

BATTLEAXES & BEASTIES

fantasy roleplaying




OSR
WHITE BOX
COMPATIBLE

by anthony c. hunter
sleeping griffon productions

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A special thanks to Matthew Finch for Swords & Wizardry, and of course to Mr. Gygax and Mr. Arneson and all of the other pioneers of the hobby, without whom we would have to find other outlets for our imaginations. A very special thanks to James M. Spahn of Barrel Rider Games and Bill Logan of Dwd Studios, for without their inspiration in the form of White Star and White Lies, respectively, I likely would not have pursued this project.

I'd like to dedicate this to my Best Friend, my lovely wife Linda for her infinite patience in listening to me expound upon my ideas.



Table of Contents

Introduction	1
Attributes.	3
Adventuring Classes	5
Non-Human Classes	15
Careers	21
Action Checks	22
Hit Points	23
Languages	24
Equipment and Coin.	25
Magic & Miracles.	33
Wizard Spells	35
Miracles of the Faithful	45
Paladin Miracles.	50
Ranger Spells	53
The Borderlands of Zarteth	58
Referee's Section 76	
Time & Movement	77
Experience	78
Combat.	79
Damage and Death	81
Hirelings & Skilled Assistants.	83
Beasties.	84
Animals	87
Monsters.	92
Beastfolk	102
Dragons	105
Elementals	108
Fungi, Oozes & Plants	109
Giants [Jotun]	112
Golems.	114
Humans & Humanoids of the Borderlands.	115
Lycanthropes.	117
Undead	118
Treasure & Magic Items	122
Potions & Scrolls.	125
Special Materials.	128
Magic Items	129
Smugglers Blues - Starting Adventure	140
Reference Sheets	151
Adventurer Record.	164
OGL Statement	166

Battleaxes & Beasties can be used for any fantasy setting the referee and players want with very little adjustment. The default setting for B&B is the Borderlands of Zarteth, which will be described in a bit more detail further along in this text.

The world in which the Empire of Zarteth exists is very old and has seen the rise and fall of many different civilizations over the centuries. The lands of the world are dotted with ruins and strange sites that may be filled with ancient treasures and are almost certainly filled with ravenous monstrosities waiting for some adventurous or foolhardy (is there really a difference?) soul to wander into their lairs.

The supplied basic campaign will begin in the Northwestern borderlands of the empire, with the characters being residents of the village of Headwaters or its immediate environs, which includes a few tribal groups and a few other settlements, along with one small city.

. . . See, a very generic fantasy setting that can either be freely ignored, expanded upon, or even dropped into your existing world.



What is Roleplaying?

I won't spend a lot of time on this question, because if you've been given this book by someone else, or knew enough to go look for it in the outlets it sells from, I would imagine that you have a good idea of what roleplaying games are, or you know someone who shares the interest.

Just in case you were given this as a gift to get you interested in the hobby, I'll simplify the answer and be somewhat vague by telling you this. . .

Roleplaying games are basically interactive storytelling; wherein one person, known as the Referee, sets the stage for an adventurer that at least one other, and hopefully, several other people will participate in as Players. The players take the role of an Adventuring Character, and the Referee handles everyone and everything else in the world. The Referee will describe a situation, and the player tells them how their character wants to react to the situation.

If that isn't very clear, go to YouTube.com and various other online resources to find examples of people playing. The hobby may not be for everyone, but if you have not tried it before, you may find that you will build a very strong retinue of friendships from participating in the hobby. I have played and refereed since 1980 and it has, in my opinion, been of vast benefit to me in my life even away from the hobby. The thing to remember is, it is a game, have fun, make friends.



Choose an Adventuring Class

Once you've rolled and placed your Attribute Scores, the next step is to determine your Adventuring Class. There are seven human classes in the base game: Warrior, Scout, Hunter, Faithful, Wizard, Beguiler and Totemist.

There are also four Adventuring Classes for Non-Human characters: Halfling Outcasts, Dwarf Guardians, Dwarf Paladins, and Elf Rangers. All of the basic classes are designed to be Human Adventurers.

The Non-Humans are separate classes for a variety of reasons, the primary one being that it has its roots in the older versions of the game B&B is built around. If you don't like it, feel free to allow Non-Humans to be any class you desire, it really will not hurt my feelings.

Your Referee may also have additional classes available that they've either created themselves or brought over from another product.

Battleaxes & Beasties is designed in such a way that if you wanted to import a character class from another product, it should be easy to do, as long as your Referee is amenable to the idea.

The only requirement for choosing a particular Adventuring Class is you must have a minimum score of 9 in all of the Prime Attribute(s) for the Class.

Experience Bonuses

After choosing your Adventuring Class, be sure to note any experience point bonuses your Adventurer qualifies for.

If your Adventurer's Wisdom is 13 or higher, they get a +5% Bonus to Experience earned.

Likewise, if Charisma is 13 or higher, this gains

your Adventurer another +5% bonus to earned experience points.

If the Prime Attribute(s) for the Adventuring Class you chose are 13 or higher, this adds an additional +5% bonus to earned experience.

These bonuses are cumulative, giving exceptional Adventurers a possibility of as much as a +15% bonus to earned experience points.

An Adventuring Class does not necessarily reflect the experience and professional training of the individual before they became an Adventurer, it does reflect the focus of their special abilities and the path they will travel on their roads to Adventure, however.

Multi-Class Adventurers

This Option is only available if your Referee agrees to allow multi-class Adventurers. You may choose Two or Three Adventuring Classes for your human character to follow. This has benefits, but costs as well.

- In order for a Multi-Class Adventurer to gain bonus experience for exceptional Prime Attributes, the Prime Attribute in each Class must be 15 or higher (and your Adventurer only gains the single +5% experience bonus for having high Prime Attributes).
- The experience required to level is the sum of all Adventuring Classes, but your Adventurer gains the better of all available Hit Dice, Base Hit Bonuses and Saving Throws from their Classes. All classes level simultaneously based on the adjusted experience requirements.
- They also get all bonuses for Saving Throws and Action Checks, and all special abilities of the class.
- They get the combined (or better) options from weapons training and armor training.

Faithful

Empowered by their faith in their beliefs, the Faithful are able to channel the strength of their faith into the form of miracles. Faithful are not members of any particular religion, nor, even necessarily, of a religion.

Prime Attribute: Wisdom is the Prime Attribute of the Faithful.

