



Markus watched as his foe summoned the wolf with a flurry of hands and a puff of green smoke. His foe was a conjurer of some skill and Markus knew this was just a ploy to get him to unleash his own battle magic on the conjured beast instead of the conjurer himself.

Markus shifted instead to his left and drew his short sword. Years of battling goblins in the high mountain passes had taught him more than how to use his magic, but also how to use a sharp sword.

As the wolf growled and made to come at his right flank, Markus began to cast his own spell. As he stood there chanting the magical words of the summoning, he began to burn, sheathing himself in magical fire.

The wolf then leaped, but almost instantly howled as the fire that now surrounded Markus burned and caught the wolf's fur on fire. Racing about the cold stone, the conjured beast cried in panic and fled.

Meanwhile its master readied another spell as Markus turned to meet him.

This was not going to be an easy fight Markus thought as he dived for cover, his foe's bolt of lightning nearly turning the young elemental to ash.

This is Arcanist, another Mini-game by Bad Baby. Play a war mage as you battle other mages and monstrous foes in the arena of death. Can your magic out fight your foe's own powerful spell, or will you die some horrible death.

Not a full game by itself, Arcanist requires that you also have a copy of Bad Baby's other Mini-game, Warlords.

Combined, these two games will continue to develop the Worlds of Wonder RPG.

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Introduction:

Arcanist is a simple to play, fast and fun game of magical fantasy combat. The game itself centers on players entering into magical combat with each other and against wild or monstrous beasts. Later expansions will eventually expand the whole system into a fully developed RPG called Worlds of Wonder.

For now though, all you need to do is pick up you magic wand, and blast you foe with magical fire. In other words, have some fun...

Getting Started:

Once the game is put together, you are ready to play. Each player should pick a counter to represent their mage and either decides on a pre-designed game to play or design a pick up game of their own. Once the game has been constructed, players will take turns moving and attacking with their warrior(s). This continues until one side has achieved its victory conditions or one side has been completely destroyed.

A standard game sees players entering along one of the Starting squares on the battle map. The point totals of these mage(s), is up to the players. When one side has vanquished all its foes, the game ends and DPs. are awarded.

Building Your Mage:

All the rules outlined in Warlords are used in this expansion. And while new skill sets are provided and a few other new rules, all those rules outlined in Warlords are still applied.

DPs Costs:

Once the player has a clear idea of what sort of character they want to play, they can spend their DPs. on levels, skills etc. All DPs costs given in Warlords apply in Arcanist. As a general rule, starting mage's DPs should be a round 25 points or so to begin with, although fewer or more DPs can be used as the players decided.

New Stats:

Two new stats are used in Arcanist, Intelligence and Aura, each starting at 8.

Intelligence is not just how smart the character is, but also reflects their mental will power, ability to see and understand what is going on around them and their overall mental condition.

Aura reflects both the character's force of personality, and their inner will power and self-image. Those with a high aura are strong personalities, who often brighten or darkens a room when they enter. Willful, strong of character and charismatic, these are all the signs of a character with a high aura stat.

Magic:

Magic flows about us, within us and is a part of all things, be it mundane or magical in nature. This magic is often seen as a flow, a river or stream of power that slides about the world. Channels of these flows move about the world, bathing it in the magical power that all things generate.

These flows though are often of different types of magic energies.

White, or pure flows, are of good magic, for it draws its power for life, peace and quite. The white flow is often seen as blue or silver and slides about all living things, clinging to those full of life and passing by those filled with hate.

The black flow, or dark light, is of evil. Death, corruption and hate are its hallmarks and it is often seen as black or red in color as it slithers about, touching things of rot and decay.

Often these two flows merge and become gray, both and neither at the same time. Called the shadow flow, it is seen as a grey fog, seeping about as it moves over all.

Those who work magic can sense the presence of these flows; they have been trained to gather its forces and to work it, to force their will upon it. When one that works magic begins to cast a spell they do several things. Magic is depended upon the will of the caster, for the flow must be mastered and forced to do as the mage wishes. The more powerful the flow, the powerful the effect, thus the more the caster must force his or her will upon the flow.

First the mage opens themselves up to the flow, allowing it to move within them. Taking this wild, un-mastered magic is dangerous and for those not trained to control its power, it will rip a mortal body apart. To prevent the mage's mind from directly making

contact with the flow, and thus endangering themselves, they channel the flow into a pre-constructed mental device called a matrix. The matrix acts as a barrier between the mage and the flow, a barrier that can then be taped. Once the flow is taken it is contained and shaped by the mage's mind, body and the matrix that the mage has constructed. This is a strain on the body and so only a small amount of magic can ever be done in a given day, that is before the body and mind can take no more (Reflected in the MPs. cost that each spell carries). As the mage gains in power and skill, the flow can be gathered more and more, and with more magic mastered in a day's time.

Taken and shaped, the magic is ready to cast forth. Hand gestures, chants and object are used to direct the magic, to give it form and purpose. The magic leaves the mage and takes the effect that the caster's wishes. Here again is danger, for the mage must be sure of the effect they want and they must know the proper ways of directing it. Failure to master this final act and the magic may take on another direction; it may do something the caster did not intend to happen.

Magic does not last long and without the will of the mage it will dissipate as the natural flow returns. Thus magic is but a transitory altering of reality, the mage in a way bends the forces of the world to their will, but such things cannot last. Magic thus is in a way, the direct shaping of the mage's will upon the world about them. Mages are known for their sharp wit and clear thought, for the practice of their art forces them to have a strong will and a strong mind.

