



Mystic Adventures, Outer Planes

The eather of the astral planes swirled around you as the demon approached. The foul beast of the lower planes had been stalking you for days now as you moved about the outer planes of reality. Now you will have to face it and the terrible power it holds. Should you defeat the demon though, well, the reward of the gods was no small blessing, especially if you meant to take that blessing and return to the mortal spheres. Your destiny of becoming king over the whole of the mystic lands was at hand...

Mystic Adventures, Outer Planes is the latest expansion in the mystic adventures game system. Take your quest into the outer reaches of reality, explore the lower planes of the damned and then move on to the halls of the gods. The elemental planes call to you, and if you answer, you can command their powers. This expansion will offer players a whole new realm of adventure, one that is dangerous, but whose rewards are great.

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Introduction:

Mystic Adventures, Outer Planes takes the mystic adventures game system and adds a new twist to it. Now players can leave the mystic realms and travel the outer planes of reality. There they may gain new spells, new followers and new treasure, all of which will give players more options in just how they will rule the mystic lands.

A word of caution before players enter the outer planes. The encounters in the planes are far more dangerous than the normal adventures presents to players in past expansion of the game. Players should be careful about entering the planes, for there is a good chance they may not return.

As with any mystic adventures expansion, players should agree first whether they will use this expansion, and should do so before the game begins.

The Outer Planes:

The outer planes consist of the four elemental planes, earth, air, fire and water. To these are three other planes, the upper realm of the gods, the lower pits of hell and the astral realm with its demi-elemental regions of ash, mud, ice and smoke.

Players, like in the other regions of the mystic lands, will travel about these planes, interact with its regions and so forth.

Each of the planes has its own charts and some have special rules on what can be done on that plane. (See each plane's description for details)

Getting There:

Getting to the outer planes can be an adventure in and of itself. There are several ways to do this, be it a magical spell, some event or just plain luck. Regardless of the means of reaching the planes, once you

are there, you must obey its law, laws of reality that may be different then the mortal planes.

Before the game starts, players should shuffle into the various deck, those cards present with this set of rules. Take the spell cards and add them to the correct deck. Take the extra adventures cards and also add them to the adventure deck.

You should also print up a new set of charts for the planes themselves and for the mystic realms locations, as there are new options presented to players in some settlement and special sites.

Movement within the Planes:

Once a player reaches the outer planes they will enter that plane by way of its gate. All characters will appear at the correct gate, on the plane they are to enter. From that region the player may then continue on with their adventure. For the most part, entering the plane itself is an action and thus no new movement or actions can be taken on the turn they arrive.