Combat Training: The Faithful are able to use light armor and shields and are proficient in the use of all weapons

Saving Throws: The beliefs of the Faithful grant them a +2 to saving throws against Fear and Charm effects and against the draining effects of undead or demons (*even if no save is normally allowed*).

Skill Training: The Faithful receives a +1 bonus on any Action Check involving Undead or Demon related Knowledge, Religion, and Philosophy. This improves to +2 at 4th Level and +3 at 9th Level.

Smite the Unholy: Faithful gain a +1 to all damage and attack rolls made against undead and demonic creatures. This increases to +2 at level five and +3 at level ten.

Healing Touch: One time per day, plus one for each 3 levels of experience, the Faithful can instantly heal 1d3+level in hit points.

This can only be used once per day per person and resets at either sunrise or sunset.

Rebuke the Unholy: Faithful may channel their faith to hold back the undead or demonic creatures. They may attempt to affect 1d6+Cha Modifier HD of opponents one time per day. This increases to twice a day at level three and three times a day at level six and four times at level eight. It may be attempted an additional number of times per day equal to the Wisdom Modifier of the Faithful. Intelligent undead and demonic opponents get a saving throw to avoid the effect.

Miracles: The Faithful are able to channel their faith into the form of Miracles. The table below shows how many Miracles they may call upon each day and of what power level.

Starting Equipment:

All Faithful have the following equipment:

- Backpack, fire starter, waterskin
- Bedroll, dagger, Symbol of Faith
- Ceremonial Clothing,
- Any two weapons or a weapon and a shield

FAITHFUL LEVELS

LEVEL	XP	HD	BHB	ST
1	0	10 hp	+0	16
2	1800	2d6+2	+0	15
3	3600	3d6+2	+1	14
4	7200	3d6+4	+1	13
5	14400	4d6+4	+2	12
6	28800	4d6+6	+2	11
7	57800	5d6+6	+3	10
8	115200	5d6+8	+3	9
9	230400	+6	+4	8
10	460800	+6	+4	7

FAITHFUL MIRACLES

LEVEL	1	2	3	4	5
1	---	---	---	---	---
2	2	---	---	---	---
3	3	---	---	---	---
4	4	2	---	---	---
5	4	3	2	---	---
6	4	3	3	2	---
7	5	4	3	3	2
8	5	4	4	3	3
9	5	5	4	4	3
10	6	6	5	4	3

Totem Shape: The Totemist can take the shape of their Totem Animal at will up to one time a day per two levels of experience. Any clothing or possessions on their body will change shape with them.

While in totem form, they maintain their own physical and mental attributes and gain any special abilities of the animal (flight, water breathing, etc).

The Totemist may shift back to their normal form at will. Both changes take 1d6 rounds to complete



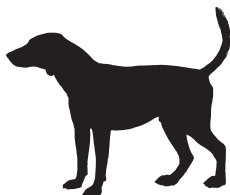
from levels 1 to 4, 1d3 from levels 5-7 and may be done instantly at level 8 and higher. Any attack bonuses they possesses in their natural form will remain unchanged while in totem form.

Natural Weapons: Due to their ability to take on the shape of natural animals and reliance upon natural weapons when they do so, Totemists develop a more efficient form of fighting without weaponry.

At level 1, a Totemist does 1d4+1 damage with unarmed attacks and attacks in their Totem form. This improves to 1d6+2 at level three and 2d6+4 at level six. The Totemist may apply the better of their Strength or Dexterity modifiers to both attack and damage for these attacks.

Defensive Fighting: While disdaining the wearing of Armor, Totemists are able to maximize their mobility and awareness of their surroundings and turn this into a bonus to their natural Armor Class.

At Level 1, a Totemist gains a -1 [+1] bonus to armor class if unarmored. This improves to a -2[+2] at level four and a -3 [+3] bonus at level seven.



Starting Equipment

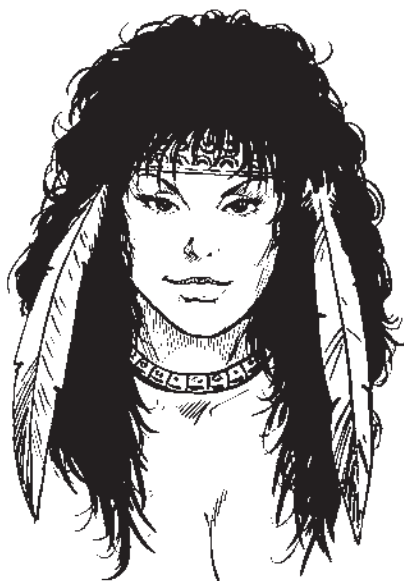
All Totemists start with the following equipment:

- Backpack, fire starter, waterskin, bedroll, dagger
- a sling and a pouch containing 20 stones
- An animal companion of their Totem type

Note: This animal companion travels with the Totemist out of friendship, it is a normal animal of its type and if treated badly, will leave the company of the Totemist.

TOTEMIST LEVEL

LEVEL	XP	HD	BHB	ST
1	0	10 hp	+0	14
2	2600	2d6+4	+0	13
3	5200	2d6+6	+1	12
4	10400	3d6+6	+1	11
5	20800	3d6+8	+2	10
6	41600	4d6+8	+2	9
7	84000	4d6+10	+3	8
8	170000	5d6+10	+3	7
9	350000	+8	+4	6
10	700000	+8	+4	5



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116

Non Human Classes

Each of the following are available non-human classes. Some races may have more options available than others. Referees should feel free to create any additional classes they desire or disallow any they don't want in their campaigns.

These classes do not reflect the average or stereotypical members of the race. They are meant to represent the typical adventuring members of those races that the characters may encounter during their travels.

Almost any Halfling who takes up the adventuring life is an outcast from his tribe or clan for reasons that they are most likely not willing to share with anyone but a new family unit.

This also means that a Halfling Outcast that finds a new Family with a group of like-minded Adventurers will typically be very loyal to them, for they are so used to having a family unit to travel with.

Dwarves who Adventure are typically Guardians (*Dwarven Warriors*) or Paladins (*The Faithful holy warriors of the Dwarves*) who feel a need to extend their protection to the world beyond their home.

They are stout and faithful companions to have on an Adventure or fierce enemies to face should you cross them.

Almost invariably, the Elves who most often take to Adventuring are Rangers, who, by their very nature are on the move quite often.

Other Non-Human classes may certainly exist. Feel free to pull classes and races from other products if your Referee approves (*or if you are the Referee*).

