Drustan falls in love with Ana due to seeing her in visions in Juliet Marillier's
* Drustan's sword is slightly weaker than the above two, but makes enemies more likely to attack the wielder. It is found in the third stage of the Bonus Dungeon and can only be equipped by Hendrik.
* Druuna after he put her body into stasis until another ship would pick up his distress signal.
* Druuna and she manages to temporarily cure him in the first album, but when it returns he chooses to kill himself to protect Druuna. Throughout the rest of the series, his disembodied mind or spirit continues to guide her from time to time and she frequently reminisces about him.
* Druuna, given how various elements from her past make unexplained reappearances.
* Druuna: Morbus Gravis, Druuna runs into a loony old hermit who protects her from various dangers, being crazy wicked with a knife. In the last few albums, he returns to accompany Druuna in the form of an android.
* Druuna protecting Druuna specifically so that the Commander and his crew would rescue her from her centuries-long statis on an artificial asteroid.
* Druuna residing in the ship's computer, Captain Lewis, is controlling the organism to allow the visitors to rescue Druuna.
* Druuna, she starts off with the disease having negatively affected her appearance, such as losing all of her hair, but her mind is then uploaded into a healthy version of her old body.
* Druuna, tells Druuna that "if you weren't real, I would have to invent you".
* Druuna: The "Morbus Gravis" is a viral disease that turns people into horrible mutants and has no known cure. Even worse, some people who are affected by it are still completely lucid after the transformation, human souls trapped in a monster's body.
* Druuna to find Druuna, but runs into antibodies which manifest themselves as insectoid monsters crawling out of the ground. He injected himself with a serum that causes them to ignore him at first, but later on it loses its effect and he has to make a break for it.
* Dr. Vahlen, whose accent is an odd hybrid of French and German. The fandom's best guess is that she's from somewhere near the border between the two countries and spent a lot of time travelling back and forth between them in her youth.
* Dr. Venture has accumulated more than he needs - Brock is worried he's too unconcerned about the security problems at a yard sale, pointing out he put up a 'Laser Death Ray Bargain Bin'.
* Dr. Venture seems to have absolutely no interest in his sons, and treats them as walking organ banks and largely not caring if they live or die because he can clone them ad nausea. His own father has been shown as unintentionally emotionally traumatizing young Rusty through his womanizing ways. This changes (a little) in season 4, when Dr. Venture begins grooming Dean to follow in his footsteps. On the other hand, he does
* Dr. Virgil was a former Institute scientist who left after growing disgusted at how all the tests with FEV have provided nothing beneficial and only produced Super

Mutants who are simply tossed aside. He now lives in the Glowing Sea, having turned himself into a Super Mutant in order to survive.
* Dr. Vulcano is a black market surgeon who's amoral activities include
* Dr Wai In "The Scripture With No Words", is the daydreams of the writer Chow Si-kit imagining himself being an action hero, while trying to escape his mundane life as a writer and attempting to come up with a new bestseller.
* Dr. Walter Breen also has many traits of a Corrupt Corporate Executive, especially in his days as administrator of Brick League United. Like Edward Korrupte, he was willing to hire Silencia Venomosa to take down his competition.
* Dr. Warner and Dr. Huang were never really in focus and have always missed several episodes a season.
* Dr. Watson, having been conceived in the TARDIS, and her regenerative abilities become instrumental in putting things to rights in the last episode.
* Dr. Watson marry an episode after first meeting each other (although "Watson and Sparrow" largely focuses on their relationship, with the original events of "Blink" framing the story).
* Dr. Watson. Their relationship forms the story arc that finishes with the season finale.
* Dr. Weil towards Reploids, who are essentially fully sentient androids. He eventually treats his fellow humans in much the same manner he treats the Reploids and Weil's methods of enforcing things as he believes they should be resulted in a series of wars that not only killed a majority of the world's population but rendered most of the planet uninhabitable. It becomes apparent by the end of the fourth installment that this is because Weil is ultimately just a hateful, malicious man who only wants torture others and lord over them in a dystopic nightmare.
* Dr. Weir (now turned replicator) and her Ascension-seeking brethren floating in space after she tricked them into following her through the Stargate to protect the rest of the expedition.
* Dr. Wendy Smith comes aboard later and also has a high psi-factor. She doesn't use it much, though, mostly for psychiatry.
* Dr. Who and the Daleks: As an incentive Roberta Tovey (who was 11 at the time the film was produced) was paid a shilling (5p) by director Gordon Flemyng every time she did a scene in one take. She made so much money, Flemyng didn't offer her the same deal for the sequel.
* Dr. Who and the Daleks the Doctor, along with becoming a human scientist, is now referred to as Doctor Who.
* Dr. Who's, and even leaves its city to follow her back to the TARDIS, begging her to stay.
* Dr. Willis, a brown-haired suit-wearing fellow and an expert in AI, hooked himself up to a computer with a cable to the neck port and then started typing with the same kind of fingers the secretaries had. No benefit was obvious on screen.
* Dr. Wily animated the Statue of Liberty via magic in the Ruby-Spears
* Dr. Wily gave up on building Robot Masters one by one, and made an instant Robot Master building machine.
* Dr. Wily's one-time robot pawn King towers over most Robot Masters.
* Dr. Wolf's takes place in such a place that takes the form of a library in the middle of a vast desert. Time doesn't move in the library, as Wolf doesn't age or require food, water, or rest the entire time he's there. The structure goes on forever in any direction, smells do not grow stronger or weaker anywhere or at any time, and Wolf always sensed a feeling of intrusion, as if the library sensed he and his master didn't belong and desired to expel or assimilate them.
* Dr Wonders Workshop, Paula's family is played by the real-life family of her actress, at least judging by the last names in the credits.
* Dr. Yablonski is even lampshaded as basically being Batman as a physics teacher.
* Dryads normally look like beautiful human or eleven women... up until someone threatens the forest, or unknowingly breaks some obscure rule, or even just catches them in a bad mood, at which point they transform in monstrous humanoids made of wood and bring remorseless, violent retribution on whoever was unlucky enough to

find them. And sometimes they deliberately use their beautiful forms to lure people into the forest to hunt them for sport.
* Dryads, nymphs, sirines and succubi. They visually differ just by skin, clothes and hair color. Sirines and nereids are of some shades of blue or pale blueish-gray, thus are easily distinguishable. Succubi usually have dark or orange skin and white hair (except Kirinhale who has human-like colors). Dryads and Nymphs both have pale or human-like skin, various colors for hair (from white to yellow, black, bright green etc.) and clothes (usually green, light blue or brown).
* Dry Bones and Koopatrols are upgraded to Dark Bones and Dark Koopatrols.
* Dry Bowser is commonly associated to Grumble Volcano, probably because it mirrors his living counterpart's track.
* Dry Cell was a short-lived post-grunge band whose song "Body Crumbles" appeared in the soundtracks to
* Drycha is so xenophobic and hateful of humanoid civilization that her faction, the Wargrove of Woe, outright refuses most elven units and instead relies on a unique selection of animals and malevolent forest spirits, such as wolves, bats, giant spiders, giant hawks and manticores.
* Drycha's subfaction of the Wood Elves cannot recruit elven units but instead has access to a variety of bestial replacements, including flocks of gigantic cave bats.
* Dry Crusader: A person who abstains from alcohol and tries to force everyone else to go without alcohol as well.
* Dry Crusader! Even if banning them leads to worse becoming available, and even if there are legitimate medical uses!
* Dry Crusader: Goes to extreme lengths to discourage alcohol consumption.
* Dry Crusader: The prohibition era should have been more than an era, it should have been always!
* Dry Days, Wet Nights. By the end of the book, however, he's overcome this.
* Dry Docked Ship: Characters who are not together, but the fans like to think that they used to be together.
* Dry Docked Ship suspects that two characters once had a past romantic relationship.
* Dry Docking is no longer a couple vs. a fanfiction that pairs characters up
* Dry Dry Ruins is usually associated with Yoshi, probably because of the sphinx with his face.
* Dry Ice (solid carbon dioxide): Trademarked by the Dry Ice Corporation of America in the 1920s, but no longer active
* Drying up the Aral Sea was accepted as inevitable by the Soviet planners.
* Dr. Yong-Yi recounts saving his wife's life after her escape from the oni.
* dry quicksand. If you drop something in it, it will fall through the surface of the sand, and make a splash.
* dry up one of the town's two fountains, in which case every last one of them will be out for your blood.
* Dr. Yusef Khan is trapped in a burning house when the floor collapses beneath him and he falls into the flames.
* Dr. Zack Addy is a little bit of this, too, in that he's not shy about his high IQ and general intelligence. He tends to annoy the crap out of Booth, but everyone else at the Jeffersonian accepts it as 'just Zack'. Plus, he is genuinely brilliant.
* Dr. Zimmerman, inventor of the Holodoc, certainly qualifies in his appearance on
* Dr. Zitbag's Transylvania Pet Shop all because she's upset about her son getting married without telling her.
* Dr. Zitbag's Transylvania Pet Shop by stealing all the presents Dr. Zitbag was tasked with delivering.
* Dr. Zitbag's Transylvania Pet Shop episode "Bungle in the Jungle" has Dr. Zitbag, Horrifido, and Zombunny get captured by a cannibalistic tribe.
* Dr. Zitbag's Transylvania Pet Shop episode "Dances the Hula" has Dr. Zitbag hallucinate that his skeletal canine companion Horrifido is a pumpkin when he's starving in the desert.

* Dr. Zitbag's Transylvania Pet Shop episode "Grime Doesn't Pay", a criminal named Fingers Malone is mistakenly phoned by Dr. Zitbag when he tries to hire a cleaning service to clean his castle in time for a visit from the Exorsisters. Fingers Malone gets the idea to impersonate a cleaning lady and steal from Zitbag. When Zitbag asks which cleaning lady will be sent, Fingers Malone looks at the ground and answers "Mrs. Turfhead" before removing a piece of the turf to wear on his head as a disguise.
* Dr. Zitbag's Transylvania Pet Shop episode "Halloween Horse Race" had Dr. Zitbag harassed by a genie who was mad at him for breaking his lamp because Zitbag's castle was cold. The first mean thing the genie does is interpret Zitbag's gloating of betting his rival Professor Vermin wished he had a horse like Nightmare for the horse race as a wish and making it so that Zitbag's horse Nightmare was teleported to Vermin. Zitbag stops the genie from causing further trouble by freezing him and stuffing him in a teapot, but by the end of the episode, the genie is freed again and retaliates by turning Zitbag into part of a roundabout.
* Dr. Zitbag's Transylvania Pet Shop episode "Son of Zitbag", Dr. Sidney Zitbag turns out to not know where babies come from in spite of being a grown man (he apparently played hooky the day they went over the subject in mad scientist college). He consults Zombunny and his wife Mrs. Zombunny on where babies come from, who do nothing but stand there while they continue producing more children out of the blue.
* Dr. Zitbag's Transylvania Pet Shop episode "Son of Zitbag". Dr. Zitbag and Horrifido search for ingredients needed for Zitbag to create a son, but Horrifido deliberately avoids informing Zitbag that puppy dog tails are needed because he fears he'll have his own tail used to create Zitbag's son. When Horrifido remarks that he hopes the concoction will work without puppy dog tails, Zitbag overhears him and the skeletal dog covers up his statement by claiming he said he hoped the concoction would work with the nicely done snails.
* Dr. Zitbag's Transylvania Pet Shop episode "Word of Horror", Dr. Zitbag's appointed lawyer Pustule is revealed to be a robot when the Exorsisters beat him up and he's reduced to pieces.
* Dr. Zitbag's Transylvania Pet Shop featured occasional appearances by a bald criminal named Fingers Malone.
* Dr. Zitbag's Transylvania Pet Shop: "For Better or For Curse" had Dr. Zitbag discover and thaw out a frozen medieval ancestor of his.
* Dr. Zitbag's Transylvania Pet Shop — the doctor mixes up a potion with "enough E-numbers to drive anybody loopy" so that Zombunny will actually get up and go deliver Easter eggs,instead of just sitting there. It works a little too well, as it's transformed into an egg-throwing whirlwind that pelts everyone with chocolate.
* Dr. Zitbag's Transylvania Pet Shop named Dr. Sidney Zitbag who runs a pet shop specializing in monster pets. He is assisted by a skeletal dog named Horrifido as well as a zombie bunny named Zombunny and frequently tries to win the affections of the vampire twins the Exorsisters.
* Dr. Zitbag's Transylvania Pet Shop, Officer Deadbeat's son Damian first appeared as an infant in the episode "Horrybaby". He becomes a prepubescent child in "Son of Zitbag" and is depicted as a teenager in "I Was a Teenage Zitbag". The latter also depicted the Exorsisters' nieces Listeria and Salmonella as being adolescents even though they were young girls in their debut episode "The Show Mustn't Go On".
* Dr. Zitbag's Transylvania Pet Shop used this in the episode "Orang-utans & Lemmings" when the Exorsisters talked about Dr. Sidney Zitbag and his undead rabbit companion Zombunny. They state that one of them is a moron who spends all his time in a zombified trance...and the other is Zombunny.
* Dr. Zoidberg allegedly doesn't know anything about humans because he "specializes" in
* Dr. Zoidberg has been known to refer to himself as "the most important doctor at the delivery company where I work."
* Dr. Zoidberg is... an interesting take. He's an idiot no doubt, but it's more or less stated that he's an extremely good doctor for his

* Dr. Zoidberg is not seen in three episodes - "Space Pilot 3000" (as he wasn't introduced yet), "Mars University", and "Brannigan Begin Again".
* Dr Zoidberg pulled a truly spectacular five-hit combo. "My next clue came at 4:15, when the clock stopped. And another came two hours later at 4:15, when I discovered the murdered body of Amy's dead, deceased corpse."
* Dr. Zoidberg's species lay eggs into the ocean and then die off en masse. He's only lived so long because no female seeking a mate will even look at him. This doesn't prevent Zoidberg having a
* Dr. Zoidberg's view on his people's brutal conquest and enslavement of Earth in
* Dr. Zoltar's is to raise the dead and use an army of zombies to take over the world.
* DS9 also explores how a Jem'Hadar starship is piloted. Notably, they do not feature main viewscreens. The officers need to wear a visor that's hooked directly into the ship's sensors, "like having a viewscreen in your mind". In the earliest appearances these were cumbersome shoulder-mounted armatures, which were swiftly replaced by a head-mounted device that covered one eye. Humans seem to develop headaches, nausea and vertigo after using them for longer than a couple minutes, but Cardassians are less susceptible.
* DS9 also gave us, in a one-off example, Professor Gideon Seyetik, whose very first appearance involved talking
* DS9, and instead of wanting to dominate others, he devoted his entire life to justice. When he finally does return to his homeworld, he is shocked to find the rest of his species to be oppressive dictators, and instead stays with his friends to help them defend against being conquered.
* DS9, are portrayed as just arrogant genetic-engineers (albeit engineers capable of uplifting or even creating entire sentient species). The Prophets, on the other hand, are left more ambiguous in the veracity of their divinity (ultimately a matter of faith): it's granted that they are essentially omniscient, but the matter of their intentions (benevolent or ambivalent) and their power over the physical (or spiritual) world can be unclear.
* DS9. As time went on, several of the more ridiculous aspects of their civilization (particularly their treatment of women) were discarded by various characters (particularly Rom and Nog, the latter of whom eschewed a life of business for one in Starfleet).
* DS9 baseball episode, "Take Me Out To The Holosuite". The main characters lose the game 10-1 (with their single run being scored on an accidental bunt).
* DS9 Bashir, "the healer who bound the warrior's wounds so he could fight again!"
* DS9 but even he is consistently recognized as a specialist officer (NCO/Warrant) rather than a commissioned Starfleet officer, allowing him to, among other things, avoid getting in dress uniform and going to formal occasions a few times.
* DS9 Companion, confused actor Casey Biggs until the producers reassured him that they had "big plans" for his character. It took an entire season and a half more before he even rose to the level of "supporting character," but he ended up being crucial to the overarching plotlines of the last two seasons.
* DS9 (don't ask it's complicated and a tad confusing) a transporter lock couldn't be achieved. So O'Brien manually set the coordinates to a room he knew would be empty and to a couple feet off the floor to avoid transporting into anything/anyone or even the floor... the landing was a little rough.
* DS9 episode "Penumbra," after Sisko proposes to Kasidy Yates, she mentions her mother would want them to be married by a minister.
* DS9 episode where Quark and Rom return home to deal with their mother, who is quite the feminist. They find her in her house, clothed, and react as one would expect any human coming home to find their elderly mother naked.
* DS9-era Vulcans is far greater than to the more recent (timeline-speaking) incarnations.
* DS9 for 'joke episode'). The Dominion turn out to be the main villain after the next season until the end of the show. In the extras, the producers even say they did this intentionally.
* DS9. Her influence over her fellow colonists was so great that even after Sisko

and O'Brien disabled the field generator and revealed that she had stranded them there deliberately, many of the colonists wanted to continue living the way she had preached (or very near to it, perhaps making exceptions for medical technology).
* DS9 involve Cardassians who are members of the Dissident Movement, an underground faction that's trying to move their culture away from a military dictatorship and towards democracy and social reform.
* DS9 that they intended to offer him the role of Sisko, until they actually met him and realized he was far too young for the part (having been aged up for the film). Instead, they cast him in the role of the station's doctor, originally called Julian Amoros but renamed Julian Bashir to better suit Siddig's background.
* DS9: The Jem'Hadar were genetically engineered by the Founders to be the perfect killers.
* DS9 tries to blow itself up by running its fission pile too hot. (Un)fortunately, a mechanical failsafe triggers, wrecking the drive in the process.
* DS9 we heard a snippet of a Klingon science vessel's log where the captain spoke of winning battles against ignorance, and bringing home vast spoils in the form of new knowledge.
* DS9) worship an offshoot of the Pah-Wraiths, who want to reduce the physical universe—including all of history, not just the present — to a timeless, spaceless mathematical abstraction. They succeed.
* DS and Mezzo's 20th and 16th birthdays, respectively, occur during the time they're stuck in the mindscapes.
* DS being an exception to this, as its Mario Circuit is in the Star Cup).
* DSBT InsaniT about what DSBT actually used to be. Characters will sometimes even point out that none of the viewers will even get those jokes. The Special Info Episode was created for this reason to provide a little context for the viewers.
* DSBT InsaniT about what DSBT actually used to be is this for Vexusdylandasecond. Characters will sometimes even point out that none of the viewers will even get those jokes. The Special Info Episode was created for this reason to provide a little context for the viewers.
* DSBT InsaniT ADORES this! There are even jokes about how much the characters break it.
* DSBT InsaniT: After eating Darkness Snake's head in VRcade, Perry says it "tastes like evil".
* DSBT InsaniT: Alex and Seth value each other as good friends, even though they seem to always be at each others throats, which is revealed in 'Beach Brawl'. Koden even jokingly teases them about it.
* DSBT InsaniT: Alex and Seth, who even call one another 'rival' as a nickname. They are always making a competition of almost anything.
* DSBT InsaniT: Alex frequently lets it slip that he liked being evil and doing bad things. For example:
* DSBT InsaniT: Alex openly admits it in 'The Camping Webisode'. A notable example of this is in 'VRcade', where he wants to keep the severd-heads-on-a-spear of his and Seth's Darkness counterparts in front of his house like in feudal Japan.
* DSBT InsaniT, Alex still makes the assumption that one of the girls chose the mall for the group to go to in 'Store Story', because "girls go clothes shopping and buy a ton of useless shit."
* DSBT InsaniT: Amber can freeze her opponents by summoning the Boomerang Nebula.
* DSBT InsaniT: Amber doesn't say much, and when she does, its usually to quell the more obnoxious members of the group.
* DSBT InsaniT: An AIR Hockey Fight to be more precise, between Alex, Seth, and their Darkness counterparts in 'VRcade'.
* DSBT InsaniT: Andy acts like a complete idiot because he thinks its funny, not to catch enemies off-guard.
* DSBT InsaniT: Andy does this quite a few times, so much with Martha that it is essentially his catch phrase.
* DSBT InsaniT: Andy is The Load quite often, and proud of it! In fact, he usually invokes this trope because he thinks its funny.
* DSBT InsaniT: Andy is the wise guy and Martha is the straight man. Andy makes a

dumb joke, and Martha sarcastically reacts.
* DSBT InsaniT: Andy loves being the jokester of the group, and making jokes is pretty much all he does.
* DSBT InsaniT: Angel isn't divine in any sense, has butterfly wings, and looks more like a Christmas ornament more than anything. She can also bring back the dead.
* DSBT InsaniT are immune to their own poisons...but not each other's. This is key in defeating them.
* DSBT InsaniT: Asia can create a giant sycamore seed to use as a sword!
* DSBT InsaniT: As often as Snake tries to control Bear, Duck, and Balloon, he usually finds himself getting into mischief with them anyway.
* DSBT InsaniT: At one point, Darkness Duck uses Darkness Snake's headless body as a replacement for his string. He becomes much stronger in the process.
* DSBT InsaniT at the beginning of 'Carneelval' is any indication, Alex is one of these.
* DSBT InsaniT: Autmn has orangish-blonde hair, and there isn't a mean bone in her body.
* DSBT InsaniT: Bear is a living teddy bear, and Duck is a living wooden toy duck on wheels.
* DSBT InsaniT: Bee is a bee about the size of a dog. He is a friendly pet store owner though.
* DSBT InsaniT behind in a competition very well. Death threats WILL be made!
* DSBT InsaniT: Between Asia and Julie vs their Darkness counterparts in 'VRcade'.
* DSBT InsaniT: Bill gains Super Speed in his second form by turning into a comet of light.
* DSBT InsaniT: Bill has powers over light, namely his Light Beam attack.
* DSBT InsaniT: Bill's third forms Pixel Crush attack...which somehow does huge damage by giving the screen a blocky jittering effect for a moment.
* DSBT InsaniT: Blake has electric powers. Fitting for someone who runs an arcade.
* DSBT InsaniT: Blake is also known as 'O'. Just the letter for some reason.
* DSBT InsaniT: Bus doesn't appear in the show proper until episode 7, and when he does, Koden, Amber, and Frog treat him as a longtime friend despite his existince barely hintend at prior.
* DSBT InsaniT, but thanks to Whitney connecting with him through their mutual love of sports, he has slowly begun to unwind.
* DSBT InsaniT: Cell is an evil watery cell who will pull you into his body to drown you.
* DSBT InsaniT: Cell is capable of regeneration if he is blown apart, but not when he's shattered!
* DSBT InsaniT: Chewey, Amber's pet chupacabra, is the bipedal version.
* DSBT InsaniT, Cody uses a variation of Andy's "Tee-hee, ice puns." and Andy uses Martha's "Shut up and fight!" The second one is particularly amusing, since Martha usually says that in response to Andy's antics in a dire situation.
* DSBT InsaniT: Compare some of the character voices (such as Lisa's and Andy's) from 'The Party' to future episodes...
* DSBT InsaniT: Corla is presumably the right-hand-woman of Waterfall Girl, who is the more-or-less the Poseidon of series.
* DSBT InsaniT: Dave, Cody, and Asia. Don't be fooled by the last one's name, because she isn't Asian either.
* DSBT InsaniT: Dave has no problem with hurting Bear, Snake, Duck, and Balloon, who are the 4 "kids" of the main cast.
* DSBT InsaniT: Despite how little Dave seems to think of him, Evil Balloon still sticks around with him.
* DSBT InsaniT does this. It's even pointed out by Autmn in "Beach Brawl" when Killer sneers that Vexusdylan is too lazy to give them other outfits.
* DSBT InsaniT: Duck isn't very fond of Perry, because he thinks Snake is trying to use him as a "replacement".
* DSBT InsaniT episode 'Beach Brawl'. First is when Shawn catches Asia after Sand Snake knocks her into the air, second is when Bill 2 catches Whitney after Cell

explodes.
* DSBT InsaniT episode "The Camping Webisode", Koden does this when Alex tries to repeat their dialouge from the first episode.
* DSBT InsaniT: Eunice the elephant goes with Asia after she helped free him from captivity.
* DSBT InsaniT: Even when you ignore Robber Eel's name, he still has that loot sack, twiddly mustache, and bowler hat.
* DSBT InsaniT: Fighting is the one thing that actually livens Killer up, and he is very good at it. The more brutal the fight, the better.
* DSBT InsaniT: Fire Guy is a cartoony fireball with big eyes, and limbs like a stick figure.
* DSBT InsaniT: Fire Guy is capable of absorbing fire attacks, which makes him surprisingly useful against foes like Killer Monster.
* DSBT InsaniT Frog bears more of a resemblance to a froglike humanoid than to an actual frog.
* DSBT InsaniT: Happens with Bill and Kayla versus their Darkness counterparts in 'VRcade'.
* DSBT InsaniT has a different monster showing up in every episode with varying threat levels. Koden even references this trope in 'The Camping Webisode'.
* DSBT InsaniT has the tendency to answer a series of questions with the exact same one-word response.
* DSBT InsaniT: Her mind-controlling music aside, Stephanie uses Killdra's love for music to trick her into singing a duet with her and amplifying her power.
* DSBT InsaniT: In Alexs' own words, back when he was evil, he treated his Mooks with respect and referred to them as 'bodyguards' rather than 'underlings' or any similar word.
* DSBT InsaniT: In 'Carneelval', Autmn, Dave, Asia, and Robo discover an elephant that is chained to a post and forced to give people rides. Dave shatters the chain, which ends up startling the elephant, but Asia and Autmn calm it down.
* DSBT InsaniT in episode 7. Andy's battle against brainwashed Bill and Martha shows he can put them to good use, and Dave has been shown plenty of times beforehand to be quite the brute.
* DSBT InsaniT: In 'Store Story', Bear, Duck, and Balloon have a "toy store war", which they treat as a completely serious life-or-death situation.
* DSBT InsaniT: In 'The Camping Webisode', Bill tells Koden he is crazy for wanting to talk to Killer Monster rather than attack him.
* DSBT InsaniT in 'The Camping Webisode', which is heavily pointed out by Bill!
* DSBT InsaniT: In 'Untamed and Uncut', an Ice Beast ends up getting squashed by K-Seal before it can really do anything.
* DSBT InsaniT is evil, its the only thing that seperates him from Koden. Killdra even thinks he's just Koden high on drugs at first.
* DSBT InsaniT is this to him. He seems to treat it almost like a partner Digimon.
* DSBT InsaniT: It may seem like Killer doesn't care for his twin sister, but he'll defend her if he finds the need to.
* DSBT InsaniT: Kayla talks like this sometimes, like saying 'ramp truck thingy'.
* DSBT InsaniT: Killdra is one on the outside, but deep down she has a passion for singing and is a little insecure.
* DSBT InsaniT: Killdra names her pet octopus Lotto (like 'lottery') because they're both full of suckers.
* DSBT InsaniT: Killdra refers to pop music as 'tech-manipulated pop garbage'...but usually ends up singing it anyway.
* DSBT InsaniT: Killdra's secret talent is singing, something nobody else had any idea of. She is very passionate about it too.
* DSBT InsaniT: Killer always speaks with a deep monotone, and barely emotes.
* DSBT InsaniT: Killer is not necessarily lazy, but more like uncaring. Whenever someone asks him to solve a problem he has a solution to, he'll just mock them and do nothing. Basically if it doesn't involve fighting, Killer doesn't give a shit.
* DSBT InsaniT: Killer is slightly nicer to Amber than to other members of the cast.

* DSBT InsaniT: Killer Monster was destined for evil, and not even Koden could prevent that.
* DSBT InsaniT: Killer's brooding, serious attitude is in sharp contrast to the more expressive members of the cast.
* DSBT InsaniT: Killer uses this tactic with Dimension Claw, like emerging out of peoples backs.
* DSBT InsaniT: Koden and many of the other characters come from Vexusdylan and his friends, as the Special Info Episode explains.
* DSBT InsaniT: Koden is, in a rather contrived way. The Special Info Episode explains the circumstances of this.
* DSBT InsaniT: Koden says this in the Special Info Episode after Andy and Bill tease him.
* DSBT InsaniT: Lisa acts like this when calling Asia 'quirky' just to get on her nerves.
* DSBT InsaniT: Lisa is a BIG time troll! Pissing people off for her own amusement is what she likes best.
* DSBT InsaniT: Lisa's mainly The Gadfly towards Asia, but pretty much everyone is fair game for her to troll for her own amusement.
* DSBT InsaniT LOVES doing this, threatening to maim or kill his comrades for the most trivial of reasons.
* DSBT InsaniT makes it a point that no one shall harm Shawn, although the latter is certainly capable of protecting himself.
* DSBT InsaniT: Martha can't tell one, at least not in terms of insult comedy, as seen in 'VRcade'.
* DSBT InsaniT members! The massive cast being split up so thin in 'VRcade' is what led to the episode's massive length too.
* DSBT InsaniT: Michael and Ashley are involking this by destroying any man-made structures to restore things to their natural state.
* DSBT InsaniT: Michael and Ashley are out to destroy technology and other man-made things.
* DSBT InsaniT nearly get into a cat fight a couple times in "Beach Brawl".
* DSBT InsaniT of the group, so naturally nobody is fond of him. The feeling is very much mutual, though.
* DSBT InsaniT: Ohhhhhhh Julie is a BIG time narcissist! She thinks she is the picture of perfection and everyone else is beneath her.
* DSBT InsaniT: Oh so much. The craziness and interactions between the members of the cast is what gives it the 'InsaniT' label after all.
* DSBT InsaniT, one is dropped in 'The Camping Webisode' when Killer Monster tells Koden what happened to him after Koden lost him.
* DSBT InsaniT: Only a portion of Slima, as Jell-O of all things, has been shown in the series proper.
* DSBT InsaniT only work on males, but if anyone gets a hold of her mic, her songs can be used against her.
* DSBT InsaniT on this trope! Watching the Special Info Episode will make many of these gags easier to understand.
* DSBT InsaniT: Paper Boy and his red bulletin board, which he uses to hide behind. He says he hates the fact that he even needs it.
* DSBT InsaniT: Pen runs a clothing store and can pick out the exact outfit that a person is suited for.
* DSBT InsaniT: Played for Laughs at the start of 'Carneelval' when Dave crushes Koden's hand, leaving it disfigured for the remainder of the scene.
* DSBT InsaniT: Psycho Man calls himself a 'demon lord' and a 'master of the forces of darkness'.
* DSBT InsaniT: Robber Eel carries it with his tailfin-hand, and can use it as a weapon too.
* DSBT InsaniT: Robo is considered a little annoying by some of the cast, rather than being a cute companion.
* DSBT InsaniT: Robo will sometimes point out the impossibility of certain things, despite previously encountering those very same things.

* DSBT InsaniT: Sand Snake can still eat, despite his head being completely separate from his body...which is made up of a bunch of floating lines.
* DSBT InsaniT: Sand Snake is made of, well, sand. Likewise, Crystal Dragon is made of, well, crystal.
* DSBT InsaniT: Sand Snake meets the qualifications for one better than a snake.
* DSBT InsaniT: Sand Snake transforms into a version of this at the end of "Beach Brawl". A proper golem doesn't appear until episode 7 with Bentley.
* DSBT InsaniT: Seth can summon toy stealth jets to fire a swarm of missiles.
* DSBT InsaniT: Seth. In his own words; "Its gonna take more than an ass-kicking to kick my ass!"
* DSBT InsaniT, Seth suddenly appears on one. Cody, who is watching, makes note of this.
* DSBT InsaniT: Seth wears one. Its silver and he even has armbands to match.
* DSBT InsaniT: Several of the characters who worked at the mall in episode 5 are working at the carnival in episode 7. Its hand waved by the job change only being for the week the carnival is in town.
* DSBT InsaniT: Shawn is the leader of some sort of squad, although it has yet to be seen, other than his bodyguard, Kerry. He is certainly a chivalrous and polite guy too.
* DSBT InsaniT: Shawn is the leader over a squad that has yet to be seen, other than his bodyguard, Kerry.
* DSBT InsaniT, stands are rusty and falling apart, and the rides are very unsafe.
* DSBT InsaniT: Sushi is one of the most recurring threats in the series. He is a metal shark with large teeth and an incredible appetite.
* DSBT InsaniT: Taylor is a weird goofball that runs an electronics store. He's kind of annoying and unhelpful, but he'll shift into hyper-competent berserker mode if you insult his store.
* DSBT InsaniT: The Darkness counterparts can sink into the ground and move around like a shadow.
* DSBT InsaniT: The Goddess Waterfall Girl inhabits a human body to communicate with mortals.
* DSBT InsaniT: The only thing Boo can do is turn people invisible. As Dave points out, that is hardly a threat.
* DSBT InsaniT: 'The Party': Said by Killer when Andy (and later, Fire Guy) tricks him.
* DSBT InsaniT: There are a couple examples of this. From the main cast, there is Frog, Snake, and Perry.
* DSBT InsaniT: There are several living objects, most of which are minor characters. For example, there are Balloon and Evil Balloon, who are sentient balloons, and Soda Register, who is, despite his name, a sentient toy jukebox.
* DSBT InsaniT: The Special Info Episode reveals that DSBT stands for DylSchoolBlindTure, which is a mashup of two story titles.
* DSBT InsaniT: The title of the series itself, which uses 'insaniT' instead of 'insanity'
* DSBT InsaniT: The volleyball scene in 'Beach Brawl' contains a lot of artistic liscense on physics. This is even pointed out by the characters. The soccer match in 'Store Story' has some crazy physics too.
* DSBT InsaniT, they are portrayed as unpredictable and quite dangerous.
* DSBT InsaniT: This is discussed by Seth, Whitney, Dave, and Spoon in 'Store Story'.
* DSBT InsaniT: This is the premise of episode 4, 'Untamed and Uncut'.
* DSBT InsaniT: This is what Bill's second and third forms are. His second form turns his hair a lighter shade of blue, and his third form turns his hair and clothes black with a yellow shirt.
* DSBT InsaniT: This trope is not generally focused upon, but it's definitely there.
* DSBT InsaniT to fight for him. As a result of rarely fighting, he can be bested in combat rather easily.
* DSBT InsaniT to unbrainwash the people Stephanie had brainwashed, she prepares an

offer to Lisa.
* DSBT InsaniT: 'VRcade' shows that Evil Balloon is far stronger than he looks...but also as fragile as he looks.
* DSBT InsaniT: Waterfall Girl can use her water to heal wounds or bring popped balloons back to life.
* DSBT InsaniT: Waterfall Girl is essentially the Poseidon of the series.
* DSBT InsaniT: Waterfall Girl looks like a young woman, but that woman is just a vessel she uses to communicate with the mortal world.
* DSBT InsaniT: Waterfall Girl's waterfall-styled hair goes almost to the bottom of her back.
* DSBT InsaniT: Weird Girl suggests Koden calls her 'WG', but he says he can't do that because he already knows a WG (Waterfall Girl).
* DSBT InsaniT: Whitney is towards her younger brother Bill, although their relationship isn't explored as deeply as her's and Dave's.
* DSBT InsaniT: Whitney's love for sports is actually what lets her bond with Dave.
* DSBT InsaniT with Balloon. He is always being killed and just coming back, usually with no explanation whatsoever.
* Dschinghis Khan he is, when compared with his more cheerful bandmates.
* Dschinghis Khan's "Der Verräter" (German for "The Traitor") is about a guy who went AWOL from gate guard duty to see his girlfriend and allowed the enemy to enter the city. Afterwards, he's brought up on charges of treason and sentenced to death by hanging and everybody believes that him claiming to have been seduced is only a pretext for the collaboration with the enemy and that his real motivation was promises of wealth and honor.
* Dschinghis Khan's "Die Fremdenlegion" is subtitled "Armee der verlorenen Seelen," or "Army of Lost Souls."
* Dschinghis Khan, "tomboy" Henriette wears a red and gold jumpsuit similar to that the guys wear (one of them being her husband) and "girly girl" Edina is dressed in a very feminine yellow dress.
* DS Delaney, Jonah Gabriel's deceased partner. Because of the association, Gabriel himself is also teased as being one for a while.
* DS Diane Fry in Stephen Booth's Cooper/Fry detective series. Fry was gang-raped shortly before the first novel in the series. Eventually, she discovers that
* D's disease seems to relate to a later-implied need to drink blood. At the end of the story, he's shown drinking a glass of what Chris assumes to be "cranberry juice", in his "sister's" name.
* DS-exclusive fifth case suffers from this. You know pretty much who the murderer is, but because of some dumb case-exclusive restrictive leash put onto you, you cannot proceed and have to use a loophole to nail him into a potential confession. Had that leash not been there, the case would've been much shorter. And if your client wasn't withholding important evidence from you... again.
* DSiWare, a fighting game where you could take pictures/sound recordings to create fighters, including yourself. Also, you could make your own stages this way.
* DSiWare game for 800 points will cost $7.99 on the eShop). Since the eShop adds tax to the frame, games that could fit for 2000 points won't for a $20 card, unless you live in a tax-free area like Delaware. On the plus side, if you don't have enough funds saved on the eShop and go to add them, there's an option to just add what you need to buy whatever you're buying, so you don't have to deal with leftover cents.
* DSL. Let's look at DSL. It's medium speed Internet over phone lines. Faster than dial-up but much slower than broadband. Given a choice, nobody would buy DSL if they can get broadband, either as fiber or via a cable modem. The only two reasons anyone today seriously takes DSL for Internet are (1) they cannot get broadband or anything faster, or (2) they can't afford high-speed broadband. The cheapest DSL is maybe 400kbps at about $20 a month vs. about $60 for 15mbps broadband (cable modem or fiber), about 30x as fast as DSL. Cable companies talking about those taking DSL as a bad idea (and trying to get them to switch from DSL to broadband) are only targeting three classes of customers: (1) extremely price-conscious residential customers for whom the $40 is important (no serious commercial business that

requires Internet service is going to be concerned about the $40 extra for Cable modem broadband vs DSL), (2) rural areas that can't get cable Internet, or (3) customers (typically older) who use the Internet sparingly and don't want to pay for a service they're not really using all that much. So the anti-DSL commercials are targeting people who either can't get, can't afford, or simply aren't interested in Cable Internet anyway!
* D'Spayre and is shaken afterward by how close he came to taking his own life.
* D-Struct's real name was changed from Damon Briggs to Derek "D.B." Barnett.
* DS version, but throws his full support behind the wedding, and afterward confesses that you've made him very happy as he'd given up hope of Debora getting married a long time ago.
* DT Eightron doesn't use keyboards anymore; he links cables to the tip of his fingers and he types, in midair.
* DTMF tones can be optionally set by the user so that the phone makes them when pressing the number keys when not in a call (otherwise, the phone can be set to just make simple beeps or clicks during these presses, or for silent mode, no sound at all), but they will always be heard in the earpiece when pressing the keys during a call (e.g. during automated/prompted calls, where the cellphone's network [not the phone itself] actually generates the touch-tones for the other party to receive and decode). Phone buttons making
* D-Tox was a film with this premise, starring Sylvester Stallone. Stallone was one of 9 cops being treated for psychological problems at a remote ranch in snowy Wyoming. However, one of the other patients was actually a serial killer who targets cops, having killed the real patient and assumed his identity. The real killer turned out to be the character who was most apparently helpful and mature (as opposed to the cowardly guy or the violent alcoholic).
* Dual-action shotguns can switch between semi-automatic and pump-action mode, but they're rare enough that they tend to be one-off designs from entirely different companies, and as such will be operated differently from one another. Take for instance the Franchi SPAS-12 and Benelli M3, which both switch modes by simply holding a button or lever near the front of the pump and sliding it in a direction. For the SPAS-12, you move the pump forward for semi-auto and backwards to switch to pump-action - for the M3, it's the exact opposite.
* Dual Age Modes: The ability to change between an "older" and "younger" form.
* dual Autocannon-20s, some of the largest ballistic weapons in the game, and with enough armor to weather assaults. In the canon, it was specifically designed to hunt and kill BattleMechs, which it could do readily—few units, even in the assault weight class like the Demolisher, can carry two AC/20s, and even fewer can shake off a hit from just one of those cannons.
* Dual Blades. Her sister, Mirei, was abducted by those very same ninjas and raised to believe that the Ozawas had supposedly committed an evil for which their extermination was justified. While Kanae does not wish to kill her sister, she doesn't hesitate to fight and incapacitate her if need be.
* Dual Blades in which the final frame when a finishing move happens will switch to black and white with the word "SLASH" appearing in the middle of the screen (of which the word is also sliding from a diagonal cut).
* Dual Blades that are the prize for Alperen's tournament grant its wielder immortality.
* Dual Blades, the character on the roster who gets top billing of sorts is the Ottoman warrior Efe.
* Dual Boss have several abilities that they can perform if they do it together. When you kill one of the twins, the remaining twin's abilities will weaken due to being alone.
* Dual Boss is able to overcome the time stop effect, but not without great effort.
* Dual Boss (written by gary Gygax himself) are stated to be consorts and lovers, but whether they truly love each other isn't clear. As far as the written strategy goes for the module, Belgos does indeed gain a bonus to his attack roles if Silussa is in danger, but Silussa will abandon him and flee if her life is in danger. (The module gives the DM a lot of leeway in regards to personality and background

meaning they could adore or despise each other, depending on personal interpretation.)
* Dual Destinies and it looks like the trial is going to end in a premature guilty verdict, Phoenix Wright suddenly opens the courtroom's doors and shouts "OBJECTION!". Then he takes the lead defense attorney's role in the case, while Athena just assists him.
* Dual Destinies and overall being one of the best cases in the series in terms of construction.
* Dual Destinies. Apollo will tell Athena the Phoenix taught him to do it to everyone he meets and Klavier will wonder why attorneys always present their badges.
* Dual Destinies, Blackquill objects simply because of a name a witness called him.
* Dual Destinies: both come to respect the members of the Wright Anything Agency for their aptitude in the courtroom and personally come to the WAA and the Justice Law Offices with defense requests.
* Dual Destinies brought us Simon Blackquill, who also nicknames everyone. Usually it's an insult ('Fool Bright' for Fulbright, 'Your Baldness' for the Judge, 'Sad Monk' for Nahyuta) but usually nicknames the lawyers by sticking '-dono' onto the end of their surnames (e.g. 'Wright-dono').
* Dual Destinies carries the same 12+ rating in the iOS App Store as previous games.
* Dual Destinies deals with the fallout of having so many corrupt members of law enforcement and the legal system: the public has zero faith in the legal system, and as a result, the majority of the legal profession has no qualms about being dirty, as long as it gets a victory.
* Dual Destinies In Case 5, presenting random evidence to Edgeworth will have him accuse you of doing it just to get a reaction out of people.
* Dual Destinies, one of the central case points is that the threat "You're a goner!" was picked up on a recording around the time of death, believed to belong to the defendant, Juniper Woods. When they watch the recording of the mock trial, Juniper, who was acting as the role of the defendant during said mock trial, says "Yes, I admit I shouted "You're a goner!"..." Upon hearing it, Apollo asks for the recording to be rewound, then hearing it again, he goes to rewind it again, until Robin Newman interrupts him, wanting to know exactly what he's getting so excited again.
* Dual Destinies, one of the witnesses calls Apollo a no good shyster.
* Dual Destinies, Phineas Filch's grandfather left statues of himself in the place of the things he stole.
* Dual Destinies Phoenix Wright comments his newly hired junior lawyer Athena Cykes is "like good cop, bad cop all rolled into one". This is a pretty accurate description, with her being kind, rather caring and considerate of people's feelings and what they're going through, but also being quick to anger, not above hurting people (with slaps mostly) and using underhanded tactics to get information, as well as asking Apollo if she can go and "ring his neck", in regards to a witness.
* Dual Destinies, Simon Blackquill refers to Bobby Fulbright as "Fool Bright". Fulbright doesn't seem to mind it much, though.
* Dual Destinies. The argument is made that emotions are not evidence, and cannot be used in court. The judge declares this is exactly right, but also says that the process has, in the past, helped uncover the truth, and allows it to go forward regardless, as court cases should be less about legal technicalities and more about the truth.
* Dual Destinies The killer is not identified until near the end of Case 5.
* Dual Destinies, the phantom is first "seen" by anyone while wearing a Noh mask, which has much the same effect. It gives the phantom a suitably creepy air.
* Dual Destinies. The reason why Florent L'Belle didn't kill Mayor Tenma as part of the plan to frame him for murdering Alderman Kyubi was so that once Mayor Tenma was convicted and exposed as the true identity of the Amazing Nine-Tails (the hero that everyone who opposed the merger rallied around), the Amazing Nine-Tails' popularity

would plummet once people realized he was also a murderer.
* Dual Destinies this by pointing out that "he's literally crying us a river over there."
* Dual Destinies Though Blackquill's reasoning, a secret ability where no one else understands how it works or can replicate it shouldn't hold up in court. Apollo and Athena both admit that Blackquill may have a point with that.
* Dual Destinies when talking to Athena about the trial during the second day's investigation prompts a conversation about how "Tenma Taro" made an appearance in court.
* Dual Destinies, when the witness makes a pass on Athena, and the Judge tells her that they're in a courtroom, "not a pick-up spot".
* Dual Destinies, where Phoenix's name has been cleared and his past adventures have earned him the nickname "Turnabout Terror" for his ability to turn the tide in his favor through wild tactics and bluffing.
* Dual Hearts life. When asked what he wishes for most, Tumble insists that as a treasure hunter, he values treasure above all else. He adds that he knows what to wish for and the scene abruptly shifts to him walking slowly down a road. He asks "What treasure will this road take us to?" and breaks into a full run with Tumble by his side.
* Dua Lipa much a moment of this for Ariana Martin, the stunt double for her in her single "Physical"'s video.
* Dua Lipa was seen as this in 2015 when she was a new artist, due to her surname being similar to the initials for Liverpool Institute for Performing Arts. But her surname means "linden tree" in Bosnian, Serbian and Croatian, so it's equivalent to English Lind or Linden surnames, like American actress Christina Bennett Lind.
* Dua Lipa, who is a natural brunette, has since dyed her hair to a two-toned blonde-brown mix.
* Duality). It was meant to come out sometime in 1998, but ultimately never did.
* Duality, your ship can slingshot around black holes and the negative gravity white holes.
* "dual key" system for nuclear weapons- American nuclear weapons require two people (at least) to launch them. This is basically a more extreme version of the ubiquitous safety trigger, in which two buttons must be depressed simultaneously in order to activate something dangerous, such as a taser or circular saw.
* Dualla has some UST with Lee (which is mostly built up in deleted scenes) but is in a relationship with Billy. He asks her to marry him and she refuses because of her feelings for Lee, then Billy is conveniently killed off by the villain of the week.
* Dual-Meaning Chorus". In the first two verses, the narrator tries to ask out a little blond-haired girl and gets the title response. By the third verse, she's now the mother of their boy, who asks innocently, "mommy, will you marry me?"
* Dual! Parallel Trouble Adventure: D fits this until the final battle. She's actually frightened about showing emotion.
* "Dual! Parallel Trouble Adventure" has Kiyone Makibi, Ramia, and Misao Amano from "Tenchi Muyo" appear as background characters in the final ova episode. other tenchi charaters show in the laser disk sleeve artwork while elements of Dual! pop up in "Tenchi Muyo GXP" both shows are fro the same team at AIC and are considered as part of one multiverse.
* Dual! Parallel Trouble Adventure has one long lock of hair that covers her right eye. This is sort of intentional, as her right eye doesn't look anything like a normal eye (and is possibly non-functional), and it would seriously creep people out to look at it all day.
* Dual! Parallel Trouble Adventure has thirteen episodes, plus a special OVA.
* Dual! Parallel Trouble Adventure is effectively a Robot Girl for most of the story.
* Dual! Parallel Trouble Adventure, Kazuki becomes the victim of a mostly-benign kidnapping when he responds to what, from his reactions, is the first love letter he's ever received.
* Dual! Parallel Trouble Adventure Mitsuki catches Kazuki and Dr. Sanada eating

instant noodles at midnight and saying that they just need some of it once in a while. She forces them to eat a full meal she cooks ont he spot.
* Dual! Parallel Trouble Adventure, Mitsuki finds a part of Kazuki's stash, shows it to Kazuki (he's embarrassed and expecting tragedy), and then replaces it, all without saying anything. It's never mentioned again, and she even confesses to him later that episode.
* Dual! Parallel Trouble Adventure, the love the cyborgized D has for Kazuki enables her to regain her humanity (as well unlock the full potential of the ultimate weapon).
* Dual! Parallel Trouble Adventure, the war between the UN and the Rara Army is deliberately handled this way, with either side surrendering before the risk of serious losses. Of course, nobody tells the protagonist Kazuki this before his first battle — what, and spoil the angst?
* Dual! Parallel Trouble Adventure, three of the girls compete this way. Each of the girls has a different cooking ethnicity, and Kazuki ends up having to eat every morsel on every plate just to maintain the peace. A fourth girl, D, doesn't know how to cook, so she just adds instant curry sauce to all 3 meals in an attempt to compete. The irony is that Kazuki prefers bachelor food, like instant ramen.
* Dual! Parallel Trouble Adventure: When Kazuki and Mitsuki return to their home dimension, they learn that Mitsuki's father has covered their disappearance by claiming they'd eloped.
* Dual Pistols create speed echoes as the character spins to bring their guns to bear on targets.
* Dual Survival, Cody and Dave once had nothing but a can of dog food to eat. As they're digging in, Cody mentions that American food regulations require pet food to be made suitable for human consumption because pet food sales spike during times of economic crisis.
* Dual Survival has Cody, who hasn't worn shoes, socks or long pants for the last 22 years. Throughout the series, he is barefoot, unless he's in a situation where being so would be monumentally stupid; in snowy environments, he wears thermal socks, and in one episode he fashioned some crude sandals to walk over volcanic rocks without ripping his feet to shreds.
* Dual system of government with a Druk Desi (somewhat of a secular administrator) and the Je Khempo (the religious leader) however this system was dropped in 1907 to a full monarchy with the Je Khempo loosing all political (yet not the religious) power.
* Dual Tonfas, for use of tonfas, a specific type of weapon meant to be used in pairs (and more often than not is).
* Dual! usually wakes protagonist Kazuki by climbing through his window every morning. She does not use a ladder or a convenient tree, but a bridge between their houses. That she apparently built overnight without anyone noticing.
* Dual Wield are justified, seeing as how the hammers' heads are the size of small ovens.
* Dual Wielding: Almost always appears in the hands of roguish characters.
* dual wielding, commonly considered to be one of the least effective tactics in a gunfight. He basically chose the revolver out of preference (the Smith & Wesson Model 10 was his favorite gun), but it shows what they can do.
* Dual Wielding, cutting down several Northern men-at-arms with ease and almost killing Ned Stark, who was saved by his friend stabbing Dayne in the back.
* Dual Wielding don't like being the only tank character in the group.
* Dual Wielding giant sledgehammers to knock around multiple, far-larger heroes in a way that'd make Puppetmon jealous.
* dual-wielding sniper rifles and rapid-fire shooting several in-flight anti-personnel missiles out of the air milliseconds before they would've hit Tex.
* Dual Wielding, so he uses a prosthetic and can only equip a select few armor suits because of it.
* Dual Wields katanas, as befitting a dutiful member of the Imperial Japanese Navy.
* dual) with the skeleton stock and forward grip of a 93R added on - and even for the remastered campaign released in 2020, they were able to get a proper 92FS model

for the M9, but still based the 93R model on it.
* Dual-World Gameplay: Gameplay techniques introduced by the idea of the player travelling between two worlds.
* Duane Barry", a bound and gagged Agent Scully bangs to attract the attention of a police officer when locked in the trunk of Duane Barry's car who kidnapped her. Unfortunately, this leads to the cop being distracted enough that Duane can shoot and kill him.
* Duane Barry, a deranged former FBI encountered in Season 2 reports that he had his teeth drilled with lasers (while awake) and implants inserted into his nose and gums.
* "Duane Barry", "Ascension", and "One Breath" are considered part of a trilogy. "Duane Barry" ends with
* Duane Gill/Gillberg: Debuted in 1990, started the "Gillberg" gimmick in 1999.
* Duane's somewhat-forgotten (but recently republished) Young Wizards short story
* Duardin. Although that was mostly changed so Games Workshop has a copyright-enforceable name, some other races recieved similar treatment.
* Dubai starts hallucinating corpses with glowing eyes, clawing their way out of the sand to reach for him and his squad...
* Du Barry Was A Lady, Du Barry and Louie have a duet that is literally NOTHING BUT this trope. For verse after verse.
* Dubbed By Strangers change Komodo and Sasquatch from friends to boyfriends.
* Dubbed By Strangers kiss, when Korri comes in asking what he's doing it. UHHHH-
* Dubbed, which followed a completely different crew in an entirely different galaxy.
* Dub-Induced Plot Hole: An error in translating a work into a foreign language that affects either or both the story consistency or/and the characters.
* Dub-Induced Plot Hole: An inconsistency in the plot happens because of a translation error.
* Dub-Induced Plot Hole: A translation error ends up creating an inconsistency with the plot.
* Dub-Induced Plot Hole. If there's now an "army" of monsters of the week, why do we only see one at a time?
* Dub-Induced Plot Hole: The plot hole occurs because of a translation error.
* Dubious Company. After getting stranded in a random dimension, the brains develop a spell to hop them to the next dimension in the hopes it gets them closer to home. However, they have no clue what that dimension is like until they arrive.
* Dubious Company, after learning that Tiren almost got the team killed over a toy:
* Dubious Company and Walter has to piece together most of his tech from scratch.
* Dubious Company's Future High Priestess Sal. She is in her late teens and is easily one of the smartest characters in the comic's universe.
* Dubious Company, she goes AWOL and gets lost. She looks up at the moon and sees Walter's ship.
* Dubious Company's homecoming, the crew finds his parents more interested in the newspaper than the return of their long missing son. It helps explain why he is timid, prone to emotional outburst, and clingy. At least his sister was happy to see him.
* Dubious Company starts with "Ow! My head... What the hell did I do last night?" Stowed away on a pirate ship, as it turns out...
* Dubious Company, Sue does this to shut it off. It gets worse when Sue "calls" Mary and realizes that she's talking to someone about when they went through puberty.
* Dubious Company. Tiren forgot Walter can fly, he grabs her. Sue's sister ends up saving the other two. The rest of the cast are stunned by the stupidity, except Sal.
* Dubious Company: Walter is the Wise Guy to Tiren's Straight Man. Also occasionally, Mary and Leeroy are the wise guys to Sue and Sal respectively:
* dubious credentials (Dr. Nick, Dr. Hibbert, Dr. Monroe, Professor Frink)
* dubious honor after throwing punches during the closing seconds of Super Bowl XLIX. What puts him into Sore Loser territory was that the Seahawks had no chance

to win at the point Irvin instigated the brawl.
* Du bist Schläger, kein Jäger! (You are a brawler, not hunter!) — Manfred's ("brain" pilot) opinion of his little brother Lothar ("muscle" pilot)
* Dublin Oldschool. So he created the character of Gemma, Jason's ex-girlfriend (who didn't exist in the play the film is based on).
* Dublin Skanger: A stock character in Irish media who's usually working class and extremely violent.
* Dublin Skanger - A working class hooligan from the Dublin area in Ireland.
* Dublin Skanger: I come from North Dublin in Ireland, and you're gonna get knifed in two minutes.
* Dublin's O'Connell Street has statues of Daniel O'Connell and Charles Stewart Parnell at each end.
* Dublin, which has neither skyscrapers nor (surviving) Tudor buildings, has pretended to be New York for the recent film version of
* Dubloon breath ice as their main attack and are weak to fire to boot, except on Bowish Island where they are fire-elemental.
* Dubloon, you can meet sharks when sailing between islands. They attack by charging forward.
* Dubloon, you must trade items on Stern Island to get the map location of East Sea Serpent.
* Dub Name Change: A translation of a work changes a character's name.
* Dub Name Change in the form of a very mundane English phrase; the former becomes "Cake Shop" and the latter "Dance Party".
* Dub Name Changes keeps doing it because it's always done it. The games do it, so the anime also does it.
* Dub Name Change: The translation of a work changes a character's name.
* Dub of the North Star: Rather than the last one, it's the first insult Shin is taking offense to.
* Dub Personality Change: A dub between languages significantly alters a character's personality.
* Dub Personality Change: A dub or translation changes a character's personality.
* Dub Personality Change: A localization changes how a character acts.
* Dub Personality Change: The translation changes a character's personality.
* Dub Species Change: A dub or translation changes the species of some creature.
* Dub Species Change: A localization changes the species of some character.
* Dub Species Change: An animal is indentified as a different species in a language dub.
* Dubstar's hit "Not So Manic Now" was written and originally recorded by some friends of theirs in a band called Brick Supply. That version came and went without making much of a splash, about a year before Dubstar's cover.
* Dubstep and hits like "I Can't Stop" and "I Knew You Were Trouble" increased its staying power throughout the middle of the decade.
* dubstep's popularity, it became known that many fans of the genre weren't there necessarily for the music, but for the portion of the song known as "the drop" – the end of the song's buildup when the drum beat and the layers of wobble bass would start up again. Many dubstep artists have cited this as one of the reasons why they've distanced themselves from the genre.
* Dubstep was reviled by every music critic, lambasted as a tuneless disgrace to all music. It's still widely loved by a huge number of fans and the artists that produce and play it are still widely commercially successful.
* Dub Tentomon has a nasal voice, but his original Japanese self does not. Gatomon has a mature sounding voice in Japanese but is more cute and high pitched in the English dub. Wizardmon sounds relatively young in the original, but in the dub, he sounds older, even somewhat like he's of old age.
* Dub Text: A translated version of a work comes off as more risqué.
* Dub Text. Yolei and Sora are being held captive by Deputymon and Starmon, who force the girls to watch them duel. Yolei and Sora find it boring.
* Dubtitle: A work which has a dub, but it also available in its native language with subtitles that come from the dub.

* dub version only), emphasized with a mantra frequently repeated by Yugi to the point of exasperation: "The fate of the world depends on it!"
* Dub voice acting for anime tends to pay less than voice work for western animation. Many anime voice actors, like
* dub voice actor, however, does adopt a Russian accent for the role—except when reading inner monologue.
* Dubya ends an atrociously bad speech with "Erm... How was that? Gubernatorial enough? Or shall we go again? [Beat] Err... What do you mean, it was live?"
* Ducard started the Badass Dare trend with his introduction to Bruce Wayne.
* Ducem Barr is the son of Onum Barr, who had been offscreen in the previous story.
* Duchess Cecily loves her son George of Clarence the most, and King Edward IV remarks that "George is her darling." She even implies in front of Richard of Gloucester (her youngest) that she would rather see all of her other children dead than lose George. She also begs Edward (her eldest) in the most desperate and pathetic manner possible to spare George's life after the latter is found guilty of high treason.
* Duchess is a regal, wealthy cat of refinement and good manners, but takes her adventures well and stays level-headed.
* Duchess Letita is very ditzy, although whether it's due to her stupidity or just her
* Duchess Lettie actively deludes herself about practically everything, attempting to retreat into the fantasy world in which she believes magic users live. Aylia, her elder daughter, finally stuck it to her when she legally became an adult by out and out walking away from her plans... and she STILL thought she could maintain some level of control!
* "Duchess of Mandalore": Satine is framed for murder when the Death Watch assassin hunting her shoots the informant she was having a meeting with.
* "Duchess or demon slayer — does Lady Helen have a choice?" —
* Duchy of Terra series has Universal Protein, a substance that, as its name suggests, can be used as food for pretty much every species of sapient life in the galaxy as long as species-specific vitamin supplements are used with it. It's also got the consistency and flavor of soggy cardboard. Every species lives on it at least part of the time in space, and every species reviles it.
* Duck!: A character mistakes a command to duck for someone pointing out a duck.
* Duck!: A command to duck (as in, lower yourself to get out of harm's way) is mistaken for pointing out a duck (as in, waterfowl).
* Duck Amuck: At one point, the tormenting animator replaces the sound effects for Daffy. So when Daffy attempts to play the guitar, machine-gun sounds erupt, then the sound of a car horn. When Daffy throws down the guitar in disgust, there's a gunshot and the braying of a donkey. When Daffy tries to protest, sounds of a rooster, a kookaburra, and a kitten come out.
* Duck Amuck begins with Daffy Duck in full Musketeers garb jumping into action. Director Chuck Jones and writer Michael Maltese had no idea what to do after that, so they pull the scenery away and substitute it with a barnyard scenario, then an Arctic scene, then a Hawaiian Island. Daffy adapts to each of these, and it's only the first two minutes of the cartoon.
* Duck Amuck; Daffy asks for sound, and a quiet static can be heard. That is the sound of a record starting to play.
* Duck Amuck Daffy ends up completely erased by the sadistic animator and testily asks to be redrawn. He gets his wish in the worst way possible, but it's not until the animator draws a mirror in front of him that he notices (including the fact that he's inexplicably gone quadruped!).
* Duck Amuck, one of the minigames has the player blow out Daffy's candle when he's trying to get the lights back on. When it's a stick of dynamite, you win by leaving it alone.
* Duck Amuck's entire body, leaving only his head. Daffy then gets angry at him and tells him to draw his body back. The animator instead redraws Daffy as a bizarre quadruped with a flower-shaped head, mismatched feet, and a flagpole for a tail,

with Daffy's flag displaying a screw and a ball. The animator then draws a mirror in front of Daffy, causing him to freak out after seeing his reflection.
* Duck Amuck, the animator draws Daffy an entirely new body, but Daffy doesn't notice until the animator draws him a mirror.
* Duck Amuck, the game may start a minigame based on the section where the screen frame is used in an attempt to crush Daffy. However, as it would be impossible to move the DS's screen frame in such a way, a thick black ooze instead is used to crush Daffy.
* duck as a chicken whizzes by. The caption says: "'And so,' the interviewer asked, 'do you ever have trouble coming up with ideas?' 'Well, sometimes,' the cartoonist replied."
* Duckburg's normal criminals know better than to fight or run when Paperinik catches them. This is a hold-over from the "classic" Paperinik stories, where Paperinik has crushed and humiliated enough of them that they'll just grab the evidence and give themselves up to the police when he shows up.
* Duck Butter mentioned in the podcast heard in the movie, which is an excerpt of a real podcast they were interviewed for.
* Duck comic, Donald Duck and Daisy visit Ireland and discover crop circles are created by dancing fairies.
* Duck Dodgers, a few instances include in the episode "Samurai Quack" when Dodgers complains of his aching feet followed by a close up of his foot covered in blisters and in another episode Dodgers tells the Eager Young Space Cadet that he has perfect teeth which then shows a close up of his rotten cavity filled teeth.
* Duck Dodgers, a lightbulb appears over Dodgers' head when he gets an idea. So he stops explaining his idea to complain to the Cadet that the hologram projector is acting up again.
* Duck Dodgers, and absolutely no evidence of the standard bikini bottoms that usually accompany such a sci-fi outfit.
* Duck Dodgers and certain episodes, was one of these. The members of Megadeth were apparently frozen as well.
* Duck Dodgers, and the only cure is water from a spring located beneath the Martian Palace.
* Duck Dodgers and the Return of the 24th and One Half Century, after coming face to face with Gossamer, Dodgers willingly surrenders to Marvin the Martian. Unfortunately, Marvin isn't allowed to take prisoners (especially cowardly ones), and attempts to blast Dodgers if not for the Cadet.
* Duck Dodgers, any level where Dodgers would might drift into space has him flying around for a few moments before immediately imploding.
* Duck Dodgers, a parody of the Flood which transformed people into goofy-looking bald men with speech impediments.
* Duck Dodgers by I.Q. Hi twice in "Lame Duck Mind". He first asks Manobrain if he can erase their memory of the contents of Dodger's mind. Manobrain assures him that he can wipe their memories the second they leave Dodger's brain. The second occurs when they achieve their objective of rescuing the President of Space, only to find that he'd passed the time trapped in his closet dressing in his wife's clothing. In that instance, it is no sooner asked then granted.
* Duck Dodgers, Cadet gets a space rock that causes him to become a tall, muscular daredevil. Dodgers can't tell what's different about him, asking if he got a new haircut or a new hat.
* Duck Dodgers cartoon and series, Eager Young Space Cadet, is also supposed to be this.
* Duck Dodgers, Dodgers and the evil sorcerer Achoo are squaring off when a monkey wearing lederhosen shows up and starts dancing around. Dodgers and Achoo stop for a moment and begin discussing whether or not the monkey is there to build tensions.
* Duck Dodgers, Dodgers is swirling nun-chucks, until they slip out of his hands and crash off-screen with the stock crash and cat screech.
* Duck Dodgers: Dodgers' ship isn't particularly huge, but for its crew complement of two individuals there certainly is a lot of empty space...and a huge workload (for the Cadet).

* Duck Dodgers, Dr. I.Q. High leaves Dodgers in charge of his home. The doctor is about to go to a waiting taxi when he realizes he forgot his keys, so when he turns back to get them, he finds his home burnt to the ground. Dodgers then tells him a seemingly preposterous story that would have taken far more time than it took Dr. High to go to the taxi and back. Turns out that Dodgers was telling the truth when the monster he created appears after the story.
* Duck Dodgers episode "Detained Duck", Krak the Klunkin shakes Duck Dodgers to refresh his memories. Although it happens to be a case of mistaken identity.
* Duck Dodgers episode "Duck Codgers", Dodgers and the Cadet are affected by the pollen of an alien flower that causes rapid aging in earthlings. The pollen also has a reverse aging effect on Martians, and Marvin ends up temporarily turning into a kid.
* Duck Dodgers episode "Hooray for Hollywood Planet", Dodgers is attacked by a female assassin wielding energy nunchucks while all he has to defend himself is a banjo. After the instrument is cut in two, he throws the head part, but she just jumps above it and mocks him.
* Duck Dodgers episode "Quarterback Duck" in which Commander X-2 travels back in time and discovers that Dodgers' sports hero backstory is entirely fictional.
* Duck Dodgers episode "The Spy Who Didn't Love Me", Dodgers gets teleported onto a planet and right in front of a group of resistance just as they were asking for a volunteer for a dangerous mission.
* Duck Dodgers episode "The Wrath of Canasta", Dodgers and the Cadet are drinking a rootbeer with straws. When the sexy owner of the bar comes into view, the Cadet's straw jumps upwards between his lips.
* Duck Dodgers", etc.) before stopping and asking if he actually agreed. Sinestro is then disappointed because he didn't get the chance for his angry rejection speech. Being a good sport, Dodgers lets him give it anyway. And this incident subverts the trope in another way: by showing the folly of forging an alliance with the kind of fickle character who would agree to switch sides at the drop of a hat. Duck Dodgers has a sudden change of heart and frees the other Corps members when Sinestro isn't expecting it.
* Duck Dodgers example below by having Daffy (in the role of Jack) insist that he and "Achoo" can't have their big fight until he's ripped off his shirt, hakama pants, and hair tie, leaving him near-naked and wild-haired. He then rips his own flesh off leaving him a skeleton.
* Duck Dodgers from space) against villain Victor Von Boogieman on the planet Groovica.
* Duck Dodgers has the misfortune of being a Robot Buddy to Dodgers, whose selfishness and insecurity mean he alternates between taking advantage of Roboto's willingness to help and plotting the robot's demise because it's better than him at stuff.
* Duck Dodgers. In addition to Jones voicing Dodgers, we also get Joe Alaskey voicing Tom Jones trying to sing while "sounding like Daffy Duck".
* Duck Dodgers) including getting blown up by Dodgers as a practical joke.
* Duck Dodgers. In fact, he's disappointed that he doesn't get to do the whole "villain seduction speech". Dodgers lets him do it anyway.
* Duck Dodgers in gratitude. After Tyr'ahnee kisses him, he's reduced to stumbling in a circle, making odd sounds.
* Duck Dodgers in the 24½th Century about Marvin the Martian shooting Daffy through a TV screen, and the old W.C. Fields movie "International House" has Fields shooting Rudy Vallee the same way, after Vallee (on television) tells him "Hold your tongue and sit down!"
* Duck Dodgers in the 24½th Century and his Eager Young Space Cadet are sent to claim the Planet X (the only known natural source) only to end up destroying the entire planet in a pointless conflict with Marvin the Martian (also there for the same purpose).
* Duck Dodgers in the 24½th Century, blowing the planet up and leaving a chunk so small that it literally isn't big enough for the both of them. At this point, Dodgers shoves Marvin off the planet and starts gloating about his victory,

while the camera pans down to reveal the Space Cadet is hanging on to a few roots, saying "Big Deal".
* Duck Dodgers in the 24½th Century can be reversed by, yes, an Integrating Pistol.
* Duck Dodgers in the 24½th Century. Dodgers (Daffy) and Marvin manage to reduce Planet X to a rock the size of a basketball. They somehow manage to stand on it, very closely.
* Duck Dodgers in the 24½th Century. Dodgers then fires another bullet with the rebuttal "Ouch!"
* Duck Dodgers in the 24½th Century "not big enough for the both of us!" It stands out as there have been previous cartoons with Marvin trying to blow up the Earth, only this time he blows up a planet (a shaving cream mine to be exact) accidentally exactly like Dodgers.
* Duck Dodgers in the 24½th Century pistol.) Then, when Dodgers tries to retaliate:
* Duck Dodgers in the 24½th Century", plus its spin-off series.
* Duck Dodgers in the 24½th Century (the original short), which also starred Marvin the Martian.
* Duck Dodgers in the 24½th Century, when Dodgers (Daffy Duck) is explaining to his eager young Space Cadet (Porky Pig) how he plans to locate Planet X...
* Duck Dodgers, in the episode "Detained Duck", is transferred to the Shirley Temple Black maximum security space prison in an enclosed barrel with futuristic shackles. It doesn't stop him from escaping.
* Duck Dodgers is Galactus, right down to having a cosmic-powered Herald. He is defeated when the combined forces of Earth and Mars throw all their food at him.
* Duck Dodgers lusts after girls a lot, and they're humans more often than not.
* Duck Dodgers, Marvin removes Dodgers' brain and attempts to link his own brain to it to learn Dodgers' secrets. The machinations of Dodgers' subconscious drives Marvin to madness, resulting in this.
* Duck Dodgers mode. In "The Wrath of Canasta", he avoids a laser shot by leaning to pick an apple, and said laser ricochets until it cuts a rope, leading to Nasty Canasta being crushed by a ton of bricks.
* Duck Dodgers once has to disarm a bomb set by someone who, believing Dodgers would follow the cliché of cutting the red wire, set it to explode once it was cut. Dodgers, not knowing the red wire custom, cut the blue one, disarming the bomb. His would-be killer, furious Dodgers wouldn't cut the red wire as per tradition, does it instead.
* Duck Dodgers: One two-parter was actually called "Of Course You Know, This Means War and Peace". It was mostly war, though, with the peace treaty being a trick for the villain General Z-9 to get access to codes to earth's defence's and invade the planet. The quote "This Means War!" was said by the Martian Queen early in part one.
* Duck Dodgers parodies this with a space mine and running into rooms with priceless works of art, French orphans and simple Amish folk. "Some days you just can't get rid of a Martian space mine."
* Duck Dodgers parody: When the Sergeant Garcia counterpart correctly works out that Dodgers is the secret identity of El Xero, the Commandante says to Dodgers "Pay no attention to Sergeant Vasquez. He is fat." And then the two of them laugh at an irritated Vasquez for no reason.
* Duck Dodgers played for laughs with Marvin the Martian to Daffy "Wait, wait! You can't run off with her, you're MY arch enemy" made to sound very much like they're in a relationship, compounded with his claim "But Dogers, you can't leave me like this, those other enemies meant nothing to me!"
* Duck Dodgers. Problem is, Mustaine doesn't remember anything. Dodgers and his Eager Space Cadet seek a documentary on him, and it says Dave was genetically engineered in a lab and raised by a wolverine.
* Duck Dodgers Really. Fortunately this fails miserably, unfortunately, Dodgers then opts just to ram his ship though the tank... Well, it did get the two civilizations of fish people to set their differences aside.

* Duck Dodgers sees Dodgers and the Cadet do this to a vampire after getting him to eat garlic.
* Duck Dodgers. Seriously, the woman veers between wanting to destroy him and wanting to marry him.
* Duck Dodgers: Spoofed in an episode where Daffy's clothes get mixed up with a Green Lantern's. He shoots up into the air, says he's the first of his kind to fly... all while a flock of ducks flies past in the background.
* Duck Dodgers Starring Daffy Duck given the job to defeat Marvin while Daffy is given the duty of being a janitor. Both of these end with Daffy walking down the street as "Game Over" pops on the screen.
* Duck Dodgers Subverted and Lampshaded, where Dodgers tries to make a Trench Run to take out Marvin the Martian's new Dreadnought, while Marvin calmly aims a laser cannon at him and wonders how many fools die trying to recreate that scene.
* Duck Dodgers. The Eager Young Space Cadet claims that "Diamonds haven't been valuable for centuries. Ever since we realized they're nothing but shiny rocks." Ironically, Duck Dodgers and the Cadet still had to go and stop the diamond smuggling, as the scarcity could make them valuable again.
* Duck Dodgers to help fight the Martians' Smooth Jazz dreadnought. When the Martians try to attack the band, they find out that Dave's guitar has a built-in laser cannon.
* Duck Dodgers Tyrahnee — at least in name. (It's neither clear if she has factual power nor if she did anything evil.)
* Duck Dodgers unpleasant job. (Naturally, Marvin was lying to get rid of him; Dodgers eventually found that out, but sadly, the Queen didn't, thinking he had jilted her.)
* Duck Dodgers) warship resembles a Viking longship, complete with oars.
* Duck Dodgers was originally rated TV-G (which is the default rating for most Looney Tunes-based TV shows and the classic shorts) on Cartoon Network. As time went on, it was changed to a TV-Y7 for fantasy violence (FV) rating despite no changes in content. This is the rating it has when it airs reruns.
* Duck Dodgers when the Cadet is made into the lord of a race of Klingon-like aliens. When the dethroned leader brings him dessert, it turns out to be... a live kitten. And this is not a deliberate test, their race really considers kittens a delicacy!
* Duck Dodgers: When the title character is attracted to the beautiful secret agent brought on board, he considers taking her name.
* Duck Dodgers where he is playing an online fantasy game with a party. He initially assumes that the attractive blonde elf in the group is likely fat and unattractive in real life. Later he avoids getting a kiss from an extremely beautiful witch who he thinks the same of (he transformed her from a witch Hazel cameo after all), only for the audience to find out she looked exactly as attractive in real life.
* Duck Dodgers, where one of Dodgers' lessons on being a rock star is "If you're not sure where you are, just say 'Good night Detroit!' There's a 47% chance you're right".
* Duck Dodgers", who seeks revenge on Dodgers for rejecting her in "To Love A Duck". Dodgers, being Dodgers, has completely forgotten the entire incident.
* Duck Duck Goose has Peg the goose get his head stuck up a pig's butt briefly. Later, a pig comes down on his face frome above, as he weakly says "not again".
* Duck Dynasty merchandise popped up after the controversy - making some people assume the controversy was engineered as an attempt to drum up interest.
* Duck Dynasty, Phil does this to his grandsons under the pretense of training their reflexes and hand-eye coordination. They're initially skeptical, and by the end of the episode, Phil has dropped all pretense and admits he's just getting them to do chores.
* Duck Dynasty's "Sharp Dressed Man" for the TV broadcasts of the first six seasons, and The 4onthefloor's "Workin' Man Zombie" on the DVD releases.
* Duck Dynasty that have/had a high appeal to the white rural demographic are/were predictably hated by the cool urban hipster audiences that rarely deign to watch

them much.
* Duck Dynasty. Their exercise of their religion is also often cut for similar reasons. Later seasons stopped the fake bleeping, as their general good-natured ribbing toward each other is considered part of the show's charm.
* Duck Dynasty. This is a rather odd choice, as the show does not have any kid appeal.
* Duck Hunt further overshadows its status as a sequel to a series of battery-operated projection based shooting toys that Nintendo made during the 1960's and 70's.
* Duck Hunt hacks let you do just that. It's entirely possible in the arcade version, but only in the bonus round — if you accidentally shoot the dog, the bonus round immediately ends and the dog walks out in bandages and on crutches to admonish you to "SHOOT THE DUCKS, NOT ME!"
* Duck Hunt the dog laughs at you when you fail to shoot a duck or a pair of ducks depending on the mode. He will also giggle at you on the Game Over screen.
* Ducklett is a bit on the cartoony, gawky side design-wise and noted to be a better swimmer than flier. Its evolution into the beautiful, graceful
* Ducklings chirp in real life much similar to baby chickens (and the same with many other chicks of fowl species).
* Duckman about the disappearance of a woman named America who he used to date. When they end up insulting his way of life, he deduces that they aren't from around here, and that they must be communists, which ends with the entire town forming an angry mob and chasing them out.
* Duckman: After Duckman gets an adrenal gland transplant in the "Gland of Opportunity" episode, he gets a huge confidence boost and starts taking all manner of risks.
* Duckman agency, no less). Lampshaded by Cornfed, who captures the real culprit.
* Duckman: Also satirized a lot of aspects of American society and politics.
* Duckman, and a devil worshipper who slaughters a chicken. Duckman didn't mind hiring him, and accused Bernice of religious intolerance when she rejected him.
* Duckman) and it shakes the entire house, causing shelving and the TV to fall over, and somehow causing wiring to come loose. Duckman himself is surprisingly oblivious the entire time.
* Duckman and make merchandise. Although they must con Duckman out of his name to go through with a show based on Duckman, in a universe that has an existing Duckman.
* Duckman and the camera follow them past a record player, it's promptly shot to bits and the music fizzles out.
* Duckman, a New Age spiritualist decides to try and read Duckman's aura, which she describes as his essence, the very nature of his soul. She then runs away, shrieking in absolute horror.
* Duckman are effectively living teddy bears, and routinely get eviscerated in elaborate ways by the title character.
* Duckman, as Duckman's father had once attempted to scare him straight after he stole some candy from the store, by having the chief of police lock him up for an hour, similarly to the real-life experience of Alfred Hitchcock. Unfortunately, 15 minutes after putting young Duckman in a cell, the chief tipped over his chair and hit his head on a radiator, putting him in a coma for 18 months. No one else knew why he was in there, and his father never came back for him, so Duckman ended up staying in prison until the chief woke up and let him out. All this resulted in was giving Duckman a crippling fear of enclosed spaces.
* Duckman ate a combination of odd chemicals that caused him to grow whenever he got angry. Duckman being Duckman, by the end he was taller than a two-story house, and went to a deserted island so his anger wouldn't hurt himself or anyone else. While he was isolated, his depression shrank him to mouse size, but he had no frame of reference, so he couldn't tell.
* Duckman, a televangelist hosts a forum of other religious figures, who at the end are revealed to be fakes — except for the Ayatollah, who just wants to improve his image in the states.

