

The Genius Guide to: LOOT 4 LESS



KRAZY KRAGNAR'S USED CHARIOTS

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Welcome to the seventh in our line of *Loot 4 Less* books, where we deal exclusively in items with a cost-to-consumer of 2,500 gp or less. That's right: no epic equipment, *Chariots of Apollo*, or even moderate magic items here. This is a forum for the cheapest of the cheap, and that's it. And just to up the level of difficulty, we also don't deal in one-shot (or even two- or three-shot) magic items. No scrolls, potions, talismans, or fire-and-forget tattoo magics here. Everything in these pages is a legitimate permanent magic item, free of consumable charges and able to be used in adventure after adventure.

Here in *Loot 4 Less, vol. 7: Krazy Kragnar's Used Chariots* we're looking at just bargain bin magic chariots and wagons, popular wheeled conveyances any character can use. Not only do we provide each item with a full description and cost, we've scattered sidebars throughout the book to explain those costs. Each "Behind the Counter" sidebar explains how a price was arrived at, allowing GMs to apply the logic to other items with similar abilities (and be better able to change the pricing to suit the needs of their campaigns with a firm knowledge of where the numbers come from).

WHY?!

Okay, so let's say that all sounds great, but you're not sure why you should care. Do campaigns really need a few more inexpensive magic item options? We answer that question in more detail in *Loot 4 Less, vol. 1: Arms and Armor*, so I don't want to belabor the point too much here. Essentially, cheap magic items make it easier to:

1. Make the gear carried by low-level foes, and thus the treasure low-level characters pick up, more varied and interesting.
2. Allow low-level PCs to build wealth, since their early treasure items aren't all scrolls, potions and partially-used wands that lose value if they get used. 1

3. Give mid-level characters who craft magic items a broader range of cheap items that don't take more than a couple of days to create, increasing the chance they'll get to use their various Craft feats.

CHARIOTS

Unlike most Loot 4 Less volumes, for *Krazy Kragnar's Used Chariots* we first need to define a mundane version of the items offered. There is no "chariot" in the *Pathfinder Roleplaying Game Core Rulebook* (though there are listings for carriages and wagons in the equipment chapter). But chariots are common to many mythic and fictional fantasy adventure settings, and they definitely cost less than 2,500 gp, so even mundane chariots are legit fodder for this series of products—and having magic chariots takes just a bit more work. (Since we're not likely to do *Wacky William's Well-Loved Wagons* as a separate product, we've included magic wagons, carriages, and other vehicles in this product, as well.)

Ideally, chariot rules would be a sub-set of vehicles rules ... which also aren't found in the core rulebook. Of course, it's beyond the purview of a magic item supplement to present extensive, realistic, comprehensive new rules for as broad a category as vehicles. Still, it is possible to create a simple set of general vehicle rules, and then just enough more to allow characters to use chariots without having to add an extensive new rules subset.

There are two basic premises behind our proposed vehicle rules. First, a vehicle is treated like a creature when it is attended by a driver (that creature being the same as the mounts

harnessed to it), and as an object when it is unattended (even if a team of mounts is harnessed to it). Second, skills and feats that work with a mount also work with a vehicle. Realistically driving a chariot and riding a horse are very different, but the *Pathfinder RPG* uses broad categories to allow heroes to easily be good at related sets of things, and we want to match that design philosophy here.

Animal-pulled, wheeled vehicles need just a few more rules. First, the weight of the vehicle and all riders and cargo are divided evenly among all mounts harnessed to it. Thus a 4-horse chariot divides the load among all 4 horses, making it much less likely to place the horses into medium or heavy encumbrance (thus slowing them). Second, because the vehicles are wheeled (thus easily pulled), even burdened steeds can pull one more swiftly than they can carry the same load strapped to their backs. As long as a wheeled vehicle is not in difficult terrain and is not going up an incline, a steed (or team of steeds) in medium encumbrance still moves at its full move rate. (An encumbered team in difficult terrain or moving up an incline uses its reduced speed for being encumbered before taking any modifiers for terrain into effect—see below). A team in heavy encumbrance is slowed even when pulling a wheeled vehicle, regardless of how smooth and level a surface it moves across.