The racial classes listed in this book are based on some of the most common stereotypes found in old school games and also the most common found in the Borderlands.



Elf Ranger

Attuned to the ways of nature, the Elves are descended from the Fey and maintain some of their supernatural abilities. The Rangers are Elves who have left the security of their homes and travel the world, assisting those in need as best they can, and hindering those who would maliciously damage the order of the natural world.

Prime Attribute: Dexterity and Intelligence are the Prime Attributes of the Elf Ranger

Combat Training: Elf Rangers are proficient with all bows, thrown weapons, 1 handed swords, daggers, spears and staves. Elf Rangers are limited to wearing Light armor.

Saving Throws: Elf Rangers receive a +2 bonus to saves versus charm, magic, sleep, and natural toxins.

Skill Training: Rangers receive a +1 bonus to any Action Check involving stealth, perception, and natural lore. This improves to +2 at 4th Level and +3 at 9th Level

Marksman: With their exceptional senses, Rangers are excellent shots. Any attacks with Bows or Thrown weapons gets a +1 to the BHB and damage. They also double the effective range of any ranged attack.

Animal Tongue: The affinity a Ranger has with nature allows them to speak the language of one particular type of animal. Choose a natural animal breed (*bird, fish, canine, feline, equine, etc.*) that the Ranger can communicate with. At level six, the Ranger may choose a second animal breed with which they can communicate.

One with Nature: The Ranger is able to move through natural environments at full speed without leaving a trace of their passage. Beginning at level four, they can add one additional person per level minus three to this ability.

Live off the Land: Unless in an area where there is absolutely no nourishment or water of any type available, the Ranger can find enough food and water to sustain themselves and a number of people equal to their level plus two without suffering a movement penalty.

Fey Magic: Beginning at level four, Elven Rangers have a limited access to Fey Magic due to their Fey Ancestry. Elf Rangers do not require a spellbook, and can only cast as many spells as they have preparation slots available (*they do get the bonus spells for high Intelligence*). All Ranger spells are learned randomly.

Starting Equipment

All Elf Rangers have the following equipment:

- Backpack, fire starter, waterskin, bedroll, dagger,
- 1 suit of light armor
- Short Bow with 1d10+10 arrows in a quiver
- Pathfinder Blade (Elven Shortsword/Machete)

ELF RANGER LEVELS

LEVEL	XP	HD	BHB	ST
1	0	8 hp	+0	13
2	3000	2d6	+1	12
3	6000	3d6	+1	11
4	13000	3d6+2	+2	10
5	27000	3d6+4	+2	9
6	60000	4d6+4	+3	8
7	120000	4d6+6	+3	7
8	250000	5d6+6	+4	6
9	500000	+4	+4	6
10	1000000	+4	+5	6

ELF RANGER SPELLS BY LEVEL

LEVEL	1	2	3	4
4	1	---	---	---
5	2	---	---	---
6	3	1	---	---
7	3	2	---	---
8	4	3	1	---
9	4	3	2	1
10	5	4	3	2

Weapons of Individual Destruction

Weapon damages will be scaled a bit differently from Skyscrapers & Sorcery here, although if you prefer the variations of d6 method used there, by all means use it, it will not harm anything, just scale the damage for Warriors and other classes that get damage upgrades to a d8 as opposed to a d6.

If Using a weapon with which they are not proficient, the Adventurer may not apply any attribute bonuses to rolls to hit or inflict damage. Also, because they are not as efficient in the use of the weapon, the damage dealt is reduced by one die step (*2d6 becomes 2d4, 1d8 becomes 1d6, 1d4 becomes 1d3 and so on.*)

Close Combat Weapons			
Weapon	Damage	Enc	Cost (gp)
Axe	1d8	2	15
Club	1d6-1	1	---
Great Axe	2d6+2	3	50
Great Sword	2d6+1	3	50
Hatchet / Handaxe	1d6	1	10
Knife/Dagger	1d4	---	5
Knuckledusters / Cestus	+1	---	5
Mace	1d6	1	10
Maul	2d6+2	4	20
Polearm	2d6	3	15
Quarterstaff	1d6+1	2	5
Sap	1d4/special	---	5
Short Sword / Machete	1d6	1	10
Short Spear / Javelin	1d6+1	2	10
Spear	1d8	3	15
Sword	1d8	2	15
Unarmed	1d3	---	---
Warhammer	1d8	2	15
Whip	1d6	---	15

Wielding Non-Proficient Weapons

"I want my Wizard to use a Great Sword."

All Referees have heard some variation of this statement during their games. Your Adventurer's Class does not magically prevent them from picking up any weapon and making use of it.

However, they will not be anywhere near as effective with these weapons as they are with the weapons ascribed to their Class.

Weapon Descriptions

I'm going to include some basic descriptions of weapons to aid anyone who perhaps doesn't know what the various items listed are.

If you would like more detail regarding an item, there are many wonderful resources online or in your local library.

Any game specific notes will be included in these descriptions, so it doesn't hurt to skim over them at least.

Axe - A long handled chopping weapon that can be wielded in one or two hands. If used in two hands, add +1 to the damage roll. This includes the eponymous Battleaxe the Adventurers can

wield against the Beasties of the world.

Club - Any blunt object of two to three feet in length and with a weight of a pound or so. Clubs can be had by finding a stout branch on the floor of the forest or trimming one from a tree, breaking a chair leg off to hit someone with. If you'd like to have something a bit fancier, go buy a mace.

Great Axe - A large axe that requires two hands to be wielded properly



MAGIC & MIRACLES

One of the many things that makes fantasy gaming so much fun is the ability to have a character who weaves the fabric of magic or channels the powers of beings beyond the realms of the players.

Magic and Miracles have a place in the Borderlands, and in this section, I will attempt to explain how it will work with this game, and give you a selection of Arcane and Fey Spells as well as Divine (*or Infernal*) Miracles that your Adventurers and the Referee's NPCs can use during the game.

Arcane Magic

Wizards are able to learn and cast arcane magical spells and rituals. They have a limited number of spells that they may prepare at one time, based upon the level of experience of the Wizard and the power level of the spell.

A Wizard may prepare a number of spells of a particular difficulty level equal to the number of spells they can cast that day.

A Wizard must have at least one hand free for spellcasting, and be able to speak and move. If any of these conditions are not met, they will be unable to cast the spell.