* Duckman back when Cornfed and Duckman first met, Cornfed takes many hits from a criminals gun, he survives.
* Duckman. Bernice finds herself becoming more and more attracted to Regine over the course of the episode, and is relieved to find out that she was actually King Chicken, Duckman's arch-nemesis, in disguise.
* Duckman blink and shed tears. In one episode he actually removes the glasses/eyes, and turns them around to take a look at himself.
* Duckman busy in the "The Germ Turns" episode. He has apparently taken a few spare moments to track down Elvis, whom he tells to go on home, as he can't stay hidden forever. Amusingly, Elvis reappears in a few crowd scenes in episodes set after this one.
* Duckman constantly forgets the name of his son, Mambo, calling him by other unusual or ridiculous names like La Bamba and Mandingo. In one episode, he forgets Charles' name instead.
* Duckman Cornfed every time he sees a Queen of Hearts playing card, and return to normal after committing the crime when he hears the phrase "Call the police". Fortunately, the phrase "Call the police" keeps coming up in his family's conversation before he can actually kill Cornfed.
* Duckman Cornfed is often put in situations that require him to have some kind of complicated skill, such as playing the piano, performing medical examinations, or acting as a defense lawyer. He's always prepared with a story from his past explaining how he acquired said skill.
* Duckman did this once after Cornfed cleared him of King Chicken's plot to frame him. After calling King Chicken to the stand, Duckman proceeds to "interrogate" him by rambling senselessly until an annoyed King Chicken finally confesses just to shut him up.
* Duckman does this to humorous effect in thwarting one of King Chicken's plots. After Cornfed gets him exonerated of all the charges, Duckman then calls King Chicken to the stand and proceeds to "interrogate" him by rambling senselessly until a fed-up King Chicken finally confesses just to shut him up.
* Duckman: Downplayed in "Dammit Hollywood". All the usual negative aspects are there, showing an industry run by rich morons who couldn't find their butts with both hands, populated by self-absorbed egomaniac actors and sleazy directors, all wrapped up in a shallow culture of glitz and lies. That said, it's shown that as scummy as many of them are, a lot of them do want to bring joy and magic through movies, even if it doesn't always work out that way due to the misguided attempts of appealing to a broad audience. They're also shown to care about each other, in their own way.
* Duckman: Duckman accidentally saves the President from a deranged gunman (he got slapped into the would-be assassin by a woman he groped), only to find that the press is only interested in talking to the gunman. When he points this out, the reporters just scoff and complain he only got in the way of a bigger story.
* Duckman: Duckman gets one of these at the end of the episode "Das Sub"; the clappers follow him home, and he finally has to call the police in to disperse them.
* Duckman episode "American Dicks", where Duckman is arrested during the taping of two rivaling police reality shows, and the officer arresting him states "You have the right to remain silent. You also have some other rights that they'll dub in during editing".
* Duckman episode "Bev Takes A Holiday" goes through this when twin sisters Bernice and Beverly unknowingly end up in the same house together.
* Duckman episode "Clip Job" features Duckman being held hostage and the man showing him various clips of his rude behavior including a montage of him saying "What the hell are you staring at?" and the various times up to that point he had killed Fluffy and Uranus.
* Duckman episode "Dammit, Hollywood" as Duckman tries to complain to a movie theater manager:
* Duckman episode "Forbidden Fruit", when Duckman stays over at Fluffy and Uranus' house:

* Duckman episode "Haunted Society Plumbers" Duckman and Cornfed use "AAAAAAAAAAAAAAAAAAAAAAAAA1 Plumbing" as a cover business. That's 25 "A"s, though in a gag to draw out the joke as long as possible, some characters use the "A" only 24 or 21 times in spite of it. There are also too many to fit on the van (not sure offhand how many).
* Duckman episode "It's the Thing of the Principal", Duckman, disguised as a student, makes various attempts to get in trouble so he can be sent to the Vice Principal's office. In one attempt, he takes a knife and writes "The school board suck eggs" on the wall.
* Duckman episode "My Feral Lady" had the titular character teach his feral mail-order bride how to be civilized.
* Duckman episode "Vuuck, as in Duck", Duckman gives a speech to his women's baseball team that parodies the famous Knute Rockne "Win One for the Gipper" speech, and culminates in "... or I swear I'll go beat that legless bastard."
* Duckman episode "Vuuck, as in Duck" has several characters use the word "Brobdingnagian" in casual conversation throughout the episode. After the third use of the word, Cornfed just gives up and gives the definition to the audience.
* Duckman-esque IRS agent who had a personal grudge against him for his sloppy and incredibly spotty tax filing. Ironically, Duckman's debt wasn't even particularly big, about 27.000 dollars, but the agents treat him like the biggest tax cheat since Al Capone.
* Duckman - Finding himself in Heaven, Duckman gets an Etch-A-Sketch from God. He asks why and God tells him that it has the Meaning of Life written on it, but by then it has been erased from Duckman moving it around.
* Duckman gets committed to a mental hospital in the "A Room With a Bellevue" episode of
* Duckman had a wall being built down the middle of America, dividing the sexes with Women on the East and Men on the West.
* Duckman had "The Lets Talk In Pig Latin Network", "The All Potato Cakes Network", "The Mismatched Buddy Comedy Network", "The Roadkill Identification Network" and "The Skin Disease Network", all in the same episode.
* Duckman has the title detective getting aroused listening to a story, and so the viewer sees the "train into the tunnel" variety. Until the final twist hits, and it's so chilling that the "train" crashes in a horrible wreck, and then a jumbo jet falls on it.
* Duckman: In the animated series of the same name, Duckman is universally infamous for the amount of disgusting bottom-dredged porn he owns.
* Duckman: In the episode "Pig Amok" Cornfed offers Bernice a diamond ring. Bernice accepts it and immediately checks it with a loupe.
* Duckman is a world famous stuntman who recently died in a freak accident. This leads to him believing he can do all sorts of monumental stunts and acts of derring-do. And it works...until his partner informs him that the gland came from a dyslexic accountant (and a new adrenal gland wouldn't give one increased strength, balance or flexibility, either). He calls off his latest daring stunt and everything is back to normal.
* Duckman is supposedly about the home and work life of an irascible detective, but features mad scientists, berserk computers, alien abductions, reincarnation, and the near-destruction of the universe by White Out.
* Duckman, mind you. The men also take the opportunity to just run around in their underwear constantly.
* Duckman only gets press coverage himself when his skeevy behavior is exposed on an interview show, which was staged by his new agent, who knowingly leaked footage of Duckman groping the woman for this exact reason.
* Duckman received great reviews from TV critics, intellectuals and people who liked its satirical bite. But the general public didn’t catch on to it and after four seasons it was cancelled.
* Duckman: Seen in "Ride the High School" when King Chicken traps Duckman, Aunt Bernice, and Cornfed in a cage. Aunt Bernice seduces him with promises of forming a band. The entire time they are imprisoned, nobody questions the bar widths, even

though the antagonist actually walks between the bars for a few scenes to prod Duckman.
* Duckman: Similarly to the Simpsons example, Duckman once contracted an incurable disease from ingesting a mix of ingredients, one of which included acid from a car battery, that made him grow uncontrollably whenever he lost his temper. When Dr. Stein tried to explain it, Duckman kept demanding it "in English".
* Duckman's last episode, "Four Weddings Inconceivable", ends with the titular character about to remarry — until his first wife, who has been presumed dead for the entire series, shows up.
* Duckman's mother forgot her son's name, didn't care that he skipped school because of bullying, went on a cruise when an auto accident left him on the brink of death, and missed his graduation and wedding.
* Duckman" sulfur allergy. However, he won't kill his defeated enemy, citing humanity's innate and unique compassion. Kardassian notes they do have the capacity to put their differences aside and unite against a common enemy, so he judges them as the most dangerous species in the galaxy and blows up the Earth.
* Duckman that anyone thought she ever died. Cornfed, who (apparently) knows the truth, says "I can explain"...and then "TO BE CONTINUED...?" appears on the bottom of the screen. It wasn't.
* Duckman, there is a law firm called Manson, Dahmer, Gacy, and Bundy, all names of serial killers.
* Duckman, the title character tastes a microwave burrito and comments "I think I just bit into a squirrel". His partner Cornfed reads the label and rattles off a long list of ingredients including rat feces and ocelot sphincter. "But no, no squirrel."
* Duckman This is at its most notable when Duckman is haunted by dozens of alternate universe versions of himself and is visited by a version of himself from his wedding day decades prior.
* Duckman "titmouse" moment, a brilliant six-line conversation between the titular character and his sidekick in which the usual over-the-top sexual tone of the show is taken down a notch and the two of them discuss if "squeezing the titmouse" is an acceptable activity, before rounding off the conversation with a nice lampshade, asking when the V-chip will be installed and their (somewhat innocuous, given the rest of the show) conversation would be bleeped.
* Duckman to be wisdom of the highest order (though they have developed big screen televisions, because they have their priorities straight). When asked how they managed to acquire a spaceship, they claim it's a rental.
* Duckman to spot several perfect fake names (Hanes, Smith, Miller) and instead calls himself Duckman N. Disguise. He then chastises Cornfed's fake name, Pat Corcoran.
* Duckman, usually by Cornfed. "Either you're babbling, or you just told me in Cherokee 'my scrotum is many colored'."
* Duckman, where Duckman and Andy both remove their glasses, revealing no eyes at all, while the eyes are still in the lenses.
* Duckman writer, Michael Marlow says he hadn't planned an explanation as to why Beatrice turns out to be alive in the final episode and refuses to reveal the reason he came up with since until the show gets revived.
* DUCK! only has a small, ineffective flipper as its primary weapon, but because it is so ridiculously durable, it simply outlasts enemy bots that break
* Duck Pimples (1952) spoofs television Westerns. Unclear how many modern viewers get the references.
* Duck Pimples", in horrified reaction to Donald after he was supposedly shot and collapsed.
* Duck Pimples tries to relax on a stormy night by listening to the radio. Given his usual bad luck, all the radio programs he listens to are either horror stories or violent crime dramas.
* Duck! Rabbit! Duck!", Bugs Bunny has tricked Elmer Fudd into thinking he shot him by dressing up as an angel, after which Daffy replies with this:
* Duck! Rabbit! Duck!, Daffy has an impressive rant after taking one too many

shotgun blasts to the face.
* Ducks are usually drawn with bills that are wider than that of real ducks, often being as wide as a real platypus's bill.
* Duck Season, Rabbit Season by tricking the other person into switching sides of the argument.
* Duck Season, Rabbit Season ends with one person suddenly saying the other person's opinion or choice to trick them into changing sides of the argument.
* Duck Season, Rabbit Season" joke to get Roger to drink a shot of hard liquor, causing him to explode and give them a means of escape.
* Ducks have been known to feed underwater from time to time, which from the perspective of a human on land looks like the duck is mooning them.
* Duck Soup: "And remember, while you're out there risking your life and limb through shot and shell, we'll be in here thinking what a sucker you are!"
* Duck Soup, Chicolini refuses to go into battle unless he's in one of those big iron things that go up and down.
* Duck Soup, Chico's pun that confuses "Dallas, Texas" with "dollars, taxes" is dependent on his non-rhotic accent.
* Duck Soup decides who will join the battle with a variant of "Eeny meeny miny moe":
* Duck Soup, Groucho gets his head caught in a water pitcher. Harpo lights a firecracker and sticks it in the pitcher. The absurdly massive explosion results in the lip of the shattered pitcher hanging around Groucho's neck … and an unscathed Groucho calmly asking if anyone left messages for him while he was out.
* Duck Soup loud and energetic rendition of "Stars And Stripes Forever". He tries to muffle the radio with pillows, to no effect. He then throws it on the floor and smashes it to pieces; again, the radio continues to play. Pinky has to settle for throwing what's left of the radio out the window.
* Duck Soup, newly installed president Groucho lays down the law in a peppy tune:
* Duck Soup, Sylvanian spies Chicolini and Pinky are snooping around, both disguised as President Firefly. They're not very good at it.
* Duck Soup, the man who once took pictures of the native girls and was waiting for them to develop, felt it necessary to chase Chico.
* Duck Soup, there is a sketch where Harpo and Chico mess with a lemonade stand owner by knocking his hat off and then swapping it around with their hats when he tries to pick it up and put it back on.
* Duck Soup: Whilst under attack from an invading army, leader Rufus T Firefly struggles to make himself understood over the phone:
* DuckTales (1987), a boy Neanderthal duck brought to the present day in a time machine.
* DuckTales (1987) after going into business with her. In this world, things cost about 100 times what they do in Scrooge's time, though some of it can be attributed to Magica and the McDuck triplets' price-gouging.
* DuckTales (1987) after Scrooge removed it from its box and followed it all the way to Duckburg by walking along the bottom of the ocean to retrieve it. Point blank range from two torpedoes didn't so much as scratch it, military helicopters were ineffective, and even Scrooge's giant bubble gum trap couldn't hold it long. To save Duckberg, Scrooge was forced to give the Minotaur back the harp.
* DuckTales (1987): Although Scrooge McDuck was only too eager to take his nephews along on his adventures in the comics, the triplets were sometimes the victims of this trope, Webby even more so.
* DuckTales (1987)" a matriarchal tribe hunts giant crabs using their diminutive men as a bait. When Scrooge and Launchpad arrive, all the men have just had it and left, thus amazons use Scrooge and Launchpad. In the end Granta tells that men and women reconciled with each other and now take turns as a bait.
* DuckTales (1987) and a speaker system. The neighbors' response? Accordion.
* DuckTales (1987) and consider turning legit but ultimately try to rob the place anyway.
* DuckTales (1987) and shouting "Shut up, everyone, I've just done something brilliant!"

* DuckTales (1987) and simply assume that they're flying on one of those "no-frills airlines."
* DuckTales (1987), and soon starts acting like a caricature of Scrooge, with all his negative personality traits at full blast and none of the mitigating positive ones, even when he's alone with people who know about the impersonation.
* DuckTales (1987) a product to sell. Going to Gyro Gearloose, he chooses a prototype gum that allows the chewer to float, despite Gyro's warnings that it's untested. Unfortunately, the gum works too well, and now all of Duckburg's citizens can't get back down.
* DuckTales (1987)", Armstrong grabs Launchpad by his foot as the pilot attempts to get into his plane and begins pulling him down. He's only stopped by being soaked in the water Launchpad uses when he's helping Duckburg's fire department.
* DuckTales (1987)", Armstrong sticks Scrooge and Gyro in a closet, behind a force field.
* DuckTales (1987)", a shrunken Scrooge falls into Gyro's glass and is nearly drunk.
* DuckTales (1987), as part of Scrooge McDuck's frequent globetrotting treasure hunts.
* DuckTales (1987) as the above-mentioned comic but still interesting.
* DuckTales (1987)", at the end of the episode, Launchpad thanks Scrooge for not pressing charges over his (ignorant) thievery, which is presumably intended to explain why the pilot wasn't punished. In real life, one of the involved parties pressing charges or not may be irrelevant as to whether the lawbreaker gets penalized.
* DuckTales (1987)) booking a get-together at Scrooge's mansion before protesting a movie theater that Scrooge owned which played monster movies, saying that the movies gave them a bad name. Fortunately it turned out that the movies instead made them popular, and they happily accepted jobs as actors in more monster movies.
* DuckTales (1987): Brigadier Broccoli's guest chair in "Duckworth's Revolt."
* DuckTales (1987), but he keeps interrupting them...until the end of the episode.
* DuckTales (1987), but turned up as separate episodes in syndication.
* DuckTales (1987) called "Magica's Shadow War," where Magica De Spell harasses Scrooge McDuck with lots of living shadows.
* DuckTales (1987) can break the influence of the arrows: Launchpad snaps out of his obsession with the shark when Huey, Dewey, and Louie point out he'll have to give up flying to be with it, and Scrooge is willing to give up being with Aphroducky if it means not seeing his family (the one thing he loves more than money) ever again.
* DuckTales (1987) comics confirmed it takes place in the same continuity as the comics.)
* DuckTales (1987)" contain a lot of words that start with similar sounds.
* DuckTales (1987) contains an inversion: Scrooge and a rival are both trying to obtain a rare mask from a native tribe, and both are offering larger and larger bribes to try to get the chief to give them the mask. Scrooge's nephews, however, figure out that what's valued in this tribe is not money, but "a large belly," so they offer the chief a jar of high-fat, high-calorie peanut butter. The chief gives the mask to Scrooge on the spot.
* DuckTales (1987) did this, when the Beagle Boys steal Gyro's furniture mover ray to steal Scrooge's money. Huey, Dewey, and Louie eventually find them but get chased away by the Beagle Boys, into a zoo. Hilarious antics include a gorilla being teleported between two lovers about to share a kiss, and an elephant being teleported in front of an elevator.
* DuckTales (1987) doesn't work this way, given that they discuss going back in time to change events that occurred during the episode. They never do this, however, and past time periods do appear to be synchronized with the present.
* DuckTales (1987) episode "A Whale of a Bad Time" Scrooge suggests Donald use his head to disable a submarine since Donald knows its controls better. Donald takes the advice too literally and starts beating the control panel with the side of his head. That works too.

* DuckTales (1987) episode "Bubba's Big Brainstorm" begins with Bubba Duck returning home with a report card that is all Z's.
* DuckTales (1987) episode "Dough Ray Me", the boys want extra allowance money, and go to Gyro's place in the hope of getting some cash for chores, but stumble into an invention that uses sound to duplicate objects, which they use to multiply a dollar coin Mrs. Beakly gave them earlier to leave her alone. Unfortunately, the sound of any bell causes the coins to multiply, and soon after Duckburg is buried in dollar coins, driving up costs, and rendering McDuck's fortune worthless.
* DuckTales (1987) episode "Metal Attraction", Gizmoduck solemnly squirms "Mother" when he sees that Robotica is mad at him for dumping her.
* DuckTales (1987) episode "Scroogerello", Scrooge has a dream during a terrible cold and after misstreating his servants and nephews. He dreams of himself as (a male) Cindirella, with Flintheart Glomgold as the stepfather, the Beagle Boys as the stepbrothers, Mrs. Beakley and Webby as fairy godmothers, the nephews as the car drivers, Launchpad as a frog prince, Gyro as the king and Goldie as the princess. When he wakes up he sees the errors of his ways and apologize to everyone.
* DuckTales (1987) episode "Scrooge's Pet," the main characters end up in Scandinavia right at the time when a giant wave of lemmings stampede through the town, eating everything on their way. They attack not only food and hay, but a billboard depicting farmers with cheese, gnawing all the cheese part away.
* DuckTales (1987) episode "Send in the Clones", the Beagle Boys impersonate Huey, Dewey and Louie with help from Magica De Spell, who later uses her magic to disguise herself as Mrs. Beakley. They have the appearances spot-on, but retain their true voices.
* DuckTales (1987) episode "The Big Flub" centered on a bubble gum-like substance that was marketed as Pep. It allowed its user to float using the bubbles that were blown. The advertising campaign and its effect made it incredibly popular until its horrific side-effects were discovered.
* DuckTales (1987) episode "The Bride Wore Stripes", the Beagle Boys use a Ming vase as a baseball bat, of course breaking it in the process.
* DuckTales (1987) episode "The Status Seekers". Charles Upstuck III visits one of these to hire the help of the Beagle Boys who reside in this prison.
* DuckTales (1987) episode "Top Duck" talks like this, frequently using "like" and "totally" in her sentences.
* DuckTales (1987) example given above. Re-enactments, Launchpad McQuack, and hot air balloons are involved.
* DuckTales (1987) example, in which Scrooge pops his head out of a lightly colored patch of gold coins.
* DuckTales (1987), except Scrooge traded a crate of peppermint candies for the "Candy-Striped Ruby".
* DuckTales (1987) features a well-preserved shipwreck... in a desert that gets flooded by monsoon rains every hundred years or so, making it a bit more justified than normal. It's a bit less believable that it's in good enough condition to only need a bit of work before Scrooge and his nephews can attempt to sail it back home.
* DuckTales (1987) feature Scrooge and his nephews Huey, Dewey, and Louie getting into all kinds of crazy adventures and hijinks with their other family and friends.
* DuckTales (1987) features Launchpad being mistaken for an enemy agent that looks exactly like him, which leads to him posing as said agent.
* DuckTales (1987), Fenton Crackshell (prior to his becoming Gizmoduck) declares to the Beagle Boys, "Of course you realize, this means . . . a skirmish."
* DuckTales (1987), Fenton Crackshell's girlfriend Gandra Dee is physically taller than him.
* DuckTales (1987) five-part episode "Super DuckTales", Burger Beagle at one point orders a (rather large) meal from Gizmo Duck (he's pretending to be the drive-thru robot speaker), and ends his order with a diet cola.
* DuckTales (1987) five-part episode "Time is Money", Scrooge McDuck ends up in jail because of the Beagle Boys convincing all the banks in Duckburg that Scrooge is an imposter. When Scrooge protests that he's the real Scrooge McDuck, a prison

guard retorts "Sure, and I'm Frankie Onassis."
* DuckTales (1987), Flintheart is dumpy in appearance and nowhere near as athletic as Scrooge.
* DuckTales (1987) from running into them. Ultimately, he brings it "right through without a scratch", but the toll the experience took on him is clear as he staggers upstairs to inform the others.
* DuckTales (1987), Gandra Dee would never get much characterization other than being Fenton Crackshell's love interest and girlfriend (except for how she could be really rude and ungrateful to Fenton). She only appeared in six episodes though, but she would seldom be the main focus of the plot even within that limited screen time.
* DuckTales (1987) Gizmo suit shrunk in the wash, allowing Scrooge's nephews to wear it.
* DuckTales (1987) goes off, Launchpad shields Doofus with his own body. It turns out to be unnecessary, as the effect is more dazing than dangerous, and the Beagle Boys get the worst of it.
* DuckTales (1987). Gyro's "Furniture Mover Ray" from "The Money Vanishes", appears in the opening. Huey, Dewey and Louie are wielding it against the Beagle Boys.
* DuckTales (1987) had an episode where Huey, Dewey and Louie break a clock while playing and secretly take it to a clockmaker, who says he can't fix it. They use "plan B": lie down on the floor and bawl until the clockmaker gives in. Later, when Scrooge is preparing to go into cyberspace to retrieve his money, Fenton repeatedly begs Scrooge to let him come along to make up for making Scrooge lose his money, but Scrooge won't let him. Fenton then declares, "Time to do what the nephews do! Plan B!" His "plan B" is to throw a tantrum until Scrooge gives in.
* DuckTales (1987) had Gizmo Duck go to a convention where everyone was dressed as him. No one's believes he's the real guy and he tries to prove he is by showing the mechanics of his suit, which other people have as well.
* DuckTales (1987), Hamilton Camp voiced a few minor characters before voicing Gizmoduck in season two.
* DuckTales (1987): Happens to Launchpad, Huey, Dewey and Louie in "The Duck Who Would Be King."
* DuckTales (1987)" has Flintheart Glomgold unleash a swarm of bugs called Metal Mites in hopes they can literally consume all the gold in Scrooge's money bin. At one point Gizmoduck attempts to stop them, but the bugs manage to eat the Gizmosuit. The bugs are finally stopped when it turns out they can be restrained by magnets due to all the metal the bugs ate. In the end, Scrooge manages to use the bugs as a way clear out the metal from demolished buildings, and Glomgold ends up having to trying to stop the a few of the bugs from eating his fortune.
* DuckTales (1987) has GizmoDuck, whose suit is supposed to be able to do anything, but he didn't have time to read the instruction manual. This is played for laughs later, when he's more familiar with the suit, with him being prepared for more trivial and minor things (such as having a satellite dish so his mother can watch TV on his display panel) than for the more important things.
* DuckTales (1987) has the Nephews run Scrooge's business for a day, only their products tank and bankrupt Scrooge. However, the nephews find out that children aren't allowed to run a company, so everything that happens has to be undone, which gets all of Scrooge's money back.
* DuckTales (1987). He can't swim, and she has to rescue him from drowning later.
* DuckTales (1987), he puts his proposal in financial terms. He asks if she'd be interested in a "merger", and she responds hoping that they'd have a "dividend or two". Millionaira immediately drags Scrooge home to meet her accountant.
* DuckTales (1987) him to leave) or some kind of danger threatens to take him away from them, they don't like it at all. Launchpad is not an example as he rarely gets annoyed with either of his bosses/friends.
* DuckTales (1987) how not-ashamed of him they are at the episode's end.
* DuckTales (1987), Huey, Dewey and Louie have a "plan B" when they don't get their way (which only appears in the episode "Scrooge's Last Adventure"). "Plan B" means "lie down on the floor, cry, scream and kick". The clockmaker who was subjected to

this gave in. (Interestingly, Fenton has the same "plan B".)
* DuckTales (1987), Huey, Dewey and Louie try to get into a party for criminals by posing as a new gang called "The Danger Ducks". They're tied up and held captive out the back, until Webby arrives and manages to forge their name on the list before rescuing them. The bouncer is fooled and is instantly apologetic.
* DuckTales (1987), Huey, Dewey and Louie vacuum up a hall carpet and suck in a good many other objects.
* DuckTales (1987): In "Bubbeo and Juliet", Scrooge is jailed a few times for disturbing the police in his escalating feud with the Blurffs. Scrooge complains about the increasing cost of being bailed out of jail. In effect Scrooge is simply being fined; once Scrooge pays the charges, they appear to be dropped.
* DuckTales (1987): In "Jungle Duck", Mrs. Beakley teaches Huey, Dewey, and Louie how to juggle (depicted as shower juggling). This becomes a plot point later on, when Jungle Duck remembers her rhyming instructions, and she realizes that he's actually her previous ward, Prince Greydrake.
* DuckTales (1987): In "The Big Flub" Fenton Crackshell creates an advertisement for a product that doesn't exist, and it becomes so popular that everyone wants it. He then takes an untested bubblegum product from Gyro Gearloose and sells it. Of course, being an untested product there are awkward consequences.
* DuckTales (1987): In the first episode, Huey, Dewey, and Louie are sent to live with their great-uncle, Scrooge McDuck, after their former guardian, their uncle Donald Duck, leaves for the navy.
* DuckTales (1987): In the first episode, the lead Beagle Boy takes Huey hostage and demands Scrooge hand over the map they're trying to steal. Scrooge does so, but once Huey's safe, he has Louie and Dewey let loose a vat of hot chocolate on the Beagles.
* DuckTales (1987): In "Too Much of a Gold Thing", when Scrooge launches a flare to signal Launchpad and get him to come for help.
* DuckTales (1987) in which an episode takes the cast BACK in time to 1687, exactly 300 years from the show's 1987 airdate.
* DuckTales (1987)" is full of them, as Fenton Crackshell's over the top grand romantic gestures drive Gandra Dee to distraction:
* DuckTales (1987). It evidently sees the most use letting the admiral act out fantasies of blowing up enemy ships.
* DuckTales (1987): It happens to Huey, Dewey and Louie when Scrooge opens their closet in "Raiders of the Lost Harp". The nephews had been told to clean their room. Clean their room they did, but they stuffed everything in their closet. It was too bad they didn't deflate their rubber life raft first!
* DuckTales (1987): It happens to Scrooge twice, at the beginning of "Earthquack" and the beginning of "The Unbreakable Bin." Both dreams involve Scrooge in his money bin, being attacked by the Beagle Boys.
* DuckTales (1987), it's seen to happen in "Duckworth's Revolt". Duckworth relates his duties of the day to Huey, Dewey, and Louie, noting that he was due to dust off Scrooge's credit cards. Duckworth holds up Scrooge's wallet, and the viewer can see several moths fluttering out.
* DuckTales (1987), Launchpad accidentally pushes the ejector seat button in the invisible jet.
* DuckTales (1987)", Launchpad and Scrooge grab ahold of each other simultaneously when the dynamite begins going off.
* DuckTales (1987)"; Launchpad blasts Bulvan in the face with the food-maker he nabbed from the Kronks' robot, knocking him back and blurring his vision long enough for the party to escape.
* DuckTales (1987) Launchpad desperately wants to fly it but is told that Scrooge actually wants to keep the airship in one piece. When the events of the episode conspire against this Scrooge eventually relents and tells Launchpad to take the wheel. They crash, but Launchpad accidentally takes out the opposition while saving the passengers.
* DuckTales (1987)", Launchpad gets himself and Scrooge thrown out of a French restaurant when he panics upon seeing a flambe dish and grabs a bottle to

extinguish the fire.
* DuckTales (1987): Launchpad has to pull off the "Tree-Top Be-Bop Tuck And Roll" in order to stop the Beagle Boys from robbing Scrooge's money bin.
* DuckTales (1987)", Launchpad is telling a spooky story at the end of the episode.
* DuckTales (1987) Launchpad just discovered that was hidden as an ordinary statue.
* DuckTales (1987)", Launchpad's father Ripcord is bigger and more muscular than his son, whereas Launchpad's mother Birdy is only half his height.
* DuckTales (1987), Magica de Spell magically turns the combination lock on her own safe, but it fails to open when she orders, "Open, says me!" She finally groans, "Oh, why do I bother?!" and smashes the safe with a sledgehammer she apparently just happened to have lying around.
* DuckTales (1987), Magica de Spell was able to curse the infamously lucky Gladstone Gander with bad luck — an agonizing experience for Gladstone and a cathartic experience for fans of the source material comics.
* DuckTales (1987) many of Scrooge McDuck's ships were disappearing in the Triangle. Scrooge points out how well-traveled the area is and sets out to find his fleet. He finds it, along with other ships, trapped in a huge mass of seaweed.
* DuckTales (1987) — including a living condor and a gadget plane that accidentally folded into a suitcase mid-flight.
* DuckTales (1987), mild-mannered accountant Fenton Crackshell acquired his secret identity as Gizmo Duck when he unwittingly used the password that activated a nearby suit of robot armor Gyro Gearloose had intended for a properly-trained user.
* DuckTales (1987)mm shells, and after counting on his fingers Bigtime figures out "That's one millimeter too many!" True to the trope, he takes the shell full-on and gets sent flying out of the Money Bin.
* DuckTales (1987) occasionally delved into this territory. Some episodes dealt with themes such as capitalism vs organized labor (showing the importance of responsible management, without totally demonizing, when Uncle Scrooge lost his memory). This was also a recurring theme in the original comics — making money by being stingy is OK. Making money by being totally unfair to consumers, the environment, or employees isn't.
* DuckTales (1987) off his money bin. Instead, they give him "one hour to remove that unauthorized balloon ad or whatever it is."
* DuckTales (1987) of Launchpad agreeing to go out there and fix the propeller.
* DuckTales (1987) of Tralla La in Himalaya, he found the natives spoke a language similar to one he learnt while yak trading in Tibet.
* DuckTales (1987). On both, he would eventually be told to "say it in Beagle talk".
* DuckTales (1987): One episode had Scrooge dreaming he was in a Cinderella story, where he was going to Princess Goldie's ball in a car the Fairy Webby made from Junior Woodchuck cookies.
* DuckTales (1987) or did Launchpad know what it meant and objected more to a knock on his and the others' character than one on their intelligence?
* DuckTales (1987) out until he could get a promotion. Where she replies that she'd have dated him even if he'd just been a bean-counter. He asks her why they never did and she responds: "You never asked."
* DuckTales (1987) person who has ever stolen it and used it in this manner realizes the error of their ways during their "moment of wisdom," and voluntarily returns the pearl to the islanders from whom it was stolen. This is why the islanders are never bent out of shape whenever the pearl IS stolen — they know it will eventually be brought back to them.
* DuckTales (1987) pickle delivery man. Not willing to give up, he manages to get in by hiding in one of the guy's pickle barrels which works for a while, until the smell of pickles gives him away.
* DuckTales (1987) pretending to be Scottish as a way of one-upping Scrooge.
* DuckTales (1987)", Scrooge accidentally sits on Lucky, who bites him, causing him to fall off the mast. Luckily, Launchpad is just in time to grab him before he falls into the ocean.
* DuckTales (1987)", Scrooge and Launchpad are transporting some dynamite to

Scrooge's copper mines. Scrooge is nervous even before the crash, and things only get worse when the dynamite gets scattered around them, meaning it could blow them up if lightning hits it.
* DuckTales (1987): Scrooge attributes his early success in life to the motto, "Work smarter, not harder." Not that he doesn't work plenty hard, but he doesn't reach his full potential until he learns to apply his effort effectively.
* DuckTales (1987), Scrooge blurts out "sell all my soybean futures!" when he's awakened from a nap.
* DuckTales (1987), Scrooge is sent to the future, where Magica rules, and ends up getting arrested. Scrooge demands a phone call, which the police robot lets him have. However, he has to pay to contact Webby, who works for Magica in this timeline (it's stated that calls from jail are usually free, but you must pay when speaking to anyone who works for Magica).
* DuckTales (1987) Scrooge McDuck goes to a milk carton factory, hoping to see his picture on a carton. He gets kicked out for being a "wise guy".
* DuckTales (1987)". Scrooge punishes the nephews and Webby for sneaking along against orders with a month with no dessert.
* DuckTales (1987), Scrooge saves him from falling into a lake of molten gold.
* DuckTales (1987), serving as a faithful adaption to the comics' glory.
* DuckTales (1987) setting, but Scrooge and his nephews do not seem to recognize him, nor does the mummy recognize Scrooge and his nephews.
* DuckTales (1987). Special mention goes to "Hero for Hire", when the Beagle Boys trick Launchpad into unwittingly robbing banks in guise as the "Webbed Wonder".
* DuckTales (1987): Stodgy butler Duckworth has to play substitute coach to Huey, Dewey and Louie's Little League team despite having no working knowledge of the game.
* DuckTales (1987) story, a fox named Fritter O'Way bursts into Scrooge McDuck's mansion and lays claim to his entire fortune thanks to a long-forgotten contract between their ancestors. Apparently, Seafoam McDuck was supposed to deliver a shipment of marbles to Diddle O'Way, but it was lost at sea. The contract held Seafoam liable, and Diddle was supposed to get Seafoam's property in compensation, except Seafoam also lost his property at sea except for a gold watch. Seafoam ran away with the watch. Generations later, Scrooge sold the watch to buy a plane to get to Klondike, where he acquired his fortune. Except simply showing up at someone's house with a piece of paper has no force of law. Fritter would have to sue Scrooge and prove that this flimsy chain of events entitles him to everything Scrooge owns. And the courts are unlikely to side with Fritter. At most, they may demand that Scrooge pay him the amount the watch was worth at the time (adjusted for inflation), which would be a tiny amount of Scrooge's fortune. In the episode, the matter is resolved by finding the original shipment at sea and returning it to Fritter, thus fulfilling the contract.
* DuckTales (1987): Subverted, barely,in "Wronguay in Ronguay". Fighting over a cannon, Glomgold and El Capitan sink their ancient treasure ship. It seems as if El Capitan goes to the bottom with his ship. However, he resurfaces at the end of the episode holding onto some flotsam.
* DuckTales (1987), swamp rednecks, and one made only of women, all of them criminals.
* DuckTales (1987) take place in a world populated by anthropomorphic animals that coexist with ancient gods, evil sorcerers, genies, monsters, ghosts, sentient robots, aliens and living prehistoric creatures.
* DuckTales (1987) takes his nephew's school performance very seriously. While he won't literally chase him with a belt or a stick, fans know that you do not want to cross him.
* DuckTales (1987) take time to pull the covers up over the shivering pilot.
* DuckTales (1987), the Beagle Boys advertised a teleporting gas as insect repellant with a commercial giving the number 555-5555.
* DuckTales (1987) the Beagle Boys overfill their bathtub so much that it floods down a whole flight of stairs.
* DuckTales (1987), the Beagle Boys sing a song about how they want a girl "Just

like the girl that married dear old Dad!"
* DuckTales (1987): The episode "Jungle Duck" has Scrooge and company land in Africa and meet Jungle Duck, who Mrs. Beakley recognizes as the lost-long Prince Greydrake.
* DuckTales (1987). The General also presides over their (attempted) execution.
* DuckTales (1987) the nose is knocked off by the time-traveling ducks...only for the builder to decide it looks better that way.
* DuckTales (1987)), then was renewed for two more seasons of 22 and 13 episodes respectively, bringing the total to 100.
* DuckTales (1987)", the plane taxis across one as Launchpad brings it in for a landing, causing yet another crash.
* DuckTales (1987). These scenes are thankfully restored on the DVD sets.
* DuckTales (1987)", the steering mechanism for the Kronk ship looks like a glowing ball. The pilot drives the ship by manuevering his hands around it.
* DuckTales (1987), they also are dressed in prisoner's caps and wear plates with prison inmate numbers across their chests.
* DuckTales (1987), Til Nephews Do Us Part has a Millionara Vanderbuck trying to marry Scrooge for his money.
* DuckTales (1987)", two inept alien criminals are scheming to recover their stolen power crystal. One of their plots involves destroying the summer camp with an alien bazooka; unfortunately, the one holding the bazooka is holding it backwards, and it ends up blasting the forest behind them instead.
* DuckTales (1987) ultimately able to pacify her without having to junk her, though. Third time's the charm, apparently.
* DuckTales (1987) Uncle Scrooge story, "The Seven Cities of Cibola" (see comic books, above).
* DuckTales (1987)": Under the effects of Cupid's arrows, Launchpad falls in love with a shark. Luckily, the kids and Scrooge, who are very aware that Launchpad's attraction would result in a gruesome death, keep him away from it.
* DuckTales (1987) (usually because he messes up a lot in the Navy). In one cartoon where he plays a large role and his three nephews accidentally get him in trouble, they sneak into the kitchen to help him because of it.
* DuckTales (1987) Vanderbucks for a company president's secretary, not realizing that Millionaira is the president of the corporation (and the richest woman in the world to boot).
* DuckTales (1987)", Webby is kidnapped and held for ransom by the Beagle Boys' cousins, the Beagle Babes. Webby is rescued by the end of the episode, but she developed a bond with the Beagle Babes and doesn't want them to be arrested. Scrooge agrees to drop the charges, provided they work for him. Not wanting that, they willingly let the police arrest them, but not before kissing Webby goodbye.
* DuckTales (1987) when he hears they're coming into town, which might suggest they're super-critical... but it turns out they're already quite proud of their son, who has spent years freaking out unnecessarily.
* DuckTales (1987)", when it becomes clear that he's turned on Scrooge.
* DuckTales (1987), when Scrooge is in the Australian outback with a ranch hand of his sheep ranch, he suspects that he might be involved in the mysterious willie-wisps that are attacking his flock. Right before a commercial break, the rancher chucks his boomerang right at Scrooge when he's not looking. Then when the break ends, it's revealed that he was actually stopping the cobra that was about to attack Scrooge.
* DuckTales (1987) when the Beagle Boys threw a stage curtain at the Nephews triggering the trapdoor underneath.
* DuckTales (1987): While a common thief otherwise, Dijon seems to suffer from kleptomania, being unable to resist stealing even when not intending to, including stealing worthless junk like old shoes.
* DuckTales (1987) while in port in a hostile country instead of in a secure facility ashore.
* DuckTales (1987) wig falls down when Launchpad starts calling him out.
* DuckTales (1987) wishing he had never found the genie's lamp, which results in it

being lost underground.
* DuckTales (1987) with the kids, and would put his life on the line rather than let anyone or anything harm them.
* DuckTales (1987) would build all sorts of stuff as cheaply as possible. Possibly justified since his employer was such a cheapskate.
* DuckTales (2017)", a broken elevator forces Louie to climb the stairs to the 57th floor of Scrooge's money bin. After much struggling, sweat, and panting, he reaches...the second floor.
* DuckTales (2017), albeit it seems that they are divided into groups of three and each trio has a specific theme for their attires from 70s Disco dancers to killer clowns.
* DuckTales (2017) and forced to be Doofus's new "Gummeemama", is worse.
* DuckTales (2017) and he still assumed everyone was just ignoring him.
* DuckTales (2017) and leaves just as quickly as he arrived. He is also notable due to the fact that he was largely successful in doing so. Even after all is said and done, Scrooge was only able to reclaim a hatful of the stolen treasure.
* DuckTales (2017), and she's seen stumbling away as the smoke clears.
* DuckTales (2017)) and sports a metal leg for the rest of the series.
* Ducktales 2017 and want to rule the world courtesy of grandiose, far more imaginative schemes).
* DuckTales (2017)) are based in the UK as opposed to the US like everyone else. The rest of the cast also tended to record solo as well due to scheduling conflicts. Notably, Danny Pudi (Huey) and Ben Schwartz (Dewey) did initially record together, but they ended up distracting each other so much during sessions that they agreed it would be better to do it separately.
* DuckTales (2017) are reimagined as this, initially appearing as average rodents before getting shot with a gun that makes them intelligent.
* Ducktales 2017 a secret from everyone to carry out her plot to outrule Scrooge, especially Webby.
* DuckTales (2017) as usual, Dewey is the first to explicitly state that he does not like wearing shoes, after trying out a pair. He even awkwardly stumbles around in pain while wearing shoes, though this seems to be because they were the wrong size for him.
* DuckTales (2017) attempts to provide commentary on a golf game while having no idea how golf is played.
* DuckTales (2017): At the end of "Challenge of the Senior Junior Woodchucks!", it's revealed that the mosquito that's been pestering Donald throughout the episode is actually a F.O.W.L. drone that was sent to spy on the McDuck family.
* DuckTales (2017): At the start of "Nothing Can Stop Della Duck!", Scrooge drops the Cartographer's Quill, causing it to shatter, out of shock at opening the door to his mansion to find Donald's long-lost sister Della standing outside.
* DuckTales (2017) barges into the meeting, Scrooge goes the other way and concedes that, yes, they are insane, but they're also insane enough to seek revenge if fired. The accountants unanimously agree to keep them employed, far away from their offices.
* DuckTales (2017), but Daisy warms up to Donald considerably after she first hears him sing.
* Ducktales 2017, but they do include a multitude of steps. One that fits this trope crops up near the end of season two.
* DuckTales (2017), but Webby misinterprets it and briefly looks like she's seriously considering attacking the man with a spork before Louie stops her.
* DuckTales (2017) by Boom! Studios' comic line, for that matter), instead creating its own universe.
* DuckTales (2017) by default, so Scrooge encourages them to play heel:
* DuckTales (2017) comic magazine, yet even by the time the series had finished its three season run in its home country, only the first 18 episodes had been dubbed and broadcasted and the tie-in comic was quickly cancelled due to low sales.
* DuckTales (2017) coming for "Scrooge McDuck's head", implying that he's seeking revenge on Scrooge. The old duck defeats him by giving him the head of a statue of

him, which makes the ghost vanish.
* DuckTales (2017), complete with transitions consisting of the kids dancing across colorful backgrounds. Huey is aware that they're stuck in a sitcom reality, so he's confused and terrified when he ends up in one such wipe:
* DuckTales (2017) cousin Gladstone: Donald has horrendous luck and overreacts to every slight the universe throws his way, but he NEVER gives up and will stop at nothing to protect his nephews. In the end, Gladstone stops to pick up twenty dollars at his feet right before the finish line, while Donald obliterates a tiger through sheer rage, runs up the sheer cliff side of a giant pachinko machine, and launches himself to victory.
* DuckTales (2017) crashes the event wearing a white sequined suit with dollar-sign-shaped shades, blasting DJ Khaled's "All I Do Is Win", throwing money around like he's at a strip club, and twerking at the corpse. He then attempts to climb on to Scrooge's casket to dance on it, but is stopped by his thoroughly-embarrased assistant.
* DuckTales (2017) Della and why Scrooge seems to have gone to great lengths to erase any sign that she existed. Both of them come to the conclusion that Della must have betrayed Scrooge in some way, but in reality he partly blamed himself for what happened to her, and it was how he coped with his grief. When Dewey confronts him for answers, Scrooge readily tells the whole story when he realizes how Dewey badly wanted to hear the truth.
* DuckTales (2017) did all his own stunts ... and was renowned as the most injured actor in the business.
* DuckTales (2017)" doesn't show the exact moment when Webby realised how she felt about Dewey, but after they shared a passionate kiss under the mistletoe and Dewey never came home after Christmas, over the next three years with Dewey living away from the rest, Webby not only realises that Dewey was in love with her, but also realises that she's missing him so much because she loved him too.
* DuckTales (2017) ends with F.O.W.L. defeated and all of the characters looking forward to whatever adventures they will partake in in the future.
* DuckTales (2017) ends with them winning a trophy that's engraved "Scroge and Douise".
* Ducktales 2017 enough to know if he tried to do this trope, it would end badly.
* DuckTales (2017) episode "Jaw$!", though this is the only time it's mentioned (and the series' penultimate episode would retcon it out of the story).
* DuckTales (2017) episode "Sky Pirates ... in the Sky!", just as Uncle Scrooge is about to notice Dewey has run off, Huey gets sprayed with blue fluid that knocks his hat off and stains his shirt. Scrooge sees a triplet in a blue shirt and relaxes.
* Ducktales 2017 episode "They Left a Moonlander on Earth!", Penumbra accidentally gets a brain freeze due to eating too much ice cream too fast, which rekindles her distaste for Earth after Webby almost succeeded to convince her that Earth is a nice place to be at.
* DuckTales (2017) episode "Whatever Happened to Della Duck?", Della, trapped on the Moon, writes a lenthy SOS message in scrap, but it gets destroyed by the Moon Mite. She has just enough scrap left to turn the surviving "S" into a "$", which she thinks should get Uncle Scrooge's attention.
* DuckTales (2017) features both these things, though the first type was offered to change, as Glomgold insisted that Scrooge just take the penalty in a conventional game. But Scrooge, ever proud said, "A true scotsman plays it where it lands", landing them in "Druid Golf", where type 2 starts happening with Dewey making improbable shots.
* DuckTales (2017) features this in the episode entitled "Whatever Happened to Della Duck?" In it, we discover that upon departing Earth and getting caught in a cosmic storm, Della crash-landed on the moon. After a series of events, she sets to work fixing her ship only to discover that it runs on gold. At the end of the episode, Della assumes that she's stranded and gladly takes the aliens (Penumbra and Lunaris) she encountered up on their offer to make a new home on the moon. Upon entering the city, Della realizes that everything is made of gold. Penumbra

explains that since it's so common, they often just throw it in the trash (which is also made of gold).
* DuckTales (2017), Flintheart Glomgold boasts that he's "the world's most beloved Scottish billionaire duck". Technically this is true, as Scrooge McDuck is a trillionaire.
* DuckTales (2017) following the adventure that caused Scrooge and Donald to part ways; one time, when some junk mail addressed to her was delivered to the mansion, Scrooge bought the post office and the carrier never came back. The only traces of her existence are a photograph owned by Donald, an old painting in Scrooge's garage, and a secret room in the McDuck archive that can only be accessed by a blood relative.
* DuckTales (2017) for Season 2 revolves around an extreme bet by Scrooge and Glomgold; whoever has the most money at the end of the year gets the loser's company and becomes the richest duck in the world for all time.
* DuckTales (2017) gets her left leg trapped under debris after her rocket ship crashed. The next scene shows her with a metal leg.
* DuckTales (2017) Gizmoduck is temporarily owned by the company Waddle in his first appearance.
* DuckTales (2017): Glomgold, of course, has a shark pool. Scrooge, who is no stranger to all manner of bizarre death traps, still takes a moment to comment on it.
* DuckTales (2017)", Goldie leaves one as a distraction for Scrooge. Fortunately, it doesn't blow up the cave, but it does make a grizzly bear angry at them after it singes its tail.
* DuckTales (2017) Gyro Gearloose debuts shows him, "One of the Greatest Minds of our Time" quoth Scrooge McDuck, ironically roughhousing with a soda machine that won't take his dollar.
* DuckTales (2017) has an episode in which the cast ventures to the city of Atlantis. The setting is almost completely irrelevant to the plot with the main conflict coming from Scrooge's nemesis Flintheart Glomgold. Even the story behind Atlantis' downfall is largely unimpressive; they just didn't build a good enough foundation.
* DuckTales (2017) has a variation in the Headless Man-Horse. He starts as a minor antagonist, then quickly becomes friendly after getting a replacement head (from a statue of Scrooge). He then becomes a recurring extra, nicknamed Manny.
* DuckTales (2017) has done. When they finish, it's revealed that Louie turned on the car radio for the music.
* DuckTales (2017) has Scrooge McDuck, who is rich beyond belief, talented at nearly everything, is smart and able to think his way of everything, and has a loving family and employs colorful and interesting people. Who wouldn't want to be in his shoes?
* DuckTales (2017) Has this in the form of Lil' Bulb. He's an all-purpose robot designed by Gyro Gearloose. Unfortunately, he turns evil if given a bulb above fifty watts.
* Ducktales 2017. He has dozens of bottles of such water in his office, literal liquid youth, which he uses to maintain his vitality. At least until the McDucks check in.
* DuckTales (2017). He's introduced in "The Great Dime Chase" barging into Scrooge's board meeting to declare "Shut up, everyone, I've done something brilliant!"
* DuckTales (2017). He was hoping Donald's bad luck would rub off so he could be free.
* DuckTales (2017). His single-minded goal is to best Scrooge McDuck by becoming richer than him, while also trying to kill Scrooge in the process.
* DuckTales (2017), Huey consults the book before throwing it, implying that the guidebook instructed him to use it as a weapon.
* DuckTales (2017), Huey's reply to "Where's Dewey?" is "Who's Dewey?" (Louie had attempted "sleeping", but was undermined by Huey.) Webby is even worse, unable to convincingly lie to her grandmother (either yelling loudly or making up completely

unbelievable nonsense). Later, she witnesses Louie ask for a free water cup and filling it with soda when the waitress's back is turned. When Louie encourages her to do the same, she very conspicuously asks for a "free water cup for soda", confusing the waitress and ultimately tipping off the store's manager to Louie's scheme.
* DuckTales (2017) incarnation hates magic. Scrooge considers magic "a shortcut to hard work," according to Webby. He doesn't even allow spellbooks in his mansion. Then again, considering how often Scrooge deals with the supernatural, he's probably just being cautious.
* DuckTales (2017): In "From the Confidential Casefiles of Agent 22!", a flashback to the 60's had Scrooge and Mrs. Beakley explore a booby trapped island, which included a pool full of piranhas. In the present, Scrooge and Webby go to the island, and they find that the piranha have all died. Scrooge complained that having to wade through a pool of dead piranhas was even worse than when they were alive.
* DuckTales (2017): In "Happy Birthday, Doofus Drake!", a number of guests at Doofus's birthday party fake being guardian and child to get at his money— in particular, Louie brings Goldie O'Gilt, having her pose as his aunt. Things go wild when Doofus decides to claim her for his own, to fill in for his deceased "Gemeemama".
* DuckTales (2017): In most other continuities, Donald was raised by his loving parents who died when he was a young adult. In this version, they both died with he was a small child, leading Donald and Della to be raised by their Uncle Scrooge.
* DuckTales (2017): In "Nothing Can Stop Della Duck!", when Della reunites with her sons and Huey asks her about being stranded on the Moon for eleven years.
* DuckTales (2017): In "Sky Pirates ... in the Sky!", the Sunchaser is being surrounded and then boarded by a group of pirates that sing a shanty. By the end of the song, Launchpad is standing in ship's hold, applauding and calling for an encore ... instead of piloting the plane.
* DuckTales (2017): In the 1987 series, Duckworth was alive and well. In the reboot, Duckworth is confirmed to have died a few years before the show began. That said, he comes back as a ghost in the same episode.
* DuckTales (2017): In "The Beagle Birthday Massacre!", Webby and Lena pull this on one of the Beagle Boys: Webby jumping on his head and yanking his hat down over his eyes and throwing him off balance while Lena crouches down so the Beagle Boy trips over her.
* DuckTales (2017): In "The Depths of Cousin Fethry", when Launchpad comes back from his adventure with Oceanika, he is covered in seaweed and has an octopus and a starfish latched onto his back and a moray wrapped around his arm.
* DuckTales (2017): In "The Duck Knight Returns!", Launchpad sees the hero in Darkwing's new actor and suggests he become the real-life Darkwing instead of just playing the character.
* DuckTales (2017): In the episode "A Nightmare On Killmotor Hill!", a unicorn from Webby's dream was left alone. When he questioned how he can still exist without anyone around to dream him into existence, he instantly disappears, without any sound or visual effects accompanying his sudden nonexistence.
* DuckTales (2017). In the episode "Let's Get Dangerous", when mad scientist Taurus Bulba's villainous nature is revealed, he uses the dimensional-portal known as the Ramrod to pull four Darkwing Duck villains (Megavolt, Quackerjack, Liquidator, and Bushroot) from the tv show's world to fight for him as his Fearsome Four.
* DuckTales (2017): In the episode "Louie's Eleven!", Louie manages to get one for his plan to get the Three Caballeros noticed by a famous critic — specifically, a waitress from Funso's that he's well-acquainted with, who becomes part of the staff at the event said critic is hosting.
* DuckTales (2017): In the episode "Timephoon!", this happens to Bubba when, while skateboarding, he collides with a wall, and a painting falls on top of him.
* DuckTales (2017): In the first season finale, "The Shadow War: Day of the Ducks", Donald orders Huey, Dewey, Louie and Webby to stay on the dock while the others head for Uncle Scrooge's money bin to confront Magica De Spell. As soon as the

others leave, Huey says, "So we're totally going to Scrooge's money bin!" Later, when Donald takes out the shadow demons that were attacking his family:
* DuckTales (2017): In "The Golden Armory of Cornelius Coot!", after being disowned by Ma Beagle Bigtime decides to prove himself by following Webby and the triplets in their quest to find the eponymous armory. He somehow bonds with and tames the spiders that infest the caves beneath Fort Duckberg, and briefly starts calling himself "Bugtime Beagle".
* DuckTales (2017) is described as "sharper than the sharpies" by his Uncle Scrooge. He is able to con villains (and his own family) and is (usually) able to talk his way out of problems due to being able to "see all the angles".
* DuckTales (2017), is equally as badass. She's incredibly resourceful, adventurous, and often has to get Huey, Dewey, and Louie out of trouble.
* DuckTales (2017): John D. Rockerduck had himself cryogenically frozen for many years. This had the side effect of singing his taste buds, leaving him without a sense of taste. In "The Split Sword of Swanstantine!", his ruined taste buds allow him to down multiple bowls of incredibly hot spices without even sweating.
* DuckTales (2017). Lena DeSpell also had a few episodes where she was central, and last but not least was the Darkwing Duck two-parter that many were hoping would lead to a spin-off.
* Ducktales 2017 Lena instead chooses to save her. (She justifies this later by claiming that she's "playing the long game", but Magica is skeptical.)
* DuckTales (2017) Louie attempts to disguise himself as Huey in order to get past a guard robot after he has been grounded. It might have worked if Huey had not chosen that exact moment to call him.
* DuckTales (2017). Made worse by the fact that she can't sever the connection, which leaves tendrils hanging from her lower eyelids and makes it look like she's both physically ill and weeping.
* DuckTales (2017), Magica DeSpell has weaseled her way into Scrooge's grounds in the guise of her nephew, and spends most of the walk up to Scrooge's front door loudly boasting of the awesome final conflict brewing between herself, unfathomably powerful sorceress of the shadows, and Scrooge McDuck, world's greatest adventurer, arch-nemesis and heroic figure of legend. Unfortunately, Magica is not aware that owing to a separate familial argument in the previous episode, Scrooge has been abandoned by his family, and subsequently is not in the best frame of mind for a battle:
* DuckTales (2017) - Magica is just that abusive for Lena to have those mental scars.
* DuckTales (2017) Mark Beaks is the son of tastemaker blogger Emma Glamour, he comments, "Huh, that actually makes a lot of sense."
* DuckTales (2017)", Mrs. Beakley is vacuuming while the kids flee from a ghost. She calmly flips a switch on the vacuum from "dirt" to "ghost", vacuums up the ghost, then returns to her cleaning.
* DuckTales (2017), neither one is ready to come forward about the relationship yet. When his mother starts getting suspicious, Huey is forced to lie about the girlfriend's identity. He comes up with a French-speaking seamstress from Alberta named Melissa Beth Ellen. For some reason, the fact that a Canadian speaks French is considered the unrealistic part.
* DuckTales (2017) object from it's proper place in time disrupts the time stream and nearly causes time and space to collapse.
* DuckTales (2017) of the cast, it fails to have any real intimidation factor.
* Ducktales 2017). Once the misunderstanding is cleared up at the end, they thank Launchpad for the good scare, saying they hadn't had that kind of a rush in years.
* DuckTales (2017)", Ponce de Leon has been using the titular Fountain's water to steal other people's youth for 500 years, so when he falls into the water and gets drained himself, he rapidly ages into dust.
* DuckTales (2017), pretends to pull off this trope when setting "Tenderfeet" free... by slapping him in the face. Multiple times.
* DuckTales (2017) provides Donald's regular voice, and does so until the device is destroyed at the end of the episode.

* DuckTales (2017) really follows this trope. The only notable hiatus in season 1 was after the Christmas episode on December 2 and new episodes on May 4, totaling 5 months. This was due to moving from Disney XD to Disney Channel. Season 2 saw 3 hiatuses, one from the Christmas episode to Della's episode in March, meaning 3, another 2 month hiatus due to 9 episodes airing in May, and a 4 month hiatus, with new episodes returning in September.
* DuckTales (2017) reboot movie fall through, he inspires the actor hired for the role to become a superhero for real.
* DuckTales (2017), saw Dewey Duck go back in time to meet his uncle Donald and mother Della, back when they were kids. He and Donald go looking for Della who has gone camping in the huge expanse that is Uncle Scrooge's backyard, and they come across a reddish substance smeared on a tree. Without hesitation, young Donald walks up, takes a huge lick of the unknown substance off the tree.
* DuckTales (2017), Scrooge McDuck has gone on so many adventures and done do many extraordinary things that people are willing to believe anything about him. It's even gotten to the point where people assume he can do things simply because "You're Scrooge McDuck."
* DuckTales (2017), series showrunner Frank Angones admitted to casting as many ethnic characters with actors of their respective nationalities as much as possible. It's impressive how much they do. For example:
* DuckTales (2017), so he saved her until there was a good chance to develop their relationship.
* DuckTales (2017), speak in more of a monotone, and in the season two finale, a reference to the trauma starts a brief moment of mad laughter and eye twitching.
* DuckTales (2017) specific. The Papyrus was last taken by the pirate Captain Yellowbeak, but he only suffered while using it. He wished to escape from the pursuing Spanish Armada and the Papyrus transported their ship to the peak of a mountain, he wished for water, and his crew drowned on dry land. He wished to be free of the Papyrus's curse and he dropped dead on the spot.
* DuckTales (2017): Surprisingly, an entire family has this as a bag by season 2. Going off the canon of the page image, Scrooge Mcduck became legendary for his adventures through the old west, while also becoming The Richest Duck in the World, and his returning with a treasure for the city is generally met with approval on his first return to the public eye. His nephew and Niece Donald and Della Duck also became known in the world as bold and daring adventurers too, though their long absences from the spotlight did diminish this some. But, through the course of the series, not only does Scrooge reassert his legendary status, but begins giving credibility to his grand nephews and their friend so that even ordinary citizens recognize them as strong adventurers in their own rights.
* DuckTales (2017) tastes like old socks and regret. Scrooge claims that's how you tell it's a proper haggis.
* Ducktales 2017 the first incident the company's had, but since the company's less than a week old, it's still not incredibly impressive.
* DuckTales (2017), the kids go on a search for a species of underground creatures called the Terra-Firmians. When they finally meet some near the end, the Terra-Firmians are implied to have been engaging in a similar search for the ducks.
* DuckTales (2017): The season 3 episode "They Put a Moonlander on the Earth!" has Launchpad go on a date with Lt. Penumbra, but at the end she politely tells him that "I just do not wish to date an Earth... male.", which he accepts. A day after the episode aired, its main writer Sam King confirmed Penumbra was gay.
* DuckTales (2017): The triplets have a good laugh over Scrooge's grandfather - Dirty Dingus McDuck.
* DuckTales (2017) (the voice of Scrooge) nailed the most emotional scene from "The Last Crash of the Sunchaser!", both the monologue and the ensuing fallout, in one take.
* DuckTales (2017). They freak out when they see it comes with a live studio audience of humans, or "horrible flesh-faced monsters" as Huey calls them.
* DuckTales (2017) to destroy the McDuck family against his will. Scrooge even lampshades this trope when the siren begins her song.

* DuckTales (2017) tone quickly turns off Dewey Duck. Since children Dewey's age would be the movie's primary demographic, the director reluctantly lets Dewey consult on the film.
* DuckTales (2017), to which Scrooge dejectedly replies "I've done more with less..."
* DuckTales (2017) version. Dewey wants anyone who has the knowledge to tell him about his missing mother.
* DuckTales (2017) was made blatantly clear as well, with references and character appearances galore.
* DuckTales (2017), Webby goes looking for the Golden Armory of Cornelius Coot, founder of Duckburg, who supposedly fought the ancestors of the Beagle Boys with a giant army. When she finds it, however, it just proves to be storing ears of corn. She is disappointed, until a lamp accidentally lights a fuse that causes the corn to pop. She realizes the corn is the "golden armory", the popping fooling the Beagles into thinking they were under fire from all directions; indeed, the modern-day Beagle Boys, who were also looking for the Armory, hear what sounds like gunfire and head for the hills.
* DuckTales (2017)", Webby has spent the last three years blaming herself for Dewey abandoning the rest of the group; she had been dating his roommate and Dewey left because he was in love with her himself, Webby only realising after he gave her a parting kiss and vanished how much it must have hurt him to see her with Max for months and feel like he couldn't tell anyone else about his feelings for fear of ruining the group dynamic.
* Ducktales 2017: Webby observes "the Headless Man-Horse" is pretty self-explanatory.
* DuckTales (2017) when Donald Duck left Huey Dewey and Louie with Scrooge he warned, "Remember, no tricks, no lies, no trouble."
* DuckTales (2017) when he doesn't get his way. The character was definitely intended to reference real-life tech company bosses — apparently, the writers even considered calling him "Mark Duckerberg" before thinking better of it.
* DuckTales (2017)", which is part of the reason why he didn't know Flintheart Glomgold was one of them.
* DuckTales (2017) - which the Vikings of Valhalla see as a good thing, as everyone on Earth will die a glorious death. Apparently, in the universe of this show, mundane professional wrestling is an imitation of this old Viking custom.
* DuckTales (2017) while dressing for a diving expedition, including a heavy helmet.
* DuckTales (2017): While falling together during the final credits, Fenton & Gandra share this before the former dons his Gizmoduck armor and carries his smiling girlfriend away!
* DuckTales (2017): While Roxanne Featherly maintains her composure during a report on first contact with an alien civilization (who, at this point, haven't made any hostile moves), the news crawl across the bottom of the screen urges viewers to panic. Roxanne notices this and sighs, "C'mon, Carl!" A few minutes later, once the invasion proper begins, the news crawl reads "Carl was right, we're doomed!"
* Ducktales 2017 who takes taxes from the audience and seemingly stabs his family in the back to win.
* DuckTales (2017), who tells the hosts that they cannot expect him to use something that doesn't has his face on it. A few scenes later, we hear him again complaining that the hosts expect him to put his feet where his face is printed on.
* DuckTales (2017) who was, once again, thrice his size; and even as a pre-teen, was capable of subduing a bestial monster (over thrice his size at that age!) after it broke his guitar.
* DuckTales (2017) without thinking about the possible consequences or the people he could hurt, Louie sarcastically wonders "who [he] got that from". Everyone else gasps in shock, aside from Launchpad who needs another two seconds to understand what Louie meant by the quip.
* DuckTales (2017) with relatively short legs, opposed to the more granny-like figure she had in the original show.

* DuckTales a favor by taking them all away. This is likely a reference to their playing with this trope in the Scrooge McDuck story "Land Beneath The Earth".
* DuckTales and its sequel had stages set in various locales, each with a treasure to collect.
* DuckTales and willingly tears up his ownership contract of the city.
* DuckTales, an evil witch that desires to steal Scrooge McDuck's first dime so that she can cast a spell to make herself rich.
* DuckTales: A non-romantic example appears in "Time is Money"; Scrooge grabs Launchpad's scarf and uses it to drag him into the house when he's trying to talk him into watching Bubba. While it doesn't have the usual romantic overtones, it still plays into the power dynamic aspect of the trope, given that Launchpad works for Scrooge and has an accommodating enough personality that the older duck can usually talk him into following his plans pretty easily.
* DuckTales appear as Scrooge's banker who ends up assisting Glomgold. Barks was notably drawn in a cartoonish human style rather than designed as a duck or a dogfaced figure.
* DuckTales". As a later scene in "Super DuckTales" reveals, it can also withstand bombs, as the Beagle Boys found out the hard way.
* DuckTales as a worthy successor to the original show and it's viewed as an example of how to properly reboot a series.
* DuckTales comics were released to promote the 2017 show, they flopped because kids didn't get why the continuity was so different.
* DuckTales cuts off Launchpad's appeal about returning to Earth, saying they never go home before encountering aliens. Launchpad says aliens don't exist — and then the Kronk ship appears.
* DuckTales", Donald's commander gives him his court-martial papers, which he eagerly tears up, while his commander gives Scrooge contracts to build 20 more submarines. Unfortunately, it's then revealed that the Commander gave Scrooge the court-martial papers by mistake, meaning that Donald had actually torn up the contracts, much to Scrooge's fury.
* DuckTales: During the "Rightful Owners" arc, Scrooge, the kids, and Launchpad toss the candy-striped ruby back and forth to keep it out of the hands of the bad guys trying to steal it.
* DuckTales. Gadget (not a bad pilot herself) disagreed (though she probably said it because Launchpad is too big for the Ranger Plane).
* DuckTales had a launch trailer, it started with quotes from several famous game designers about how the original game had influenced their designs, and how it was extremely well-designed and beloved when it was originally released. Then Tim Schafer "provided" the quote of "Please stop asking me for a quote." Which they gleefully used in the trailer.
* DuckTales has Scrooge and the gang teleported to another dimension by a druid circle similar to Stonehenge during a game of golf. Launchpad and Huey are in a golf cart which is stuck between two of the stones at the time the portal (outlined by the stone circle) activates. The back half of the cart still outside the circle is severed and they spend most of the rest of the episode comically carrying around the front half as if nothing happened.
* DuckTales has Scrooge seek out five Lost Treasures to further solidify his status as the Richest Duck in the World, fighting enemies along the way.
* DuckTales has Uncle Scrooge nearly be lured away by the Sirens. After he is rescued, he comments "Ever had a song that just wouldn't get out of your head?"
* DuckTales Have Outlived Your Usefulness" argument until the cannon fires and thwarts them both.
* DuckTales: In "Rightful Owners", while trying to return the Lost Crown of Genghis Khan, Scrooge and company are met by a large white figure making mostly incomprehensible noises. They think it's a yeti, causing a mass panic. However, when the "yeti" shakes itself off, it turns out to be Launchpad, covered in ice from a rough landing...and utterly unharmed by it.
* DuckTales: In "The Uncrashable Hindentanic", Glomgold tricks kooky captain Farley Foghorn into removing the steering wheel and taking it with him to the zeppelin's

dining room.
* DuckTales is a duck, but his beak looks more like that of a pelican.
* Ducktales, it's done in terms of a business proposal involving real estate, done because the rational-minded Dorothy is frankly embarrassed that she can let her emotions dictate her actions.
* DuckTales lair. Launchpad thinks a troll has grabbed him and is pulling him down.
* DuckTales. Launchpad continually drops references to his other life in St. Canard while he's with Scrooge and his family, which seemingly indicates that the pilot skips back and forth between the two cities to keep up with both of his "families." How he manages to do this without collapsing in exhaustion (or being absent very often from either Duckburg or St. Canard) is never explained.
* DuckTales makes a left — right through 2 buildings before finally landing in a fountain.
* DuckTales marathon, only for damage to the VCR to cause the end credits of one episode to loop repeatedly. Huey, Louie, and Webby eventually start humming along to the credits music.
* DuckTales multi-parter that introduced Gizmoduck has a Beagle Boy named Megabyte Beagle, who describes his plans in technical terms, which would confuse his cellmate and family members to the point that they would then request him to "Say it in Beagle talk!"
* DuckTales, now demoted to a candy vendor, sinking under a swarm of bratty children all trying to get candy at the same time.
* DuckTales "Rightful Owners" arc, Webby asks Scrooge why he's taking a boat instead of a submarine like last time. Scrooge answers that his competitor most likely expects he'll be going in a submarine, so he's going in a boat instead.
* DuckTales route by making him as a mindless, zombie-like creature whom, though intelligent, was lost to the plant monster he had become. Even Darkwing and Launchpad don't even consider him a villain.
* DuckTales story "The Once and Future Warlock", Doofus gets covered in ash from an explosion.
* DuckTales that eventually results in him giving up his ownership of the city so that he can start anew.
* DuckTales. The event confused children across the country and became a defining generational moment — they were eventually dubbed the "DuckTales Generation" and became the focus of numerous articles and cultural analyses.
* DuckTales the Movie: Treasure of the Lost Lamp had the nephews stand on each other to allow Webbie access the security room in the Money Bin.
* DuckTales the Movie: Treasure of the Lost Lamp has a talisman that allows him to turn into non-anthromorphic animals.
* DuckTales the Movie: Treasure of the Lost Lamp is based on the television cartoon based on the comic book based on the original theatrical cartoon shorts.
* DuckTales the Movie: Treasure of the Lost Lamp Merlock pulls a lever that causes the platform where the treasure is to lower...
* DuckTales the Movie: Treasure of the Lost Lamp Merlock was responsible for the sinking of Atlantis and the destruction of Pompeii.
* DuckTales the Movie: Treasure of the Lost Lamp occurs when the elephant makes a gigantic mess after Webby can't control it, scaring Mrs. Beakley in the process. She goes to get Scrooge McDuck to show him, but by that time, Louie uses up one of his wishes to undo Webby's, making the elephant vanish and cleaning up the mess. Beakley even lampshades how crazy she must look after Scrooge finds nothing, saying "you think I'm crazy, don't you?" However, Scrooge sees his nephews sneaking out, replying "maybe not."
* DuckTales the Movie: Treasure of the Lost Lamp of the lamp gets his own wish granted.
* DuckTales the Movie: Treasure of the Lost Lamp) put his talisman on the lamp he got unlimited wishes. Remove the talisman, everything done with those wishes goes poof.
* DuckTales the Movie: Treasure of the Lost Lamp, Scrooge and company take a wild ride down a raging underground river under a wicker basket in order to get out of

the treasure trove of Collie-Baba. Once it's all over, Louie says "I wouldn't mind doing that again, now that I know you can live through it."
* DuckTales the Movie: Treasure of the Lost Lamp. She uses another wish to bring her toys to life, with no way to control them. In both cases, Webby's wish starts causing havoc, and one of the nephews has to use one of their wishes just to undo the damage. Not that the nephews are much better, wishing for things like hang gliders, train sets, and giant ice cream sundaes.
* DuckTales the Movie: Treasure of the Lost Lamp: The cowardly and greedy Dijon knows full well that he's just the lackey of the ancient sorcerer Merlock, but when he accidentally gets control of the genie's lamp he abandons his master and briefly takes over Duckburg. Merlock sneaks into the palace by hitching a ride with the Ducks and demonstrates who the real villain is.
* DuckTales the Movie: Treasure of the Lost Lamp, the Genie holds a flashlight to his face when telling the boys about Merlock. ("He's an evil sorcerer!")
* DuckTales the Movie: Treasure of the Lost Lamp, the genie is a curious but good-natured fellow who even tells the nephews that he is "eternally grateful" when they first free him. He takes no pleasure in granting wishes that are liable to cause trouble or are otherwise harmful, but he can't resist for long before he is somehow compelled into bringing it into existence anyway. He even warns them early on to try and keep the wishes relatively subtle, as flashy displays of his magic invariably cause trouble. Not least of which is a former master of his, an immortal sorcerer who has a talisman that gives him limitless wishes and a very cruel nature. Two other wishes the genie was forced to grant him included sinking Atlantis back when it was a prime vacation spot after the sorcerer couldn't get a reservation, and causing the eruption of Mount Vesuvius (in his words, "Poor Pompeii! Vesuvius wouldn't have blown its top if Merlock hadn't blown his!"). The genie openly weeps when recounting these facts.
* DuckTales the Movie: Treasure of the Lost Lamp, the Genie said that Merlock wished to sink Atlantis because he couldn't get resort reservations.
* DuckTales the Movie: Treasure of the Lost Lamp, the nephews introduce the Genie to Uncle Scrooge as "Uh ... Gene! Yeah, Gene!"
* DuckTales the Movie: Treasure of the Lost Lamp, Webby uses one of her genie wishes to make her dolls come to life, which as it turns out was a really bad idea. While not evil, they did end up causing a lot of havoc.
* DuckTales the Movie: Treasure of the Lost Lamp when the genie, while they're hiding from the murderous villain, tries to get Scrooge to wish them to safety:
* DuckTales the Movie: Treasure of the Lost Lamp, with the treasure of Collie Baba.
* DuckTales: The Quest for Gold for the Commodore 64, when you travel to an area, you are prompted to put a second disc in. The first disc starts the game and lets you view the map, dive in Scrooge's money vault, or view your money.
* DuckTales. The triplets, naturally, plan to break out of the room, with Dewey commenting that he knows "just how to do it" while holding the bag of marbles. Cue Dewey bashing the doorknob with the marbles until it breaks off.
* DuckTales to him. In his dream, he is Scroogerello, a servant abused by stepbrothers played by the Beagle Boys and stepfather played by Flintheart Glomgold. To help him and his nephews show up at the ball, Mrs. Beakley as the Fairy Godmother turns his rags into a golden tuxedo and top hat while Webby turns their cookies into a carriage and the nephews into chaffeurs. At the ball, Scrooge dances with Princess Goldie, who introduces him to her father, King Gyro. Just then, Glomgold and the Beagles kidnap her and hold her for ransom, so the ducks give chase. However, the carriage breaks down and their clothes turn back to normal, as fairy magic doesn't work after midnight since it's way past Webby's bedtime. They reach a castle where Goldie is held captive, but a hedge maze is in the way, but Prince Lilypad McQuack shows up to help them. When she's safe, she has all men in town try the gold top hat on that proves they're her true love, eventually finding Scroogerello and him putting it on, but the Beagle Boys show up to kidnap her again and take him, at which point Scrooge wakes up.
* DuckTales to pay for a new one, and then some. This is the last straw, and Magica destroys her amulet, thereby turning the transformed gold back, before Scrooge

could do just that.
* DuckTales when being chased makes reference to this trope. "It just keeps coming! It's like running from the IRS!"
* DuckTales", when Scrooge and his family, along with Glomgold, are transported to a mystical golf course, they meet two kelpies, Briar and Bramble. When Bramble asks them if they wonder where they are, they already figured out where they are and the purpose of the golf course by observing their surrounding, which annoys the kelpies.
* Ducktales with Lyrics (Moon Theme) (yes, this was sung in its entirety):
* Ducktalez 4, when Buzzkill is about to kill them, because they're Louie's brothers despite the crap they give Louie.
* Ducktalez, but this ends up being their undoing as they argue over their fused name.
* Ducktalez, Buzzkill was decapitated by a roller coaster cart launched by Huey.
* Ducktalez: Episode 7 shows that all of Scrooge and Vegeta's appearances in episodes 4, 5 and 6 were sequential and they were off on their own adventure.
* Ducktalez. Huey went through the trouble of rescuing Louie and Dewey just so they can enjoy some ice cream.
* Ducktalez in a Newgrounds cartoon where everyone else in the main cast is a duck.
* Ducktalez' "Last Train to Clarksville" playing over it. A bunch of funny background events occur during said chase.
* Ducktalez, respectively. Scrooge, because he failed his nephews, and Vegeta does this because he let Scrooge down.
* Ducktalez, the time-travelling Deweys all come from alternate timelines that are created when one of them tries to change history. Huey offers a situation, but that fails. Also, Dewey tries to ask for the Doctor's help, but that fails.
* Ducktalez. They lose, but Vegeta is crafty and steals both the hat and the briefcase, resulting in them getting chased by the Beagle Boys.
* Ducktalez, Vegeta is defeated by being thrown into the sun, which explodes the sun and covers the world in eternal darkness. Nobody seems to mind though. Every Ducktalez since then takes place at night.
* Ducktalez, which features nearly every single character dancing to "Macho Duck."
* Ducktalez, who, by episode 7, were animated in professional-looking CG.
* Duck Tape or Duct Tape (water resistant tape): The latter is the more common name but still trademarked in various countries.
* Duck! The Carbine High Massacre about a pair of neo-Nazi teenagers who buy guns at a heavy metal concert and plot to kill everyone at their school.
* Duck turns off the TV in his hotel room on the first report that the president has been "wounded" in order to have sex with
* "Duckula Meets Frankenstoat" has DM and Penfold observing Dr. Frankenstoat in his laboratory. When the doctor leaves, DM hops down from the balcony ledge. Penfold does likewise:
* Duck! with neither a waterfowl present nor a reason to lower one's head.
* Duckworth, Scrooge's ghost butler who is literally an anthropomorphic dog, leaves the mansion with Webby and Beakley after becoming disillusioned with Scrooge's actions.
* Ducky and his autopsy gremlin, Palmer, (of-the-series) are closer to this trope. McGee, while more cerebral than DiNozzo or Ziva or Kate, could still pull the trigger or fight when necessary.
* Ducky is stabbed but even under hypnosis, he can only describe the suspect as angry and the passport as blue (which, as McGee is quick to point out, is the most common color for passports, so they can't even begin to narrow down a country).
* Duck, You Sucker!. Over the course of the film he is repeatedly blown up, only to get up and come after Juan and Mallory again and again. It takes having a machinegun emptied into him to put him down for good.
* Duck, You Sucker! who survives having a bridge dropped on him, a train explosion, and having half a machinegun clip emptied into him before finally going down.
* Ducky tends to talk to the corpses he is autopsying as a mechanism for trying to get into the heads of the people when they were alive. The only time one "talks

back" is when it was a deceased member of the team, as he knows what she would've said.
* "Duct/Duck tape" The stuff in general is "duct tape". "Duck Tape" is a trademark for a particular brand of the stuff. The term "duct tape" was already in use in writing before
* Duct Tape for Everything: The memetic usefulness of this sticky tape.
* Dudebro II to voice the main character. The game was originally scheduled for release in summer 2010, but it was delayed to 2011 and as of now there is no release date announced.
* Dude Bro Party Massacre 3: Brent gets involved in the fraternity's prank, which was supposed to hijack the college radio airwaves and broadcast "Dean Pepperstone eats farts." Unfortunately, the college radio station is at a crossroads with the local airport and, drunk, he goes the wrong way accidentally hijacks the air traffic control frequency instead. As a result, 250 people die in a collision of 747s. The scene immediately afterwards tells us that this was not the first time a Delta Bi prank killed people.
* Dude Bro Party Massacre 3 is about loner Brent Chirino who has to infiltrate a fraternity in order to learn the truth about his twin brother's murder.
* Dude Bro Party Massacre 3 is said to be the third part in a slasher franchise, with even a fake backstory regarding it being banned right after release and only surviving because someone taped it.
* Dude Bro Party Massacre 3, where Subtitles are credited to "HELP THIS IS NOT A JOKE".
* Dude Looks Like a Lady: A feminine-looking man is mistaken for a woman.
* Dude Looks Like a Lady: Mistaking a feminine-looking man for a woman.
* Dude Looks Like a Lady whose looks have attracted the attention of only guys thus far. The guys include N. Korea, France, Russia, and maybe Hong Kong.
* Duden from "searching the web" to "searching the web with Google" in the next edition, actual usage be damned.
* Dude, Not Funny! Instead of laughing, as you expected, the character gets seriously upset.
* Dude, Not Funny!, jokes about some subjects are considered to be in bad taste, or at least the more distasteful the more demanding the standards of quality and wit to distinguish from mere shock and vulgarity.
* Dude, Not Funny!: Or instead, an attempt at black comedy falls short on the "comedy" part and comes across as just offensive.
* Dude, Not Funny!: Other characters chew out someone for making a tasteless joke.
* Dude, Not Funny! responses. (Despite the fact that the window Alphonse was threatening to jump from was, visibly, on the first story, and barely any taller than the character himself. And yes, he only had time to try it once before the fandom backlash forced him out of the strip.)
* Dude, Not Funny!: Someone thinks it's okay to joke around in inappropriate situations.
* Dude, Not Funny! territory. Then it becomes funny again after Satan reveals the "top-secret military base" was actually just a barber shop.
* Dude, Not Funny!: That's very offensive and not humorous in the slightest!
* Dude, Not Funny! to have suddenly found them funny in order to lure SpongeBob to the Treedome. Once there, she deliberately plays up to the "dumb hick" stereotype she's portrayed as in SpongeBob's act, and "accidentally-on-purpose" tortures him into dropping said act.
* Dude, Not Funny! was for Leno to mime writing a letter while muttering "Dear Mr. Leno, I just saw your recent show and..."
* Dude, Not Ironic: A character describes something as ironic when the situation isn't really an example of irony.
* Dude, Not Ironic: Someone describes something as ironic when there's really nothing ironic about the situation.
* Dude, She's a Lesbian: A person is informed that the person he is hitting on is gay.
* Dude, She's Like, in a Coma!: Kissing or having sex with someone who's

unconscious.
* Dude, She's Like, in a Coma!: Not usually, but if someone actually has sex with someone in a coma, then it's rape because you obviously can't get consent from someone who is unconscious. Kissing someone in a coma, while not rape, is still pretty creepy, unless you are giving them mouth-to-mouth resuscitation.
* Dude, She's Like, in a Coma! the handsome Endymion is enchanted to eternally sleep, with his youth and beauty preserved. Meanwhile Selene, goddess of the Moon, frequently makes love to him.
* "Dude's Night Out" was a more realistic beer commercial. Their activities included getting into barfights (and losing), defecating in public, and having sex with transvestite prostitutes.
* Dudes of Legend, which lets you give special abilities to katanas like "Armor Ain't Got Shit Against This Blade."
* Dude, That's My Ghost! Athletic build, check. Brain the size of a walnut, check. Antagonizes Spencer and his friends, check.
* Dude, That's My Ghost! episode "The Sleepover" starts with no one remembering what happened during the titular sleepover. When they see what horrible stuff happened, they try to fix it.
* Dude, That's My Ghost!: Frequently a large part of Billy's diva tantrums, although whether it's a side effect of being a ghost (he tends to be more cartoony than the other characters) or he's always been able to do it has yet to be shown.
* Dude, That's My Ghost! is afraid of ghosts, and spooky stuff in general.
* Dude, That's My Ghost!, the ghost of Billy Joe Cobra can twist his form into all kinds of shapes, and his ectoplasm can have bizarre effects on both living people and inanimate objects. He can also only be seen by someone if they are wearing one of his former possessions.
* Dude, What Would Happen?, one of the guys dresses as a carrot to lure a horse.
* Dude, Where's My Car?. After about twenty minutes, Seann says "Do you guys want some beers?" Hilarity Ensues.
* Dude, Where's My Car?: After destroying the giant alien and saving the universe, Chester, Jesse and their girlfriends return the Continuum Transfunctioner to the two Alien Nordic Dudes, who thanked them for their efforts. Before their memories of the event were erased, Jesse asks the alien dudes, "Have you guys ever been to Uranus?" The two alien dudes aren't amused with the joke so, they proceed with the memory wipe.
* Dude, Where's My Car? is not very bright, hangs out with a group of muscle head friends, and it seems that even his girlfriend Kristy can't stand him. At the end of the movie a giantess devours him alive while Kristy is shown to be rather indifferent to her loss.
* Dude, Where's My Car?, Jesse gets in a fight at a Chinese drive-thru because the voice at the intercom keeps asking "And then?"
* Dude, Where's My Car? makes its appearance in the last minute of the movie. It's a Renault that's about half the size of any other car on the road and ugly as all get out.
* Dude, Where's My Car? morphs together into one "Super Hot Giant Alien" that goes after the main characters.
* Dude, Where's My Car? "My name is Zarnoff. This is Zabu, Zellner, Zelbor, Zelmina and Jeff." Caption "Jeff".
* Dude, Where's My Car? → Two extraterrestrial factions vying over a powerful device capable of universal destruction.
* Dude, Where's My Car?) seems to follow the same route with the two not remembering what happened yesterday and realizing that their car is missing, before another car got out of the parking spot, revealing their own car.
* Dude, Where's My Car? strolls past a construction worker in the street...causing his jackhammer to go haywire. And as if that weren't blatant enough, one of the main characters mentions that Swanson's character's last name is "Boner."
* Dude, Where's My Car? The Continuum Transfunctioner is a very mysterious and powerful device. Its power is exceeded only by its mystery, and its mystery is exceeded only by its power.

