

## Mouse Guard Roleplaying Game Box Set

[#Mouse Guard RPG Box Set](#) [#Tabletop Roleplaying Game](#) [#Fantasy Adventure Game](#) [#Mouse Guard Core Set](#) [#Storytelling RPG](#)

Immerse yourself in the enchanting world of the Mouse Guard Roleplaying Game Box Set. This comprehensive tabletop RPG allows players to embody brave mouse patrol guards, defending their territories and upholding justice against the wilderness's many threats. Discover a richly detailed fantasy adventure game perfect for new and experienced storytelling RPG fans alike.

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We are offering the complete full version Mouse Guard Rpg Box Set for free.

### Mouse Guard Roleplaying Game, 2nd Ed.

David Petersen's Mouse Guard Roleplaying Game is finally back in print! For Mouse Guard fans who own the original Mouse Guard Roleplaying Game Box Set, or anyone who'd like to enlist in the Mouse Guard for the first time, the second edition of this rule book contains everything players need to know about the world of the Guard, including rules for forming patrols and leading missions into the beleaguered territories.

### Mouse Guard Roleplaying Game Box Set, 2nd Ed.

Finally back in print, this second edition of the Mouse Guard Roleplaying Game Box Set contains everything players need to know about the world of the Guard, including rules for forming patrols and leading missions into the beleaguered territories. This second edition of the Origins Award-winning game contains new art, additional Action, Weapon, and Condition cards, and a revised and updated rule book.

### Mouse Guard: Legends of the Guard Vol. 1

Collects Mouse Guard: Legends of the Guard #1-4 plus Bonus Materials! Collects the first volume of Legends of the Guard, a new Mouse Guard anthology series featuring the work of artists and storytellers handpicked by series creator David Petersen. Bonus content includes an all-new Epilogue illustrated by Joao Lemos (Avengers Fairy Tales), cover gallery, character lineup, floor plan of the June Alley Inn, and creator bios.

## Mouse Guard: Coloring Book

Experience David Petersen's beloved comic series Mouse Guard with this lush coloring book. Featuring over 50 black and white illustrations showcasing the intricate detail of the environments, cities, and characters from across the Mouse Territories, readers of Mouse Guard and colorists alike can bring this world to life with the vivid colors of their imaginations. In Mouse Guard, mice struggle to live safely and prosper amongst harsh conditions and a host of predators. Thus the Mouse Guard was formed: more than just soldiers, they are guides for common mice looking to journey without confrontation from one village to another. They see to their duty with fearless dedication so that they may not simply exist, but truly live.

## Mouse Guard

The mice Saxon and Kenzie find a new ally in a mouse named Celenawe, who claims to be the ancient hero of the mice, the Black Axe. Together they track the treacherous Axe army in the hope of retrieving his missing axe.

## Mouse Guard - the Black Axe

"Set in 1115, wise oldfur and longtime Mouse Guard member Celanawe fulfills the promise he made to tell young Lieam of the day his paw first touched the legendary weapon, the Black Axe. The arrival of distant kin takes Celanawe on an adventure that will carry him across the sea to to uncharted waters and lands all while unraveling the legend of Farrer, the blacksmith who forged the mythic axe."--Publisher's description.

## The Art of Mouse Guard 2005-2015

"In honor of the ten-year anniversary of the first issue, The Art of Mouse Guard 2005-2015 is a celebration of the world, characters, and artistic process of David Petersen's beloved series. For the first time ever, Petersen's process for creating the world of the Guard and bringing it to life in stunning illustration is documented in exquisite detail. With never-before-seen sketches, over 150 pages of full-color oversized artwork, and commentary from colleagues, collaborators, and Petersen himself, readers and fans get an unprecedented look behind-the-curtain at how their favorite characters and adventures were born"--Back cover.

## Torchbearer

Based on the "Mouse Guard" comic book and graphic novel series, a guide to the roleplaying game offers comprehensive information on the world of the Guard and includes rules for forming patrols and heading up missions.

## Mouse Guard Roleplaying Game

"All constructions and figures inspired by the world and characters of David Petersen's Mouse guard."--page [5].