For instance, Sara Dashiel, a level four Wizard, can prepare 4 first level spells, and 2 second level spells. She stumbled across an abandoned arcane library early in her adventuring career and has managed to accumulate a total of 9 first level spells, 5 second level spells and 3 third level spells into her spellbook. She has to decide which 4 first level spells and which 2 second level spells that she want to have prepared for the day, and the third level spells will have to wait until she reaches level five, at which time she will be able to memorize 1 level three spell as well.

Prepared Spells

Wizards have a number of spells per level that they may prepare ahead of time for instant casting. Any prepared spell may be chosen, expending one slot per spell.

Prepared spells are not 'lost' after casting and may be cast multiple times, as desired. To regain the use of the 'slots' used requires the Wizard to spend four hours in either quiet meditation or comfortable sleep.

Changing Prepared Spells

Prepared spells may be changed by spending 5 minutes per level of the spell being prepared in study.

The Wizard must have their spellbook on hand in order to change prepared spells, but it is not necessary for casting spells that are already prepared.

This means that a level 10 Wizard who wanted to change all of their currently prepared spells would spend five hours in preparation time .



Stones to Stoats

Range: 100 ft.

Duration: 2 minutes / level

The caster may turn as many as 1D3/level normal stones into stoats (a type of weasel). The stoats follow the commands of the Paladin, but turn back into stones at the end of the spell (or when destroyed).

The Stoats have the following statistics:

Armor Class: 7 [12]

Saving Throw: 18

Hit Dice: 1-1

Total Hit Bonus: +1

Movement: 18

Attacks: Bite (1d6-1)

Special: Keen Senses

FIFTH LEVEL MIRACLES OF THE PALADIN

Improved Holy Aura

Range: Self

Duration: 10 minutes / level

The Paladin is surrounded by a faintly glowing light that brightens when within 50 feet of undead and demonic creatures.

Any undead or demons will take 1d6+1 points of damage per round when within 10 feet of the Paladin. A saving throw can be made each combat round the creatures are within range of the light. A successful saving throw indicates they take no damage that round.

Fearsome Bugs

Range: 500 ft.

Duration: 4 rounds / level

A swarm of bugs gathers, and goes wherever the Paladin directs. The swarm is approximately 400 square feet (*20 x 20 feet, or of equivalent volume*). Any creature with fewer than 2 HD exposed to the army of bugs will flee in terror (*no saving throw*).

The Swarm will do 1d4 points of damage to any individuals within their area, they have a total attack bonus of +1 and each 5 points of damage will disperse the swarm within a 5 ft x 5 ft area, rendering that area safe.

Questions of Faith

Range: Self

Duration: 3 questions

Extraplanar beings grant answers to three questions the Paladin poses. Higher powers don't like constantly being interrogated by mere mortals, so the spell should be limited to one casting per week or there may be consequences.

The Referee may rule that a caster may cast a double strength Questions of Faith spell composed of six questions once per year on a date that has special meaning to the Paladin.

Nurturing Feast

Range: 30 feet

Duration: Instantaneous

This Miracle summons forth a trestle table loaded with enough food and pure water to satisfy three dozen individuals. Those who partake in the feast will feel refreshed and rested and will be healed of 4d6+4 Hit Points of damage each.

Revivification

Range: Line of sight

Duration: See below

Revivification allows the Paladin to raise a body from near death or recent death, provided it has not been dead too long.

The normal time limit is 1 day, but for every Paladin level higher than 8th, the time limit extends another 2 days.

Characters with low constitution might not survive the ordeal (*roll 1d6, modified by Constitution Modifier; results of 2 or less are permanently dead*); and even for those with a strong constitution, a period of two weeks is required before they can function normally.

This Miracle is draining on the Paladin as well, and after Reviving the target, the Paladin must rest and will be unable to channel any miracles for 2d6 days.

RANGER SPELLS

Fey Magic

Elves are descended from the Fey Folk and as such, have a natural ability to craft Fey Magic. Elven Rangers gain access to Fey Magic when they reach level four. Rangers learn their spells intuitively, and gain knowledge of the Fey Magic at the capricious whims of luck and fate (*i.e., randomly*).

When an Elf Ranger gains the ability to cast Fey Magic at level four, the player should declare at that time whether the magic renews at noon or midnight, and this will be when they regain the ability to cast their spells each day.

A Ranger does not have to prepare their spells, nor do they require a spellbook. The only requirement to cast their spells is the ability to speak aloud (*even in a whisper*) and gesture with a finger. Being bound by iron or steel will prevent their magic from working, however.

An Elf may cast any spell they know, as long as they have the power (*spell slots*) available to them.

Learning Spells

Elves will spontaneously receive knowledge of one randomly determined first level spell when they reach level four in experience. Each level that they gain the ability to cast a new number or level of spells, they gain a randomly determined spell from the lists they have available to them.

For example; Ryzalec the Blue, an Elven Ranger from Red Oak has just made level four during his adventures. He rests, and when he returns his awareness to the world around him, realizes that he has gained knowledge of one first level Fey Magic spell; Faerie Fire.

After adventuring for a few more months, he increases in level to level five and gains knowledge of yet another first level Fey Magic Spell, Guiding Wisp.

Upon reaching level five, he would gain both a new first level spell, as well as a second level spell. At seventh level, he would not gain any new first level spells, but would gain an additional second level spell.

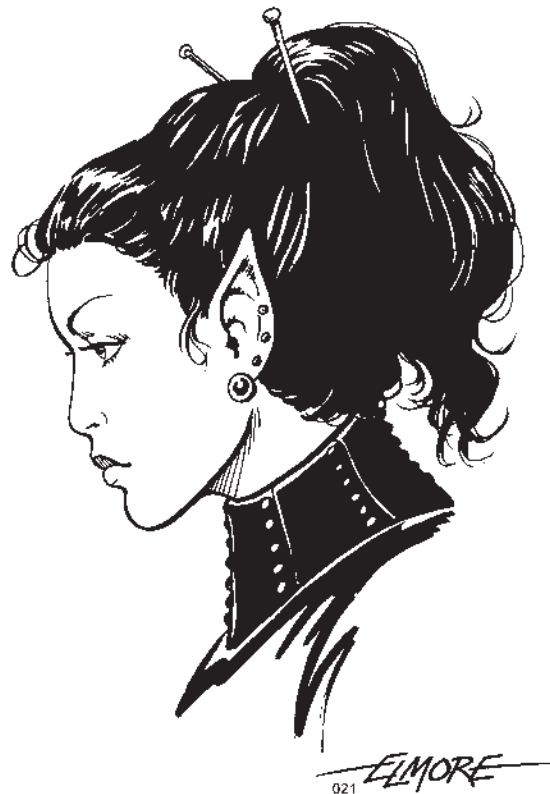
Knowledge of Fey Magic may also be granted by members of the Faerie Court, but this should involve a major quest of some type, as well as owing the member of the Court a Favor.