* Dude, Where's My Car?. The giant woman eats him without a second thought.
* Dude, Where's My Car? the good Aliens threaten to banish the bad Aliens to none other than Hoboken, NJ.
* Dude, Where's My Car?, the Jesse and Chester are arrested and brought to the police station for interrogation. Once in the interrogation room, in order to coerce them into talking, the detectives bring in a mannequin and begin beating it. This proves unbearable to Jesse and Chester.
* Dude, Where's My Car?: "We will now use the power of the Continuum Transfunctioner to banish you to Hoboken, New Jersey!"
* Dude, Where's My Car?, when the boys place a fairly straightforward drive-through order and the worker complicates it by repeatedly asking "And then?"
* Dude, Where's My Ranch? and only then does she go to help her. The boy calls her out for this when she admits what she did.
* Dude Where's My Ranch". Homer and Bart don't do anything when they find out they're drinking bear urine, but they do the spit-take when they find out they're actually drinking Fresca.
* Dude, Where's My Ranch?", Homer's song "Everybody Hates Ned Flanders" soon becomes very popular everywhere, and at some point we see Ned himself singing along to the radio in his car.
* Dude, Where's My Ranch?, Lisa falls for a cute boy while at a dude ranch. Later on, she meets a girl their age who knows him and is looking forward to meeting him at the upcoming dance. Lisa, assuming it's his girlfriend, deliberately sends her down the wrong trail, which makes her get lost, but when Lisa learns that the girl is the boy's sister, she eventually feels guilty and helps find the girl. When she confesses to the boy, he's so disgusted by Lisa's actions that he never wants to see her again.
* Dude, Where's My Ranch" overhears her cowboy crush talking to a girl named Clara and thinks she's his girlfriend. She finds out the truth, that Clara's his sister... but not before her jealousy gets the better of her and she sends Clara down a dangerous trail.
* Dude, Where's My Respect?: Kings often treat any success as proof that more should be demanded.
* Dude, Where's My Respect?: No matter how many times the heroes thwart villains and save the world, bystanders will act like it's the heroes' first time, and civilians won't display any admiration for them or give them any special treatment.
* Dude, Where's My Respect?: No one will show you any gratitude for your good deeds.
* Dude, Where's My Respect?: Someone does something heroic, but doesn't become famous.
* Dude, Where's My Respect? were cartoons that provided representation.
* Dude, Where's My Respect?: When a character feels underappreciated by others.
* Dude, Where's My Respect?: When nobody gives the hero any gratitude or respect they deserve.
* Dude, Where's My Respect?You may have saved the world or completed impossible quests, but that won't stop you from being given extremely meager quests and generally treated like crap.
* Dude, Where's My Respect?You've saved the world, but durnit, you're not too good to deliver my apples to the baker!
* Dude, Where's My Reward? but are denied the promised ranking and the prize they get was charred in the previous fight.
* Dude, Where's My Reward?: When the hero isn't given the material/monetary reward that they've earned.
* "D. U. Die": A drunken motorist suffering from a bought of car-sickness sticks his head out the window to puke...and is decapitated by a mailbox, to the horror of his equally drunken passenger.
* Dudley Do-Right: After Dudley jumps in to swim in the freezing water in the middle of winter, Nell treats him with a foot bath pouring hot water from the kettle.
* Dudley Do-Right, another Jay Ward creation. Unlike that film, however, this one

tanked.
* Dudley Do-Right, Dudley finally catches Snidely Whiplash, only for Nell to insist on defending him in court. The episode has numerous absurdly obvious legal errors (this being a comedy program, it was likely that at least some of these were intentional).
* Dudley Do-Right frequently does this when he is called into Inspector Fenwick's office.
* Dudley Do-Right is a victim to this in one episode thanks to Snidely Whiplash. He's not able to get his clothes back for some time so he's only able to walk around once his beard has grown to cover his whole body.
* Dudley Do-Right. It's worth noting that between Nell having to have a postman deliver her request for help to Dudley, Dudley riding to Snidely's sawmill to get Nell to stamp the letter before riding back to base to open it, Inspector Fenwick taking an hour and a half to give Dudley coherent orders to save his daughter, and Dudley riding back to the mill to save the day, the only reason Nell didn't end up in pieces was because the sawmill was badly in need of maintenance.
* Dudley Do-Right movie had this with Snidely Whiplash and his secret hideout.
* Dudley Do-Right's character lampshades this when invading the village of the Kumquats. A mook informs him they've taken the village as he storms through a gaggle of reporters in the style of Patton. Molina, as Whiplash, orders the mook to "Torch the place, burn everything." As the mook rushes off, Molina stops him and says "Wait, that's bad publicity. Have the photographers take pictures of the boys straightening up the place." As the mook rushes off this time Molina breaks the fourth wall by telling the camera to learn from history or repeat it.
* Dudley Do-Right short had a man call Dudley the "squarest Mountie I've ever seen", prompting Inspector Fenwick to ask him...
* Dudley Do-Right short "Stokey the Bear", which opens with lumberjacks seeking to fill a rush order for toothpicks.
* Dudley Do-Right short "Trading Places" has Dudley and Nell switching places. Dudley did all the housework while Nell became a more competent Mountie than Dudley ever was.
* Dudley Do-Right, Snidely covers his suit with marigold flowers, which Dudley is allergic to, to protect himself from being apprehended by him. Nell is able to stop Snidely by planting crabgrass seeds on his suit.
* Dudley Do-Right's Ripsaw Falls contains numerous parodies of classic Disneyland attractions.
* Dudley Do-Right's Ripsaw Falls features this briefly — at one point, the log ride goes through a dark tunnel. Dudley comments that he's "lost his train of thought," only for a train light to appear at the end of the tunnel. Then the ride rockets down the first drop.
* Dudley Do-Right's Ripsaw Falls has the riders plummeting into an exploding dynamite shack, which they manage to come out of okay.
* Dudley Do-Right's Ripsaw Falls, he crashes through a building, leaving behind a silhouette.
* Dudley Do-Right's Ripsaw Falls is directly shown with a large neon sign on the building, that reads, "HIDEOUT".
* Dudley Do-Right's Ripsaw Falls, the bars in front of his cell are so unevenly apart that he could easily just slip out.
* Dudley Do-Right Stops to Help: The hero stops to help bystanders, potentially interfering with his mission.
* Dudley Do-Right. When asked why his horse had to go with him since Dudley was the one who ate the peas, Dudley pointed out it was with his horse's knife.
* Dudley Do-Right, who has taken over the town. He ties one of Snidely's minions to a conveyor belt heading for a sawblade for interrogation. Once he has gleaned the information he needs, Dudley seems to have trouble stopping the conveyor belt — then he breaks apart the sawblade to reveal that the "saw" was just a harmless cardboard prop all along.
* Dudley Dursley at one point paraphrases Superboy-Prime's infamous "I'M GONNA KILL YOU TO DEATH!" line.

* Dudley Dursley becomes a boxer around book five, and ups his game from beating up Harry (who is no longer an available target due to a combination of spending most of his time at Hogwarts and having some dangerous adult wizard friends) to beating up any unlucky kid who looks at him funny.
* Dudley family of wrestlers: patriarch Big Daddy Dudley was a traveling salesman who really got around. All 12 Dudleys have him as a father, but all are from different mothers.
* Dudley is English in nationality, but his ethnic background is hard to determine. He is dark-skinned, but his facial features resemble those of a stereotypical white Englishman.
* Dudley Moore), a controversial topic on its own, especially back then, however as is a comedy this might be intentional.
* Dudley Moore, an advertising executive (Moore) has a nervous breakdown and is institutionalized. While in the asylum, he and the other inmates produce a series of wildly successful advertisements, including "Jaguar: For men who want handjobs from beautiful women they hardly know."
* Dudley Moore And I am as you made me, a thinking being who is demanding answers!" So God gives him answers.
* Dudley Moore due to losing the ability to remember lines (as this happened before the fatal diagnosis, he was regarded as merely unprofessional at best), and the illness slowly robbed him of the dexterity he needed to play piano.
* Dudley Moore) reads Dr. Benjamin's new client as being as interested in him as he is in her thanks to dilated pupils, quickened breathing, etc.
* Dudley Moore's "Die Flabbergast" is likewise a fake "male/female" duet, but played for laughs.
* Dudley overhears Harry reliving Cedric's murder in his sleep. Dudley's not sure who Cedric is, but he mocks Harry about it nonetheless.
* Dudley Puppy himself is also rather popular, especially amongst the gay crowd thanks to
* Dudley says that Harry and Dudley were able to mend fences for good and are on friendly terms as adults.
* Dudley's snobbish attitude was already greatly diminished by Capcom in
* Dudleytown, Connecticut, is a ghost town (overgrown ruins, never formally incorporated) in the northwest of the state which is supposedly haunted. Many residents committed suicide, died under strange circumstances, or were "driven to madness" Lovecraft-style. Visitors to the site have reported chills, floating orbs of light at night, and other paranormal phenomena. The former settlement is now on private land, people entering the area without permission are arrested for trespassing, and police aggressively enforce towing on roads that provide access to the area.
* Dudley Watkins died at his drawing board in 1969. As a result, several notable strips from
* Dudley Wayne Kyzer got sentenced by Alabama to two life sentences plus 10,000 years for murdering his wife, his mother-in-law, and another man after his initial death sentence was overturned.
* dud was enough to cause some anxiety among some of the physicists all the way up to the moment of the detonation. The moment of detonation is what is today called a "Fermi moment".
* Due Date, Darryl unwittingly brews Ethan Tremblay's father's ashes into a coffee. After realizing that he just drank his father he takes another sip momentarily forgetting what was in the coffee.
* Due Date jerks back and forth between comedy and drama. Darryl accidentally makes coffee out of his father's remains and they recover the ashes from the coffee filter but Ethan drops them and ends up sobbing on the carpet.
* Due Date Peter thinks that a guy they're talking to is one of these. When he comes out from behind his desk, he's in a wheelchair. And proceeds to beat Peter up. Ouch.
* Due Date Scenes that are supposed to be in Dallas are obviously in a desert with prominent mountains in the background.

* Due Date: There's a character who spends the whole movie making the protagonist’s life hell out of sheer stupidity.
* Due Date when Peter's wife is going into labor. The writers attempted to make him sympathetic by giving him dead Daddy issues but... nope, still a douche.
* Due in no small part to his size, it takes quite a bit of damage from Oberyn before Gregor finally goes down, and even then, he's strong enough to turn the tables and kill Oberyn before he collapses. During
* Due in part to Hollywood's growing aversion to untested properties, sequels to movies from previous decades became common. Examples include
* Due in part to the tendency to use working titles and the fact that each individual episode had titles at first, there is some debate as to what some early Hartnell stories should be called. For instance, the second serial had seven episodes, titled "The Dead Planet", "The Survivors", "The Escape", "The Ambush", "The Expedition", "The Ordeal", and "The Rescue", and the story as a whole used the titles "The Mutants" and "The Dead Planet" during production. Despite all this, the title most commonly used for marketing is
* Duel Academy still follows the Red/Yellow/Blue theme from above, with the addition of purple for the highest ranks (teachers, elite members etc). This in turn, with the rare — and justified — exception, makes it very easy to identify its current or former members. It also serves are
* Duel) actually featuring the explosion. Whereas David's ordinary car actually bursts into flames.
* Duel, although in this version the killer van driver is caught at the end and sent to jail.
* Duel and Duality", where Prince George, having spent the night with the Duke of Wellington's nieces, is horrified to discover that the Duke, who has sworn to kill anyone who takes sexual advantage of his family, has been back in England for several months.
* Duel Boss: A boss fight where the player has to fight one opponent by themselves.
* Duel Bosses) that can only be fought by finishing an associated Critical Engagement without getting hit and getting selected for the duel in a roulette. Each one requires careful planning of Lost Actions to have any hope of success, and beating all three gives you the achievement title "Sword of the South."
* Duel - can be heard coming from the car. And don't ask about the abandoned fairground carousel.
* duel disk like you would a woman, "sticking cards in it at regular intervals."
* Duel For Gold, above each other's heads. The camera pans across the nervous crowd of onlookers, including a child who unknowingly wets herself. After the show is over the little girl ends up earning a scolding from her mother for ruining her pants.
* Duel For Gold opens with a scene in a valley where three bloodied corpses are propped which near several opened crates of gold ingots. The movie then flashes back to a story of betrayal among elite thieves, culminating into the titular duel.
* Duel For Gold: The main characters are all thieves, marauders, and bandits who forged a temporary alliance to steal twenty crates of gold. When they got the gold and end up in a valley, they start killing each other. Note that two of the thieves are sisters, and two of the bandits are a married couple, the family ties which goes to hell once gold is involved.
* Dueling atop a flying zeppelin may be dramatic, but again, no safety precautions whatsoever. Jonouchi nearly falls to his doom right before the duel with Rashid. Not to mention Kaiba is
* Dueling Dragons was centered around Pyrock and Blizzrock, two evil dragons locked in eternal combat with one another over control of the land's castle and its riches.
* Dueling Dragons was filled with the skeletons of the people who had attempted to slay the dragons, serving as a warning for all those attempting to enter the lair of the dragons.
* Dueling Dubs: A work has been dubbed in a specific language more than once and it's debated on which translator and/or region did a better dub.

* Dueling film features the destruction of Paris by asteroid impact in one of the more impressive scenes of the movie.
* Dueling Keyboards: Combat confectionery skills allow turning sweets into weapons such as red-hots that physically burn instead of just being spicy, or voice-changing lozenges.
* Dueling Messiahs: Two heroes who oppose each other on how to protect the world.
* Dueling Movies instance of showing realistic bad burns from their respective volcano disasters, but otherwise follows this trope to the letter.
* Dueling Player Characters: You must fight a character you have previously controlled in a single-player game.
* Dueling Products: Two (or more) items in the market are in direct competition of one another.
* Dueling Scar: A scar on someone's face which signifies they're militaristic.
* Dueling-Stars Movie: A movie starring two actors fans want to see together
* Dueling-Stars Movie: A movie starring two actors fans want to see together.
* Dueling Trigger Finger: At first dismissive of things like "friendship", "belief", and "The Heart of the Cards", Byakuya has come around to accept and use the last after losing three times in a row, and is slowly coming around to the first two.
* Dueling Trigger Finger: By the time he catches up to Nagito, the Rare Hunter that was chasing him has been bit by a dog, trampled, fallen into a river and caught a cold, got bird poop in his eye, hit by a car and knocked over a man's cabbage stand. Marik really ought to offer him hazard pay for all that he had to go through.
* Dueling Trigger Finger, he assumes their real. Of course, the narrative makes it unclear if Gundham has caught on to Espa's trickery or not and just isn't saying anything.
* Dueling Works if the contestant runs out of money. You can tell this will happen if there is an extra commercial break inserted sometime in the mid-game.
* Dueling Works: No way your work is better than mine! I'm the innovator! You copied the concept of my work! Without my work, your wouldn't even exist! So I deserve to win with my work!
* Dueling Works: Two works with similar premises are released at around the same time.
* Dueling Work with Percy Bysshe Shelley's "Ozymandias" was titled "On A Stupendous Leg of Granite, Discovered Standing by Itself in the Deserts of Egypt, with the Inscription Inserted Below".
* Duel. In the final scene David Mann (played by Dennis Weaver) drives his car up a dirt road leading to the edge of a cliff. As the truck approaches, he aims his car at it, before jamming his briefcase onto the accelerator and leaping clear just in time. The car itself catches fire when the truck hits it (rather than exploding) and the truck driver, blinded by the smoke and flames, is unable to stop before reaching the cliff, and the truck plunges over the edge. Surprisingly, despite being a tanker, and having "flammable" written on the side, it doesn't actually explode.
* Duel in the Sun is untouched, her clothes and especially her hands are realistically torn and bloody after she crawls up a mountain on her hands and knees—possibly because actress Jennifer Jones really did injure herself in the process.
* Duel in the Sun, produced by David O. Selznick was mockingly called "Lust in the Dust" by Catholic groups, which naturally led to a huge number of Catholics to see the film.
* Duel in the Sun thrived under the trope. There's a reason Howard Hughes' advertising caused George S. Kaufman to call it "The Sale of Two Titties".
* Duel is about a mysterious truck that attempts to kill the main character. The identity of the driver is deliberately left ambiguous, and the truck is treated as a nefarious sentient entity.
* Duelists, on the other hand, can choose to heal other party members very quickly, including lost limbs if they are highly skilled. They also have the nasty

habits of
* Duel, Mann has no first name, while his wife has one. In the film, this is inverted.
* Duel Masters about Magic...which is what got Wizards interested in the property in the first place.
* Duel Masters, Benny Ha-ha tells one of these stories in an effort to convince Shobu to forfeit. It's a lie. (In the original version, it's a generic young girl; in the dub, it's young Mimi.)
* Duel Masters, creatures with the "Slayer" ability (exclusive to Dark creatures) are able to destroy other creatures regardless of power level, at the price of destroying themselves in the process.
* Duel Masters, even going as far as to edit in new (and often bizarre) scenes, although the series did follow the original plot fairly faithfully.
* Duel Masters is an unquestionably long list, and still growing. A few (like Starnoid and Pegasus) are exclusive to only one creature.
* Duel Masters rival, he gets curbstomped and said rival breaks his spirit was some psychology and pseudo magic skills. With the help of his friends and mentor, Shrodu recovers and improves, and fights him again, doing a whole lot better, but still losing. However when said rival tries his mind shot again the camera shows Shrodu looking at the ground, seemingly in depression, only to spring up laughing, congratulating his opponent on a fine match, showing his progression as a duelist. The 3rd time he actually manages to win, after a long and difficult fight.
* Duel Masters: Shobu's signature card is Bolshack Dragon. There are four types of dragons: zombie dragons, "wyverns" that look like dragons but don't count as them (uh...), "Dragonoid" lizardmen, and giant reptiles called Dune Geckos.
* Duel Masters. (The wording is specifically "not in your monster zone", so getting sent back to your hand is just as game-ending as if they were destroyed.)
* Duel Masters: This CCG is fond of horrible, destructive, scaly things.
* Duel Masters this with a complaint from Kokujo that his rematch with Shobu caused him to miss an appointment with his hairdresser.
* Duel Masters uses heavy editing to throw Mimi into this situation in one episode.
* Duel Masters which die after battle, Blockers (to a lesser extent than Light and Water), discarding enemy Hand cards, revival of dead creatures, and making sacrifices for certain abilities.
* Duel Monsters era, Summoned Skull was one of the most famous examples. Being a Level 6 monster, you only need one monster to tribute for his Tribute Summoning, getting a powerful 2500 ATK beatstick on your board. With only 1200 DEF, he was also easily searchable by the Witch of Black Forest until she was banned. Due to Summoned Skull having 2500 ATK, he was the strongest Normal Monster with only one Tribute, making him equal to Dark Magician in terms of power, and he was more favored in decks than Blue-Eyes, since the dragon required two monsters for her Tribute Summoning. However, Summoned Skull has been beaten by Frostosaurus and Trance the Magic Swordsman many years later, but he has become relevant again, thanks to the Red-Eyes archetype.
* Duel Monsters game has become closer to the real TCG, so Normal Summoning monsters in face-up Defense Position is now an illegal move, something that was totally fine in the previous series.
* Duel Monsters has Seto/Mokuba, for example, in that Seto would do anything in the early series for his younger brother.
* Duel Monsters, is wearing his iconic red suit for most of the time, and he was one of Yugi's most difficult opponents to deal with.
* Duel Monsters, it had an entirely different effect — not to mention it was a Spell Card (in the original) back then.
* Duel Monsters. Mai would have beaten Yami Malik had she just attacked, but instead tries to summon Ra and can't read its text, and Yami Malik uses Ra instead. Kaiba suddenly has a vision that tells him that he should use his Blue-Eyes White Dragon instead of Obelisk, sacrificing his Egyptian God Card, which makes Ishizu's trap card useless. And then in the semi-finals, Jonouchi would have defeated Yami Malik, but nearly dies because of the torture he had to endure in the duel. And

Yugi is able to save himself from losing to Kaiba by suddenly being able to use the effect of Kaiba's Flute of Summoning Dragon.
* Duel Monsters really should come with the following disclaimer: "WARNING — May cause getting kidnapped by evil organizations,
* Duel mounts the licence plates of his previous victims on the front of his truck.
* Duel Nature prompt Buried Secrets to start taking pulls from a hip flask in the middle of the afternoon.
* Duel No matter what Mann does to elude and shake his antagonist, the truck is always on his tail, at times speeding well above the speed limit or at a speed that is reasonably safe or what the car — a 1970 Plymouth Valiant sedan, presumably with the basic 6-cylinder engine — can endure, the driver (or the truck-with-a-mind-of-its-own(?) itself) seeming to want to brutally kill him for some unknown reason. In the end, just as Mann's car is about to break down and all hope seems lost, Mann finally is able to stage an accident at the edge of a cliff, and the truck — which heretofore had seemingly been smarter than Mann — falls for the trick, plunging over the side to its doom.
* Duel of the Droids": Rex takes out a group of battle droids by shooting a fuel cell hurled at the droids by Anakin.
* Duel: On the American version, if both contestants answered a question incorrectly or, during the show's second season, there was no winner after 10 question, a sudden-death tiebreaker question was played. Contestants received four chips and the winner is the first to have the correct answer while using the fewest amount of chips. If both contestants got the correct answer while using the same amount of chips, the procedure was repeated until there was a winner. If no one answered the question correctly, both contestants were eliminated.
* Duel revolves around a milquetoast businessman being chased and harassed by an insane redneck in a trailer truck through the California desert.
* Duel Savior Destiny a couple of characters from early games the company made are playable characters.
* Duel Savior Destiny allows you to use the cleared character in battles during the next route until by the time you get to the very last route you've unlocked everyone.
* Duel Savior Destiny (And also the original Justice, though much more blatantly) this seems to be the final solution to the romance. Crea takes center stage, though.
* Duel Savior Destiny as being Taiga's lovers, much to their surprise. Nobody ever said Avatar exclusively practiced monogamy, did they?
* Duel Savior Destiny during different routes, meaning over half of them qualify. However, the first one you'll run across is merely an invocation of the idea. The final route really goes overboard with this.
* Duel Savior Destiny for Kaede's last major fight, she goes up against Mudou, who muses that it's been some time since he raped a dead girl.
* Duel Savior Destiny has the ability to steal bodies via necromancy, but oddly enough the only person she tries it on is the only one who is capable of stopping her.
* Duel Savior Destiny. He seems okay with it, though it took him rather by surprise.
* Duel Savior Destiny is a complete airhead with a faulty memory and a rather bubbly disposition in contrast to the whole 'so undead my limbs are falling off' thing.
* Duel Savior Destiny is captured about halfway in and has to be rescued by the Savior Class.
* Duel Savior Destiny is clearly sex-crazed and willing to employ some dubious means to obtain it, but when he comes across someone genuinely innocent like the ninja Kaede he is unwilling to exploit the situation too far despite obvious signs that he could.
* Duel Savior Destiny is given a mortal wound, but before she dies she confesses her love for Taiga before doing something heroic.
* Duel Savior Destiny is on the bad guy side simply because he likes to kill people

with his own hands. He gets bored when the baddies use giant lasers and stuff to do it and unlike Mudou he seems to have no other goal than killing.
* Duel Savior Destiny is thrilled that someone as cute as Nanashi is after him. Then her arm falls off and she cheerfully informs him that she's undead. He is less than pleased.
* Duel Savior Destiny mostly replaces the harem route from the original game, though in order to accommodate this change they made surprisingly few tweaks to the original story, which makes Crea not really fit in very well with what's going on.
* Duel Savior Destiny: Nanashi is the cutest/cutesiest and most innocent character in the story. She frequently uses the third person and has her own verbal tic. She's very hands on and affectionate. She's also undead, so the main character wants nothing to do with her or her affections.
* Duel Savior Destiny: Nanashi, the local zombie girl, tends to bounce around happily without having a very clear understanding of what's going on around her.
* Duel Savior Destiny. Once this is taken care of, she becomes simply soft spoken.
* Duel Savior Destiny Princess Crea takes up a more prominent role, turning what was originally a harem route into one that is still technically a harem route in the end, but one that is centered around her. She even gets to follow the group to the final battle area despite having no combat ability and the scenes not really being written to include her.
* Duel Savior Destiny. Red is magic and creates stuff out of nothing while White is science and says you can't create something where you didn't already have materials and energy before. Red, for some reason, finds this position equally bizarre, though it's not clear how since magitek exists.
* Duel Savior Destiny. Red is magic and emotions and White is science and causality. It's extremely difficult to reconcile the two or really grasp both at the same time due to the fundamentally different rules between them and this tends to lead to conflict. While the story follows the perspective of people firmly in the Red camp and White heads the army of monsters, they're actually both equally important to the way the world functions.
* Duel Savior Destiny several million times in a pocket dimension, upon return to Avatar only a few years have passed.
* Duel Savior Destiny's route, she has her memories wiped at the end so that she doesn't have to bear the weight of events that occurred in her story line.
* Duel Savior Destiny Taiga gains the power of the Messiah, but is rejected by God. This is one level of powerup and pretty impressive. After this he fuses all the Aether Relics together, which essentially turns him omnipotent in terms of causing damage, but incapable of creating anything. He then proceeds to fight God endlessly before he finally manages to place a seal over him and return back for his happy ending.
* Duel Savior Destiny. Taiga is currently attempting to get a hundred girlfriends at once and calls one of them by the wrong name, at which point he attempts to play it as a joke with this trope. She doesn't buy it.
* Duel Savior Destiny Taiga's little sister tends to be all over him and tries getting in the way of his relationships with mixed success. In her own route, she takes it up a couple notches.
* Duel Savior Destiny, the last route finally has you go up against God on his own turf, since he's responsible for everything (even if he didn't do anything directly). Otherwise, he'd just set events in motion again and try to destroy all of creation.
* Duel Savior Destiny the latter collapses after winning the fight due to poison. She returns in the endgame citing this for why it wasn't an outright double kill.
* Duel Savior Destiny, though they're also really slow. A golem is also the first fight in the game when Muriel Sheerfield pits a rampaging golem against Taiga in an effort to get his sister to leap to his defense and thus join her army. She does, but to her surprise Taiga actually destroys it on his own by calling for an Aether Relic, something men aren't supposed to be able to do.
* Duel Savior Destiny to contract with Taiga. And wow, talk about bad timing: They're technically in the middle of a fight.

* Duel Savior Destiny type with some level of tsuntsun going on. Her actual degree of relation to Taiga gets retconned, though. In the epilogue of her route, it's hastily claimed that it sure is convenient that they're not related. In the final route, it turns out they actually do share a blood relation and are probably half-siblings.
* Duel Savior Destiny was never resented for her abilities or appearance, she is instead met with claims of betrayal.
* Duel Savior Destiny while what is called Rubinas is more akin to her will or memories, though still certainly alive.
* Duels between sages tend to not be all that impressive, as they have extremely high magical resistance.
* Duels Decide Everything: All major conflicts in a work are settled by fair, one-on-one contests.
* Duels of the Planeswalkers is another avenue for new players; specifically those in the video game world.
* Duel Stance" reaction command is triggered with the Samurai Nobodies, pink petals fall from the sky.
* Duel, the murderous trucker helps a bus full of kids and exchanges a friendly toot with passing trains. Everyone except the protagonist has every reason to believe he's just a friendly ordinary truck driver.
* duel to respond to each other's taunts. In fact, Lily's refusal to break infuriates George so much that he very nearly confesses before pulling himself together and smugly walking out, much to Lily's frustration. Throughout the episode, he refuses to crack under interrogation and instead taunts the detectives about painful moments in their lives—Scotty's schizophrenic girlfriend, Stillman's failed marriage and the rape of his daughter, Vera's mishandling a rape case and the death of Jeffries' wife.
* Duel to the Death, a female ninja whips off her clothes in the middle of a fight with a Shaolin monk, who averts his gaze and is then defeated.
* Duel to the Death challenge, despite being (at that point in the series) more known for his hedonism than physical courage.
* Duel to the Death. It's also a rivalry-by-proxy between the instructors, as Zekk was the star student of the academy's headmaster, Brakiss, while Vilas was the star student of Vonnda Ra, one of the other senior instructors.
* Duel to the Death: It's time to duel! Seeing as who the winner will be, it's obvious this will be your last duel in your life!
* Duel to the Death, leader of the League of Assassins and probably one of the deadliest men in the world. He choses this moment to calmly make a love confession to Felicity Smoak, leaving her stunned.
* Duel to the Death, she asks him if it matters. He merely shakes his head. Ser Gregor cares not from where the blood flows, only that it flows.
* Duel to the Death, some female ninjas whip off their clothes to force a Shaolin monk to avert his eyes and be captured.
* Duel to the Death throat, distracting Elnor long enough to attempt to shoot him with her disruptor.
* Duel to the Death to do this, but his core following, made up exclusively of religious fanatics, wouldn't have had it any other way.
* Duel to the Death: Two opponents are chosen to fight each other until one has killed the other.
* Duel to the Death - Ulfric's challenge and the outcome are seen as legitimate in the traditionalist eastern "Old Holds", whereas in the more civilised and "Imperialised" holds of west Skyrim do not.
* Duel to the Death) with some lighthearted developments among the various romantic subplots and some relatively light stage setting for the action to come.
* Duel two-player spin-off, each player gets access to four Wonders, but once the seventh has been built, the last one permanently becomes unavailable.
* duel with Luca Blight fight, he only has a sliver of health left, but he's still strong enough to kill you in two attacks.
* Duergar, essentially the dwarf equivalent of drow, have shown up in a few

settings. They tend to be grim, regimented, joyless workaholics and slave-traders.
* Du er ikke alene already but whose sexuality may not yet be very strong or defined, is happy to go along with things out of affection and admiration for his older friend.
* Du er ikke alene) ends with a show the boys at a boarding school put on to illustrate the Ten Commandments. 'Thou shalt love thy neighbor as thyself' is illustrated with a short movie showing 15-year-old Bo, a pupil at the school, and 12-year-old Kim, the headmaster's son (Kim is a male name in Denmark) hugging and kissing. It packs quite a punch, both within the film itself and within the context of the time when the film was made. The film became iconic for being the first Danish film to show a homosexual relationship.
* Dues and Don'ts", Ash checks Delibird in the Pokedex. It says Delibird has a attack called Present. Delibird gives Ash and friends glowing ball "presents", which a couple seconds later go off as bombs. Dexter adds that some of Delibird's Presents explode. Ash says "now you tell me".
* Due South: a backwoods Canadian mountie in the American city of Chicago.
* Due South a few years down the road. Not only that, but much of the latter series, an employment comedy about theatre, revolves around the (dysfunctional) familyishness of said theatre.
* Due South after its first season. It was then renewed, and "Letting Go" was filmed to keep the fans from wondering what happened after the finale. It was cancelled again at the end of Season 2, with the production company going as far as taking down the sets. A group of Canadian production companies banded together to fund the show, and it returned for two more seasons. Callum Keith Rennie also replaced David Marciano as Ray Vecchio (because Marciano had already moved his family after the apparent cancellation and didn't want to move back).
* Due South, although he protests whenever someone claims that the Mounties' slogan is "We Always Get Our Man."
* Due South, although ostensibly set in Chicago, was mainly filmed in Toronto. While most of the first two seasons featured establishing shots of the Chicago area, the distinction of scenes shot at recognizable Toronto landmarks became more noticeable in the last two seasons (on the other hand, the episode where the characters go to Toronto was filmed in... Chicago). The streetcar tracks are a dead giveaway in just about every exterior scene, as Chicago doesn't have street-running trolleys anymore. Not to mention the periodic occurrence of street signs saying things like "Centre Street".
* Due South, and doesn't perform very impressively at his actual job most of the time, but shows skill at cooking, art, and country music trivia.
* Due South and in the episode "Bird in the Hand" — the latter despite the strenuous prompting of Fraser Sr.'s ghost.
* Due South, as Benton Fraser alternates between talking to the (invisible-to-others) ghost of his dead father and whoever else happens to be present at the time, usually one of the Rays. Notably, being Fraser, he manages to carry on two conversations at the same time while hardly missing a beat.
* Due South: Benton Fraser has at least two. When he's nervous he'll either rub his eyebrow with his thumbnail or tug gently at his left ear.
* Due South, but the show is set in Chicago. He does frequently remind people that he is acting purely as a private citizen, but acts as if he does have police powers.
* Due South came out when the Canadian dollar was worth quite a bit less than the American dollar, this came up a lot. In particular during a car chase in a taxi:
* Due South: Creates what may be the ultimate example of this in which a uniformed mountie running through Chicago to rescue a character trapped in a safe filling with water (don't ask!) stops many times on the way to perform minor acts of politeness.
* Due South dealt with a body sealed inside a wall at police headquarters.
* Due South did this in 'All The Queen's Horses'. The brake was tampered with, and Buck Frobisher used a rifle shot he and Bob called "The great Yukon double Douglas Fir telescoping bank shot" to nail the switch and force the train onto an empty

track before it could hit an oncoming train carrying nuclear material.
* Due South: Discussed and dismissed in an early episode. Fraser's father once told him that contrary to the old adage, there is no honor among thieves, and he proceeds to predict the bank robbers' next move by assuming that they would turn on each other rather than stick together when things stopped going according to plan.
* Due South does a version in "Perfect Strangers" with one murder in Chicago and the other in Toronto. One of Kowalski's informants is stabbed to death while a few days earlier a flight attendant in Canada is murdered. Fraser finds the primary suspects have airtight alibis and no obvious ties. Yet Fraser plays a hunch that there is a connection.
* Due South does this constantly, much to his partner's irritation. Spoofed in one hilarious episode where the villain knows about Fraser's habit and sets a trap for him. Fraser finds a mysterious substance, sniffs and tastes it, looks confused, and keels over.
* Due South: "Dr. Longball". Ray and Kowalski help a small-town sheriff when the town's baseball team becomes a target of sabotage attempts.
* Due South enjoys giving Fraser increasingly strange and unbelievable abilities and when other characters express astonishment as to how he does it, he merely says "That's not important."
* Due South episode "Gift of the Wheelie", in a scene where a teenager is visiting his father, who's in prison for bank robbery.
* Due South episode "The Blue Line" revolved around the question of whether one of the protagonist's childhood friends, now a famous hockey player, had taken money to throw a match.
* Due South, Fraser and Frannie (RayV's sister) are implied to have had a one-night stand. Whether they've done it or not is never clarified, and after that episode, it was never referenced again.
* Due South, Fraser and the second Ray meet a schoolmate of Fraser's... from fourth grade. Said friend looks to be about twenty years older than Fraser. He was held back a bit.
* Due South had a couple trying to take the heat for each other in a murder case. Neither was guilty, but because both had a reason to want the victim dead and weren't looking in the right direction at the moment the murder occurred, they each believed the other was responsible until Fraser learned about and captured the actual killer.
* Due South. Happens when our heroes are trapped in a bank vault with robbers outside. Constable Fraser breaks the fire sprinklers, flooding the vault and calculating that the time lock will open before they all drown.
* Due South. He takes the opportunity to give trigger phrases to both Ray and Inspector Thatcher, making Ray apologize when he says "cauliflower" and Thatcher agree with him when he says "eggplant".
* Due South, including the introduction of Kowalski and the two-part series finale.
* Due South, Inspector Thatcher cuts Fraser's RCMP lanyard as a symbol of him being suspended after he tries to cover for his sister Maggie and doesn't arrest her as Thatcher orders.
* Due South: In the episode "Mountie on the Bounty", Fraser and Ray are undercover aboard a freighter ship that has been dumping toxic waste in Lake Michigan. While Ray sneaks off to the hold to investigate, Fraser draws the attention of the ship's crew by singing "Barrett's Privateers". By the second chorus everyone else in joining in, making it easier for Ray to move around unencumbered.
* Due South in the third season, with the actress who played Frannie Vecchio.
* Due South is Balding of Awesome, especially in Season 2 and the series finale.
* Due South is identified as not only a boxing fan, but also a layman coach for a young boxer implicated in a fellow boxer's death.
* Due South is named Francis Drake. "Yeah, like the explorer. Never heard that one before."
* Due South is repeatedly symbolized by metaphorical falling snow. Somewhat subversive in that this relationship isn't especially healthy - the snow could as much symbolize Victoria's lies & deception as love.

* Due South is set in Chicago but filmed in Toronto. In one episode Fraser and Ray go to Toronto - that single episode was filmed in Chicago.
* Due South let Paul Gross show off his singing ability, and the 'Two Houses' song that Huey and Dewey are trying to 'write' is actually written by Paul Gross and his singing partner David Keeley. It's on their first CD. Also, 'All The Queen's Horses' had Paul singing 'Ride Forever', also on that CD (as well as the soundtrack). Paul sings again in 'Mountie on the Bounty', doing Stan Roger's 'Barret's Privateers' and his own '32 Down on the Robert Mackenzie'.
* Due South loves his 1971 Buick Riviera ("The Riv") to the point that he is loath to let anyone else drive it, and is near-inconsolable when it gets destroyed. He actually goes through three identical Rivs over his two seasons on the show, the first two having been blown up in the line of duty.
* Due South makes himself something of a local hero in the slum neighborhood of Chicago he lives in, unwittingly and unerringly winning the hearts of nearly everyone around him due to his constant, unwavering kindness to his fellow man. His partner, Ray Vecchio (and later Ray Kowalski), his friends, and even his boss are fiercely protective of him when danger arises. His lack of street smarts and general naiveté can cause problems, though, and they sometimes wonder about his sanity.
* Due South Mountie extraordinaire Benton Fraser. Some fans have wondered how someone with his apparent emotional volatility and clumsiness ever made it into law enforcement.
* Due South mounties kick the door in, extract the information they want, and rescue Ray, whilst completely ignoring the two dozen guns pointing straight at them.
* Due South often calls Benton Fraser "Benny". He's the only one who uses the nickname. Almost everyone else just calls him "Fraser".
* Due South. One notable example was Frasier and Vecchio stopping to ticket a man who had parked in a fire lane, only to discover the guy's trunk was full of illegal firearms.
* Due South: One's a crude, rude American cop. One's a polite, soft-spoken Canadian Mountie. They Fight Crime!
* Due South, "Pizzas and Promises", utilized this, when Ray called a place far away on purpose in the hopes that the delivery boy would be late and the pizza would be free. When the pizza ends up being a few seconds late, Fraser insists on paying anyways, and guilt-trips Ray into doing the same. Of course, then the pizza guy's car gets stolen, kicking off the episode's actual non-pizza-related plot.
* Due South. Played straight to begin with: a gun goes off, Benton falls, Ray takes out the shooter and yells for Benton... then this happens.
* Due South: Ray gets sent to prison for being in contempt of court. In order to watch Ray's back as well as protect an important witness in Ray's case, Fraser intentionally commits a crime and gets sent to prison himself; but he's so straitlaced that the cop who's arresting him as a favor has to be the one who puts the single candy bar in his pocket.
* Due South, Ray Kowalski claims that his current boxing protégé is the best fighter he's ever trained. Francesca forces him to admit that he's the only fighter he's ever trained.
* Due South: Ray performs this function for Benton who has no jurisdiction in Chicago.
* Due South Ray Vecchio and Benton Fraser are each simultaneously abducted by someone in a mask of the other.
* Due South, Ray Vecchio drives a mint-green 1971 Buick Riviera. Unfortunately, Fraser keeps making plans that lead to it exploding, so it's not always the same mint-green 1971 Buick Riviera.
* Due South Season 2 Episode 12 "Some Like It Red", Benton Fraser volunteers to go undercover to an all-girls school, requiring him to crossdress. Even the girls at the all-girl school are amazed that "Ms. Fraser" is a man, deciding that "he" must be a woman on the inside, at least.
* Due South: The 2 part episode “Mountie on the Bounty” quotes this trope

verbatim.
* Due South the trope when Fraser is invited to sit for dinner in the pilot.
* Due South, though, since Burns was portraying the ghost of a woman who'd died while her son was still a child.)
* Due South, to the extent that the American Consulate in Toronto was used for the exterior shots of the Canadian Consulate in Chicago. Lampshaded by the fact that, when an episode required the characters to go to Toronto, Chicago was used as a filming location.
* Due South. Trouble is she has also inadvertently gotten herself on a mobster's hitlist, so we have the old 'can they find her before the mobster does.'
* Due South,Victoria Metcalfe assumes her sister's identity briefly after a car crash. She went to the morgue as her sister to ID her sister's body as hers and thus get the police off her trail.
* Due South, was fully capable of being understood, but mostly only by Canadians.
* Due South was this way when his ex-wife began dating someone, and when Fraser showed interest in at least one woman, and especially toward Fraser's deep friendship with Ray Vecchio.
* Due South, we get this exchange while our heroes are being stealthy:
* Due South", where the robbery suspects are dressed as Santas, the police accidentally round up Elvis impersonators for questioning instead of Christmas elves.
* Duessel was one of Grado's Imperial generals, even one of Ephraim's teachers. He is also the most vocal of his disapproval of Grado's sudden aggression against the continent of Magvel. In Ephraim's route, Ephraim had to save him and his troops from Selena's forces, as her loyalty towards the crown caused her to attack him for his traitorous intention of speaking with him. Similarly, Amelia was a young soldier who joined the army to protect her country but defected when she learned that the enemy leader wasn't as evil as her country claimed them to be.
* Duet Bonding: Two people become closer by playing instruments together.
* Duet Bonding: Two people fall in love when they play music together.
* Duet Bonding with a female officer Nella Daren. The relationship turns romantic, and after their first kiss they're in the turbolift discussing their love of music when someone else enters. Picard turns to the front and when Nella tries to continue the conversation, formally addresses Nella by her rank instead of her name, leaving the turbolift at the first opportunity. He apologises for this afterwards.
* Due to 16-colour palette restrictions, this trope applies to almost the entire cast of the first eight games.
* Due to a bit of Winston Churchill's hyperbole being taken at face value. This understandably caused quite a fuss (and did no small degree of harm to the morale of the Home Guard troops), and the weapons were never issued as a result. The whole thing is named for Under-secretary of State for War Henry Page Croft, who tried to defend the decision due to the pike being "a most effective and silent weapon".
* Due to above, Ed is forced to cooperate with Kimblee's attempts to hunt down Scar and Marcoh, using Winry as a leverage point. Kimblee even offers Ed a philosopher's stone in exchange for committing mass murder on the Briggs frontier, though Kimblee is unaware at the time that Ed and Al have already vowed to never use a philosopher's stone due to its grisly nature. This actually leads to Edward escaping his contract; Winry is able to fake her own kidnapping and get away to safety, and a few episodes/chapters later, Ed (unintentionally) fakes his own death, letting both disappear off the map for a couple months.
* Due to a bug in damage collision, it's entirely possible to hit a zombie with a melee weapon (almost always a one-hit kill on anything not a Charger, Witch or Tank) and see it's head get taken clean off, only to have the game register it as a miss. The zombie in question is perfectly killable if you can land a second swing, but until then it will come at you bleeding and without a head.
* Due to a combination of budget cuts and a report about the absolutely deplorable conditions by Geraldo Rivera, The Willowbrook State School was closed in 1987 and the patients were turned out on their own. Shortly after this, it was discovered

that several people were living in the tunnels under the facility. It was speculated that the residents might be former patients. Short after that, the body of a recently missing girl was found in a shallow grave on the property...
* Due to a consciousness transfer to a cloned body gone slightly askew, Sinister himself is now
* Due to a copyright issue over the use of the character, the final three films in
* due to acting cute in public and being the town's resident psychic. When Stan exposes him as a fraud in the first season finale, he is quickly shamed by the public and gets thrown into prison.
* Due to a defect in his power system, he is in constant pain, and ingame tends to take fewer hits because of it. Avoiding hits and fighting smart is his only option to take on enemies.
* Due to a demo of the game being released far earlier than the game itself, a few references to Rule 34 of the characters were put into the full game. One is a gag involving a frequent target of it saying that she doesn't think anyone could consider her attractive, while another character (a frequent Internet user in-universe) tells her that
* Due to a difference in cultures, some Australians are amused when commonly used words such as
* Due to a 'geomagnetic event', absolutely nothing electric in nature works in
* Due to a lack of cardinal directions in space, London got fairly lost when it came to coordinates. Due to the influence North (as in the direction) had on their development, they decided to start fixing things by picking a star that seemed fixed in the sky, calling it North and going from there.
* Due to a lack of extras, when Richard is escaping from the facility in
* Due to a lack of knowledge of wuxia in the West as well as the franchise's overwhelming popularity, it is not uncommon to find many fans who believe
* due to a long and convoluted but perfectly valid series of events, we randomly cut to a completely unrelated scene where Burns is telling Smithers that he'll donate an enormous amount of money to charity when pigs fly, and they both have a good laugh... which fades as they look out the window.
* Due to a major loss of information and technology in general over the centuries, many people in the
* Due to an ad agency screw-up, one mid-2000s Ford commercial had a disclaimer that began "DISCLAIMER COPY GOES HERE" followed by descriptions of the various fonts to be used in the commercial. Apparently, even the people who write the disclaimers don't read them.
* Due to an assassination attempt, all that was left of Hector con Carne in
* Due to an burnt injury based off the show happened back in 2013, the
* Due to animation limitations at the time, Modulok got this ability too instead of being able to swap out body parts like his toy.
* Due to an incredibly complicated series of events, a snake passes by Jim making what sounds like baby noises (they are... again,
* Due to an ongoing decline in mental health leading up to very personal deaths happening in his family, in addition to the stresses of having to cope with
* Due to an Ultimate One's (Gaia) death in Angel Notes, it releases a substance called "Grain". It makes the entire humanity become very close to this trope, powerful beings equivalent to
* Due to a number of odd "clues" in the game, a number of people are searching
* due to a perceived link with "adjutant") during the English Civil War. They were political officers, elected from the ranks, and put forth increasingly radical demands to Cromwell's government. Many were Levelers, insisting on universal male suffrage.
* due to a police incident involving Lin and Suyin Beifong. The show and the sequel comics take quite some time to elaborate on how they gradually make up and move past their issues.
* Due to a popular meme, Principal Skinner is quoted as saying "Am I out of touch? No, it's the children who are wrong". The line is mostly accurate but it's missing a word; the line is "Am I

* Due to artistic reasons or whatnot, it's almost impossible to piece together some of the puzzles in the Series on its own, therefore REQUIRING third party material to be explained. Annoyingly enough, the Third Party Material itself often adds MORE questions which are not resolved.
* Due to a shortage of carriers after the Battle of Midway, the Imperial Japanese navy converted the battleships Ise and Hyuga into carrier-battleships, removing the rear guns and installing flight decks. The design was not successful. The shortage of both planes and pilots by that point didn't help, but even if there had been enough to go around the fact that only seaplanes (inherently slower and less agile than conventional fighters due to the drag from their pontoons) could be properly operated would have still made them ineffective.
* due to a sleepwalking Big Mac harvesting in his sleep, but the patterns of carrots seen at the end of the episode are left unexplained, so it's still unknown if there is a Great Seedling.
* Due to a temporal anomaly, Earth had a First Contact event prior to the Vogon demolition of Earth: an alien war fleet attacked Earth
* Due to a timing snafu with its simulcast of the U.S. broadcast, several Sportsnet channels accidentally aired ads over the bottom of the 11th inning in a 2019 ALCS game — causing viewers to miss a walk-off win by the Houston Astros on Carlos Correa's first pitch.
* Due to a translation error by a vocal lore theorist for the series, fans of
* Due to Autism Speaks' controversial practices, many opposers have requested support for the Autistic Self Advocacy Network (ASAN) instead. ASAN is usually the go-to alternative for Autism Speaks amongst autistic persons and a few organizations.
* Due to autism spectrum disorder being linked to difficulty reading social and facial cues, many people on the spectrum often have to practice grinning to avoid it looking like a slasher smile.
* Due to being a Jedi her whole life, when Shaak-Ti enters a relationship with Ranma in
* Due to being anthropomorphic foxes with a witch-motif, Fennekin's evolved forms, Braixen and Delphox (especially the former), were bound to gain a furry audience. Fennekin isn't without its fans, either.
* (due to being a scrapped number and unable to get an Ashikabi) and was simply happy that someone wanted her; later, it's due to how well Naruto and Xanna treat her. Notably, when the two conquer a backwater planet to set up their empire, everyone else coming with them is kept in suspended animation until technology reaches a certain level; Akitsu on the other hand begs to be let out the moment they secure their rule, despite knowing that no time would pass at all to her. When she starts growing old, Akitsu isn't worried about someday dying since she'll die by their side. Still, she's ecstatic that Xanna both restores her youth and accepts her request to be killed in her sleep should Naruto and Xanna ever tire of her.
* due to being a Womb Level Mission Control, in dialogue which must be seen to be believed.
* Due to being blessed by Poseidon, Caenis is invulnerable as long as she is around the ocean.
* Due to being depicted as a little kid, Jamie Maddox's codename is modified from "
* due to being gay and why they have no other children who could have kept the line going.
* Due to being ineligible for Hot 100 entry until long after it peaked in popularity,
* Due to being made out of scraps of paper, all of the Paper Macho enemies in
* Due to being made without any major studio input, many independent films have budgets that are very small by Hollywood standards.
* Due to being mostly indoors, this is the case for virtually all haunted house attractions at places like
* Due to being much better prepared than in cannon, the Wedding Arc sees Chrysalis successfully and covertly take over Canterlot and the heroes have to spend the

entire arc retaking it.
* Due to being one infinite being with a consciousness shared between a literal infinity of bodies across
* Due to being partially inspired by the Terminator, Bartholomew Kuma fits here, being an incredibly resilient cyborg and being able to redirect anything you throw at him. The
* Due to being the fully human child of an immortal parent, Chane Laforet of
* Due to being the worst player in the Raimon soccer team, Megane spends most of the matches on the bench, with his main contribution being giving names to his teammates' hissatsu techniques. In the second season, he is used a bit more often, since a lot of the original members were
* Due to being unable to find suitable actresses, the Indian remake of
* Due to being written during the Cold War, the original Dalek story saw the planet Skaro devastated by nuclear and neutronic warfare, with the Daleks planning to vent more radiation into the atmosphere, evoking
* Due to both her shyness and her focus towards her alchemy work, Sucrose struggles with interactions with others. Her character story mentions that she would probably understand more about Diona's
* Due to both the Prothean Beacon and the Cipher, Shepard has the experience and collective knowledge of the entire Prothean race implanted within their subconscious mind, which leads them eventually to Ilos. It's also the key to waking Javik in
* Due to briefly being unlisted and hidden, some episodes of the English dub of
* Due to Britannia having a great capability of actually harming the Autobots, Optimus Prime's normal unwillingness to attack and kill humans is amended to
* Due to budget cuts for season 3, the only characters that appear in all episodes are Chuck, Sarah and Casey. So there are episodes where Awesome, Ellie, Morgan, Buymorians and even the special guest star played by Brandon Routh are conspicuously absent. The one that disappeared the most seems to be Big Mike, who would sometimes vanish even when lots of action took place in the Buy More or all the other Buy More people appeared.
* Due to change blindness, this need not even be "off screen." Other experiments show you 12-second videos (you can find them online) in which objects in a picture disappear or change color, and still only a minority of subjects will notice. Even if you know that something is changing, unless you know exactly what to watch for, you will most likely miss it. And yet, you have the impression that you're seeing the whole picture all the time...
* Due to change blindness, you can miss this happening right in front of you, even if you are told it is happening, unless you are told exactly what you are looking for. Visit the
* Due to China being where many toys are made, it's common to see eBay listings from Chinese sellers offering various toys in advance of their actual release date. Some of these included yet-to-be revealed products. Notably, several
* Due to Christian Kane's insistence on doing his own stunts whenever possible (and not always getting them right), his character on
* Due to Colleen Dewhurst's death, Marilla Cuthbert dies near the end of the
* Due to complaints about this, Jagex later changed it so that auras used in combat can be obtained by playing. Non-combat auras are still only available through loyalty points though.
* due to complicated reasons involving a, gives the reverse of the speech, saying he's tired of being the good guy and will join the villain, and then he himself destroys the world while the holodeck characters act like he's gone utterly insane. The holodeck villain is visibly confused by this complete and utter derailment of the plot and then attempts to kill him anyway.
* Due to copyright laws, on US streaming services and video sales it has been replace with The Star Spangaled Banner. This is arguably less of a perceived offense (and ruins the joke that comes a few seconds later).
* Due to counting squads rather than units, the Imperial Guard Chimera comfortably seating around up to 48 soldiers and the ork Wartrukk can fit more than 30 orks

including the car-sized Warboss, while the tabletop version could fit a single squad of about 10 or so.
* Due to CTU being decommissioned at the time, season seven saw this happen to the White House instead.
* Due to cutbacks in the Royal Air Force, officers now command smaller units than their World War II counterparts. Wing Commanders, for example, now typically command squadrons, while Squadron Leaders are actually flight leaders. (And this is
* Due to demons possessing the cursed weapons used to hunt vampires in
* Due to differences in attitudes as opposed to the source material of
* Due to difficulties with getting the microphone to work, the costume designers of
* due to each of the elephants on the robe having an individual Notice-Me-Not charm cast on them.
* Due to entries on this wiki, there's the rumor that Tekno and Amy from
* due to ever do a special on "The Top 100 Genuinely Nice Actresses in Hollywood"?
* Duet of Differences between Tony and Savage, is only available in the Festival Cut (as well as the vinyl soundtrack release).
* Due to fears that the newly independent government of the Congo would nationalise their industry, Belgian mining interests bankrolled the secession of two Congo provinces, Katanga and South Kasai, including the recruiting of mercenaries to defend them.
* Due to Ferrari's reluctance to allow Top Gear to obtain an Enzo Ferrari for testing and review, Clarkson recruited Nick Mason of
* Due to finicky plot reasons, Elisabeth, Marie, Margaret and Adachi do not have alternate 'Shadow' counterparts like the rest of the cast. Sho doesn't either because his counterpart is a separate playable character.
* Due to Germany winning the Weltkrieg, the Soviet Union never rose to power, so the the newly-formed Russian Republic had to cede territory to the German Empire.
* due to getting some heavy nerfs" Who knows how the judges would handle that one...
* Due to growing concerns about the portrayal of sexual violence in films, the BBFC raised the rating of
* Due to Hachiken getting too friendly with the pigs who are going to be slaughtered for meat, they're getting too used to humans. One of the students, Yoshino, gets mad at him, and demands he make it up to her if she can't eat pork after this. Hachiken promises to "take responsibility"... which is the point when Tokiwa wanders by. The rumor that Hachiken got Yoshino pregnant spreads around the school, and of course those two only find out when they get dragged into the teacher's office, and everything is made clear.
* Due to hardware limitations, everyone whose pupils aren't completely black/a dark dot in the first three games. There are a few exceptions, however.
* Due to having a guest director, the entirety of episode 4 is either
* due to her being a Faunus without any hint of combat ability whose popularity with the fandom led to her getting an expanded role.
* Due to her conscience conflicting with the group decision, Johanna Reyes leaves Amity in
* Due to her intense loyalty to her older brother Kouen, her crush on Sinbad and friendship with Alibaba, Kougyoku in
* Due to her maternal treatment of Hiro, many viewers assumed that Honey Lemon was
* Due to her parents being super fans of her, fans have shipped Rainbow Dash with both of them.
* due to her parents dying in a plane crash when she was young and social anxiety disorder.
* Due to her past experience of being toyed around by a cat and having watched too many 'dog' detective TV series (whereas a cat is often the villain), in the words of Shinkuu,
* Due to her relationship with Danny never going past friendship, Sam will usually fall for original character Chris Morgan.
* Due to her slow rate of aging, Jiaying has been able to provide comfort and

guidance to many generations of Inhumans.
* Due to her small size, Tsunoda is sometimes mistaken for a dik-dik instead of a Thompson's gazelle. Even Wikipedia made this mistake for a while.
* Due to her unusual upbringing and the death of her mother, Annie from
* Due to his 50 years spent in a time warp in SG-1's final episode, Teal'c is even older than Bra'tac now. As of that episode, he's nearly 160 in subjective years. That makes him physically about 5 years Bra'tac's senior, though he doesn't look it.
* Due to his age, Ken is more a Child Prodigy than this trope. However, his Dead Older Brother Osamu very probably counts.
* Due to his being built up as an unstoppable god of destruction (as well as a few other similarities), fans believed that Dumplin from
* Due to his chronic illness, Rich Burlew took a few weeks' break from the comic, once he reached
* Due to his father being of the guard that saved her and her sister from the dragon attack that took her parents, Starlight Glimmer grew up knowing Flash Sentry alongside Sunburst in their early childhood. Flash still remembers her fondly despite her dark magic incident and had been worrying for her since she went missing to start Our Town.
* Due to his hatred of Gol D. Roger for killing his old crew, he was susceptible to Admiral Akainu's lie that Whitebeard was planning to sell out his allies in exchange for Ace's life. When Squard stabbed Whitebeard, he did so because he believed Whitebeard was willing to betray the rest of his "family" just to save his "precious" Ace.
* Due to his high-ranking connections in the mafia, Leo Galante has one of these in
* Due to his history in the Hitler Youth and somewhat strained relationships with some influential Jewish organizations, some people refer to him as "Pope Nazi" or "der Popenfuhrer".
* Due to his huge popularity, many people amuse any nature documentary with a British-sounding narrator is by David Attenborough.
* Due to his paranoia and unwillingness to associate with others, Akira keeps the fact that he saved Sara and Elena a secret even after running into them again at Cartridge Freak. After they return the favor and allow him to rest up at their house, he finally admits that the mysterious person who saved them earlier was him.
* Due to his poor (but surprisingly strong) physical condition, Ricky can only walk in a Menacing Stroll in
* due to holding him responsible for her father's death during the Uchiha Insurrection.
* Due to how infamously convoluted her backstory is and as they'd given Wonder Woman her
* Due to how long it took for a trailer to actually be released (with the first look at Spider-Man's new costume even coming from officially revealed merchandise), this occurred for
* Due to how the game is structured, each game has an absolute minimum amount of in-game days in which it can be completed: 6 days for
* Due to Ink’s strong sense of hearing, she is able to hear things through the walls or even on another floor. During Volume 04/Episode 05, Ink overhears Flum and Milkit having a rather intimate conversation, and she asks Eterna what the nature of Flum and Milkit’s relationship is to which Eterna can’t give an answer.
* Due to insufficient research on long term effects, the "cure" for AIDS turns out to be one of these in the first third of the novel
* Due to issues involving aggro of pets and NPC enemies, the effect of the dud smoke grenade is often replicated when the enemy
* due to it and the fact she went in for the money probably contributed to this.
* Due to it being unclear how long a dragon's lifespan is, there's speculation a Spike/Rarity (or any Spike romance) relationship might wind up becoming this.
* Due to it never being elaborated on in the anime, several fanworks seem to

depict him as this.
* Due to its eccentric orbit and slow rotation, Mercury has two "cold poles" (which always face the Sun when it's at its maximum distance) and two "hot poles" (which always face the Sun directly at its minimum distance) at 90 degree increments on the equator. In these cases, both "East is Cold, West is Hot" and vice versa can be true depending on where you're at.
* Due to its inherent nature, professional wrestling is full of retcons. This is especially true for angles (storylines) that flop or otherwise fail to resonate with the audience. In the years before the word gained negative political connotations, the terms "abort" and "abortion" were used in carny language to reference a suddenly-ended failed angle.
* Due to its name, Pikachu is widely considered to be loosely based on the Pika. Amongst those who don't know what Pika are, it's usually thought that Pikachu is a mouse. According to interviews, Pikachu was originally based on a rice-cake before becoming squirrel-based.
* Due to its name, the Miniature Pinscher is often mistaken for a scaled down Dobermann Pinscher (similar to the Italian Greyhound or Toy Poodle). It's actually
* Due to its once-per-year update schedule (normally being a Halloween special), early episodes of
* Due to its rushed release, despite being a more complete game in every other aspect, doesn't even bother with such pretense, but instead skips straight to the end credits.
* Due to its syncretic nature and the loas' ability to change shape, the Vodou pantheon is filled with Black Vikings. Some loa like Ogoun and Erzulie Dantor appear as black Africans. Others are white, like Mademoiselle Charlotte and Mama Brigette, who's a foul-mouthed Irish redhead. Others are shown as Native American like the Agua Dulce family of loa adopted from the Taino Indians.
* Due to its visible similarity to the Nazi salute (as both were derived from the Roman salute), the Bellamy salute was dropped from the United States flag code during
* Due to just how long the series has run franchise has several different continuities in it:
* Due to legal reasons related to their names, the bird species Kahu and Kewa (or Goko-Kahu) were retconned out of the story and replaced with the different looking Gukko birds. Years later, after the legal matters had been settled, Kahu and Kewa were placed back into the franchise, this time retconned into being Gukko sub-species, so in a way one might say all three bird types have always been there.
* Due to limitations, game graphics weren't able to show the actual size of Turians, but if Garrus' scale figure is anything to go by he's about 7 feet tall, which would most definitely give him this dynamic with female Shepard who has romanced him as well.
* Due to limited true canonicity on the workings of troll society, the fantroll community has a
* Due to living arrangements with Meredith, almost everybody had it happen to them at one moment or another. Usually while the people in the shower are having sex and it has to remain a secret.
* due to losing his sword-hand and consequently undergoing an identity crisis, as so much of his life and personality revolved around his skill in battle he doesn't know how to cope without it.
* Due to low ratings and a failure to get "must-carry" status, Canada's Sun News Network abruptly shut down in 2015 with mere *hours* of advanced warning. In fact, the last real thing that it showed was a promo for a show that would of course never again air. This was followed by the channel's logo sitting silently on the screen for 30 seconds, followed by blackness. The abruptness of this forced cable/satellite providers to put up notices like the one at the top of this page.
* Due to magical meddling, neither Macbeth (a human) nor Demona (a gargoyle) can die unless they perform a
* Due to Magic's reliance on the Standard format (consisting of a small number of recent sets that are still in print) to manage

* Due to male and female dwarfs looking alike, Sam Vimes observes in
* Due to manga having a reputation for being frequent targets for theft, Barnes & Noble responded by putting sensor tags, the ones usually reserved for electronics, inside the back cover. Anyone who buys these then faces the tough decision of keeping them in with the annoying added thickness, or try and remove them and risk ripping the page. Then you get the loiterers who treat said manga section as a library and throw the books on the floor after they're done damaging the merchandise for actual customers. As such, a different form of security tag are specifically used, which has a minimal risk of damaging the book itself.
* Due to Martin's infamously slow writing pace, the show has, as of season six, passed the events depicted in the books. The show actually had already spoiled certain events of the books (such as the existence of
* Due to Marvel Entertainment CEO Ike Perlmutter doubting that toys of female characters would sell, the MCU was
* Due to medical treatments, Katniss's swollen Tracker Jacker stings completely vanish in the next scene. The cut she receives on her face all but vanishes in the next scene as well. For all the time she spends sleeping outside and fighting to the death, she still looks great by the end.
* due to memory loss, extremely submissive associate who thinks that she's his slave — not in a sexual way, but a "it's the 1500s, and you have no rights" way — that she should turn her top inside out. Obviously, she then proceeds to do so, only stopping because Lelouch suddenly realises that his joke has gone very wrong and stops her, rather upset that she took him seriously. Again, neither actually funny nor well-timed.
* Due to mortal Belief defining him as untrustworthy and incapable of honesty, Loki
* Due to MTV's restrictions on violence, the live-action version of Snoop Dogg's music video for "Vato" employs Non-gory gory discretion shot. The camera shows Snoop walking towards one,
* Due to negative reception over his single "That's My Kind of Night" for enforcing "bro-country" stereotypes (and for
* Due to not being superheroes in this continuity and having only just received their powers, the Titans are only seen wearing regular clothing.
* Due to observing how life exists in the most extreme environments on Earth, more scientists are beginning to ponder whether perhaps a planet doesn't need to be exactly like Earth to support some form of life, albeit a form of life very different from what we're used to. Carbon-based water-dependent life is likely, even if the secondary elements used (S, P, and in lesser quantities Fe, Ca, Na, etc.) in their biochemistry is different. Europa for example might evolve life in its vast underground ocean, though it would almost certainly be blind and use echolocation, perhaps, for there's no sunlight down there and energy is provided by tidal heating. Unfortunately for them, even if they rose to intelligence, they'd be trapped under a thick worldwide roof of ice and never know of the planet they orbit, their home star, and the wider universe.
* Due to old fansites like Beef-Cake and convention advertisements mistaking Mona Marshall as the second voice of Wendy, Schneider herself received some blame and misconception of "usurping" the role. In actuality, she'd always voiced the character and simply modified her take after a while. In comparison, April Stewart would later receive flack for making Wendy sound too old, until it was revealed that it was the creators' own decision to not speed up her voice as much (while Mary Kay Bergman could naturally perform the higher voice, Schneider and Stewart had to have their voices digitally modified).
* Due to one missing letter, the Ministry for Religious Affairs sign on Kanfei Nesharim Street in Jerusalem appeared for several years to read
* Due to one of Seiga's spell cards being named "Yang Xiaogui," a Chinese necromancy which
* Due to organizational inertia, the US Navy winds up using both its WWII alphabet and the NATO one in certain specific situations. For most purposes, the NATO alphabet is the standard, but for material conditions (i.e., which doors/valves to

open/shut for batttlestations or chemical attack, etc.) the WWII alphabet is used, because it always has been. Leads to phrases such as, "At time 0000 Zulu, set material condition Zebra."
* Due to Original Sin, humans are corrupt, evil bastards to the boot, with no hope of escaping this except through Christ. Those who disobey God's commandments are pre-destined to Hell after their death because of their evilness, save those who seek repentance through Christ (a choice that's also predestined, according to traditional Calvinist doctrine).
* Due to outdated equipment that attempts to save on memory and bandwidth, official messages within the U.S. Coast Guard (and possibly other branches of the military) tend to be eye-crossing, migraine-creating, acronym-laden all-caps nightmares.
* due to owing him a favor and she is instead simply trying to keep him for tarnishing the name of the student council and inconveniencing Shirogane.
* Due to plot complications involving the source of his agelessness, the eponymous protagonist of the German pulp series
* Due to previous bad feelings between the Pittsburgh Penguins and New York Islanders, a game between the two teams on February 19, 2011, got entirely out of hand. The Islanders were looking for revenge after the Penguins players had injured an Islander with a questionable hit, and injured the Islander goalie in a fight earlier in the week. As the game went on, all the injuries and ejections for various fighting infractions began to take a toll on both teams' benches. By the end of the game, the Islanders only had 12 eligible players left, and the Penguins only had
* Due to Rutger Hauer passing away before he could record his lines for the
* Due to several factors (extremely bad critical reception of the pilot,
* Due to skipping its birth and not elaborating any further on it, the Demon Child goes completely unexplained. The Child's showings make very little sense (Why is it following Guts? Why is it protective of Casca and vice versa? Why does it seem to be so powerful? Why is Guts so disgusted by it, moreso than other demons?) when you don't have the context that it's Guts and Casca's son corrupted by Femto. What's more, due to cutting the Moon Child, which the Demon Child transformed into after being eaten by the Egg of the Perfect World, it seems as if
* due to someone throwing. And unsurprisingly, Lumpy is one of the sneezers.
* Due to some stylistic and lyric similarities, people tend to confuse
* Due to Steve Shaw's tragic death, Eric is never mentioned after the Season Thirteen episode "House of Cards" (which aired almost a year after he died). As such, Eric's absence from Karen and Mack's 15th anniversary party in
* Due to stigma against interspecies relationships, humans and Fae keep them secret if possible. When they get discovered, it can have dire consequences.
* Due to Stone Cold's current state as an occasional guest, most newer wrestlers understand that they're probably going to have only one chance to sell the Stone Cold Stunner and
* Due to technical limitations, the early games had a loading screen for each area. The designers took advantage of this by making the loading screen the animation of a door opening. The door, in fact, that the player was entering through. As with
* Due to Teiko Middle School's Basketball Club having six star players, they often switched one of those with the sixth player. Kuroko himself fell into the Specialist category, being an overall bad player, but an excellent pass player.
* Due to that, almost all amphibious landings before the 20th century were unopposed. Defending all possible beaches was just as costly as attacking the few fortified ones was.
* Due to the abilities of this class, the Combat Medic is the preferred class over the scout when it comes to completing the objectives; but it also results in the class barely being used for its intended purpose, to heal and help support his teammates in battle.
* due to the ability of Foresight. At best, he draws with Morag, Zeke and Power Nullified Jin.

