



Bad Baby



Jord watched as the elf peered around the corner into the dark chamber before them. The dwarf warrior did not like the smell that was coming out of the dark room, it reminded him too much like his wife's cooking. By the Gods the woman could burn toast he thought, hell that was why he was always seeking out these dark dungeons, any excuse to eat something other than her gruel.

The elf signaled the way was not guarded by a trap, and so the dwarf and the small human sorceress took up a position near the entrance while the burly human warrior and the elf entered. As soon as the two stepped into the chamber the whole place lit up with a bright light and the laughter of the necromancer that waited within. Damn Jord cursed as he watched the hoard of skeletons rush him and his companions. Maybe he should have stayed home today and eaten the roast his wife was burning.

This is dark dungeon, the newest Mini-game from Bad Baby Productions. Hire mercenaries and adventurers and then send them out to explore the many dungeons and adventurous locations about the great city of Mordenhelm. See if you can outlast, out fight and outsmart the many monsters, tarps and dangers that wait for you in the Dark Dungeons of this city.

Dark Dungeon is a sole game, using a fast, fun system of encounters and adventurous situations. See if you can meet the challenge and return with the glory you deserve.

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Introduction	4
Game Construction	4
Getting Started	4
Characters	5
Stats	5
Alignment	6
Dark and Light Points	6
Entering the Dungeon	7
Threat Levels	7
Battle Tiles	7
Movement within the Dungeon	8
Time within the Dungeon	9
Rest and Healing	10
Rations	10
Encounters	10
Combat	10
Combat Round Order of Events.	10
Actions Possible in Combat	10
Disengage from Combat	11
Make an Attack	11
Defend	11
Cast Spell	12
Stand	12
Ready an Item	12
Use an Item	12
Charge	12
Facing	12
Line of Sight	13
Reach Weapons	14
Range Weapons	14
Cover and Concealment	14
Combat Chart Result Descriptions	14
Fumble	14
Spin	14
Counter	14
Batter	14
Frenzy	15
Miss	15
Glancing Blow	15
Shield Hit	15
Bleeding	15
Disarm	15
Knocked Down	15
Severe Hit	15

Deadly Hit	16
Stunned	16
Critical	16
Fleeing Combat	16
Death	16
Skill and Task Rolls	16
Magic	16
Rewards	17
Ending the Adventure	17
Multi-Player Games	17

Introduction

Dark Dungeon is a set of rules that will allow you to play a solo session of a RPG lite game. These core rules will then allow you to expand your adventures with future locations and adventures packets. So sit back, get something to drink and some munchies and have a great time.

Getting Started

Once you are ready to play, clear a space somewhere to set everything up and get ready to have some fun. First off you will need to hire a band of adventurers to send into the dungeon. As a general rule you will be given a set amount of gold to spend at the start of the game, based on the adventure you will run. (See the Adventure Book for that adventure for details on the amount of gold you will have to start the game as well as items and characters that are open for play) This gold can be spent as you see fit, on the various characters, items and equipment that you will need to complete the given goal for that adventure. Any gold not spent can be kept and counter for victory conditions, thus a wise player will try to get by with just what they need, keeping the rest of the gold for later use when you figure out whether you have won the game or not. Of course should you keep too much gold and under spend, you might find you have not given your adventurers enough support and they will fail, all dying in their quest for glory.

Once you have bought all your characters and goodies, place before you the character cards for those characters and the item counters that they will be using. Place the item counters on the characters that carry use said items.

Last but not least, place the Master Adventure chart before you and get some 1D10 dice. You are now ready to play.