The Faeries of the Court are capricious, unpredictable and often cruel by mortal (*or even Elven*) standards, but will abide by the strict letter of an agreement.

Under almost no circumstances would a member of the Faerie Court grant knowledge of more than one spell to a petitioner at any time.

'Bonus' Spells

Rangers with exceptional Intelligence are able to cast more spells in a day than the average. These bonus spells (+1 for INT 14-17; +2 for INT 18+) may be used by the Ranger for casting any power level spell they have knowledge of.



FIRST LEVEL RANGER SPELLS

Compel Beast

Range: Touch

Duration: 6 hours per level

The Ranger may compel an unwilling creature of animal intelligence or lower to do their bidding for the duration.

The creature is allowed a Saving Throw, and if successful, will only follow the instructions of the Ranger grudgingly and to the letter, and there is a 1 in 6 chance that at the end of the spells duration, the creature may attack the Ranger.

This increases to a 3 in 6 chance if the creature is treated poorly or placed in obvious danger by the instructions given. The HD of the creature cannot be higher than the level of the Ranger.

Fae Senses

Range: Self or Touch

Duration: 30 minutes per Ranger level

The Ranger may increase their own already superior senses for the duration, or those of a willing recipient.

The target of the spell will gain a +2 to all Perception related Action Checks and allow them to act first in combat without having to roll for initiative. If more than one individual is under this effect, they act in order by Highest Dexterity first.

Faerie Fire

Range: 50 ft.

Duration: 2 rounds per level

The Ranger may illuminate a number of target's equal to half their own level (*rounded down*) in a glowing nimbus of light.

This illumination allows attackers to have a better chance at hitting the targets, granting a +2 bonus to hit to any who attack the illuminated targets.

If a successful Saving Throw is made, the illumination will only last a single combat round and then flicker out.

Giggling Trickster

Range: 30 ft.

Duration: 1 round / Ranger Level

If the target of this spell fails their Saving Throw, they are beset by an uncontrollable case of laughter.

They are unable to take any actions other than laughing. Those affected by this spell do not suffer any Armor Class Penalties and can move no more than five feet per round while so affected.

Non-Intelligent creatures will be unaffected by the spell.

Guiding Wisp

Range: special

Duration: 1 hour per Ranger level

This spell summons forth a Wisp from the plane of Faerie to guide the Ranger or another indicated individual for the duration.

The Ranger imparts a destination and the individual to guide to the Wisp and it will stay within 100 feet of the individual, leading the way to the destination selected. The Guiding Wisp glows with a red light as bright as a full lantern, but does not interfere with night vision.

If the destination is not reached by the end of the spells duration the Wisp will bounce up and down and attempt to indicate the ultimate direction before returning to the plane of Faerie.

Lesser Glamour

Range: 50 ft.

Duration 1 hour / Ranger Level

The ranger is able to create an illusory scene that occupies no more than a 10 ft x 10 ft x 10 ft area. This scene is stationary and is visual only. If touched or investigated, a successful Saving Throw will reveal it to be an Illusion, but the scene will remain intact and in place until the duration expires, it is dispelled or the Ranger dismisses it.

Whispers of the Fae

Range: touch

Duration 1 minute / Ranger Level

The Ranger touches a target area to act as the nexus of this spell. For the duration, ghostly whispers of nonsensical menacing conversation and laughter will randomly be heard in an area with a 100' radius from the targeted nexus.



Iron Hold

Built atop the source of the Red River and deriving their livelihood from mines that delve into the cliffs of the Northern Wall, Iron Hold is a settlement that is owned and ran by the owner of the mines, a Dwarf named Cardin Unger, or Boss Unger as he prefers to be called.

Red River

A slow moving river that flows from beneath the Northern Wall mountain range, the Red River maintains a width ranging from 50 to 100 feet wide and an average depth of about 20 feet as it flows down to Lake Razz.

Red Oak Forest

The Red Oak forest is the domain of the Red Oak Elves, ruled by Queen Ma'abiana Goldthistle. There is one 'open' settlement along the southwestern edge of the forest, near where the Red River flows into Lake Razz. At this settlement, called Trádáil, is the only area of Red Oak freely open to visits from non-elven or non-fae folk.

E'varnali Forest

Insular and not welcoming to visitors, the Elves of the E'varnali are typically haughty and rude to those they meet. Any who wander into their domain are quickly offered an escort to the nearest border of the forest and directions on how to stay out of E'varnali territory. If trade items from outside the kingdom are needed, a small, but heavily armed contingent will usually travel to Trádáil or perhaps to East Lake or Two Rivers to trade. The E'varnali is ruled by the Green Lord, Systarian Ela and his Lady, Genari Ela.

Razzor River

Flowing from beneath Mount Razz to the distant sea known as the Vast Deeping, the Razzor is a wide and powerful river. Widening from it's initial 30 feet or so wide at the source, by the time the river feeds into Lake Razz, it has reached an impressive 500 feet in width.

Two Rivers

The largest settlement in the Borderlands, the town of Two Rivers is the heart of Imperial power in the region. The Empire is represented here by Governor Princess Celeste Waelden, a niece of the Emperor. Two Rivers relies upon the trade from neighboring settlements and from deeper in the Empire for it's livelihood. There is a small detachment of the Imperial Army here in addition to the Imperial Guard responsible for the safety of the Governor.

Isle of Mist

There are numerous small islands along the shore and in the waters of Lake Razz, but in the center of the lake there is an island that is perpetually wreathed in mist, regardless of the weather.

Sailors who venture into the mists report that they quickly lose their sense of direction and that there appears to be an island, with a tall tower upon it within the fog, but they have been unable to make landfall.

Rumors abound regarding the Isle of Mist, ranging from it being the home of a minor deity to it being a secret, magical prison utilized by the Empire.

East Lake

A small farming community along the eastern shores of Lake Razz that exports apple brandy and cheese. East Lake maintains good relations with the Elves of Red Oak.