* Due to the ability to choose between three designs of Calem and Serena from
* Due to the accident that happened in April 6, 2013 on China where a boy accidentally burnt another two of his friends while trying to imitating a scene from the cartoon itself, starting with
* Due to the actions of the CIA, polio workers are normally accused of being spies in the Middle East (using fake vaccinations to get DNA to track wanted terrorists), leading them to be targeted by militants who accuse them of either spying for America or
* Due to the advanced age of many of the justices, U.S. Supreme Court decisions often reflect an outdated understanding of how things happen:
* Due to the aforementioned Soulcasting, most valuable materials are significantly cheaper than they would otherwise be. Gold and silver are rarely mentioned, and when they are it is just as minor decorations. Aluminium (infamously valuable in most societies before they discover how to refine it) does not exist naturally on the planet, so you'd think it would be even more valuable than it was in real life. But since Soulcasters can make it at a whim, it is little more than a somewhat rare curiosity. Gems are one of the few things Soulcasters
* Due to the aforementioned Space Marines all getting Standalone Codexes from each other (where before they relied on a supplementary codex that required the basic Space Marine Codex to use), sometimes one Space Marine army did this
* Due to the ASCII nature of the game, any wall your little dorfs build count as these.
* Due to the book's implicit criticism of collectivization and nationalism and its praise of individuality, the original Russian text of
* Due to the brutality of prewar Japan's secret police, modern-day Japanese intelligence and security services
* Due to the cancellation of the "McLaren" Windows Phone, featuring gesture technology, a
* Due to the cancellation of the US and European releases of the game,
* Due to the chaotic nature of creative teams on the books at the time, the comics of the '90s featured a lot of these, with a writer introducing a mysterious mastermind character of some sort, then abruptly leaving or being kicked off the book shortly afterward, with the next creative team deciding not to follow up on the plotlines of the previous and
* Due to the characters being taken from different points in their timelines, 19-year-old
* Due to the circular nature of the universe, this is also a "Meanwhile, in the future's future".
* Due to the cold hard logic they use when devising their battleplans, the Iron Hands Chapter of
* Due to the combination of its setting with its choice to retain the dating and matchmaking sim elements of
* due to the comic book version of the group consisting of nothing but men.
* Due to the comics long run and many changes from its original existence most of the cast fits this trope in one way or another.
* Due to the complex way radio waves spread out and interact with the world, radio based communication can seem like they behave like leylines. Case in point, you could literally stand in one spot and get excellent reception with say your cellphone or your laptop, but you can step five feet away and the reception or quality of the network drops to basically zero, then you can step another two feet away and suddenly you have excellent reception again.
* Due to the compressed nature of the film adaptations, several of the meaner moments of Severus Snape are cut, making him look more like a
* Due to the conservative nature of Indonesia's government, especially since the
* Due to the constant demands by producers to make the show more humorous, the dubbed version of
* Due to the controversy surrounding Donald Trump's presidential administration, many productions of
* Due to the controversy that "You're Getting Old" had caused, Seasons 15 (B) and

16 of
* Due to the dangerousness of the garment, the Fourth Doctor also had a 'stunt scarf' which was much shorter than the main one used. Both Tom Baker and Terry Walsh can be seen wearing the stunt scarf in various scenes where it would be dangerous to wear the full-length one, and both can be seen on screen at once in "
* Due to the Dead: Burying the dead is considered respectful, while desecrating the remains is disgraceful.
* Due to the Dead for two colonies wiped out by reivers, using nukes to cremate the entire colony rather than leave the corpses to rot.
* Due to the Dead: Known among the Neanderthals, who buried their dead.
* Due to the Dead with his remains, Barbarossa was interred in three separate locations: his flesh, bones and organs were all interred separately at various cathedrals up and down the Holy Land.
* Due to the decline in the popularity of flight/space simulators, alongside
* Due to the depressing nature of the credit crunch, the front page of the BBC website currently reads "Sick of hearing about stock slides? Never fear, we have the solution -
* Due to the differences in format between cards in the OCG (Official Card Game, a term given to cards released in Japan and Korea) and the TCG (Trading Card Game, a term given to cards released everywhere else) in
* Due to the different ways the cockpit and the tailgunner's station were designed
* Due to the distance and size of Pluto, it can be destroyed with little more effect than a visible light in the sky. If we assume for simplicity that blowing up Pluto is inefficient enough that just as much energy goes into light, the energy that reaches the Earth would be roughly what we get from the sun in a fifth of a second. Destroying a true planet would most likely wipe out all life on any of the other planets. This is less about that Pluto is expendable as that it's small and far enough that we don't have to worry about being caught in the crossfire.
* Due to the dominance of UCLA's Lew Alcindor (later re-christened Kareem Abdul-Jabbar) being able to dunk on anyone willy-nilly because of his incredible height and wingspan for a collegiate athlete, the NCAA adopted the "Lew Alcindor Rule", which banned dunking for a decade before being rescinded in 1976.
* Due to the Elite's strict honour code and how the humans have been labeled heretics, Covenant soldiers in
* Due to the emotional abuse suffered at the hands of her mother, Lillie can
* Due to the fact that Adder, Weasel and Owl were females in the TV series, their love interests (who were females in the books) got their genders-swapped too, with them becoming males.
* Due to the fact that almost everyone in any given cast and crew has the potential to either make a career or stop it dead, it's no surprise that actors intentionally try to
* Due to the fact that Kaguya's first study session with Ishigami was moved to before Shirogane's birthday in the anime, it cuts out any mention of her doing so
* Due to the fact that some aliens that look like E.T. make a cameo in
* Due to the fact that the concept (both literally and figuratively) of
* Due to the fact that their massive size makes finding a suitable body of water difficult, most dragons in
* Due to the fierce competition pinball companies had in the 90's, each major manufacturer sometimes responded to trademarks with their own trademarks. Those familiar round bumpers that propel the ball away from themselves are one such case:
* Due to the film being heavily delayed because of the 2020-2021 COVID-19 pandemic, the first official look at
* Due to the franchise's massive popularity in France, a lot of french viewers will easily hear Brigitte Lecordie's performance as Noddy when reading the original books.
* Due to the game's summoning mechanics, it's very possible to have a character who's a major player in the story mode in your party by the time you reach that point. For instance, say you roll Merlin on a banner or use your friend's Merlin through Supports, and then reach Babylon, where you meet a mysterious mage who

helps you out. The characters still act shocked when the mage turns out to be Merlin, even if they've been fighting alongside him for some time and know exactly what he looks like. This was given a bandage by a system where many newer Servants are not referred to by their True Name until you reach their part of the story; for instance, if you haven't played Shinjuku and you summon or use
* Due to the game's tick-based timing system that processes all effects in blocks of six-second intervals (to reduce bandwidth in a time where most people still used dial-up), it was believed for a long time that the Harmony spell cast by druids and rangers increased mana regeneration. This was because casting the spell on a player would force their client to update their current mana level, sometimes ahead of a meditation "tick," giving the illusion that the Harmony spell itself had increased the target's mana.
* Due to the general shift of Daemon Engines having a more organic look (to emphasis their living nature) the Defiler now looks very out of place when compared to its brethren (due to its very boxy and mechanical design) as it was designed before the aesthetic was set. For a long while it was also the only example of a Daemon Engine, so this only became a problem when the newer codex introduced no less than 3 new Daemon Engines (and later they were joined by the Lord of Skulls Apocalypse unit).
* Due to the great difference between Vulcan and human lifespans, Spock's father was sure to outlive his mother by many years. (This wasn't addressed much in
* Due to the highly dangerous nature of the game's magicians (psykers), they are all shipped off to Terra where most of them are psychically fed to the Emperor and a few are trained to use their abilities for the Imperium. The places they're held at on their planets usually come equipped with a Dead Man Switch: If anything goes wrong, all the held psykers are instantly gassed. Considering what kind of trouble several hundred untrained and unsanctioned psykers can be, either on their own or as fodder for another entity, this can be considered justified.
* due to the "honourable death" exception from ending up in Hel's domain. At one point, an elderly dwarf is killed fighting a monster, Haley and Blackwing are shocked... and said dwarf's relatives yell things like "Way to go!" and comment that he got "in under the wire".
* Due to the immense delays caused by the COVID-19 pandemic, the first look at the villains of
* Due to the immense size of Rod Reiss's Titan form, it's also done in CGI except for some closeups of its "face", hands and guts.
* Due to the infamous one-child policy in China, and the accompanying widespread infanticide of infant girls, there are now people who do this so their sons can have wives. It's pervasive enough that there are now detectives whose entire careers are dedicated to finding people's daughters and bringing them back... just as there are people who make livings kidnapping and selling girls for wives.
* Due to the infamy attached to the profession, some families of executioners were essentially forced into interbreeding and sometimes even inbreeding (such as in France).
* Due to the in-game text being in all-caps, the villain of the game is often named as "CATS", even though the back of the box and instruction manual make it clear it's just "Cats". His name is not an acronym.
* Due to their essentially street-level nature, a large majority of Spidey's rogues gallery share this trait to greater or lesser degrees,
* Due to their Hippocratic Oath, doctors, surgeons, and all other medical personnel are obliged to treat to the best of their ability any patient brought to them, even if they're a criminal injured in the commission of a violent crime like a murder, bombing, or mass shooting.
* Due to their histories of being isolationist, some fans have started to group America, England, and Japan together as the
* Due to their limitations, Frodo famously slipped through the surveillance net to
* Due to their supernatural connection, after Mikhail forces Kiri to become his servant, they begin a physical relationship which eventually evolves into a romantic one in

* Due to their unique appearance, especially their helical feed magazine which can take up to 100 rounds, Calico firearms have appeared in several sci-fi shows including
* Due to their usage as far back as silent movies and early theatrical cartoons, some of the more common
* Due to their vow of silence, some members of the Guilty Remnant cult in
* Due to the lack of available DHD on hand, the SGC spent fifteen years and millions of dollars cobbling together their own dialing computer, while a large part of the base contains the necessary equipment to maintain the gate's extensive power requirements. All to replace something that does both and is the size of a small table.
* Due to the limited space, reproduction is entirely controlled, and traditional relationships—i.e., those based on love—are harshly punished, as they're seen as frivolous, especially if its between a Highborn and Lowborn.
* Due to the loose rule enforcement, it is stranger when the Red Squad vs Black Squad
* Due to the major German television broadcasters producing most of their stuff in Cologne, there is certainly much Cologne Doubling to be found in German TV. One show got caught red handed: While the dialogue established the scene to be in a different city, the cars had Cologne license plates.
* Due to them being fellow Kickstarter buddies developed by Inti Creates, Beck from
* Due to the meaning of the word evolving over time, it is likely that the prohibition against cooking a kid (young goat) in its mother's
* Due to the MLB post-season, there was a stretch of time starting around the turn of the century when Fox delayed the season premiere of many of its shows until after the World Series to accommodate its coverage. This meant fans of
* Due to the "MLG Montage Parody" internet phenomenon, the line "Smoke weed everyday" is heavily associated with
* Due to the much lower barriers of entry, some video games based on
* Due to the multiple methods and means for people to have children, homosexuality is universality accepted since they would just have to pick a way to continue lineages. Heads of Households of any gender can harems consisting their preferred gender. If a Lord/Lady politically marries a spouse that is outside of their gender preferences, that is usually seen as the spouse's problem. So when Shang Qinghua's brother marries him to the lesbian Qi Qingqi, Shang Qinghua is screwed over and has to live with never being able to win Qi Qingqi's affections to improve his status of concubine, which sees him having most of his possessions sold off and having to be a glorified servant.
* Due to the natives of Pryan, the world of fire, living in the canopies of a world-encompassing, miles-high rainforest, their favored mounts are giant flying squirrels called cargans who can easily navigate the treetops of their world’s colossal jungles.
* Due to the nature of its "legacy" focus on characters, these pop up quite often in
* Due to the nature of many professional wrestling moves, one small slip-up can result in horrific injury. "Iron" Mike DiBiase suffered a fatal heart attack while wrestling; the incident was played into the origin story for his son, the "Million Dollar Man"
* Due to the nature of Stormtrooper armor, it's easy for someone who wants to be in a Star Wars movie to have a part in a
* Due to the nature of the game, it's entirely possible to have this happen to YOU in
* Due to the nature of the game, rampant rumours around the time of the game's initial release focused on alleged ways of seeing both Catherine and Katherine naked in-game.
* Due to the nature of the job, some soldiers are affectionately known as "Old Man" or something similar despite being several years away from middle-aged.
* Due to the nature of the show, there are several more where someone "died" and

was buried, only to recover once they're in the ground.
* Due to the new policies of Reddit, several users created an alternative platform called
* Due to the nomadic, tribal lifestyles of the ancient Israelites, this is true throughout the Bible. Abraham sent a servant to find a wife for his son Isaac
* Due to the now near ubiquity of smartphones, increasingly advanced science and technology, and ratings-obsessed 24 hour news channels,
* Due to the open-ended nature of the story, it is entirely possible that both brothers in
* Due to the original plans for the movie having been heavily altered (and in some cases outright dropped) after the responses to
* Due to the overwhelmingly negative fan reaction to Miyamoto retconning the Koopalings into no longer being Bowser's children, Nintendo has since attempted to compromise by stating that their relation to Bowser, whether he's their genetic or adoptive father, a boss who's simply a
* Due to the pandemic, WWE did several "matches" that were essentially lengthy cinematic sequences featuring brawls. The initial two, the "Boneyard match" & "Firefly Fun House match" at
* Due to the panel layout in comic books, the variant is very easy to pull off. For example, a British comic had each panel a different channel, as per the Advertising example above, leading to exchanges such as:
* Due to the PCP in the city's water supply all manner of animals have gone crazy in
* Due to the peculiarities of British History, cavalry regiments did not have sergeants. They had Corporals of Horse, which were exactly equivalent to sergeants, but since even enlisted cavalrymen were gentlemen, and the word "sergeant" shares a root with the word "servant", the term could not be applied to them. To this day, the Household Cavalry maintains the tradition (though it is the only regiment to do so).
* Due to the penchant most voice actors had for impersonations, many young viewers were able to recognize the voices of famous actors and celebrities long before they had any idea of who they were.
* Due to the physiology of the legs, shoes are one of the first things to go even in minor accidents, quite literally flying off the feet due to the legs being whipped back from sudden deceleration and other forces. It doesn't exactly help that our like of shoe designs that don't feature much fastening, such as sandals, flip-flops, slip-ons and trainers, are exactly the right shape to come loose at the heel of the foot, making them quite easily discarded even at low speeds such as falling off a skateboard or tripping over.
* Due to the popularity of superhero movies over comic books, it's become fairly common for fans of the movies to fall into Type 1 (GIGO). The original comics are by no means garbage, but the nature of the medium has created a lot of genre staples (repeated
* Due to the pronunciation of this name, he was nicknamed in both Spanish-speaking countries and Italy as
* Due to the Ranma signing the marriage licenses to Ukyō and Shampoo in
* due to the reality of living in a world with the internet, supers who do have secret identities are required to disclose them to the government. Otherwise, they can't get certified, they can't testify in court, and overall they're treated the same as any other random weirdo who shows up with a mask and refuses to explain who they are. On the other hand, deliberately outing a super is a huge breach of privacy, and the person doing it will be sued into oblivion.
* Due to the relatively high expense, bits of the sets constructed for
* due to the Relic of Knowledge attracting them. Ren, Nora and Jaune ferry the civilians to the other end of the train while the others take care of the Grimm.
* Due to the rules of the Tenkaichi Budōkai preventing the participants to wear protective gear, Son Gohan has to find an alternative for his
* Due to the setting (a "small" New York apartment), some of the convention is broken, even when compared to other apartment-based sitcoms. For instance, the

bathroom is clearly visible from the main room (something which rarely occurs on
* Due to the sheer depth of the series' lore and backstory, the detailed nature of the game world, and the number of different overlapping cultures and mythologies, it is very difficult to take anything that any in-universe character says or writes as truly "reliable".
* Due to the sheer size of the thing, the Watch is thinned out and unable to stop the Wildlings, who try to climb it or dig through it. Well, they can, but only when they catch them.
* Due to the show's popularity and use of visible words during the flashes, children of the 1960's-1980's often had the show cited in English classes as an example of onomatopoeia that they could easily identify with.
* Due to the show's use of Flash animation, the easiest way to fill out crowd scenes is to reuse the same Flash models multiple times, in addition to mixing and matching mane, tail and cutie mark designs and adding or removing wings or a horn, to make new background ponies. The result is that most background characters tend to be recolored versions of a relatively small handful of basic models, and sometimes even major characters are palette-swapped to make background ponies.
* Due to the side-effects of the treatments needed to keep him alive, Mr. Burns was once mistaken for a glowing alien.
* Due to the simplified style and reliance of stylistic cues that amount to outright writing what the character is feeling in many manga works (sweat drips, tears, shadow lines, sound effect that basically write things like "shocked" in the air be characters), trying to imitate the overall visual style of the source material often turns animated adaptations into this. Even original works frequently make strong stylistic choices, sometimes with a single character, involving fixing facial elements that in real people change quite constantly to convey expression. Most commonly, the problem centers around the eyes, where they're drawn big and wide in the standard cartoon exaggeration, but don't shrink, grow, and change shape in similar cartoon fashion because the animator feels that would cross some sort of line on realism.
* Due to the slaveholding South gaining more control over the federal government, while simultaneously a very aggressive abolitionist movement takes hold in the North, sparks naturally fly, with the final nail being the draconian measures taken by President James Hawthorne to enforce slavery. In 1859, New England and New York break with the Union and form the Confederation of American States, with the intent of seceding fully if Hawthorne isn't removed and the government isn't reformed. And things get more complicated when several state governments object to Hawthorne trying to militarily crush the CAS rather than negotiates, leading to clashes between state militias and the Union army; this leads to Pennsylvania, Ohio, Indiana, Illinois, Iowa, Missouri, Kentucky and Appalachia (OTL West Virginia) denouncing Hawthorne as unfit to be President and forming the Free States Alliance, declaring themselves the legitimate US government and allying with the CAS, with the intent of reconciling them once Hawthorne is defeated. Then the slave and Native American revolts in the South start on top of this...
* Due to the sometimes foul mood Ian Anderson went through recording
* Due to the state of international copyright law in the 19th century,
* Due to the state of the United States economy in 2008-2010, political cartoonists were drawing a lot of these for how high unemployment was, how big debts are, how many homes were being defaulted on the mortgage,
* Due to the template system that easily allows you to add additional features and abilities to a monster, it's fairly easy to make various types of elite mooks by selecting a monster and adding a few. The most common is the Advanced template that increases all ability scores by 4 and adds 2 natural armor to the AC, but there are dozens of different templates to choose from.
* Due to the the games taking place in the same world and characters from previous arcs actually showing up and take part in the plot, the
* Due to the time and episode constraints of adapting six novels into 12 episodes for the
* Due to the trope's near-omnipresence in video games at one point or another,

it's specifically averted in
* Due to the turbulent status of the franchise in early 2018, it's becoming increasingly common for many to state that Disney only
* Due to the ubiquity of dimensional travel, various minor or side characters can pop up at any time, often in wildly different roles but with the same name and usually general personality. (With the exception of the Dimension Of Lame, where all natives are significantly more friendly, peace-loving and... well, lame.)
* Due to the unfortunate passing of Grandpa Kitchen founder Narayana Reddy on October 27, 2019, he appears posthumously
* due to the Unraveller cutting her hair, and is assumed to be evil by most of the world.
* Due to the very high difficulties present in modern games and the accompanying inflation of enemy stats, it's not at all uncommon for generic enemies to be
* Due to the way comic books have been since the end of the Silver Age, characters and stories have gone from escapism to complex storytelling, usually in the form of being Cynical and
* Due to the way embryos are formed, it'd be impossible for baby elephants' tails to be connected at birth.
* Due to the way that actions are triggered in videogames, players cannot help but arrive in the nick of time. This can result in the appearance of a world which is so dangerous that it begs the question of how anyone survives long enough for the hero to arrive on scene. The answer in
* Due to the way the game was designed, the amount of sprites on the screen seriously lags the system. The more invaders you kill the more game speeds up, inadvertently creating the idea of
* Due to the way the level up system works, it's possible to go through
* Due to the weight of the Imperial State Crown it is common for British Monarchs to wear it for several hours prior to the annual State Opening of Parliament to become used to it. Courtiers have reported witnessing
* Due to the weird system of Colonial rank, Commander Adama is most likely equivalent to a Commodore. And he is certainly a Badass. And he becomes an even bigger badass when the President promotes him to Admiral.
* Due to the wide cast of characters and explicit nature of the show, it's no stranger to potentially
* Due to this trope it is common for warships at sea during wartime to go to General Quarters (battle stations) every day slightly before dawn, and then once it was clear that no attack was forthcoming, relax battle stations for breakfast.
* Due to Three Dog's news/radio show on Galaxy News Radio, the ghoul Roy Phillips is this in
* Due to time-travel shenanigans, the first human novel ever written in the Star Trek universe is a Captain Proton fanfic created by Lieutenant Veronica Fletcher of the starship Colombia, as per
* Due to time working funny in Night Vale quite a few citizens are substantially older than they look. An episode showcasing some recordings of radio host Cecil's past shows has his first broadcast at the settlement of the area sometime in the 18th century, and later ones on the invention of radio, Pearl Harbor, and Bill Clinton's presidency.
* Due to to work for Netflix, Chelsea Beyl takes over as showrunner in season 3.
* Due to Tyrion Lannister's dwarfism, this trope applies to him and his love interests all the time. Not
* due to (undue) controversy about it, a series about an Episcopalian priest whose family is having troubles and who apparently has hallucinations (we think) of speaking to a laid-back Jesus. Oh, and an addiction to painkillers. Yeah, that went over really well with the church-going audience. Some of the network's local affiliates (most notably WSMV in Nashville, Tennessee, and KARK in Little Rock, Arkansas) refused to even air the series and only about four of its eight episodes were aired on TV at all, and three others were dumped onto NBC.com to languish in obscurity before everyone forgot it even existed.
* Due to union rules at the time, this happened a lot when it came to overseas

animators during the 1980s. Some shows, usually those by
* Due to various reasons bridges are often the first thing that gets built for new railroad construction. This has a bunch of benefits and can help reduce both the time and the cost projects take. However, during the construction phase there will be a bridge that connects to nothing on either side. Now if the construction gets delayed or canceled, the whole thing just looks ridiculous. For instance, drivers on US 6 west of Denver, Colorado pass under a truss bridge that carries a light rail line over the highway, a bridge that was moved into place in 2009, a full four years before the line opened. A more egregious example is the
* Due to what can charitably be called a case of "getting totally shafted in favor of
* Due to wolves themselves being big and hairy, people have mistaken big, hairy spiders for wolf spiders. Real wolf spiders are actually quite small. Most of the large, hairy spiders found inside are actually European House Spiders.
* Duets borrowed by ex-salesman Todd Woods after Todd's attempted robbery of a gas station ended with the attendant shot and killed by Reggie.
* "Duets". Quinn tells Sam that the dinner at Breadstix they won is not a date. However, she changes her mind during the dinner when Sam tells her she's brave for coming back after everything she dealt with the previous year.
* Duets), the in-story angelic nature of the character's voice forced the director to dub in a professional singer for his karaoke scenes.
* "Duetto buffo di due gatti". Any sopranos who do not use this song as an exercise in competitive hammery are just doing it wrong.
* Dufayel, is polite and prefers to approach problems in a civilized way, like trying to convince the heroes to leave with his reimbursements. However, if you resist his charms and continue foiling his plans, he's willing to show you how vindictive he truly is.
* Dufayel's throat, but Dufayel is unconcerned because he has placed his revolver against the lizard's gut. Before the stalemate can get messy, the fox starts talking business, prompting Worst to back off.
* Duffless", Bart tries in vain to touch an electric buzzer with being electro shocked. He imitates Curly by saying "eeeh, certainly...nyak nyak nyak" and imitates Moe by saying "...a wise guy eh?...."
* "Duffless" has Chief Wiggum rolling down a hill while dressed in a novelty beer stein outfit, hitting a tree, and exploding.
* "Duffless", Hitler's head is seen passing by in a bottle with formol.
* Duffy's Dozen was an unsold pilot Hanna-Barbera was pitching in 1971 for a prime time spot. It focused on Ted Duffy, his wife and their ten adopted children travelling across the country with still photographs of noted landmarks as backgrounds.
* Duffy's Tavern. Every episode opened with the manager Archie answering the phone with the words "Hello, Duffy's Tavern, where the elite meet to eat. Archie the manager speakin'. Duffy ain't here — oh, hello, Duffy."
* Duffy's Tavern featured the character of Finnegan, who would enter with a long "dyuuuuhhh, Hehllo, Awrch" at an appropriately funny time. Typical jokes included, "Archie's dead? Well, that's life."
* Duffy, the owner of the eponymous eatery in the the 1940s radio show
* dug herself out of her own grave bizarre thing to be happening, but logic has no real place here.
* Dug in Deeper: Someone tells a white lie, that eventually leads to the person trying to show off the thing that was being lied about.
* Dug in Deeper: When one is too stupid, to tell the truth about their friend's talentlessness and a whole disaster ensues.
* Dugongs are often confused for manatees due to similar appearances, to the point of being considered the same animal. Manatees have paddle-shaped tails with only one lobe, while dugongs have cetacean-styled tail flukes. Likewise, both "sea cows" are often considered to be related to pinnipeds or even cetaceans, when in reality, they're the closest living relatives of
* Dug Too Deep is released when the town begins digging a tunnel network to link

all the local fallout shelters.
* Dug Too Deep: People who dig too deep into the earth risk encountering dangerous things indeed, deep underground.
* Dug Too Deep, pouring out a plague of dark from the primeval man that the magister excavated.
* "Duh!" parodies the whole 'I'm an idiot for never noticing her' trope by leaning on how Josh is just kind of a
* du jour as the above-mentioned right wing Israelis care about the plans Christian Zionists have after the Messiah comes.
* Dukat attempts to invoke this trope. He was always a villain to the Bajorans, and when he aligned himself with the Dominion he became a villain to the entire Alpha Quadrant. Dukat said, "one man's villain is another man's hero." Notably, Dukat only thinks this trope applies to him. Cardassian history will undoubtedly remember him as the fool who allowed the Dominion to conquer Cardassia without firing a single shot.
* Dukat basically serves as this to Cardassia, though the Dominion never actually invaded; the Cardassians joined more or less willingly. Damar, his replacement, is initially far from up to the task of playing politics with the Domionion for Cardassia's advantage, and he sinks into despair and self-loathing as a result. By the time he realizes they've truly become "an occupied people"
* Dukat gives it a shot in "Waltz", although since this is well after his sanity meter ran out, it consists of a hammy display in which he reaches the conclusion that
* Dukat would like to you to know that the Cardassian occupation of Bajor was benevolent.
* Duke and his fiancèe Rubina. Duke is Crown Prince of planet Fleed, a world was invaded and scorched by the troops of King Vega, and he now is fighting the Vegans to prevent them from conquering Earth. Rubina is King Vega's daughter, and the closest to a loved one.
* Duke Ellington Also a damn fine pianist who more than held his own on a trio session with bebop pioneers Charles Mingus and Max Roach, and possibly the only jazz musician who could have been equally at ease playing with both Louis Armstrong and John Coltrane, although not on the same date, alas. Miles Davis, his only rival for the post of Greatest Bandleader Ever, said that jazz musicians should get down on their knees every day and thank Duke for what he did for music.
* Duke Ellington was, in Duke's own words, "a tone parallel to the history of the Negro in America." The studio album was released in 1958—and this was a truncated revision of an even longer "jazz symphony" that Duke performed live in 1943.
* Duke Ellington, whose band is still around (and led by his grandson)
* Duke falls into a pit of quicksand while escaping from Cobra in an episode of
* Duke Felmet, also of Lancre, might have been stable before he gained the throne through regicide, but afterwards, he would regularly try to
* Duke Felmet's string of denials about killing Verence I at the end of
* Duke Forever, but is later revealed to be a spaceship for a race of intelligent, alien caterpillars.
* Duke Jared McLain and Lady Vera Howard are seen feeding each other during a banquet in
* Duke Kahanamoku, who popularized surfing as a sport, used his surfboard to save eight men from a capsized fishing vessel in California, the local police chief described it (unironically) as "the most superhuman surfboard rescue act the world has ever seen."
* Duke Karl Insulting the Corpse of Klas Fleming burst into the room where the body of his enemy, Admiral Klas Fleming's body lay, pulled on his beard and insulted him in front of her widow.
* Duke Leto Atreides is one of the "good" examples, as mentioned above — Practically
* Duke Lombard: out of them, three (Lex in the first generation, Iuchar and/or Iucharba in the second) join your group.

* Duke Nobel is the most notable example from the series. He believes (perhaps correctly) that only superior military force, and the will to use it, will reunite the fractious nation of Arcasia.
* Duke Nobel's bodyguards, made up of the sons of the nobility. They look impressive, but in practice, they're a collective
* Duke Nukem 3D, but the game also had a shrink gun that would miniaturize a foe and allow you to squish him under your foot, and a freeze ray that would allow you to freeze them solid and then smash them like ice statues.
* Duke Nukem 3D, Duke mentions that he is going to rip off the head of the boss he is fighting and shit down its neck. In a cut scene following that battle, you can see him squatting over the neck reading a newspaper.
* Duke Nukem 3D Episode 1 Level 2 is called Red Light District. It contains a porn shop complete with private video booths, a bar, and a strip club.
* Duke Nukem 3D has Duke address the player if he leaves him standing still too long ("What are ya waitin' for, Christmas?"), berate the player for making him spend too long searching for hidden doors and switches, and, in the Atomic Edition, ride a theme park ride on which all riders must be at least 48 pixels tall.
* Duke Nukem 3D has the aptly-named Devastator weapon. It fires small missiles very fast. In fact, it's so effective that you can easily beat the third boss in the game in a few seconds with it.
* Duke Nukem 3D is another game that has had a fairly large number of game mods and TCs created for it. A list of the more recent mods is as follows.
* Duke Nukem 3D is named "Hotel Hell". Of course, the actual hotel in the level would probably be perfectly nice if not filled with aliens trying to kill you.
* Duke Nukem 3D leave a corpse would respawn, so you were strongly encouraged to gib as many as possible.
* Duke Nukem 3D, make use of palette changes on sprites and surfaces for a number of uses.
* Duke Nukem 3D multiplayer levels had teleporters, and rockets fired into one would keep flying at the other end.
* Duke Nukem 3D, one level set in Hollywood includes a movie set containing a fake lunar scenery with an American flag and the lunar module standing there.
* Duke Nukem 3D pretty much started the trend of realistic/organic level design in FPSes. While Quake was far superior from a technological standpoint (being the first all-3D FPS) the levels were infamously bland with green castle followed by grey castle followed by brown dungeon. Duke had levels with never before seen interactivity. Light switches, mirrors, CCTVs, wall sockets that electrocute you, televisions, rooms that make sense (like a bar, hotel rooms, nightclubs, reactors for the moonbase).
* Duke Nukem 3D: Set in an alien-infested future world, and for some reason features scantily clad women prisoners but with no plot relevance at every turn. To quote Duke, "No one steals our chicks and lives."
* Duke Nukem 3D's Nintendo 64 port, the Steroids were renamed "Vitamin X".
* Duke Nukem 3D-style vertical ones (including variants which open down or split in the middle), sliding doors, hinged ones (technically just rotating a sector 90 degrees around a pivot sprite), and a couple of more esoteric ones which involve making wall surfaces shrink away to nothing as the door opens (called "Star Trek doors" in the level editor documentation, and a variant which combines that with the aforementioned split vertical door), used for curtains and in alien levels.
* Duke Nukem 3D. There are also secret messages on the walls (usually hinting at a secret area) which become visible only when viewed through the goggles. Later games got the "starlight scope" functionality right.
* Duke Nukem 3D. Those alien bastards are gonna pay for shooting up his ride.
* Duke Nukem 3D use the same sprites, but different internal palettes. The base sprites use blue for the uniform, but the Troopers use a palette that replaces it with green and the captains use one that replaces it with red.
* Duke Nukem 3D, which doesn't take itself seriously at all. Duke constantly spouts off one-liners and making homages to movies and other video games as he explores each new brightly-lit level, saving naked babes and blowing away the alien scum.

* Duke Nukem badassery as opposed to Duke's all-American tough guy schtick.
* Duke Nukem by Apogee was a side-scroller shoot-'em-up of Duke running around the lairs of Doctor Proton, shooting everything that moves. Some shootable targets are security cameras suspended from the ceiling, that track Duke as he moves; each camera Duke zaps is worth 100 points. Doc Proton appears on a video screen in the first level, taunting Duke that he'll be tracking his every move.
* Duke Nukem. Earth has been taken over, all the other men have been killed, and the "human babe" is the hottest commodity in the universe.
* Duke Nukem, enemies you kill melt into puddles of blood regardless of the method used to kill them.
* Duke Nukem Forever, and note the difference in distribution of ratings between critics and users.
* Duke Nukem Forever, a plan of attack is drawn up on a white board. Duke can draw or write anything they like on said board, and no matter what he puts there, a nearby soldier is absolutely blown away.
* Duke Nukem Forever came in a "Balls of Steel" edition which included a desktop-size bust of his Dukeness, as well as a pair of dice, poker chips, a deck of cards, a numbered certificate of authenticity, postcards, a foldable paper standee, a comic book, and an art booklet.
* Duke Nukem Forever comes from some early leaks and promotional material showing Duke possessing a media room...full of CRT screens that would have been very swanky in the late '90s and extremely dated when the game actually released in 2011.
* Duke Nukem Forever didn't exploit content ratings to advertise the game's gratuitous sex and violence, though a beta version did display the RSAC advisory warning upon startup.
* Duke Nukem Forever, Dylan makes a sexual reference to the now deceased Holsom Twins, then apologizes when he sees that Duke is still mourning for them.
* Duke Nukem Forever ends with Duke campaigning to become the 69th President Of The United States. Additionally, the Devastator has a maximum ammo capacity of 69.
* Duke Nukem Forever frequently has the protagonist quip about some modern shooter cliché, only to indulge in them anyway. One level has Duke moan "Not another valve puzzle!" for instance, only to do the valve puzzle anyway.
* Duke Nukem Forever helmets (there is an achievement for finding all of them).
* Duke Nukem Forever in particular is so notorious for this that the Cacowards' "longest development time" award is named the "Mordeth Award" in its honor.
* Duke Nukem Forever, is also a major reason why it received such a lukewarm reaction. Critics pointed out that, after 15 years in development, its style of gameplay and presentation didn't hold up well against the landscape of modern shooters.
* Duke Nukem Forever, it mentioned this trope saying, "When Duke Nukem Forever comes out". Turns out it actually happened.
* Duke Nukem Forever, on the alien ship there are breasts growing out of the wall. Duke will make a quip if you slap them, one of which is "Hmm, some strange silicon(e) based life form."
* Duke Nukem Forever out of date, as the height of the Master Chief's popularity was in 2007).
* Duke Nukem Forever power armor but turns it down on the grounds that "power armor is for pussies". In fairness, since Duke can kick an alien's head off, rip open metal doors with his bare hands and survive weapon damage using the power of his ego, he hardly needs it.
* Duke Nukem Foreverquest. It doesn't fool anyone, largely because the bush is an obvious cardboard cutout, and because Duke's ramrod-stiff pose means he's largely visible anyway.
* Duke Nukem Forever's "Capture the Babe" multiplayer mode oftentimes has one of the eponymous Babes stating: "Oops, I think I peed a little!" ... while the player character is carrying her on his shoulder.
* Duke Nukem Forever that was notwithstanding). Instead, it features gameplay design elements (not to mention references) that by its 2011 release were almost a decade old even at most recent.

* Duke Nukem Forever, the game that has required 12 long years to gather the required amount of manliness necessary to do this character justice.
* Duke Nukem Forever took 14 years to make, in part thanks to all the engine switching and extra features added to 'be the most technologically advanced game ever'.
* Duke Nukem Forever trailers up till Gearbox took over featured The Prospector. He was dropped by Gearbox as a character.
* Duke Nukem Forever: when exploring alien-infested areas, you'll find cocooned EDF soldiers hanging from the ceiling. If you punch or shoot them, they always drop useful stuff like guns, ammo and grenades.
* Duke Nukem Forever (when it hadn't been released yet), all because he was pissed about the fact that they kept releasing trailers and screenshots for the game without even a guesstimate on the release date.
* Duke Nukem Forever, where he explains that "at least in the earlier games the women didn't talk." before clarifying that it meant that at least they didn't spew vapid, innuendo-filled idocies.
* Duke Nukem Forever where they actually reproduce by depositing their "load" in the women's mouth as their underwear is still intact when Duke finds them.
* Duke Nukem Forever (whose development had been picked up by Gearbox) was on display at Penny Arcade Expo.
* Duke Nukem Forever with a playable demo to show that yes, it was real.
* Duke Nukem for Gameboy Color (a remake of Duke Nukem 2) has the original Rigelatins replaced with aliens called Zorgonites.
* Duke Nukem from hideous, alien behemoths. But that doesn't mean he won't ogle them once he's saved them.
* Duke Nukem game, one cutscene has an alien guard standing outside the secret base Duke is being held in when it blows it up. He finds himself in the shadow (though due to poor graphics, it looks more like he turns black) before a chunk of the base falls on him.
* Duke Nukem games, where Duke's jetpack doesn't appear to blast anything dangerous out of the bottom. From the noise and lack of flame, it would appear Duke's jetpack is more of a ducted-fan type of thing rather than any sort of combustion engine.
* Duke Nukem halted the work of several evil scientists on multiple occasions just puts the "badass" in Badass Baritone.
* Duke Nukem II "last year", which means the events in the game take place in 1998.
* Duke Nukem in order to ensure that it would be the most groundbreaking title in the series, which lead to multiple engine switches, delays, and very little to show for it. Needless to say, the fact that it not only took down his career and studio but also finally released to poor reviews calling it "outdated and immature" proved otherwise.
* Duke Nukem I was released in 1991 and takes place in 1997. Its setting looks somewhat futuristic while also retaining many elements from the late '80s and early '90s.
* Duke Nukem: Manhattan Project has a variation that explodes in close proximity to Duke.
* Duke Nukem on the back, they self-destruct, leaving you with only the annoyed driver to deal with.
* Duke Nukem soundclips) only Peggy gets upset; the others find it amusing until she starts screaming her head off.
* Duke Nukem. The description blurb said that one loves beautiful women and wants to get rid of aliens, and the other is a video game character.
* Duke Nukem. The name ultimately had never been trademarked, so the original name was quickly restored.
* Duke Nukem, the titular character is never seen without his signature pair of cool shades.
* Duke Nukem: The titular character is nominally the good guy, though you still probably wouldn't want to meet him.
* Duke of Caxias. As implacable was he was on the battlefield, he was known for treating all his foes as equals, offering them mercy and being open to diplomacy.

* Duke of Caxias, for example, is almost never referred to by his actual name.
* Duke of Cromarty, a royal yacht built on a battlecruiser hull after the previous civilian design ship proved lacking in defenses, demonstrated that when you strip out most of the magazine capacity from a multi-megaton warship you can fit in not only several staterooms, but also a full-sized ballroom.
* Duke... oh boy... Duke. This was a guy's primary character (and in this RPG all players are supposed to be on the same side, meaning he was supposed to be a good guy). His role was (thankfully) fairly brief, but the majority of his actions consisted of insane hate crimes against anyone in the team with the slightest idealistic beliefs. It came as quite a relief to players when Duke was finally locked up in a maximum security prison and there was actually a movement to ensure he
* Duke Plus substitute to the Expander, two different types of shotguns instead of the original, among other things.
* Dukes and earls in the UK commonly refer to each other by their title. For example, the Earl of Warwick (currently Guy Greville) would be simply addressed by his peers as "Warwick". Ditto for the Empire of Brazil. Both historians and contemporary accounts refer to people with noble rank by the rank.
* Dukes in P. G. Wodehouse's work tend to be people you have to be on your guard against; the overbearing Duke of Dunstable from the Blandings stories is a good example.
* Dukes of Hazzard episode has Boss Hogg backing Daisy in the "Miss Tri-Counties" pageant against a rival county boss's contestant. After Daisy wins the talent competitions, she's kidnapped by the rival boss's henchmen to prevent her from competing in the swimsuit portion.
* Duke to a desk job, and Flint is brought in later as a new Number Two. When Hawk is promoted to brigadier general, however, he's also given authority to resume field command, relegating Duke down to Number Two status alongside Flint (although Flint would be featured more, due in part to his ongoing relationship with Lady Jaye, while Duke faded into the background between the Battle of Springfield and the Trucial Abysmia incident).
* Duke Tristen Hiregaard and Malken: Dr Jekyll and Mr Hyde (originally even closer, but that version is
* Duke Weaselton also wears a shirt that's several pieces too small for his long, slinky weasel body.
* Duke Wladislaw Jagiello were "married" or not, there's much discussion in the fandom.
* Dukey was a normal dog until he got experimented on by the Test Twins. Then, he can talk and seems to be smarter than Johnny. He hides the fact that he can talk from everyone except Johnny and the twins since 1) he will get experimented on by the Government and 2) Johnny and the Twins will get in a lot of trouble if their parents find out. Though their parents did find out at one point and realizing how useful he was around the house (Filing taxes, making coffee etc...) they were fine with it but because of certain events and status quo they lost their memories of that at the end of the the episode.
* Duke Zhuang of Zheng and afterwards, his mother was basically imprisoned in her palace, though they did eventually reconcile.
* duking it out with her pistols. Innocence R buffed her healing by giving her Cure, while in the original game she never went above Heal.
* Duk-Koo Kim lost to Ray Mancini by TKO in the 14th round at Caesar's Palace. Minutes later, Kim collapsed, went into a coma, and died five days later. This event led the three main boxing organizations of the 1980s to reduce the maximum length of title fights from 15 to 12 rounds and make pre-fight health checks more thorough.
* Duklyon: CLAMP School Defenders. Kentarou often declares that his life's goal is to be a beautiful bride and he insists that he and Takeshi should go out on dates, get married, etc. Takeshi attempts to protest but never succeeds in getting Kentarou to desist.
* Dukobu. One would like to know if the author is referencing something.

* Dullahan also shows up as a boss, and has a normal Skeletal enemy variety (Sometimes even in the same game) in some of the
* dullahan), it's just that it's not exactly productive to respond to your girlfriend's fears that we'll all die in 2012 with, "Yep, we're probably doomed."
* "Dullards to Donuts" has this happens to Homer and all the other nuclear plant employees when Mr. Burns gets them addicted to genetically modified donuts. After offering them all the donuts they want in exchange for reduced salaries, the plant workers become morbidly obese a month into their addictions. Burns is forced to ax the plan and has the addictive qualities and fat content of the donuts reduced so his workers will lose weight and become productive again.
* Dulles International Airport outside Washington, D.C. No disrespect to Eero Saarinen's memory intended. It's a beautiful design to this day, but it's...very 1958.
* dull like they usually are) upon hearing from the Skull Knight that Casca might be cured of her insanity once and for all if he gets her to Elfhelm. Schierke, who is present, gives a soft reaction of happiness that she was able to see Guts smile like this.
* Dull Surprise: A character ought to be surprised, but they have a blank expression instead.
* Dumai's Wells at the end of the sixth book, where the enemy army's
* Duma Key appear with dripping wet hair hanging into their undead faces, and white dresses, in one of the scariest scenes in the book.
* Duma Key that endows the artist, Edgar Freemantle, with his abilities.
* Dumarest of Terra he'd known years before, stating that the hive has assumed this appearance because "the shape is one you find comforting and trust." Dumarest isn't a very trusting person, so this is a strong statement.
* Dumarest of Terra series, Earl Dumarest is seeking Earth, where he was born, which is barely a rumor or legend in the parts of the galaxy where he now is.
* Dumarest of Terra series, Earl Dumarest's credit account is tattooed into his forearm, to be read — and altered as necessary — by magnetic scanner.
* Dumarest of Terra series, the slow-time drug gives its users this. It's usually used to heal people up quickly. If you use it while conscious you have the problems of moving so fast you kill yourself if you trip, and possibly starving to death before the drug wears off.
* Dumarest of Terra, to aid quicker recovery. Nobody drank Basic if they had the time and money for real food.
* Dumb and Drummer: The drummers for musical groups are stereotyped as brainless.
* Dumb and Dumber: After Lloyd sells Harry's sheepdog van for a nearly-shot moped, Harry gives us this. "You know, Lloyd, just when I think you couldn't possibly be any dumber, you go and do something like this... and totally redeem yourself!"
* Dumb and Dumber, after they inadvertently kill someone (they get away, too).
* Dumb and Dumber are at a fancy party. Also at the party is one of the few surviving rare endangered snow owls. Needless to say, it doesn't survive its encounter with Harry and Lloyd.
* Dumb and Dumber as revenge since he supposedly stole Mary Swanson from him. To Harry's worsening luck, the toilet he then chose to relieve himself in (in Mary's home) was not working.
* Dumb and Dumber) but can't get her lighter to light. Harry graciously offers her a match; after she gets her cigarette lit, Harry nonchalantly flips the still-lit match behind him...only to set his leg aflame.
* Dumb and Dumber. During one of Lloyd's dream sequences, he imagines himself in a romantic dinner with Mary, when the waiter decides to get daring and Lloyd hands his ass to him, as well as many other people. So far, so good. Further down the scene, out comes a Chinese cook who outmatches Lloyd, until he jams his hand into the cook's chest, rips his heart out, puts it in a food bag, and returns it to the cook - who only drops dead when he picks up the bag.
* Dumb And Dumberer is a prequel set in 1986, but it features the villain bribing a museum worker with a modern $5 bill.
* Dumb and Dumber features him ending a joke with "So he said, 'Do you love me?'

and she said, 'No, but that's a real nice ski mask!'" to uproarious laughter.
* Dumb and Dumber, Harry and Lloyd don't usually pick up hitchhikers but they make an exception to a guy who is trying to kill them.
* Dumb and Dumber, Harry and Lloyd stayed in one while on a road trip to Aspen complete with a heart-shape bath tub.
* Dumb and Dumber Harry got one of these from Fraida Felcher, mistakenly referring to it as a "John Deere" letter. It's obvious to everyone (even Harry himself) that she was cheating on him with Lloyd, though he feigned ignorance until the end of the movie.
* Dumb and Dumber has 3 continuities all stemming from the original movie.
* Dumb and Dumber has Harry and Lloyd playing "tag", or some bizarre version of it that includes quitsies, startsies, anti-quitsies, and erasies. An early draft of the script features this bizarre "game" in only one scene with an anti-climactic outcome, but it became even better in the final revision.
* Dumb and Dumber has them with it again (where it's nicknamed Otto) and the sequel's poster features the car, implying they'll get it back.
* Dumb and Dumber has two: one in which he imagines making love to Mary (ending with her removing her top to reveal a pair of bright lights over her chest - ending with the reveal those lights are an incoming semi, Lloyd having the spot while driving), and then another much later where, after meeting Mary's husband, he imagines himself pulling a gun and shooting him to death.
* Dumb and Dumber, in a scene where Lloyd finds a newspaper clipping of the Moon Landing (over 25 years before the film was made):
* Dumb and Dumber, Jim Carrey's character daydreams about fighting the staff of a restaurant, culminating in him ripping the chef's heart out, putting it inside a doggy bag, closing the bag up, and handing it back to the chef just before he falls over.
* Dumb and Dumber, Lloyd manages to fill up ten beer bottles with his urine. A cop pulls them over because of the open container and tells them he'll let them off if they give him some. Then he takes a sip.
* Dumb and Dumber, Lloyd tricks Sea Bass and his friends into picking up Lloyd and Harry's tab at a restaurant. They rush off in their van before Sea Bass can catch them. While on the road:
* Dumb and Dumber, never understanding that no, they are actually that dumb, but happen to thwart the criminals at every turn.
* Dumb and Dumber: Not an aerosol, but in the movie, there's a running gag where Lloyd tries to spray breath freshener into his mouth only to have the nozzle pointed the wrong way, inadvertently spraying someone next to him by accident.
* Dumb and Dumber: Right when an endangered owl was killed by a shooting champagne cork.
* Dumb and Dumber, the guys make an ill-fated stop at a greasy spoon. Lloyd calls the waitress Flo, which they both think is the height of hilarity.
* Dumb and Dumber, their stupidity is pretty much their main personality trait, if not their only personality trait!
* Dumb and Dumber, the two villains consider trashing Harry and Lloyd's place to send them a message, but decide that (based on what the place already looks like) such a message would get lost. They settle for killing Petey the parakeet instead.
* Dumb and Dumber. Throughout the movie, he comes off as a little smarter and more sensible than Lloyd but for the most part goes along with everything Lloyd does partly because he's just very passive.
* Dumb and Dumber To, Harry and Lloyd drink cups of blue juice before Fraida tells them that it's embalming fluid. But they still drink it.
* Dumb and Dumber To: Harry and Lloyd plant a hundred or so firecrackers underneath Travis's bed in retaliation for an earlier prank, and nearly burn him alive.
* Dumb and Dumber To in her underwear and even rehearses for her speech in her underwear.
* Dumb and Dumber To, Lloyd and Harry ride a bicycle to visit Harry's parents, whom he hasn't seen in many years. The song "On The Road Again" starts to play, but is cut short when they stop at the second house down the street.

* Dumb and Dumber To since the previous film pretending to be catatonic, just as a prank on Harry.
* Dumb and Dumber To: There are two hilarious ones from Harry and Lloyd each. Harry imagines being a dad and Lloyd being a total failure, while Lloyd imagines hooking up with Harry's now grown-up daughter at his friend's dying request.
* Dumb and Dumber To: When Harry and Lloyd are at the funeral home, Lloyd says that they should select a coffin for the terminally-ill Harry while they're there anyway.
* Dumb and Dumber when Harold throws a salt shaker and accidentally hits a large redneck named Sea Bass in the head. Sea Bass marches over to the two men and is ready to kick their collective ass until they apologize and offer to pay for his meal. They end up sticking him with the bill instead and flee the diner.
* Dumb and Dumber when Harry and Lloyd stop to gas up their van, Lloyd goes to the bathroom, where the stall he's in has some graffiti that says whoever's in there at that exact time will get some "manly love." The guy who wrote it is Sea Bass, a trucker that Harry and Loyd ripped off hours before. As Sea Bass is about to rape Lloyd, Harry, whose leg caught fire after talking to another traveler bursts into the stall and knocks out Sea Bass while using the toilet to extinguish the fire.
* Dumb and Dumber, when he finally has a moment alone with the woman he's been chasing for the entire movie, Lloyd rehearses a long speech about being giddy as a schoolboy and desperately wanting to make love to her.
* Dumb and Dumber when Lloyd (Jim Carrey) tricks a group of tough guys they encountered in a restaurant to pay for a meal for himself and Harry (Jeff Daniels), claiming he saw it in a movie. However, it turns out the plan wasn't as foolproof as they thought.
* Dumb and Dumber. When the woman he loves drops off the briefcase with the money, Lloyd sprints through the airport to grab it to give it to her.
* Dumb and Dumber. When the woman Lloyd is in love with tells him their chances of getting together are one in a million, his response is "So you're telling me there's a chance? YES!" Later he's outraged to find she's married: "What was all that one in a million talk?"
* Dumb and Dumber, where in a fit of jealousy, Lloyd imagines emptying a revolver into Mary's husband before Mary snaps him out of his violent reverie; so she can introduce him to her husband.
* Dumbass DJ: Disc jockeys who are rude, obnoxious and prone to talking about vulgar subjects.
* Dumbass Has a Point: The dumb character actually makes a valid point.
* Dumbass Has a Point: The dumb character actually makes a valid point on something.
* Dumbass Has a Point: The usual obtuseness of that person makes the intelligent or rational point unexpected.
* Dumbass No More: A dumb character becoming smart vs. a smart character becoming dumb.
* Dumbass Teenage Son: A teenage boy who's unintelligent in many ways.
* Dumbass Teenage Son: Teenage boys in fiction are rarely ever intelligent.
* Dumbbell Indemnity", Homer gets jailed for a quasi-botched attempt at stealing and destroying Moe's car so he can collect his insurance coverage to pay for his romantic interludes with his love interest Renee. Homer overhears Moe speaking about Hawaii, and begins asking about Hawaii, leading to Chief Wiggum's memorable reaction.
* Dumbbell Indemnity", Homer is in jail for stealing Moe's car. Hans Moleman comes by with a book cart, offering him some reading material. Homer picks up "How to Tunnel Out of Prison", thinks that it might be useful - then knocks Moleman out with it and escapes.
* Dumbbell Indemnity", Moe gets Homer to destroy his car and make it look like an accident so he can use the insurance money to fund his extravagant treatment of his new girlfriend. However, Homer is caught and jailed, so Moe decides to burn down the bar to fake his death after confessing to the fraud. He doesn't go ahead with this plan but ends up burning down his uninsured bar by accident.

* Dumb Blonde (but not a natural blonde apparently), she's one of the friendliest contestants.
* Dumb Blonde cheerleader who hosted slasher movies and Nancy was a British schoolgirl who hosted supernatural and occult movies. They were all played by the same actress, Jane Meikle.
* Dumb Blonde Christian conservative woman. Even though he finds out his mother knew all along of his homosexuality, he's still set on marrying her (it's implied he felt disillusioned and depressed after a breakup). By the end, he re-accept his homosexuality and breaks off his engagement. Though it turns out his fiance (who was a repressed lesbian), is more than happy to settle for a platonic friendship.
* Dumb Blonde, everyone seems saddened... because they picked the wrong month in their betting pool for when they'd break up. Everyone, that is, except for Judith, his previous ex-wife, who won the pool.
* Dumb Blonde joke: a blonde, a brunette, and a redhead all die and go to the gates of heaven. They're told that they must now go up a flight of stairs to heaven. On each step, they will be told a joke. If they can make it to the top without laughing, they get in. The brunette makes it 7 steps before laughing. The redhead makes it 13 steps. The blonde makes it all the way to the top, and she meets God. A few minutes later, she starts laughing. When God asks her what's so funny, she answers, "I just got the first joke!"
* Dumb Blonde joke has the blonde come home from work early to find her husband in bed with another woman. She yells "I knew you were cheating on me!", takes a gun out of her purse, and puts it to her head. The husband begs her not to shoot herself and she replies "Shut up. You're next."
* Dumb Blonde jokes fall into this territory, with the apparently stupid blonde playing on the stereotype to trick people:
* Dumb Blonde jokes. Lots and lots. Then, a blonde woman in the room jumps up and shouts:
* Dumb Blonde: Not much excuse for this one - countless real life studies have proven blondes are just as smart as anyone else - but it is certainly still around.
* Dumb Blonde once had a doctor give her a CAT scan. When she asked if he had found anything the visibly baffled doctor showed her the X-ray of her empty cranium and replied: "nothing... absolutely nothing."
* Dumb Blonde thrown in for good measure. Recipes are confusing and a ballad is a male duck.
* Dumb Blonde ways and is regularly seen recovering in the hospital while relating her latest mishap to her friends. None of her accidents leave her with lasting scars that would mar her good looks.
* Dumb Blonde who can be very airheaded, and often tends to muddle things such as commands and when to feed the dinosaurs.
* Dumb Blonde who frequently pops up asking characters if there's lipstick on her teeth.
* Dumb Blonde whose only qualities were anger and vapidness, but she had gradually evolved into, in the creators' words, a lot smarter, more independent "hardened diamond of hell".
* Dumb Blonde with no intended social commentary - the artist specialized in art depicting people gradually transforming into exaggerated, overtly sexualized caricatures of femininity, and the strip was the result of someone commissioning a "reverse" transformation.
* Dumb Donald was revealed to literally have no face once he removed his hat in the
* dumber than advertised peace protesters leave the third lower leg out of the Peace Sign, making it look like they're showing their allegiance to Mercedes.
* dumber than Peter. However, one episode hints that it's a result of his excessive masturbation.
* dumber. Understandable, since the intent of the show is to teach preschoolers.
* dumber without sex, and Jerry explains that the reverse is happening to her: Men's obsession with sex means that women can normally get it so easily they take it for granted, and don't have to think about it at all. Without sex, most of her

brainpower has been diverted to thinking about sex instead of other things. We don't see how the lack of sex affected George's girlfriend, but after the six weeks are up she makes it very clear that she needs sex as soon as possible, so presumably the same thing that happened to Elaine happened to her.
* Dumbing down by describing it as the "killer lolis" series is a thorn in the side of many fans.
* Dumbing of Age: After Becky's fundamentalist dad abducts her at gunpoint, Amber / Amazi-Girl "deputizes" Sayid's skateboard so she can go after them. Sayid, who saw the whole thing, tells her she can keep it.
* Dumbing of Age, Amber discovers that her gay best friend Ethan, who she was in love with before he came out, is dating another girl. Amber, who is already having a really bad couple of days, loses her temper and flips Ethan's cafeteria table.
Referenced later:
* Dumbing of Age: As demonstrated on Parents' Weekend, all the parents are manipulative, controlling, embarrassing, and in some cases actively abusive. There are, however, three exceptions:
* Dumbing of Age, as Joyce plans to hook her roommate Sarah up with her boyfriend's roommate Jacob.
* Dumbing of Age: Becky MacIntyre on the surface is an obnoxious in-your-face lesbian unable to take things seriously, but every once in a while the façade cracks and we get glimpses of a broken homeless teenager with a dead mom and an abusive dad.
* Dumbing of Age, Becky sees Dorothy as her implacable rival for Joyce's affections. (Platonic affections; Becky is gay and in love with Joyce, but knows that both she and Dorothy are straight.) Dorothy sees Becky as another of Joyce's friends, who's a bit weird around her for some reason.
* Dumbing of Age by how similar the two girls look. (Admittedly not identical, but with the same basic body and hair design.)
* Dumbing of Age by the comic's author, David Willis. According to Willis, he didn't intentionally design Dina as autistic at first, but based her heavily on himself; after learning that he likely had undiagnosed Asperger's, he decided that Dina was the same way.
* Dumbing of Age, carpenter by trade and Korean mob money launderer by association, ends up using a ballpeen hammer as a weapon in book 10.
* Dumbing of Age counterpart seems to be attempting the same with a pizza parlor.
* Dumbing of Age, Danny meets campus vigilante Amazi-Girl when she saves him from getting beaten up by jocks.
* Dumbing of Age, demanding to know her whereabouts, not only does Amber fail to recognise her father, but when Amber claims to be Amazi-Girl, Blaine laughs the idea off.
* Dumbing of Age dumps Danny due to fears that his life is increasingly revolving around her, turning him into one of these.
* Dumbing of Age: Even though they're already together, Dorothy and Walky solidify their relationship even further after the two spend the afternoon chasing down Amazi-Girl for Dorothy's story for a college newspaper. After they get caught up in sudden rain, Dorothy expresses her gratitude towards Walky for his help and they both agree to share a night of passion the next moment.
* Dumbing of Age from him. Once she knew how bad things had gotten, he couldn't think of any in-character response besides her blowing up the secret.
* Dumbing of Age Galasso fires Syndey Yus from her waitress job not for messing up an order on purpose, but rather because her intended victims are not cowed, merely confused, and this has brought shame to Galasso's Pizzas (and Subs).
* Dumbing of Age imagines "everyone googling to figure out what the strip title has to do with anything".
* Dumbing of Age incarnation, until she started car-surfing, using bolt-cutters as a zipwire and beating up Danny's and Becky's fathers...
* Dumbing of Age includes a less morally-questionable example as Sal, a college student, hooks up with Jason, her Teacher Assistant, who is presumably similar in age.

* Dumbing of Age is constantly talking about his amazing sex life, despite the fact we never see a female character react to him with anything other than contempt. He eventually admits to Danny "I have never actually had a threesome. I just talk a good game."
* Dumbing of Age is pushing Joyce towards Jacob, because of her mutual enmity with his current girlfriend Raidah.
* Dumbing of Age. It needs to be secret since Ruth is Billie's RA. It's not the only secret they keep.
* Dumbing of Age. It's also deconstructed as both of them realize the relationship is not healthy.
* Dumbing of Age, it's Amber who's this for Ethan. Ethan realises he's gay when they try to have sex on their prom night.
* Dumbing of Age: Joyce (a recovering fundie) laughs at the idea that dinosaur fossils are tests of faith. Obviously two of every dinosaur went aboard the Ark and were later hunted to extinction.
* Dumbing of Age, lack of communication, unbalanced relationship dynamics, or irrational behavior), Becky and Dina's relationship remains stable and kindhearted, with both of them able to speak their mind to each other, even about subjects they are usually not comfortable talking about (such as Becky's own worries about having actual sex) and helping each other grow as a person
* Dumbing of Age—she's afraid of her lusts, and he has no interest in pushing her for sex.
* Dumbing of Age meme all the time, and set the filter to block any use of the word Tuesday.
* Dumbing of Age, not because of Snarl or Lockout but simply because Willis feels the "what if?" is worth exploring.
* Dumbing of Age: Patreon only strips that focus on characters not involved in the current storyline (some of which are chosen by fans), and not-safe-for-work comics posted on Slipshine.
* Dumbing of Age. Sal believes it's been that way since birth since she came out darker-skinned than her twin brother Walky, while Walky thinks it only happened after Sal was busted robbing two convenience stores.
* Dumbing of Age some things are remarkably similar to the original 'verse — Walky, for example, retains his sweatshirt (now stripe-less), Jason retains his bowtie, Ethan has a lot of green button-downs, Ruth's black-on-green ensemble in the first story arc evokes her original black overalls, and so forth.
* Dumbing of Age story "To Remind You of My Love" features a chase on rented electric scooters. Faster than walking, but once Mike has a head-start (because Blaine had to download the app before he could hire one) he points out that the set maximum speed means it's literally impossible for Blaine to catch up with him.
* Dumbing of Age that New Alex was definitely transgender, but whether she was the same person as Old Alex was another question, and while he wouldn't say anyone was wrong to think that, he personally thought of them as seperate for real world reasons.
* Dumbing of Age, This trope is the reason why there is no stable and durable relationship in the webcomic. The only working romance is between Dina and Becky.
* Dumbing of Age titled "Storge". The gag of the day is that Carla, "unlike everyone else in the entire world", actually likes her parents.
* Dumbing of Age to break the ruggedly reinforced pedestal on which the students in her new dorm, especially Lucy, have placed her — despite her best efforts.
* Dumbing of Age, when Billie learns Ruth is a hockey fan she asks "What are you, Canadian?" When Ruth says she is, Billie says she thought Canadians were supposed to be nice. Averted with Billie herself, who is not Canadian, but starts following hockey in order to mock the team Ruth supports (Toronto Maple Leafs).
* Dumbing of Age when Dina asks Joyce (who doesn't believe in evolution) why she's getting a flu shot.
* Dumbing of Age, when Joe tells Danny that Amber is going to be his (Joe's) stepsister, Danny spittakes and then says "That doesn't make any sense!" He's not referring to Joe's revelation, though, but to the fact he drank the soda hours ago.

* Dumbing of Age when she's sharing a room with Dorothy whom she insists on seeing as her nemesis:
* Dumbing of Age, which didn't exist when the webcomic started published.
* Dumbing of Age who has a crush on Malaya, which is unrequited at best - Malaya just isn’t interested in girls, on the evidence.
* Dumbing of Age (who has her own issues with sexuality due to her religious upbringing) is only going to end with both of them hurt and even more screwed up.
* Dumb Is Good: Being stupid or lacking wisdom with a friendly demeanor vs. being the opposite of stupid and unwise.
* dumb it down stand up to fire but the Moclans couldn't get in a single hit until that point.
* Dumb Jock: He's a great athlete, but pathetic in anything intellectual.
* Dumb Jock Stretch Snodgrass's grammar is atrocious. It's a toxic combination of current slang, malapropisms and double negatives.
* Dumb Lawyer Quotes IRL but in Ace Attorney amusingly discusses this trope in Part 7.
* Dumb Lawyer Quotes IRL but in Ace Attorney tells the court that he knows what he did was wrong but didn't know how severe the punishment was, since he expected that he'd just lose his food stamps.
* Dumb Lawyer Quotes IRL but in Ace Attorney, which includes a re-enactment of the exchange between Denver Fenton Allen and a judge, a college-age Phoenix, who plays Allen, caps off a string of expletives to the judge with "Your Mom," and the judge replies by giving him 10 years for contempt of court.
* Dumbledore. And before that, Henry developed a crush on Harry, who's his - unknown to everyone - biological uncle by his father's side and adopted uncle by his mother's side. And because he came out to Snow White, she freaked out and kicked him outside.
* Dumbledore and Grindelwald's legendary duel is mentioned. Also mentioned is a previous duel between Doctor Strange and Grindelwald, the latter having become equivalent to a
* Dumbledore and Grindewald's relationship went - were they ever an actual couple? (this because it horrified her editor when Jo told her).
* Dumbledore and Voldemort are widely considered to be some of the most powerful wizards of all time, and certainly the most powerful in the series proper. Between the two, Dumbledore is generally considered more skilled and knowledgeable. However, Voldemort's raw power and magical knowledge are enough to cement him as "the most dangerous dark wizard of all time." It should be noted that when Voldemort and Dumbledore went head-to-head in the fifth book, Voldemort threw everything but the kitchen sink at Dumbledore, who barely broke a sweat (the film makes it a much closer fight, presumably for
* Dumbledore, a seemly frail 140-year-old man, could lift 14-year-old Harry off the ground at the end of
* Dumbledore asks Fawkes to bring Sirius to a meeting; the latter is wearing only a Speedo at the time.
* Dumbledore briefly mentions that his brother was once accused of performing inappropriate charms on a goat in the fourth book. The owner of the Hog's Head is mentioned in book 5, as is the fact that the Hog's Head itself smells faintly of goats, and he strikes Harry as being vaguely familiar. It is not until the 7th book that Aberforth Dumbledore appears, and is revealed to be the owner of the Hog's Head.
* Dumbledore can apparently speak Mermish, Gobbledegook and possibly
* Dumbledore comments on Harry "managing" to miss the Hogwarts Express before taking him to Snape.
* Dumbledore gains no cookie points for trying to convince Cora to give her baby away then knocking her and wiping all her memories about her pregnancy when she refuses in
* Dumbledore himself is actually Death, in a form Harry would trust as advisor.
* Dumbledore invokes this trope himself in relation to Voldemort, describing the
* Dumbledore is a frequent offender of this trope. A particularly infamous example

happens during
* Dumbledore is also implied to be this for the Order of the Phoenix, given that it's a
* Dumbledore is clearly a prime example. He's incredibly old, but most people speak of him in complete awe. In the
* Dumbledore is in his 110s but maintains many friendships outside his age bracket, including the renowned 600-plus-year-old Nicolas Flamel and the 60-something Hagrid. Being a renowned
* Dumbledore is later noted to be deliberately screwing with people to see how far he can go before someone calls him out on it. He's actually rather disappointed no one has yet.
* Dumbledore/McGonagall fic, usually set during her seventh year (when she's seventeen and thus an adult by wizarding standards).
* Dumbledore never actually ''confirms'' that the position was cursed (as he wasn't certain himself), but he does reveal that the problems with the position started immediately after he turned down Voldemort for the job., as now, the explanation that the position is cursed is no longer particularly outlandish.
* . Dumbledore on the other hand lies and tells them that they have just as much a chance to succeed as the purebloods.
* Dumbledore refuses to let Harry join the Order of the Phoenix so he decides to start his own order.
* : Dumbledore reveals that the original purpose of the Mirror of Erised was to harmlessly trap a possessing spirit in one of these, leaving the victim free and the ghost stuck in the mirror until all its desires had been imaginarily fulfilled, at which point it winked out of existence.
* Dumbledore's Army and the Year of Darkness fandom who swindled thousands of dollars out of dozens of people by claiming he would use it to organize a convention where fans could meet actors from the films.
* Dumbledore's Army and the Year of Darkness get a few stories about them. The original novels are also this.
* Dumbledore's Army and the Year of Darkness he immediately leaves the school instead of, you know, torturing them.
* Dumbledore's Army and the Year of Darkness, Neville and company pull one of these to retrieve the Sword of Gryffindor from Snape's office, complete with seemingly impossible odds on getting inside.
* Dumbledore's Army and the Year of Darkness. On the one hand, Thanfiction bangs the drum of how horrible the final battle will be... but on the other hand, most of the DA are quite excited by the prospect of fighting Voldemort. The story plays them up and contrasts them to Harry and company, who try to avoid the war entirely... in the favor of the children about to be slaughtered. All in all, the story's schizophrenic.
* Dumbledore's Army and the Year of Darkness, peripheral characters from previous books tend to drop by for a scene or two, and most likely, get killed in the process.
* Dumbledore's Army and the Year of Darkness. Professor McGonagall also told a backstory about herself marrying a wizard who joined the Muggle RAF in WWII and died shortly afterward.
* Dumbledore's Army and the Year of Darkness thing mentioned. Also please note that unlike the caution, this one is to be recited upon arrest (or when the suspect wakes up from all the stunning spells), not interrogation. It reads as follows:
* Dumbledore's Army and the Year of Darkness to be raped if she did sleep around.
* Dumbledore's Army and the Year of Darkness to fight, he's portrayed as being in the wrong. The themes clash so badly that the entire story is tainted.
* Dumbledore's Army is a big part of book five, with the core members even fighting alongside Harry in the final confrontation (which no one but Ron and Hermione had done before). In the next book Harry decides not to bring it back, so it doesn't appear at all - until they spontaneously reunite for the climatic Battle at the end.
* Dumbledore's Army. Though it's just a bunch of teenagers, they're a group of

very skilled, passionate, and ferocious teenagers, who fight side-by-side with their older counterparts in the Order of the Phoenix (see below).
* Dumbledore's big brother Aberforth is mentioned a couple of times, and the seventh book delves into the troubled history between them.
* Dumbledore's Chocolate Frog card is probably the oldest boomerang in Jo's arsenal; Harry reads it on his first train ride to Hogwarts, and uses it about halfway through the book to identify
* Dumbledore's (extra) beard when hiding from the Death Eaters searching for him.
* Dumbledore soils himself when a battleaxe-wielding Flitwick lunges at him.
* Dumbledore's phoenix, Fawkes, is a familiar in the more traditional sense.
* Dumbledore's siblings, Aberforth and Ariana, don't show up until very late in the series (Aberforth is mentioned in passing a few times and shows up about three quarters through
* Dumbledore's sister Ariana required constant supervision, leaving Albus rather aloof to their brother's annoyance.
* Dumbledore tells Harry he has to get married because his number was picked in the yearly drawing.
* Dumbledore uses practically the entire sugar bowl in a single cup of tea.
* Dumbledore was acutely aware he comdemned baby Harry to a loveless, neglected childhood when he sent him to the Dursleys, but stubbornly maintains this is the
* Dumbledore was not available for questioning during the climactic moment, but his behaviour both before and after suggests he hoped and intended for the individual in question to survive, but would have considered it an acceptable loss to defeat Voldemort.
* Dumbledore, while a patient in Saint Mungo's, demands to see Harry.
* Dumb Muscle a lot, or have his emotions cloud his judgment. Abridged Piccolo is subtly portrayed as far smarter, partly because Kaiser Neko and Lanipator are self-admitted Piccolo fans.
* Dumb Muscle, also befriends a number of the unpopular girls in the house (particularly a girl suffering from giantism) after learning that they've been judged by their looks all their lives, just like he has.
* Dumb Muscle as pivotal to the show's humour than it's action scenes.
* Dumb Muscle: A strong character who doesn't have any brains to go with their brawn.
* Dumb Muscle, but other times he begins at his most degenerated state and acts from there.
* Dumb Muscle character and a comically underdeveloped character with a penchant for horrible puns.
* Dumb Muscle due to his more developed childlike personality and dogged loyalty to Cortex in later titles making him more likeable.
* Dumb Muscle. Females hold more status, but are still second-class-citizens with few rights and privileges (and are in fact widely, but incorrectly, believed by the Azadians not to actually contribute DNA to their offspring).
* Dumb Muscle in Arlong Park to this trope in the Sabaody Archipelago soon after meeting Camie.
* Dumb Muscle sidekick Kronk have coincidentally showed up at the same diner he and Kuzco have stopped at, Pacha buys her a surprise birthday cake and song from the wait staff so that he can use the distraction to make a break for it. When Yzma and Kronk leave the diner, this exchange happens:
* Dumb Muscle Steelbeak. Neither of them actually knows how to play, so they just shout random phrases from other games while playing random cards.
* Dumb Muscle: Strong characters whose muscle mass can only make up for their lack of brains.
* Dumb Muscle: What one lacks in brains is made up for with their physical strength.
* Dumb Muscle with the face and IQ of a child, strong enough to give Guts a spectacular beating.
* Dumbo (2019)) offer shallow social commentary on subjects like race and feminism that nevertheless plays into Disney's interests by supporting the status quo

instead of advocating for change.
* Dumbo. A ferocious gorilla tries to escape from its cage during a parade, and a whole family of monkeys sleeping on a swing can be seen during the "Baby Mine" number.
* Dumbo, after the clowns perform their first performance with Dumbo when he was demoted to a clown, we see silhouettes of the clowns backstage getting out of their costumes. One of the clowns turns out to be two short people stacked on top of each other.
* Dumbo, a trumpet fanfare follows Timothy's announcement that he will make Dumbo into "Dumbo the Great". Then he asks "The Great what?", followed by a half-hearted "wah-wah-waah"
* Dumbo at the opening and the roustabouts setting up the big top in the rain.
* Dumbo begins in Florida. Only in Florida would a flying elephant be born...(In real life, touring circuses such as Ringling Bros. and Barnum & Bailey had winter headquarters in Florida due to the climate.)
* Dumbo briefly showed a family of hyenas laughing. Said hyenas are shown to be striped hyenas, which do not make the "laughing" sounds like their spotted cousins.
* Dumbo characters, other than his mother and Timothy, who treat Dumbo well. Also, most of them (except for their leader) were voiced by African American singers.
* Dumbo: "Dumbo" is a mean nickname given to a large eared baby elephant whose true name is Jumbo Jr. (Most people do not realize this and the movie title itself uses the Nickname)
* Dumbo: Dumbo's feisty mentor/caretaker Timothy Q. Mouse occasionally cries a little. For instance, he sheds a single tear as Mrs. Jumbo sings "Baby Mine" to her son, knowing that it is time for them to leave, and again while giving the crows a speech about what happened to Dumbo. Jim Crow and his brothers do this during Timothy's speech too.
* Dumbo: Dumbo's name is a pun on the 19th century circus elephant Jumbo, something that not many people nowadays remember now.
* Dumbo: Dumbo the elephant can fly using his oversized ears like wings.
* Dumbo has his flying down, he strafes the elephants who've mistreated him, spraying them with peanuts.
* Dumbo has to jump on top of a pyramid of elephants. He trips on his ears, which causes him to knock over the pyramid, which in turn topples the entire circus tent. They could probably have spotted the problem during rehearsal... if only they had any.
* Dumbo is Jumbo, a famous elephant that appeared first at the London Zoo then at the Barnum and Bailey Circus. Dumbo was supposed to be named Jumbo Junior, but ended up being known by a mocking nickname instead.
* Dumbo is made up of multiple elephant heads piled up to form limbs and a torso, with three heads on top.
* Dumbo itself. Subverted when Moe goes to the public stock presentation without the suit, his appearance causing the company to collapse immediately.
* Dumbo moment, but that's about it. (When he insists "You'll hurt the little guy", the other clowns just laugh him off and say that elephants can't get hurt because "they're made of rubber.")
* Dumbo never learned to speak, due to his young age, so he doesn't get a line in his own movie. His partner, Timothy Mouse, does all the talking for him.
* Dumbo normally has blue eyes like her son, but they turn red during the scene where she loses her temper and lashes out at the children making fun of Dumbo, resulting in her being tied up by several circus workers and subsequently being dragged away to be locked up in solitary confinement as punishment for being a "mad elephant".
* Dumbo once expressed a desire to see them in more Disney merchandise. It helps that they're likable and supportive characters.
* Dumbo received two Latin American Spanish dubs. The original dub was made in 1942 for Argentina, and the second dub was made for Mexico in 1969. Interestingly, the 1942 Argentinian dub has the Song of the Roustabouts left in English, though TV airings in Spain used this dub with the 1969 version of the song. Coincidentally,

the 1969 Mexican dub recycled the brief Clown song from the 1942 version.
* Dumbo, released in 1941 and set in the then-present, features a circus parade, depicted with some zany cartoon antics.
* Dumbo's Circus be afraid of Halloween (or circuses, for that matter).
* Dumbo-sized they used him as an example by first simply tracing the lines of a photograph of him into a realistic drawing. As a result he was unrecognizable. Only when they exaggerated his features into caricature you instantly recognized him as Prince Charles.
* Dumbo's name is actually Jumbo Jr. He doesn't seem to mind the cruel nickname he's given, but his mother certainly does (at least at first).
* Dumbo's name is based on the legendary circus elephant Jumbo, something not many people nowadays remember or know (his proper name is given as Jumbo Jr., while "Dumbo" is a mean nickname given to him by the other elephants).
* Dumbo, the adorable elephant mocked for his big ears, is separated from his mother and accidentally ruins a circus performance, becoming an object of scorn. Then with the friendship of a mouse, some crows, and a magic feather, he makes you believe an elephant can fly and becomes a beloved celebrity, and is reunited with his mother.
* Dumbo, the first thing she does is...spanking the kid that touched Dumbo.
* Dumbo, the song "When I See an Elephant Fly" is basically nothing but this:
* Dumbo was actually performed by a woman, Margaret Wright, who would speak Casey's lines into a special voice changer which made her voice sound eerily metallic.
* Dumbo when he goes to visit his mother at the cage. She can't go far enough to see him through the window, but they can touch trunks and she even manages to cradle him with hers while singing a lullaby.
* Dumbo where the clown firemen try to "rescue" Dumbo from the burning house, one of them climbs up a ladder, pulls out a sausage on a stick and starts roasting it over the flames.
* Dumb Patrol, the French Airforce draw straws from a broom to see who will go after Baron Sam. Captain Smedley (Porky Pig) ends up getting the longest, but his comrade Bugs Bunny knocks him out and takes his place because he had a family.
* Dumb Patrol", Yosemite Sam's plane falls out of the sky and crashes into the ammunition dump. All we see is Bugs watching the fall, then looking away as the screen shakes with the explosion.
* Dumb_RWBY and eating a cookie through her nose, all Weiss can say is that Ruby's "Interesting" and "A person." This would explain Winter's "How appropriately underwhelming" remark when she met Ruby in the series' Volume 3.
* Dumb Struck: Someone who can't talk due to emotional trauma. The medical term for this is selective mutism.
* Dumbwaiter RideDumbwaiters are more likely to be found in luxurious settings.
* Dumb Ways to Die Basically, it's a PSA about being safe around trains, and it compares it to other stupid deaths, such as using private parts as piranha bait, and selling both your kidneys on the Internet.
* Dumb Ways to Die include your head exploding in outer space, getting your private parts eaten by piranhas, being electrocuted until you're reduced to a skeleton, and having your eye bitten by a rattlesnake.
* Dumb Ways to Die is "Do your own electrical work." From the same vid, we get the guy who tried to teach himself how to fly. It ends as well as you expect.
* Dumb Ways to Die Not that being exposed to space is a pleasant experience, but no, you don't explode.
* Dumb Ways to Die's "Area Fifty-Dumb" segment has one minigame where the player must save cows from being abducted by UFOs.
* Dumb Ways to Die series got next to no attention at all on the internet.
* Dumb Ways to Die would be generally interpreted as "doing foolish things can get you killed, use common sense". Also, since a lot of animal deaths were included, there's the message "have a healthy respect for wildlife".
* Dum Cat licks a chainsaw in one installment, though is somehow uninjured.
* Dum Cat picture book, with the intention of publication under an established producer.

* Dum Cat series is reportedly inspired by the artist's real-life experiences with their dim-witted pet.
* Dum dum bullets were used before the creation of purpose built hollow-point rounds. They were banned under the Hague Conventions.
* . Dumdum sums it up as a bunch of infiltrators infiltrating each other. After learning of the situation, Fury orders the base left alone, citing that it's tying up resources that would otherwise be infiltrating SHIELD for real.
* Dumm Comics co-founders who worked on the show as a storyboard artist during seasons 10 and 11. Of the 13 episodes he was credited on, only two came out when he was still alive; the rest were broadcast posthumously.
* Dummer Academy of jokes, the trustees finally caved and changed the name (to "The Governor's Academy") when the name was found to have a negative influence on prospective students' perception of their academic standards.
* Dummi Bear Dinnier Disaster", when Mr. Carmichael's boss (creator of the Dummi Bears) was invited to dine with the Carmichaels and friends, one of the kids' attempts to sabotage the dinner is by starting a food fight.
* Dummied Out allowed the basic infantry for each side to subdue enemy infantry, which was then ready to be picked up by a PoW truck to a faction specific building (the PoW Camp for the USA, the Prison for the GLA, the Propaganda Center for China), which would charge a faction specific power.
* Dummied Out before it was gutted due to time constraits would have involved Raziel killing a human priestess in the last human settlement who was using mind control to send humans into a vampire den.
* Dummied Out due to it being impossible to gain enough Affection to trigger the scene without using cheats (specifically, Aeris telling Cloud she hoped he would be jealous when finding out about Zack).
* Dummied Out foresight from the writing team, as there are some deleted lines that result from actions that cannot occur in gameplay. For example, there is a line that can only result in attempting to use the time cuffs on Gutenburg — this cannot ever happen, as he cannot be interacted with once the Carmen note is assembled. There is also some humour in the dummied out content, such as how you could apparently use the torch on a mummy and be told, "Nope. This is a burial, not a cremation."
* Dummied Out Governor's Island. Again, no footage. Additionally, there's supposedly a costume store hidden in the city, opening its doors at X time of day.
* Dummied Out, Graham finds Rosella and Valanice after their adventure in the other world and asks them where they've been all morning, as they're late to lunch.
* Dummied Out has Cave bring up the story of "The Frog and the Scorpion" - but he's gotten it mixed up with the saying "I say jump, you say how high", and he's inverted it to "When I say ‘jump’ I don’t want to hear ‘how high?’ That means you’re not jumping!"
* Dummied Out; it's an engine test level. It can be accessed with some serious hacking.
* Dummied Out. It was meant to be for "Line Mode", a cut cheat that can only be accessed by a button-press sequence, which also implies the existence of an entire cut level that would have unlocked the cheat properly. Many of the other cheats were rumored to have been meant to fill this spot as well.
* Dummied Out Ledger case file "THE COLLAPSING TENEMENT" reveals that members of the RCM are required to take a 'civic specification' in order to round out their skillset, and the Detective's was building safety regulations, explaining why he's so knowledgeable about these.
* Dummied Out: Leftover pieces of a work that require a bit of digging to reveal.
* Dummied Out Medic Power Armour also still refers to Med-X as Morphine.
* Dummied Out mod adds them to the game as a faction that will invade the game's map after a certain time (between 30 to 200 in-game days) to take over Calradia.
* Dummied Out of the original Japanese version (including HP<->MP and Throw upgrading to Coin).
* Dummied Out piece of Visual Calculus in the first release of the game is the only explanation for them:

* Dummied Out there was a gang leader called Tangler who had a robotic arm. You were hired to kill him and tear it off from his corpse as proof you had done the deed.
* Dummies (Adams Media) series' success, as well as websites like eHow and Howcast. Don't underestimate the value of practice though — "instinct" isn't.
* dummy with a pumpkin head while he was in his apartment just across the street from Monica and Rachel's. The pumpkin fell off and he tried to play it off that "Ben" put his head in his shirt, but he was caught.
* Dumnestor's Heroes in silhouette with what looks like a bird, a butterfly and a fawn cuddling up to her while she sings about how her broken heart will be made whole when she finds the man she's looking for. The last panel reveals that the animals are actually a bat, a moth and a hyena, and the last line of Tyfnee's song is her need for vengeance.
* Dumnestor's Heroes. She wasn't killed, but nobody was broken up when she left the game.
* DuMont made out of a regular telephone handset) and a soundtrack provided by just an electric organ. To be fair, they often made up for these deficiencies with good writing and excellent actors.
* DuMont to the punch), but struggled for its entire life before dying off in 1956.
* dumped at sea after Tony realized he was an FBI informant. Like with Richie, Tony claims he joined the Witness Protection Program.
* dumped Barry at the altar, he got engaged to Mindy, who was Rachel's best friend. Barry then got back together with Rachel behind Mindy's back, and when they compared notes Rachel learned that Barry's relationship with Mindy went back to during their engagement. They end up both dumping him at once for being a horrible human being, but Mindy goes back on it.
* dumped. Lacey didn't care about Jacobs but felt Whitmer had betrayed her personally and ordered Jacobs to put him out of wrestling. This led to a one-sided feud where Whitmer almost killed Jacobs with power bombs on two separate occasions. And when Jacobs finally did manage to give Whitmer an injury Jacobs was so injured himself he required crutches.
* dumped on her doorstop. Harry's unspoken retort is that he would've preferred the orphanage.
* Dumped via Text Message: A character gets dumped spontaneously over text.
* Dumped via Text Message: A trope heavily centered around the use of instant-messaging, which didn't exist until the 1990s.
* Dumped via Text Message: Character sends a text message to their SO to tell them it's over, instead of talking to them in person.
* Dumplin'. After the initial shock, they wind up having a great time.
* Dumplin' has Julie Murphy, author of the original novel, as a patron at a drag bar.
* Dump Matsumoto, making rounds on the Japanese independent circuit at 57.
* Dump Months: Studios tend to release their worst movies in particular months of the year
* dumps her in her own bathtub where she (unrealistically quickly) breaks apart a straight-razor and uses the blade to cut through her bonds.
* Dump Stat, since it is the only primary stat that doesn't obviously affect a character in any way. (Strength affects physical attacks and weight-carrying limits, Dexterity Armor Class and Reflex Saves, etc.) Unless you're playing a class that uses Charisma for an ability (such as Sorcerers and Bards for spells and music, Clerics for Turn Undead, and Paladins for Charisma Modifier to Saves check bonus), most people have no problem letting it fall off, especially when high Intelligence and the resulting bonus skill points quickly and easily make up for having a Charisma Modifier of 0 to -2. Yes, an ugly jerk of a mage can conduct diplomatic peace talks better than some trained characters. Plus they have spells when that isn't enough, beginning with "polite" mind control such as Charm Person, and leading up to the much more blunt "Give me control of the kingdom, or I will call down Meteors on your head, send you to an alternate dimension, or just kill you outright if I'm pressed for time"

* Dumpster Dive by him. 1.3 added the Night Market, which he does have to cross town to go to. He has a different reaction to seeing you elbow-deep in a trash can.
* dump the air from that part of the ship into space to extinguish the fires.
* Dump Them All: A character with multiple love interests ultimately rejects all of them.
* dump them as soon as the problem was resolved, because "they could do so much better" or "wanted to settle down with someone worthy of [them]".
* Dunbar's Number the best things to give someone who has god-like power.
* Duncan’s rebellious nature got him eliminated twice, and the second time,
* Duncan and Jean broke up because he acted like a jerk. However, he always was a jerk and Jean hadn't expressed a lack of interest in the relationship any more beforehand because of his jerkitude. Only now he told Jean he was willing to "overlook her problem" and she could use her powers to help him cheat on tests. He totally crossed the line when he began attacking mutants with guns and bombs!
* Duncan and Owen use a pit trap covered with twigs to steal the compass off Gwen and Heather in "
* Duncan and the others occasionally face ordinary human criminals instead of Immortals. For example, in "Deadly Medicine", the villain was a
* Duncan Bentley meant. One of the Blade of Horus members decided they were going to get it tattooed on their pubic area, and one of the venue staffers told them that they had tattooing equipment somewhere near the bar and could do it on the spot. The whole of Vulvodynia decided to get the same tattoo as a show of team spirit, and Duncan wrote the phrase down so they could spell it correctly, only to have the artist accidentally put in a second "e" where the first "k" should have been in "lekker". After profusely apologizing, the artist crossed out the accidental "e", and Duncan then opted to get it on his ankle instead of his pubic area and specifically requested that it also be done with a crossed-out "e" in solidarity with the Blade of Horus member.
* Duncan Bros. Their hallmark is a short movie of around 5 mins which takes on a given genre and crams in as many tropes and clichés from the genre as possible while still being very funny.
* Duncan displays violent tendencies, has an obsessive need to be seen as tough and rebellious to the point where he's horrified to learn that he's actually capable of being nice, craves attention, and he's compulsively rude to others, not to mention being a particularly sadistic bully.
* Duncan downplays this, as while he does have a bright green fauxhawk, he still has the rest of his hair undyed.
* Duncan. Duncan's friend Amanda pleads with Keane to reconsider and call off his grudge, in part because both Duncan and Keane are truly good men with lots of friends and allies, and so she says this trope is likely to be the outcome if either one kills the other in a duel. Whoever dies, their friends will try to avenge them, and then friends of those friends get involved, and the whole thing spirals completely out of control.
* Duncan explains to an anxious Nigel about the rules for arcane combat during Kelson's coronation duel with Charissa in
* Duncan features a government-run and information-restricted Übernet.
* Duncan has also pulled this trope. When Leshawna got voted off in "
* Duncan Idaho. A Ginaz-trained swordsman, bodyguard, and fencing teacher, who is entrusted with protecting and tutoring Paul.
* Duncan is able to protect Tessa from many Immortals who wanted to hurt her to get to him. However,
* Duncan Jones playthrough, the two eventually decide to set up their own gym after having beaten the others. Sjin is horrified to realise that Duncan has built their gym out of wool... since every other gym in the series was made of wool and set alight (by them).
* Duncan-kiss incident, she can either be a hero in the right or a devious antagonist depending on the author's character and/or shipping preference. Mostly shipping preference.
* Duncan MacLeod's black 1964 "Flair Bird" convertible Ford Thunderbird from

* Duncan McLain and Maryse MacArdry. Expecting to be parted over a feud between their clans, they
* Duncan often gets away with his dirty deeds. In fact, he's arguably the single luckiest character in the series - not only is he successful romantically in both
* Duncan plays the part in the episode "Black Tower" as he is hunted by the
* Duncan seems to do this for girls he likes; his first girlfriend, Courtney, was "
* Duncan Sheik's "Little Hands" ends with the protagonist accepting his fate... for now:
* Duncan Shiek's "Barely Breathing" is about a guy who has fallen for a woman whom he knows... he
* Duncan Stewart (son of Alf and Ailsa) - originally aging normally from baby to toddler to young child, the character then disappeared only to reappear two years older the following season.
* Duncan's tracks focus on either AP damage and other nonlethals, or direct damage.
* Duncan, the winner of Season 2 in his ending, could count as this. While he torments Harold for the majority of the season (Duncan claims that Harold booted Courtney, while [Harold] had a reason to.), he ends up making the final two where he would win in a close [4-3] vote. Plus, in a real-world example, Duncan wins the online voting with 77% of the votes (while 23% of the viewers wanted Beth to win).
* Duncanville. One episode has them do a pretend marriage, which quickly goes sour as Jing plays the role too seriously.
* Duncan Ville, series co-creator Amy Poehler provides the voices for Duncan and Annie.
* Duncanville", when Jack and Annie leave their kids by themselves at home while they go to a concert, they immediately return back when they discover firefighters heading towards their home. Apparently, when Duncan placed a pizza in their oven, he forgot to take the pizza out of the plastic wrapper and set the oven temperature too high, resulting in the pizza catching on fire. Duncan tries to put the flames out with a fire extinguisher, but he doesn't know how to use it and he places it inside the oven on top of the flaming pizza which results in the extinguisher exploding.
* Duncan was this to Richie before and after the latter became Immortal.
* Dunce Cap: A student is made to sit in the corner while wearing a pointy cap as punishment for misbehaving and/or getting an answer wrong.
* Dunce Cap: A student is punished for misbehaving and/or getting an answer wrong by sitting in the corner and wearing a pointy cap.
* Dunce Cap: A student who misbehaves or does poorly in school is punished by being made to sit in the corner and wear a pointy cap made of paper.
* Dunce Cap, indicating that he did poorly in school due to not taking his studies seriously.
* Dunce Cap, singling out a student and calling him stupid in this manner, even in fiction, would never fly.
* Duncton Wood by the same author is told from the point of view of a young Golden Eagle.
* Dunderklumpen! has a live-action setting with mostly animated characters. Camilla, Jens and their father are practically the only characters in the movie played by real-life actors.
* Dunder Mifflin Scranton employees, particularly Creed, can be seen playing games like Solitaire and Hearts on their computers as a sign of their apathy towards their jobs.
* Dune (1984): Adapting the plot of the book was so complex and so much of it was cut from the movie that Miss and Mr Exposition were required: Princess Irulan before the credits, explaining the general setting, and after the credits, the secret report within the guild giving the context for the next scene.
* Dune (1984). As the Atreides troops become aware that their shields have been crippled, they run for their ships... which are blown up in their faces by Harkonnen bombers.