## Mouse Guard: Art Of Bricks

Little ones can learn their ABCs with this book set in Petersen's Mouse Guard world--a world populated by brave mice with a rich culture and stalwart friendships that's worth exploring one letter at a time. Full color. 8 x 8.

## Mouse Guard Alphabet Book

Join the Mouse Guard and defend the Mouse Territories against predators and dangers, in this roleplaying game based on the acclaimed Mouse Guard comic book series! Players form their own Mouse Guard patrol and attempt to complete missions while the Game Master takes on the roles of the weather, animals, and the wilderness, all trying to thwart the fearless mice. Designed by Origins Award-winning game designer Luke Crane for beginners and veterans alike, the game comes complete with three sample patrols and three sample missions, so you and your friends can get started playing right away. Includes art and extensive background material on the Mouse Territories specially prepared by Mouse Guard creator David Petersen, as well as character sheets and maps.

## Mouse Guard Roleplaying Game

Wanderhome is a pastoral fantasy role-playing game about traveling animal-folk, the world they inhabit, and the way the seasons change. It is a game filled with grassy fields, mossy shrines, herds of chubby bumblebees, opossums in sundresses, salamanders with suspenders, starry night skies, and the most beautiful sunsets you can imagine.

### Wanderhome

Every hero was once a child, listening to stories of the heroes who came before them. It is the same with the Mouse Guard. Six mouse fables are spun to a few familiar youngfurs, reminding us all to be brave, stay true to ourselves, and follow our hearts. Brand-new stories include "Service to Seyan," set in the land where Mouse warriors travel after death, and "Oh Day Away," a tale of the insect faeries of the Mouse world!

### The Burning Wheel

In this collection of the first story arc of the popular webcomic Kill Six Billion Demons, sorority sister Allison Ruth must travel to Throne, the ancient city at the center of the multiverse, in an epic bid to save her boyfriend from the clutches of the seven evil kings that rule creation. Includes excerpts from in-universe religious texts, stories, and more

### Mouse Guard: Baldwin the Brave and Other Tales

Mazes is a fresh take on the classic dungeon RPG. Choose a die, pick a class, and open the door to adventure. Mazes is elegant, simple, and fast, with rules designed to create fun, dangerous adventures. Characters are well defined, with edges that make them feel and play differently. The MC (the Maze Controller) has tools that make it easy to set up and run games without a lot of prep. Plus, there are plenty of published adventures for Mazes, and rules that make it easy to use any OSR compatible modules.

### SHOTGUNS & SORCERY RPG.

A supplement for the Gold edition of the Burning Wheel Fantasy Roleplaying System

### Kill Six Billion Demons Book 1

Nearly 200 stunningly realistic paintings and drawings bring the greatest fantasy epic of all time to life. Classical realism unites with contemporary storytelling as artist Donato Giancola explores the mythic grandeur and the iconic characters of J.R.R. Tolkien's The Lord of the Rings saga. Donato has made it his life's work to translate Tolkien's words into compelling visuals, with gorgeous oil paintings and drawings reminiscent of Rembrandt and Caravaggio. His interpretations of Middle-earth span his entire career, from private commissions to the 2001 edition of the graphic novel adaptation of The Hobbit, all collected in this massive compendium--a must-have for collectors of Tolkien and fantasy "What struck me about J.R.R. Tolkien's work was how he filled Middle-earth with a wealth of history," says Author Donato Giancola. "From the simple beginnings of Bilbo and the dwarves in The Hobbit, to the personal trials of Frodo and the Fellowship in The Lord of the Rings, to the epic tragedies in The Silmarillion, these tales are woven together by a grand fabric of unifying mythologies, bringing depth to the cultures and characters within." "Amazing work from an astounding talent." - George R.R. Martin

### Mazes

Brush your fur and sharpen your eye teeth. War is coming. Welcome to the War of Ashes RPG: Fate of Agaptus! This "grimsical" minis-friendly tabletop RPG is based on the popular miniature game War of Ashes: Shieldwall. Head off to adventure in a world where the inhabitants might look cute and cuddly but often carry pointy objects with which they might just decide to stab you. Play as a determined Elvorix, a vengeful Vidaar, a militaristic Jaarl, or a ravenous Kuld. Stage Romanic-style battles and then celebrate your victory with a pint of kogg. Inside, you'll find everything you need to get started, including: Fate-style lightweight approaches combined with detailed (optional) minis-compatible combat to get the best of both worlds. Character generation instructions and even sample characters to get you started on a romp across Agapta. A bestiary full of interesting creatures that you can tame, hunt, or light on fire. Plenty of settings and stories to fuel your campaigns.

