



Bad Baby



Productions

Julia watched as her foe summoned a Hydra with a flourish and a puff of green smoke. Jarrird had always been a bit of a show off Julia thought as she watched the many-headed beast slither about on the ground before its new master.

No matter she smiled, her enemy could be as showy as he wanted to be, it would not stop her from crushing him under her boot heel. Knowing the Hydra would still be a bit dazed from its master's summoning spell, and thus vulnerable, Julia quickly sent her Goblins in to kill it. The small green warriors each drew their short sword and rushed the larger creature, each yelling a shrill battle cry as they charged. Julia knew the little green Goblins would have no chance against the many heads of the Hydra, but she hoped to at least hurt it a little bit so her Minotaur could finish the job. Once his last defender had been taken care of, well Jarrird would be next.

This is Conjurer, a new Mini-game from Bad Baby Productions. Play a skilled wizard as they battle other spell casters in a duel of summoning. Each magician has the skill to summon various monsters to their aid, monsters they then may send into battle in a desperate attempt to kill their foe before they themselves are dragged down. Skill, cunning and a little bit of luck is need to be a successful conjurer and thus master over all those that would stand against you.

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Index:

Introduction	Page 3
Game Construction	Page 3
Getting Started	Page 4
Cards	Page 4
Player's Deck	Page 4
Player's Hand	Page 4
Activation Dice	Page 4
Active Cards vs. Inactive Card	Page 5
Turn Order	Page 5
Making an Attack	Page 6
Recording Damage	Page 6
Critical	Page 7
Monsters Used to Defend You	Page 7
Winning the Game	Page 7
Example of Play	Page 7
Cards	Page 9

Introduction:

Conjurer allows players to build a magical deck of cards, each made up of various monster cards. When both players have constructed a deck, they then battle each other, using monsters they have summoned.

Simple to play and full of fast fun, Conjurer will fill hours of your time, so consider yourself warned.

Getting Started:

Once the parts are ready to play with, each player will need to construct a deck of their magical summoning spells. (See Player's Decks) Once the decks are ready, each player rolls 1D6. The highest roll goes first, drawing and playing cards in order. Note that the die rolled is also the player's starting activation dice and the number rolled is used for their first turn of activity.

Each player deals to themselves at the start of the game, from their deck, two cards. These are laid face up on the table. These cards are considered to be active at the start of the game.

Each player then deals to themselves three more cards, which they place into their hand. These cards are the players' starting hand.

Last but not least, each player should place a ten-sided dice before then, set to the number 10. This die will be used to record your current damage (You can of course use a scrap of paper, or some other means, to record this damage.)

Cards:

Conjurer is composed of a set of cards, each card showing some sort of monster that may be summoned. As players draw cards from their deck, they will gain access to more monsters, but so too will their foe.

Player's Deck:

Each player in a game must construct a deck from the cards supplied. The deck's composition of cards is up to the player, although there are some rules that govern just what and how many cards can be included.

The following governs the construction of a robot deck.

- A. All decks must have 20 cards, no more or less.
- B. No deck may have more than four of the same card.
- C. No deck may have more than six cards with the same speed, thus you can only have six speed six cards, six speed five cards, etc.

Player's Hand:

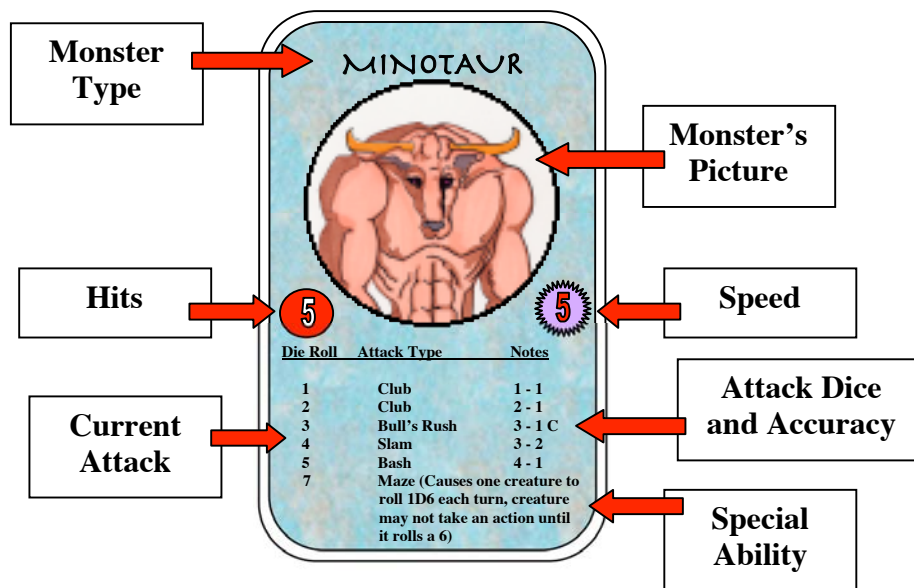
Each player may have up to five cards in their hand at any one time. If they for some reason end up with more than five cards, they must discard a number of cards to return them to the five card limit.