* Dune (1984) as the foreman of the spice mine that's destroyed by a sandworm.
* Dune (1984) has a mostly white cast, even for the Fremen (desert-dwellers of Arabic descent) and the Atreides (of Greek descent, and explicitly described in the source novel as "dark").
* Dune (1984), however, it was simply altered pigmentation, and their eyes were just a weird kind of blue.
* Dune (1984) iconic look for the creatures, even though Herbert's books never mentioned this feature.
* Dune (1984) in the original cut, as Thufir—one of the film's more important characters—can clearly be seen standing among the prisoners (between the Emperor and Gaius Mohiam) in one shot, and simply vanishes in the next; his disappearance is never explained.
* Dune (1984), José Ferrer flamboyantly shrugs off his cape before meeting with the Navigator. He wears standard military attire in all other scenes.
* Dune (1984)—in the middle of the damn desert—with nary a hood, cloak, or burnoose in sight!
* Dune (1984) resulting in the victim bleeding to death. There was also a creepy scene with other minions who had their eyes and ears sewn shut. The surgical procedures that resulted in these things were not seen, but one can imagine they were horrific and certainly not voluntary.
* Dune (1984), so it's not surprising that there's a bit of this going on. Especially from Piter de Vries.
* Dune (1984): The Guild Heighliner, as in the book, is a gigantic mostly hollow FTL-capable starship piloted by spice-mutated psychic Guild Navigators that carries other ships within it for a fee.
* Dune (1984): The hammiest is Baron Harkonnen, but everyone else is close behind him.
* Dune (1984) the Harkonnen Mentat recites a mantra after drinking "sapho" juice as part of a ritual to heighten his mental powers. This does not feature in the book and was an invention of the director/actor.
* Dune (1984) was slightly better about this, as the budget was a mote higher. The Atreides and the Emperor seem to constantly wear military uniforms in the film. Justified with the Emperor, whose fetish for uniforms was mentioned in the books.
* Dune about it than the inventors did. By the time of the main novels, it's just technology they know how to build by rote.
* Dune, a distrans is a device for producing a temporary neural imprint on the nervous system of bats or birds. The creature's normal cry then carries the message imprint which can be sorted from that carrier wave by another distrans. In other words, it implants a message into the animal which can be later read in its normal vocalization, sort of like a modern-day telephone/radio scrambler.
* Dune Agamemnon (not his real name) and taken up by his son Vorian Atreides, whose last name is derived from "Atreidae", the collective name for the descendants of King Atreus, Agamemnon's father (who was anything but heroic).
* Dune: A ghola's memories can be restored by inflicting psychological trauma.
* Dune allows the possession of sex slaves. The Emperor is allowed to have slave-concubines, Baron Harkonnen uses a slave boy as one, and Feyd-Rautha Harkonnen spends a lot of his time with the women in the Baron's slave quarters.
* Dune (and he's a cartoon character). Though in real life this means tracking down petty swindlers in most cases. But his big cases include tracking down the big bad of the beer-brewing billionaire kidnappers, getting two innocent people accused of murder out of jail and catching the real killer, foiled a prince and princess any rights to the throne as the princess had a prior relationship with the biggest drug lord in Dutch history and tricked a sociopath, whom he also caught trafficking Thai prostitutes a few months earlier, into confessing to a hidden camera to the murder of a missing girl in Aruba.
* Dune and other treachery to open a gap in the base's defense and attack under cover of night, with imperial troops on loan.
* Dune and slaughtering sixty billion people in his name. And once Paul gains full control of his superhuman prescience, he is completely aware that this would

happen, sees it as inevitable and necessary and is completely helpless to stop it.
* Dune are intended (according to Herbert's notes) to set up the establishment of a democratic Third Empire under the aegis of the Bene Gesserit (who have incorporated the Honored Matres).
* Dune: Arrakis has two moons. Similar to the Man In The Moon, people see pictures in both of them, in this case a mouse and a fist.
* Dune; a search party was supposed to find and kill the two perpetrators and witnesses to Paul and Jessica's killing, but they were already dead when they were found...
* Dune, as part of the Bene Gesserits' long-term breeding plans. The Dune series is very weird sometimes.
* Dune at all, though he's already been identified as such in the narrative (it's presented as a mind-blowing revelation in-universe due to his loyalty conditioning).
* Dune because it's the only place Spice is found. Salusa Secundus is apparently a fairly close second, and it's used as a prison planet and training/recruiting ground for the Emperor's Sardaukar shock troops.
* Dune before birth. As a result, they are subject to being taken over by the personalities of their genetic ancestors. This can lead to some interesting situations:
* Dune behind them if one meets the other then a catastrophic explosion occurs. Shields aren't proof against slower moving objects though, so most combat is waged using swords and knives. It also becomes relevant in-story later on when the Harkonnens use the ancient and obsolete technology of artillery against their enemies holed up in caves. Artillery and other projectiles had fallen out of use due to shields, but they're very effective for collapsing cave entrances.
* Dune being called Paul, but all the Fremen call him Muad'Dib ... and Usul and Mahdi, while others call him Kwisatz Hadderach. The man has more names than stillsuits. As an act of reserving his identity as an Atreides as well as his acceptance into their culture, he requests to be called Paul-Muad'dib.
* Dune, Bene Gesserit Reverend Mothers are unable to utter direct falsehoods, due to the effects of the "Water of Life" spice-drug that gives them their power. However, they are masters of manipulation; and by use of partial truths, combined with shifts of context and emphasis, are able to mislead more effectively than a straight lie could.
* Dune book (covering the early years of Paul leading the Fremen) looks like nothing.
* Dune book is heavily weighted down with this kind of exposition in the first hundred pages.
* Dune books, it's revealed that it's because of a disease and that he was quite fit in his younger days.
* Dune books, the long-widowed Lady Jessica Atreides is said to have found love with Gurney Halleck, although given that they have by that time become the rulers of Caledan and Giedi Prime, respectively, their relationship is kept very low-key to avoid scandal.
* Dune. Both were released during the "New Wave" science fiction craze where there was more focus on stories and characters rather than just being about science. That rivalry was later revived in 2020 after live-action adaptations of the two were revealed.
* Dune - breeding together people with the right genes in order to produce the Kwisatz Haderach... whether that means matchmaking, blackmail, or outright rape is of little concern to them as long as the right children result. The ultimate goal was supposed to be the daughter of Duke Leto Atreides and Jessica, paired with Feyd-Rautha Harkonnen... but Jessica went against orders and bore a son, Paul, who threw a wrench in their plans in more ways than one. Ironically, in the end, they did wind up getting their God-Emperor, Paul's son Leto II, who also engaged in his own, 3500-year-long breeding program.
* Dune, but computers in general are illegal after the luddite Butlerian Jihad. Gifted and specially bred humans using copious amount of mind-enhancing drugs are

used for calculating ship navigation (Guild Navigators) and as information databases (Mentats).
* Dune, but the same trope happens with more advanced civilizations of humans doing it to less advanced societies. This is most common with the Bene Gesserit Missionaria Protectiva.
* Dune by Brian Herbert added that the bull that killed him was hopped up on stimulants rather than sedated like it should have been. A tool of assassination. The original didn't attribute any foul play.
* Dune by Frank Herbert. The Combine Honnete Ober Advancer Mercantiles is THE corporation in the universe. It sells anything the Spacing Guild can transport (from rice and donkeys to whale fur and the all-important spice). Every House in the Imperium relies upon CHOAM directorship for profits and power.
* Dune by poisoning him in such a way that he is fine as long as he takes an antidote every few days. Somewhat atypically, Hawat is never told about this. Hawat regularly scans his food, accurately assuming the Harkonnens will try to screw him over in some way, but since the antidote is not harmful it is never detected.
* Dune canonize the Patriarch and vilify the "traitor" Harkonnen, causing his entire family to change their name in order to distance themselves from the shame. Vorian eventually reveals the truth to Xavier's grandson Abulurd Butler, who changes his name to Abulurd Harkonnen shortly after that and becomes the founder of the House Harkonnen we know and "love".
* Dune captured by the Harkonnen. For this reason he betrays the Atreides (his loyalty conditioning would make this otherwise impossible, but I guess his loyalty to his wife is able to trump even that).
* Dune changing from a pampered aristocrat into a messianic tribal warlord.
* Dune Chronicles Of The Imperium published by Last Unicorn Games in 2000.
* Dune describes an intense battle between the fanatical Butlerians and a number of Venport Holdings ships. While the Butlerian ships outnumber Venhold ships 12 to 1, they are also relics from the Butlerian Jihad, while Venhold ships are top-of-the-line. The battle is a victory for the Butlerians, but they end up losing nearly half of their forces, even though they have one of the greatest mentats onboard the flagship to guide them.
* Dune device is mentioned in passing, "pain amplifiers" that presumably make conventional torture that bit more effective with no greater risk of death.
* Dune do not prophesy to others but use their prophecies to guide their actions, as the prophetic visions themselves are not absolute inevitabilities but rather one of several possible paths (although the longer you fulfill a particular vision, the harder it is to avert the rest of it).
* Dune do, while also being able to move slow enough to pass through shields (unlike all but some very specialized and rare projectile weapons).
* Dune due to the aforementioned force fields (a laser hitting a field would cause a nuclear explosion). Melee weapons see much more prominent use than in most sci-fi settings. Mentats, Face Dancers and the Bene Gesserit can be considered Exotics.
* Dune, Duke Leto Atreides makes the toast "Review, friends - troops long past review" by pouring out a flagon of water onto the floor (note that water is worth its weight in gold on the desert planet of Arrakis).
* Dune: Duke Leto is betrayed by Dr. Yueh, but the doctor gives him a poison-gas tooth so he can kill Baron Harkonnen, the Duke's enemy. This makes Leto something of a kamikaze — but an unsuccessful one, as the gas only kills Harkonnen's advisor.
* Dune: Emperor Shaddam IV is only good in comparison to Baron Harkonnen. The Emperors throughout the series fall under this trope, even the Necessary Evil ones — God Emperor Leto made himself the most reviled being in history, distrusted and despised even by his closest supporters. It's even revealed in the prequels the Emperor had his elder brother and father murdered to secure his succession.
* Dune Encyclopedia, by having the conspiracy go back all the way to ancient Earth, including Jesus and Alexander the Great being failed/proto-Kwisatz Haderachs.
* Dune Encyclopedia gives a quick overview. No attempt has been made to reconcile the dates with Torkos's timeline.

* Dune Encyclopedia has 'Terra' as stricken by a 'plantoid'. It is however re-seeded and set aside as a park by imperial edict.
* Dune Encyclopedia provides a history of all of Leto II's Duncan Idaho gholas, it includes that the Tleilaxu once provided a female Duncan Idaho ghola in a similar ploy to what the Ixians attempted with Hwi.
* Dune example above, subtly — there's a short story about a time traveler from the far future whose home time's way of life is so fundamentally different from ours that he finds everything incomprehensible — yet upon spotting a menorah in his host's home, casually remarks, "If I saw that in my own time, I'd think you were Jewish".
* Dune example is also a bit more realistic than its successors tend to be. It's established that they usually feed on a combination of the plankton-like larval form of themselves, and other, smaller worms, explaining how they can sustain such colossal bodies. Their mass is physically sustained by their semi-crystalline body, and their ability to pass through the sand is because they consume it, as part of getting the aforementioned plankton. The reason they attack anything that vibrates is because, since they are blind and have low intelligence, they attack on the off-chance that the vibration is caused by another worm. Their physical attributes are consistently extrapolated from the neccessities of their living-in-sand nature — their bodies are designed to be capable of passing off enormous amounts of heat to deal with the friction in sand (generating a lot of oxygen in the process, explaining why Arrakis has a breathable atmosphere), and their strength is quite enormous, as it would have to be to move such a mass through such a dense medium.
* Dune expresses it as elegantly as anyone's ever gonna: "We Bene Gesserit have a saying. Do not count a human dead until you see the body; and even then, you can make a mistake."
* Dune Feyd Harkonnen is shown using poison frequently: weakening his slave gladiators so he always wins his fights, attempting to poison his uncle the Baron through the thigh of a sex slave, and using a secret poison needle in his belt buckle in his combat against Paul Mua'dib.
* Dune, Feyd-Rautha is well known for describing the effects of the poisons he uses in the arena, though not on screen.
* Dune Feyd-Rautha participates in. Frequently. The second is bull fighting. The Atreides, in keeping with the Mediterranean flavor of Caladan culture, apparently took part in this, though only off camera. They may have stopped in recent years leading up to the book because a bull killed the Old Duke, Duke Leto's father and a skilled matador. In the ring. He was fighting it at the time. Actually, at the time he was being gored by it, but you get the point. (Come to think of it, so did he.)
* Dune for humanity's survival. Of course, the Bene Gesserit never know this and blame Jessica, Paul, and Leto II for the mess that they're in.
* Dune. For that matter, even swords will be blocked by the shields if they are swung too fast.
* Dune fully coincide, and there's reasonable grounds to be concerned that she might be suffering from conflicted loyalties) but this is never directly stated to be the true reason.
* Dune game started off as an adventure game, then eventually turned into a strategy game for the remainder.
* Dune gas to give themselves limited prescience. Without them ships engaging in space folding have a one in ten chance of disappearing without a trace.
* Dune: Genetic engineering is commonplace, and modified humans take many shapes and fill many roles, some of them rather disturbing.
* Dune given that it starts from the point of view of interstellar overlords it would be surprising if it did not have fabulous luxury involved.
* Dune: Guild Heighliners are gigantic, mostly hollow FTL-capable starship piloted by spice-mutated psychic Guild Navigators that carry other ships within them for a fee.
* Dune has a form of this in the test through which Reverend Mother Mohiam puts Paul. The Bene Gesserit nerve induction box inflicts an enormous amount of pain on the order of third-degree burns, while the gom jabbar ("High-handed enemy", which

she will plunge into his throat if he pulls his hand out) will kill almost instantly.
* Dune has a mostly white cast, even for the Fremen (desert-dwellers of Arabic descent) and the Atreides (of Greek descent, and explicitly described in the source novel as "dark").
* Dune has entire battle languages for the Sardaukar and household troops to give orders or report without being understood by their enemies.
* Dune has him nuking a hole through the Shield Wall: a whole mountain range protecting (and enabling the existence of) the most hospitable area of Arrakis.
* Dune has the Baron Harkonnen attempt a planet-wide version of this. He would have Rabban brutally oppress the people while mining as much spice as possible, then have Feyd take his place as a more benevolent ruler.
* Dune has the Bene Tleilaxu's Sligs — slugs and pigs genetically mashed together. Apparently it makes the meat tender and succulent.
* Dune has the gholas, which are copies of people that sometimes retain their memories. This is used to resurrect Duncan Idaho dozens of times, but many of the characters of the first book get turned into gholas at one point or another.
* Dune has the Ixians from... Ix and the Tleilaxu/Bene Tleilax from... Tleilax.
* Dune have a post-Third-Impact Shinji Ikari and the "Well of Souls." Near as anyone can determine, he is the last surviving human with a body. Everyone else lives in his head.
* Dune have brutal academy where they train to become skilled not only in the sword but also tactics, military protocol, all weapons, political maneuvering, ship combat, and more. Duncan Idaho was Swordmaster for House Atreides.
* Dune. He also composed a very emotionless and stylised "symphony" in the same book.
* Dune, he keeps popping up again and again (and getting killed again and again,) and actually manages to be an important character regardless of his obvious red shirt status.
* Dune: House Atreides, where Hasimir Fenring poisons Emperor Elrood Corrino IX at the request of the Emperor's son Shaddam with a chaumurky (poison that goes in a drink) that takes two years to work. The poison requires constant consumption of spice beer in order to work. Fortunately for the assassin, Elrood loves spice beer. Also, the effects of chaumurky become apparent within weeks, as the aging Emperor slowly begins to exhibit symptoms similar to senility. Given his advanced age, nobody suspects foul play.
* Dune II had the Tleilaxu provide Biological monstrosities as units. Many armored units are now Mecha. The Sardaukar and Fremen subfactions count as Supersoldiers, while the Guild ground forces are considered Exotic.
* Dune II: Harkonnen (Powerhouse), Atreides (Balanced), Ordos (Subversive).
* Dune II: House Ordos is a mercantile House that is only concerned with generating revenue to sustain the elite-class of their society. As a result, they rely heavily on hired mercenaries to do their fighting for them. But as long as they can safely get to the spice melange and harvest it for their own benefit, they absolutely do not care how many expendable pawns they have to buy off and send against their enemies.
* Dune II included the Harkonnen Devastator Tank, a nuclear-powered super-heavy tank equipped with two fixed heavy cannons and a self-destruct switch. Though it was changed to a humongous mecha in the follow-up game, Emperor.
* Dune II Ordos Saboteur units had bombs strapped to themselves, and had a suicide attack.
* Dune II pioneers many of the features that are present in the genre.
* Dune II. The Harkonnen can launch a Death Hand missile from their palace(s). It can devastate an enemy complex.
* Dune II. The Harkonnen Devastator Tank is equipped with dual plasma cannons, which fire plasma "shots" over a short distances. They are powered by a nuclear reactor, which can be pushed into a meltdown under certain circumstances.
* Dune IIThis is reciprocated today by western fans translating much of the burgeoning Eastern European game industry's niche genre output.

* Dune II. "Vast armies have arrived. Now, three Houses fight for control of Dune. (sic) Only one House will prevail. Your battle for Dune begins... now-ow-ow-ow-ow..."
* Dune into high treason. Xavier's best friend Vorian Atreides chooses to keep the truth hidden "for the good of the Jihad" and allow the Harkonnen name to be despised and Ginjo to be elevated to martyrdom.
* Dune (in which she's still fairly intelligent — she becomes a respected historian, after all — but otherwise just a typical princess.) In the mini-series, she quickly figures out that her father aided House Harkonnen in its violent overthrow of House Atreides, and actively works to spy on the Harkonnens by sending one of her servants to seduce Feyd.
* Dune is happening to his hand is described in gory, most definitely not PG-rated detail.
* Dune is supposed to span the entire universe. Space-folding Heighliners can go anywhere, taking the same amount of time to reappear orbiting a planet in a neighboring star system as they do to reappear orbiting a planet in a different galactic supercluster.
* Dune it might be the best well-known example. The Galaxy has an Emperor and several rival feudal-aristocratic family rule over even complete planets, and there is quasi-magic, Jedi-like women wizard-advisors-priestess-mistresses, and monsters, although the story is otherwise within a fairly straightforward interplanetary science fiction setting.
* Dune, it's mentioned that the Emperor's Sardaukar soldiers carry a wire hidden in their hair to use as a garrote if captured and disarmed.
* Dune, Ix has truly broken the monopoly by skirting around the Butlerian Jihad's conventions and producing machines that could substitute for the Guild's prescience.
* Dune: Lady Jessica is able to gain acceptance among the Fremen by using phrases planted in their culture by the Missionaria Protectiva (which manipulates religious beliefs to benefit the Bene Gesserit).
* Dune, Leto Atreides and Jessica are for all intents and purposes married, but she's officially only a bound concubine to keep Leto single for political maneuvering. This is also the case for their son, Paul, and Chani after he is made Emperor of the Known Universe and has to marry Princess Irulan for political reasons. This trope is even invoked by Jessica in the final lines of the novel.
* Dune main rules, adventure "Instrument of Kanly". The agents of House D'murjzin enter and exit the 35th floor of the Adici Enterprises corporate headquarters through an air vent.
* Dune, meaning they seduced every political leader that showed some talent, however inane, while portraying themselves as being mere servants to those political leaders.
* Dune meant to minimize civilian deaths and other collateral damage (such as forbidding the use of nuclear weapons on living targets). The original book starts out with House Harkonnen beginning a "War of Assassins" to reclaim Arrakis from House Atreides (the Harkonnens lost their contract with the CHOAM Company that monopolizes the trade in Arrakis's spice), secretly with the support of the Emperor.
* Dune mentions a planet called Bela Tegeuse, which may be a corruption of Betelgeuse.
* Dune mentions Kralizec: in the oldest Fremen beliefs it is the Typhoon Struggle, the war at the end of the universe.
* Dune Messiah is unnecessarily large for the sole purpose of intimidating his visitors. The author also describes how the room gradually gets smaller as you approach the throne to create the illusion that Paul is larger than he is.
* Dune Messiah. Paul ends up blinded and must do the same to ensure the Fremen would be loyal to his children Leto II and Ghanima.
* Dune Messiah the Bene Gesserit gain the technology to make their own Gholas and bring back Miles Teg to lead their army, not only are his memories awakened, but so are the special abilities he gained in the previous installment.

* Dune Messiah: The conspiracy against Paul is comprised of the leaders of the factions opposing him. Edric, (representing the Spacing Guild), Reverend Mother Gaius Helen Mohaim (representing the Bene Gesserit), Scytale (representing the Bene Tleilax), and Irulan (representing the House Corrino). Scytale is the one carrying out their schemes, Edric uses his powers to protect the group from Paul's future sight, Mohaim hatches the long term plans, and Irulan is the group's spy within Paul's inner circle.
* Dune Messiah, the conspiracy against the God Emperor Leto II created Hwi Noree for the same purpose. Leto himself created gholas of Duncan Idaho for companionship; most of them rebelled against him but he didn't mind since that was half the point of having them around.
* Dune Messiah to help and comfort her. His behavior is really unnecessarily harsh.
* Dune mini-series has a dead-serious one of these with a spice-blow right after Liet Kynes realizes that he's right on top of it and begins screaming, "I AM A DESERT CREAT-"
* Dune miniseries has them throwing punches and kicks after one, then the other, is disarmed, in contrast to the book and the earlier film. Though the climax is the same as they pick up their knives again.
* Dune miniseries wears very elaborate outfits even when he's just working in his study or meeting with his advisors. This is different from the book, where Shaddam preferred to wear an ordinary Sardaukar officer's uniform with no decoration other than a silver helmet even at official state functions. This was stated to not have been the traditional formal dress, however, merely being an affectation of Shaddam, as he felt that his power was based entirely upon the fear of the dreaded Sardaukar.
* Dune, most infantrymen prefer to use this combination. Though there are various context-appropriate subversions throughout the series.
* Dune, Navigators and his human twin manage to contact each other FTL with a device one of them cooked up, but that never caught on, mainly due to the unfortunate side effects (namely, the navigator half died of pressure induced hemorrhaging, while the brother actually fried his brain from the inside out). It was shown that two Navigators could communicate directly mind to mind in realtime, but they also died later.
* Dune, nearly all humans have been consuming spice for over 10,000 years and have become addicted to it in more ways than one. The Fremen are the most addicted, as spice is present in the very air on Arrakis, which is shown by their "blue-within-blue" eyes.
* Dune, noblemen of the Empire can have one official wife and any number of concubines. It's a plot point that Jessica, though the love of Duke Leto's life and the mother of his heir, is for political reasons only a concubine and not a full wife. In turn, and again for political reasons, their son Paul takes the Emperor's daughter as his wife and the woman he really loves, Chani, as his concubine. The novel ends with Jessica commenting to Chani:
* Dune novels, and quite possibly the later ones too, assuming you can understand them; although its more controlling it / making it uncontrollable rather than an outright screwing. The main character's goal of the novels is the creation of what he termed, the 'Golden Path' - A future completely free of destiny with unlimited choices. The ironic thing is, to do this, Leto messes with people's futures for the next 3000 years.
* Dune novels make use of this, quoting from fictional (auto)biographies, treatises on religion/politics, journals...
* Dune novels, the Bene Gesserit have a whole system of false myths called the Missionaria Protectiva. They purposely spread made-up prophecies that any member of their order can fulfill if needed. Thus, a member stranded on an otherwise hostile world can appear to be The Woman From the Prophecy.
* Dune novel, the Atreides and Harkonnen families had been feuding for millenia, and the feud only ended with the death of Feyd, Rabban and Vladimir (the last surviving members of the Harkonnen family, not counting Vladimir's unacknowledged daughter Jessica and her Atreides descendants) at the end of the book. Accoriding

to the first book, the feud apparently started because at some point thousands of years earlier, an Atreides had a Harkonnen banished for cowardice.
* Dune of Bene Gesserit, who ship off some of their younger initiates as concubines to powerful nobles in order to advance their genetic selection agenda. Despite this, Leto and Jessica genuinely fall in love with each other, and she even defies the order by giving birth to his son (initiates can choose the baby's sex at will, and she was supposed to bear a daughter).
* Dune, orders a Harvester and its load of Spice be abandoned, in order to save the crew.
* Dune, Paul Atreides had dreams about the future (including later events on Arrakis) before gaining his full prescient ability.
* Dune. Paul Atreides has dreams of the future where he sees the Fremen girl Chani he will eventually meet and fall in love with. His son, Leto II, later has similar dreams during his Spice ordeal, but subverts the trope by deliberately choosing a different path, since it was the love for Chani that led Paul to his eventual doom.
* Dune Paul is shown training with a sword and knife, but most of his actual battles are with a single crysknife. While Feyd-Rautha kills gladiator-slaves with a long and short knife, one of which is poisoned.
* Dune, Paul is used to attacking slowly while sword-fighting in order to circumvent the deflector shields that are common in the empire. (His defenses, on the other hand, are appropriately fast.) When forced into a knife-fight to the death against an opponent who had never fought with a shield before, despite being clearly far more skilled than his opponent, Paul couldn't make a killing blow as he kept slowing his strikes (which would be perfect for getting through a shield, but a burden here) and had never killed a man before. Unfortunately, this leads spectators to believe that he is being incredibly cruel by dragging out his opponent's inevitable death.
* Dune: Persian, Ottoman, Hapsburg, and Chinese influences all show up in the Imperium. While it doesn't receive a villainous portrayal (indeed, the heroes run it in some books), it doesn't exactly receive a heroic one either. It appears mainly as a status-quo form of society that keeps working because it's what the characters can build in their circumstances (particularly the civilization's dependence on the Bene Gesserit and Spacing Guild, who both rely on a natural resource found only on one single planet).
* Dune personal shields block projectile weapons and lasers trigger nuclear explosions when they hit them, but a slow-moving blade can slip through.
* Dune: Personal shields stop any object traveling above a certain speed so projectile weapons are obsolete, and lasers trigger a fusion reaction when they hit a shield. So most fighting is done with sword and dagger.
* Dune, predicting every possible path the ship could take and then somehow moving it themselves through space using psychic powers. While floating in midair, at least in the movies.
* Dune provides a clean-cut example of the Hidden Badass variety. On the remote outskirts of god-forsaken planet, in the huge desert, a small bunch of ragtag people scavenge for a living. Do not get trigger-happy yet: those people are, in fact, bred by their demanding enviroment to be the best fighters in Universe. And their numbers are seriously underestimated... Long story short, a hundred years and several books after being bothered, they sweep their Jihad holy crusade across the Galaxy. Whoops!
* Dune provides background material that states Fremen who traveled off-world were stricken by disease and failed to adapt to humid environments.
* Dune respectively, with the Baron himself and Edward Fox (and Bruce Willis as a crazy impostor) even making cameos in dream sequences.
* Dune's death, Brian Herbert (Frank's son) and Kevin J. Anderson have written a number of prequels and sequels.
* Dune series does rather a lot of this if the crosses mentioned in the books are a representative sample. The people involved are generally unaware, at least at the time.
* Dune series, has a deep-red scar down one side of his face which causes residual

pain at times of great stress.
* Dune series have massive ones, arranged in three large "jaws" that can open wide to swallow entire Spice Harvesters.
* Dune series, humanity rules an Empire of a million worlds that stretches across the galaxy. Thing is, not one of those is Earth.
* Dune series is renowned for its incredibly intricate layers-upon-layers of this kind of gambit.
* Dune series is sci-fi, of the best kind, but you'll still find people complaining about it being shelved in the sci-fi/fantasy section.
* Dune series. It was a originally a list of poisons commonly used in the limited warfare between Houses. Latter versions added weapons and devices that were allowed in warfare.
* Dune series of novels, the homeworld of the Ixians is called Ix, a mysterious name with a meaning lost to time. One character with "ancestral memories" notes to himself with amusement that "Ix" is merely the name of a numeral from a culture that has long been forgotten by the general population of the present universe. Seemingly implicit is that the planet was originally designated with the number 9, written in Roman Numerals as IX. The planet's original designation was probably Epsilon Eridani IX, although it's not clear why Richese (located in the same system) got a proper name and Ix didn't.
* Dune series, the Tleilaxu Face Dancers were shape-shifters with the ability to change gender.
* Dune series, this effect was used to show the preternatural speed Paul had earned through his martial training.
* Dune's Guild Heighliners might count as a variation. They're designed to transport hundreds of smaller ships over interstellar distances, but the smaller ships don't belong to the Heighliners as such.
* Dune shock troops. And the incredibly lethal deserts of the titular planet Dune serve to make its indigenous people, The Fremen, hardy enough to overcome even the Sardukar.
* Dune. Since it also extends life somewhat, nearly the entire ruling class is addicted to it (often consumed as flavoring — the taste is described as somewhat similar to cinnamon). And withdrawal is fatal. Painfully. Critics generally see the spice as a metaphor for oil, making the Fremen Space Arabs.
* Dune space travel is not in the least an example of this trope - the Holtzmann effect, while never properly described, seems to work more like teleportation than anything else (huge distances are moved 'in the blink of an eye', actual 'sailing' is negligible on any scale, and space warfare non-existent apart from orbital skirmishes due to the Guild (who are neutral) monopoly on interstellar travel.
* Dune. Specifically, in the vast caverns under the surface of Ix. How does the ship then get into space? Why, a Navigator simply folds space right from the cave. Immediately after that, the workers start laying down the framework of the next Heighliner. The contract for building Heighliners keeps switching between Richese and Ix, the only two planets with enough technology and industry to build them.
* Dune starships called 'crushers', which are meant to be deliberately crashed onto a planetary surface to destroy a city/installation/military formation, are employed.
* Dune, thanks to being in the womb when her mother connected with the Fremen Reverend Mother.
* Dune that formed after the Butlerian Jihad and lasted up until Leto II manipulated its breaking up (almost 14,000 years).
* Dune, that in at least one military situation all he had to do was arrive at the site of the potential battle. The opposing forces immediately sued for terms.
* Dune that is activated by shouting his name, making Paul's line literal instead of symbolic.
* Dune that later on in the series can become "perfect mimics" by absorbing the memories of the individual they've... replaced.
* Dune that the experience acts as an addictive narcotic. In contrast to the Bene Gesserit end of improving the human condition, this is quite openly about ruthless,

selfish control, and philosophically at least, the Bene Gesserit have nothing but contempt for them (to the point where their epithet for the Honored Matres is "whore").
* Dune, the Atreides slave gladiator who fought Feyd-Rautha Harkonnen received a post-hypnotic suggestion to have his muscles go slack when he heard the word "scum". The Bene Gesserit also do this to people they consider dangerous: one Trigger Phrase they use is "Uroshnor".
* Dune the Battle for Arakis we are also introduced to the house Ordos who also fight for Arakis.
* Dune the Bene Gesserit can fight with nearly superhuman capability if necessary.
* Dune, the Bene Gesserit can use psychosexual conditioning techniques (called hypno-ligation) to control people. They can trigger their victims by using code words.
* Dune the Bene Gesserit have at least two such tests. In the Gom Jabbar an acolyte must hold their hand in a pain inducer and endure unbearable pain or be pricked in the neck with a poisoned needle. In the ritual to become a Reverend Mother they ingest a deadly poison and have to exert conscious control over their biochemistry to neutralize it.
* Dune. The Fremen become this for Paul and both are breed into the Fish Speakers under Leto II, which in-turn merge with the Tleilaxu and Bene Gesserit in the Scattering to become Honored Matres.
* Dune, the Fremen leader Stilgar spits on the table in front of Duke Lete Atreides (which in the Fremen culture is a gesture of respect). Paul is the one who steps in (this showing he knows the ways of the desert) to prevent Stilgar from being attacked.
* Dune, the Fremen place the bodies of the dead into machines which render them down and recover their body's water, which is then added to the tribe's stockpiles. This is regarded as not only practical (since water is so scarce on Arrakis that to let the water in a corpse go to waste is pointlessly foolish) but also a way of honouring the fallen Fremen, since they get to continue to serve the tribe even in death. It is considered a particular honour to be allowed to take the water of a non-Fremen, and the Fremen often dishonour enemies by either slitting their throats (thus wasting their water) or otherwise not reclaiming it since it is their way of saying that a fallen foe's water is not worthy of being drunk by the Fremen.
* Dune the Fremen ride the sandworms of Arrakis. Great-worms and lesser-worms are used in teams to pull a chariot.
* Dune. The Fremen use bird calls to communicate with each other: "Jessica heard... the distant bird calls that Stilgar had said were the signals of his watchmen."
* Dune, the ghola Hayt (a clone of Duncan Idaho) is conditioned by his Tleilaxu creators so he can be controlled by the Tleilaxu dwarf Bijaz.
* Dune. The Harkonnen's Mentat Piter de Vries wanted to keep Jessica Atreides for himself, but quickly dumps the idea when the Baron offers him to stay and rule Arrakis in his name instead.
* Dune: The Imperial Sardaukar are the most terrifying and deadly warriors in the known universe, and their only real purpose is to establish how much deadlier the Fremen are by getting their asses handed to them at every encounter. When they attack Paul's sietch, they take devastating losses fighting Fremen who are not even warriors. The Sardaukar are never a real threat when Fremen are involved.
* Dune then goes on to reveal that Judaism is still alive and kicking after 25,000 years, and introduces the reader to at least one group of Jews that's had to make only minor accommodations to their faith. This is in contrast to just about every other Dune religion, which are all mishmashes of other ones (Buddislam, Navachristianity, etc.) because Jews are just that cool.
* Dune, the planet Giedi Prime is fouled with pollution, preventing sunlight from piercing the cloud cover.
* Dune: The planet Ginaz is famed for training the best swordsmen in existence.
* Dune there are no sentient alien life forms in their galactic feudal system.
* Dune. These creatures take a variety of shapes, some almost unrecognizable.
* Dune. "The spice must flow," after all. One of the prequel novels has the Emperor

conspire with the Tleilaxu to develop an artificial spice substitute called Amal. It appears to work at first, causing the Emperor to attempt to destroy Arrakis in order to establish his own monopoly, but is a resounding failure in the end.
* Dune, the stillsuits worn by the Fremen on Arrakis are designed to be worn constantly to keep you alive in the deep desert.
* Dune. The Tleilaxu, however, have no religious taboo on inhumanity and gleefully make a living selling inhuman humans genetically-engineered for specific purposes, including gholae (clones made from the cellular material of dead people) and axolotl tanks (giant wombs on life support used to grow such creatures).
* Dune they mostly do the same thing, but Fremen can intentionally summon them and temporarily control them.
* Dune, this almost happens when Duke Leto's entourage meets with Stilgar, a Fremen leader, for the first time. As Stilgar walks out, he spits on their table. Some of the men react with anger, but fortunately Duncan Idaho, who is familiar with Fremen customs, is on hand to explain: water is so precious a resource on Arrakis that every drop is counted and precious, and the Fremen wear suits that recycle 100% of a body's waste water. To share one's bodily water (as with the spit) with someone else is therefore a gesture of great respect.
* Dune. This is interpreted to mean pretty much all forms of electronic computing are proscribed; mentats are trained to process information at speeds and volumes far greater than normal humans and Spacing Guild Navigators look into the future to safely plot interstellar travel routes.
* Dune: "Thou shalt not make a machine in imitation of the human mind" — The Orange Catholic Bible. It's loosely explained in the original books that robots with artificial intelligence once enslaves humanity, until they revolted and destroyed them. Hence all "thinking machines" are banned. The subsequent books by Kevin J. Anderson and Brian Herbert would show how all this happened (however many fans don't like them).
* Dune to investigate any suspicious deaths. The solution: issue indirect orders to one's minions (who are unlikely to be subject to Truthsayer questioning) along the lines of, "No bodies must ever be found," and leave it up to their creativity to make the proper arrangements.
* Dune universe accept the fact that you can be knifed in the back at any time as just another hazard of the job.
* Dune universe has Verite, a will-destroying narcotic from the planet Ecaz that renders a person incapable of falsehood.
* Dune universe have this as their hat, including the gholas and Face Dancers.
* Dune universe, shields struck with lasguns produces a nuclear explosion (at both the shield end and the lasgun end) and nuclear weapons are forbidden at the cost of having all the Great Houses turn against you and the Spacing Guild revoke your ability to travel. And, of course, shields attract Sandworms, which is why the Fremen don't use them.
* Dune used by various different military forces over the course of the books.
* Dune was actually a thought-experiment: how would a future, high-tech human society develop after banning computers? It's possibly the first serious consideration of the ways that people might deal with this.
* Dune was any kind of composite of organic polymer and carbon-iron alloys used in many industries due to both its plasticity and Macroscopic hardness.
* Dune, we see Alia performing the gesture when she hears the Baron's voice in her head.
* Dune when a Fremen representative spits on the table during their first meeting with House Atreides. One of the protagonists gets angry and tries to draw a weapon to repay the "slight", but Duke Leto stops him - the act was a gesture of respect, as water is incredibly scarce on Arrakis.
* Dune when Paul's future lover Chani imbibes some Spice, she has a premonition of this. She has a vision of their child and is amazed that she can recognize Paul's "every feature."
* Dune. When Stilgar the Fremen meets with Duke Leto, he spits on the table. As the Duke's men are about to attack Stilgar and probably all be killed, Duncan Idaho

tells them to "Hold!" He then thanks Stilgar for the gift of his moisture, spits on the table himself and explains that doing so was a Fremen gesture of respect (since water is so scarce on Arrakis). In the film version, it's the Duke himself, who recognizes the gesture for what it is. In the miniseries, it's Paul.
* Dune, where Leto tries to poison Harkonnen with a gas in a fake tooth and ends up taking out everyone in the room except for Harkonnen (he managed to evade it at the last second), and his immediate reaction is joy that he survived, and everyone else is dead.
* Dune, where the Fremen are stated to be of (mostly) Arabic descent and have lived on a desert planet for ten thousand years anyways, while Duke Leto Atreides (supposedly Greek) is said to be "dark".
* Dune which, more or less, controls the sale of everything - essentially a mass amalgamation of craft and guilds.
* Dune, which require a specific form of blade fighting. Since using shields on Arrakis is suicide (they attract the worms and drive them crazy), the Sardaukar end up being slaughtered by the Fremen, although not without inflicting casualties of their own (usually at 3-to-1 ratios). Subverted in the sequels, where it's mentioned that the Fremen have somehow managed to conquer most of the known worlds despite wildly different climates.
* Dune: While Paul and Jessica are fleeing a Sand Worm, they find a crack in a cliff and successfully hide from it.
* Dune who tries to find the best possible path for the future and enact it himself. The problem is that once humanity is set on a certain path in the present, the number of possible futures diminish and it becomes impossible to switch to a different path for the future without dealing with the effects of the prior path.
* Dune world, a direct-approach power player is almost surely being manipulated by someone else toward some end he doesn't even imagine. The Beast Rabban, for example.
* Dune. Yes, the same Chilton known for publishing do-it-yourself auto repair manuals.
* Dung Ages of course. It's easy to guess what causes all the casualties that the "Bring out your dead!" guy comes to seek and put in his cart, and a woman smacking a cat against a wall alludes to people killing cats out of superstition in the Plague times. Several people who want to hide from the cart are seen coughing, probably out of the pneumonic form of the Plague.
* Dungeon #54 adventure "The Fiends of Tethyr" has the players find the bones of a criminal (devoured by vicious raptor dinosaurs) in a cave; a wanted poster of him is found with his belongings, which he kept as a souvenir, offering a reward for his capture or proof of his death. (The poster describes his sword, which is also there, so the PCs can claim the reward if they're willing to travel to the kingdom offering the reward; this serves as a hook for any other adventure the DM wants to run.)
* Dungeon Adventures 51 seems to be inspired by Tucker's Kobolds. The eponymous Bandits are kobolds who have gotten more training than the typical ones, and investigating their misdeeds is difficult because nobody is willing to admit they were beaten up and robbed by mere kobolds. As a result, their actions around the town the module takes place are clouded by stories of orcs, lycanthropes, trolls, and other "respectable" monsters.
* Dungeon Adventures described a network of towers, built long ago and damaged in places, that linked different parts of the world through magical gateways. Pairs or trios of still-linked towers provide mini-adventures of increasing difficulty, which DMs can sprinkle here and there over the course of an adventuring party's career.
* Dungeon Adventures took place in a tunnel-complex that was dug out in and around a gigantic, buried dragon skeleton. Its cranial cavity and ribcage were two of the rooms in the place.
* Dungeon and put his heart inside her statue. This makes him invulnerable to damage unless his heart is returned to his body or the statue is destroyed.
* Dungeon attack her sons in front of her, she will become enraged and attack them

with a +2 bonus on her "to hit" and damage rolls.
* Dungeon attack the troglodytes' hatchlings, the female troglodytes will attack them at +2 on "to hit" and damage rolls.
* Dungeon-Based Economy: Because these kinds of dungeons can replenish their resources over time, it's not uncommon for towns to grow around them, sending in adventurers to farm the safer areas at regular intervals. Sometimes characters will attempt to create a "friendly" dungeon that lets people collect its treasures without risk, though it's rare for anyone to have succeeded at this before the story began.
* Dungeon Bypass by blinking into the enemy main base from the bottom of the cliffs.
* Dungeon Bypass: Where heroes just blast through or over that complicated maze or trial that the villain has set up, rather than actually solving it.
* Dungeon Crawl all other species have, relying on a Heal Wounds ability. They're decent with the typical dwarvern weapons, axes and crossbows, but prefer stealth, divine magic, and certain kinds of arcane magic: necromancy, translocations and especially earth magic.
* Dungeon Crawl and didn't offer any interesting options. Deep Dwarves, described below, are another story altogether.
* Dungeon Crawl are an enforced version. Unlike other races, Gnolls cannot selectively train skills and instead have their XP distributed to train every skill at once. They can make effective use of pretty much any weapons or spells they find, but will never be as good as a specialist character.
* Dungeon Crawl, Ashenzari. His followers deliberately wear cursed equipment — the more, the better — to gain useful abilities like identifying items, sensing their surroundings, and getting free skill boosts.
* Dungeon Crawl Classics assumes three broad alignments: Lawful, Chaotic, and Neutral. There are all kinds of variations within the alignments but Lawful leans towards unity, charity, and the preference for the dominance of mankind(or other mortal races). Chaos is not always evil, but chaotic characters tend towards selfishness and personal power, even if that means unleashing more supernatural forces into the world. Neutral characters either actively seek a balance between Law and Chaos.
* Dungeon Crawl Classics, one of the party members (if they are a magic user), is invited to take part in a legendary tournament where wizards duel each other until only one is left alive. Between duels, the other party members work to sabotage the other contestants.
* Dungeon Crawl, Conjure Flame can be used over water in order to generate loads of steam and thus block the enemies' line of sight.
* Dungeon Crawler Carl, and goes on to tell him in a great deal of useful detail what kind of damage he's caused.
* Dungeon Crawler Carl, and the species the Pookas are based on invented a proprietary communications technology that is part of the reason that Borant, the company that created the dungeon, is going bankrupt. The whole thing is a story based on an extremely racist conspiracy theory that the "Pookas" are actually in league with one of the most dangerous entities in the galaxy and will eventually feed everyone to her. The humans, of course, were completely ignorant of all this racist background material, though Carl does discover the final trap by realizing where the story is going.
* Dungeon Crawler Carl: An unfortunate crawler is mentioned in passing to have been caught by a trap that injected him with "Finger-sized Flesh Weasels", which promptly ate him from the inside out. His companions fled from the necropolis.
* Dungeon Crawler Carl exploits this when Donut is granted a "Hole" spell to make a temporary hole in an object. With a high enough level, the Hole can extend all the way through a door or wall, allowing you to reach through and drag part of the target back (eg their head) before ending the spell.
* Dungeon Crawler Carl have some kind of weakness, whether it be an exposed jugular vein, a dangerous environment that can be turned against them, or just spending their time sleeping and vulnerable to a first strike. That doesn't stop some of

them from being exceptionally dangerous.
* Dungeon Crawler Carl is all about aliens watching the last few humans struggle through an eighteen-level dungeon assembled from what's left of Earth. It's a fantastically popular and profitable show — so long as you're in the audience instead of being one of the poor sods in the dungeon.
* Dungeon Crawler Carl, or else it's up for grabs. And the criteria for first contact only require that the planet has something that can reasonably be called a civilisation; it doesn't have to be globally interconnected or understand anything about space flight. Earth was apparently contacted during ancient Egypt, leading to the current situation.
* Dungeon Crawler Carl therefore be out to kill you for it.) Mordecai repeatedly tries to persuade Carl to ditch it.
* Dungeon Crawler - even EQUIPMENT that you wouldn't normally guess was part of their body, like the Will-o'-the-Wisp's umbrella.
* Dungeon Crawler. Said trainee is the opposite gender of the player character, so if the player character is a female, this trope manifests. Complete with dramatic carrying the rescuee with both hands towards an exit at the end.
* Dungeon Crawler series and its many clones still carry its tradition.
* Dungeon Crawler where food items (riceballs, bacon, french toast, prosciutto, etc.) replace the usual findings of health potions and the like, despite the dish not being "mysterious," per se, finding the delicacy of frog liver and consuming it will cause the party to "escape the dungeon."
* Dungeon Crawl even with such an obscenely powerful weapon at your disposal.
* Dungeon Crawl, everyone panics when Minaka rolls a Die of Power and gets a 1. The lower a roll below ten the worse the effect is (An 8 spawned an Ogre and a 4 had spawned a Xenomorph).
* Dungeon Crawl features several Religions of Evil, from Beogh, god of the orcs, Kikubaaqudgha, an evil demon-god of necromantic magic, Makhleb, god of chaos and violence, to Yredelemnul, an evil god of death. Xom, god of true chaos, is an interesting case, in that he isn't looking for followers quite so much as new playthings.
* Dungeon Crawl generally plays this straight, but makes an exception for summoning elementals and the Sandblast spell. Elementals require a large source of the element in question (Air and Earth are pretty easy; fire and water are tricky), and Sandblast works best if the caster is holding a large stone, or else it has to use the ambient grit
* Dungeon Crawl has the option of playing an Oktopode who can constrict up to eight oponents with these (though that is rarely a good idea). The spell Beastly Appendix can allso give you these.
* Dungeon Crawl has three of these, all optional (although many players who want to win will try the Abyss):
* Dungeon Crawl has three: the Grand Grimoire, the Necronomicon, and the Book of Annihilations, all of which can do nasty stuff to inexperienced casters if they try to read them.
* Dungeon Crawl Inc has the original author's description of the comic:
* Dungeon Crawl Inc, hot drow cleric Teagan loses her magic powers after falling in love with Castor and siding with the heroes.
* Dungeon Crawlin' Fools, the heroes eventually get annoyed with the narrator (who turns out to actually be standing near them) and use him to distract the monster guarding the entrance to the dungeon.
* Dungeon Crawlin' Fools Vaarsuvius was introduced. This makes the strips in which we learn that Roy's father is bitterly disappointed in him for not becoming a wizard doubly funny.
* Dungeon crawling in Mementos can also become much more rewarding thanks to the ability to purchase boosts to money, experience, and items earned from battle in Mementos. The soundtrack of Mementos has also been changed from a short and often tedious loop to a more dynamic theme that various from section to section, much like
* Dungeon Crawling is a staple throughout the series. It fits in nicely with

Tamriel being an
* Dungeon Crawling: The act of exploring a dungeon while looking for treasure, avoiding traps, and beating off monsters.
* Dungeon Crawling where Billy had left him several scenes before and complaining that he's starting to get hungry.
* Dungeon Crawl lets you animate any corpse that wasn't a shapeshifter, including all beasts in the game. Such undead beasts can also be encountered as regular enemies.
* Dungeon Crawl of shielding you from it (it's "good" because your enemies get zapped too... assuming you were fighting something that was more of a threat than a bolt of lightning).
* Dungeon Crawl one can worship the god Xom, who can do essentially anything to you on a whim, good or bad. The probability of getting a good effect is raised by how amusing Xom finds you at the moment- and the easiest way of amusing him is by doing things that have random and potentially disastrous outcomes, like drinking unidentified potions.
* Dungeon Crawl opens a portal, out of which appears a multiple-space-long tentacle that attacks your enemies. After a time, the portal closes, severing the tentacle, which then turns on you until it dies a little while later.
* Dungeon Crawl standards - 18 gods, each imposing their own restrictions on the player and offering different rewards. There are good gods dedicated to law, healing and crusading against the evil, dark gods that focus on death and necromancy, a god of plants, a god of slime, a god of war, a god of anti-mage berserkers, a god of time and several different chaos gods - one of them behaving almost unpredictably.
* Dungeon Crawl Stone Soup, all the enemies with names are unique and generally much more dangerous than anything you can encounter in the level you're on. Fighting them one-on-one (or running away) is recommended. The exception is Pandemonium lords: four are regular uniques, but since Pandemonium is infinite the game will generate lords with random names and stats as well. Killing uniques is one way to get points in tournaments.
* Dungeon Crawl Stone Soup: Lee's Rapid Deconstruction and the Wand of Disintegration will often explode enemies into several chunks of meat, which can be consumed for nutrition, as well as throw blood on nearby floor and wall tiles.
* Dungeon Crawl the Katana was a decent weapon, but not the best even in its class (double swords being a better 1-handed long blade, demon whips/scourges and demon tridents/trishulas best 1-handers, ...). However, due to this very trope katanas were removed as ordinary item, leaving just a mediocre fixed artefact.
* Dungeon Crawl, the maximum level of a character is 27, and skill levels are also capped at 27.
* Dungeon Crawl: The Teleport scroll will warp the caster to a random square on the current floor. It's up to chance whether the destination is more dangerous than the starting point.
* Dungeon Crawl, they can't starve anymore and can live forever as long as they periodically recast the spell. The good gods consider this evil and will excommunicate the player for doing this.
* Dungeon Crawl: You can backstab, paralyze, confuse, or banish a lot of uniques. Many of them, however, will be immune to at least one type of special attack, more if they're undead or demonic. The exception is the highest-levels damage spells in the game: Fire Storm and Ice Storm are only 55% and 40% resistible, so even a completely fire- or ice-immune enemy will still take damage.
* Dungeon Damage and part-time thrillseeking thief who dresses outrageously (by Medieval Venician standards) but finds that what looks good isn't very practical, as when she winds up on a mountaintop in a blizzard in a midriff-and-cleavage baring vest.
* Dungeon Defenders, redesigned gameplay balance and cross-platform play.
* Dungeon Dynamite: "I, Ocho Octavius, and my associate, Apophis the Meteor Knight, shall take down the wicked Economancer. Nothing shall get in our way— This magic barrier is in our way."

* Dungeoneer is centered around dungeon crawls. Interestingly, it allows each player to play as the "dungeon lord" for other players while simultaneously giving each player a PC to explore the dungeon. The cards themselves form the layout of the dungeon like a board game.
* Dungeon Fighter Online Almost a year latter, Neople, the game's developer, decided to produce the game themselves and ran an alpha test without Nexon NA's involvement, with an open beta running as of late March 2015.
* Dungeon Fighter Online!) and continues to rake in billions of dollars year after year, very few people in the West have ever heard of it, much less played it at all. Most of its success can be attributed to effectively being a cultural phenomenon in China.
* Dungeon Fighter Online class literally uses his own blood as a weapon, to the point of dual wielding swords made from his own blood. All of his blood skills (understandably) use hit points instead of mana, and he gets buffs that allow him to drain health from enemies.
* Dungeon Fighter Online counts as one of these seems neverending: the short version is that all the currently available content can easily be reached without ever paying a single dime, there's no items that're impossible to obtain without premium currency and events that offer valuable items that you'd normally have to buy with the premium currency to gain access to them are plentiful, but in order to have any chance whatsoever to able to beat the hardest version of the hardest dungeon that's yet to be released in the Global version, having a full set of best gear in the game is borderline mandatory and the only way to get it is to run dungeons in a special "hell" mode. This "hell" mode can be triggered randomly when you beat enough dungeons in a party, but doing so is extremely unoptimal and the drop rate for the said best gear is extremely low, meaning that the real way to run dungeons in "hell" mode is to use a number of items called Demon Invitations to get a guaranteed "hell". These items and others that can be traded for them aren't hard to come by, but due to the vast number of "hell" runs needed to get even a single piece of equipment due to low droprate, the complete untradeability of said items and the large pool of said items, people who are willing to shell out ridiculous amounts of money to buy a massive number of "hell" runs for their characters in order to get the said item sets are the rare select few that have any chance whatsoever of ultimately being able to run the hardest content the game will have available. Some feel this hinders their enjoyment of the game when it's nearly impossible for them to be strong enough to take on the toughest challenge the game has to offer without spending unreasonable amount of money on it, while others might not mind that something that's meant mainly for the extremely hardcore is beyond their grasp, allowing them to enjoy the rest of the game regardless.
* Dungeon Fighter Online Female Launchers, on the other hand, create a gigantic beam cannon that works as a more direct version of the above attack, while male Launchers later get a slightly smaller but even more powerful handheld beam cannon that they either rapidly sweep the room with before firing a blast that causes the ground to explode or quickly sweep once to gather all enemies in the same spot before firing an even more concentrated beam that errupts into a pillar of energy.
* Dungeon Fighter Online includes two continents which may be part of complete worlds, one of which happens to be above the other. (The bottom's sky and clouds eventually turn into the top's ocean and abyssal fogbanks... somehow.) There's a tower connecting them, which players will find fairly early on. While the playable area of the tower isn't that big, it's implied that as players work their way through the multiple in-tower dungeons, they're unlocking access to rapid transit systems and skipping over most of what really is a monumental climb.
* Dungeon Fighter Online. In the game proper, the male Spitfire is able to summon the Black Roses, a group of four gunslinging women that shoot at the enemy in formation.
* Dungeon Fighter Online, Ranger, that uses melee kicks and and quick shots.
* Dungeon Fighter Online system where your alts can run in for one attack and the ability to send high level inactive characters to explore for various rewards.
* Dungeon Fighter Online that needs to run away when danger approaches. Those

bulging muscles and that oversized weapon he carries on his back isn't just for show.
* Dungeon Fighter Online, the Earth (consistently referred to as Terra in-game) was destroyed. The only part of it that survived is New York City (now known as Pandemonium) which is drifting randomly through time and space.
* Dungeon Fighter Online, the Wrecking Ball class' ultimate attack is a satellite beam.
* Dungeon Fighter Online this can be pretty common. You can either do solo, or in a party. Most of the time things are much easier in parties, but you can still solo all dungeons. This becomes harder later on, as some monster gimmicks, such as the ability to prevent you moving but not attacking, make it harder, but by no means is it impossible, plus you don't have to share any found loot.
* Dungeon Fighter Online you can inflict this on to create a large opening. Two players in the party are targeted by each boss with trajectory markers. By maneuvering themselves such that these markers cross at the right location, the two bosses crash into each other, instead. This creates a long groggy phase where the party can dump prodigious damage onto the pair.
* Dungeon for failing to help it by cursing them to have donkey's ears for a year and a day.
* Dungeon Guardian the game: next time you try entering the Dungeon early, another Guardian will spawn in regardless of how many of them you kill.
* Dungeon Hack described their hands as being upsidedown and switched, so that the palms faced inward, but the thumbs were on the bottom and the pinkies on top. This is the only version where the palms faced inward.
* Dungeon Keeper 2, acquired by letting your POWs rot in jail. The cutscenes featuring skeletons reveal them to have retained their ligments so as not to fall apart, as well as a single eye. They also tend to have dreadlocks.
* Dungeon Keeper 2. Granted it won't resurrect their commander, but they'll get their territory back. Of course, the mission objective is to kill Asmodeous yourself in order to prevent this, with the assumption being that the player has destroyed the remaining Elves in the process. Later, the remainder of Lord Bramble's forces don't give up either, but they're more interested in surviving in what remains of his fortress than actually aggressing against the two Keepers in the area.
* Dungeon Keeper 2 is stored in the far North, having to go through another enemy camp in the middle to get there and having overwhelming numbers against you with few resources while you're stuck in the far South. The obvious solution hinted by the mission briefing is to find the bypass. This can be done by building a bridge on the west side over the water and then tunneling past both bases straight to the enemy's Dungeon Heart. Another level gives you the choice of a frontal assault to be able to assassinate the enemy leader or to tunnel east and attack him in his own headquarters bypassing all his defenses.
* Dungeon Keeper 3: War for the Overworld, cancelled in 2000, would have featured an improved economy, a new playable race, new playable heroes, and multiplayer.
* Dungeon Keeper Ami after her. But slowly things like giggling in a creepy manner at inappropriate times, and clothing that spontaneously turns black and grows bat-motifs starts sneaking up on her...
* Dungeon Keeper Ami: After zooming in on a wounded eye, Usagi has to throw up:
* Dungeon Keeper Ami: Alphel and Arachne team up while Nero serves as a distraction to the bulk of Mercury's forces. Mercury still manages to stomp them.
* Dungeon Keeper Ami, Alphel briefly takes over Mercury's dungeon in a joint strike with Keepers Arachne and Nero, while Nero creates a distraction forceing all of Mercury's minions to fight on a battle field of his choice. The battle is vicious and protracted; but in the end all three are defeated.
* Dungeon Keeper Ami, Ami has her warlocks use scrying to target an invisible, but scryable target:
* Dungeon Keeper Ami: Ami initially travels to underworld cities looking for minions (finding Tserk, Brugli, and many of her warlocks that way). Later, on the lightworlder side of things it is revealed the Fairies' have their children tested

for Oracle potential.
* Dungeon Keeper Ami Ami passses out from her Dungeon Heart's information when she reconnects with it, and so ends the chapter:
* Dungeon Keeper Ami, Ami references this trope when thinking of her first horned reaper:
* Dungeon Keeper Ami: Ami's Iceberg Dungeon, which is a ship made to move Ami and her forces from one continent to another. It's basically holding an army, but it's also self-sufficient, being able to farm all its food.
* Dungeon Keeper Ami and at least played the sequel, as many events from the story take place in the same scenarios where the first game was played and the differences in gameplay from the two games become an integral part of the plot.
* Dungeon Keeper Ami and introduces the idea of zeppelins as quick transport for her troops and rescued prisoners.
* Dungeon Keeper Ami: Arachne's spiders attacked people through the sewers and their toilets when she attacked Albrecht's kingdom.
* Dungeon Keeper Ami army is full of beings who are in it for the pain, the torture and the blood.
* Dungeon Keeper Ami, a vampire "unleashes a gust of wind" against Marda, as Nero orders with "You! Blow that troll away from the reaper!"
* Dungeon Keeper Ami becomes a powerful and influential player, since her goal is to exclusively destroy the Dark Gods and their minions.
* Dungeon Keeper Ami: Blood contains mana, which can be used to power magical things, as said in "A Capture", when wondering how to power something:
* Dungeon Keeper Ami: Breaking Dwarf Master Smiths so Ami can learn how to forge Adamantine is discussed, but tabled as a possible, but unlikely plan.
* Dungeon Keeper Ami: Chaotic magic can transform intelligent creatures into these, altering their bodies and minds until they count as "mindless neutral creature[s]".
* Dungeon Keeper Ami, create a hair-growing spell from a modified beard spell, the "Beastly Beard Booster" spell.
* Dungeon Keeper Ami: Crowned Death and his minions can make zombie animals. "Interception" has a giant zombie octopus, while "Backfire — Part 1" has undead shrimp, whales, starfish and even an entire coral reef.
* Dungeon Keeper Ami, Crowned Death, are mind-controlled and marched to the sacrificial site, with survival only relevant if they can't last until the ritual in a few days.
* Dungeon Keeper Ami despite her best efforts to convince them otherwise.
* Dungeon Keeper Ami: Detailed in "Recovering", the Reaper Armor spell was given to Ami in a book with brass bindings, which tells her how to cast the spell, along with how to fight with the scythe the spell provides.
* Dungeon Keeper Ami: Dr. Mizuno is concerned upon hearing about Ami getting drunk at the victory party held for defeating the assortment of Keepers, but consoles herself that the ensuing hangover would have taught Ami better. On being told that there was no hangover due to the alcohol being magically created and temporary...
* Dungeon Keeper Ami dungeon hearts (who are implied to cost approximately one ton of gold- each). Camilla is so certain that she will refuse to build such a costly embassy that she is initially confused by Ami's simple agreement.
* Dungeon Keeper Ami, during Keeper Arachne's previous attack on Baron Leopold's territory, her spiders used the richer areas' internal plumbing to sneak in and attack people.
* Dungeon Keeper Ami even gets chased by a group of bounty hunters, because their faces are now being put in wanted posters.
* Dungeon Keeper Ami favorite recruiting technique. Ambushed by goblins? Kidnapped by mercenaries? Need to get rid of vampires? Hire them all and add them to your army.
* Dungeon Keeper Ami features Keeper Midori, who fits this Trope to a T. She keeps close tabs on all the warring factions in the story, often popping up at opportune moments- such as lulls in the fighting -to offer information on their enemies, at a price.
* Dungeon Keeper Ami features this as one of the abilities Dark Gods (and

presumably Light Gods) possess. They cannot be scryed in the normal manner, and their places of worship are similarly protected from foreign magic. However, should a spellcaster, or a keeper looking through the eyes of a minion, physically see the location in question, they are still capable of casting a spell there.
* Dungeon Keeper Ami features this in an interesting way. When her dungeon is under direct attack by the dark god Crowned Death things start falling apart or warp in eerie ways as his rot-everything power infects them. Strangely, it is noted that parts of her Dungeon under observation are more reluctant to succumb to the effect.
* Dungeon Keeper Ami followers; it is speculated that if she ever wants to get home, Ami is going to have to do this.
* Dungeon Keeper Ami, forcing her to become the leader of several scientific projects, military ventures and diplomatic struggles while having adults and even immortal beings working for her as her subordinates and employees.
* Dungeon Keeper Ami for the most part, the setting has fairies, angels, and dark angels who fit in this category.
* Dungeon Keeper Ami, from a discussion with her inner circle on how to punish her minions, in a way she'd be willing to do:
* Dungeon Keeper Ami getting bigger and more magical the older they are.
* Dungeon Keeper Ami. Going from a mercenary swordswoman, to a training general, to being Mercury's most trusted employee and her right hand for most military operations.
* Dungeon Keeper Ami: Grandpa Hino is shown as one when we get a look into his head when he thought about keeping an eye on what his teenage granddaughter and her friends were up to:
* Dungeon Keeper Ami had the wine glass in his hand shatter, "as he suddenly clenched his fist" after learning the lethal amount of magic that Ami used, and he basically has no way of matching to one-up her.
* Dungeon Keeper Ami, he's simply a very bored, imaginative, and creative bastard. Takes on a meta-twist considering he was the player character of the first game.
* Dungeon Keeper Ami: In "Back to the Iceberg", after a giant dragon has attacked the dungeon:
* Dungeon Keeper Ami in his speak, using "begone", "brainless" and "buffoon", instead of words like "leave", "idiot" and "fool":
* Dungeon Keeper Ami in their own dungeon and can even press the wills of mindless animals into their service, within their zone of influence.
* Dungeon Keeper Ami into the narrative — even including the distinction between the first and second games, such as the differences between old-fashioned crystal Dungeon Hearts (which use gold for everything) vs newer organic Dungeon Hearts (which use a mixture of gold and mana). Ami's sapphire-growing ovens that provide a steady income, equivalent to the games' diamond blocks, are another example.
* Dungeon Keeper Ami Invoked. Ami's favorite running gag is dressing up in a white lab coat, flipping a large power switch and laughing maniacally; all in good fun.
* Dungeon Keeper Ami is justified, since the worst civil war in their history was backed and orchestrated by a Keeper.
* Dungeon Keeper Ami, is something along these lines, according to Snyder. Other characters, however, seem to find it cute, and occasionally tease him/arrange for them to be alone together.
* Dungeon Keeper Ami it gains a highly ominous skull motif. Then, later, the dungeon itself grows ill...
* Dungeon Keeper Ami, it's how Rabixtrel is first found, as a trail of blood from his victims, leads scryers to him:
* Dungeon Keeper Ami, it's the only thing that can have something shoved up it, as Jared says when describing Marda fighting the Reaperbots:
* Dungeon Keeper Ami magic from each other happens between Dungeon Keepers, who are basically all criminals:
* Dungeon Keeper Ami: Peoples' eyes glow when they're connected to a large amount of magical energy, or for certain styles of magic. In any case, it means something:
* Dungeon Keeper Ami powers of Dungeon Keepers, but is actually a Good Hero, so she

hunts down other Keepers and save people from their plans.
* Dungeon Keeper Ami prefers imagining Cathy's blood-splattered body being covered in "sweet syrup instead".
* Dungeon Keeper Ami Queen Beryl, he can't completely understand what it's like to fall in love, romance in general or simply caring for other people and having basic empathy. He does get better, though.
* Dungeon Keeper Ami really, really shouldn't have stolen from the Dark Empress.
* Dungeon Keeper Ami recover from fatal injuries, respawning in their coffins.
* Dungeon Keeper Ami Referenced in "Shipping Preparations" and "Skirmishing", where Imps, magically created servants, are treated this way:
* Dungeon Keeper Ami's dungeon are giant flies. Although they're usually discarded by most other Keepers for their low combat capabilities, Ami uses them as mounts for her goblins and as occasional scouts instead; getting a better use of their abilities.
* Dungeon Keeper Ami's lap as one, after she gets drunk, and he's nervous due to her heavy scrutiny of him due to their unclear relationship status:
* Dungeon Keeper Ami, so she can evaluate their combat performance, not that they're told that's what it does.
* Dungeon Keeper Ami stolen from Ami by the Dark God Azzaratha. Alphel intends to power said armor with hundreds of tortured ghosts.
* Dungeon Keeper Ami, switching bodies with him. The creature then proceeds to subdue her in protest, only to be interrupted by her other employees. This sparked Mercury's deviant reputation that would continue to create embarrassing situations for the poor girl.
* Dungeon Keeper Ami's world. From heroes, to keepers, their minions, their dark gods and Mercury's army as well, for a cast that goes over 80 named characters, plus all the unnamed ones.
* Dungeon Keeper Ami, the ability to stop teleportation in and out of sealed spaces.
* Dungeon Keeper Ami, the Avatar is mentioned from time to time as a character that died long ago. That is until Marda, the mysterious female troll leader, puts on the Avatar mantle and returns to his original form as the Avatar himself.
* Dungeon Keeper Ami: The Dungeon Hearts are the Keystones of a Dungeon Keeper's army, as killing the heart banishes the Keeper.
* Dungeon Keeper Ami: The Dungeon of the spider-using Dungeon Keeper, Arachne, has some people like this:
* Dungeon Keeper Ami: The fairy sisters, who are therefore all female, introduce themselves as "the most elite full-fairy [...] aerial recon force [...] of the Shining Concord Empire!"
* Dungeon Keeper Ami: The first chapter is initially from a demon's POV, and that demon stays with the titular protagonist for about twenty chapters.
* Dungeon Keeper Ami: The general reaction of the forces of good to Ami's victory over the avatar. Later, their reaction to her consuming a Lesser Aspect of Crowned Death.
* Dungeon Keeper Ami: The implication is that Kivith's robes seem to have a urine stain on them:
* Dungeon Keeper Ami: The Light Gods, and Dark Gods as categories have existed since "a time so long ago that even the continents of this planet did not yet have their present shape".
* Dungeon Keeper Ami: The Silver Hawks, who were introduced when they started hunting Ami.
* Dungeon Keeper Ami thinking about doing this to his new boss, Keeper Mercury, as a way to make her fall more in love with him.
* Dungeon Keeper Ami, though it takes an epic battle to reach the point where it's possible.
* Dungeon Keeper Ami: Torian and a dragon can't get through a doorway together, since it's too small.
* Dungeon Keeper Ami turned Keeper through unusual circumstances, subverts this by being herself, but has to occasionally put up appearances lest any of her harder

minions get funny ideas.
* Dungeon Keeper Ami using a Glamour to pass as orcs and ambush a vampire.
* Dungeon Keeper Ami usually explains the choice of weapons of their characters:
* Dungeon Keeper Ami: Vampires turn to ashes when they truly die, or at least, when killed with lightning.
* Dungeon Keeper Ami, when Ami is removing a frog clamped to her ear, there's some slight pain:
* Dungeon Keeper Ami: When Ami needs to break someone out of imprisonment, she does it at night.
* Dungeon Keeper Ami. When an enemy Keeper gathers tens of thousands of innocents for a mass human sacrifice, gouging out their eyes, Ami rescues them all and heals their eyes out of genuine sympathy. Since she has to keep up the appearance of evil to prevent her minions from deserting, she claims she's rubbing her victory in the face of that enemy Keeper; she's so powerful that she can undo everything he did, out of spite.
* Dungeon Keeper Ami: When Crowned Death's priests teleport themselves, they just disappear from their origin point:
* Dungeon Keeper Ami, when it's discussed how a "necromantic withering spell" works:
* Dungeon Keeper Ami, who is kind and gentle to all her minions. Of course being a Dungeon Keeper and basically a designated agent of darkness, she has tremendous trouble getting people to actually believe that.
* Dungeon Keeper Ami with Mercury's ice golems, since she can just make new ones whenever she runs out of them.
* Dungeon Keeper Ami with Queens Beryl and Metallia, who are only Queens in name, and depend entirely on their underlings to come up with plans and execute them to further their goals.
* Dungeon Keeper Ami working in a new world, Ami does a lot, and then there's the warlocks which research enemy dungeons, and new spells.
* Dungeon Keeper Ami worshipping Surfacers are feudal and don't have standing armies, having guards and recruiting militia from the civillian populace at need.
* Dungeon Keeper Ami. Yet the only person who seems to actually find this funny is Mukrezar himself and his Butler. Everyone else hates and/or fears him. Despite all this, he is a genuinely funny and charismatic character and largely liked by those that follow the story.
* Dungeon Keeper for Heroes to reach the Keeper's dungeons, and the Mountain Dwarves who specialize in fighting rather than mining. They're rather weak and frail compared to all other humans and even elves, while also being one of the fastest creatures in the game. They're attracted to gold and will go straight for the Keeper's Treasure Rooms, and they're so skilled at digging they can even do it using axes instead of pickaxes.
* Dungeon Keeper games have giants as hero units — defying the normal convention of them being evil (unless they get tortured into aiding the keeper). They are able to walk on lava without getting hurt and cannot be harmed by the Inferno spell, most likely due to their thick skin.
* Dungeon Keeper game, the Horned Reaper. When he gets annoyed he'll go berserk and start killing everything in sight. These are a few things that annoy him: Asking him to train. Asking him to work. Asking him to study. Asking him to live with other people. Not feeding him promptly. Not paying him promptly. Allowing him to pray, something that's supposed to make creatures happier. Leaving him on his own to do nothing. It helps if you drop gold on him at regular intervals.
* Dungeon Keeper has fairies in the first game, then angels and dark angels in the sequel.
* Dungeon Keeper. However, if left untouched by your or enemy imps (which drag them back to their own base to recuperate), the creatures will actually die. So it's easy to assume that they are wounded too badly to keep fighting, but might survive given medical attention. In the first game, you can toggle whether enemies are stunned rather than killed on or off.
* Dungeon Keeper in the game took around 24 hours (which you could speed up by

buying gems). The backlash was so bad that the UK advertising watchdog officially reprimanded the company for advertising the game as "free".
* Dungeon Keeper is a chamber in which to place (strong) minions to convince (weaker) minions of the rival dungeon keepers to join your team. The Scavenger Room is filled with flailing eyes and a hoarse, whispered chant emits from it saying "join us", "come with us", and "we will teach you things of evil".
* Dungeon Keeper. Monstrously powerful in combat, he won't take being mistreated like the other minions and will rapidly become rebellious if not treated with kid gloves.
* Dungeon Keeper. One mission sends the Keeper to wipe out one of their strongholds in the underworld.
* Dungeon Keeper redirects people who rate it 1-4 stars to a service page and makes them jump through several hoops, causing people who just want to register their dislike for the game to give up in disgust and do something else. Five-star reviews, on the other hand, just get published.
* Dungeon Keeper's advisor. Conversely, if the in-game vocal "taunts" are to be any guide, the Keepers themselves almost sound like they're on helium.
* Dungeon Keeper's campaign has an interesting version. You are set up against the goodly King's right-hand man Lord Pureheart and his map-spanning fortress with an overpowering number of guards and other heroes only a single alarm away from your Dungeon Heart. Your base is tucked in a very meager niche of diggable rock to prevent traditional means of building up power and your resources in general are limited. The correct strategy is to slowly and quietly block off (with the help of the just-unlocked Secret Door) and take over the castle, starting from the outlying torture dungeons and storerooms while picking off and converting the patrolling guardsmen to your side one at a time. Ideally, after the entire castle has been silently subverted, the siege ends with the former heroes launching a massive attack into the Lord's throne room at the very core of the castle. Surprise!
* Dungeon Keeper the combat pit is used to train fighters past level 4.
* Dungeon Keeper too, acquired in the same way. No eyes or ligaments were visible on those skeletons, but then again, the graphics of the nineties didn't allow for such levels of detail.
* Dungeon Keeper was given away free to all users in mid-February 2014.
* Dungeon Keeper will cause him to do the British version of this (the V with the palm facing away from the person)
* Dungeon Keeper will happily toil away to keep your dungeon maintained without ever needing luxuries like food, sleep or wages that your other creatures demand, and will not get unhappy if slapped. The only disloyal thing they will ever do is pledge allegiance to another keeper if captured alive and sent to the torture chamber.
* Dungeon Keeper wizards and similar creatures get turned into a frog and back while being tortured.
* Dungeon Keeper: You can get the Hellhound minion, a two-headed firebreathing monstrosity, that will... water the corpses of your enemies, or just the floors for lack of corpses. Poor pup keeps running off and getting killed though.
* Dungeon Keeper: You can slap your minions around to make them work faster, or if you're feeling particularly vindictive slap them to death, toss them into the dungeon and let them rot, hurl them into the arena to fight for your amusement (If they survive you get a more powerful creature out of the deal), and. then there's torture chamber. Then you have the heroes, which once incapacitated you can send to be tortured until they break and join your cause... And then slap them around like you do your minions. Then, for those with a less sadistic side, you can take control of one of your own minions and cruise around your mighty sprawling dungeon, viewing it from their perspective and marvel at all you have accomplished. There are a lot of ways to unwind while playing this game.
* Dungeonland, and will play "tug of war" and "fetch the stick" with any stick-like objects the party may have (staff, pole, etc.).
* Dungeon magazine #31, adventure "Beyond the Glittering Veil": The world of Topaline has no sun and five small moons. It has a starry night sky overhead at all

times.
* Dungeon magazine #45 adventure "Rudwilla's Stew". The villain Orlec Blacktooth has a wanted poster that says his mother Herra Blacktooth has a bounty of 50 mulugands (gold coins) on her head.
* Dungeon magazine #56 adventure "Briocht". A family of wereboars lives in a small cottage in the woods. If any of the four wereboar children are threatened, their mother will attack at a +2 "to hit" and not have to check her morale.
* Dungeon magazine, issue #53 adventure "Spellbook Masquerade". Kelsey Kincaid has spent years building up her immunity to many poisons. As a result, she receives a +4 to all saving throws vs. poison.
* Dungeon Magic: Sword of the Elements has no mana meter, so most spells will cost some HP to cast. If you don't have enough, you can't use the spell.
* Dungeon MaintenanceGame mechanics may be a given to the players, but they're a lot of work for the locals.
* Dungeon Maker II: The Hidden War has one between the female main character and Greg the apothecary. She thinks he's too much of a genius to approach. He's too bumbling and shy to tell her how he really feels. Despite this, they're clearly crazy about each other.
* Dungeon Maker II: The Hidden War. He's a fairly normal little boy, except for the huge crush he has on the Dungeon Maker, who happens to be male as well.
* Dungeon Maker II: The Hidden War. He's brilliant and capable of making potions even the royal alchemists haven't figured out, but he's also forgetful and silly. He even dresses the part: long, messy hair, button up shirt that's improperly buttoned, and dark gray lab coat thrown on as an afterthought.
* Dungeonmans has a DLC pack called "Pay2Lose" that is dedicated to these. Before starting a new game, you can enable options that allow you to reduce or eliminate XP gains and loot drops, make monsters much tougher than normal, etc.
* Dungeon Master at the expense of the player's fun, but the fact that JoCrap was clearly overwhelmed by trying to run D&D with around twenty players at once, one could also see the lesson being that one should limit the number of players in one game down to a manageable level for the DM.
* Dungeon Master, can do it to either the owner... or those orcs over there that just had it thrown over their heads. (The item is only "cursed" because it looks almost identical to Dust of Disappearance, which makes you invisible, and tracks as such when identifying it.)
* Dungeon Masters are notorious for doing this to their players playing Paladins, who lose their powers and have to undergo an arduous atonement if they act outside of their code. Too often, it just amounts to a
* Dungeonmaster's Girlfriend: The girlfriend of a gamer who gives her special treatment when playing tabletop games.
* Dungeon Master's Guide for Fourth Edition identifies eight player types:
* Dungeon Master's Guide states that +3 magic metallic armor is made from meteoritic iron steel.
* Dungeon Masters trying to prod the players into taking a certain track is such a common behavior it has a nickname. It's called "
* Dungeon Munchies; an extra pair of smaller arms around your waist for climbing; and later on, a new butt with a compressed-air tank built in. While the operations themselves are not shown, you do see the new parts being grafted on you, and all the blood splatter and the literal back-alley set-up aren't very pleasant, either.
* Dungeon Munchies are all sentient, talking, and intelligent skeletons. Most of them used to be zombies like the player character, until they were killed a second time and had all the rotting flesh torn from their bones by the local monsters.
* Dungeon Munchies, the numerous wild monsters in the dungeon try to eat your zombie protagonist, as rotting human flesh is a delicious and nutritious food source for them. In turn, your protagonist hunts down and cooks these wild monsters to satisfy his own supernatural hunger, and power himself up to fight stronger beasts.
* Dungeon Mylvin Wimbly has severe arachnophobia and jumps into the arms of the nearest person if he sees even a common (tiny) spider.

* Dungeon of Doom looked to have been built inside of a cave and probably could have used a good dusting.
* Dungeon of Terror had a six-foot spider dangling down at the guests.
* Dungeon Petz...and tells you to add an extra meat resource to the market whenever this happens. For some strange reason.
* Dungeon podlings by a doppleganger plant. All of the animals in the village (including horses, cats and dogs) will recognize their condition and react negatively to them. One of the dogs will actually viciously attack any podlings that come near it.
* Dungeonpunk by Jonny Nexus, one of the Adventuresport (stylised dungeon-crawling) commentators is a former player, prone to go on about how much better the sport was when there was no health and safety regulations and you could refer to nonhumans with racial epithets, while his co-commentator tries desperately to keep him on topic, or at least on subjects that won't lead to audience complaints.
* Dungeons & Daddies. The series follows four fathers who are sucked into a mystical and forgotten realm after taking their sons to soccer practice, and set off in their mini-van on a quest to find and rescue their children and perhaps even become better people.
* Dungeons & Daddies: Used by one of the players to end an episode of the podcast after the main cast argues in a sports bar.
* Dungeons & Discord": In the RPG world, as "Garbunkle" and "Sir McBiggen" are fleeing from the Squizard inside a cave, Discord suddenly shows up upside-down and says "Boo!" Spike and Big Mac scream.
* Dungeons & Discords", Discord does this to himself by closing a zipper over his mouth, after promising Spike that his "romantic delusions" are safe with him. This doesn't stop Discord from talking in spite of the zipper a few seconds later.
* Dungeons & Discords": Discord presents a scroll of the "rowdiest establishments in Ponyville" and opens it as if it were an overly long parchment — except it includes a whopping two entries.
* Dungeons & Dragons #160 has an article describing how to model exotic world shapes, including flat worlds. These have gravity pulling down along a flat plane running parallel to their surfaces, and need some means to keep their atmosphere from spilling out — some are ringed by high mountains, for instance, while others are slightly concave. Their day-night cycles can be peculiar — some rotate around their axis, but others always face towards or away from their suns. Others spin around their centers, creating vast spiraling weather systems.
* Dungeons & Dragons (1983) among tabletop players who have said things like that to their own dungeon masters.
* Dungeons & Dragons (1983) animated series. He almost never managed to pull out what he was after, but the thing he pulled out instead usually worked just as well towards solving the problem, with a bit of creative thinking.
* Dungeons & Dragons (1983), a typical episode begins with Dungeon Master saying something off-screen, the characters going "Dungeon Master!" and then cutting to him as he gives out a set of cryptic clues and warnings, before either the characters look away, or he walks behind a tree or rock — and not appearing on the other side.
* Dungeons & Dragons (1983), but most of the invented names have been reused. Two naming concepts in particular are widespread:
* Dungeons & Dragons (1983) cartoon had one black character - Diana the Acrobat.
* Dungeons & Dragons (1983) cartoon has an invulnerable magic shield. He usually has to physically deflect threats with it, but occasionally for things like a rockslide it'll generate an actual force field.
* Dungeons & Dragons (1983) cartoon has the overarching plot of the main characters attempting to return to Earth after being transported to a strange fantasy realm.
* Dungeons & Dragons (1983) cartoon show actually found a portal home, it was guaranteed that they'd have to turn around to save the character of the week while the portal closed.