Cheram Range

The grassy plain that lies between the western mountain range and the Razzor River is home to the Cheram, the name given to multiple and varied tribes comprised mostly of humans, but also of other races as well. The Cheram live a semi-nomadic existence along their territory, along with a few small, permanent settlements that maintain farms. Twice a year, at the summer and winter solstice, the tribes all gather at a sacred location along the western shore of Lake Razz for their 'great council', where they arrange marriages, alliances and compete in games of skill.

9. Unger Manor

This walled compound is the home of Boss Unger and his family. He maintains a stable and smithy within the compound.

10. Mining Supplies

A stone walled, guarded warehouse contains tools and supplies needed for working the mine.

11. The Unger Mine

The entrance to the Unger Iron Mine, which is dug deeply into the mountain.

12. The Company Store

A general goods store that supplies residents with essentials and luxury items. Employees of the mine and their families are automatically given credit accounts with the Company Store.

Credit payments are deducted from the payoff of the miner by Boss Unger. The store is ran by Esmeralda Unger, Cardin's older sister.

Adventure Hooks for Iron Hold

An employee of the mine is a friend or relative of one of the adventurers and gets word to them that they want to leave the mine, but their debts to Boss Unger have them working in effective slavery.

Boss Unger hires the adventurers after a new mine shaft is opened and it awakens a slumbering monster. He will pay handsomely for the removal of the monster and resumption of mine operations.

The adventurers are contracted in a different settlement to escort a prisoner to Piraz Varrik and the peacekeepers for trial. The prisoner has been accused of stealing from the mines.



6 Crafters Row

This riverside street is home to many of the town's primary craftsfolk

7 The Crimson Lantern

The premier brothel in town, the Lantern is owned and ran by Baroness Laesha de Torre. Baroness of what, she never says, but everyone in town refers to her simply as 'The Baroness.'

The Lantern provides a wide variety of options and also houses a casino and tavern on the ground floor.

8 The Driftwood

Owned and operated by Sylvester Dupre, a distant cousin of the Governor. The Driftwood is a very clean and high priced inn with a clubroom rather than a tavern and an actual restaurant on the ground floor.

9 The Burning Mast

A rather rowdy tavern and inn by the docks. It is quite popular with the fishers and the sailors who frequent the dockside.

The manager / bartender / bouncer is Rufus the Hook, a former sailor who claims to have sailed with a pirate crew on the Vast Deeping.

10 The Evening Mist

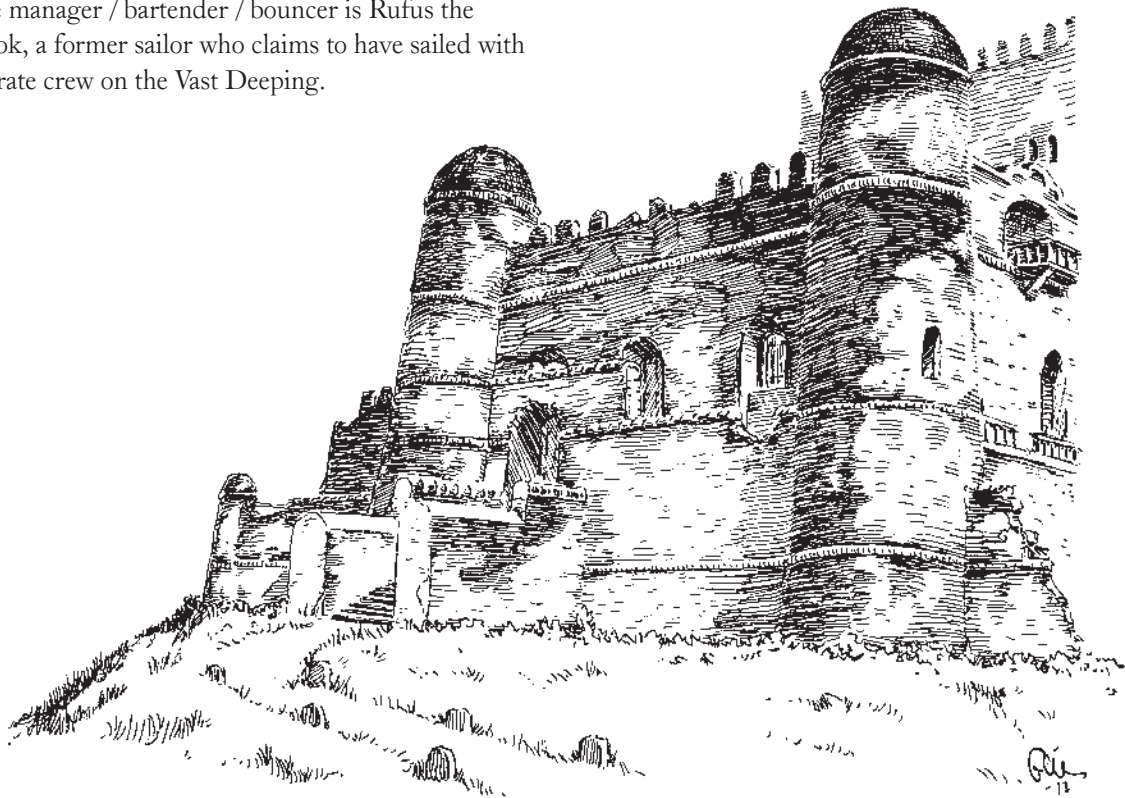
Elanna Mystani, an Elf, runs this reasonably priced and respectable inn and tavern.

Numerous general outfitters, weaponsmiths, apothecary shops and the like can be found in Two Rivers. Almost any non-magical item available can be found here.

Possible Adventure Hooks for Two Rivers

The adventurers are approached by someone looking to have an item retrieved from the Customs Warehouse. They claim that it is a dangerous magical item that endangers the town.

Baroness de Torre is looking for one of her missing hostesses. The woman has been subjected to the unwanted and unpaid for attention of a ship's captain who claims he loves her.



Trample [xdx]

This being will attempt to knock an opponent down (saving throw to avoid) and walk or run over them, inflicting the listed damage.

Vulnerability [type]

Beings with Vulnerability take double damage from the listed type of attack.

Animals

These are some of the more commonly found normal animals of the Borderlands. Most animals will not attack unless they are hungry, threatened, protecting their young, or cornered. That being said, having a flock of annoyed flamingos go after the Adventurers could be a great deal of fun. This is an adventure game, not a simulation of wildlife behavior, so go nuts, have fun.