Cards, which are discarded are lost for the game and placed together in a discard pile.

Activation Dice:


Each turn a player will roll, at the start of their turn, 1D6. This is their activation dice for the turn. The activation number thus rolled will remain in effect for that player until the start of their next turn.

When a player wishes to use a card that is in play, said card must have a speed that is equal to, or less than, the player's current activation number.



Card Sample


GRIFFIN



5 4

Die Roll	Attack Type	Notes
1	Claw	2 - 0
2	Claw	2 - 1
3	Wing Buffet	4 - 0
4	Rend	2 - 2 C
5	Pounce	3 - 2
6	Griffin's Fury	X2 at 3 - 2

TRENT



6 5

Die Roll	Attack Type	Notes
1	Slam	2 - 0 C
2	Slam	3 - 0 C
3	Crush	3 - 1 C
4	Crush	4 - 1 C
5	Stomp	3 - 2
6	Stomp	4 - 2

SKELETON



2 1

Die Roll	Attack Type	Notes
1	Swing	2 - 0
2	Swing	2 - 0
3	Hack	2 - 0
4	Hack	3 - 0 C
5	Rush	2 - 1
6	Fear (Stop one creature's next action)	

MINOTAUR



5 5

Die Roll	Attack Type	Notes
1	Club	1 - 1
2	Club	2 - 1
3	Bull's Rush	3 - 1 C
4	Slam	3 - 2
5	Bash	4 - 1
6	Maze (Causes one creature to roll 1D6 each turn, creature may not take an action until it rolls a 6)	


WOLF



2 2

Die Roll	Attack Type	Notes
1	Bite	1 - 1 C
2	Bite	1 - 1
3	Bite	2 - 1
4	Bite	2 - 1
5	Bite	2 - 2
6	Howl (Force all creatures of speed 2 or less to lose their action)	

EARTH DRAGON



8 6

Die Roll	Attack Type	Notes
1	Claw	1 - 1 C
2	Bite	2 - 1 C
3	Gore	3 - 1 C
4	Stomp	4 - 1 C
5	Crush	5 - 1 C
6	Breath Poisoned Gas (All foe's creatures take one hit of damage)	


ELF



3 3

Die Roll	Attack Type	Notes
1	Long Sword	2 - 0
2	Long Sword	2 - 1
3	Long Bow	1 - 2 C
4	Long Bow	1 - 3 C
5	Marksmen	1 - 3 C
6	Dead Eye	1 - 4 C


WRAITH



4 4

Die Roll	Attack Type	Notes
1	Ice Touch	2 - 0 C
2	Flame Touch	2 - 1
3	Terror Touch	2 - 2
4	Death's Touch	3 - 1
5	Wraith's Touch	3 - 2
6	Terror (Cause up to 1D6 creatures from taking an action)	

FIRE DRAGON



8 6

Die Roll	Attack Type	Notes
1	Claw	2 - 0 C
2	Claw	2 - 1 C
3	Bite	2 - 2 C
4	Rend	3 - 2 C
5	Crush	5 - 1 C
6	Breath Fire (X3 Target creatures take 3 hits each)	

AIR DRAGON



8 6

Die Roll	Attack Type	Notes
1	Claw	1 - 1 C
2	Claw	1 - 2 C
3	Charge	1 - 3 C
4	Slam	4 - 1 C
5	Frenzy	4 - 2 C
6	Breath Lighting (Target creature takes 1D6 hits)	


WATER DRAGON



8 6

Die Roll	Attack Type	Notes
1	Claw	1 - 1 C
2	Claw	1 - 2 C
3	Horn	3 - 1 C
4	Tail Slap	5 - 0 C
5	Bite	3 - 3 C
6	Breath Steam (1D6 creatures take 2 hits each)	

IMP



2 1

Die Roll	Attack Type	Notes
1	Bite	1 - 1
2	Bite	1 - 1
3	Bite	1 - 1
4	Constriction	3 - 0 C
5	Magic Zap	1 - 2
6	Curse (target creature suffers a -1 accuracy for the turn)	

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.

Now with two expansions.

The Abyss

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.

Junkyard Wars

Is a game of tactical battle among programmable robots. Seek out valuable resources and battle your foes as you seek to dominate the Junkyard World and all the Junk it holds.

Using a unique system of program cards and a very different turn based system then anything else out there, Junkyard Wars seeks to make the typical strategy based war game, well something new.

So join the fun and jump into Junkyard Wars.

Character Portraits

Need a fast picture of what your character looks like. These professional, full color works, will fit the bill.

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*.