* Dungeons & Dragons (1983) cartoon, Tiamat's main purpose seemed to be to save the kids from Venger. This wasn't intentional. Most of the time she probably didn't even notice they were there. She just had a tendency to show up and try to kill Venger right when he had the heroes cornered.
* Dungeons & Dragons (1983) cartoon was the kids wanting to leave their new sword-and-sorcery life behind and return to the normal world.
* Dungeons & Dragons (1983) cartoon, where five kids get called by Dungeon Master to defeat Venger.
* Dungeons & Dragons (1983) cartoon would've ended this way if the final episode had aired: the kids would've succeeded in purifying Venger and the Dungeon Master would've given them the choice of returning home or staying and having more adventures.
* Dungeons & Dragons (1983) elevator and tells him to hop in. Eric asks "Why didn't you tell us you had an elevator?" The bear replies "You didn't ask."
* Dungeons & Dragons (1983) episode "Day of the Dungeon Master", Presto's magic hat acts as a parachute when the gang fall off the back of a roc — for all of them but Eric, who misses his grip and has to be saved by Hank.
* Dungeons & Dragons (1983) episode "Valley of the Unicorns," the unicorns suffer this when their horns are stolen.
* Dungeons & Dragons (1983), Eric agrees to be married to a Queen, but when the ceremony includes listing a series of extremely dangerous trials the groom is supposed to do, he instantly makes his escape before the official even finishes. Well, that and she turned into a troll at the altar.
* Dungeons & Dragons (1983), even if it's about impending bloody death. A notable exception is at the start of "The Dragon's Graveyard", where after losing yet another way home the entire group is sunk in depression, and the youngest breaks down in tears.
* Dungeons & Dragons (1983), featuring the usual "get to the one-chance exit back home" set-up, forced the kids to go through a maze to reach a portal. One part of the maze made all the kids become very aggressive, tetchy and downright bloodthirsty, which almost resulted in a nasty fight. Fortunately, Hank was able to snap everyone out of it.
* Dungeons & Dragons (1983) has this problem. No confidence in his abilities, so his magic works sporadically, and rarely as intended.
* Dungeons & Dragons (1983) in order to obtain their magical weapons.
* Dungeons & Dragons (1983); naturally it fulfills the trope by collapsing halfway through. (Heaven only knows how they got Eric onto the thing in the first place.)
* Dungeons & Dragons (1983): Presto can conjure all kinds of things from his hat, and Sheila has that invisibility cloak that is handy for sneaking into places they aren't supposed to be. However, they are probably the weakest of the Young Ones when it comes to an actual brawl, lacking Hank and Diana's athletic backgrounds, Eric's shielding, or Bobby's ability to deal damage.
* Dungeons & Dragons (1983) Presto, who would have stayed behind to train to become a proper wizard.
* Dungeons & Dragons (1983) rules at the time. Naturally, they were added in a later revision.
* Dungeons & Dragons (1983). Shadow Demon could blend seamlessly into actual shadows, hovered even when his wings were still, and passed through tiny openings as necessary for his spying duties.
* Dungeons & Dragons (1983) suggested Presto was an amateur stage magician before Dungeon Master gave him a magic hat. (Jimmy Whittaker in "City at the Edge of Midnight" says that Presto can show him some card tricks at school.) Which might explain why he's called Presto.
* Dungeons & Dragons (1983) that destroys worlds only because it feels like it. Its body is permanently wrapped up in a massive tornado that reaches the clouds, and its real aspect is never shown. You can only see its glowing eyes.
* Dungeons & Dragons (1983), they briefly make contact with a friend in their world and he tells them it's still the same day as when they left.

* Dungeons & Dragons (1983) to be unsympathetic, even though he was the most sympathetic character in the show because he was the only one reacting realistically to their situation, and many of the bad things that happen to him are distinctly slapstick, since he has to survive to agree to go along with the group's plans later.
* Dungeons & Dragons (1983) to dispense advice to the characters lost from our world.
* Dungeons & Dragons (1983) TV series. Not EVERYTHING was trying to kill the heroes, but most things were, including at least two beings operating on the deity level (one would attack them incidentally, the other was actively seeking to harm them). Most people with significant power were hostile or so totally preoccupied with their own problems that they couldn't help.
* Dungeons & Dragons (1983), Venger and Tiamat were at each other's throats just as often as they fought the heroes.
* Dungeons & Dragons (1983), when the heroes are forced to experience their greatest fears, Presto's is simply having his glasses taken away, since his eyesight is really bad and he's terrified of not being able to see.
* Dungeons & Dragons (1983): While trying to do a stand-up show, Eric asks how many dwarves are needed to change a light bulb. The answer is none because the dwarves can't reach the light bulb.
* Dungeons & Dragons (1987) has a feature called the "Magic Save", which (if the player presses a button fast enough) raises a block to deflect a draining ball back to the flippers.
* Dungeons & Dragons (1987) has a fire-breathing scaly red dragon as the antagonist.
* Dungeons & Dragons (1987) the Dwarf comes complete with horned Viking helm and long hair.
* Dungeons & Dragons (1987): The red dragon breathes fire, of course. Differently colored dragons breathe cold, acid, lightning, shadow, and assorted other things.
* Dungeons & Dragons 1st Edition product has a man herding reindeer. He's saying to another man that he wished for a million bucks.
* Dungeons & Dragons (2000). Apparently in the land of Izmer, cross-species dating is par for the course, but cross-color dating still doesn't quite come naturally.
* Dungeons & Dragons (2000) fanbase, and at the same time alienate themselves from them for fear of being associated with "losers." As a result, the movie was written by somebody who had never played the game, and the movie has lip service to the game and nothing else: a token 5'4" dwarf, clerical magic being only accessible to elves, and beholders that don't take advantage of the fact that they can look in all directions at once are just a few of the conflicts.
* Dungeons & Dragons (2000) film. Damodar begs Profion to take out the parasite in his head as promised, and the spell Profion casts knocks him away and to the floor, apparently killing him. However, Damodar then gets right back up as the parasite leaves.
* Dungeons & Dragons (2000) film. When Ridley and Snails are sneaking into the magic school, Snails is in a position where he's too scared to jump down a few feet, and Ridley says he'll catch him. Cue Ridley being distracted by an off-screen creature grunting and drawing his attention for just the right moment.
* Dungeons & Dragons (2000) goes to a Thieves' Guild for help and to get an artifact he needs. When the head of said guild sells him out, he incredulously asks, "What happened to honor among thieves?" Said guild leader basically laughs in his face for having such a silly idea. This is after the hero specifically tells his reluctant partner, a young female mage whose mentor was betrayed and killed by a fellow mage, that a thief would never betray another thief.
* Dungeons & Dragons (2000), intends to dispose of them right alongside the Empress when he seizes control.
* Dungeons & Dragons (2000) is that this ending was apparently at the behest of focus groups, who didn't like the original graveside ending where Snails is still

clearly dead. The original scene was the closest thing to respectable dignity the movie could manage, but even that got stripped away.
* Dungeons & Dragons (2000) movie. He is an evil Mage, as well as a tyrant who greatly opposed Commoners. Both his and his followers' evil nature and their hatred against Commoners whom they see as slaves were the reason why some people, including protagonist Ridley, initially greatly despise Mages in the first place.
* Dungeons & Dragons (2000) Norda. They all quest for the Rod of Saville together.
* Dungeons & Dragons (2000)'': Ridley thinks that makes his people better than the backstabbing Mages of the ruling class. His best friend is his fellow thief, Snails. It later turns out that only thieves of Sumdall feel this way.
* Dungeons & Dragons (2000) Snails and Norda fall in love pretty much immediately.
* Dungeons & Dragons (2000). Strangely the film diverged massively from the source material and it flopped pretty hard; Solomon didn't get another screen credit for five years and has only directed twice since, and also five years was what it took for another D&D movie to be made (a made for cable film at that).
* Dungeons & Dragons 2nd Edition AD&D supplement Tome of Magic. The Disintegration Chamber is a cubical magic item that can be as large as a room 10 feet on a side. When any kind of matter is put inside the chamber and the activation button is pushed, the matter is destroyed. One of these can be used to execute creatures.
* Dungeons & Dragons: 2nd Edition contains a good number of these, such as:
* Dungeons & Dragons (2nd Edition) has a nifty creature known as the Resplendent Cloaker. It's a land-based, parasitic ray that resembles, duh, a cloak and feeds, not on its host, but on its host's injuries. On the other hand, it leeches life energy from its host to mend its own injuries.
* Dungeons & Dragons 3.5 doesn't actually make the target hover, but it does let them "slide along solid ground as if on smooth ice", which has much the same effect.
* Dungeons & Dragons 3.5 Edition has the Favored Soul class, a character with an intuitive connection to a deity who can spontaneously cast divine spells. They are also automatically proficient with their deity's favored weapon, and gain bonuses to using it as they level up (traditional Clerics, on the other hand, may be able to summon self-wielding versions, but aren't proficient by default). They are also one of only two base classes in the game that has no weak saving throws.
* Dungeons & Dragons 3.5 edition splatbook presents the Razing Strike feat. Description: "You have mastered the art of delivering precise strikes against nonliving creatures while channeling spell energy through your melee attacks."
* Dungeons & Dragons 3.5: the Exemplar class lets you pick one skill which can be used to impress people, and a high enough Escape Artist skill lets you pass through a space narrower than your head. The result is a character who climbs into a guy's rectum in a manner so awesome that everyone in 60 ft becomes undyingly loyal to him. Then the poor guy explodes.
* Dungeons & Dragons 3-D "Dragon Head". Block of wood not included. (Okay, it seems more based on the cartoon, but still...)
* Dungeons & Dragons 3E products. They intentionally copied the style of D&D 1E to appeal to fans of that game who never converted to 2E or 3E.
* Dungeons & Dragons 3rd Edition allows the character to summon a shadow as an obedient servant.
* Dungeons & Dragons 3rd edition and 3.5, creatures with damage resistance have their natural weapons (if existing) able to pierce that same resistance, so every creature is capable of killing its own species.
* Dungeons & Dragons 3rd Edition — and, in a stylish quirk, automatically aims them at any window that happens to be nearby.
* Dungeons & Dragons 3rd Edition sourcebook is exactly this trope. The wizard using it finds himself entirely surrounded by spectral undead, along with the caption:
* Dungeons & Dragons 3.X edition has the Dwarven Defender Prestige Class. Its

signature ability, "Defensive Stance" bestows sizable defensive buffs but limits movement to one square.
* Dungeons & Dragons 4th Edition downplays the Demon/Devil rivalry in favor of the God/Primordial rivalry, but since devils are fallen angels who overthrew their god, and demons are corrupted primordials, a semblance of it still exists. The contrasts between the two are further magnified, though, with demons being the violent destroyers of existence and devils being the clever schemers out to corrupt people.
* Dungeons & Dragons 4th Edition matches the Leader perfectly. Its four types match the four leadership types quite well.
* Dungeons & Dragons 4th Edition, one of the Epic Tier Arcane Familiars is the Shadow Incarnate. It is implied to actually be the caster's shadow separated from them, and once per encounter it can be used to determine line of sight, effect, etc. for your arcane spells.
* Dungeons & Dragons 4th edition Player's Handbook, a section on why you'd want both melee and ranged weapons says: "When the flying monster makes its getaway, you don't want to be hurling insults at it." The Player's Handbook 2 released the Bard...which can kill enemies by insulting them.
* Dungeons & Dragons 4th edition, shard minds can break into shards and use it as movement and disorientation. It's not very effective though.
* Dungeons & Dragons 4th edition took many measures to make itself "newbie friendly" and in turn drew vicious ire from fans of the third edition who actually enjoyed the complexity in 3ed and find the "simplicity" in 4ed makes the game boring.
* Dungeons & Dragons" 5E book Mordenkein's Tomb of Foes there are several customization options for demons. One of these is the ability "Blimp Body" which grants the user the levitate ability as long as they have at least 50% health. This customization option can be added to ANY demon, meaning you could fight a Balor that looks like a balloon. Strangely, this customization option has no effect on physical or combat-related abilities (past that of the levitate spell) which means a bloated demon is as deadly as its kin.
* Dungeons & Dragons 5th edition, even without magic. Most races get at least two languages (Common and one specific to their race), and several backgrounds give you two additional languages. Play as Genasi to gain Primordial, which lets you inherently understand its four dialects of Aquan, Terran, Pyran and Auran, take the Sage background (or any other with 2 languages), and finally take the Linguist feat to gain 3 more. You can now speak a total of 7 languages fluently (11 if you count the primordial dialects).
* Dungeons & Dragons 5th Edition if he approves of how they treat the building.
* Dungeons & Dragons about a world with a very different relationship to the afterlife than a normal D&D world, such that you could continue play as a ghost after you died or even start as a ghost.
* Dungeons & Dragons, a Braid Blade (as it sounds, a short blade tied to the end of a person's braid), introduced in Dungeon Magazine #120, would logically require hair of this length to make it effective.
* Dungeons & Dragons actually gives official rules for executing a condemned prisoner, as for how to make a Profession - Execution check to avoid botching an execution. (A botched execution means the victim still dies, but he suffers more, something an executioner with any amount of professional pride tries to avoid; ironically, it also means the victim lives a little longer, opening a larger possibility for rescue if magical healing is available.) It also gives specific results for what happens to a victim in the case of successful and botched results for hangings, beheadings, drawing and quartering, and crucifixion. (This is recommended for NPC villains only, naturally, much like a lot of the stuff in the book.)
* Dungeons & Dragons addicted to an unspecified cocktail of drugs. Presumably this makes it easier to control the masses, and/or to convince them to worship a deity as grotesque as Zargon.
* Dungeons & Dragons adjust the ability scores of characters based on age, with

physical scores falling as mental scores rise over time. As a result, characters who value mental scores more than physical scores actually are most competent when they are older, while physical characters are at their best young. There are exceptions such as class abilities and magic which can screw with your apparent age.
* Dungeons & Dragons. (A druid or ranger's animal companion can be a horse, too, being more powerful than a regular horse, especially if ridden by a druid.) The drow use an interesting variant: instead of horses, they ride giant lizards.
* Dungeons & Dragons adventure "In the Dungeons of the Slave Lords." The city of Suderham lies in the caldera of an extinct volcano. Guess what happens by the end of the module?
* Dungeons & Dragons adventure party. Turns out the guy skilled in picking locks and pickpocketing tends to do that for a living, who knew?
* Dungeons & Dragons adventures come with a variety of secret doors, now regularly duplicated.
* Dungeons & Dragons a few months after hitting Intelligence 3, even ones of generally evil races like drow or goblins.
* Dungeons & Dragons a few spells which may only function if there's at least some amount of the element present, and these are usually given names such as "control X".
* Dungeons & Dragons. A few were name-changed, such as Kary on the NES who received her real, D&D name of Marilith in later releases, and Wizard and Sorcerer on the NES, who are clearly Mind Flayers. Others, such Lich and Nightmare, keep their D&D origin. Finally, some that D&D took from mythology appear closer to the D&D form than to myth, such as Kraken and Tiamat.
* Dungeons & Dragons. A lich brings a paladin of Torm back from death as an undead creature. The lich orders him to gather magic items to help the lich conquer the city of Waterdeep, but instead he decides to fight against the lich's forces and protect the inhabitants of the city.
* Dungeons & Dragons: All of the Upper Planes are home to numerous beings of good that are capable of fighting, but the Archons of Mount Celestia are the ones who form a true proper army. They rarely mobilize except in the most extreme circumstances, but when they do they bring truly awesome power to bear on whatever evil has earned their wrath.
* Dungeons & Dragons, all of which kill your enemies and then reanimate them as undead under your control.
* Dungeons & Dragons almost invisible jelly monsters in the size of a usual Empty Room. Combine them all to create the infamous Room of Death, which appears empty until all of it tries to eat you.
* Dungeons & Dragons. Already at birth, the resulting child holds his/her/its own mother in thrall through evil power alone and gains terribly destructive powers as it grows in Hit Dice. Oh, and it is so evil that its merest touch can grievously harm good-aligned characters.
* Dungeons & Dragons also has actual genies, though only the "noble" ones (about 1% of them) can actually grant wishes. The description of noble efreeti (the evil type of genies that come from the Elemental Plane of Fire) specifically says, "Whenever possible, an efreeti will twist the words of a wish to bring pain and destruction upon the wisher."
* Dungeons & Dragons. Also, sails only provide maneuverability — conventional means of propulsion has the same performance when strapped on almost any object of acceptable size.
* Dungeons & Dragons Although it actually draws information from an "imprint" left on the body rather than truly bringing them back to life. It allows you to ask one question of the dead person per two caster levels (up to 10 for a max-level cleric). One other drawback to Speak With Dead is that it requires the corpse to have a mostly intact mouth. Genre Savvy killers with enough time can defeat attempts to use by removing or destroying, say, the victim's jawbone.
* Dungeons & Dragons: Alustriel of Silverymoon; Khelben Blackstaff, leader of the heroic breakoff organization from the Harpers; Piergeiron the Paladinson, one

of the Lords of Waterdeep; and both the late King Azoun IV of Cormyr and his son, Azoun V. Given the scale of the setting, many, many others exist.
* Dungeons & Dragons. A magical piece of headgear lets the wearer control the crab, so it can be used to both carry people through dangerous environments and crush enemies in its four claws.
* Dungeons & Dragons, and Acererak, a lich who attempted to fuse with the Negative Energy Plane, got halfway there, and ended up shunted into a mysterious nowhere. Regardless of how they got there, they have a semi-detached, insane existence in a location more mysterious than even the Far Realm, and the binder playable class exists to barter with them for power in exchange for letting them briefly contact the world once more.
* Dungeons & Dragons, and all its computer game adaptations, have plenty of summoning spells...although not all of the beings summoned are going to be instantly cooperative.
* Dungeons & Dragons, and also the one with the most official settings).
* Dungeons & Dragons, and a number of adventures in the setting included them as opponents.
* Dungeons & Dragons and are said to have a "contagious sense of optimism" that give morale bonuses to their allies.
* Dungeons & Dragons (and as a side-effect provide lumber) ride giant beavers and woodpeckers.
* Dungeons & Dragons and become ruler of the sixth layer, and her attitude towards him now is unknown; some believe that they have secretly renewed their relationship (despite the fact that Mammon has a new consort) while others believe she despises him now for failing to defend their love.
* Dungeons & Dragons (and be killed) until the diamond-hard pulsing blue gem in his head is crushed.
* Dungeons & Dragons and can be genuinely... well, if not GOOD, at least you can see it won't lead to slaying.
* Dungeons & Dragons, and even included a verse from the Gospel of Matthew in his e-mail signature.
* Dungeons & Dragons and hack at people, while the other is capable of summoning a creature, making it a better meat shield than the fighter with a few spells, (spells which work just as well on them) then blasting away for much more damage on all enemies than a fighter can hope for on a single target, the lack of balance becomes rather intrusive.
* Dungeons & Dragons, and has several separate universes that continue to grow.
* Dungeons & Dragons and its many children, nieces, and nephews. Generally speaking, the roles are healer, front-line fighter, magic and brains, and skills and stealth, with ranged combat and group face floating between those four roles. If the character was the group's skill character, the group is frozen out of that part of the game unless a replacement comes along.
* Dungeons & Dragons and many of its spinoffs, as well as other variant spellcaster types.
* Dungeons & Dragons and novels. Large shared worlds can be hard to keep in line even if trying hard.
* Dungeons & Dragons, and/or dealing blunt, slashing or piercing damage (in any given combinations).
* Dungeons & Dragons, and seemed to be essentially the "default" vision of the game until 5th Edition showed up in 2014.
* Dungeons & Dragons and villain PCs was dropped as completely as possible, with the removal of such elements as the assassin class and half-orc race. They also had to rename demons and devils - demons being renamed tanar’ri and the devils being called baatezu.
* Dungeons & Dragons, a non-humanoid race that look like huge worms with big, toad-like heads, and four arms. While they do have genders, it's impossible for members of other races to tell them apart. Most other races use neutral pronouns when referring to them (which doesn't offend them, apparently).
* Dungeons & Dragons, a normal person would have extreme difficulty killing a

high-level character in his sleep by stabbing him in the throat with a two-handed sword.
* Dungeons & Dragons, an understandable result of it evolving out of a fan-made Tolkien wargame. For this reason, most of the original settings from TSR fell into this archetype, although they would usually put their own distinctive spin on it. As the franchise grew and developed, other settings went in different directions, so you'll find this game under all groupings of this trope.
* Dungeons & Dragons: Any single enemy with a challenge rating of two or three. Anything less would need a group to present a serious threat to even a level one party (assuming four players).
* Dungeons & Dragons appearance, and dragons all developed signature design elements—particularly blues, which went from fairly standard-looking dragons to having very large rhino-like horns and oversized ears.
* Dungeons & Dragons appear mostly as they did in life, they are easily distinguishable by their lack of shadows and reflections.
* Dungeons & Dragons: Archons, Guardinals, Eladrin, Modrons/Formians, Rilmani, Slaadi, Baatezu (Devils), Yugoloth (Daemons), Tanar'ri (Demons)).
* Dungeons & Dragons are almost always depicted barefoot in the official art. The same seems to hold true for the 5th edition ("D&D Next") so far.
* Dungeons & Dragons are desperately trying to stop the Creature from achieving his goal. They are forced to follow it through a thunderstorm, where the only illumination is from strokes of lightning. Each flash reveals a specific scene.
* Dungeons & Dragons are found paralyzed and wrapped up in web with egg sacs bound to their chests — they're intended to be food for the baby spiders.
* Dungeons & Dragons are generally of this opinion, which isn't a big surprise since most become liches for this reason. It helps that they have a lot to occupy themselves with — studying the deepest darkest arcane mysteries, or consolidating wealth and power for elaborate schemes that play out over centuries are the more common motives.
* Dungeons & Dragons are grown, not built, from living, leafy trees.
* Dungeons & Dragons are minor artifacts that, when read, grant power to the reader if he is of the correct alignment. Wizards later released splatbooks by the same names that enabled you to make your characters more powerful.
* Dungeons & Dragons are often portrayed as Intelligent Gerbil versions of evil dog-people, with yapping voices and wagging tails, although their appearance becomes much more lizardlike over time.
* Dungeons & Dragons are practically the patron saints of this trope. Not only can they apply their dexterity to weapon skill instead of strength like most classes, but they also learn much more quickly than their counterparts. Even low intelligence rogues will have a healthy set of skills, while a high intelligence human rogue will quickly become the team's ninja historian animal taming demolitions expert.
* Dungeons & Dragons are toad-like monsters used in-universe by parents to frighten their children, although real ones don't limit their targets to young ones.
* Dungeons & Dragons artwork on the obverse would be a spoiler to players.
* Dungeons & Dragons as described by Ed Greenwood (Adjatha, Albruin, Demonbane, etc.).
* Dungeons & Dragons, as few are willing to submit themselves to their "justice". The only thing that keeps them from becoming a total joke is pacts written in ancient times that do, indeed, given them authority to make judgments, so those who are convicted tend to give them a wide berth.
* Dungeons & Dragons as in-combat healing rarely outpaces the damage dealt, and stopping someone from doing damage is more efficient.
* Dungeons & Dragons, as their metabolism kicked into overdrive. 3rd Edition removed this drawback, and also added magical weapons that move fast enough to grant extra attacks per round.
* Dungeons & Dragons, as the rapid pace of their lives leads them to be quickly adaptable as a race, and driven to professional excellence as individuals.

* Dungeons & Dragons: Atropus, the moon-sized, undead remnants of the universe's creator, has long since given up on the hope that it might return to its original state of being, and now mostly hopes for the only thing that can grant it release from its torment — the final cessation of its existence. Most of its followers follow suit, as they tend to be beings who despise their own existence or no longer see worth in life and hope to simply take down as many others as they with them when they go.
* Dungeons & Dragons attacks, with cutesy names — "Pounce" becomes "Pouncy-Poo", while "Rend" becomes "Rendy-Wendy".
* Dungeons & Dragons attack (which the thrall is immune to, being mindless) if the thrall is in the area of effect, potentially stunning anything that shrugged off the initial psionic assault.
* Dungeons & Dragons. At the climax of the adventure the evil Creature and the Alchemist Strahd topple over the edge of a cliff and fall to their deaths below.
* Dungeons & Dragons: Averted most of the time and justified the rest, which addresses the problem of whether most flying creatures are capable of flying straight up. In the case of basically everything that isn't hovering, the answer is "no".
* Dungeons & Dragons averts the trope, since achieving wealth and power is a built-in result of adventuring.
* Dungeons & Dragons: Because of the "build your own" nature of D&D, the applicability of this trope to a homebrewed setting is a matter of the Dungeon Master's personal taste. When it comes to more official settings...
* Dungeons & Dragons before his armies can attack the outmatched forces of good.
* Dungeons & Dragons before Third Edition, the distinguishing feature of Humans was that they had no distinguishing features. Every other race had a laundry list of special abilities. The tradeoff for this was that humans were the only race that could be any class (in fact, they were the only race that could be paladins at all) and could reach the maximum level in every class. The explanation generally given for this was that being generally unexceptional and shorter-lived than other races caused humans to be more ambitious and faster learners. In Third through Fourth Edition, humans have been given special racial abilities, but they tend to make humans more versatile instead of more powerful (for example, in 4E, humans get +2 to any one stat of their choice, while every other race gets +2 to two stats, but one of them is fixed and the other is either also fixed or a choice of two stats).
* Dungeons & Dragons beholder alliances based on prioritising which differences were most deserving of death.
* Dungeons & Dragons Beholder is its own breed. Beholders are also very good at noticing even the slightest difference in another beholder. A beholder with slightly bumpier skin or slightly sharper teeth is as much a hated rival as a beholder with more obvious differences. Every beholder's belief that it is a perfect reflection of the Great Mother is exacerbated by the Great Mother being a shapeshifter who adopts a form that matches that of the beholder looking at her, thus reinforcing the beholder's narcissism. If all this seems crazy, that's because it is. The Great Mother is completely insane by human and even beholder standards.
* Dungeons & Dragons being that Cuthburt of Lindisfarne was a real British saint.
* Dungeons & Dragons be run by a retired high-level adventurer is something of an old cliché in the game.
* Dungeons & Dragons between his capital of Nessus and the rest of Baator?
* Dungeons & Dragons between the Lawful Evil devils/baatezu and the Chaotic Evil demons/tanar'ri, it's been raging for millenia and is unlikely to end until and unless one or both sides gets totally exterminated. Which is fortunate for everybody else because the fiends could probably wipe out the celestials and everybody else in the multiverse if they weren't so busy fighting each other.
* Dungeons & Dragons big bugs). In Monster Manual II, there is also a template to take a tiny or smaller creature and make it bigger than a house.
* Dungeons & Dragons, blue dragons have electric breath weapons and shocker

lizards shock their prey.
* Dungeons & Dragons bodies to give them one last chance to prove their search for redemption is genuine, and since only the greatest of heroic deeds will free their souls from damnation, the Hellbred throw themselves into their quests with zeal and desperation.
* Dungeons & Dragons book. A notable exception is the iconic 3.5 rogue, the halfling Lidda, who's typically fully clothed from her neck to her toes. On the other hand, that type of clothing tends to be skintight, so...
* Dungeons & Dragons book explained that some elves have the "blessing of Corellon" and are able to change their sex at will after an eight-hour rest, part of a conscious attempt by Wizards of the Coast to embrace its LGBTQ players and make gender fluidity part of the game's official lore.
* Dungeons & Dragons book 'Stormwrack' introduces a new player race in the Aventi, who hail from the sunken city of Aventus.
* Dungeons & Dragons boon from the Goddess of Luck, and they change form depending on what crystal sphere or plane she's on.
* Dungeons & Dragons both in the rules and at the DM's discretion. For the most part clothing damage is hand-waved, and magical items are stated to be capable of minor self-repair. Should a character be, say, caught in a fireball, however, a GM can roll a check on damage to items they are carrying as well. This includes such things as clothing, and severe damage to clothing is explicitly stated to require repairs separate from the wearer. In a further zag, however, most casters are able to learn simple and low-cost spells for repairing mundane items, making actively invoking the trope entirely possible for most healers.
* Dungeons & Dragons boxed set. A dragon comes to Zakhara from the cold northern regions of Faerun to find out if it would be a good place for dragons to colonize. He meets four genies (a djinni, a marid, a dao and an efreeti) who are masquerading as human beings. When he threatens them, they kick his butt thoroughly. This causes him to assume that all humans living in Zakhara are extremely powerful and that it's no place for dragons to live.
* Dungeons & Dragons boxed set. In the city of Al-Anwahr, the treacherous vizier Zeenab tricked Amakim Ibn Issad into overthrowing his brother King Azaltin so Zeenab could steal the book "Eleven Baneful Gates".
* Dungeons & Dragons breach the walls of reality to land some sweet cultist nookie.
* Dungeons & Dragons breaks the seal of a meenlock den but doesn't enter it, the meenlocks will follow the party. They'll pick out one PC to harass by sending him telepathic messages that they are pursuing him and intend to make him one of them. The other PCs will perceive none of this and may assume their companion is going mad. Each hour of harassment inflicts penalties to the target's ability scores and combat abilities. That night the meenlocks will attack the camp and try to capture their target. If they succeed they will take the PC back to their den and turn him into a meenlock.
* Dungeons & Dragons, but fully supplanted it from the third edition onwards, dropping the "Advanced" from its title.
* Dungeons & Dragons but the julajimus is a very real monster, as far as the game world is concerned.
* Dungeons & Dragons, but there's no hint of this in-universe, and it doesn't explain why the gods don't just destroy them while they are in their weakened state.
* Dungeons & Dragons, but the soldiers are well-regimented and trained, and able to fight the practically infinite number of Demons to a stalemate.
* Dungeons & Dragons, but they have no voices of their own, meaning they're incapable of saying something without having heard it before (and even then, they say it in the voice that they heard it).
* Dungeons & Dragons, but those are rarely mentioned as existing except for their own continuities.
* Dungeons & Dragons, by Jeff Grubb and Kate Novak, the party is captured by the mind flayer god Ilsensine. To buy their release, they have to give it a song

that it has never heard before. The minor deity Finder, in the party, gives it a recursive song — the last verse feeds into the first. The resulting Ear Worm gives Ilsensine big problems — so the mind flayer god ends up begging Finder to take the song away in return for three answers to questions.
* Dungeons & Dragons, by the shardminds. The reason they can speak any language is most likely that they access the creatures memories, copy the language, and speak with it. Frankly, it makes sense.
* Dungeons & Dragons called doppelgangers, who can shapeshift into any similarly sized humanoid-including other people.
* Dungeons & Dragons calls these little nasties "Unholy Scions" in the supplement "Heroes of Horror", giving the fetus a +6 intelligence bonus while still in the womb (the rough equivalence of taking an animal and making it a slightly stupid person, or of taking an average person, and making them a genius). Comes with a no-save allowed charm effect on the mother.
* Dungeons & Dragons campaign is setting is especially full of them, due to its Gothic horror inspirations. Most notable is Castle Ravenloft, after which the setting is named.
* Dungeons & Dragons campaign module includes a secret path intended to be the faster exit for the party, which spirals along the main path. The book suggests to prevent finding the outside path, to ensure that the player goes through the hazardous portion.
* Dungeons & Dragons campaign settings are an example. Monks themselves are a very weak example, given that the class has very little overt religiosity attached to it beyond getting Religion as a class skill in some editions.
* Dungeons & Dragons campaign setting, we get an alternate Earth stalked by the usual cast of supernatural villains, Dracula etc. etc. Also the fictional James Moriarty is real, and for some reason a rakshasa.
* Dungeons & Dragons campaign to reach this at some point. For bonus points, in 4e the Nine Hells are shaped like a planet, are about as big as Earth IRL, and float in what seems to be outer space.
* Dungeons & Dragons can bring back a person thoroughly disposed by The Garrote.
* Dungeons & Dragons can deduce that the attack occurred within the last half hour and that the perpetrators are probably nearby.
* Dungeons & Dragons can disregard it and run any of them as stand-alone adventures.)
* Dungeons & Dragons can do this. For instance, as a class feature, a Menacing Brute can try to find a nonmagical, non-masterwork piece of equipment in this manner once per day, with more expensive items requiring more time, a larger community, and a more difficult skill check.
* Dungeons & Dragons can encounter a huge lion and a gigantic unicorn fighting each other. They're actually having a contest to see who will receive a valuable crown.
* Dungeons & Dragons can play as a terror hero with the right spells. Some rogue and ranger builds can allow for similar fear tactics (type 1), as well as frequent usage of intimidation.
* Dungeons & Dragons can provide their own and easily work those events into their own plotline.
* Dungeons & Dragons can't handle. Members are available on-call for a certain number of hours per week in exchange for a monthly stipend, but otherwise have no standard duties.
* Dungeons & Dragons care for their partners and their relationships, though melodramatic and often short-lived, are genuine.
* Dungeons & Dragons caused the victim to talk in their sleep, possibly revealing useful information.
* Dungeons & Dragons, causing it to be obsessed with killing its parent/original, if they survived the birth. And they might not; the victim takes an incredible amount of damage from the trauma, even more if male, seeing as a male body isn't physically designed for such a thing.

* Dungeons & Dragons: Certain devil forms are really big, really strong, and really, really stupid. Since your place in the hierarchy of Baator is determined by how many souls you've brought in, and you don't get credit for just killing people, getting put in one of these forms is not productive to advancing up the ranks. Baatezu call strong forms that stall your advancement "lateral demotions".
* Dungeons & Dragons characters, all the characters used were fairly straight interpretations of their original artwork, with the exception of Mialee, the elf wizard. The reason is that her original design had a huge mop of hair that extended to her knees. The CGI version had a small knot that extended off the back of her head.
* Dungeons & Dragons characters commenting on how little the Tepestani actually know and how dangerous their arrogant belief otherwise is.
* Dungeons & Dragons characters in general may do this depending on the player.
* Dungeons & Dragons character to get themselves a pair of wings, but common ones are:
* Dungeons & Dragons: Chronicles of Mystara has an in-game achievement system in addition to the Steam Achievements. By accomplishing various achievements, such as completing the game, using various abilities often enough, or inflicting certain effects on monsters, the player levels up and gains points that can be used to unlock items in the gallery.
* Dungeons & Dragons: Chronicles of Mystara shows a recurring party of adventurers in its artwork. Over the course of the book, Nebin the wizard gets pitched off a cliff by a gargoyle, Jozan the cleric gets electrocuted by a trap, and Tordek the fighter gets incinerated by a lich. The final image in the book is Lidda the rogue, bloodied but alive, climbing out of the dungeon alone with what treasure she could carry.
* Dungeons & Dragons cites John Carter of Mars (as well as Conan, and Fafhrd and the Gray Mouser) in its foreword, despite being for "medieval wargames campaigns" according to the cover. It suggests robots and androids as examples of 'other monsters' which could be used in the game.
* Dungeons & Dragons classically featured the "water weird", a monster that would lie in wait looking for all the world like a harmless pool of water until some careless adventurer approached closely enough to make the effort of suddenly turning into a watery snake and trying to drown them worthwhile.
* Dungeons & Dragons: Clockwork horrors are mechanical spider-like constructs about two feet across that live in large swarms, where their role and status is determined by the metal they're made out of — electrum ones are soldiers, gold ones commanders, platinum ones generals, and a single adamantine horror rules the swarm. They reproduce by consuming metal and using it to construct new swarm members. They're extremely efficient at this; if a swarm is allowed to grow unchecked, it can quickly strip a city of metal and go on to threaten the rest of the country.
* Dungeons & Dragons comic, based on playing one of these. They had no useful offensive options, so all class abilities were based on improving their carrying capacity, or more importantly make them take hits for others and even take advantage of death (such as spying around as a ghost until resurrected, plus being easier to resurrect). They got a d12 for hit points (matched only by the Barbarian class) to put the "Iron" in the Buttmonkey.
* Dungeons & Dragons comprising aspects of all the humanoid creatures their ancestors consumed... and a few clearly non-humanoid for good measure.
* Dungeons & Dragons continuity, this trope occasionally pops up in order to highlight a truly malevolent or petty flavor of evil.
* Dungeons & Dragons cosmology, the enmity between Sunnis and Ogremoch (the most powerful forces of Good and Evil, respectively, on the Elemental Plane of Earth) is one of the most violent in the Inner Planes. Sunnis lives in a palace called Sandfall, which has a waterfall of sand cascading over it, which turns into a river that eventually drains into an—apparently—bottomless pit near the palace. Many of her subjects say that she someday plans to set a trap for Ogremoch and throw him into the pit, but it's unlikely. This "plan" is too well-

known among the denizens of the Plane of Earth so one would be foolish to think that Ogremoch hasn't heard it.
* Dungeons & Dragons could cause. In 4E, a crossbow can be embedded with the "Armbow" enchantment; the main perk is not having to worry about reloading.
* Dungeons & Dragons dealing with these bureaucrats in Mechanus could get someone arrested for something they had no idea was a crime.
* Dungeons & Dragons: Deep dragons live for exploration and the thrill of discovery, and specifically in exploring the winding caves of the Underdark. While they rarely venture to the surface world, they greatly enjoy following distant, unmapped tunnels leading ever deeper into the earth, and discovering unknown treasures and sites of natural wonder never seen by mortal eyes.
* Dungeons & Dragons Deity of bigotry and human supremacy. This in a world where every other core race's primary deity is good aligned. Worse yet, he's a greater deity, meaning he has a flipping ton of worshipers, all of them human.
* Dungeons & Dragons Demogorgon has two heads, but it wasn't until the 3rd Edition that a source mentioned that each had a separate personality. The personality of his left head is named Aameul, the right is named Hethradiah. His two personalities rarely cooperate, and are often fierce rivals. Aameul favors deception, while Hethradiah favors destruction. Strangely, this war within himself often turns out in Demogorgonï¿½s favor. For example, one legend tells how Hethradiah formed an alliance with a powerful lich queen, which left her vulnerable to assassins sent by Aameul. When they killed her, Demogorgon gained her power and lands, so both sides of him benefited.
* Dungeons & Dragons: Depending on the setting, wizards are most often used as artillery and clerics as support, though depending on build they could potentially fill almost any of the given roles. Specific examples:
* Dungeons & Dragons desktop or computer games will include a mummy, or lots of mummies, as enemies to be killed. If the campaign happens to be set in pseudo-ancient Egypt, the mummy may be the final boss monster.
* Dungeons & Dragons Despite being the group's Fighter, this is basically Adric's primary skill for the series. The rest of the group is fully aware that he effectively makes his plans up as he goes, but they're actually all okay with that.
* Dungeons & Dragons. Despite supplements that directly oppose this, many gamers assume that Evil=Ok to kill, with or without another reason.
* Dungeons & Dragons discover the Diuku, red baboons with legs like a giant frog. A Diuku communicates telepathically by touching its head to the head of another creature and thinking two-word sentences like "Friend now" and "Share food".
* Dungeons & Dragons discusses how to best avert this trope in parties where one or more of the characters are nobles of some sort (as samurai and most spellcasters are), and as such it would be highly improper for them to handle the dead at all, much less going through a fallen foe's pockets for coin.
* Dungeons & Dragons: Dis, the second layer of the Nine Hells of Baator, takes the form of an immense city of red-hot iron and stone. Like all planes and planar layers, it's infinite in size — someone approaching its edge seamlessly transitions to the middle of the city, with no edge in sight. Despite its immense size, the city always manages to feel crowded and oppressive, and is constantly shrouded in smoke and filled with the screams of the damned being tortured beneath its streets.
* Dungeons & Dragons: Divine casters (Clerics and Druids) traditionally fill this role. Clerics are sometimes seen as mobile healing delivery units, though this can vary based on the edition and version:
* Dungeons & Dragons do not follow this trope, they just share the name.
* Dungeons & Dragons don't play their cards right another war could break out as a result of their actions.
* Dungeons & Dragons double-crossed an ally in order to get ahead. (In their society, a drow who isn't good at this is just going to be killed by someone who is. Their goddess actually encourages it.)
* Dungeons & Dragons, dragons are given "Challenge Ratings" that are lower than

usual for their power level. Thus, if the dungeon master follows the challenge rating system, dragons are always more powerful than whatever else the player characters are facing. The game designers state that this was intentional, so that encounters with dragons always feel special.
* Dungeons & Dragons, dragons, demons and loads of other standard fantasy creatures exist as non-playable monsters.
* Dungeons & Dragons: Dragonshard, a real-time strategy game, accounted for this by giving you a "good commander" bonus for minimal casualties in a mission.
* Dungeons & Dragons' dryads must stay within a limited radius of their tree. If they pass beyond that radius, they will weaken and die.
* Dungeons & Dragons due to the design choices made during it, as it currently sits as the shortest supported time of the games lifespan.
* Dungeons & Dragons (due to the ease of resurrection at higher levels) is "If you die, I'll drag your corpse to a cleric and have you resurrected and then kill you!"
* Dungeons & Dragons: Each setting usually has at least one (or three, for each evil alignment), but often more.
* Dungeons & Dragons Edition 3.5, all materials stronger than paper are allotted a hardness score, which dramatically reduces damage dealt to them. Weapons made out of Adamantine, however, ignore the hardness of objects unless they're built from materials equal in strength or stronger than Adamantine. This makes tunneling through a stone wall with an Adamantine Greatsword almost pathetically easy. There are also combat maneuvers which ignore hardness, in case you don't have an adamantine weapon.
* Dungeons & Dragons Edition has Allergy Dust, which is made from the powdered bone of a particular creature. Anyone exposed to the dust becomes allergic to that creature, including watery eyes, a clogged nose and sneezing. Dusts could give allergies to such fantasy creatures as dragons, goblins, giants and basilisks. Having such an allergy could be annoying or even lethal to an adventurer.
* Dungeons & Dragons editions 3.0 and 3.5 has multiple characters with such names.
* Dungeons & Dragons effects, so its appearance is a dangerous misdirection.
* Dungeons & Dragons eight people involved in the distribution. Ironically, every single D&D book release was still scanned and pirated, there just now being a small delay. It wasn't until 2013 when WOTC returned to the .pdf market (although, the company is still reluctant to release major books for 5th edition D&D in this format).
* Dungeons & Dragons enter Dungeonland after Alice's visit, they find (and must cross) a large lake made of the tears Alice shed in the novel.
* Dungeons & Dragons entry above, the Magic Missile spell. Redcloak convinces Xykon to use it against the ghost of Soon Kim, because even though it's a mere 1st-level spell, it does Force damage, which ignores the incorporeality of ghosts.
* Dungeons & Dragons epic destiny has the main character become a hero template, and killing off the lead character would simply bring in a mechanically-identical replacement with the same powers and abilities.
* Dungeons & Dragons, etc. are spells focused on shaping, altering and controlling earth and stone.
* Dungeons & Dragons even more so, contain plenty of Lovecraftian elements scattered throughout the lore and splatbooks. But, since the game's general theme is heroic fantasy in a world full of benevolent and malevolent gods and controllable magic, these elements lack some of their original bleak hope-destroying teeth. It's sort of indicated that the cosmic monster's time has come and gone (Aboleths), or are safely far away from conventional reality (the Far Realm), needing only the occasional band of intrepid heroes to perform intermittent "maintenance" on the fabric of reality (usually by nuking the encroaching tentacle-monsters with fireballs).
* Dungeons & Dragons eventually finds its way back into it, usually when another owner of the book stitches new pages into the book.
* Dungeons & Dragons. Eventually Mordenkainen emerged the victor and Bigby

joined the party as a sort of "henchman." As time went on, Bigby would become Mordenkainen's assistant and apprentice in magic.
* Dungeons & Dragons: every male within visual range must make a Fortitude save or be disabled briefly as they reflexively wince and cover their groin.
* Dungeons & Dragons Everyone's heard of them, but non-gamers are unlikely to know anything about how the games are played and probably couldn't identify which one is which—even though the only thing the two have in common is that they're both fantasy-centric.
* Dungeons & Dragons Evil as a spell component, the spell itself is as morally neutral as a Fireball or Lightning Bolt.
* Dungeons & Dragons evil, see it as a point of pride to corrupt souls and spread wickedness without, technically, lying.
* Dungeons & Dragons, except for vaguely praising the attackers for a successful raid.
* Dungeons & Dragons fan supplement instead has Lilith as triune so that she can serve the role of the Hag Countess.
* Dungeons & Dragons feat as a prerequisite. Suppress Weakness downgrades how much additional damage a creature would take from an energy type they're vulnerable to, so an ice-breathing white dragon with the feat would take 25% extra damage from a fire attack instead of 50%. The improved version of the feat, Overcome Weakness, removes that energy vulnerability altogether, so all attacks of that energy type would deal standard damage.
* Dungeons & Dragons feat (to fire a ranged weapon at anything you can see, such as... say... the sun) lets you jump-start the space program.
* Dungeons & Dragons featured specific "Open Doors" and in the case of AD&D also "Bend Bars/Lift Gates" values derived from a character's strength attribute just to make clear what their exact chances of successfully enacting this exact trope were. Later editions simply boiled it down to a strength check.
* Dungeons & Dragons features multiple types of werebeasts. As of 5th edition, The connecting factors being that they have the ability to assume hybrid or animal forms, come with a massive stat boost of some sort and usually shift the alignment of the cursed character. The more common types include wererats, werebears, and werewolves.
* Dungeons & Dragons features specific and explicit rules on dual-wielding that vary depending on the edition.
* Dungeons & Dragons features the playable Blackguard prestige class, which is a kind of always-evil fighter with some divine magic spells. A possible (and often-used and recommended) background for a Blackguard is to be a fallen Paladin, as a fallen Paladin-Blackguard gets extra goodies in the form of empowered abilities.
* Dungeons & Dragons fight in the earlier Battle of Brindol, as the siege is considered a far worthier end to the campaign.
* Dungeons & Dragons find a message that dates back to it, and one mission involves scouting one of the Castles of Ruling that played a major part in the war.
* Dungeons & Dragons: Fire is one of the most common elemental damage powers, with such favorites as the Wizard's Burning Hands, Fireball, Flaming Sword, and Fire Trap spells, the red dragon's breath weapon, and so on.
* Dungeons & Dragons for adventure modules, others as potent magical items characters can make use of. If one is of a magical turn of thought, caution should be taken when putting pen to paper.
* Dungeons & Dragons for anyone that picks it up. At least, until the cabinet is reset.
* Dungeons & Dragons. For a sufficiently high-level caster, DBF's maximum damage is twice as high as a regular Fireball.
* Dungeons & Dragons for Dragonlance wizards: they're basically a religious order, and their gods forbid them from doing any more weapons training than is necessary for self-defense, so they can better concentrate on their magic.
* Dungeons & Dragons for explaining why some human-sized adventurers can survive more damage than monsters the size of houses.
* Dungeons & Dragons for fairly rules-light games with reasonably abstract

combat. And even then, only for a restricted range of characters as anticipated by the writers (which generally meant "no magic-users" and might plausibly limit the player to a single class — commercial solo adventures were most popular during the heyday of class-and-level systems, which helped).
* Dungeons & Dragons for the owner... and just because the owner likes it so much.
* Dungeons & Dragons for the rage-focused Barbarian class called "Calm Fury" is available in the supplement "Primal Power," allowing them to use some of their most powerful abilities while not explicitly raging. According to the flavour text, "You now attain the furious clarity on the far side of rage".
* Dungeons & Dragons Fourth Edition in particular has been rather successful at being friendly to new players.
* Dungeons & Dragons Fourth Edition's extremely rushed release schedule meant that the developers wouldn't, or couldn't, playtest most of what they published, making gameplay either trivial or tedious at high levels. The core math was overhauled repeatedly with each new Monster Manual, and then rebooted completely after two years with the "Essentials" series. When 4e was finally abandoned, it had 140 pages of errata for published and printed material.
* Dungeons & Dragons from 3rd edition forward, gave in and abbreviated "experience points" as "XP". This carries over to computer games, too.
* Dungeons & Dragons from the dragon goddess Tiamat. Vlaakith and Gith went together to Tiamat's lair in the nine hells, but only Vlaakith returned. She told the githyanki that Tiamat had pledged some of her dragons to their cause, and that Gith had declared Vlaakith her regent until she returned from some mystical quest. The obvious implication is that Vlaakith fed Gith to Tiamat, but nothing has ever been stated for certain.
* Dungeons & Dragons!" from the page. Things could have gone smoother if this didn't coincide with the time when focus shifted from modelling specific settings to expanding universal rules. Fan enthusiasm knows no limits.
* Dungeons & Dragons from where you wanted to go. Or you could explode.)
* Dungeons & Dragons game-settings have a World-Shattering Kaboom in their backstory, such as Krynn's Cataclysm or Mystara's Great Rain of Fire. When you get to a high enough level, you can kill gods and wipe out entire planes of existence....
* Dungeons & Dragons game setting, which later authors expanded upon.
* Dungeons & Dragons: Genasi, the descendants of humanoids and elementals, have glowing lines on their bodies, unique to them and a sign of whatever element they are manifesting.
* Dungeons & Dragons get a bit of a break, as D&D has fertilized so many video games and other fantasy works that some of the material comes off as a cliche within the genre. Despite this, there are literally hundreds of books for the various D&D settings, optional guides, and so forth, spread through so many editions, that without a patient group it can be very overwhelming for a new player.
* Dungeons & Dragons gives us the Tarrasque, an immense, nigh-unstoppable force of destruction. Flavor text in the Monster Manual entry says that it awakens every so often, wreaks havoc and eats everything in sight, and then goes back into hibernation for a few thousand more years. Since it cannot be killed, this happens whether or not the players defeat it; at best they can send it back into hibernation before it does too much damage.
* Dungeons & Dragons) go first to "disarm" all the traps, and simply heal them later.
* Dungeons & Dragons got it right. Silver is harder than bronze, but much softer than steel. In terms of durability, therefore, silver would be somewhere between the two. In an iron-age setting against heavy armor (like plate), a silver piercing weapon like a short sword or dagger would stay effective longer than a silver slashing weapon like a long sword.
* Dungeons & Dragons guide has this one from a table of '100 random traits' "No sense of humor, see #26". Of course, the list only contains 99 items. Guess which

one is missing.
* Dungeons & Dragons had a first run of 1,000 copies. It sold out within weeks.
* Dungeons & Dragons had a short story of a queen looking for a cure for her (dead) husband, and executing every healer and cleric who tried to tell her the king was dead and could not be saved. A necromancer fulfilled her wishes by casting a simple animate dead to turn her husband into a mindless zombie that follows the queen's orders. She continues to insist that all messengers and petitioners to the throne address the maggot-infested animated corpse of the king, and even shares a bed with it.
* Dungeons & Dragons had a story about a Harper who freed a group of slaves from Thayan slavers.
* Dungeons & Dragons had at least 20 standard types of magical keys, each with its own powers.
* Dungeons & Dragons had a version of this. It stated that an elf doesn't keep the name his or her parents give him when born; he or she chooses another upon becoming legal age. The book also says, however, that even after that, an elf's parents and other elders he or she knew as a child might still call him or her by the "child name" on occasion, in which case it becomes a sort of Affectionate Nickname.
* Dungeons & Dragons had Halflings use this, either symbiotic creatures, buildings made from tissues, adapted wildlife, or types of organic automatons, such as the Scrubslug, which eats dust and debris and transforms it into organic floor wax.
* Dungeons & Dragons had several iterations of this across its several editions.
* Dungeons & Dragons had the Horns of Valhalla, that could summon heroes from Asgard to fight for the possessor. Of course, if you didn't meet the requirements of being able to use them, the summoned berserkers would turn on you.
* Dungeons & Dragons had the Ventriloquism wizard spell, which allowed the caster to throw his voice.
* Dungeons & Dragons Had two low budget films built off of the general band, but with thin characterizations that came as much from the characters classes as their screen presence.
* Dungeons & Dragons hails all the way back to its early editions, sometimes treated as a special fighter maneuver, sometimes more as a property of the weapon itself. While many monsters may simply make charge attacks on their own without needing to mount up first, the inspiration is still obvious enough.
* Dungeons & Dragons: Hammers and maces tend to be less effective than swords and axes (until 3rd Edition, when warhammers were given damage dice equal to those of longswords and battle axes for the first time), but they are still often used for a variety of reasons.
* Dungeons & Dragons Hanseath is the Dwarvern god of War, Carousing and Alcohol. Prayers to him are generally sung or chanted and contain simple rhymes and frequent choruses. In other words, prayers to him are generally drinking songs.
* Dungeons & Dragons harm the protected then it is that Paladin's sworn duty to wreak almighty vengeance in the name of the harmed party.
* Dungeons & Dragons harness their power by torturing the souls of the damned:
* Dungeons & Dragons has a chance of making a Palimpsest regurgitate someone from its page, at the risk of also zapping the victim.
* Dungeons & Dragons has a Displacer Beast as the boss of Fort Cruth. It does the species's traditional projecting-a-false-image... but a guard you meet just before the battle notes, "Why would two beasts only cast one shadow?" Indeed, the real one is the one with the shadow.
* Dungeons & Dragons has a druid spell (since 1st edition) named simply "Snare". Guess what it does.
* Dungeons & Dragons has a few subclasses that gain this as a feature.
* Dungeons & Dragons has a monk alternate class feature called "Invisible Fist". It allows one to turn invisible for 1 round every 4 rounds. Very useful in fights, of course, but can also be used to make sneaky entrances and departures,

without wasting any resource for such theatrics.
* Dungeons & Dragons has an ability called 'Unfettered Stride', which makes that character all but impossible to slow down or stop. Characters who can take this destiny can be Unaligned, and thus possibly true examples of The Unfettered.
* Dungeons & Dragons has an high-tech artifact in the shape of a boulder that is powered by geothermal energy. It projects a laser hologram of an elven princess.
* Dungeons & Dragons has a number of magical rods, staffs, and wands that display authority:
* Dungeons & Dragons has a number of monsters that create and/or use darkness and shadows as weapons, such as the shade, shadow dragon, and shadow mastiff. The shadow demon was more effective in darkness/shadow but couldn't create or manipulate it.
* Dungeons & Dragons has a number of these scattered across its many novels and settings:
* Dungeons & Dragons has a spell called "Apocalypse from the Sky". No points for guessing what it does, considering it's not summoning kitties.
* Dungeons & Dragons has a Temptress character class amongst its many third-party sources.
* Dungeons & Dragons has a tendency to produce unintentionally hilarious names.
* Dungeons & Dragons has been home to many different human subspecies, some of them playable, some of them not, across its various settings and editions.
* Dungeons & Dragons has cover, concealment, and various modifiers based on terrain, varied in different editions.
* Dungeons & Dragons) has five dragons (one of each chromatic type) as her Dragons.
* Dungeons & Dragons has had several gods of death over its history, and several Grim Reaper analogues:
* Dungeons & Dragons has had several magical keys that could open any lock, such as the Key of Opening, the Silver Key of Portals and Skeleton Keys (I and II). Also worth noting is the spell Knock, which, when cast, immediately opens (or closes) most objects that can be opened (or closed): doors, chests, boxes, and so on. Amusingly, Knock can be keyed to a Wand for repeated casting, creating a limited-use "skeleton wand".
* Dungeons & Dragons) has its own security service that is however subject to local laws.
* Dungeons & Dragons has Klarg Clawhammer, a bugbear mercenary and boss of the first real dungeon the players will be exploring. Due to his Bugbear abilities, if he attacks first during the first round combat he can easily deal enough damage to drop most first level characters in one round, 2d8+2d6+2, or an average of 18 damage. Due to Phandelver being part of the starter set, Klarg is the first real high damage enemy most players will encounter, and while his damage goes down after the first round, it is a hell of a wake up call in a mostly easy warm up dungeon.
* Dungeons & Dragons has Krigala, the first level of the Beastlands, which in an eternal afternoon. The only way to mark the passage of time is through the gentle rains that occur once a day. Krigala is mostly home to diurnal animals, and the constant heat has covered the plane in a patchwork of deserts and savannahs in the drier uplands and thick rainforests in the more humid areas.
* Dungeons & Dragons has lots of fluff about secret organizations of Walkers of the Sublime Way. One of which is the 80 Empresses.
* Dungeons & Dragons has many of these, called "cursed magical items".
* Dungeons & Dragons has mostly magical contact lenses (Eyes of Charming, Eyes of Minute Seeing, etc), but sometimes glasses are encountered as well.
* Dungeons & Dragons has multiple mechanics for this, the simplest being the Kiai Shout feat. All of them allow you to render enemies shaken or panicked by shouting at the beginning of battle.
* Dungeons & Dragons has Necromancy as one of its schools of magic. Its practitioners were called necromancers.
* Dungeons & Dragons has plenty of monsters with the Swallow Whole ability, as well as swarms of creatures that attack by taking countless little bites out of

their prey, but one creature takes this trope to a horrifying extreme. The Vaath is a insect/lizard hybrid monster from the Lower Planes, with a bite that injects a paralyzing venom into its prey. Then the Vaath uses its maw-tipped feeding tendril to burrow into its helpless victim's body, and the fiendish predator is sadistic enough to make sure its prey is alive when the Vaath begins to consume its organs. Worse, the Vaath is telepathic, and not only broadcasts its enjoyment of the meal to anything in range, but also the exact flavor and texture of the victim's innards. And no one, not even the most vile of souls from a cannibalistic culture, is immune to the horror of learning what one's own intestines taste like.
* Dungeons & Dragons has produced a few dwarven subraces that break the mold.
* Dungeons & Dragons has quite a few examples beyond the more typical magically-powered golems.
* Dungeons & Dragons has quite a few of these. Though most dungeons are inhabited, kobolds in particular are good at setting traps, but if the only monsters are non-sentient or dormant then the deathtraps must be very durable indeed.
* Dungeons & Dragons has rules and stats for swarms of rats, including some exotic types such as skeletal rat swarms, corpse rat swarms, spectral swarms (incorporeal undead that typically result from careless fireball-flinging adventurers inflicting large amounts of collateral damage on the local rat population), cranium rat swarms (hive-minded psychic rats) that become more intelligent as more gather together, and moonrats (rats that become more or less intelligent depending on the phases of the moon). It is also part of the powers of a vampire to summon lower creatures, including swarm of rats. The Tamer of Beasts prestige class, from the book Masters of the Wild, has similar powers and is depicted in the artwork as controlling a massive army of rats.
* Dungeons & Dragons has several three-legged monsters, such as the Xorn, the Otyugh, and the Triapheg.
* Dungeons & Dragons has several varieties, most of which are amphibious enough to appear in adventures that aren't set in the ocean itself:
* Dungeons & Dragons has "Tasha's Uncontrollable Hideous Laughter", a spell that can give any character the opportunity to let one of these fly. Also, a monster called the Gibbering Mouther has the evil laugh threaded through the cacophony of its constant utterances.
* Dungeons & Dragons has the 'Flying Kick' feat, which turns any unarmed charge attack into this, along with an additional 1D12 damage.
* Dungeons & Dragons has the "Graft Flesh" feat and several variations that allow the altering of a creature's biology.
* Dungeons & Dragons has the "Massive Damage" rule. While the rule changes a bit depending on the edition, the effect can always be boiled down to some version of the following: if you take a massive amount of damage (usually well-beyond your maximum HP), you instantly die.
* Dungeons & Dragons has the olive slime, yellow musk creeper, and other monsters of this kind:
* Dungeons & Dragons has the pillory listed under torture devices. Every hour a victim spends pilloried in a public place, they suffer damage from passers-by tormenting and assaulting them.
* Dungeons & Dragons has the Potion of Heroism, which gives the drinker temporary hit points and makes them more resistant to damage for a set time.
* Dungeons & Dragons has the psionic power Decerebrate. From the SRD, "you selectively remove a portion of the subject’s brain stem."
* Dungeons & Dragons has the "quivering palm" attack, a special skill available to high-level monks, which sets up "vibrations" in the target upon a successful touch attack. It doesn't make a ticking noise, but for the next few weeks, the monk who made the attack can wish the target to die as a free action, and the target will die instantly. You may laugh now.
* Dungeons & Dragons has the spell "Telepathic Bond", which allows for a party to have a telepathic conversation with each other.
* Dungeons & Dragons has this as its premise. As a result, its class skills are

"All", even obscure class-specific ones are treated as class skills for a factotum.
* Dungeons & Dragons has this in 4th edition in the form of Action Points; ordinarily, action points are used to gain an extra standard action on your turn, allowing you (in most cases) to immediately make an extra attack roll. At paragon tier (level 11+), most characters gain additional benefits from the use of these as well; some paragon paths allow you to use them to grant yourself rerolls on attacks instead, or grant multiple move actions, or other things; others grant bonuses in addition to their usual effect, such as the extra action dealing extra damage or being more likely to hit. Others just grant extra benefits on top of what they normally grant, such as allowing the character an extra bit of movement, teleporting them, dealing damage to enemies around them, and so on. There are even some abilities which grant action points, or which allow action points to be spent more often, or to be spent on granting lesser actions (such as moves) without expending them. Characters are expected to spend their action points, and gain them throughout the adventure on a regular basis, but are generally restricted to using one per encounter, and are reset after every adventure to discourage hoarding. Boss and sub-boss type monsters generally have 1-2 action points themselves, which makes them considerably more dangerous (though it also becomes obvious when a foe you're facing is more powerful than usual, as if they spend an action point, it means they're bad news).
* Dungeons & Dragons has Torog, Evil God of the Underdark. Patron of Jailors and Torturers.
* Dungeons & Dragons hate the vampires who transformed them. Even willing recruits tend to hate their "parent" after a while. (And frankly, a lot of vampire masters loathe themselves even more.)
* Dungeons & Dragons have been dedicated to listing such mundane magic items.
* Dungeons & Dragons have depicted dolphins as sentient Good-aligned creatures with their own patron goddess.
* Dungeons & Dragons, have no maximum age and will visibly age to a certain point (venerable age for Elan, old age for Killoren) but never die of old age. Combining either race with either class leads to this trope. There's also an epic feat that adds half your maximum possible age to each age category (a stadium where your character gets visibly older), which has the same effect on them.
* Dungeons & Dragons have several escape routes that they don't hesitate to take if a fight somehow turns against them. In fact, one source says that their fortresses always have a few "fake escape routes" along with the real ones. The fake escape routes are more obvious, and an enemy is more likely to try to set up an ambush at one of them while the Pit Fiend uses the real, well-hidden escape route.
* Dungeons & Dragons have to be pragmatic since their powerbase is a mere shadow of what it was in their glory days. Illithids would like nothing better than to gorge themselves on humanoid brains, but most of them are smart enough to realize that indulging their appetites too frequently would bring the wrath of every other humanoid race upon their tentacled heads. So the Illithids limit themselves to one or two brains a month while engaging in backroom deals, slave trading, and subtly aiming for power in the shadows.
* Dungeons & Dragons here: Third Edition gave gods a numerical god-stat which would range from 0 (quasi-gods such as the offspring of full ones) to 20 (the greatest beings who have the slightest chance of interacting with mortals). Though it's a throw-away bit of fluff text, there is mention of beings of divine rank 21 and up, who serve as the gods' gods. There are also arch-fiends, whose status is ambiguous: Officially they aren't even divine rank 0, but they have clerics and some resources suggest the DM could go ahead and officially make them gods.
* Dungeons & Dragons; he's never prowling the dungeon corridors, out deer-hunting on the surface, or sitting around picking his nose.
* Dungeons & Dragons: "Hey, guys, I just had this awesome idea. Let's make a huuge golem out of flesh and bones, stat it up, and let necromancers possess it with Magic Jar!"
* Dungeons & Dragons, high-level monks, druids, and some other classes have an

ability called "timeless body". While it doesn't lengthen their lifespans, it does render them immune to aging penalties (bonuses still accrue) all the way up to the moment of a death by natural causes.
* Dungeons & Dragons. History remembers him as "the child-who-would-be-a-god" or "the Ape who would fly".
* Dungeons & Dragons humanoids, who we could fill far too many pages listing.
* Dungeons & Dragons iconic character Regdar was reportedly designed to be this in early artwork, with Monte Cook claiming he saw him as native American. Later artwork just drew him as a white guy.
* Dungeons & Dragons. If a certain specific ceremony is carried out near the altar of the Elder Elemental God, that deity will send one of its tentacles out of the altar to grab the closest living creature as a sacrifice.
* Dungeons & Dragons if employed to force a party that's been wandering back on track.
* Dungeons & Dragons. If something is described as "Ancient", there is a 90% chance its better than its modern equivalent.
* Dungeons & Dragons illusion/phantasm effects has a chance to be permanently materialized, and this includes monsters (now free-willed). Including Phantasmal Killer spells, of course.
* Dungeons & Dragons: In 3rd and 4th Edition, the familiars of wizards, sorcerers, and adepts bestow minor skill bonuses to their masters, which vary with the familiar's animal type. While some grant bonuses derived from their genuine aptitudes (e.g. Move Silently for a cat), other bonuses reflect the animal's anthropomorphized reputation (Bluff for snakes, Appraise for ravens).
* Dungeons & Dragons in 4E, 5E essentially redid everything back to how it was before 4E, but took some of the major additions that were liked to at least have continuity.
* Dungeons & Dragons In 5th edition, many big monsters have a passive trait, Siege Monster, which doubles the damage they inflict when attacking objects and structures.
* Dungeons & Dragons: In (BECMI) module IM3 "The Best of Intentions", one of the planes the Immortal PCs may have to travel to is Unsoncy. The center of the plane is a rotating disk of debris that comes out of a singularity in the middle. Items lost on other planes of the universe end up here. The Immortal who controls the plane always looks here first when he loses a pair of socks in his washing machine.
* Dungeons & Dragons incarnation has absolutely ridiculous jumping abilities and the ability to shoot spikes from its tail.
* Dungeons & Dragons include a psychic disease known as Cascade Flu, which causes those infected to manifest all their powers, one after another, with random targets. This can be amusing if you have nothing but, say, the powers that create (but not shoot) arrows out of thin air and let you jump really well, but it can be outright deadly if you happen to have more than one attack power.
* Dungeons & Dragons included a spell called "Animate Rope" that would let you use a rope in this way (though not in combat); a very difficult use of the Use Rope skill allows you to do it without magic.
* Dungeons & Dragons included the Lasher prestige class, a whip-specialist who could grab objects in this manner.
* Dungeons & Dragons include numerous options for the discerning mage, but the most iconic spell of all time is the classic Fireball.
* Dungeons & Dragons includes Mind Flayers which can suck out your player's intelligence and/or memory of levels you've already visited. The intelligence drain is merely deadly; having to re-explore previously-visited levels is downright annoying. Fortunately, you can turn the tables and possibly gain intelligence points by eating Mind Flyer corpses. The game even announces a success with "That was real brain food!"
* Dungeons & Dragons includes multiple examples, mostly among the Aberration creature type.
* Dungeons & Dragons includes the "Climb Aboard" maneuver that allows climbing

on a giant creature during a fight, becoming harder to hit and following along if it moves.
* Dungeons & Dragons, including glasses, other clothing items, and even light sources (sort of like an anti-illusion field).
* Dungeons & Dragons in D&D, but it's significantly cheaper if you have the body of the character you want to bring back.
* Dungeons & Dragons in disguise. Members of both guilds have special abilities related to their jobs: Henchmen can carry nearly unlimited weight so long as whomever they're working for tells them to move it somewhere, while Evil Henchmen have a supernatural ability to find and retrieve anything they're looking for.
* Dungeons & Dragons: In early editions, amongst the many scrappy mechanics, a big one was how experience points were allotted. Besides completing the quest or dungeon, the vast majority of your experience came from being conscious in a fight. That's it... there is no bonus or penalty to whether you do anything in a battle. This leads to some players becoming the Load. They would go picking their butts or jerking off in a safe corner and earn thousands of XP, while someone who fights in 90% of the battle but is unlucky enough to get knocked out will get 0 xp. To top it off, there was an experience reward earned from finding loot too so the Load would get that as well while the unconscious participant might not if the party doesn't give him or her a share while they're still knocked out.
* Dungeons & Dragons: Inevitables, extraplanar constructs that enforce the laws of the cosmos, pass judgement on transgressors, determine appropriate punishment — often death — and carry it out themselves. The primary exception are the zelekhuts — because they exists to help enforce mortal laws, they typically just drag captured transgressors back for judgement or imprisonment unless they were already sentenced to a penalty like death or corporal punishment, in which case the zelekhut carries it out itself.
* Dungeons & Dragons in official game material and most campaigns. Of course, individual DMs may portray them however they want, and there's nothing stopping you from running a game with a tribe of noble, heroic orcs.
* Dungeons & Dragons. In one piece, a human taken captive by seafaring minotaurs notes that the first mate, whom he'd initially mistaken for male, has (modest) human-like breasts beneath her leather armor.
* Dungeons & Dragons in some manner. Suppose a fantasy game uses an analog to Spain, so the names sound exotic like Eugenia, Arcelia, Allewyn the elf, and Kolgran the dwarf. You've averted Aerith and Bob right until a friend at the table says, "Arcelia's my niece's name." This can happen with pretty much any culture. Vasily and Koichi sound like Aerith, but if you speak Russian and Japanese, they suddenly become Bob.
* Dungeons & Dragons in space rather than any kind of science fiction, makes common use of this.
* Dungeons & Dragons. In the AD&D 1E Dungeon Master's Guide, Gary Gygax explained that the power of wizardly magic came from other dimensions, and the power of divine magic came from deities.
* Dungeons & Dragons, in the controversial 4th edition, could also trigger this with the thief Shadow Stride ability. It states that provided the thief is in hiding at both the start and end of their movement, they are hidden throughout that movement. The catch-22 comes if the thief uses this to sneak past a guard who could have interrupted their movement, and then when they arrive at their destination hiding place, find that it's already occupied by someone else they couldn't previously see. The problem is, that means that the thief should never have gotten there at all, because since they aren't hidden at the end of their movement Shadow Stride does not activate and their movement would have been interrupted by the guard. So to understand why they can't sneak past the guard, the player would have to know that their hiding place was full; but the character could only find out about that if they got to the intended hiding place, which they can only do if they can sneak past the guard.
* Dungeons & Dragons in the hands of a Paladin but is only barely magical if used by anyone else. The Staff of the Magi and Staff of Power can only be used by

powerful arcane spellcasters.
* Dungeons & Dragons. In their version, they like to pick one person out any group that enters their territory and stalk them until they're jumping at shadows, and they can turn people into more wendigos by draining their Wisdom points. The creature is actually a template that can be added to humanoids, giants, or even animals.
* Dungeons & Dragons: In the standard setting, spellcasting classes are weak and don't have many abilities to use in the first few levels, but quickly gain access to more powerful spells and the ability to cast all of their spells more often, not only making them do more damage but allowing them to do all sorts of other things that other classes simply can't do, like teleport, fly and see the future. Specific editions and settings include:
* Dungeons & Dragons: in the typical Fighter-Rogue-Wizard-Cleric party, the Fighter and Rogue fight most efficiently together in a manner similar to this — the fighter directing the battle and drawing the attention of his targets while the rogue tumbles into an advantageous position to deal massive Sneak Attack damage.
* Dungeons & Dragons into a space the DM hadn't mapped, everything tends to become one dimensional, since all you generally know is everyone's distance from you.
* Dungeons & Dragons introduced the Armorer subclass for the Artificer in a clear homage to Iron Man.
* Dungeons & Dragons introduced the Battle Master fighter archetype in Fifth edition, which functions as this through the use of Superiority Dice as a means to control the tide of battle.
* Dungeons & Dragons introduces the junkyard golem with the line, "On the world of the Sklavadok, the trash takes you out!"
* Dungeons & Dragons introduces the Oracle class, and one of the paths for this class allows the user to absorb damage that has afflicted their allies.
* Dungeons & Dragons is an attack, rather than "DC 17 Profession (farmer) check."
* Dungeons & Dragons is an extreme example of this, losing their divinely granted powers instantly if they violate their code of conduct (or sacred oath in 5th Edition D&D).
* Dungeons & Dragons is based off of this idea- the characters play D&D characters in a version of the 1917 Russian Revolution in which Rasputin is a high-level cleric, the Tsar is a white dragon (and the Tsaritsa is a half-dragon) and most of the Tsar's supporters are Hobgoblins.
* Dungeons & Dragons is "Cannot cut hair". Of course, you know this would be the obvious result.
* Dungeons & Dragons is considered a valuable commodity on that plane, as it's made up of gas-filled space. Anyone who wants to build a floating castle must either import some dirt to build it on or (more cheaply) use magic to solidify a cloud for a foundation.
* Dungeons & Dragons) is contrasted with the Paladin in the text, with it being noted that the Paladin might ask if an order given by one's superior is just, while a Samurai would say to that Paladin "You dishonor the lord by questioning his orders".
* Dungeons & Dragons is described as "the sound of a dolorous bell" that sounds in the air around a creature, causing heavy damage (for a cantrip) if the target is missing any of its health.
* Dungeons & Dragons is engaged in a never-ending race war against any Beholders not of its breed, killing them on sight. While there are some varieties that are vastly different in terms of appearance and philosophy, they will fight over any difference at all, even ones that anyone other than a beholder would never notice. Of course, there is the true Beholder, whose form would clearly be the correct form for a beholder to have. Unfortunately, whenever any beholder sees it the thing looks exactly like them.
* Dungeons & Dragons is filled with creatures, races, classes, spells, and

items that allow characters to shapeshift.
* Dungeons & Dragons is (for ignoring his responsibility to rule wisely in favor of building a "theft-proof tomb"), and the only way to lift that curse is to steal two specific artifacts from the pyramid.
* Dungeons & Dragons is no longer published unless someone explicitly puts in an order).
* Dungeons & Dragons is the Black Pudding, a living puddle of corrosive black slime that engulfs anything and everything it can.
* Dungeons & Dragons is their entire shtick. Drow are given a cultural justification- since most powerful drow will use magic instead of armor for protection, wearing some basically meant announcing "I can't even cast Mage Armor", and this mutated into wearing clothes being overcompensation for one's flaws.
* Dungeons & Dragons is the mysterious hooded figure sitting in a dark corner of the village tavern.
* Dungeons & Dragons is this kind of character. An old maxim of roleplaying states that "A thief or rogue character will never be morally centrist. He will either be a good-natured chap who steals from people who deserve it and is the subject of much affection, or he will be a complete sociopath". There's an even better chance they won't be but will pretend they are.
* Dungeons & Dragons is to have everyone be a gestalt monk (basically, add in the abilities of the monk class on top of whatever actual class any character has), specifically to evoke this kind of feeling in a campaign.
* Dungeons & Dragons is very inviting to someone who wants to inflict this trope on a high fantasy world.
* Dungeons & Dragons is Vow of Chastity, which gives a Player Character benefits, so long as he or she remains chaste. This Feat is a prerequisite for two Prestige Classes (one of which is female-only and involves gaining a unicorn as your companion, naturally).
* Dungeons & Dragons, it ends up a spiral swirl of liquefied flesh and blood, lost in the Ether.
* Dungeons & Dragons. It had 10 hit dice altogether, two of them being the binding energy that kept the insects together. If you did two hit dice of damage to it, the insects broke apart and fled. That is, if you did 20% of its total damage, it was defeated. Course, then you've pissed off a whole hive of moderately intelligent bugs, who, being demonic, are probably going to want revenge...
* Dungeons & Dragons, it is always emphasized how fond dwarves are of beards. (In some editions, but not all of them, even female dwarves have them.)
* Dungeons & Dragons It only gets worse once the various splatbooks enter play.
* Dungeons & Dragons; it's an Enchantment school spell that compels the victim to laugh like a maniac for the duration of the spell, effectively paralyzing them with the most intense, histrionic laughing fit they are physically capable of. In most versions of the game, this is its only effect, but in the 4th edition of the game, victims actually took damage from the spell, and could literally laugh themselves to death.
* Dungeons & Dragons. Its attendance saw an abrupt jump that year.
* Dungeons & Dragons, its heavy focus on battle mat combat, the shoehorning of all classes into the same mechanical structure, and a lot of gratuitous changes to D&D lore. Other editions saw similar arguments, but none were quite so contentious as that one.
* Dungeons & Dragons. It should be noted that not every member of their race felt this way. Those who wanted to live their lives in peace eventually split from the warmongers and came to be *known* as the githzerai.
* Dungeons & Dragons", it's mentioned that, when designing a plane of existence, it can be given a tech level. Technology above that level will not function, unless the tech level is at least five levels higher than the magic level.
* Dungeons & Dragons it's used several times, unsurprisingly given that there's always a reminder.
* Dungeons & Dragons. "Killing evil and stealing its stuff" is the game's

unofficial motto, after all. Wizards Of The Coast even released a book for 4th Edition which was blatantly titled "Dungeon Delve". It is literally a book containing 30 dungeons, complete with maps and descriptions of each area, as well as stat-blocks for the monsters and items found in each area, making it really easy for Dungeon Masters to prepare a dungeon crawl, since all the work is done in advance.
* Dungeons & Dragons) knows all the intricacies of the plot and the environment that the players don't. Naturally, this can lead to some fairly amusing situations when players make assumptions on limited or outright incorrect information while the person who knows the actual situation is sitting just a few feet away and waiting for them to screw themselves over.
* Dungeons & Dragons, launching the genre. Unlike many other popularizers, it's still the alpha dog.
* Dungeons & Dragons let her eat their souls to sustain her undeath, and giving them the notorious rate of raiding, slaughtering and indirectly enslaving all non-githyanki races they encounter. They are blind to their hypocrisy and will insist that what they do is different. Usually at the end of a sword.
* Dungeons & Dragons liberally uses the Tarokka, an expy of the common tarot. It has a different major arcana known as the High Deck, and a Low Deck (minor arcana) consisting of the courts of Stars, Swords, Glyphs and Coins. Many adventures using the setting will start with a tarokka reading that may influence the events of the adventure.
* Dungeons & Dragons. Like a number of other classes, the Warlord can choose between several "motifs" at character creation; two motifs focus towards manipulating their allies in the fight (Tactical and Resourceful), while the other two focus towards inspiring allies to fight harder. The Inspirational Warlord is the more likely of these latter motifs to make use of Rousing Speeches — the Bravura Warlord prefers inspiring through example. Beyond being part of the theme, a number of the Warlord's powers actually take the form of particular speeches and battle cries.
* Dungeons & Dragons (like wild animals, who are focused just on surviving and don't consider morality in their decisions).
* Dungeons & Dragons line ended with the stars of a huge invading empire's capital world raining down from the sky. Not as destructive as in other examples, as the "stars" are giant gemstones embedded in the surrounding crystal sphere, and aside from the unlucky folks who got hit by the meteorite shower, all the planet's downtrodden peasants find themselves suddenly rich.
* Dungeons & Dragons lists some, and is named after a particular example.
* Dungeons & Dragons, literally the first thing that happens after the players introduce their characters is the dungeon master explaining how each character died.
* Dungeons & Dragons lives and breathes this trope; with magical augmentations to their cutting wit Jesters can goad their enemies into making mistakes, insult them into losing confidence, frighten them into fleeing, and even deal damage at higher levels.
* Dungeons & Dragons living in a nearby cave. The king was lucky enough to stumble upon an artifact which enhanced his mind.
* Dungeons & Dragons living in huge underground cities, often including vast open spaces and even farmlands (usually growing some kind of mushroom-based crop).
* Dungeons & Dragons living in the tomb, but not before he used the pool and saw that the mask had already been retrieved by other members of the Cult by the time he got there. In the other, the party travels to Xonthal's Tower to extract a defecting cultist who is offering the blue dragon mask in exchange. The cultist's treachery is found out shortly before the party arrives, and he will be dead by the time the party reaches him. Worse, the mask turns out to be a forgery.
* Dungeons & Dragons. Lolth disposes of prisoners by placing them in a small dimension where they're hunted and eaten by giant spiders.
* Dungeons & Dragons lore, the Hand of Vecna is a very powerful artifact... that eventually turns those foolish enough to use it into Vecna. Also available in

Eye form.
* Dungeons & Dragons-loving, spellcasting Jonathan gets a staff, "Backbone", that enhances his spells and can heal others.
* Dungeons & Dragons made during his tenure that makes for fun throwbacks.
* Dungeons & Dragons made out of cold iron and powered by (as well as shooting) hellfire and the Anaxim, basically the twisted mechanical abortion produced by a god of the forge getting a little too crazy.
* Dungeons & Dragons magazine #45 adventure "Prism Keep". In the title castle is a magical picture of a beach at sunset. The picture acts as a Gate to a distant land. Anyone who touches the picture is transported to the beach.
* Dungeons & Dragons magazine #73 had an article about "Non-violent Magic Items". Some of them were magical versions of real life devices, such as a Thermos bottle, electric fan, space heater, electronic scale, electric blanket and smoke detector.
* Dungeons & Dragons magazine advertised its pre-written adventures this way. "Mad Ranger Goes Wild for Funky Fungus!" "Reclusive Giants Raise Evil Chickens!" "I'm Carrying Tharizdun's Love Child!"
* Dungeons & Dragons magazine has also had at least two articles on siege-warfare that include magical rams.
* Dungeons & Dragons magic item Murlynd's Spoon is a serving utensil that once a day magically provides enough bland (though a 0th level spell can explicitly alter taste...) gruel of unspecified nature to keep a party of four Medium-sized creatures (or eight Small creatures) fed. The "create food and water" spell does the same thing, with a note that characters who have put skill ranks into cooking can conjure slightly more appetizing dishes. Very few Dungeon Masters require players to keep track of food, though.
* Dungeons & Dragons) makes the revival of one stored copy upon death automatic and allows to "update" inactive clones. As of 3E the Clone spell simply creates an inert duplicate that the original's soul transfers to at death.
* Dungeons & Dragons maniacs who believed individuality was so important that letting hordes of their own die trying to prove individual worth was better than forcing them to actually act like their more disciplined enemies. Given one side would remake the cosmos into the fantasy version of Dante's Inferno, and the other into Milton's Hell, neither is right. Then, on top of that, there are philosophic "guilds" players can join which grants them power and access, provided they believe as the group does. These groups range from the far-Enlightenment Fraternity of Order to the completely Romantic Society of Sensation. Not only is no one portrayed as right, but even allegiances frequently transcend the conflict. The Athar are Deists in the Jefferson/Locke vein, and their greatest allies are the thoroughly Romantic Believers of the Source - who worry about past lives and ascension.
* Dungeons & Dragons: Many monsters have specific weaknesses that either do more damage than normal, or are necessary to even be able to kill them. Unconventional tactics can also exploit certain weaknesses, or at least find other ways to kill them.
* Dungeons & Dragons, many monsters were outright immune to all damage inflicted by weapons that weren't magical. Additionally, in these versions of the game, wizards could invoke this trope with a spell called "Protection From Normal Missiles", which made them immune to any projectile weapon that wasn't enchanted.
* Dungeons & Dragons; many of the different enemy races, in particular, were created during the game's earliest editions, when leveling monsters up to keep pace with player characters wasn't very well supported, so the "sliding scale of toughness" version of this trope was a convenient work-around.
* Dungeons & Dragons — a drow with natural spell resistance — turns up.
* Dungeons & Dragons — and many other role-playing-games — in which literally any attack will hurt literally anyone as long as the attacker rolls a 20 on a 20-sided die (or a similarly rare optimal roll in games that use different dice for resolution). For example, D&D rules permits 1 in 20 attacks to hit a high AC target, where 10 thugs empty out revolvers at Superman, an average three of

those shots will qualify as a hit.
* Dungeons & Dragons — and prime walls don't block this either.
* Dungeons & Dragons — at close range, without checking that himself and the dominator are going to get caught in the blast.
* Dungeons & Dragons — can be distilled into liquor and is a popular ingredient in dwarven spirits; some even drink its straight. Their meat is also edible, and tastes like crab cooked in wine.
* Dungeons & Dragons — Chick (like many fundamentalist Protestants) views Catholicism as not only un-Christian, but a flat-out Satanic deception, frequently using the Catholic Church as the big bogeyman in his tracts and conspiracy theories. Telling Chick that Tolkien was a Catholic, and that he was responsible for Lewis's conversion, would probably only strengthen his negative views of both men's work.
* Dungeons & Dragons — kill the "master", and suddenly all its former created "slaves" may be finally free to achieve their true horrific potential...
* Dungeons & Dragons — not surprising, given how much it was originally based on Tolkien. There's other differences as well.
* Dungeons & Dragons — share a continuity and impact one another.
* Dungeons & Dragons—that is, the knowledgeable few at the top, above the uneducated masses on the bottom.)
* Dungeons & Dragons — you'd think portraying demons and devils as bad guys, and angels as good guys, would be an obvious enough clue of his actual stance.
* Dungeons & Dragons meet, "there is a sort of unspoken understanding between them, and an aasimar is likely to take another aasimar's side in an argument, regardless of other affiliations, just for a taste of kinship."
* Dungeons & Dragons mentions that a few intelligent undead create spawn from their loved ones in pursuit of this trope. But while vampire spawn are slavishly affectionate towards their creators, this is a supernatural compulsion, not true love.
* Dungeons & Dragons meta-settings provided two (amusingly contradictory) explanations: in Planescape a stock-fantasy multiverse exists, with the added benefit of explaining where all the more biologically impossible elemental and evolutionarily improbable critters come from. Spelljammer is based on medieval cosmology, and adventurers can sail between the various crystal spheres in mighty magical craft riding currents in the luminiferous aether.
* Dungeons & Dragons, mithral weapons and armor are lighter and have reduced or even removed penalties to strength and/or stealth checks, though they are far more expensive due to the metal's rarity. Mithral dragons also exist, and are some of the rarest and most powerful.
* Dungeons & Dragons model: versatility is the game's greatest strength. The 4th Edition DM's book actually encourages it:
* Dungeons & Dragons module "O2: Blade of Vengeance" is easily sneaked past, as they're caught up in watching (and betting on) a fight between two rats whose tails they've tied together.
* Dungeons & Dragons module X2 Castle Amber. The Amber family turned 88 people with singing ability into stone statues. When each key on a keyboard is pressed, the corresponding statue will sing one note, allowing the user to play music.
* Dungeons & Dragons monster invokes this: called the Executioner's Hood, it's a flat membrane that lives on the ceiling, dropping down on the heads of unsuspecting adventurers to suffocate them.
* Dungeons & Dragons Monster Manual supplements introduced "half-golems", which are about as close to cyborgs as a fantasy setting gets. Having limbs replaced with golem parts can restore function and increase strength, but requires a Will save, which gets more difficult as the number of replacements increase. Failure on the save represents the trapped elemental spirit gaining control of the whole body, and, though still trapped, it can now express its displeasure, transforming the victim into a full Construct and engendering a murderous hatred of the living.
* Dungeons & Dragons monsters, they can be trusted to keep their part of the

bargain.
* Dungeons & Dragons: Most animals and some monstrous humanoids have the scent ability, which grants +4 to tracking checks if they can manage to pick up the scent. Tracking is based on the user's Survival, and any creature with the scent ability is guaranteed to have a high Survival-and scent is difficult to prevent (crossing a body of water is about the only guaranteed way to stop it).
* Dungeons & Dragons: Most players will claim that any session (or encounter) which killed at least two characters invoked this trope.
* Dungeons & Dragons: Most type of beholderkin are named after a synonym for "beholder" (gazer, spectator, examiner, watcher, observer, etcetera).
* Dungeons & Dragons must climb up the inside of a huge pit using a set of narrow stairs, with several monster attacks to keep things interesting.
* Dungeons & Dragons, namely the death knight, the slaadi, and the githyanki and githzerai - all of which have gone on to become some of the game's most iconic monsters.
* Dungeons & Dragons nature it's just as likely that she's messing with her followers for giggles.
* Dungeons & Dragons, nobody except the small, diehard fanbase really remembers how it was laid out.
* Dungeons & Dragons, no form of magic or other means can undo death by old age.
* Dungeons & Dragons novel "Descent Into the Depths of the Earth" has the relatively benign action of being tied back-to-back with another person... well, benign if that character isn't Polk the Teamster, a loudmouth who is described as not having stopped talking for the entire two hours they were sitting there; most of the speech was admonishing the hero about how badly he mishandled the previous fight: not because they were captured, but because he wasn't fighting awesomely enough.
* Dungeons & Dragons, now used as a universal term for life bars in video games.
* Dungeons & Dragons occurs over six seconds. That can encompass a lot of actions and bonus actions from a variety of sources, especially if there are a lot of creatures, complex spells, and additional actions in the mix.
* Dungeons & Dragons. Of all the standard races, only half-orcs age faster than stock humans (because orcs are even shorter-lived). Because of this, they learn their trades/classes faster and at younger ages.
* Dungeons & Dragons of damage per hit and/or special damage type Z.
* Dungeons & Dragons: Of the core classes, paladins and clerics are both examples, with paladins being more warrior and the cleric being more religious. There are a wide range of other bonus classes with divine and/or religious abilities mixed with combat abilities.
* Dungeons & Dragons of this cosmology, perhaps on the very edge of reality, is the Far Realm. The only identifiable trait of the Far Realm is that none of it is identifiable, or even quantifiable in any way, shape or form. Simply entering it threatens a visitor's sanity — characters may sprout eyes on their palms (but not really), relive a hundred lifetimes in which their parents were Far Realm wights, or backwards speaking begin... Unsurprisingly, the Far Realm is based on the works and mythos of H.P. Lovecraft.
* Dungeons & Dragons. One chest has some dwarf and elf ears, presumably taken from victims the giants killed.
* Dungeons & Dragons, one module features a floating city built on giant wooden platforms, kept above water by an enchanted idol that makes everything linked to it unsinkable.
* Dungeons & Dragons, one of the Abyssal Heritor feats is "Otherworldly Countenance", which allows to choose between wretchedly hideous or stunningly beautiful. If beautiful, the character can cause a fascination effect a set number of time per day by focusing attention on a subject. Note that no mention is made of the subject needing to be of the opposite sex (or even the same species, in fact).
* Dungeons & Dragons: One of the archdemons is described as being honorable

enough to allow enemies to challenge him to fair combat. If they cheat, however, all bets are off.
* Dungeons & Dragons. One of the gods rangers and druids frequently worship is Ehlonna: Neutral Good patroness of cute fluffy animals and pretty flowers. Of course, rangers and druids can also make your face less pretty very very quickly.
* Dungeons & Dragons. One of the inventions is Ardraken's Refreshment Simulacrum, which is basically a soda vending machine. Unfortunately it doesn't work: its malfunctions include attacking the customer trying to use it and dispensing drinks with negative effects.
* Dungeons & Dragons: One of the material components for the Cacodemon spell (which summoned a powerful demon) was a bowl of mammal blood, preferably human.
* Dungeons & Dragons. One room had skeletons standing around: they were frozen in place by the magical effect that killed them.
* Dungeons & Dragons Online. Adventure pack Keep on The Borderland, closely based on the pen-and-paper D&D module of the same name, has "Cult of Evil Chaos" as its main adversary. When the quest giver NPC explains to you the mission, he says "They call themselves Cult of Evil Chaos. Not very subtle, are they?"
* Dungeons & Dragons Online advertisements make it seem like you start at level 20 and fight epic creatures right from the get-go.
* Dungeons & Dragons Online area that players PVP in. In fact, another tavern in the Marketplace, which is much bigger and better suited to the sheer number of people, almost never has anyone battle there. It can get to the point where slower computers can't even handle all of the spells being cast by other players when you're in the service area.
* Dungeons & Dragons Online: Artificers have a Rune Arm called "Whirling Words", that fires a stream of books at the enemy.
* Dungeons & Dragons Online, as you might imagine, has you visiting quite a few tombs — and given the best way to raise money for maintenance and magic items is to smash apart sarcophagi, one can safely guess that you get to do a lot of this. One of the earliest such quests has you thwarting a grave robbing attempt by Sahuagin and their Devourer cultist allies, who want to raise the dead of the family entombed there as undead to use against the village of Korthos.
* Dungeons & Dragons Online has an NPC quest-giver named Rouge. Some of her compatriots also have color-themed names, but to be honest, she's probably a Rogue.
* Dungeons & Dragons Online has a number of "invincible" monsters, usually seen but not directly encounted in inaccessible areas of dungeons. Most of them have enormous HP reserves and full health regeneration. This hasn't stopped players from using high-level characters with powerful ranged weapons/attacks to attack Aussircaex, a level 32 dragon (player cap is 25 currently). However, this is usually true only in the first dungeon they're encountered in — most are quest-end bosses in separate adventures, since Turbine is aware that players are going to attack anything targetable.
* Dungeons & Dragons Online has Durk the Deranged, a clever but mentally ill resident of Stormreach. Pretending to know his "secret", he explains that there's no way you could know that the two Kobold chieftain brothers in the slime-infested sewers are having a feud and that therefore it would be the perfect time to take out both sides. And he'll never tell you that either.
* Dungeons & Dragons Online. In true D&D fashion, a yearly event causes undead to spawn near here.
* Dungeons & Dragons Online is an MMORPG which requires paying real cash to unlock certain areas, purchase powerful equipment or unlock certain classes.
* Dungeons & Dragons Online is crawling (or would that be swimming?) with sahuagin.
* Dungeons & Dragons Online lets a capped(level 20) character reincarnate back to level 1 with some modest to moderate bonuses on second and subsequent lives. The character keeps the same name, gender, and server, but is otherwise treated as an entirely new character by the game, being allowed to choose a new race and class. When a character succeeds in leveling to the cap once for every class, they get another moderate buff.