### Burning Wheel Codex

The basis for the new Amazon Prime Original Series! Perfect for fans of E.T. and Stranger Things—the first narrative artbook from acclaimed author and artist Simon Stålenhag about a fictionalized suburban town in the 1980s inhabited by fantastic machines and strange, imaginative beasts. In 1954, the Swedish government ordered the construction of the world's largest particle accelerator. The facility was complete in 1969, located deep below the pastoral countryside of Mälardalen. The local population called this marvel of technology The Loop. These are its strange tales. From the same author who wrote the imaginative artbook *The Electric State*, this “haunting,” (The Verge) “sophisticated sci-fi” (The Nerdist) follows the bizarre stories from otherworldly creatures and is a page-turner you won't be able to put down.

### Ultimate Toolbox

An epic fantasy standalone novel from the author of the stunning Wars of Light and Shadow series. When Princess Anja fails to appear at her betrothal banquet, the tiny, peaceful kingdom of Sessalie is plunged into intrigue.

### Middle-Earth: Journeys in Myth and Legend

They say there have been eight worlds before ours. Eight times the people of this Earth, over vast millennia, built their civilizations. They reached heights we cannot even imagine now: they spoke to the stars, reshaped the creatures of the world, and mastered form and essence. They built cities and machines that have since crumbled to dust, leaving only their vast outlines and barest remnants. This is the Ninth World. The people of the prior worlds are gonescattered, disappeared, or transcended. But their works remain, in the places and devices that still contain some germ of function. The ignorant call these magic, but the wise know that these are our legacy. They are our future. They are the... Two 416-page corebooks, two poster maps, a handsome and sturdy slipcase, a metal medallion, and additional play aids all for the price of the corebooks alone. All existing Numenera supplements remain compatible with these corebooks.

### War of Ashes

Inspired by Robert W. Chambers' influential cycle of short stories, it pits the characters against the reality-altering horror of *The King in Yellow*. This suppressed play, once read, invites madness or a visit from its titular character, an alien ruler intent on invading and remolding our world into a colony of his planet, Carcosa. Four books, served up together in a beautiful slipcase and GM screen set, confront your players with an epic journey into reality horror: Belle Époque Paris, where a printed version of the dread play is first published. Players portray American art students in its absinthe-soaked world, navigating the Parisian demimonde and investigating mysteries involving gargoyles, vampires, and decadent alien royalty. The Wars, an alternate reality in which the players take on the role of soldiers bogged down in the great European conflict of 1947. While trying to stay alive on an eerie, shifting battlefield, they investigate supernatural mysteries generated by the occult machinations of the Yellow King and his rebellious daughters. Aftermath, set later in the same reality, in present day North America. A bloody insurrection has toppled a dictatorial regime loyal to Carcosa. Players become former partisans adjusting to ordinary life, trying to build a just society from the ashes of civil war. But not all of the monsters have been thoroughly banished--and like it or not, they're the ones with the skills to hunt them and finish them off.

### Invisible Sun

Since its debut in 2005, *Mouse Guard* has become a New York Times bestseller, Eisner-Award winner, and an influential staple of comics and sequential art. In honor of the ten-year anniversary of the series' debut issue, *The Art of Mouse Guard* is a stunning celebration of the world, characters, and artistic process of David Petersen's beloved series. An unprecedented look behind the scenes at the history, process, and art of the beloved, Eisner-Award winning series *Mouse Guard*, this title is an in-depth look at the artistic and creative process behind the creation of the series and each volume of *Mouse Guard*.