Magic changes those that work it as well. Those that use the black flow after a time become like it. The taking in of all that death and decay cannot but alter the ones who work it. The same goes for the white and grey flows. It thus is not uncommon that the necromancy is a vile person, for they work with vile things. Did they start this way, maybe not, although some will says that to work at all with such forces takes an evil mindset to begin with and so it is no error that they are evil. Whatever the case may be, the mages take on the personality of their magic over time. The wizard is always moving about, the seer looking and searching, the warlock always causing pain and fear.

Schools of Magic:

There are many schools of magic, each dealing with different spell effects, ritual and abilities. Each school must be learned before it can be bought, and thus all schools are considered restricted skills (Meaning that the character must first have taken skill in the Magic Skill set before any school of magic can be bought.).

While most schools deal with magic that has no orientation, some are aligned to good, neutrality or evil and thus have a basic nature to them. Generally a good aligned mage will not learn or cast spells from an evil school, but there is no real limitations if it is done, that is other then the mage's own feeling and morals. Some abilities allow modifiers for certain aligned spells, so players should make note of the spell's alignment if any when casting said spell.

If you like this product, try other games from Bad Baby.

Mystic Adventures

A fast paced game of heroic adventure, war and struggle. Be the one to stand over the fallen bodies of your foes and rule the known world.

Mystic Adventures is a board game for 2 to 6 players, and comes now with five expansions to increase your gaming fun.

Arcanum

Is an exciting adventure game of magic, glory and exploration. Set for 2 or more players, the game uses a unique chip system to resolve all events and encounters.

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A game where players take on the role of a demon lord in their struggle to rule the entire Abyss. The game is played in fast turns, with each player collecting essence, and then spending it to increase their demon lord's power and to build massive armies. Players then may enter into quickly run battles to defeat their foes and conduct others nasty actions that will slow down or harm their many foes.

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Each set comes with 10 full color portraits of different fantasy characters, each suitable for use in all of the most popular role-playing games.

Sets 1, 2, 3, 4, 5 and 6 are all ready for download, so go get'um.

Battle Tiles

Battle Tiles, by Bad Baby Productions, is a fun, and exciting way to improve your gaming experience. Use these high quality map tiles to create new and challenging battle arenas for your miniature gaming, or use them to create maps for roleplaying games of all types.

Each square is set to a 1" to 5 foot scale, and each tile is created so you can interconnect them with other tiles to create massive settings for adventure and battle.

At a cost of less than fifty cents a page, and hundreds of possible combinations, you can't go wrong with Battle Tiles, so get started and have a battle to remember.

Crystalmaner

Crystalmaner is a strategy card game of magic, power, luck and politics. A game where players struggle to be the first to hold enough of the mystic crystals to rule over the world, for he that holds enough of the mystic crystals is the only true Crystalmaner. Players will take on the role of a might wizard, one that seeks to collect the many mystic crystals that lay about the fantasy landscape. These crystals hold magic power, power that will allow you to summon great magic, and to control mighty beasts. These crystals are thus used to wage mystical war on your

foes, all in the hope of defeating them and their own goal of possessing the needed crystals to become your master instead of you becoming theirs.

Dragon Lords

Dragon Lords is an exciting and very different type of board game. Using a unique card based system to create the playing area, and so each game is both different from the next, and a challenge, for players will need to lay down a path that will gain them access to the many special location that will allow them to possibly draw more dragon.

The game comes with well over 350 2X2 inch cards, counters and a fully illustrated set of rule. Enjoy a night of bloody mayhem and adventure and play Dragon Lords.

Web of Tears

Web of Tears is a game of politics, intrigue, struggle and conquest. Web of Tears allows players to take control of a Dark Elf noble house, where they then must compete with other Dark Elf houses as each tries to achieve multiple victory conditions and goals. Can you train your nobles to their ultimate in skill, or will you need to amass a great army of slaves and skilled warriors. Maybe you will need to work the political side of the social order and have yourself proclaimed the queen of the city.

Web of Tears uses a unique system of influence peddling, intrigue, political plotting and all out war to allow players to interact in the nastiest of ways.

Can you out smart, out fight and out survive your foes?

Worlds of Wonder

Worlds of Wonder is a fast, simple to play RPG system designed for use by advance players who wish to create detailed characters without having to roll on endless charts and deal with endless rules.

After 30 some years of playing, running and designing games, be they RPG's or board games, we at Bad Baby have come to one conclusion. Its not the game's rules that make it enjoyable, but the people your play with. With that in mind, Worlds of Wonder takes the most important aspect of any RPG, the character creation, and tries to offer players, and their GM, the tools needed to make the time they spend together playing, well worth the time spent.

Yes Worlds of Wonder will offer you a detailed combat system, and several magic options, but the majority of the information presented will deal with the creation of your character and the many options that will be open to you.

What we have tried to present to you with Worlds of Wonder is a detail means of generating the kind of characters that you will both find enjoyable, and a system that will keep you thinking on just what to do next with those characters.

Worlds of Wonder offers players, and GMs, a fully developed RPG system. The core system rules comes with the following...

- * A fully illustrated set of rules, completely booked marked for easy use.
- * Rules for generating and running a game using the WoW System,
- * An RPG system that is fully expandable, and easy to use.
- * 15 Skill Sets, each with 4 skills and 10 levels of advancement within each skill.
- * Over 100 Arcane spells, set within 5 schools of magic.
- * Over 100 Divine spells, set within several generic faiths.
- * 20 fully detailed monstrous foes to battle, with hundreds more coming soon.
- * A full color character sheet.
- * Lifetime updates should we upgrade and or revises the system in any way.
- * A full copy of the core rules set in a print friendly format.

Besides the core system, we here at Bad Baby are also including, for free, a copy of our most popular Battle Tile sets, *Dungeon Chambers*. Use these full color battle tiles to liven up your RPG games and to run the many battles you will encounter while adventuring in *Worlds of Wonder*.