* Dungeons & Dragons Online, one of the abilities gained by Paladin's, 'Divine Sacrifice', allows the paladin to sacrifice 5 HP to make an attack with a large damage boost. The HP are lost even if the attack misses, but in a setting where mid-level characters can have over a thousand HP, it's an insignificant price. There is also an item allowing you to sacrifice 25 HP to regain 50 spell points, three times when fully charged (5 if using the Epic version).
* Dungeons & Dragons Online, one quest "Dirty Laundry" has money launderers who, when you hit them, say things like "Ow, my arm!" and "Ow, my spleen!"
* Dungeons & Dragons Online: Played very straight. All flying creatures simply hover, and dragons never fly in combat. Perhaps the most blatant example is the Velah raid. Velah is a red dragon who is seen flying throughout the raid, except when it comes time to fight her, when she lands and remains completely stationary, moving only her head and claws to attack those right in front of her (her back-side is protected by impassable rocks). Other dragons in the game do actually move around, but none use flight as part of their fighting strategy.
* Dungeons & Dragons Online seems to be this way, with voiced NPCs chewing the scenery whenever possible. The DMs also tend to speak in a deep, ominous voice for no particular reason sometimes. And the WORST offender is Cellimas Villuhne, a cleric NPC you meet early on in the game. The ONLY line she delivers that isn't over the top is at the end of the first dungeon, when she offers a reward for your help. She only shows up in three dungeons, but the way she acts you'd think she chewed enough of the scenery to dig them all out herself.
* Dungeons & Dragons Online that some people who have been playing since headstart in March '06 have NEVER managed to level a character to cap.
* Dungeons & Dragons Online: The primary realm of Eberron uses airships (see page image) as guild clubhouses, effectively, and House Cannith, home of the Artificers, who animate living and non-living constructs as well as use technology that emulates magic abilities.
* Dungeons & Dragons Online, there was a bug where using your "diplomacy" skill on a treasure chest caused it to give better loot. Although this bug was fixed well before the game went live, the rumor that using diplomacy on a chest gives better loot still remains, despite repeated debunkings by the game's developers on the official forums.
* Dungeons & Dragons Online, the "Threnal" quest chain was infamous for a hold-the-line quest wherein you needed to protect an NPC who liked nothing better than to charge every group of monsters — and consequently draw too much aggro and get himself killed. Nowadays, he can be knocked unconscious with a dialogue option.
* Dungeons & Dragons Online. While most Korthos villagers who joined the Devourer cult were kidnapped and forcibly indoctrinated into it, Jacoby gave himself willingly to the Devourer. When you confront him during the instance "The Collaborator," he tells you that the Sahuagin will kill anyone who doesn't convert and that he's just watching out for his own hide. You promptly prove him wrong by fighting off his allies, tracking him down, and sending him into Khyber's embrace.
* Dungeons & Dragons only uses the -mancer suffix for Necromancers, using more unique names for the other schools of magic.
* Dungeons & Dragons only work once per encounter or once per day. At least they can be recharged between fights, though...
* Dungeons & Dragons on the best of days. He used hand signals to indicate who was who whenever they got in an argument (again).
* Dungeons & Dragons. On the flip side, rust monsters are this for warrior types, as they can corrode a metal weapon or suit of armor into dust in seconds, leaving a fighter or paladin naked and unarmed in the middle of a dungeon.
* Dungeons & Dragons on you, he wants you to do this for him, to prove your remorse is genuine..."
* Dungeons & Dragons, or as the result of genuine shifts between realities.
* Dungeons & Dragons) or basing it upon the Iconic that best represents the situation.
* Dungeons & Dragons organised play campaigns (Living Greyhawk, Pathfinder Society, Adventurers' League) feature interconnected modules which do not

necessarily have to be played in order. This is often invoked to explain how a player character can have played in a later module before an earlier one.
* Dungeons & Dragons or simply sending entire enemy groups (or one giant dragon/demon/abomination) flying with a "mere flick of the wrist."
* Dungeons & Dragons or two and others will have far more than that. It's a staple of the game.
* Dungeons & Dragons own Shadow Weave in lore.) So far, Assassin is the only class released that makes use of this power source.
* Dungeons & Dragons. Paladins who tend to fall early and often for breaking their code in the pursuit of genuine Good (not making the job quick and easy) are sometimes approached by the knightly equivalent of the CIA. The abilities they pick up take the 'goodness and light' of the Paladin and turn it into 'goodness and Bad Cop interrogations.'
* Dungeons & Dragons party due to the variety of roles that need to be performed in a campaign. The Hero of this group will generally be the one who is the obvious leader of the group, whether by being a great warrior or diplomat. Conversely, the Lancer will probably be the Leader's opposite, being the team's negotiator in the former case or being the taciturn combat leader in the latter.
* Dungeons & Dragons player can be better at convincing people of lies than of truths.
* Dungeons & Dragons Player's Handbook. Miallee, though not harmed, is extremely annoyed at having failed the relevant skill check.
* Dungeons & Dragons poor senses; they tend to have high ranks in perception-related skills, have far better night vision than humans, can see in total darkness at a long distance, and can even use smell and hearing to discern the location of anything within a large radius. Unsurprisingly, the citation describes said dragon hunter as "the late Aylmer Dapynto."
* Dungeons & Dragons popularized death as a minor setback by giving players access to the Raise Dead and Resurrection spells. Many other tabletop games follow suit. Fourth Edition takes the cake, giving higher level characters abilities whose descriptions start with "Once per day, when you die..."
* Dungeons & Dragons power-hungry masters of a multidimensional empire brought down by their own slaves.
* Dungeons & Dragons, present the deities in a way that fits this trope perfectly, along with how to advance high-level characters to godhood.
* Dungeons & Dragons priestess who was foretold to leave the sisterhood to wed a great hero and vowed only to marry a man whose virtues exceeded her own.
* Dungeons & Dragons provides some examples. Generally speaking, the humans who live in these areas are fairly civilized or at least peaceful toward outsiders; it's the monsters that live there that pose the real threat.
* Dungeons & Dragons, psionic characters gain glowing eyes whenever they use many of their powers.
* Dungeons & Dragons, putting a mechanical system underneath roleplaying, armor class, randomized loot, and dozens of other ideas which permeate many games - including an enormous percentage of video games - to this very day.
* Dungeons & Dragons qualifies as a variety; while they aren't using the instrument itself as a weapon (although certain rule interpretations can allow for this), the instrument acts much the same as a Wizard's spell catalyst or a Cleric's holy symbol as a tool with which they cast their magic, meaning that any offensive spells they cast are caused by the instrument they use.
* Dungeons & Dragons") race. They are also very collectivist and address each other as "comrade".
* Dungeons & Dragons → "Dungeons & Dragons Animated Series Handbook", a third-edition supplement that statted out several characters and races exclusive to the cartoon.
* Dungeons & Dragons: Red dragons frequently employ other creatures as spies and messengers in order to keep abreast of world events, but take reports with extremely poor grace and do not hesitate to kill or eat servants who bring them bad news.

* Dungeons & Dragons regarding the spell Speak With Dead. In most cases, the spell required that the corpse's jaw was intact in order to function (basically the caster was briefly animating the corpse for the purpose of answering some questions) so a common practice was to remove the lower jaw of anyone you killed and didn't want blabbing about it later.
* Dungeons & Dragons release the sword if you pry it from his cold dead hands. Evil players can just kill him (and it's required for a quest in the Lawful Evil path). Good characters who want the sword "accidentally" let him die. (You can resurrect him later, he doesn't ask what happened to his sword, oddly and will still give you its counterpart.) You can also marry a (rather annoying) NPC (with subpar stats) for a gift and throw her into the middle of combat naked, her father doesn't care.
* Dungeons & Dragons repeatedly encourage the reader to sign up for the online D&D Insider service. In fairness, there's general agreement that it's at least worth it for a DM for all the tools to simplify running a game.
* Dungeons & Dragons rescue a dolphin from sharks, it will lead them to the place they want to go and then swim away.
* Dungeons & Dragons resulted in tables of injuries that made characters' bodies seem roughly as fragile as their character sheets.
* Dungeons & Dragons retroactively turns unsatisfactory events into All Just A Dream.
* Dungeons & Dragons: "Riding dogs" are common mounts for small characters, especially gnomes and halflings, in many settings.
* Dungeons & Dragons role-playing game exists in their home dimension and (2) at least some of them are familiar with the game. Why is it, then, that not one of them seems to knows a thing about the world to which the ride transports them or how to negotiate the remedial plots in which they find themselves?
* Dungeons & Dragons rulebooks have tackled this topic more than once, primarily to help GMs understand what their players want:
* Dungeons & Dragons ruleset. One of the castle's features is the Blood-Stained Arch. A steady patter of blood flows from the underside of the arch, with no apparent source. The blood is in atonement for all of the bloody crimes committed by the Amber family.
* Dungeons & Dragons rules, including not torturing prisoners (or allowing them to be tortured). It was stated in early writings that paladins couldn't allow themselves to be "led away" from the party for a while so the rest of the group could torture a prisoner for information.
* Dungeons & Dragons's alternate magic systems and porting them to Pathfinder.
* Dungeons & Dragons says they easily hunt prey during broad daylight.
* Dungeons & Dragons's can meet Nozumi Takahosho, an ex-cavalryman in the service of General Goyat. The terrible things he experienced during the pursuit of Governor Kawabi plus a dose of jungle diseases permanently addled his mind.
* Dungeons & Dragons. Searching for assistance in the past is your main objective.
* Dungeons & Dragons series follows the trope. Pure wizards start with pathetic hit points — it's absolutely impossible to survive without allies to act as tanks, because you start with pathetic defensive spells and anything that so much as sneezes on you will rob you of all your hit points. And you can't even go all tin-can happy, because wearing armor reduces your spellcasting abilities. It takes a surprising amount of progression before you can cast enough defense to afford some tanking yourself; in the meantime, you'll be entirely dependent on your party for survival.
* Dungeons & Dragons setting apply, though they're half-robot-half-golem... thingies. They were originally created to be warriors, and unexpectedly developed the capacity for emotion and self-awareness. Some later material implied their supposed creators at least partly reverse-engineered them from relics found in Xen'drik, which given the history of that continent would allow several possibilities for why a constructed race capable of emotion and self-awareness would be desired.

* Dungeons & Dragons setting became a standard feature of the 4th edition Shadowfell.
* Dungeons & Dragons setting for 4th Edition, they are now the major villain race of an entire plane (Specifically, the Feywild).
* Dungeons & Dragons setting "Hollow World," where the setting lacked a day-night cycle, the basic unit of time was the "march."
* Dungeons & Dragons setting is set on an extensive island chain known as the Io's Blood islands. These are entirely ruled by dragon clans, and while various species of humanoids also live on the islands they do so as vassals and servants of the dragons, who are also the playable characters. Other lands beyond the seas exist in the background and are known to be inhabited and ruled by humanoids such as humans and giants, but the focus of the setting remains first and foremost on the Io's Blood islands and their dragon rulers.
* Dungeons & Dragons setting is this. It's also a sort of hub that connects to all the other planes of existence.
* Dungeons & Dragons setting, magic use can destroy the environment, killing plants and making the land infertile. Arcanists that choose to draw magic without environmental damage are called preservers.
* Dungeons & Dragons setting needs an Egypt-based area so the heroes can meet mummies.
* Dungeons & Dragons settings frequently have more than a few floating continents or cities of various sizes.
* Dungeons & Dragons settings include multiple names for the residents' gods, as they are called by in different languages. Most deities also have one or more titles that illustrate their respective portfolios.
* Dungeons & Dragons settings, with the eponymous dungeons often being the ruins of past civilizations, many having brought about their own destruction by various means:
* Dungeons & Dragons setting. Takhisis, the Queen of Darkness and ruler of the evil gods, keeps her five Dragonarmies united through ruthless discipline and their fear of her. When she is banished back to the Abyss by the PCs, the Dragonarmies turn on each other and begin fighting for power. The canon post-War setting includes five territories that are each held by a mutually hostile Dragonarmy, and are just as apt to fight each other as to attack the forces of good.
* Dungeons & Dragons setting, the evil deity Iuz was the child of the human wizardess Iggwilv and the demon lord Graz'zt. (And Graz'zt has other children too, many with mortal lovers; Iuz is just the most well-known.)
* Dungeons & Dragons setting, the Immortal (Immortals being D&D's equivalent of AD&D's gods) Valerias. When you are so old that no one, including yourself and your fellow Immortals, remembers a time when you did not exist in your current form, and when you are at the same time eternally youthful and unchanging, fidelity is inevitably going to be more of a challenge than for ordinary mortals. Especially when you are the Immortal of love, passion, and ill-considered affairs.
* Dungeons & Dragons setting, the Quom pride themselves on having perfectly symmetrical bodies. If they gain a scar in combat they will scar themselves on the other side to match it. Any Quom with an affliction such as a disease that renders him or her asymmetrical goes into hiding until healed.
* Dungeons & Dragons setting. They are only slightly larger than humans, at least without going through rituals to enlarge themselves, and in the backstory they staged a counter-invasion and destroyed the dramojh tyrants. They're the setting's benign dictators, largely embraced as such, and a standard playable race.
* Dungeons & Dragons setting, this is a frequently mentioned hazard of plane-walking. Many portals sometimes work only under extremely specific circumstances ("Thou must be accompanied by a flame-haired tiefling whilst holding a lily and only on the third day of the second week of the month on a year with a solar eclipse on Aber-Toril"), and portals can be destroyed or closed by various beings, so it's recommended players provide their own means of transportation.
* Dungeons & Dragons setting was notable when first released for writing this into the game, starting off every character at 3rd level and using a more

advantageous stat-rolling method to allow entry-level characters to kick in teeth right away.
* Dungeons & Dragons setting with a heavy emphasis on death and unlife, the standard Dem Bones from the source material also exist in the game. As the necromantic Dustmen repair the bodies of decaying zombie slaves, eventually they are reduced to Dem Bones, held together with iron and leather.
* Dungeons & Dragons, several of the "Complete Class" supplements included an Amazon character kit.
* Dungeons & Dragons. Several supplements and campaign settings over the years have been based on this premise:
* Dungeons & Dragons: Shadow over Mystara it plummets along with all the goblins. You even get to hear it crash at the bottom.
* Dungeons & Dragons share background elements pulled from early games (such as the aforementioned starship crash, the Barony of Blackmoor, and connections to Earth), but in slightly different formats.
* Dungeons & Dragons should deal with players who don't want their characters' names to be consistent with the types of names the other players choose.
* Dungeons & Dragons showed a fantasy adventuring party playing "Papers & Paychecks", "a great new fantasy role-playing game [in which the players] pretend we're workers and students in an industrialized and technological society."
* Dungeons & Dragons side of the archetype, plus they have innate magic.
* Dungeons & Dragons since time immemorial — the demons' advantage of numbers is matched by the devils' superior strategy and tactics, and whenever one side gets an advantage, some third party (frequently the Yugoloths) takes steps to restore the balance of power.
* Dungeons & Dragons) sits at a pretty firm stage 4. You'd be hard-pressed to find someone who hasn't heard of it, even if they just know it as "that thing that nerds play".
* Dungeons & Dragons slightly, Roy is NOT a beautiful woman, and is still bald.
* Dungeons & Dragons, so as you'd expect the night is always more dangerous than daytime.
* Dungeons & Dragons, some Elemental Planes have "subjective directional gravity," which essentially means that "down" is whichever direction you think it is. As in the above example, some mental gymnastics make it a very effective method of getting around within those Planes.
* Dungeons & Dragons. Some magic items can do this as well, and most deities have it as one of their basic powers.
* Dungeons & Dragons. Some monsters benefit from certain attack modes.
* Dungeons & Dragons some spells were reversible and casting the reverse of a spell could negate the normal version.
* Dungeons & Dragons, so such an elf usually leaves his community and becomes a loner.
* Dungeons & Dragons sourcebook called the Corsair's Eyepatch, which is transparent to the wearer so as not to impede vision. Depending on which eye it's worn over, the wearer can activate it to See Invisible, or gain the Blind Fight feat.
* Dungeons & Dragons sourcebooks, which has led to scenes in D&D novels of elven characters making out by rubbing or kissing each others' ears.
* Dungeons & Dragons sourcebook, the Expanded Psionics Handbook, the power Deja Vu (which makes someone repeat their last action) is printed twice, on opposite sides of the same page.
* Dungeons & Dragons special ability Shadowstep is a less powerful version of this.
* Dungeons & Dragons spell, both the original and the clone knew of the other's existence and each would try to kill the other. If they couldn't, within a week either one would go insane and kill itself (90% likely to be the clone) or, 2% of the time, both would kill themselves.
* Dungeons & Dragons spellcasters when 3E introduced it to the game.
* Dungeons & Dragons spell, which affects creatures sensitive to the light of

the Moon, like lycanthropes.
* Dungeons & Dragons spell, which penetrates all supernatural illusions and reveals the true forms of shapeshifted beings. Non-spellcasters have to rely on careful observation:
* Dungeons & Dragons, spilling blood underwater attracts sharks. It also inverts it with a spell that turns blood to seawater.
* Dungeons & Dragons. Starting in early editions of the game, the only mundane weapons that could hit a number of monsters are those made of silver. The monsters include not just the usual lycanthropes (e.g. werewolves) but also devils, night hags and many undead (such as ghosts, wights and wraiths).
* Dungeons & Dragons status. This can also extend to the Rules of Gravity for Oracles.
* Dungeons & Dragons: Stinking Cloud causes those inside of it to be helpless with nausea for as long as they're in it and up to 5 minutes after they leave it.
* Dungeons & Dragons suggests it for use with a divinely inclined character such as a cleric.
* Dungeons & Dragons suggests several fantasy variations of this as plot hooks.
* Dungeons & Dragons suggests using this trope, and includes a table of possibilities for who exactly is kicking down the door and why.
* Dungeons & Dragons supplement by North Pole Productions. The spell Emotion Alteration can instill any emotion desired in the target, such as loyalty, panic or love.
* Dungeons & Dragons supplement "Elder Evils" is basically designed around this concept. Yes, all of the Big Bads can be defeated (or at least can be temporarily driven off), but their appearance irrevocably changes the world. Take Atropus, the World Born Dead, as an example: even if you manage to repel him, his presence has unleashed hordes of undead upon your world and killed off most of the living inhabitants. The awakening of Leviathan, a serpent so large it encircles the planet, has caused earthquakes and tsunamis that have decimated civilization. Yeah, you defeated the monster... but at what cost? Some of them, such as Father Llymic, specifically bring up the resultant epic-scale disaster.
* Dungeons & Dragons supplement featured a Cleric spell called Heartclutch which magically transported the target's heart to the caster's hand, causing the unfortunate victim to die within 1 to 3 rounds. (Or just take a chunk of damage if the target succeeded on its save.)
* Dungeons & Dragons supplement points out that due to the ubiquity of such spells, smart warfare in a magical setting is going to more closely resemble modern tactics utilizing cover, loose formations, camouflage, etc.
* Dungeons & Dragons supplements have tables for randomly generated Nounverber names in the languages of various races.
* Dungeons & Dragons supplements — those few that mention sex — elves are generally portrayed as being much more likely to be bisexual than humans and other "brief" races.
* Dungeons & Dragons supplement, where a warrior seeking a martial arts teacher is first greeted by a humble, chuckling old man who claims he knows the teacher very well — only to step aside as the actual teacher, a large, muscular warrior tells him to be quiet and welcomes the would-be student.
* Dungeons & Dragons's Warforged, being made for player characters (and intelligent unlike almost all other constructs), lack many of the immunities for balance purposes.
* Dungeons & Dragons take what classes and reach what levels they liked. It was also stated that since humans were so short-lived, the other races would rule the world because they could use their long life span to gather lots of experience and rise to high levels. It was one of those weird things back in the day that was stated to be completely essential and just ignored later on. In the 3rd edition, humans continued to have similar adaptability as their strength, but without such huge limitations on everyone else.
* Dungeons & Dragons Tashara's seven). Realms also are the origin of both baelnorn and banelich.

* Dungeons & Dragons tendencies unless granting a wish that's equally evil, like causing pain and suffering to someone they already hate. Jann are too weak to grant wishes and as a consequence are generally ignored by the kind of people who like to stick genies into bottles. Also, efreet and dao are very fond of taking mortals as slaves, especially mortals who are dumb enough to try to get a wish out of them.
* Dungeons & Dragons tend to accumulate vast amounts of treasure).
* Dungeons & Dragons tend to use such tactics, since they are possibly the weakest and fastest-breeding humanoid race. The soldiers are proud to do it, too.
* Dungeons & Dragons than humans). Conversely, humans in the D&D universe seem much more integrated and ethnically homogenized.
* Dungeons & Dragons than the basic idea of an ugly but nice creature itself.
* Dungeons & Dragons than the gold, as age trumps color where a D&D dragon's power is concerned.
* Dungeons & Dragons that focus on this skill, focusing on creating and maintaining cover identities and gaining certain bonuses to using them. The Prestige Class descriptions mention that use of these methods is usually cover for less legal activities. Everyone has the 'disguise' skill available to them, but these extra classes are where the masters are.
* Dungeons & Dragons that, in her own words, "got her out of two speeding tickets and jury duty."
* Dungeons & Dragons that I were de-aged 5 years and didn't need 2d4 days of bed rest."
* Dungeons & Dragons that meets all the consumer's daily nutritional needs, but tastes and feels like warm, wet cardboard.
* Dungeons & Dragons that pretends to be a spellcaster, stretching sleight of hand and really good bluff skills right to the edge of the supernatural.
* Dungeons & Dragons that slowly causes the character to become aware of the fact that they are in a roleplaying game. At the final level the character becomes a real person and moves in with you.
* Dungeons & Dragons), the ancient civilization of Blackmoor was technological, but destroyed itself in what is implied to have been a nuclear war. The Immortals decreed that this could never be allowed to happen again. However, they allowed one pocket of Blackmoor society to endure as a lost land in the Hollow World with the caveat that all of its simulated "technology" is actually magic based, and therefore impossible for its citizens to reverse engineer, reproduce, or improve upon.
* Dungeons & Dragons: The ancient demon lord Dagon lives within the Abyss, but holds a vast array of information due to his age and intellect, to the point he's become the shadow ruler behind the Prince of Demons' (Demogorgon) entire war stratagem and survival.
* Dungeons & Dragons, the appearance of a blazing red comet over Averoigne causes an NPC to become a deadly monster.
* Dungeons & Dragons. The avatar of the draconic deity Io caused humans to become dragon slayers in order to force metallic and colored dragons to band together to fight them. Io hoped that after doing so, the dragons would live together in harmony.
* Dungeons & Dragons! The Blackguard and Oathbreaker are so effective that some players are willing to pick the Paladin Class, behave nicely until they can get the Blackguard Prestige Class, and then commit the necessarily evil acts required to lose their Lawful Good alignment just so they can become Blackguards or break their Oath enough times to become an Oathbreaker.
* Dungeons & Dragons, the books include a rule to specifically prevent this kind of behavior by simply stating that when in doubt, the DM is considered to be in the right.
* Dungeons & Dragons. The "borderline" descriptor is for two reasons: Firstly, the Far Realm is not the same thing as outer spaaaaaace but is rather an incomprehensible plane of existence inspired by Lovecraftian horror. Secondly, while they do appear superficially anthropomorphic, they otherwise resemble the

aforementioned xenomorphs and are composed of a strange, toxic resin instead of bone and flesh.
* Dungeons & Dragons the Cadaver Collector is a type of construct with long spikes sticking out of its back and shoulders (or old spears and swords). Unlike most constructs, it's sentient but is obsessed with skewering corpses on itself for unknown reasons. Unfortunately, it's also very hostile to living creatures and doesn't mind if its next corpse wasn't dead before being impaled.
* Dungeons & Dragons. The capital city's main road is paved with skulls of Iuz's enemies. It stretches for over a hundred miles to the north of the capital, to the first petty fief Iuz took over. It's also being expanded towards the southeast to the city of Molag, more than doubling its length.
* Dungeons & Dragons. The civilization of the nation of Blackmoor reached an incredibly high tech level compared with the rest of the planet. Unfortunately, their knowledge exceeded their wisdom, and the accidental detonation of some of their machines annihilated Blackmoor, the neighboring Thonian Empire, and other populated areas. They were submerged under the ocean and their populations wiped out.
* Dungeons & Dragons, the civilized halflings have actually lost most of their life-shaping technology (though it is still miraculous to anyone else). They can still replicate life-shaped tools and creatures, but only in a ritualized manner, much like using a cookbook for doing advanced chemistry when you don't know anything about chemistry, but still having it work.
* Dungeons & Dragons, the class-based critters of wizards (familiars) and paladins (holy steeds) are transformed into entities known as "Dread Companions". These perverted versions of the ordinary companions are totally evil, but remain slavishly devoted to their master, to the point of acting on his or her subconscious desires.
* Dungeons & Dragons: The 'Clone' spell. It allows you create a clone of yourself as a young adult, after which your soul gets transferred into it upon death.
* Dungeons & Dragons - The Complete Animated Series "Animated Series Handbook".
* Dungeons & Dragons. The darklord of Ghastria has a lifeforce-sucking portrait, Souragne's darklord has a collection of etchings that imprison the souls of his enemies, there's a spellcasting sentient painting in Castle Ravenloft, et cetera. Even tapestries and stained-glass windows get in on the act.
* Dungeons & Dragons- the Dark Powers love this trope too much for everyone else's good.
* Dungeons & Dragons. The DM is even advised in the quest's notes to give the players a boost if they show cleverness with their Indy Ploys by tilting the odds in their favor.
* Dungeons & Dragons, the domain of Falkovnia is often summed up, somewhat derisively, as "a Medieval-flavored combination of Nazi Germany and the USSR being run by Vlad the Impaler". The domain features a combination of Fascist-like military dictatorship, crushing oppression for the vast population of serf-like non-soldiers, and a paranoid, ever-watching government that treats its populace like cattle — to the point where children who survive birth are branded on the forehead. Its Darklord and military despot, Vlad Drakov, essentially combines Hitler's manic charisma & rages with Stalin's brutal paranoia and coats it all with Vlad the Impaler's sadism, complete with demanding nightly impalements as "dinner theater".
* Dungeons & Dragons. The domain ruler Longtooth has "Longtooth's Legion", an army of five hundred thieves armed with bows and swords.
* Dungeons & Dragons: The dretch typically serve this function in demon armies. Being the lowest ranked of demon kind, and being rather weak and unintelligent, especially as individuals, they aren't useful for much else.
* Dungeons & Dragons, the edition, and sometimes even the specific faction of Fey:
* Dungeons & Dragons, the Emotion spell in "Happiness" mode makes victims unwilling to attack without an extreme provocation.

* Dungeons & Dragons. The FAQ's on DnD's Character Optimization forum are often regarded as house rules and nothing more. Oddly, the proper method of offering optimization on those very boards is to adhere to the person's DM's house rules and nothing else, only offering minor suggestions if the DM hasn't already said otherwise. Not that many people do it the proper way.
* Dungeons & Dragons. The first power gained is "Scorn Earth", the ability to float and move a foot above the ground. Used mostly for practical purposes rather than creepiness, though, but a creative player will sure find a way.
* Dungeons & Dragons (the game's publisher at the time) removed demons, devils, and other monsters from the line (mostly by renaming them into tanar'ri and baatezu), stopped to call shamans "wicca" and funding studies to counter the claims.
* Dungeons & Dragons: The game's various incarnations have had so many different types of undead, corporeal or otherwise, that any attempt to tell them apart merely by sight and behavior is probably quite doomed to failure. Is that figure flitting about in the ruins a ghost? A specter? A wraith? Something notionally else altogether? Usually you won't know until it attacks, and sometimes not even then. Just make sure you bring along a cleric.
* Dungeons & Dragons the Good deities fought the Evil deity Azrai. They finally sacrificed themselves, destroying both themselves and Azrai.
* Dungeons & Dragons: The head of Sertrous' aspect is a set of five snakeheads, missing their lower jaws and arranged radially like petals around a gaping maw.
* Dungeons & Dragons, the high-level Cleric spell Miracle allows you to request intervention from your deity. It costs experience points to use in that fashion, but other than that the only stated downside is that the deity might refuse.
* Dungeons & Dragons: The Hulks of Zoretha intend to colonize and spread their kind over the world. In order to do this, they will attempt to destroy all life currently existing on it, in order to ensure that there will be nothing left to compete for resources with their descendants.
* Dungeons & Dragons. Their primary god, Semuanya, has a bestial mindset, driven solely by instinct and focused only on basic survival. Their creation myth, however, states that Semuanya once had a mate, Kecuala. Unlike Semuanya, Kecuala was a thinking creature and thought and pondered so much that its indecision split it into two creatures; one male and one female Lizardfolk. Lizardfolk thus demonize intelligence and believe that by casting off the burdens of thought, they will be spiritually purified be reborn as Kecuala.
* Dungeons & Dragons. The known planes of existence include both finite and infinite flat worlds (including one with two flat, populated surfaces "facing each other"), cubic planets, planets that are giant mountains etc. etc.
* Dungeons & Dragons, the Leadership feat turned you into one of these by granting you loyal followers.
* Dungeons & Dragons: The legendary thief Andromalius managed to prove his devotion to/prank Olidammara, god of thieves and rogues, by repenting for his crimes on his deathbed, essentially stealing his soul from his own deity. Olidammara was pissed at first, then realized the delicious irony of the deed, but was faced with a conundrum - he'd either have to ruin the joke by accepting Andromalius' soul, or let such a character pass into the realms of another deity. So Olidammara stole the thief's soul from the multiverse, turning him into a Vestige somewhere between life and death, transcending mortality but forever beyond the reach of any god. "Whether Andromalius deemed this result an honor or not remains unclear."
* Dungeons & Dragons. The Microcosm psionic power allows an illithid to take over a victim's mind and make them think they have been transported to a paradise-like fantasy world. In fact, they're just standing around not doing anything. The power negates all normal sensory input and the victim can only be brought out of it if they can realize that what their senses are experiencing is false.
* Dungeons & Dragons, the minimum age for a human player character is 16 years old. In Fifth Edition, the rules specify that there are no age restrictions, nor are there any penalties for playing a very young (or old) character- but it's

suggested that the character's age could justify their existing stats.
* Dungeons & Dragons. The most awkward pre-requisite for a fallen Paladin is still the five ranks in Hide, however.
* Dungeons & Dragons, then hoist them into the air out of reach of their comrades.
* Dungeons & Dragons. The ogre in the Caves of Chaos will fight for whoever pays him the most money.
* Dungeons & Dragons the only function it serves is that that wearer can make the cloak billow dramatically more or less at will.
* Dungeons & Dragons The original Monster Manual portrayed Gynosphinxes this way, too.
* Dungeons & Dragons, the Outer Plane of Elysium isn't quite this goody-goody, but it's still filled with magical Good-aligned humanimals, brims with bounteous natural beauty, and has an inconvenient habit of turning anyone who stays for more than a week or two (and repeatedly fails their will save) into a blissed-out hippie zombie who has completely forgotten why he came there and has no desire ever to leave. This trait is only shared by the plane's evil counterpart, the Gray Wastes of Hades, an endless plain of gray dusts. Except that it doesn't make you happy at all. The only reason people don't just lay down and die is that it's futile as most of them are already dead to begin with.
* Dungeons & Dragons, the party ends up needing to return to the Underdark to visit one of these called Gravenhollow to solve the problem of a demon infestation. There, the players can learn about how the demons were summoned in the first place, and what can be done to stop them. While there, everyone inside the library is always under the effects of the Comprehend Languages spell, to make finding and communicating whatever they need easier.
* Dungeons & Dragons. The pharaoh Amun-re sacrifices the wealth and well being of his people to build himself a magnificent pyramid tomb.When he's threatened by an angry mob, he lays a curse that will cause the land to dry up if he is killed. A member of the mob kills him anyway, and the god Osiris is forced to carry out the curse. However, he punishes Amun-re by condemning his spirit to wander the land until someone steals his treasure from his tomb.
* Dungeons & Dragons: The Plane of Hades is the primary battleground in the unending Blood War between the devils of the Nine Hells and the demons of the Abyss. Hades' native Yugoloths have mostly relocated to a different Plane, Gehenna, and have built a thriving lifestyle out of being arms dealers and mercenaries in the never-ending conflict.
* Dungeons & Dragons. The Rael subsequently beg the spellcasting natives of this world for their help in breaking through the Overmind's defenses and terminating it.
* Dungeons & Dragons there are a couple of spells and magic items that can shield creatures from sunlight. Useful for vampires and a number of other sun-vulnerable creatures.
* Dungeons & Dragons: There are a number of plantlike monsters that are capable of feeding on humans.
* Dungeons & Dragons: there are every variety of magic swords that can be thought of, including swords that cause greater injuries if used against those of certain Character Alignment.
* Dungeons & Dragons, there are magic items that increase a wearer's strength, like the Gauntlets of Ogre Power and Belts of Giant Strength (there's a different belt for each type of giant). In most editions, they set the wearer's strength score to peak human capability (Gauntlets of Ogre Power) or beyond (the belts). The Belt of Storm Giant makes the wearer to near the limit of the game. Third Edition just causes them to give strength boosts, but that edition had no upper limits to how high someone's ability scores could get so it was easy for a high-level fighter or Barbarian to have super strength already.
* Dungeons & Dragons, there is a prestige class called Frenzied Berserker. Once they've Frenzied, which is like a Barbarian's Rage but moreso, they attack until either the frenzy runs out, they are incapacitated/dead, they pass a will save, or

there's nobody nearby.
* Dungeons & Dragons there is the Sword of Sharpness (which can sever an opponent's limbs with ease) and the Vorpal Sword (which can decapitate an opponent with ease); while the official description does not specifically say that either makes a clean cut, most sources where they are mentioned claim that they do. (Maybe it depends on the individual Sword.)
* Dungeons & Dragons, there is Vlaakith (known a Vlaakith CLVII (157th) prior to 5th edition), lich-queen of the Githyanki. Vlaakith is a paranoid egomaniac who consumes the souls of those among her people who grow too strong, sends them to plunder and destroy the material plane as she sees fit and seeks to ultimately become a true god. It is also almost certain that she fed Gith, the beloved original ruler of the Githyanki, to Tiamat, although that part is left ambiguous. The Githyanki worship her and follow every single one of her commands unquestionably, despite their cultural stigma against religion and slavery. They are simply too indoctrinated to see that they are nothing but slaves to their goddess.
* Dungeons & Dragons, there's a table suggesting various death throes to emphasize the demon's chaotic nature. One of these is to have the skeleton rip free from the demon's flesh, take a few steps, then disintegrates
* Dungeons & Dragons: The reversed variant of an old spell 'Succor' works this way. It enchants a statuette so that if it's broken and the password is said, the caster will be teleported to the user.
* Dungeons & Dragons these days focus on much smaller, more character focussed battles than had historically been the case, while for the most part roleplaying games took over from wargaming almost entirely.
* Dungeons & Dragons. These generally aren't especially effective, but damn if they don't look cool.
* Dungeons & Dragons. These spells create illusory constructs or facsimiles of spells from other schools, and have reduced effects on characters that successfully "disbelieve" them. Naturally, they always have this reduced effect on objects and creatures with low intelligence, such as constructs.
* Dungeons & Dragons: The Sorcerer class is based on innate spellcasting power. First level sorcerers can create light or perhaps burn something with a bit of acid, but get more powerful with time. However, they are greatly limited in the variety of spells they can cast, as they have to figure them out themselves instead of learning them from scrolls or books.
* Dungeons & Dragons, the thief did his best damage from behind — he got an attack bonus for attacking an unaware opponent from behind, and if he hit, he did double damage (or even more depending on his level). It was later reworked into the "Sneak Attack" rules of third and higher editions, as facing was eliminated from the game.
* Dungeons & Dragons, the title curse causes the Duke of Rhoona to proclaim several odd laws, such as "All taxes must be paid in beer", "All riders must sit backwards on their horses" and "Horses can only be fed meat".
* Dungeons & Dragons, the title island was exactly like this. Food and equipment rotted quickly. Filled with dinosaurs, cannibal natives and giant apes, it was made even worse because many spells simply didn't work there, making the party's spellcasters and magic items much less effective.
* Dungeons & Dragons. The tombs under Castle Ravenloft had a number of funny inscriptions on their individual crypts.
* Dungeons & Dragons The tradition even continued into the 4th Edition corebooks.
* Dungeons & Dragons. The victims of this charm will start discussing with the caster on any topic of his choice, whether to agree or disagree, whatever the earlier situation. If the effect is prolonged, the creatures will continue arguing even if the mage walk away, and may end up either confused or enraged.
* Dungeons & Dragons the victim to use this ability, a female victim is rarely ever helpless initially.)
* Dungeons & Dragons, the villain is trying to find a treasure vault hidden

somewhere in the city of Waterdeep. The DM and the players choose the season when the story takes place, which also determines which of the four villains is the most actively pursuing the treasure, as well as where the entrance to the treasure vault actually is.
* Dungeons & Dragons - the writers usually have to clear their ideas through the universe's owner.
* Dungeons & Dragons. They appear like humans wrapped in chains, but during a fight they reveal their face, which imitates someone their attacker knows.
* Dungeons & Dragons. They are an evil species that predates creation itself. And they can live indefinitely, meaning there might be some that were still around before the creation of the multiverse.
* Dungeons & Dragons they'll still risk their lives for each other, and at one point Jozan admits to Regdar during a battle that he wouldn't mind having Lidda around to help. D'aww. No doubt they'd then start arguing again afterwards...
* Dungeons & Dragons. They would completely alter the course of fates of beings which - based on power level alone - by all rights shouldn't even notice the player characters exist.
* Dungeons & Dragons thief Clavius has a price on his head in twenty different towns. Treblun Gonologon is worth 2,000 gold pieces, dead or alive, to a group of pirates in Baldur's Gate.
* Dungeons & Dragons, third edition brought them back, but there has been many controversies about half-orcs being potentially children of rape. Subsequent editions and spin-off games portray them differently:
* Dungeons & Dragons: Third edition has the Fatespinner and Luckstealer prestige classes. Both require training in the Profession (gambler) skill and both have class features that revolve around manipulating the players' and DM's die rolls (increasing or decreasing the difficulty of rolls, or simply forcing retools).
* Dungeons & Dragons third edition introduces the psionic power "Mind Seed" which, after a week-long incubation, turns the target into a mental duplicate of the psion (though eight levels lower than the psion when s/he infected the target).
* Dungeons & Dragons third edition, the Sense Motive skill can be used to notice when someone familiar is under the effect of an enchantment. With subtle enchantments (which the subject may not even be aware of), the difficulty is rather high; however with Dominate effects, which drastically reduce the range of actions of the victim, the check is much easier.
* Dungeons & Dragons". This is the character that handles the public relations for the party. They have skills in Diplomacy and/or Bluff, and only rarely in Sense Motive/Insight. Traditionally, bards, rogues, or paladins fit well in this role (and, surprisingly, sorcerers and warlocks, if only because Diplomacy skills synergize well mechanically with Charisma being the stat that improves their spellcasting). The basic idea is that bards are charming and know to work an audience, rogues are deceptive, and paladins channel the awe/fear of their deity to inspire or intimidate (as the case may be). The next best options are those who, due to their Background or Race, had Proficiency in Charisma based Skills, like Persuasion, Deception, Intimidation, and/or Performance, to say nothing about those whose races had a boost in their Charisma scores. After all, Nobles know how to talk to others, and it seems that, despite their reputation for being bull-headed, Minotaurs are very skillful speakers, also there's a reason that Tieflings are known as silver-tongued devils. Oddly enough, this could possibly lead to someone of an unexpected class, such as a Barbarian, with the right background/race makeup being the party's Face.
* Dungeons & Dragons: This setting is very poor in metals, which is why obsidian is commonly used for swords, armor, and such.
* Dungeons & Dragons, this would be anytime the DM asks you to make a save...with your weakest save. Examples include Fortitude involving some form of expensive-to-cure poison or disease, Reflex a lovely pit of spikes...and Will is you losing your mind.
* Dungeons & Dragons. Though as mentioned above, later editions have had the

shadow thieves expand their business to a whole variety of crimes including smuggling and assassinations.
* Dungeons & Dragons, though; you can still fight all you want, as long as you never inflict lethal damage.
* Dungeons & Dragons three a mortal creature occupies can vary: Nightmare-reality creatures share only one spatial dimension with Normal-reality beings such as humans, and "nippers" from the Astral Plane overlap with dimensions of both Nightmare and Normal reality. As for how all this applies to the geometry of the planes themselves, thinking about it could give you migraines.
* Dungeons & Dragons, Thri-Kreen society revolves around the concept of True Companions — their primary social unit is tightly-knit hunting groups whose dynamics are closer to what most other races would consider a family than a group of coworkers or team. They tend to feel lost and confused when living outside such close groups, and take readily to adventuring parties since the dynamic is very similar.
* Dungeons & Dragons, thus responsible for the entire computer and console RPG genre.
* Dungeons & Dragons. Thus they could be circumvented by inventive players, like mages hypnotizing their willing partymates to forget incriminating details of their activities, or smooth talkers finding ways to omit details from their responses or answer in a way that's "technically" truthful ("Me? No, I didn't kill the prince, that lion that mysteriously got released into his bedroom did.")
* Dungeons & Dragons to be illusionists. And before there were specialist wizards, illusionist was its own class. In all cases, a high-level illusionist was a master of illusion by default.
* Dungeons & Dragons to be just as common, with characters who can't use bows using slings, crossbows, or anything else they may have.
* Dungeons & Dragons to be true about dragons in 2nd Edition, and that the new rules took pains to correct.
* Dungeons & Dragons to diagnose him, and believed it to be a case of "explosive wommblosis", opting to put the orphan out of his misery by shoving him in a sack and smacking him against a tree until he died.
* Dungeons & Dragons to enter the title jail is to climb down the main ventilation shaft and pass through the air ducts in the facility until they can get to the cell of the prisoner they're trying to break out.
* Dungeons & Dragons to entire societies, particularly Minotaur settlements. While he's very smart and enjoys toying with his prey, his ultimate goal is the descent of life into predatory savagery.
* Dungeons & Dragons to hold down the thing they're attacking so that they don't get crushed.
* Dungeons & Dragons to join the party, and some of them are of evil alignment.
* Dungeons & Dragons took lessons from that to instead give a lot more flexibility and power to the other main races.
* Dungeons & Dragons to parody the relative ease in which dead PCs can be resurrected.
* Dungeons & Dragons to reach 4th level, they become a full-fledged cavalier and can acquire retainers of their own.
* Dungeons & Dragons to support them Hell will claim their souls anyway. Still, it's a chance they wouldn't have otherwise.
* Dungeons & Dragons to treat it this way if the request is within reason, and lists several specific effects that are guaranteed to work without issue.
* Dungeons & Dragons: Tower of Doom; After you've defeated Deimos he proclaims "No! No! No! This is impossible! I am destined to conquer, to rule! How can I have possibly been beaten by whelps like you?"
* Dungeons & Dragons) to whittle away at an opponent's combat effectiveness until he can't hurt anyone, defend himself, or even run away.
* Dungeons & Dragons trope and features melee weapons and a positive feedback loop that essentially provides you with an infinite number of attacks within the span of a single round.

* Dungeons & Dragons type characters, particularly at lower levels: when they're out of spell slots, their viable combat options often degenerate to slinging crossbow bolts, and often even without proficiency in crossbows. Squishy Wizards (and most other spellcasters) in newer editions have the privilege of having unlimited use of cantrip spells, so even though cantrips are generally weaker than levelled spells, they're never truly out of magic. That said, the pathetic damage of most cantrips meant that a spellcaster with any proficiency at using a ranged weapon was probably going to contribute more with that.
* Dungeons & Dragons undertake "wars" of this nature. About once a decade, a noble family in one of the drow's isolated, underground cities will attack and eradicate another noble family to take its power and prestige. This is honestly pointless in the grand scheme of things, as drow perpetuate an endless cycle of internal wars with each other for greedy and petty reasons instead building and expanding their society. This is, of course, what their patron deity Lolth wants, preferring to keep the race constantly warring and backstabbing one another to keep them from wanting to return above ground where she risks losing them to other gods and cultures.
* Dungeons & Dragons universe, including the various campaign settings.
* Dungeons & Dragons unless they act stupidly (e.g. by not trying to avoid it).
* Dungeons & Dragons, unless they decided the male would make a worthy addition to their harem and let him audition for the role of pleasure slave. Pretty is not nice at all.
* Dungeons & Dragons unless you intend to snap their necks while doing so)
* Dungeons & Dragons". Unlike more advanced transmutation spells, viewers can shake off the illusion if they touch the disguised person and realize that what they feel doesn't match what they see.
* Dungeons & Dragons Untapped Potential was created by a group of Psionics fans in response to quality issues (Hint: It gets called "Complete Crud" for a reason) in the Complete Psionics first party sourcebook.
* Dungeons & Dragons) uses a lot of baroque slang, like "knight of the post" for "thief", "rattle yer bone-box" for "talk" and so on. This is, mostly, based on early 19th-century British slang (some of it more or less context-uprooted Cockney rhyming slang), making it historical rather than futuristic.
* Dungeons & Dragons using meta-game knowledge instead of figuring out the correct way to hold it.
* Dungeons & Dragons, usually to destroy a particularly powerful demon lord such as Orcus.
* Dungeons & Dragons (v3.5) held a necromancy spell called "Magic Jar" which allowed a spell caster to possess a Living Bodysuit while the body's original soul was sent to a jewel of a container. Also, Psionic characters held the chance to switch minds or dominate those of their victims, allowing for a Living Bodysuit to be made with a mere thought!
* Dungeons & Dragons: Variants of this (killer candles, etc.) are some of the weakest monsters available for players to fight, generally used as a challenge for loner characters at level 1.
* Dungeons & Dragons: verbal spell components, are sometimes required. A mundane person speaking the words will have no effect at all: you have to have magical power/knowledge for the spell to work.
* Dungeons & Dragons version of this trope, though they don't have any physical female characteristics unless they deliberately adopt them.
* Dungeons & Dragons) via a crystal ball in Palantir Ploy fashion.
* Dungeons & Dragons, "views the prospect [of returning to their original alignment] with horror, and avoids it in any way possible".
* Dungeons & Dragons, Vlaakith CLVII is the Lich-Queen of the Githyanki. Being undead, she has no need for a successor. It's mentioned in at least one sourcebook that if Vlaakith is killed, the githyanki will be thrown into chaos.
* Dungeons & Dragons: Warriors of the Eternal Sun: As the title suggests, this is baked into the main story. The characters' city is transported to a strange land where the sun never sets, forcing them to find a way to teleport everyone back

home. As the game progresses, the townsfolk slowly start going insane from the unceasing daylight.
* Dungeons & Dragons was created more or less entirely for the benefit of people who wanted to play as Conan.
* Dungeons & Dragons was divided into four. The unaging Faeries of the present are former Immortals from this era, who'd protected the Sphere of Life during the previous iteration, and will do so again when their full powers return as the Spheres shift once again, in a neverending trade-off between Life's dominion and Entropy's.
* Dungeons & Dragons was, instead, primarily a storytelling and adventure game.
* Dungeons & Dragons was known as King Kaius I when he was turned into a vampire. He faked his death, returning years later posing as his own grandson. Since he's the King he doesn't have to worry about paying taxes, but he is concerned with keeping the truth about his identity secret from his people.
* Dungeons & Dragons was specifically weighted to select opponents that the player characters had a fairly good chance of demolishing, as the expectation was that they'd tackle about four fights in a row before they'd get to replenish resources. That didn't stop game masters from siccing an occasional above-CR opponent on the heroes to keep them from getting cocky, but one who stuck strictly to equal-CR encounters and allowed too many rest-and-recharge breaks could easily turn their campaigns into this trope.
* Dungeons & Dragons was splashed all over the media — and the number of players went from thousands to millions. The 1980s was both a high point for the controversy AND for the game's sales.
* Dungeons & Dragons was supposed to be released alongside a series of software tools. The most notable was a "virtual game table" allowing people to play live D&D online, complete with 3D models of characters and monsters. The virtual tabletop was postponed and the game came out in 2008 without any of the promised tools. The subscription-based Dungeons & Dragons Insider service did eventually provide some of them, such as the Character Builder, Monster Generator, and Rules Compendium (with less functionality than originally promised in some cases), but several others including the tabletop were still nowhere to be seen. The virtual tabletop eventually went into beta testing, but lacked the promised 3D models or the (absolutely crucial) ability to use one's own maps, and was officially cancelled in mid-2012. Later that year (on the most generous reckoning), 4th Edition was basically abandoned in favor of developing a new edition. By then there were several free virtual tabletop programs available online, though none had all the features of the version WotC had planned.
* Dungeons & Dragons was to strip out the tedious elements and focus on the fun simplifying character builds and fight mechanic while retaining options and even expanding tactical opportunities. The debate comes from stripping out mechanics that supported non combat/adventure situations and limiting certain character build decisions. Roleplayers argue that this either removes support for anything aside from combat or frees them from the constraints of things like mechanics based parley.
* Dungeons & Dragons we have the Lady of Pain and the Raven Queen (Goddess of Death). Some demons try to learn the Raven Queen's true name to depose her of her power and attain godhood.
* Dungeons & Dragons when applied to bribery attempts. Players with high enough charisma, diplomacy, or raw luck can offer pitiful bribes and see amazing results. Couple it with a natural 20 and a permissive DM will allow a soldier to commit high treason for a bag of jellybeans. This only got easier in fourth and fifth edition, with social interaction taking on a more rules-governed, mechanical aspect.
* Dungeons & Dragons. When the magical Book of Hsi is activated it flaps its pages and flies around.
* Dungeons & Dragons whereas other races have names derived from their own languages (in general).
* Dungeons & Dragons where "countries pursue an expensive nuclear hobby, spending vast sums on the creation of atomic weapons, but never using them, all the

while ignoring widespread needs of the people, such as food, shelter, the arts, and so forth." This is supposed to challenge the players, by giving them a place where most of their methods just don't work, but it wasn't exactly well-received. (The players are Immortal, Epic Level heroes, and it's rather undignified for such characters to negotiate with street gangs.)
* Dungeons & Dragons, where resurrection is pricey but doable. There are several ways to make it impossible, though.
* Dungeons & Dragons where the cast answers questions about their characters and the ongoing story, plus a few earlier, more informal Q&A sessions. And the team also makes a number of other entertaining, but non-fictional shows about various geeky pursuits (video games, drawing, etc.), if you still need more content to fill your time...
* Dungeons & Dragons, which allows wielders to use it as a grapple gun, a zip-line, or as a rope dispenser.
* Dungeons & Dragons, which basically allows the paladin to violate the code of conduct for the class with a minimal penalty if he does so in pursuit of a greater good.
* Dungeons & Dragons, which can imprison multiple victims who look into it.
* Dungeons & Dragons, which closes doors, windows, lights candles and can set tables, etc.
* Dungeons & Dragons which gives a character the compulsion to swim nude when encountering large enough bodies of water. Some circumstances (like cold, the likeness of monsters in the water, or onlookers) make it less likely to happen, though.
* Dungeons & Dragons, which has an even greater variety of undead.
* Dungeons & Dragons (which is relatively accessible in that edition).
* Dungeons & Dragons, which makes someone explode and damages people around him; even if he survives, he takes so much damage his head apparently made a decent attempt at exploding. In addition to this, if a character for any reason obtains over three times their maximum hit point total (most likely as a result of too much time spent on a Positive Energy plane), they will explode, either "merely" their head or their entire body.
* Dungeons & Dragons", which quickly became a meme among the fans.
* Dungeons & Dragons. While half-elves tend to have somewhat downbeat childhoods, their parents can apparently have quite happy lives together. The human is attracted to the elf's grace, the elf to the human's energy. It's implied that the human gets a partner who doesn't age for the duration of their relationship, and the elf gets a satisfying if short-lived (for an elf) tryst without any worries about bad breakups (assuming their human partner dies of old age). Other half-races, though, either play it straight, tending to come about because of Mayfly December Romances (half-dragons—even an elf will be in their grave for millennia by the time a dragon lover dies), or in the few exceptions avert it entirely. In the case of half-orcs, it's reversed, since orcs have far shorter lifespans than humans, and are more likely to die by violence.
* Dungeons & Dragons, who as befitting the Dark Prince of Deception, prefers that the world remain around for him to rule.
* Dungeons & Dragons, who goes all the way back to the 16th century. Really, this just raises the question of what drug were they on in the 16th century?
* Dungeons & Dragons, who have two punishments: death for felonies and mandatory 10 years' imprisonment for everything else.
* Dungeons & Dragons, who is of the belief that the use of magic leads down an apparently very slippery slope to evil. Thereby they refuse absolutely any use of magic on themselves and disdain any magic whatsoever that is not used by clerics of their own religion, and sparingly at that. Their unwavering devotion to this grants them the ability to detect the presence of unnatural effects and beings, to shut off a spellcaster's magic, and to generally be immune to magical effects.
* Dungeons & Dragons who manipulate their prey into eternal damnation before ripping out their souls and dragging it back to their home dimension. The exact fluff changes from edition to edition.

* Dungeons & Dragons whose appearance is proceeded by the signs of upcoming apocalypse, which range from simply unnerving to as devastating as the actions of the being itself.
* Dungeons & Dragons who were trapped while exploring the ruined castle for their lich lords, and are now whiling away the hours by playing dress-up in the long-dead nobles' finery. They thank adventuring groups that dig them out about how you'd expect starving, half-intelligent zombies to...
* Dungeons & Dragons. Why they can't just take a few decades off and go back to their ideal afterlife after dying of old age, or why the Realms aren't full of people killing themselves to find eternal happiness, isn't usually explained.
* Dungeons & Dragons will automatically force the offending time traveler to a point forward where it's no longer an issue.
* Dungeons & Dragons will automatically inflict damage on anyone of the wrong alignment who picks them up. A few are safe to handle initially, but trying to invoke their power if you're the wrong alignment/class/whatever will cause damage to hp, xp, or abilities.
* Dungeons & Dragons will be more enjoyable for her illithid master.
* Dungeons & Dragons will have an impact on the opinions of the Councillors of Waterdeep, who represent many of the major factions and kingdoms of the Sword Coast. Each councillor's opinion needs to be above a certain threshold by the last episode of the module, or else that councillor will not commit their forces to the final battle against the Cult.
* Dungeons & Dragons will win by disqualification, allowing him to advance to the Championship rounds.
* Dungeons & Dragons with a few of them, albeit to demonstrate the rules to other wrestlers.
* Dungeons & Dragons, with no actual mechanical bonus for the users.
* Dungeons & Dragons with only very slight (mainly roleplay) drawbacks, along with fluff that paints them as highly smug, supremacist bastards.
* Dungeons & Dragons with Peter, something Peter would never do once his character became more established.
* Dungeons & Dragons with the exception of applying certain modifiers to their regular attacks, their capability to equip strong weapons and armor and high Hit Points means they will be welcome in any party for their useful ability to tank and deal physical damage. They often balance out the fact they don't gain special powers or spells with the advantage of learning more Feats than other classes.
* Dungeons & Dragons with werewolves", the alignment-enforcing power of the transformation was abused by infectious lycanthropes to do things like turn everyone in a town into wererats in order to get them to betray templars.
* Dungeons & Dragons work here as lawyers, and while their organization isn't expanded upon, it's noted that their Lawful nature means that they will make sure their clients always get the best possible legal advice, no matter what.
* Dungeons & Dragons work like this, although there are exceptions such as an epic spell that grabs a version of you from about six seconds into the future.
* Dungeons & Dragons work on psionics and vice versa), while still having the same magic-like techniques.
* Dungeons & Dragons works by creating a pocket of real space inside the Astral Plane, and all spells that teleport people to other points on the same plane, or to other planes, tunnel through the Astral Plane.
* Dungeons & Dragons world and gave them magic items which they used to fight monsters while looking for a way home and occasionally receiving "help" from a short guy called "the Dungeon Master".
* Dungeons & Dragons worlds, but most are explicitly identified as the creations of ancient wizards, demon lords and gods.
* Dungeons & Dragons worlds there are multiple societies of elves and dwarves.
* Dungeons & Dragons world. This book contains information on summoning powerful yugoloths, even giving the true names of a few of them. No-one knows who wrote it — given that he would likely be the yugoloths' most hated enemy, he may no longer be alive. At least four copies of the Book exist, although some say

as many as seven, and their owners tend to change frequently.
* Dungeons & Dragons worth killing at that point. But Thaco (as his name suggests) is used to the rules of older editions...
* Dungeons & Dragons: Wrath of the Dragon God mage who's just around to support the team but doesn't play a major role.
* Dungeons & Dragons: Wrath of the Dragon God movie), teleportation requires being able to accurately visualize the target location, lest this trope occur. The heroes thus search out a scrying mirror that shows images of places the user has never been. The inventor, however, as a cruel joke didn't make it perfect, so the images have a chance of being slightly off. The mortal he gave it to ended up in a wall. The mage on the team gets it somewhat better: her team is fine, but her arm is in a wall, which they then must lop off to teleport again.
* Dungeons & Dragons: Wrath of the Dragon God. The mage Ormaline claims her familiar Ona has been at her side through many adventures when it suddenly becomes relevant, but none of her long-term adventuring companions have ever seen the dove before. It is immidiately killed off in the same scene.
* Dungeons & Dragons: Wrath of the Dragon God to prove its nature to his skeptical companions. The dragon is too deeply asleep to be disturbed by this manhandling and doesn't awaken until later.
* Dungeons & Dragons writers stat out the effects of touching, eating, drinking, or doing something borderline suicidal with approaches the infinite.
* Dungeons & Dragons. You often go into dungeons with a party and dragons are one of the many creatures you can encounter.
* Dungeons and Discourse Again, For The Evulz. His character type, Dark Kantian, is based on this trope. His Categorical Imperative is that he must do evil regardless of its utility. (And all the Platonists have headaches now. Whee....)
* Dungeons and Dragons 3.5 Expanded Psionics Handbook contains a very long list of powers. One of these powers, called "Deja Vu," is listed once in its proper placement alphabetically, and again a couple of pages later (still in the D's, so it is quite possible, while skimming through, to think neither is out of place).
* Dungeons and Dragons Abyss also has a river of salt... which will dehydrate you and grate you to a paste if you fall in.
* Dungeons and Dragons at least, a party that gets four level appropriate encounters a day every day will go from level 1 to 20 in about six months.
* Dungeons and Dragons, in its early years, had a tendency towards stereotyped and racially profiled characters and settings, but has generally worked on them with each subsequent edition. Now in 5th edition, Creators
* Dungeons and Dragons Online is an MMORPG that centers very heavily around speed-running dungeons(or adventures). Despite attempts by the developer to curb such behaviors(while simultaneously building mechanics that encourage them), completing quests quickly is most of the game. Some dungeons described as "long" can be completed in as little as 6 minutes. For getting from 1-20(heroic cap) it can be done(with the aide of several expensive real-money items) in about 2 hours, with less than 40 minute spent in dungeons.
* Dungeons and Dragons: Order of the Griffon, the heroes are hired by Lord Korrigan of Radlebb Keep to investigate and debunk the rumors of the vampire Koriszegy in the ruins of Koriszegy Keep. He insists that the vampire is a myth and he's only hiring you to debunk the rumors to end the panic. He does tell you that you might meet some minor undead like skeletons and zombies, maybe a ghoul or something. Needless to say, Koriszegy is quite real, and quite dangerous: he nearly succeeds in destroying Karameikos. Somewhat justified by the fact that it's an established fact of the setting that the Thyatian rulers of what used to be Traladara, now Karameikos, tend to hold their Traladaran subjects in contempt as superstitious and ignorant.
* Dungeons and Dragons tends to vary wildly over how straight it plays this trope: Drow and succubuses are generally always depicted as sexy, but sometimes mariliths, erinyes, and even the Demon Princes and Archfiends like Graz'zt and Fierna are instead shown as having
* Dungeons and Dragons via the intervention of Tiamat, speed across ice with the

elongated skating-claws on their hind feet and twin stabilizing blades alongside the base of the tail.
* Dungeons, Dungeons, and More Dungeons": Dipper tells Mabel "Yes, except no" when she asks if she gets to ride unicorns after rolling the die.
* "Dungeons, Dungeons, and More Dungeons" has a non-video game example, where a magic "infinite-sided die" brings to life a tabletop role-playing game's flagship villain, Probabilitor the Annoying.
* "Dungeons, Dungeons, and More Dungeons" is a lighter episode following a series of heavy reveals and dramatic moments in the last two chapters of arc five and the first two chapters of arc six.
* Dungeons has, again, giant spiders randomly appearing in certain locations of the Dungeon.
* Dungeons has rooms and units divided by color: neutral rooms are Yellow, Horde rooms are Green, Undead Rooms are Light Blue/Cyan, Demon Rooms are Purple and Fallen Heroes are Red.
* Dungeon Siege does this, despite being medieval fantasy. Gibbing seems to occur if enough damage is done to push an enemy over a certain point of negative health, most likely a percentage, they will explode violently into pieces, flying every which way. While it might make sense for some of the power attacks, which deal huge damage and have effects that would warrant a violent mess, seeing an enemy explode into fragments from a single quarrel to the chest is rather absurd. The fact that every party member is usually capable of making enemies into such a mess at the same point, this can lead to some very interesting times when leading a powerful team up against a small army of inferior enemies.
* Dungeon Siege has a chain quest that spans virtually the entire campaign.
* Dungeon Siege hints at this; a guard's journal features such 30-day months as "Threb", "Smoth", and "Foth".
* Dungeon Siege II. It appears at the beginning of the game after the tutorial portion.
* Dungeon Siege II teaches you a chant that lets you talk to spirits so that you can solve their problems in further side quests.
* Dungeon Siege, in which the necessity of giving players people to fight results in so many bandits on the roads that you wonder why they haven't starved to death yet.
* Dungeon Siege is also home to the Ur-Shamesh, or First People, a race of seemingly primitive magic-users who are generally hostile to anyone who enters the swamp.
* Dungeon Siege Roughly halfway through the game, after a high fantasy romp through the lands of Aranna, the party stumbles into The Goblin Warrens to find out that the Goblins roughly have the equivalent of early 20th-century human technology, where the party can loot and use some of the weapons. After it's done, the story goes back to high fantasy to the end.
* Dungeon Siege series, having a bad rep for essentially playing themselves, become reasonably challenging when this is attempted.
* Dungeon Siege: The canon player character, as seen on the box art for the original, was appointed Lady Montbarron by King Konreid after she helped save Ehb, and she and all her companions are entombed in a shrine not far from the estate that she was given. Two of the main characters are descendants of her, and a third is a descendant of Meric, one of the companions you can get in the original.
* Dungeon Siege . When Legion Overseer Ibsen Yamas gives the quest to reinforce Fortress Kroth, he says "Just follow your nose through the ice cave and you'll get there soon enough." However, after the ice cave, the player and the party must fight through a crystal cave, a forest full of bandits, a zombie-infested swamp, a steampunk underground Goblin fortress, rid a difficult waterlogged dungeon of enemies, clear some Temple Ruins of floating skeletons and beholders, and finally emerge in a scrubland... only to find your path to Fortress Kroth blocked by the Necromancer Gresh. Once he is dead, his barriers disappear and the fort is open.
* Dungeons III taking on heroes in melee and distract them from your stronger, more precious creatures.

* Dungeons nothing bleeds. You can have a hero mauled by monsters, run straight in a buzzsaw trap and get killed but still no blood.
* Dungeons of Dredmor but there are better swords for raw damage. The Katana is still the best one you can craft and the hardest for enemies to dodge, however, so it's good for some characters.
* Dungeons of Dredmor causes the high-level shopkeeper, Brax, to attack you, and summons mass armies of powerful "Dread Collector" demons to dogpile you.
* Dungeons of Dredmor contains many references to a war between elves and dwarves that's taken place back on the surface; the dungeons are full of discarded weaponry and such.
* Dungeons of Dredmor has an ability tree in which you specialize in the usage of ley lines, who increases mana and mana regeneration.
* Dungeons of Dredmor has an absolute ton of these sorts of monsters. Most have different effects — Diggles are just annoying, but Sickly Diggles debuff you and Diggle Commandos are invisible.
* Dungeons of Dredmor is Lord Dredmor himself, but a mistyped code in the third expansion brings you the chance of meeting Vlad Digula, prince of Diggle Hell. He's similar in magic prowess to Dredmor, has a bigger lifebar, but what truly makes him nastier is that trying to melee him without massive evasion rates is the quickest possible suicide you can find in a game with plenty of them.
* Dungeons of Dredmor of aetherial and voltaic damage and disintegrates the corpses of any enemies it kills.
* Dungeons of Dredmor skill branch that sends magical artifacts here, in return for a large amount of XP.
* Dungeons of Dredmor: The Embossed Serpentine armor set qualifies, being made of "mysterious star-metal" that fell from the skies one day. Well, parts of it; the rest is apparently just a really good imitation of it. Either way, it's some of the best heavy armor in the game. The game also makes some light fun of the idea, as it takes a special mindset to find the metal of a fallen star and think "those would make some nice pants".
* Dungeons of Dredmor, the player character's first spell in the Mathemagic skill line is a random teleport. The booze Spatial Instability Infusion also gives the player the ability to randomly teleport. As both are only random in location and not in timing, using the skill or quaffing the drink can be useful during the first few levels as a (rather unreliable) method of escape.
* Dungeons of Dredmor, where there was such a war outside the dungeon.
* Dungeons of Dredmor: You can attempt to kick down doors rather than using keys on them (not a good idea to do, since most monsters can't open doors and being able to close, say, the entrance to a Monster Zoo is pretty vital to your survival). Occasionally, this will hurt you rather than the door.
* Dungeons of Sunnydale when in the hero is given the class "Rouge" instead of "Rogue". This gives him special abilities when interacting with anything that is the color red.
* Dungeon spell. It is extremely dangerous due to its extensive psionic powers.
* Dungeons: the sequel has a Demon trap consisting in a massive tentacle poking out of the ground, best placed in the middle of a 3x3 room, that flails at intruders for a while, and can be powered up into a more massive, shelled version. The expansion adds the Undead, who have a similar trap in the form of a gigantic skeletric arm. The following game has the tentacle as a researchable spell that blocks a corridor tile and lashes at heroes.
* Dungeon: The Early Years cheats on his girlfriend, is known more for his parties than his law practice and will get mad if you outright don't follow any law he tries to circumvent. When xenophobic rabbit people sell his girlfriend to a whorehouse the hero says they should have their throat slit, Eustache takes it as a just sentence.
* Dungeon: The Early Years: Stapanelle is an herb that temporarily allows intangibility while being smoked.
* Dungeon: The Early Years. The knight goes away mourning the end of the romantic era and the chronologically this is the last book of Early years where all the

other stories will take place in Dungeon Zenith, where barbarism rules and Hyacinthe becomes a bitter Dungeonkeeper who attracts adventurers to die in his castle.
* Dungeon: The Early Years they were under siege by the Great Khan for years but thanks to their magic were still able to resist as some magicians can use functional autocannibalism and others turn piss into water.
* Dungeon: The Early Years. When the readers are introduced to him, he's busy whipping a servant girl in order to force her into having sex with him.
* Dungeon Toilet. For example, in one chapter Yotaro is shown pooping out something that was all the way up in his stomach only moments before, which would be impossible under almost anything resembling normal circumstances.
* Dungeon trapped in Crellar's Trading Post with the doppelganger. At some point he will panic and become hysterical until someone slaps him.
* Dungeon try to dig up the eggs, she will attack them with great ferocity.
* Dungeon Twilight alternative air source (wearing a special hat fueled by being drunk)to refuse the offer, but that means fighting the gigantic army wasted.
* DungeonTwilight is sleeping with a dragonoid woman who says that she prefers him to her husband as a lover since he is weaker (Red Marvin is a rabbit and her husband is a giant dragon). This upsets Red Marvin and he decides to challenge the husband to show he is the strongest.
* Dungeon Twilight: Marvin goes by the name of Dust King, he earned the name by raising an army of undead.
* Dungeon Twilight: Marvin use is race power that gives him an ability in exchange of losing one deliberately like this. He rips his tongue off to gain wings and rips his wings to grow his tongue back.
* Dungeon Twilight the children of the duck protagonist are cats with beaks.
* Dungeon Twilight the dead suffer from this to the point that they can't even use new sentences.
* Dungeon Twilight tries to invert this by executing blacksmiths so his nitro guns become the only weapon available for his father's empire since the army still prefers blades. It doesn't help that he tries doing that before even making sure his nitro guns work.
* Dungeon Twilight watches a bar fight between sorcerers with disdain. It's less that he hates magic and more that throwing spells at each other from a distance doesn't have the same feeling than hacking and slashing. He gleefully approves of a shaman slitting a little boy's throat solely because it's something he recognizes the method.
* Dungeon Twilight, when Marvin the Red meets his idol Marvin the Dragon, the latter first pretends to be someone else.
* Dungeon Twilight who taught him how to hate among other things which ended up with him banned from his homeland after being forced to cut his father's arm in a duel to avoid execution. He admitted back then that part of him wanted to have an army so he could come back and kill whoever has a problem with that.
* Dungeon Twilight with the Twillight being the Great Khan's kingdom. The always day region is a gigantic desert where people are sent to die.
* Dungeon Twillight, the commander doesn't even slow down, even saying that she is still warm anyway.
* Dungeon Universe, princess Isis exploits this trope, getting into the dungeon with her boyfriend, hoping she could pretend he rescued her, so the king will allow them to marry. Unluckily, said boyfriend dies less than a page after he appears.
* DungeonVerse invented the no-return boomerang: a magical boomerang which always comes back, decapitating the launcher. Ouch.
* Dungeon Zenith, the keepers of the dungeon create a rumor about a kidnapped princess. But they unwillingly use the name of an existing princess. Then she walks to the dungeon with her secret lover, to make her father believe he saved her.
* Dungo Dennis, the gardener, who is Rimmer's real father, with implied further relationships. Initially, Rimmer was in denial about this, claiming she was "very prim, very reserved", but in a later episode, when Holly and Kryten became upset that they'd "never had a mum", he retorted "You can all have mine. Everyone else

did."
* Dunk and Egg en masse, (seven guys representing one side versus seven for the other) Prince Baelor recommends that they use tournament lances as their weapons. When one of the other knights points out that tournament lances are made to break and their opponents will be using lances made for the battlefield, Baelor responds by saying that tournament lances are also much longer than war lances, and thus if the knights fighting for Dunk can hit the target accurately and knock their opponents off their horses, the fact that they're nerfed won't matter. The strategy proves somewhat successful, but several knights still die from wounds sustained from those war lances.
* Dunkelzahn also willed that one Lars J. Matthews lose all legal status for a period of ten days, during which time anyone who killed him would be paid a million nuyen. (Never deal with a dragon).
* Dunkin' Donuts starts a timer whenever a new person reaches the speaker. If it hits 150 seconds, a loud buzzer sounds every fifteen seconds until the customer drives off. A running tally, visible to the indoor customers, is kept of how many customers were served under the cut; if it drops under 80%, it starts to
* Dunkirk: A group of soldiers conceal themselves on a Dutch trawler that's washed up on the beach. The tide comes in, but the boat doesn't float so they start arguing that someone should get off. Rather than ask for volunteers they try to force a French soldier off at gunpoint, then when a British soldier tries to object they declare he'll be next, because he's not a member of their regiment. It becomes a moot point because the trawler floats off at that point, but the German see this and start riddling it with gunfire, causing it to sink.
* Dunkirk has his fuel gauge broken early in the titular battle, and has to use his wingman's reports on how much fuel he has left plus some mathematics to keep track of his reserve. He ultimately chooses to shoot down one last German plane after completely running out of fuel, and then his hand-crank to lower the wheels takes a hair-raisingly long time to work.
* Dunkirk has two RAF pilots dueling the Luftwaffe over the English Channel, trying to protect the Dunkirk evacuation.
* Dunkirk is equal parts war film and horror film. It could also be viewed as a competitive entry in the disaster movie genre.
* Dunkirk was cast in a role. Christopher Nolan admitted to having no idea who Harry even was, and merely cast him based off a strong audition. The press hyped up his starring in there, but the film's promotional materials did not.
* Dunkirk, which features actual "Little Ships" from the real Dunkirk evacuation.
* Dunkirk who are just trying to survive and don't make any plot-relevant decisions.
* Dunmer (Dark Elf) and are highly professional in regards to their work.
* Dunmer (Dark Elves) as prefixes to their names (for example, Redoran Hlaren Ramoran, King Hlaalu Helseth, etc.). The Telvanni Masters use one name only (Mistress Dratha, Master Neloth, etc.).
* Dunmer (Dark Elves)", have an inherent immunity/resistance (depending on the game) to Frost.
* Dunmer (Dark Elves) have at least three: s'wit, fetcher, and n'wah. The first two are used similarly to "shit/idiot" and the "f" word while also being an offensive term for a slave, respectively. The last is a highly offensive word for "outlander" with similar negative connotations as the Japanese "gaijin" and/or the real life "N" word.
* Dunmer (Dark Elves), which takes place in their homeland. They are "sera", "muthsera" and "serjo", in increasing order of politeness.
* Dunnet, fall, and break every bone in your body. (It is implied that the grue proceeds to eat your corpse, given the prior warnings about being eaten.)
* Dunnock), though typically they are considered separate families nowadays.
* Dunsinane after he dies, with an emphasis on historically accuracy (Shakespeare’s play was based on actual events, but he took several liberties).
* Dunwich" was inspired by the flooding of Greenwich for the Quabbin Reservoir.