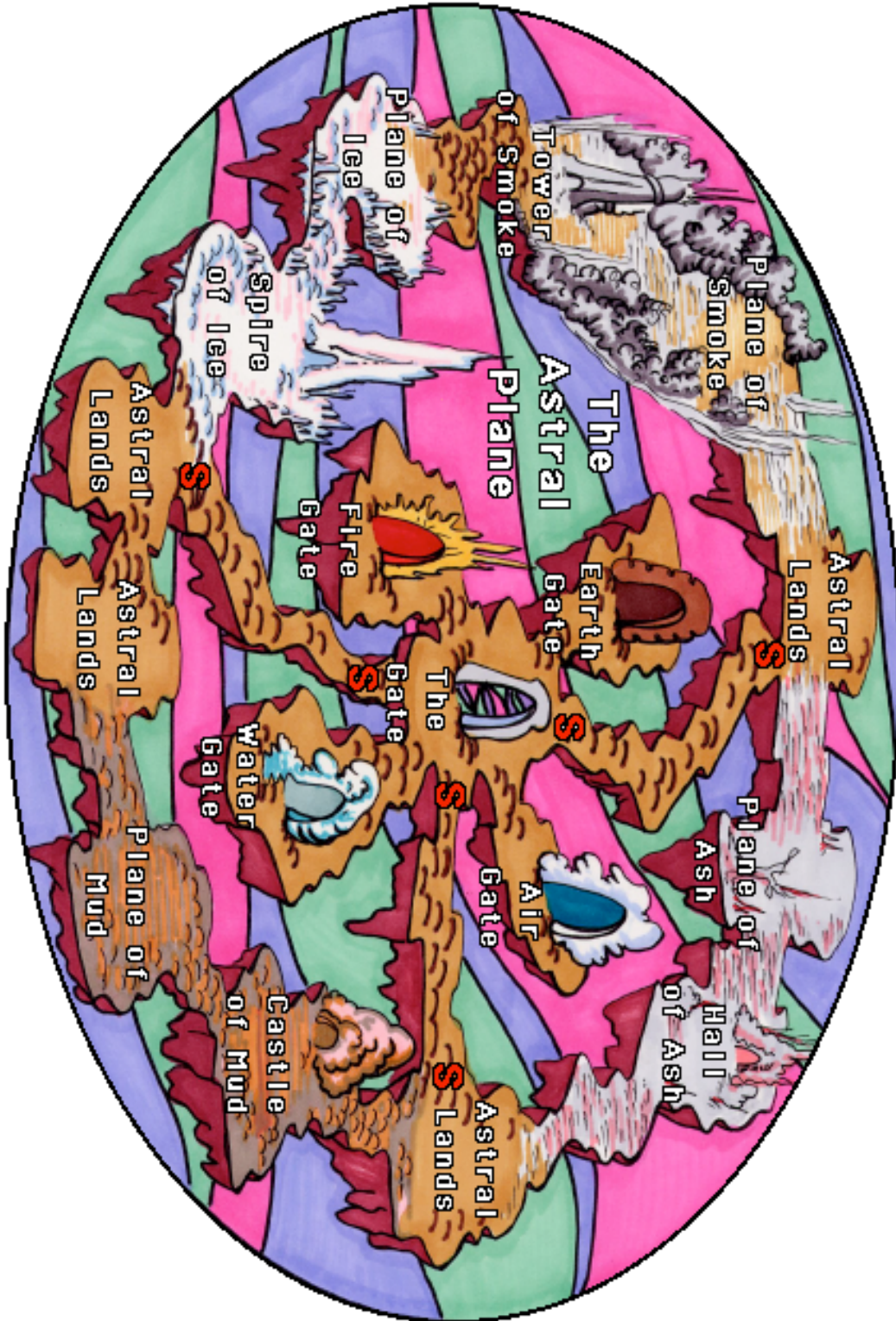
At the start of the character's next turn, they may move as normal, using the movement roll made for that turn.

