Dark Dungeon

Crypt of the Damned

Freddo pulled his sword out of the rotting corpse of the zombie and watched the thing die for the second time. The hard warrior wiped his brow and took a moment to catch his breath before he and the rest of his group continued on down the dark passage. He had signed up to aid this group of young adventurers as they took their first steps into the dangerous work of dungeon delving. The group was already down by three members, a deadly trap claiming the two dwarf brothers and the young elven mage. As Freddo walked cautiously down the hall, he could hear the screams of someone far off, no doubt the last cries of some other adventuring fool, meeting his end here in the deadly halls of the crypt of the damned.

This is Dark Dungeon, Crypt of the Damned, the newest Dark Dungeon adventure for the solo system by Bad Baby Production. Can you gain the glory and treasure that awaits you in the dark passages under the greatest city in the world, do you dare even try?

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Introduction

Mordenhelm is not the first city to be located on this sunny site along the coast, but in fact stands atop the remains of a much older city that was sacked by barbarian raiders ages ago. There are also rumors that this older city was itself built upon the ruins of a far older civilization, one not wholly human in nature.

Regardless of the city's history, it is well known that under the very streets and homes of Mordenhelm lay an endless labyrinth of tunnels, chambers and hidden passages. Called the Crypt of the Damned, these passages have been used through the city's history as tombs for dead kings, hidden shrines for nameless cults and hidden lairs for beast, wizards and bandit lords. Some of these tunnels and passages are closed off, separate places of danger and ancient lore while other connect to form a vast network of dangerous passages and chambers. Still as a whole, they carry the same dark name, the Crypts.

These countless dungeons are a constant draw for adventuring groups, those desperate or foolhardy enough to dare enter the dark tunnels seeking forgotten gold, magic and more. Few ever return from their journey into the Crypts, but those that do, are often far richer then when they first entered.

Getting Started

You have been approached by the Lady Mor, of the noble house Mora. Seems her younger brother, Barth, is quite the foolhardy and adventurous soul, and two weeks ago gathered a well equipped band of adventurers to seek out the darkest corners of the Crypt of the Damned. Two weeks and not a word has been heard from the young nobleman, nor from those that entered the crypt with him. The lady wishes to hire you to find her brother and return with either his body, or definitive word of what has become of him. Gathering your courage you seek out like-minded adventurers to accompany you into the crypts. Few dare accept your offer, and so you are left with those adventurers that are either desperate, or just plain in need of a challenge. In the end you gather the people you will need, although some would call them cannon fodder and not adventurers.

You will have 150 gold to spend of adventurers, equipment and rations. Collect the correct characters cards and equipment, spells and ration counters and then set up the Master Adventure chart before you. Place the starting Battle Tile onto the table before you and begin the adventure.

All characters, from any adventure book are open for play, as is any equipment, spells and items that may be bought from the core or other adventure books.

Starting the Adventure

Setting off on a bright morning you and the rest of your part reach one of the many the gated entrances to the Crypts. City guards are stationed here at all times to keep the nasty things that lie within the Crypts from wandering out into the city itself. The guards smile as you pass, knowing full well that most, if not all, will not return to the light of day.

Mordenhelm

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 in 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 then fifty cents a page, and hundreds of possible combination, you can't go wrong with Battle Tiles, so get started and have a battle to remember.

Crystalmaner

Crystalmancer 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 Crystalmancer. 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 then 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 out 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.