### Tales From the Loop

Dear reader, We welcome and encourage tourists of all kinds in Gwelf. The survival guide will tell you what to expect, what equipment to pack, who to trust and hire as a guide, and where to rest for the night in this magical land steeped in history and mystery. Tips and tricks on how to best enjoy your stay in the

more populous areas and cities, together with crucial survival techniques for how to avoid or overcome haunts, ragteeth, mange, or raven machinations cannot be found in any other resource. As a bonus, you'll learn some Gwelf history and lore and get to know some of the locals and our culture. Indeed, so charming and wondrous is Gwelf that occasionally tourists decide to stay and become citizens, joining the ranks of the border patrol; settling in a town as a merchant, artist, or voyeur; or simply retiring to the country or farmlands. Tragically, there have been some that have stayed, but not by choice. We, the council, fear that this has cast a negative light on our beauteous realm. Rest assured that should you follow the precautions outlined in our guide, you will be quite safe, as it is the council's intention to provide this book as a resource so that future mishaps might be avoided . . .

#### To Ride Hell's Chasm

Awesome tools, rules, and adventure content for every Dungeon Master. If you're a Dungeons & Dragons player interested in taking on the role of the Dungeon Master, or if you're an experienced DM looking for more game advice, tools, and adventure content, the Dungeon Master's Kit has exactly what you need to build your own Dungeons & Dragons campaign and excite the imaginations of you and your players. This deluxe box contains rules and advice to help Dungeon Masters run games for adventurers of levels 1-30. It also includes useful DM tools such as a Dungeon Master's screen (with tables and rules printed on the inside), die-cut terrain tiles and monster tokens, and fold-out battle maps. Game components: 1. 96-page book of rules and advice for Dungeon Masters 2. 32-page monster book 3. Two 32-page adventures 4. 2 sheets of die-cut dungeon terrain tiles 5. 2 sheets of die-cut monster tokens 6. 2 double-sided battle maps 7. Fold-out Dungeon Master's screen

#### Numenera Discovery and Destiny Slipcase Set

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

#### Cypher System Rulebook

Which of life's biggest lessons can be learned from the smallest amongst us? A young mouse learns that compassion and kindness are the great virtues in "The Owl and the Caregiver." "Piper the Listener" finds a brave mouse venturing into wild country to learn the tongues of other beasts. And a grizzled old fur shares the lesson of putting a whisker out too far in "The Wild Wolf." Three poignant tales mark creator David Petersen's return to his beloved Eisner and Harvey Award-winning series in this self-contained special.

#### Root: the Roleplaying Game

Step out into a snowy Valentine's Day with Jasper the bunny as he searches the forest valley for a special gift for his loved one. In his picture-book debut, David Petersen, the Eisner Award-winning creator of *Mouse Guard*, tells a delightful tale that becomes the perfect way to say "I love you." Bring this sweet story home to your Valentine today.

#### We Are All Mad Here

*Good Society* is a tabletop roleplaying game where you create an Austen novel with your friends.

#### The Yellow King RPG (Four 6x9 Slipcase Set)

A Gothic Fantasy supplement for old-school fantasy role-playing games. This book contains house rules, random tables, new spells, new monsters, and a campaign setting for Gothic Fantasy adventures in the old-school fantasy RPG system of your choice.

#### Art of Mouse Guard

Torako has done many things to protect the valley that she calls home, but she's never looted a corpse before. So when the katana she steals off the still-cooling body of a bandit turns out to be possessed by a grumpy wolf kami, she can only assume it's because she's somehow angered the spirits. An impression that's only reinforced when she returns home to find her wife abducted and her daughter in hiding. But angry spirits or no, Torako isn't about to let bandits run off with the love of her life, even if it means taking their 3 year old on a rescue mission. In all Kaiyo's years as Captain of the Wind Serpent she has never once questioned her admiral's orders. So when she receives the command to abduct a civilian scribe with the help of fifteen felons, she registers her objections, but does as she is bid. Yet, as the mission unfolds, Kaiyo finds herself questioning everything from her loyalties to her convictions. As Torako and Kaiyo's fates cross like dueling blades, their persistence is matched only by their fury, until they uncover a series of truths they may never be ready to accept.

## Gwelf: The Survival Guide

Dungeon Masters