Alignment	Neutral	Cost: 20 Gold
Initiative	4	
Movement Rate	4	

Alignment

Neutral

Cost: 20 Gold

Initiative

4

Movement Rate

4



Combat



Defense



Health



Magic

Special Abilities

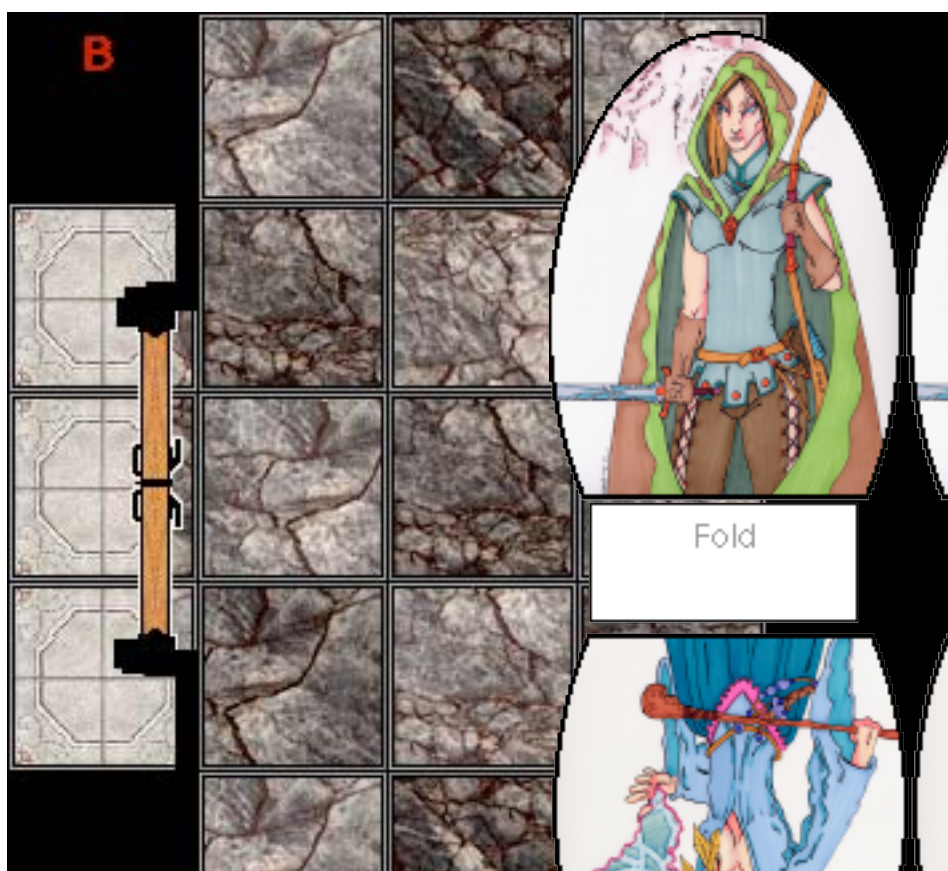
1. Mighty Blow (+1 to all Damage Delivered in Combat)
2. May Use Light, Medium or Heavy Weapons and Armor

Readied Item

**Readied
Item**

Additional Items and Gear

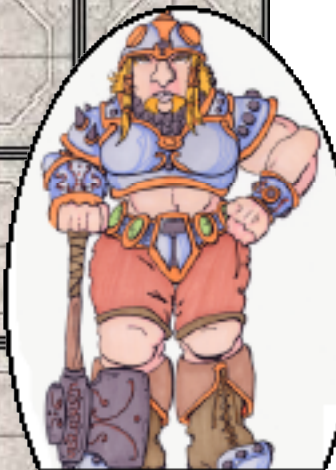
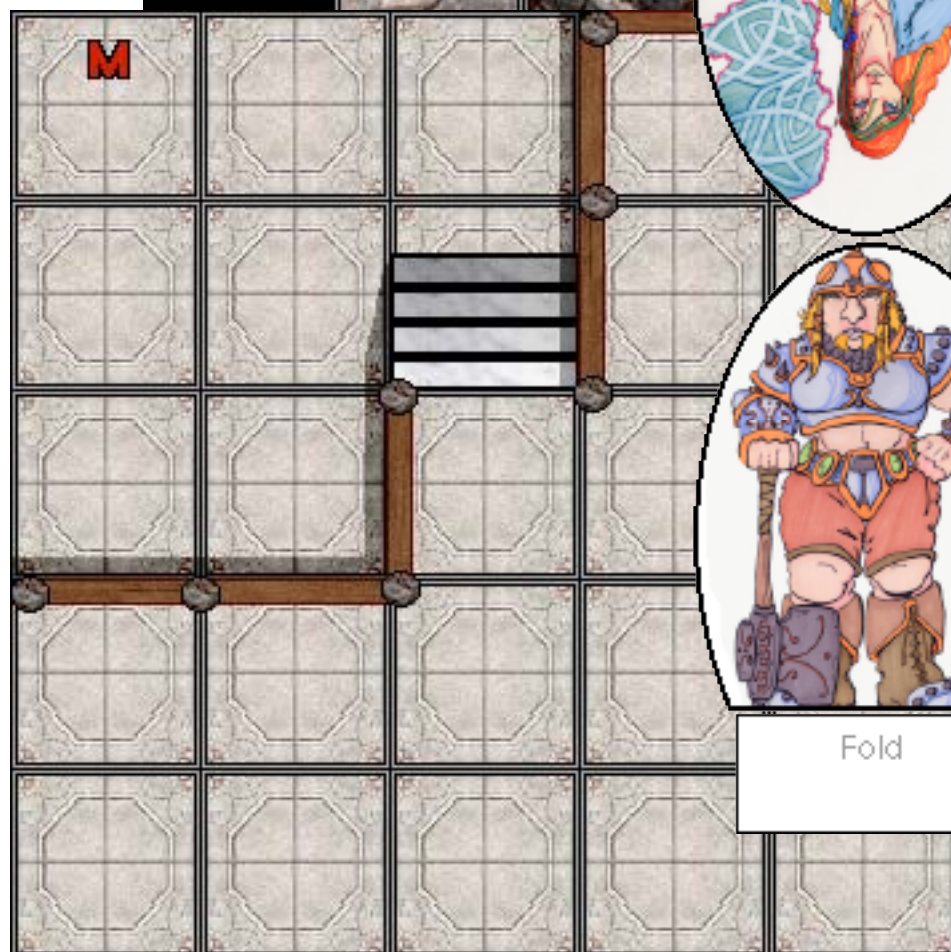




Fold



Fold



Fold



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 mighty 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.