* Duodecim and takes his embarassment over wanting to talk to Lightning as romantic interest.antasy
* Duodecim does the same thing, replacing the more-than-max-level Chaos with Chaos's new more-than-max-level
* Duodecim is this. He even gets lost on his own map. His companions try to compensate, but as they all have varying levels of amnesia the best they can hope for is keeping Laguna from going in circles. This does not always work.
* Duodecim, Shantotto calls out on Firion using this very trope, but replacing Stats with Weapons.
* Duodecim thinks the way the insane roaring four-armed demon monstrosity Feral Chaos runs around on all fours is "kinda cute", although she's always been shown to be weirder and crazier than Penelo.
* Duolingo about "Duolingo Push", where the owl appears in person to remind the app users to continue their lessons.
* Duolingo" chronicle the bizarre things the little green owl has made people translate.
* Duolingo has plenty of odd sentences for you to translate. Ever wanted to ask a Norwegian why there's a Swedish telemarketer in your bed? Duolingo will teach you how!
* Duolingo. He is shown or implied to hold users' families hostage or threaten users' lives to make sure users don't skip a day on the app.
* Duolingo is an owl, but given his green coloration, ability to produce human speech, and diurnality, he's often confused for a parrot.
* Duolingo's Hawaiian course was rushed to be out by Indigenous People's Day in 2018, resulting in a course that was criticized for feeling shallow compared to the other courses. Eventually they released an update adding more content.
* Duo Lon's half-sister Xiao Lon and fellow Hizoku Lin seem to qualify as this too.
* Duo Maxwell subverts this trope. He wears hairpins... ostensibly to control flyaways, but he actually uses tthem for picking locks.
* Duophonic is often used to refer to any kind of "fake stereo" (where a mono sound recording is reprocessed into something that sounds like stereo in theory but like crap in practice) even though the name refers specifically to the process used by
* Duo scale. If he wasn't an officer for the universe at large and remained on Earth, or Rock had perhaps copied this off of him, there wouldn't be much of a franchise.
* Duo Xia pretends to be a man when she challenges Yuan Ling to a duel.
* Duparquet is a law-abiding man determined to keep Bannerman from misinterpreting the constitution. He can also be ambitious, wrathful, and arrogant, and is accused of caring more about the appearance of integrity than actual integrity.
* . Dupin pours brandy into a glass, naming each of his dead friends, takes a sip, and leaves the glass out.
* Duplex, Alex's is called "Mr. Peabody" and thanks to a mistake by his wife, everybody including his mother knows this.
* Duplex, presumably about the events he experienced during the movie.
* Duplicate Boy, and was generally accepted to be the most powerful hero of that era, even when Pre-Crisis Superboy was around. The reason was that Duplicate Boy could copy the powers of any hero of whom he was even aware of, could retain any number of powers for as long as he wished, and could combine them in any fashion he wished. He once copied the powers of Legionnaire Dawnstar without ever having met her personally or even been on the same planet as her, he simply needed to know she existed and what her powers where and he could copy her. The only things that kept him from being a complete game breaker was that he had a very strong sense of fair play and was not very imaginative. His usual response was to copy an opponents abilities to fight them fairly, or simply copy Superboy's powers and deal with a threat in the most physically direct manner possible. Dealing with magic or copying someone with ridiculous amounts of power (such as Validus) can overtax him and knock him out, as well.

* Duplicate Divergence: A clone becomes different from their original over time.
* Duplicate Divergence - Doppelganger that started out identical, but differentiates over time.
* duplicate Ellen misses a few cues as to 'normal' feminine behaviour. Then again, she also yells out 'Booyah! I'm still one of the guys!' when left out of a girl-to-girl chat. Ellen has issues.
* duplicate itself or summon reinforcements with no apparent limit on how many or how often.
* duplicator incident, Calvin tried to say what lesson they'd learned, but decided "OK, we didn't learn any big lesson." ("Live and don't learn, that's us," quipped Hobbes.)
* duplicator story to do his chores and go to school for him. They got into an argument over Good Calvin having a crush on Susie, and the clone disappeared as soon as it got angry enough to have an evil thought (namely, beating the snot out of Calvin).
* duplicitous stem from his disgust at the government for allowing the dissolution of the state of Israel. Once he's out of the picture in the Late-UC era, though, Anaheim is all profiteering, all the time.
* Duplicity as a ploy to get her to take him back to her office in order to access the company's computer network. His female colleague is not happy about this tactic, despite the fact that she pulled the same stunt in their first meeting, in order to steal some files Owen was carrying.
* Duplicity involves rival CEO's hiring all kids of ex-government hackers and spies to rob, mislead or sabotage each other.
* Duplicity, together they are stealing a fortune." She is Julia Roberts, he is Clive Owen.
* Dupree would make a brief comeback in 1987 when he recorded the song "Girls in Cars" for the WWF's music album, "Piledriver II: The Wrestling Album," and an instrumental version was used as the entrance theme for the tag team Strike Force (
* Duquesne left in 1992 but came back a year later. Unlike Penn State, the Dukes remain in the A-10 to this day.
* Durable Deathtrap: The ruins are ancient, but damn if those giant guillotine blades aren't as sharp as the day they were made!
* Duracell had a well-known commercial in which a fleet of "battery-powered" toy rabbits with snare drums using the "leading brand" would run down, while only the rabbit containing a Duracell battery kept marching. Turnabout being fair play, Energizer reproduced the commercial, with a voiceover explaining that this result was only because
* Duracell's "Gaming" ad mentions "Or Kevin, you simply can't trust this man to ever stop rage-quitting."
* Duracell Ultra commercial accidentally evokes this trope. In some of those shots, those little pink Duracell Bunnies look more like a mass of squirming maggots.
* Durahan. are among the series to bear Durahans where they really should have Dullahans.
* Durak — The other popular Russian card game, which poked Preferens from the top of the heap. Can also very easily turn into card-based Calvinball.
* Dural, Sarah even towers above women who are statistically taller than she (which likely has to do with the 6-inch heels she wears, but really because she shares the same body model in-game as Christie, who stands at 5'10" and is the tallest woman in the cast).
* Duran Duran, a nightclub in The Bronx, that killed 87 people (though the lyrics state, "89 dead").
* Duran Duran became one of their best efforts, scoring hits with both "Hungry Like the Wolf" and the title track.
* Duran Duran, dances around what "UMF" stands for by not explaining what it means but rather phrasing it in a less explicit way ("Making love to the ultimate mind").
* Duran Duran). Fast forward to the 2000s and John Taylor started being highly regarded for his bass playing. In fact, most of his fellow band mates had hidden depths: the weedy-looking Nick Rhodes was apparently extremely popular with the

opposite gender as a teen, the complete opposite of his childhood best friend John Taylor, and lost his virginity at the tender age of 13; the heartthrob and Lothario Simon Le Bon was apparently a massive Shakespeare nerd while growing up (as a child actor and model) and spent time in an Israeli kibbutz doing lumberjack and tree surgeon duties while penning contemplative poems during his down time; and Roger Taylor, who looked like a baby-faced James Dean and had a lean appearance, had a real passion for Motown R&B and worked on the assembly line at a factory while the band were waiting for their big break.
* Duran Duran: In the music video for "Rio", a crab claws Roger Taylor's foot, causing him to hop in pain, and embarrass himself in front of the titular woman.
* Duran Duran released the album on CD. Because of the initial popularity of the dance remixes in the US, the re-release of the album in 2009 includes both versions of the album.
* Duran Duran's "Hungry Like The Wolf" has the lead singer flip over a table in a restaurant. This is due mostly to sexual urges than anger, however.
* Duran Duran: Simon LeBon flipping over the table in "Hungry Like the Wolf".
* Duran Duran's "Too Much Information", as it is really about the effect of media bombardment.
* Duran Duran. They also had two #1 hits in their native UK. One of those was "The Reflex", and the other one had be either "Hungry Like A Wolf" or "Rio", right? Wrong - they only made #5 and #9. Their other #1 was the infinitely less well remembered "Is There Something I Should Know?". In fact after the release of "A View To A Kill", which made #2 in the UK, they only made the top ten four more times in that country. Two of those songs were obviously "Notorious", and "Ordinary World". The other two? The definitely forgotten "All She Wants Is", and the reunion song "(Get Up For The) Sunrise". "Come Undone" missed out completely, only making #13, but is better known than those other two.
* Duran Duran track. It's by Simon LeBon's side project group Arcadia during the brief hiatus Duran Duran was on in the mid-1980s.
* Duran Duran wrote "Playing With Uranium" about the Nuclear Boy Scout, but takes a cheerfully twisted direction with it, proposing "reinventing the human race" as "light entertainment."
* Durango: Wild Lands are tamer versions of the massive wormhole rifts that randomly transport people and objects through time and space. Warp Holes appear in several places on most islands and can be used to transport from point to point, making exploration easier.
* Durarara!!, a great deal of the conflict in the latter bit of the series is the various factions of Ikebukuro butting heads (sometimes very very violently) and maintaining secrets from each other and the public. As such, many, many, many characters that interact with each other don't know that these people are actually part of the Dollars, or Saika's army, or Nebula, or the Yellow Scarves, or the yakuza, or...
* Durarara!!, and also a part of the back story for several characters.
* Durarara!!, and dreads another one showing up and stealing him away.
* Durarara!! and has moments like this with the girls he almost convinces to commit suicide. After one of them breaks into his hospital room and tries to kill him, he hugs her tightly while thanking her and telling her how much he loves her. Of course, it's plain creepy in context.
* Durarara!! and impulse control issues. As a result, he does not have much in the way of social graces.
* Durarara!!, and this combined with his first name raise the possibility that he has some non-Japanese ancestry. That, or he's just really tanned and has odd style habits.
* Durarara!! anime, he spends most of the episode having a suicidal and unstable girl named Rio, that he pretended to sympathize with and be friends with online, kidnapped and then orchestrating her rescue, only to hold poor Rio over the side of a building, toy with her desire (or lack thereof) to actually commit suicide, and then wander off to watch from a distance as Rio's despair reaches its peak and she decides to jump anyway. Luckily for her, Celty was a little more worried about her

safety and saves her.
* Durarara!! a (reanimated) horse, but to help fit in, she gives it the appearance of a motorcycle, though the illusion isn't complete, as in it still makes horse sounds and casts the shadow of a horse.
* Durarara!!, as most people were either terrified or resentful of him.
* Durarara!!. As payment for a job, Izaya is given several baseball tickets and he decides to bring along Himari, Haruto, Sozoro and Nec. While the game is going, one of the guards is found murdered and everything is thrown into chaos as everyone gets involved. The entire book takes place in one night during the baseball game and involves assassins, kidnapping, hacking and attempted murder, which unsurprisingly makes Izaya a very happy man.
* Durarara!! at first sight when he saw it in his sister's lab at a young age.
* Durarara!! at the very same time. He has already stated that their relationship will never be canon, but he not only ships it, but has already written a very graphical fanfic of them together.
* Durarara!!. Bonus points for it's name being a multi-referencial language based pun (popular in japanese media) referring to the difficulty the Japanese language would have in pronouncing "Dullahan" and the revving of a bike, amongst other things.
* Durarara!! but he's usually a hand-offs kind of guy) and it's partially because the vast majority of members are rank and file civilians of all ages, so many have to help using whatever means they have at hand, even if it's not in a direct fighting capacity, which Episode 22 of the anime shows in great detail.
* Durarara!!, but losing it is what sent Celty to search for it in Ikebukuro.
* Durarara!! calling on the Dollars, with all their cell phones going off at once.
* Durarara!! Celty has a black motorcycle that is actually her familiar; he normally takes the form of a horse but transformed into a motorcycle to hide in the modern world. It's mentioned that Celty has the ability to un-summon him, but without her head, she's lost the memories of how to re-summon him, and she's not sure what would happen to him while he was gone.
* Durarara!!: Celty punches Shinra who knocks her helmet off, and then the two hug.
* Durarara!! episode has its unique eyecatch. The pattern is simply a silent black screen with the characters from the title ("デュラララ!!", but with a random and often huge number of ラ) arranged into some sort of shape or formation, like a spiral or a heart. This pattern is kept in the second series, but it adds "×2" and the kanji representing the "cour" the episode is part of.
* Durarara!! finally steps him and outright tells Ran that he can torture her, set her on fire or even kill her. However, if he even thinks about crossing the line, she would kill him.
* Durarara!!, for example, thinks they make him look like a pretentious hipster (at least up until Shizuo clotheslines him into oblivion, at which point Shuji agrees that they suit him perfectly and couldn't imagine him any other way and OH GOD, PLEASE DON'T HURT ME!).
* Durarara!! get scores of 95 and 100, respectively. Interestingly, these are both the girls who cook for Seiji.
* Durarara!! gets two extra chapters available only on DVD. One of them is episode 12.5, which features a wacky mix of red bags (and Mikado's group in a pretty ridiculous situation); while chapter 25 includes a full battle between Izaya and Shizuo. (Mikado and Anri end up in a pretty awkward situation, and Celty is chased once again by the cops.)
* Durarara!! had a fairly satisfying ending, but still had some unresolved plot threads, and only managed to adapt the first three novels of the series. After finishing in 2010, a second season was finally announced in 2014 that would be divided into three parts. The first part aired in January 2015, the second part aired in July 2015, and the third part aired in January 2016.
* Durarara!! has an infamous habit of flipping and tossing the nearest 400-pound object whenever he gets angry. Tables are not excluded.
* Durarara!! has mention of barrels of gasoline being rolled down the third floor

of the highschool back when Izaya and Shizuo attended. No further information, not even a quirky name for this incident, is given.
* Durarara!!. He is an information broker who has a hand in everything that happens in Ikebukuro and is arguably the most dangerous out of a cast of very dangerous people.
* Durarara!!. Her head does, in fact, have a pretty face, but given that it's in a jar instead of on her body...
* Durarara!!. However, eventually they were licensed by Yen Press and translated into English. However, the subsequent sequel and spin-off light novels have not been made available in English.
* Durarara!!. However, Izaya doesn't seem to have any damage from it, and gives back as much in the form of fast moving cars, knife assaults, and hits on Shizuo's life. (It's a strange relationship.)
* Durarara!!/human encyclopedia, Vorona, about Siberia. This somehow morphs into a lecture on cakes.
* Durarara!!, immediately drops her plans and walks away when Shizuo shows up.
* Durarara!! in retaliation for the guy clubbing him in the head. While skidding across the ground, his clothes also fall off.
* Durarara!!, instead. Before Mr. Niekawa leaves, Izaya gives him a rather late warning.
* Durarara!!. In their first encounter, Vorona shot a knife at a vulnerable nerve cluster in Shizuo's shoulder. He ignored it, threw her motorcycle at her, and chased her truck on foot while repeatedly kicking a car in front of himself as a shield against her gun.
* Durarara!!. In the real world, fans actually made a 'Dollars' board, complete with password and everything. (It's actually more along the lines of a fan forum, however.)
* Durarara!!. In the second season, the cops decide that's not good enough and start chasing her down whenever she shows up. After arguing back and forth for a while, Celty points out that the law does have a specific exception written in for horses, so she doesn't need to have lights or plates. The cops counter that she still needs to obey the posted speed limit, which she doesn't.
* Durarara!! is mortified upon learning that his father's recent remarriage is to a woman younger than he is.
* Durarara!! is something of a running gag. He was given several dozen copies of the outfit by his rich younger brother who hoped that it would encourage him to keep his current job for longer than a few weeks. It didn't work, but Shizuo keeps wearing the suits out of respect for him.
* Durarara!!: Izaya has one in his office. In one memorable scene, he spun around repeatedly while laughing about how interesting humans are.
* Durarara!!. Izaya is fascinated by humanity, and says repeatedly that he loves all humans (minus Shizuo). To express his love, he observes everyone and manipulates them, even going so far as to kidnap/rescue a suicidal girl and watches to see if she really will kill herself. He is behind a good deal of strife in the series, all for the sake of gauging humans' reactions. Despite this, he himself is a human.
* Durarara!!, Izaya might not be nice or helping the good guys too often, but he is mostly definitely an informant.
* Durarara!!. Izaya will, on occasion, completely disregard any kind of etiquette towards 'monsters', such as when he decides to use Celty's head as a ball.
* Durarara!!, Kadota initially seems to be the "bad cop", when he interrogates a thug by beating him up. But then, after he turns the guy over to Walker and Erika, it's clear that Kadota is the good cop and they are the bad ones.
* Durarara!!. Kasuka, however, claims that Carmilla Saizou is an awesome character, and insisted on reprising his role in the movie.
* Durarara!! leaves Izaya's fate up in the air. A lot. At the end of the second season, he's last seen being stabbed and falling unconscious in the middle of the street. However, we later find out he survived and is recovering in a hospital. At the end of the third season he is knocked unconscious by a possessed Sloan and

captured. Then at the beginning of the final season he gets rescued. In the finale, Izaya is beaten and shot by Shizuo and Vorona, though Simon intervenes and the scene changes. His final appearance is in a car with Kine and Manami, having survived thanks to Celty temporarily patching his wound with her shadows. Kine tells him he only has a fifty-fifty percent chance of living and that they are going to see an underground doctor. Izaya replies that it's fine as long as they aren't in Ikebukuro, as he doesn't want Shizuo anywhere near his deathbed.
* Durarara!!, leaving the writers without a proper ending to adapt. With a second season currently airing, however, it's possible that this will eventually be resolved.
* Durarara!! like other people would be, but he'd always come out of them stronger than he was before.
* Durarara!! makes it known that he thinks Celty is beautiful without a head. He also spent most of grade school and high school fanboying Shizuo's crazy rage fits.
* Durarara!! menu. While he's entirely capable of making normal, edible sushi, sometimes customers have to contend with strange concoctions.
* Durarara!!. Mika has...plans for Celty's real head if she ever gets her hands on it and Namie actually tried to destroy it.
* Durarara!!. Nonetheless, any sort of angsting he does over it is restricted to occasional quiet chats he has with Celty.
* Durarara!! on their relationship. While the author is apparently annoyed to some extent by the people who ship it, he has apparently said 'Hell, why not' and put in some subtext in later volumes, and the producers/writers of the anime pushed this into the forefront right off the bat.
* Durarara!!. Other than that, only he knows. His hired secretary can't even fathom how it works.
* Durarara!! practice Parkour, or something very much akin to it. The former learnt it to avoid Shizuo's many attempts to kill him very much dead, and the latter in order to catch the former and kill him very much dead.
* Durarara!!" Probably the most appropriate way to formally introduce Shizuo.
* Durarara!!, Prof. Nasujima has a rather obvious thing for his student Anri. In his case, however, it's more of an indication that he's a giant creep than a case of forbidden love (especially since it's implied that Anri is hardly his first in this regard).
* Durarara!!, rather than using the standard "chloroform on a rag" trick, pour it into a bottle that has a face mask attached. It still goes to work very, very quickly.
* Durarara!! shady sentence, causing the dullahan to question if he's being sketchy. His answer is to tell Celty it's all her imagination.
* Durarara!!: Shinra, after Izaya trolls him by handing his cellphone number to the police.
* Durarara!! (Shinra also thinks Shizuo/Izaya is possible, but Celty shuts him up before he can say anything else).
* Durarara!!, Shizuo casually strolls into Shinra's house drenched in his own blood.
* Durarara!!, Shizuo's long-time friend Shinra, is surprised that they've never considered each other romantically.
* Durarara!! Shizuo tells Celty to go on ahead while he deals with Seiji, and cheerfully points it out with an "I always wanted to say that!"
* Durarara!!SH, no one ever references him as being alive and he is more of a ghost in terms of plot relevance.
* Durarara!!'s own troll Orihara Izaya does this all the time to screw people over.
* Durarara!!'s parents were killed by a demon sword that possesses people and makes them into knife-wielding zombies. Shinra became friends with Shizuo, a man with super strength and an incredible temper in elementary school and later Shinra became friends with Izaya, who went on to manipulate Mikado as well as his friend, Masaomi. Oh, also a vampire became an idol and there are multiple, evil pharmaceutical companies. Please note that that was only a small part of the premise.

* Durarara!!'s Shizuo, jump-kicking people is simply too ordinary an introduction. Instead, he throws vending machines at their heads.
* Durarara!! subbers often accidentally put "Dulalala" on the title in the opening sequence.
* Durarara!!, supposedly because he spilled the beans on Twitter before the dub was announced.
* Durarara!! Takashi Nasujima had relations with his highschool student Haruna to extort money off of her and later harassed Anri, another student of his.
* Durarara!! takes place over a single day, with the last eight episodes, minus the epilogue, covering only a few hours. Compare this to the other seasons which all have timelines ranging from weeks to months.
* Durarara!! thanks to the fact that she learned speaking Japanese entirely from textbooks.
* Durarara!! that he didn't completely cripple himself before his body finally grew strong enough to handle the strain.
* Durarara!! the Dollars chatroom blows up with crazy anytime Saika shows up. Incredibly fast spam messages full of crazy cover the chatroom. They consist of such delightful phrases as "Cutcutcutcutcutcut" or cries for mother.
* Durarara!!. The funny thing is that their relationship is probably the healthiest in the series.
* Durarara!!: The original light novels are set in the early 2000s, when the first few novels were published. The anime updates the setting to the early 2010s.
* Durarara!!: The shy and adorable, Anri Sonohara is a worthy entry. Her quiet and intuitive nature serves as the glue between Kida and Mikado.
* Durarara!!) This is from the show's version of 2chan that has spawned two real-life counterparts.
* Durarara!!, though a black gangster is also seen in the episode "Heaven's Vengeance". It's also implied that minor character Tom Tanaka might be part black, though it's never clarified either way.
* Durarara!! uses her cellphone in this manner — typing whatever she wishes to say and then showing it to someone. The anime has these lines voiced to save every scene she's in from having to focus on her cellphone screen.
* Durarara!!. Walker and Erica make a captured enemy pick from one of the graphic novels they have with them and then torture the enemy based on the contents of the graphic novel.
* Durarara!! was already present since episode 1, we just didn't realize it because he seemed more into messing with people for laughs than actually scheming or plotting large scale acts of evil. It was Izaya Orihara, whom Namie ends up being forced to serve for the rest of the series.
* Durarara!! wears a black skintight motorcycle jumpsuit as part of her signature outfit which also includes the famous yellow motorbike helmet.
* Durarara!! when Anri (jokingly) implies that she's been stalking Mikado. Upon hearing this, Mikado's brain starts zig-zagging the hell out of this trope (complete with Mikado's Inner Puppet Theater) like only a hormonal teenager can before Anri finally tells him she was kidding.
* Durarara!! when he realizes that a large load of combat knives that he knocked loose in a fight are about to fall on the girl.
* Durarara!!, which (as it is Japan, after all) just happens to be English. And besides, he's actually a Russian of African descent.
* Durarara!!, while preparing for his final fight with Shizuo, Izaya takes a bunch of tarot cards to make a card house. It actually goes really well and he finishes it in around a minute. Unsurprisingly, Izaya himself is the one to destroy the structure by purposely flicking a pawn into it. He then lights all the cards on fire for good measure.
* Durarara!! Without a head, it cannot speak. Imagine the horror, the isolation, the depths such a being would go being separated in communication from humanity...or you could give one a cell phone, a data plan, and a message board membership.
* Durarara!!. With Shizuo, there is no question that Izaya's every action regarding

him is driven by pure hatred.
* Duras and Chancellor Gowron go to great lengths to prove that the Klingons are as dishonorable and sneaky as ever.
* Durbe of the Barian Emperors might be the original embodiment of this trope. While he showed in the battle of Saragasso that he will use any means to win, even using a dirty trick (which was part of Vector's plan), he only does so because of his noble intention in saving the Barian World, no matter the cost. He is also known to
* Durendal, French web video creator who talks about movies, is openly gay.
* Durendal, the legendary sword of Roland, was said to be the sharpest sword in existence. Roland's attempts to destroy it to prevent it falling into Muslim hands resulted in
* Duress is a legal defense for most crimes in many jurisdictions (usually with the exception of murder), which usually means threats of violence toward oneself or another (e.g. being forced to rob a bank by people holding your loved ones hostage).
* Durham Red wiped out any sapient species humanity encountered, though this novel as them dealing with an Eldritch abomination that they'd missed.
* Durian fruit is said to taste like rotting vegetable matter or feet. Even people who like it disparage its odor; for instance, Anthony Burgess famously said eating durian was "like eating sweet raspberry blancmange in the lavatory."
* durian thought looked delicious. It (predictably) ended up trying to eat them, but they had the last laugh.
* During “Stork Naked”, Daffy sets up a group of alligators in his basement as part of his plan to get rid of The Drunk Stork. Daffy inevitably falls victim to it instead.
* During 16th and 17th century witch hunts, women accused of being witches could be forced to undergo
* During 1934, professional wrestling was almost killed off in New York when Jack Pfefer, an ostracized promoter whom few liked, decided to get revenge on his rivals by exposing their business as fake and then promoting his own brand of "theater" style pro wrestling. Thus one of the few affordable forms of entertainment during the depression became a laughingstock in the state, with gates plummeting and news sources refusing to continue covering it. The New York territories would recover in 1942, largely thanks to the athletics of
* During a 1940s football game broadcast, sportscaster Red Barber accidentally introduced his play-by-play partner Russ Hodges as "Russ Hughes". An amused (or perhaps miffed) Hodges responded, "Thank you, Red Baker."
* During a 1969 concert in Toronto, Cooper picked up a chicken someone had thrown onstage and tossed it back out to the audience, vaguely thinking that it would fly away. Turns out that chickens can't fly that well — it plummeted into the audience, which promptly tore it to shreds. This story quickly mutated into a rumor that Cooper
* During a 1987 testimony to the Tower Commission regarding the Iran-Contra affair,
* During a 1992 race in the British Touring Car Championship, 2nd placed John Cleland let leader Steve Soper know exactly what he thought of him, right as the feed cut to his on-board camera. How did the BBC deal with this?
* During a 2010 outdoor concert by the Irish-Czech indie-folk duo The Swell Season (comprising
* During a 2016 WTA Finals match against Agnieszka Radwanska, female
* During a 2019 MLB game between the Houston Astros and the Texas Rangers, umpire Ron Kulpa kept staring in the Astros' dugout. Astros personnel told Kulpa to pay attention to the game, to which Kulpa responded by ejecting hitting coach Alex Cintron and manager A.J. Hinch. Before ejecting the latter, Kulpa screamed "I can do anything I want!"
* During ABC's pre-debate coverage of the third Democratic presidential primary debate in 2015, one of the people on TV mentioned Hillary Clinton's campaign going to

* During a BDSM session with the Red Queen, Empath admitted to having a crush on
* During a blackout, a Connecticut woman tried to use a "candle" left by her house's former residents, only
* during a blizzard, but the weather conditions make it clearly unsafe to fly. When Pie complains about his safety, an annoyed Brockman grits his teeth and demands to know the ski conditions. Cut to Pie screaming for his life (as the helicopter crashes), "Tell my wife I love ..." before the video feed is lost. Brockman chuckles, "Heh heh heh, good one, Arnie!"
* During a botched invasion of her home in India by terrorist Abu Osama, 18 year-old Rukhsana Kauser hit him with an axe, took his AK-47 and shot him with it before driving his accomplices out of the home. Her explanation as to how she could operate an automatic rifle with zero prior experience? "I had never touched a rifle before this, let alone fired one — but I had seen heroes firing in films and I tried the same way."
* during a boxing match, with Aladin (Kev Adams) holding Shah Zaman (Jamel Debbouze) at bay with a hand on his head — the latter being not just small, but also one-armed.
* During a brief arc where Darby Conley and Pastis collaborated on a gag, Conley appears in one or two
* During a briefing with late White House press secretary Tony Snow ABC reporter Martha Radditz's phone ringtone plays Chamillionaire's "Ridin'", to which Snow doles out this gem:
* During a broadcast of a Cincinnati Reds doubleheader against the Kansas City Royals, Reds (and NFL on FOX) announcer Thom Brennaman was heard describing an unidentified location as "one of the fag capitals of the world," just before coming back from commercial break.
* during a bumper with the Sixth Doctor trying to kill Roland Rat with a laser gun, after he insulted the Doctor.
* During a campaign the Orks were expected to try to hinder the Tau expansion. Unfortunately for the Imperium the Ork players were unhappy about being shafted like that, and instead banded together to start the 'Green Kroosade' which wound up with them sacking an Imperial Forge World. 'The Green Kroosade' was mentioned in name in official articles after the Eye of Terror.
* During Ace's cover story, when trying to infiltrate The Marine G2 base, he winds up blowing his cover by punching out a Marine who talked smack about Whitebeard.
* During a challenge, Geoff describes Courtney's attitude as "harshness". Courtney replies, "Yes, it is. What's your point?"
* During a challenge to cook pizza, a chef had to build their prep table out of pizza boxes, which came in their flat, unfolded state. Luckily for the victim, she had worked at a pizza restaraunt, so she could fold pizza boxes very quickly.
* During a charity drawing livestream with Alex Hirsch, series creator Rebecca Sugar mentioned that Gems use hard light constructs for their bodies, causing the former to ask what would happen
* During a chase following two murders, the biggest suspect of said killings rammed Matsumoto's partner and best friend Morimura with his car; Morimura bled to death in Matsumoto's arms.
* During a comedic X-Men storyline that depicted an alien army invading Australia, the invasion fell apart for several reasons. One of them was the alien soldiers actually bonding with the Australians over beer and trading stories instead of fighting. One panel depicts a massive alien sitting in a bar with an Australian citizen who was also an ex-soldier, both of them sharing stories of the Drill Sergeant Nasties they'd encountered.
* During a conference in America, journalists shot footage of Israel and Palestinean Leaders Ehud Barak and Yassir Arafat getting in a politeness brawl about which one of them would let the other go through the door first. While polite, in middle-eastern culture it is the superior person who has his guests enter before him.
* During a controversy over the “fatty, fatty, no parents” line. When Sony explained they had nothing to do with the game and tried to direct them to

Valve (the developer) instead, they accused them of trying to evade scrutiny.
* During a conversation with Locke, Boone was tying red shirts to trees while
* During actual pledge drives local PBS stations have the phone number on the screen during the duration of the pledge drive. For stations that have an annual auction, they also sometimes put the number on screen during the auction.
* During a cutscene, Raz walks onscreen yelling about how "The crib wasn't even that clean!" (It was less of a joke and more of him
* During a cutscene Snake manages to knock down an unaware and unempowered Volgin over despite the massive difference in size between the two. After the Boss knocks Snake down a peg and leaves him to Volgin, Snake takes the beating of a lifetime at the ends of Volgin's electrified fists. So during his proper boss fight don't engage Volgin in close quarters when his electricity is up.
* During a debate against his 1984 election opponent, Walter Mondale, Reagan was asked a question about his age. The 72-year-old Reagan replied, "I will not make age an issue of this race. I will not exploit, for political purposes, my opponent's youth and inexperience." Both Mondale(age 55) and the debate audience burst out laughing at that quip.
* During a debate on marijuana legalization the former governor of New Mexico, Gary Johnson,
* During a debate when Robert Reich was running for governor of Massachusetts in 2002 (against the 6'2" Mitt Romney), a camera pan showed he was standing on one of these behind the podium. Understandable, since Reich is 4'10" due to a bone condition.
* During a dice roll for an enemy attack, the dice accidentally drops beneath the table to an inconvenient spot. The player who the attack was targeted towards then calls himself an "Uncertainty Lich" between life and death (though the issue is quickly cleared up).
* During a discussion, Eleanor's inferiority complex starts rearing its head, and Chidi tells her not to "lash out" at everyone else. Eleanor angrily responds "lash
* During a Facebook AI experiment designed to get two chatbots to negotiate with each other, the researchers forgot to incentivize speaking coherent language, resulting in the chatbots evolving an efficiency-oriented patois that made absolutely no sense to humans ("I can can I I everything else", "Balls have zero to me to me to me to me to me to me to me to me to"). Given the existence of the
* During a fight with a Dothraki screamer, his bag of Golden Dragons spills onto the floor. He gives it a longing look... before giving it up for lost and focusing his efforts on dispatching the Dothraki.
* During a fight with Deadline, his powers slowly destroy the Environment deck, removing cards in it from the game whenever he flips. If the Environment deck runs out of cards, the damage Deadline has done to Earth becomes irreversible and the heroes lose.
* During a filler scene in the first episode, a sebrtooth tiger ends up falling off a cliff while trying to eat Goku.
* During a flashback in "Lisa's Sax", 5-year-old Bart is trying to get adjusted with his new school. On his home he was skipping on the school yard and
* During a flashback sequence in "The Cutie Mark Chronicles" when young Applejack goes to meet her relatives in Manehatten. How she manages to carry it over her shoulder despite her lack of hands is
* During a flashback to his college years, Stuttering Bill Denbrough, one of the heroes of
* During a game between the Cincinnati Bengals and the St. Louis Rams, Rams Offensive Guard Harvey Dahl was called for holding. As the referee was declaring the penalty to the crowd, his microphone picked up Dahl shouting at the ref, "That's not fucking holding!", broadcasting the words throughout the stadium. The ref subsequently gave Dahl another penalty for unsportsmanlike conduct.
* During a game between the New York Jets and New England Patriots in 2001, Jets linebacker Mo Lewis
* During a game in longtime New York Yankees shortstop Derek Jeter's final season (2014), the opposing Minnesota Twins featured a hilariously effusive "scouting

report" graphic on their TV broadcast, which led to sportswriter Joe Posnanski
* During a game of Risk, Jaune openly admits he plans and taking out Cinder while she's going after Emerald and Mercury.
* During a game of "Scenes from a Hat", one of the suggestions drawn for mini scenes was "the good news, and the bad news".
* During age of wooden ships, where fire was often the greatest threat to any ship, many navies employed the use of fire ships. These were essentially abandoned ships that were deliberately set on fire and sent into the enemy fleet. If they didn't destroy the fleet, it would definitely scare the shit out of it. This was one of the tactics that helped the English defeat the mighty Spanish Armada.
* During "A Girl Worth Fighting For", Yao teases "Ping" about being a
* During a group photo with his sons, Prince Charles muttered "I can't bear that man. He's so awful, he really is," referring to then BBC Royal correspondent Nicholas Witchell. A boom microphone set up for the pool TV coverage easily picked up the comments which were widely broadcast.
* During a guest appearance, Bob Newhart's character conducts a brief reprise of Newhart's signature "one-sided telephone call" schtick.
* During a harem dream, Lum is present by his side, along with many other girls. In other words, he wants her... but he wants other women, too. He's said this explicitly on several occasions (most notably during the
* During a hearing of the Senate Homeland Security and Government Affairs Committee, also conducted by video chat, asking questions of Postmaster General Louis DeJoy, Sen. Tom Carper (D-DE) was having a bit of trouble with his microphone, then accidentally sent the rest of the committee
* During a heated exchange when Catelyn Stark tries to insult Jaime Lannister by calling him 'Kingslayer' and dishonourable, Jaime rightly points out that the king in question was an insane monster (he could have equally pointed out that Ned Stark and Robert Baratheon also betrayed the king by rebelling against him in the first place). Then Jaime points out that Ned Stark (Catelyn's husband), while honourable, was not without his flaws either and Catelyn herself hardly fulfills the ideals of "family, duty, honor" either, since she had always resented her husband's illegitimate son
* During a heat wave in the summer of 1992, Washington, D.C. general news reporter Wendy Rieger was doing a
* during a heavy thunderstorm. Detective Murdoch arrives soaking wet and tells everyone there that the ferry to the mainland won't operate again until the storm lets up, so he and Dr. Grace have to work the murder case entirely onsite.
* During a hockey game, Jesse tries to be the commentator for Joey's game, only to fail miserably. Becky then sits down next to him and starts calling the game like an ESPN pro, explaining that her brothers all played hockey growing up, so she's picked up some of the lingo.
* During a hostage standoff at the bank in "Bob Day Afternoon", Mr. Fischoder sets up a lawn chair on the sidewalk and watches the action with a drink on his hand.
* During a jump, everyone aboard must take shelter in special "normalization booths"; the author has stated that this "creates a good separation between travel that's normal — adhering to the laws of physics — and travel that's abnormal, unnatural, and dangerous."
* During Alain's battle with Siebold, Alain's Mega Charizard X is handily beaten by Siebold's Mega Blastoise. However, Charizard gets a couple of decent hits in and does enough to impress Siebold.
* During a later rematch, Boris comments that Kenichi has grown, and his growth is metaphorically compared to a Pokemon-style evolution from a small, round penguin
* During a lecture made by a class A hero about how heroes are expected to behave, Saitama looks absolutely disinterested to the point of blowing bubbles which irritates the speaker to no end.
* During Alice's boarding school days, she would share a bath with her netball team captain and play with herself while soaking the other girl's back.
* During a limited-time event in September 2010, the players could collect animal fossils, assemble them into fossilized animals and battle them for components to

power up one of their trinkets. Animals that could be assembled and fought included fossilized bats, fossilized serpents, fossilized baboons,
* During a lip sync, if something comes off, it should be to reveal something else under it. Otherwise, keep your hair, shoes and clothes
* During all of this, you are completely vulnerable to attack, although the duration of the autopilot's work is lessened if you're moving slower and/or pointed nearly the correct way. It's still quite possible to run into a torpedo during the final hyperthrust and explode at your destination. In a related note, your ship must be moving slowly while over a planet/station to land on/dock with it.
* During all the drama that surrounded Lebron James going to play for Miami, Chris Bosh's explanation for not doing the same with any more tact?
* During a massive power-up, Simon's digging goggles morph into Kamina's shades, and then into
* During a match in August 2003, Birmingham's Robbie Savage was accidentally clotheslined by referee Matt Messias as he signalled for a free kick. As the TV cameras focused on Messias and another Birmingham player laughing the incident off, the commentators wondered whether Savage, a notorious "hard man", would also see the funny side —
* During a match in WWE's revamped ECW Hornswoggle bit Natalya on her butt.
* During a meeting of the world leaders, Roberto Katze, the President of the United States, reads a dirty magazine and shamelessly hits on the females in the room. His secretary looks down and is disgusted by what she sees.
* During a meeting of the world leaders, the magical characters like Queen Elizard report how Othinus is having her organization GREMLIN construct the sacred spear Gungnir, and how this would be very bad if they succeed. President Roberto Katze doesn't really get their explanation, but decides to think of Gungnir like a nuclear bomb: once the enemy completes and uses it, game over.
* During a meeting to discuss peace with the French government... yeah, you guessed it.
* During a meeting with Goodman Rubber, Dwayne introduces Mr. Jones to Trent Terrell, Trudy's replacement as GPF's marketing professional. Mr. Jones, who's probably even worse than Nick in judging character, laments how Trudy fell in with the wrong crowd- she actually joined C.R.U.D.E. to become a supervillain, and planned on disposing of her colleagues once she achieved her goal. Even better, Mr. Jones then suggests that she and Trent might have made a good couple-
* During a moment of frustration, Richard punches the wall. Or tries to at least; somehow he manages to miss. In the same episode, Gavin Belson tries to dramatic exit but then nearly buckles over in pain because he pulled something during his triathlon, and has to be helped limping out of the building.
* During a monologue about his artificial right foot, Adam Hills talked about how his family would constantly crack jokes about it. The best came from his brother who broke up an argument between Adam and a (much shorter) friend by saying "You two are both the same — because you both need to
* During a montage of Lucifer attempting to be a "cliché bad husband" (boyfriend in this case) to Eve,
* During a montage of Quagmire becoming addicted to Tinder, he swipes across his phone's screen so many times so fast that he whittles his index finger to the bone.
* During an airing of an NFL game on January 10th, 2021, a sneak peak of
* During an arc in the anime, a serial killer named Drocel keeps grinding his organ and sings a very creepy version of "London Bridge is Falling Down". His prey is young, beautiful girls that he turns into living dolls; the song is used to control said dolls and determine what materials to construct them from. Despite being male, he's kind enough to make an exception for Ciel.
* During an arc where Paige goes to a dance with the school's resident
* During an argument in a second-season episode, Dean punches Sam. At the end of the episode, Dean offers this to Sam:
* during a narrative device when Sophie, during a flashback, enlists Nate, who is the narrator.
* During a nationally-televised news conference, Tom Brady was discussing

allegations that the New England Patriots had used under-inflated footballs during their conference championship. Of course...
* During an Atlesian fundraiser to help the Kingdom of Vale in Volume 4, Weiss angrily snaps at a woman who is insulting Vale's plight and her father, only to unconsciously summon the Boarbatusk she defeated in Professor Port's class and cause chaos. Eventually, after she gets disinherited for her insolence, Weiss manages to summon the Boarbatusk perfectly.
* During an attempted raid of Corlia's base, Channing suddenly finds himself reliving the day he joined the guild and decides to back out under the belief that it will prevent any of the bad things in the game so far from happening. Apparently, the hastily-made nature of the illusion means it's also a
* During an attempt to find an enemy Stand user, Jotaro claims that Stand users have blood vessels on their nose that stand out when they inhale cigarette smoke. All of his allies reach for their noses... as does the captain of the ship they're on. Then Jotaro adds that he was bluffing, and his suspect drops the innocent act.
* During an autopsy of toilet paper, the store manager that Officer Barbrady brought in to ID the TP vomits after seeing how decayed it had become.
* During Andrew Jackson's second term re-election in 1832, his opponents would invent stories about his actions as President to discourage voters. The funniest of these was the (completely fictional) story about Jackson kidnapping an American woman and sending her as a whore to the Russian Czar as a gift.
* During an earlier portion of it's lifespan, the game had a myriad different raid-wide buffs given by different classes, so people were trying to get as many different classes as possible to get all of them - although with raid size being bigger than the amount of classes, there still always was an overlap. In particular, it was a habit to bring a lot of paladins so they could give all their single targeted buffs to everybody without taking way too long at it. On the horde side, it was shamans, who had totems that could greatly boost just one group (out of up to 8) from the whole raid.
* During an early test of the Gemini ejection sequence, the hatches failed to blow off before the ejection seats slammed into them. Astronaut John Young commented, "A hell of a headache. But a short one."
* During an earthquake, Kaeloo and Mr. Cat hug each other to prevent themselves from falling over or getting hurt.
* During an Encounter, every light on the upper playfield will momentarily flash to indicate whether the right target was hit: green for a hit, red for a miss.
* During an encounter with an octopi kingdom, one of them gets mad at the Straw Hats and raises its tentacle. Vivi attempts to translate the sign language, but Cross tells her he can tell that gesture is universal.
* During an episode in Alaska, Jeff pointed out that if a grizzly bear felt threatened, there was no way he could outrun or out-climb it. He'd just become its dinner.
* During an episode of Bill Simmons' podcast previewing the 2014-15 NBA season, Jalen Rose
* During an episode of NBA Open Court, a question was asked about what the panel used to eat before a basketball game. Notably, Charles Barkley said he used to have "a McDonald's fish fillet, a large fries, a milkshake, and a Diet Coke, and that's how I kept my girlish figure" before games early in his career. Mark Jackson, too.
* During an episode of "Thrillseekers" in which a snowmobile racer landed his 400-pound vehicle on top of another racer after a jump.
* During an episode where Mac is judging a beauty pageant, in which he plans to sleep with the "winner," he gets some chemistry with one contestant who finishes his sentence. After flirtatiously commenting on how amazing that is, he kills the mood by shooting down her next attempt.
* During a Neutral/Pacifist run, Sans will reveal to the player that
* During a "News Flash" segment riffing on the nursery rhyme "Old King Cole", Kermit averts the obvious pun:
* During an expedition beyond the Wall, Gendry asks Tormund how he keeps warm in the frozen wasteland. Tormund remarks the secret is to keep moving ("walking's

good, fighting is better, fucking is best"). Jon Snow notes that there's not a woman anywhere in sight, so Tormund just replies they'll have to "make do" while giving Gendry a leery look.
* During an ice cream Throwdown, Flay said "I'm Bobby Flay, and I challenge you to a Throwdown!" and the contestant replied "You're
* During a nightmare Faith has about bring hunted and killed, Buffy becomes this.
* During a nightmare sequence inflicted on Ataru by the vindictive dream demon Mujaki at the climax of the second
* During an improv show at the 2010 Magfest, the performers brought up two people from the audience for one last game, where the performers would move the audience members around like mannequins/props for the scene. During the game, the performer turned the girl away from the guy while said guy got on one knee, then turned her back around. She said yes. Afterward the host admitted that, unlike the rest of the show, they
* During an incredibly meta codec conversation between Sigint and Snake discussing the Patriot gun:
* During an intensive bombing attack on British aircraft carrier HMS Illustrious in 1941, the commanding Admiral, mad with frustration that the ship was under her captain's operational command and he was only a powerless passenger, was up on an exposed position on the command tower screaming defiance and rage at the attacking German bombers. His sailor-servant, a very lowly Able Seaman, was unable to put up with this, and forcibly grabbed the Admiral by his collar and belt, hauling him to safety behind an armoured bulkhead and demanding
* During an LLF match, Tsunami picked up La Rosa Negra and rammed her ass first into one of the building's support pillars(before trying to break Negra's ribs on it)
* During an opening segment on the Keith Olbermann sports show, Keith described a Japanese pitcher who is hyped up as being a must sign; known for dominating in Japan, and is seen by experts as a future superstar in the sport of professional baseball. Given that Masahiro Tanaka was just signed to a huge money contract for the New York Yankees, people assumed Keith was talking about him. But he was actually taking about Hideki Irabu, who was hyped up just like Tanaka in the past. Was signed to a huge money contract for the New York Yankees, then crashed and burned as a huge sports bust. For what it's worth, Tanaka had a better career with the Yankees than Irabu did, though calling him a superstar is probably an exaggeration.
* During an open-source science conference, this guy catches a couple of startup entrepreneurs presenting his technology as if it was theirs. He climbs on stage, slams the microphone on the ledger, pushes them aside, and finishes the presentation himself by shouting at the audience.
* during an Order of the Phoenix meeting where Harry and his friends argue in favor of their inclusion, Sirius conjures some popcorn and shares it with Remus and Snape.
* During another case Booth and Bones see Sweets' girlfriend trying on a wedding dress and hugging a man. This leads them to assume that Sweets is the other man in this scenario. It turns out she was just the bridesmaid filling in for the bride since they had the same build.
* During another episode, several math students' heads exploded after being taught that the imaginary number
* During another episode where the entire crew is slowly vanishing and Beverly is the only one who notices, she performs a self-diagnostic, mentioning rather tersely that "being the only doctor on board, I had to do it myself."
* During another level you can throw an Agent down through a skylight.
* During an Season Seven episode, Crow goes through a hassle trying to get his film made and marketed. This mirrors the tough times getting the
* During a number on with scenery intended to evoke Hawaii, some penguins came along and started singing. Let's just say that the singing moai in the background is possibly not the strangest bit.
* During any war there are mistakes so colossal that its hard to believe that the

leaders in questions were not actively trying to sabotage their own cause:
* During a one-episode subplot, Álex is able to use temporary pass he was given earlier to enter the enclave in which the elites live, but gets in trouble while trying to use it to leave because its exit code isn't activated. Álex was initially given the pass so he could
* During a panel discussion at a convention that took place sometime after Mike became host, Kevin Murphy screwed with the crowd by pointing to the back of the room and yelling, "Oh my god, it's Joel!"
* During a parole hearing, Chief Wiggum is forced to admit this about one of Sideshow Bob's remarks, after
* During a party, Alma makes Luis move the champagne bottle a little before uncorking it to make sure one of the guests isn't in the cork's trajectory, jokingly asking him to please not kill the guest in question. The party ends up being the last time the guest is seen alive.
* During a plan to assassinate a roomful of German generals having a meeting in a hotel via exploding centerpieces on
* During a portion of the game Snake has Huey work with Diamond Dog staff to develop what can be only described as a mixture between a mini-mech & a small tank with the Battle Gear. It's never seen fully in action but appears to have similarities the Shagohod from
* During a public debate about whether robots should be allowed full intelligence if it poses a risk to humans, Blunt tries to use the vicious and narcissistic
* During Aquaman's fight with Black Manta in Italy, he grabs Manta by the shoulders and whips him into the ceiling of the house they just crashed into.
* During a quiz, Luke wants to know if Ellen has what it takes to join
* During a race in the Sun and Moon series, the normally athletic Kiawe falls behind the rest of the pack because part of the race involves pulling a wagon (with their Pokémon as passengers) uphill, and his partner is the very large turtle-dragon Turtonator. When the heroes celebrate the end of the race Ash scans the crowd of racers and finally caught on that Kiawe was missing: he never got past that leg of the race.
* During a raid on a brothel led by Detective "Bunk" Moreland, a gung-ho cop prepares to knock the doors down. Bunk stops him and asks what he's doing, and the other cop responds that he's going by standard procedure, to knock down the doors and enter rapidly before evidence can be destroyed. Bunk stares at him for awhile and then asks if the other cop thinks the brothel is going to flush the whores down a toilet.
* During a raid on the Pit where the Barksdale stash houses are located, Bodie punches the elderly "hump" known as Pat Mahon. This prompts Herc, Carver, and Kima to engage in a three-man beatdown.
* During Archangel's recruitment mission, you can side with the mercenaries hunting him down. Doing so results in Archangel's death and a Critical Mission Failure.
* During a reading lesson with Princess Shireen, Davos tells her about a nearly fatal run-in he had with the First Sword of Braavos, who was working for the unbelievably wealthy Iron Bank of Braavos. This reminds Davos of the Iron Bank of Braavos, and how they have the gold to fund Stannis in hiring sellswords to make another attempt on the Iron Throne in the aftermath of Joffrey's death.
* During a rescue mission, one of the raptors in a squad miscalculates its jump, and arrives inside a mountain.
* During a scenario where Hitler has a talk show, the phone number includes Hitler screaming "DU WERDEST EINE KRANKENSCHWESTER BRAUCHEN!"
* During a science fair, Nelson has a "wig detector" that's just a bunch of stuff taped together and Nelson himself makes beeping sounds while pointing the "detector" at whatever he believes to be a wig. When Superintendent Chalmers shows up wearing a wig that doesn't match his receding hairline, Nelson makes beeping noises at it until Chalmers removes the wig. Nelson then makes beeping noises at the receding hairline until Chalmers removes it as well.
* During a section of the first battle between Kakashi and Zabuza, Naruto and

Sasuke rescue Kakashi from Zabuza's hydro-prison technique. Zabuza swings his sword, which Kakashi blocks with his fist. For the next 5 minutes, they both stand in this posture, until Naruto completes explaining what they had just done to rescue Kakashi.
* During a segment featuring odd billboards, signs, and other such things on
* During a segment taking place on television, interacting with a certain object will cause Mettaton to make a pun...that he immediately decides
* During a Shattering Robonoid raid, Rhodonite covers Padparadscha's
* During Ash's match with Richie in the Indigo League, the sleep status was counted as a KO, a rule that was never used before and hasn't been seen since. It served as the first
* During a side mission, Trevor Williams has to burn out the house of a realtor his employer blames for his demise.
* During a skit with Nancy Walker, Fozzie and Nancy have to make excuses to disappear, with Fozzie (as a waiter) going for "I gotta go wax the oven".
* During a spate of severe flooding in the 1990s, the United Kingdom received a charitable donation... from the people of
* During a special "test" in Season 2, Tahani meets her parents and realizes at last that
* During a Steel Cage Match against SCSA, Austin nearly escaped twice. Vince flipped him off both times to enrage him into coming back.
* during a storm, using locally-raised troops to replenish losses. The latter was one of his decisive defeats because British admiral Sidney Smith, who Nelson had left to keep an eye on the situation, realized what he was planning and reinforced/resupplied the fortress of Acre enough that it repelled Napoleon's siege (Napoleon would later be forced to abandon his army to return to France with a single ship).
* During a story set during the Christmas season, plant-controlling villain Plant-Man tried to stop people from buying Christmas trees, stating that cutting down the trees to use them for a brief period of time was a waste, since that meant the trees could not absorb carbon dioxide and emit oxygen. Continuing the cycle just meant more and more trees going to waste.
* During Astrid's first flight with Hiccup (after she apologizes to Toothless and he stops trying to throw her), she says, "I admit it, this is pretty cool."
* During Asuka's frantic battle against the Mass Production EVA Series, she severs the fifth one she attacks at the waist, sending the top half flying.
* During a synch test, Rei saw Shinji's memories and realized he was drawn to Asuka... and that realization made her angry and anxious. Then she realized she loved him.
* During a team up with Superman, Shazam was forced to possess Superman's body in order to speak with an ancient frog goddess who was threatening to wipe out a large portion of humanity. Cap is able to simply talk her down using eloquence and sincere, heart felt compassion. The goddess leaves without further incident, and Superman admits that Cap succeeded with words where he would have failed with violence.
* During a team-up with the Odinson (Thor), Teen Jean develops the ability to
* During a televised awards show, reasonably popular stand-up comedian and breakfast radio host Dave Hughes refers to 'shock-jock' Kyle Sandilands as a "massive dickhead". Everyone laughs. Except Kyle Sandilands, who proceeds to underscore the statement by proclaiming on his show the following day: "I don't care if I go to jail for three months, that guy needs a punch in the throat. Simple." Hughes responded with a press release. In its entirety:
* During a training round against Tex, York discovered that his partners Agents Maine and Wyoming has started using lethal force against Texas and attempted to switch sides to help Texas. This results in Tex calling him out for "abandoning his team" and him getting too close to a grenade thrown by Maine, costing him his left eye.
* During a trip through Germany, Brian annoys a German tourist guide and he belts out "SIE WERDEN NICHT BELEIDIGUNG DEUTSCHLAND!"
* During a trip to Great Britain, Al gets arrested for stealing a towel from his

upscale hotel.
* During "Attack of the Prehistoric Pokémon", Ash and Squirtle chase after a fuse, trying to douse it before it reaches a stack of explosives, while Team Rocket, the ones who set the explosives, is chasing
* During a twist of events, he loses track of Hitler in the modern day, and another fifty years have to pass before his girlfriend finally solves the plot by travelling back in time - finally killing Hitler. It is complicated.
* During a UFC title fight, defending champion Petr Yan was well on his way to defeating Aljamain Sterling. Not only was he winning on the scorecards, he seemed likely to knock Sterling out. With six minutes to go in the fight, Yan threw a blatantly illegal knee strike...and became the first-ever champion to lose a world title by disqualification.
* During August 2013, Magnificent Championship Wrestling put tryouts in a 'Rags To Riches' battle royal, giving the winner a title shot whenever they wanted.
* During a vegetable cake challenge in one of the Comic Relief specials, a contestant remarks that in his opinion you'd have to be crazy to think a beetroot cake would be a good idea. Immediate cut to another contestant preparing a beetroot cake.
* During a video call to his parents, Raj watches as they begin to fight about his future and his mother says "The closest thing we have to a daughter-in-law is that little Jewish boy!"
* During a visit to Australia by Prince Charles in the late 80's/early 90's, a journalist got bored halfway through one of his speeches and wandered off to find a phonebooth to phone in a report to his TV station. Minutes after he left, an armed man stormed onto the stage and tried to take a shot at the Prince live on tv. This led to a rather bizarre situation where the two newsanchors 3000 miles away had seen the pictures and were asking excitedly for updates on what was going on and the poor none-the-wiser reporter was shrugging and trying to think of euphemisms for 'Sweet FA'.
* During a Zombie Slayer run, you come back as a zombie and can turn other creatures into zombies to add to your horde, including beast-type monsters.
* During Batman's attempted rescue of the Ice Princess, The Penguin releases a swarm of bats from his umbrella at her, causing her to fall off a building to her death; after her body slams on the button, the Christmas tree lights up and unleashes a bigger bat swarm on the Gotham City citizens.
* During "Be a Team", Black Widow observes "don't know if we're friends or if I'm a fool," Deadpool hopefully wonders,
* During Bendis' run on two Avengers titles he floated the idea that time is both like a living thing(which it technically is, embodied by the
* During Bernard and Eugene's Road Trip arc, the episode had titles based on numerical succession: "First Hand Experience", "Second Thoughts", "Third Degree", "It Happened in Four Corners" and "The Fifth House on the Left."
* During big events such as GamesDay, Games Workshop often showcases Greens (prototype models) of possible new miniatures. While the majority of these do make it into production and later become available for purchase, some are left behind and never finished. The most notable of these is a 5th edition Eldar Guardian Jetbike, which took nearly a decade before seeing a release (with massive changes).
* During book 1, when Olivia's murder is being investigated, the police find one of her valuables hidden in the flour canister at Molly's house, left there by the killer and thief to implicate her. Fortunately, Molly is able (with advice from Olivia's ghost) to explain that it was loaned to her and hidden to keep it safe.
* During both of WWE's brand extension era, Raw tend to be in the main event of any dual brand PPV even if the match doesn't feature Raw's World Champion.
* During both the First and Second World Wars ramming was a fairly regularly used tactic against enemy submarines, the
* During both world wars, when the Germans were questioning possible English and American Spies, they would often ask a series of rapid fire questions and listen for the wrong answers. The English "Who What Where When and Why" corresponds to the German words "Wer, Was, Wo, Wann, und Warum." Both sides often confuse these words,

so asking quick questions and demanding quick responses, often times with the interrogator intentionally mixing the words as well. This worked for detecting German spies on the Allied side as well. A native German speaker would be more likely to answer "Where are you?" with "I am Hans" rather than the correct "I am in the room."
* During Boudica's Rebellion, Gaius Suetonius Paulinus (the Roman Governor of Britain) found the city of Londinium (Roman London) indefensible. Instead of leaving the people to their fate, however,
* During Brokenstar's time as leader of ShadowClan, his warriors spent all their energy battling rather than hunting, so cats resorted to eating the rotting crowfood left in the Carrionplace.
* During Bruce and Diana's Big Damn Kiss in "Christmas in Kansas", part of the
* During Bugs's fractured lesson on American history in "Yankee Doodle Bugs", he claims George Washington was
* During Carmilla's chapter, Dracula becomes corrupted with her blood. If his health falls all the way to zero, a special cutscene will play showing him falling to her complete control and following her into the darkness with a lovestruck look in his face. In the same chapter, she disguises herself as his wife and tries to trick him into drinking her blood, with him being
* During Celica's Affinity Mission, we learn that her friend Rock is in danger of being kicked out of New LA because the city can't afford "idle citizens", and despite having
* During Chapter 24, Ruby fights against several demons while completely topless due to her upper body's armor and clothes being torn to pieces by a massive blast of demonic energy in the previous chapter.
* During chapter 4, everyone is locked inside of a funhouse with no food. You can still do free time events, even Akane's, who mentions having lots of food available during some of her events, and the only exceptions are those that take place on specific locations outside of the funhouse. You can also hand out food items as presents after spending time with someone, which they can even
* During chapter 5, it tries to pull a switch to the arc words of the older series. It feels forced though, and for good reason.
* During character creation, all manners of scars are available, from simple, stylish cuts to burn-victim scars an ones that channel
* During Cheese's song in 'Pinkie Pride', it switches to live action footage twice- once of a dancing rubber chicken held up by strings, and once of a baby alligator.
* During Chelsea FC's 2011-12 Champions League campaign, they found themselves 2-0 down, down to ten men, and without a natural centre-back on the pitch away to Barcelona in the second leg of the semifinal. At that point, everyone thought that Barcelona would put paid to any chance of progression Chelsea might have had. However, just before half time, Chelsea reduced the score to 2-1 (a scoreline which actually gave them the lead on away goals), and they survived a barrage of Barcelona pressure in the second half (including a missed penalty and a disallowed goal) before misfiring striker Fernando Torres broke away in stoppage time to bring the score to 2-2 and eliminate Barcelona completely. And then Chelsea went on to win the final on penalties.
* During Christmas 2014, they dedicated the whole week's programming to
* During Christmas, a bright light shines through the window of a house decorated for Christmas. The front door opens, and a short extraterrestrial wearing a Santa outfit comes in from the snow, alerting the dog. The extraterrestrial points at a Christmas present under the tree and opens its wrapping with telekinesis, revealing
* During Coby's first appearance at the beginning of the manga, he was a somewhat chubby and short kid with a round chin, but when he reappears
* During combat Bucky sometimes swings his artificial arm around 360 degrees vertically at the shoulder. Possibly this has a practical mechanical purpose that helps it function during heavy use.
* during combat encounters, though, and Leader classes are the best source.
* During Congressman Anthony Weiner's sexting scandal, the headlines were nothing

* During construction of Universal Studios Japan, Universal opted to duplicate the
* During co-op play, enemy groups are severely cut to make up for the strain of having two characters in the same mission. This can make racking up KOs exceptionally difficult due to enemies not spawning fast enough; in fact, you could be only halfway through claiming a keep and have it completely devoid of enemies for several seconds. However, this
* During Dalinar's visions, numbers start appearing on the wall, a countdown toward a day when something terrible happens. Dalinar assumes he did it himself and doesn't worry about it too much (the cause of it, that is—he worries plenty about the warning itself).
* During Danny's first encounter with Desiree, he learns she has to grant any wish she hears and wishes that she could choose which ones to grant. Though initially Desiree merely befriends him, she later admits to Spectra that she's fallen in love with Danny as a result.
* During Dark One's confrontation with Rand, a void is only one of the possibilities he shows if he wins — the other two are both dystopias, one more blatant than the other. Rand thinks that the peace of nonexistence isn't something he'd really be capable of giving in the end.
* During Darlene's wedding, someone quips that shotgun weddings have become something of a family tradition.
* During Day 6, Jack infiltrates the Russian Consulate to interrogate Anatoly Markov, who's working with a terrorist. When Markov refuses to talk, Jack cuts his pinkie finger off with a cigar cutter.
* During "Day of Days", Lt. Winters is in command of Easy Company, but the unit is scattered and no more than a squad's worth of troopers are available for the Brecourt Manor assault. It would be days before Easy Company was reassembled.
* During D-Day, Miller instructs one of his men to deploy a flamethrower into a German bunker. Soldiers come pouring out of the bunker on fire. Another American soldier instructs his men
* During debates regarding the fact that female soccer stars in the US were paid far less than their male counterparts despite getting far better results,
* During December of 2009, Mr Niebla took on an evil Santa Claus gimmick who, instead of gifts, gave out garbage in
* During Derek Jeter's farewell season in 2014, items were produced bearing the slogan "Re2pect"(2 being his uniform number).
* During development, the character Deepthroat was known in the script as 'Deep Slaught' due to mistransliteration of the kana. This did eventually get fixed before the game came out.
* During development, the game's designer asked Ellison why this evil AI would choose those five particular characters to torture. The question fired Ellison's imagination and thus the characters received more development in the game.
* During dinner in Feeno’s yet-unfinished brick house, Beemo points out that while he and Wally didn’t put a lot of effort into their houses, all they use them for is a place to sleep, and that the area they settled in is fairly safe.
* During "Double Trouble," Giovanni nurses a migraine as Jessie and James sing.
* During early episode "I Am Peter, Hear Me Roar", a gag references something
* During early wolf-outside-twilight sections of the game, you can see her shadow riding Link's shadow...but there's no physical Midna on Link's back to match.
* During Earth's absence, the main human world was Gaea, around a normal star, but inside a dark nebula.
* During election years in the US, it's all too common to see a heavily contested election have both candidates run attack ads back to back against each other. Sometimes for an entire commercial break.
* During Emily Wong's livetweeting the Reaper invasion just prior to the release of
* During Episode 21, Jin meets an old hermit called Matagi. Later, when the hermit is asked about his real name he quietly mutters that he is actually
* During Episode 60, when dead Trunks is brought to the Lookout along with Android 18 (who wasn't dead), Dende asks why

* During episode 7, Konata lays a bar of soap down for Miyuki to slip on while they are bathing at the sentou. It works, but she
* During Episode III, the soon-to-be-Emperor Palpatine is 63, but ends up horribly deformed after getting his own
* During escape puzzles, the top and bottom screens will show the rooms exactly the same unless the player zooms in on an area or accesses their inventory/files, with the top screen being used exclusively for character speech.
* During every single Christmas special aired by the network in 2019,
* During Fate and Signum's first battle, Signum calmly put a field around her and just stood there with her eyes closed as Fate launched
* During filming of broke down crying upon seeing a scene with him and the dwarves would be done by green screen, with only pictures of the dwarves to indicate who's talking. He said to himself, "This is not why I became an actor" ...only for his mic to be on and the whole studio hearing it. Fortunately, Peter Jackson and the rest of the crew made up for it later, putting quite a bit of effort into making a personal "relaxation" space for Sir McKellen on the set to cheer him up. It worked.
* During filming, scriptwriter David Seltzer's plane was hit by lighting, as was star
* During FMW's first run, its two main rivals were Wrestling International New Generation and International Wrestling Association Japan. While W*ING did have fire and nails, it's death matches were slightly less extreme and less frequent than FMW, instead trying to compete through use of more surreal angles and gimmicks like The Crypt Keeper as well as cross promotion with WWC in Puerto Rico and UWA in Mexico. IWA rose out of W*ING's ashes when this approach failed, still looking to distinguish itself with much of the W*ING talent and partnering with foreign bodies like the
* During Fortress Sieges, players attacking the Gate can summon Siege Weapons to help break the first line of defense.
* During Frank's very first tour, one corrupt quartermaster was responsible for Frank's squad nearly getting eliminated (by swapping out new batteries for old ones and selling the new ones, leaving the squad with no radio). The quartermaster is last seen waking up to find a grenade pin on his pillow, then is said to have been fragged properly.
* During Frodo and Sam's first encounter with Shelob, all they can see of her are her eyes advancing on them, before Frodo drives her away with the light from the Phial of Galadriel.
* During Fuzzy Lumpkins' animalistic rampage in "Fuzzy Logic", he and the backgrounds are tinted red, while the other characters are painted solid white.
* During game 2 of the 2017 World Series, a Masterpass sign was digitally added to the outfield wall with a chroma key, but at one point, it accidentally overlaid on top of a player's head.
* During game 3 of their second round series against the Boston Celtics in the 2018 NBA playoffs, the Philadelphia 76ers scored a buzzer-beater at the end of the fourth quarter. The problem? The refs had to check whether it was a 2-point shot (which would tie), or a 3-point shot (which would win the game), and some of the employees at Philadelphia's arena presumed it was the latter, so they ended up firing off several confetti cannons. It ended up being a two-point shot, resulting in a short delay before overtime for cleanup. Unfortunately, Boston ended up winning.
* During Game 4 of the 2011 Stanley Cup playoffs between the Boston Bruins and the Montreal Canadiens, which took place in Montreal,
* During Game 4 of the 2013 Stanley Cup Finals, viewers on Austin's NBC affiliate missed the game-winning overtime goal because of an
* During General Fortean's rampage through Gamma Flight, he kills Walt Langowski, who as a gamma mutate could resurrect. He doesn't, but Puck has him put on ice anyways (Alpha Flight members don't always stay dead, eh?). In issue #40,
* During Goku's fight with Spike the Devil Man, Spike decides to use his Devilmite Beam attack. Master Roshi freaks out, quickly explains that the attack is a
* During Grace's genderswap birthday party, after multiple strips in which Sarah's

transformation is delayed, Ellen says
* During Grunt's loyalty mission on Tuchanka, if Grunt and Shepard manage to take down the Thresher Maw, EDI reports that the Krogan have sent several breeding requests for him... and one for Shepard.
* During Hanai's route, he and the protagonist pose as a couple to lure in the person who's been taking photos of couples in the act, complete with a real kiss. Once he snaps a couple of shots, they pounce and nab him with the evidence right there on his camera.
* During her battle against the 2 Fairy Tail mages, she initially easily swept away Juvia and even came close to beating the mighty S-Class mage, Titania.
* During her early political career, Angela Merkel who had risen from relative obscurity in East Germany to the federal cabinet in a few months during
* During her escape from Sturmhalten Lucrezia abruptly wraps up Lady Vrin as a loose end because she can't afford to have Vrin captured by the Baron.
* During her fight with Ouken Yamato (chapter 42), she punched him through a cliff wall and out the other side, which split the rockface in half and left Takeru incredulous. Then she stunned Miyabi when she unleashed "Ginko Muro" on Ouken, causing Miyabi
* During her instruction in the art of lovemaking, Daenerys flips Doreah onto her back and starts to lean in before panicking and backing off.
* During her introductory arc, Class-E makes a half-baked attempt at shortening "Jelavic-Oneesama" to "Vic-Neesan". Their inability to pronounce the "v" properly, compounded by Irina's unpleasant personality, earns her the nickname "Bitch-neesan" (later "Bitch-sensei", when she wins their favor) for the rest of the series.
* During her meeting with the agents of the Equestrian Border Patrol, Luna pulls out that same large hammer and hits the floor with it as a way of catching everyone's attention.
* During her solo series it's retconned that Laura failed or refused to kill children on other missions, as well.
* During her stay in Egypt, Yuri learns that a little child that stole food from a temple will get his hand chopped off, and people who cannot pay their taxes will be thrown into jail or similar, and is obviously appalled. Same with the
* During her tenure as the Girl Wonder, Stephanie Brown was the only
* During her training, Judy discovered the harsh landscapes and buildings designed for larger animals makes things like climbing a wall that is over 10 times her height impossible. However, she realizes her natural agility allows her to climb the wall by using other cadets as platforms to jump off of. Her instructor is very impressed, and by doing other similar tactics Judy graduates at the top of her class. She later blackmails Nick into helping her by noting with all that money he makes, he doesn't file any taxes on his income and records the whole conversation. Nick's partner laughs his tail off and agrees she schooled Nick good.
* During her trip to Bizarro World, Supergirl has another nightmare in where she finds herself in
* During his 1983 trial for the murder of a Maryland police officer, Harlow Brian Sails broke down on the witness stand during cross-examination and confessed to the killing. News reports at the time called it a "Perry Mason moment."
* During his band's ill-fated European tour, this severely restricted where his bandmates could go during their European tour.
* During his battle against Frieza on Namek, Frieza successfully imprisons Goku in a ball of energy and Goku is helpless to stop it until Frieza intentionally makes the ball explode. This one, however, could simply be chalked up to the fact Frieza was way out of Goku's league at the time.
* During his brief(one year) tenure as the color commentator for Monday Night Football, Jason Witten wore one.
* During his days as leader of the Scotland division of the Mutant Uprising, Archibald "Middenface" McNulty went under the moniker "The Tartan Terror".
* During his divorce from Maris, Niles ends up sleeping with Lilith after her husband leaves her for another man. The next time they see each other a few seasons later they're perfectly cordial to each other and make polite small talk. Frasier

finds this so unnerving he demands they go back to the snarky, combative way they interacted before their one-night stand.
* During his Duel with Kajiki, Jonouchi's Alligator Sword is inside the Fairy Box, but when Umi is played, the monster almost drowns. Aside from the
* During his early days, Spidey's powers disappeared on him during a low moment in his life. When the Sinister Six kidnapped his Aunt May and friends, Peter jumped back into action and it took him a
* During his escape from Impel Down, Luffy manages to upend the entire system and collects a small army of hardened criminals.
* During his fight with Gibbs, he tells Gibbs that he cannot believe they were friends. Gibbs yells that they were never friends, but Palmer sadly says he was a true friend. Gibbs points out the time Palmer purposely stranded Gibbs in space because Palmer was trying to get to a date. Gibbs says that it took him two months to get home. He arrived on his birthday, which Palmer completely forgot. All Palmer says is "Wow, I said we were buddies, I never said we were married".
* During his fight with Recoome, Vegeta showed much more skill than his opponent... And not enough power to actually hurt him, something Recoome mocked him for.
* During his final fight with Witch Queen, Kaulder uses some improvised flash grenades several times to knock the witch off-balance, blinding her for a moment every time.
* During his first appearances in the Marik's Evil Council Videos, Dartz manages to be even more pathetic. Then, he suddenly becomes an
* during his first date with Ashley similarly has hair that goes down to the mid-thigh. This is in response to Ashley's preference.
* During his first day at the barn, Orson comments that, "if this place had a few curtains and a fresh coat of paint... it would still be a dump".
* During his first descent of the Amazon River, Franicisco de Orellana and his crew were starving and a combination of sickness and hostile natives prevented them from landing to forage for food, so they were reduced to boiling and eating their boots.
* During his first fight Might Guy fared far better than anyone else against Itachi, due to his extensive experience in fighting against "Sharingan" Kakashi, which taught him to only watch his opponent's body movements and react to those.
* During his first fight with Barry, the Reverse-Flash taunts the poor guy with lines like this, claiming that Barry is destined to lose and that Nora was destined to die by his hand. It's unknown if he actually believes this or if he was just using the idea to
* During his Hall of Fame induction speech, former NFL running back Curtis Martin admitted that he never particularly liked football. He only took up the sport because he saw it as his best option to get him out of his crime ridden neighborhood in Pittsburgh.
* During his introduction in the second season, Noyan briefly wears a cloth covering almost his entire body.
* During his lifetime, Japanese children's book author and illustrator
* During his lifetime, Socrates objected to the way Plato represented him. Plato basically treated Socrates as a mouthpiece for his ideas, or at the least, Socrates hated being forced to acknowledge his arrogant behavior.
* During his lifetime, Wally Wood was respected by many of his peers, but had fallen into obscurity among the public, as much of his later work was in the comics underground (and a lot of that was pornographic.) Since his suicide in 1981, he has been hailed as one of the great artists of the Silver Age, with his "22 Panels That Always Work" being considered a must-read for any artist hoping to work in the industry.
* During his losing battle with cancer, he announced he had it in an article called "
* During his mainstream appearances in DC comics outside the Vertigo imprint, Destiny has indeed been screwed several times, to the point of having his Book (which was chained to his arm and physically a part of him in

* During his Ministry period, Taker wanted Kane to join him but Kane was unwavering. Eventually Kane started gravitating toward Taker which caused friction with X-Pac, with whom he'd formed a bond. X-Pac demanded Kane chose between them and Taker said he'd never make Kane chose. With that, Kane joined Taker but eventually betrayed him with a chokeslam when he attacked X-Pac.
* During his occupation of Durkon's body, the High Priest of Hel dismissed him as a threat to his plans, constantly belittled him, and said he was powerless to stop him.
* During his origin story, he was ordered by Hitler to execute a Nazi officer who had failed him. The Skull instead used his
* During his own fight with Cell, Goku plays with the trope. Once it becomes clear Cell's superior, he flies into the sky, setting up a super-powerful Kamehameha, which would be enough to destroy the entire Earth. While Cell is standing there stunned that the
* During his own lifetime, Melville was really only respected for his first two books,
* During his parents' anniversary, it becomes apparent where Ross gets this.
* During his preparatory meditation for Conall's triggering ritual in
* During his quest for a perfect week (7 women in 7 nights), Barney is largely narrating by being interviewed by Jim Nantz. During this he does exactly the same thing, assuming that each of his friends were in love with him in various ways.
* During his recent interview with Sean Penn and Kate DeCastillio, notorious drug lord Joaquin "El Chapo" Guzman listed this as the reason he entered the drug business and ended up heading his cartel.
* During his reign as the Runelord of Greed, Karzoug the Claimer used a variation of this to punish the High Vaultkeeper of Vadan — after he was found to have misplaced the wealth he was entrusted with, Karzoug turned his sons into golden statues.
* during his reunion with Caitlyn that he actually does mourn the deaths of his parents, shakily affirming that he misses them even after they tried to kill him.
* During his second arrival to the Rota Kingdom, Ash makes a pilgrimage to the Tree of Beginning to pay his respects to Sir Aaron's resting place.
* During his stint as a Krusty the Klown impersonator, Homer beats up a guy dressed as the Hamburglar-esque "Krusty Burglar" during the opening of a new Krusty Burger restaurant, thinking him an actual burglar instead of a character putting on a show for kids. One of the kids thinks Homer killed him, but the guy manages to move around and woefully say "Uuuggh... check my medical alert bracelet."
* During his suicide intervention, he admits that he actually thought it was perfect and was just being his Sad Clown
* During his supervillain and antihero days, Eddie Brock was prone to making cannibalism wisecracks, especially towards Spider-Man.
* During his term as president, George H. W. Bush promised "no new taxes." Sometime afterwards, he imposed "revenue enhancements." His defenders claimed that taxes and revenue enhancements were not alike.
* During his time as New York City Police Commissioner, Bernard Kerik earned the nickname "The Beat Cop Commissioner" because he routinely cruised the streets at night as if he was a regular patrolman. In less than two years in charge of the NYPD, Kerik personally made 5 arrests.
* During his time in Hell, Dean's limits when being tortured was pushed beyond expectation, possibly due to his stubborn behavior. However, after thirty years, he finally succumbed to becoming the torturer and claims he loved every second of tearing each of them apart, as he wasn't the one getting tortured anymore.
* During his time on Tatooine, Ben taught himself to redirect the lightning from the planet's electrical storms. When Plo Koon shoots Emerald Lightning at Ben during their sparring match, he instinctively absorbs the attack, only to then remember that he's inside a crowded arena and has nowhere to safely release the Force lightning to.
* During his tour in Afghanistan, Wally's unit was ambushed and he was considered Killed In Action as another body was identified as his.

* During his "You Are Not Your Things" monologue, whether through fear or sheer force of personality, Tyler makes the film reel itself become unstable, shaking about and showing the pinholes on the reel.
* During Hubert and Edelgard's A support, Edelgard insists that Hubert not keep secrets from her, referring to the covert actions that Hubert took to eliminate Edelgard's enemies. Hubert then yields, leading to his