Alligator

Armor Class: 5 [14]
Hit Dice: 3 + 1
Saving Throw: 13
Movement: 9 land [16 water]
Attack Bonus: +2
Attacks: Bite [2d4+2]
Tail Slap [2d6+2]
Special: Grapple and Rend
Level / XP: 4 / 90

If the bite from an Alligator is successful, the victim must make a saving throw or the animal will hold on with its jaws, doing additional bite damage and pulling them to the ground (*or into the water*), attempting to twist or drown the victim.

A successful saving throw is required to get out of the animals grasp, and the Alligator will automatically hit with a bite each round they have their prey grappled.

Alligators are found along the shoreline of both the Razzor and Red Rivers and in the depths of the Great Marsh as well. Their hide is prized by leatherworkers and their eggs and meat are considered quite tasty by most folk of the Borderlands.

Bear, Borderland Common

Armor Class: 7 [12]
Hit Dice: 3
Saving Throw: 15
Movement: 12 [swim 9]
Attack Bonus: +2
Attacks: Claw [1d6+2] Claw [1d6+2]
or Bite [2d4+2]
Special: Keen Sense of Smell, Roar, Charge
Level / XP: 4 / 60

Borderland Bears are common throughout the region. They are quite adept at swimming and climbing (+2 to *action checks* for both activities).

Not typically aggressive unless threatened or protecting their cubs, Borderland bears will usually avoid people if at all possible. They are found along the outskirts of settlements from time to time, digging through the detritus of civilization in search of food.

If a bear is successful in hitting with both claws, it will get an additional attack with its bite at +2 to hit.



Mimic

Armor Class: 6 [13]
Hit Dice: 7
Saving Throw: 10
Movement: 4
Attack Bonus: +4
Attacks: Pseudopod [2d6]
Special: Shapeshift, Fearless, Adhesion
Level / XP: 9 / 1100

These amorphous creatures have developed a talent for imitating the appearance of their surroundings or of items they have encountered during their lives. Appearing as a table, a mug of ale, a door, or any number of mundane items is their method of ensnaring their prey.

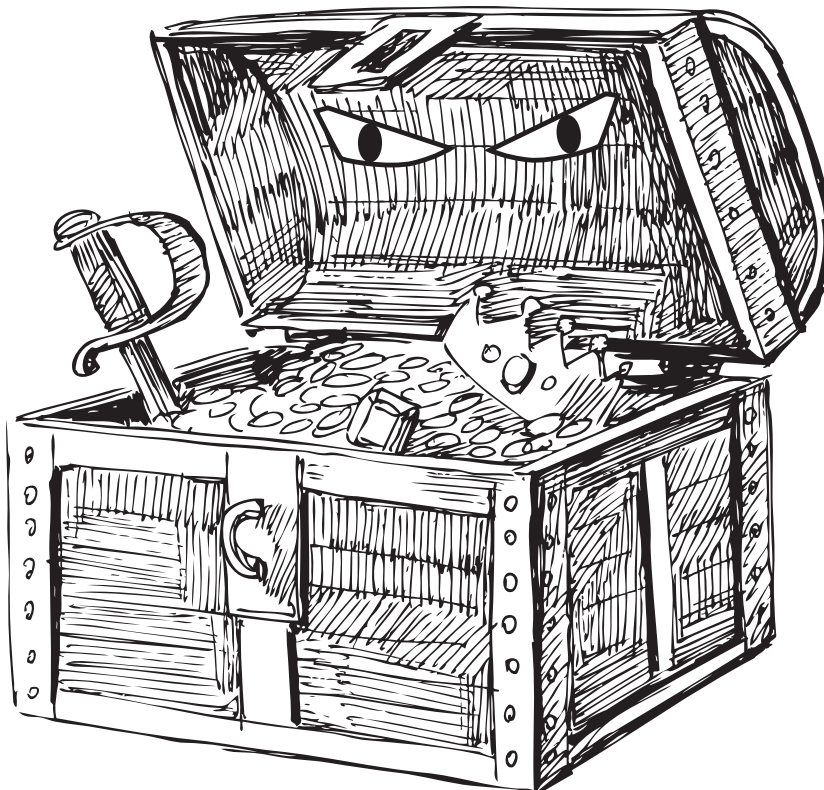
When touched, or when they sense prey within striking distance, they strike out with a pseudopod and launch a glue-like glob of adhesive to keep their prey immobile (*save to avoid glue - failure means the victim is unable to move for 1d6 rounds*).

Saffron Blight

Armor Class: n/a
Hit Dice: n/a
Saving Throw: n/a
Movement: 0
Attack Bonus: n/a
Attacks: see below
Special: airborne spores
Level / XP: 4 / 120

Saffron Blight is thought to be fae in origin and is most often found in subterranean areas. Saffron Blight is a fungus; it neither moves nor attacks of its own volition. However, if it is touched or struck, it may (3 in 6 chance) release a roughly 15 foot diameter cloud of poisonous spores.

Those who fail the saving throw against the spores have inhaled them and will take 1d6+1 points of damage per combat round for 1d6+3 rounds. The spores cause agonizing pain in the lungs of the victim, leaving them at a -6 to all rolls due to burning pain in the lungs and throat and inability to breath normally. These growths can be destroyed by judicious applications of fire.



Magic Items

Most magic items found in the Borderlands are ancient weapons that have been lost and re-discovered or passed from hand to hand. The ability to create magical weapons and armor of significance is a long lost art. The exception to this is the ability of skilled alchemists and apothecaries to brew potions and spellcasters to create usable scrolls.

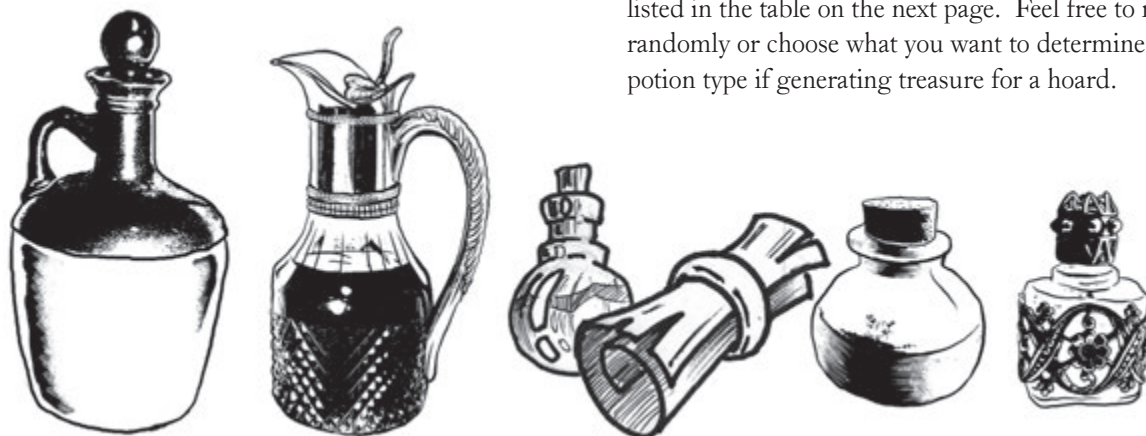
Potions and Scrolls

Potions and Scrolls are the most commonly found magical items and are considered disposable or consumable items. Apothecaries and alchemists can make potions, salves and oils using recipes that are passed from master to apprentice or learned through trial and error.