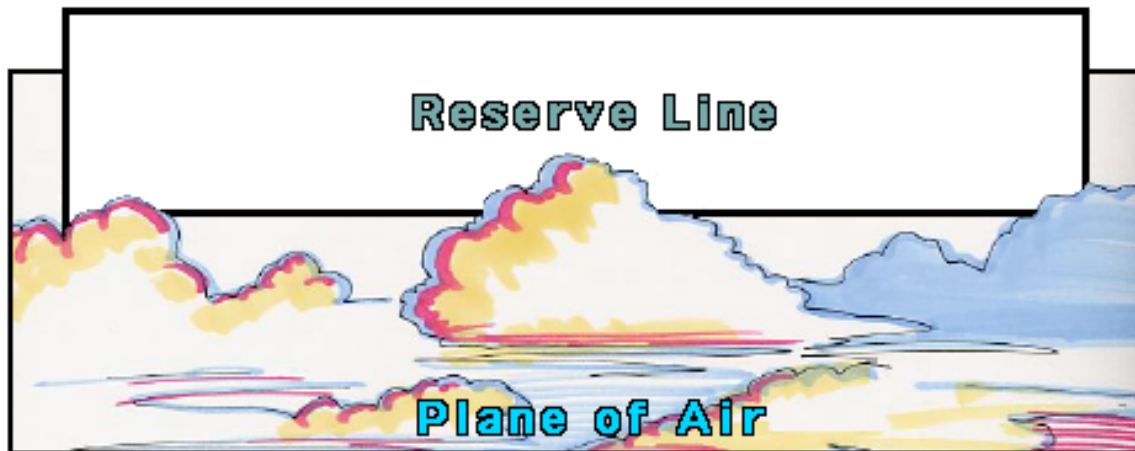
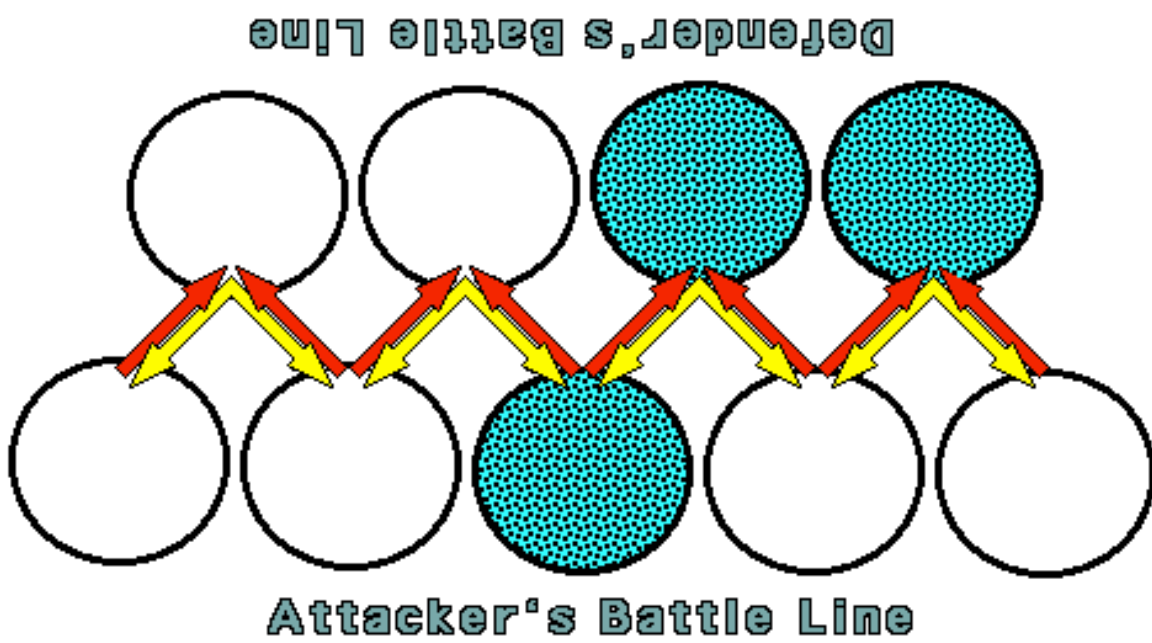
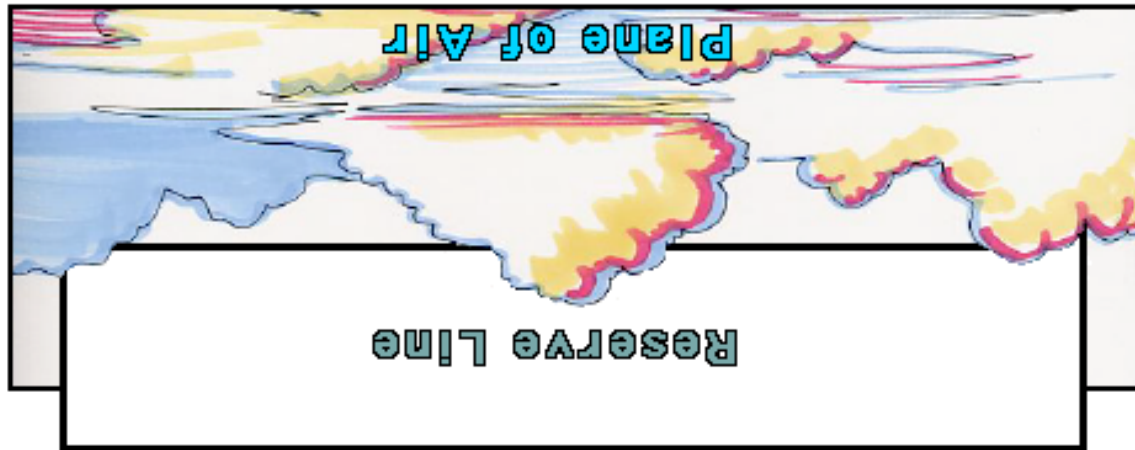
Getting Home:

Generally the only way to return to the mortal plane, or to travel on to another outer plane, is for the character to reach the portal vortex on the plane they are on. Once the character has reached that region, they may interact with the portal vortex as described for that plane.

Battles within the Planes:

If you are using Mystic Adventures, Battles, then go ahead and use the battle mat provided with this expansion. If you are just using the core game's battle rules, then use the basic battle mat for any battles to be fought.





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 combination, 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.