



The crowds push against your shoulders as you try to press your way down the street, but even over the heads of the men and woman you can spy the blue tile rooftops of castle Mordenhelm. You think on that great castle for a moment, the fortress has been the home to many a king. Someday it will be yours as well, you ponder, when you rule all these fools about you.

Mystic Adventure, City, takes one of the most important places in the mystic lands, the city of Mordenhelm, and expands upon what you can do there. No longer is it just a small region among many, but now a place all to itself. Enter the walls of this great city and you can find all you might need in your quest to become the ruler of the lands about you. Wealth, power, lore and danger all wait for those that brave the many city streets and back allies of this great metropolis.

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[host09.ipowerweb.com/~arcanump/ArcanumPBM/Page3001.html](http://host09.ipowerweb.com/~arcanump/ArcanumPBM/Page3001.html)

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**Introduction:**

Mystic Adventures, City allows players to explore the great city of Mordenhelm, and within its walls, continue their adventures and quest for power. The rules provided here are meant to expand the game, and so all players should agree to which they will use. For the most part these rules only apply to events within the city itself. Still, all players should agree before the game begins as to which rules to use.

**The City Map:**

When the game start, players should lay out the city map tiles somewhere on the playing area, and then shuffle both the city cards and the purchase cards and place both decks in the correct location on the city map board.

**Movement Within the City:**

Conduct the game as normal, but when a player lands on the city region of Mordenhelm, the character's counter is removed from the main map board and their counter placed on the city gate region of the city map board. Thereafter the character can move about the city as they wish and in a normal fashion. To leave the city, the character must return to the city gate region and from there, return to the main map board. Note that the characters can do this all in one move action, if they have enough movement to do so.





**The Noble**

**Lord Acheron Alignment: Good**

The blood of kings flows through his veins, and he means to sit the thrown of the world.

LvL	Str	Skill	Lore	Aura	Special:
1st	2	2	0	2	Noble Blood, Wealth
2nd	2	2	0	2	Mercenary, Influence
3rd	2	2	1	2	Bribe
4th	2	2	1	2	Spy
5th	3	2	1	2	Body Guard
6th	3	2	2	3	Influence +2, Diplomat
7th	3	2	2	4	High Lord, Bribe +2
8th	4	2	2	4	Loyalty
9th	4	2	2	4	Levy Tax, Diplomat +2
10th	4	3	3	4	Blood of Kings

**Gold**  
2

**Mana**  
2



**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.