Scrolls may be created by spellcasters who are able to invest some of their magical power into a scroll that others may use.

Prices listed are the average price for items that may be purchased or commissioned. Adventurers who wish to make potions must make a successful Action Check to brew the item.

It costs one third (*round down*) the listed cost in materials to create a potion and takes 1d3 days, plus 1 additional day per 50 gold piece value of the potion to brew one potion. Failure on the Action Check results in a ruined potion and loss of the ingredients.



Potions and Poisons

Potions are a liquid or paste that simulates a magical spell or has some other special effect upon those who consume it. Potions typically come in small stone, glass or metal vials, capped and sealed in wax.

These vials are approximately 5 to 6 inches long, and about an inch in diameter (picture a fat marker as a visual clue). Each potion contains a single dose and will take effect at the beginning of the round following its consumption. 20 potions equal 1 ENC if tracking encumbrance.

Determining the possible effects of a potion that is unmarked may require a taste, inspection or just trusting on pure luck. On a successful Action Check, the Referee should give a hint or even a description of what the potion contains. If the Adventurer has encountered such a potion before, it could be easier, if it has very esoteric ingredients, perhaps a bit more difficult.

If the contents affect some type of change or are inimical, a Saving Throw might be required as well to avoid a lesser version of the effect that would occur upon consumption of the contents.

Most potion and poison makers will have some method of identifying the contents of the mixtures they make, to avoid possibly embarrassing, if not deadly, errors with potential clients.

Some of the more commonly found potions are listed in the table on the next page. Feel free to roll randomly or choose what you want to determine the potion type if generating treasure for a hoard.

Magical Armor & Shields

Magical Armor and Shields are very rare indeed, as they take quite the beating over time and are often shattered protecting their owners from deathblows. Should you make magical armor and shields available, the following charts will come in handy.

Armor Type	
Roll 1d6	Armor Type
1	Heavy Armor
2-3	Light Armor
4	Shield
5-6	Medium Armor

Enchantment Type	
Roll 1d6	Enchantment
1	Additional Protection -1 [+1] Armor Class Bonus
2	Lighter Weight (-1 ENC)
3	Durable - if used for All Shields must be Shattered maneuver, roll 1d6, on a 3 or higher, the item survives.
4	Stealthy - Armor grants a +2 Action Check bonus to moving quietly
5	Repels Missile Fire -2 [+2] Armor Class bonus versus ranged attacks only
6	Resistance - Pick an element or damage type, armor reduces that type of damage to one half.

Using these two tables we will create a random suit of magical armor and give it a short background, so, back to dicelog we go.

I rolled two six sided dice, getting results of 4 and 6, so we have a shield that grants resistance.

I will pick a resistance to ice and cold, because someone just got ice for their drink, and we will get the following item. . .

The Shield of Ivan the Icy

This heater shield (the curved triangular type of 'knight's shield') is covered with scales of a white dragon and reinforced with bands of star iron. Ivan was given this shield by a wizard whose brother he saved from the clutches of Varzahoom the White, a dragon that had moved into the domain of the wizard and taken his younger brother as insurance against retaliation.

Ivan managed to save the brother and by extension, the domain of the wizard by slaying the dragon in combat. The wizard used the section of hide of the dragon, skinned by Ivan after the fight, to create for him a shield that would protect him from cold attacks.

Magical Wands and Staves

The secret to creating wands and staves has been lost to time, but spellcasters are able to recharge wands, although a chance exists of destroying them when they do recharge them.

Every wand has a finite number of 'charges' it may hold. Only Wizards and Rangers are able to utilize magical wands, and when they find one, they may spend 1d6 hours attuning themselves to the magic that flows through the wand.

In doing so, they learn the command words (if any) required to make the wand work, the spell or abilities of the wand and how many charges it will hold and how many it currently contains.

If all of the charges of a wand are spent, there is a 1 in 6 chance that it will crumble to dust as the final bit of magic is drained from it. If it is not destroyed, a Wizard or Ranger may recharge the wand.

To recharge a wand, the caster must sacrifice the energy they would normally have for a day to add power to the wand. Attempting to overcharge a wand will have a 5 in 6 chance of resulting in an explosion of magical energy doing 4d6 points of damage in a 20 foot radius explosion (*save for half damage*), destroying the wand.

NAME	CLASS	LEVEL
DESCRIPTION		

XP Earned _____
 Needed to Level _____

BATTLEAXES & BEASTIES

fantasy roleplaying
adventurer record

Bonus XP: ☐ +5% WIS 13+
☐ +5% CHA 13+
☐ +5% Prime 13+

SAVING
THROW

score modifier

ATTRIBUTES

STR strength

INT intelligence

WIS wisdom

CON constitution

DEX dexterity

CHA charisma

Bonus Spells ☐
 Bonus Languages ☐
 Loyalty / Reaction ☐
 Skilled Assistants ☐
 AC Adjustment ☐
 Base Hit Bonus ☐

ARMOR WORN

AC

WITH SHIELD

HIT POINTS

DAMAGE TAKEN

MAXIMUM

DEATHS DOOR

unlocked turned away
 1-2 OR damage 3+ OR treatment

Careers

LANGUAGES

PROFICIENCIES

WEAPONS

ARMOR

☐ NONE
☐ LIGHT
☐ MEDIUM
☐ HEAVY

COIN & GEMS - JEWELRY

COPPER SILVER GOLD PLATINUM GEMS/JEWELRY



PREFERRED WEAPONS



WEAPON	ATTACK	DAMAGE	NOTES

RANGED WEAPON	ATTACK	DAMAGE	RoF	RANGE	NOTES



CLASS ABILITIES

Save Bonus

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