Of course, this increased speed and carrying capacity also does have some drawbacks. Wheeled vehicles cannot move backwards nor make a turn sharper than

90 degrees. If one mount in the vehicle's harness is unconscious or killed, the vehicle moves at half speed until the mount is cut free. If half or more of the mounts in a chariot's harness are unconscious or killed, it stops until they are removed from the harnesses and the remaining animals are re-harnessed in a balanced arrangement. For these purposes, a tripped mount counts as being unconscious until it manages to take a standard action to stand.

A wheeled vehicle can't navigate rough terrain as well as creatures on foot. A wagon or similar vehicle and its team move at 1/3 speed through difficult terrain (rather than the normal 1/2 movement) and cannot make Climb checks. Most wheeled vehicles cannot make Jump checks.

One or two mounts harnessed in front of a vehicle take up the same space as a single animal (thus two horses pulling a cart take up a single Large 10' x 10' space). Three to six creatures take up a space one size-category larger (so four horses take up a single Huge 15' x 15' space). Seven or more creatures need to be broken into smaller blocks and moved separately (eight horses are treated as two Huge 15' x 15' blocks of four horses each). Each vehicle lists its own size. As a general rule, a Medium vehicle can carry a single Medium creature, a Large vehicle carries two Medium creatures, and a Huge vehicle can accommodate up to eight Medium creatures.

Anything not covered by these rules needs to be adjudicated by the GM. Using these basic rules, we can now introduce

a mundane chariot for your campaign's equipment list. All magic chariots presented in this product conform to this standard, except where explicitly stated otherwise.

Item	Cost	Weight
Chariot	50 gp.	200 lb.
Houdah	varies*	varies*

* See text.

Chariot: A chariot is a simple two-wheeled wagon that is pulled by one or more mounts and most often used as a battle conveyance. A typical chariot is treated as a Large vehicle (with a space of ten feet square), and is pulled by two to eight Large mounts, harnessed in pairs.

Unlike many other vehicles, most chariots can be used to Jump. Jumping a chariot is easier than jumping a larger wagon, but still difficult. When attempting to jump a chariot, use the lowest Acrobatics check of any mount pulling the chariot, or the driver's Ride check if that is lower. The total distance jumped is half what it would have been if the jump was being attempted using a normal Acrobatics check.

Houdah: A houdah is a form of transport that consists of a small cabin or platform that is placed entirely on the back of an animal, rather than pulled behind it on wheels. Any carriage, chariot, or wagon can be constructed as a houdah rather than as a wheeled conveyance. A houdah must be placed on a creature at least one size larger than it. This leaves room on the mount (but outside the houdah) for a driver that is a creature two sizes smaller than the mount.

The drawback of a houdah is that it must be carried in its entirety by a single creature, which is much more likely to be in heavy encumbrance. The advantage is that the houdah does not act like a vehicle—it can go anywhere the mount carrying it goes with no special rules for jumping or making turns.

Thus a Large chariot can instead be a houdah attached to a Huge creature (elephants are traditional), leaving room for a single Medium driver on the mount but outside the houdah. Most of the magic vehicles in this volume can be built as houdahs at no additional cost, or be capable of being converted from a wheeled vehicle to a houdah (an hour-long process) for an additional 25% weight and cost. At the GM's discretion, some forms of magic vehicle may not exist as houdahs.

DURABILITY

If chariots or houdahs are driven into combat, inevitably they'll take damage. And adventurers never know when even a humble pack wagon might need to be used as a barricade against a hoard of fiendish wombats. A few simple hardness and hit point guidelines are given for typical wheeled vehicles, below. Note that the hp values assume that once a vehicle has a broken axle, the vehicle as a whole qualifies as "broken."

If they're being used as makeshift barricades, double the hp of these vehicles to represent how much damage they can sustain before being smashed to pieces.

Item	Hardness	Hit Points
Carriage	5	45
Chariot/Houdah	8	50
Wagon	5	30

USED CHARIOTS

Since this is *Krazy Kragnar's Used Chariots*, we also need rules for what happens when you buy and drive a *used* chariot or wagon. The prices for the magic vehicles below all assume they are new or good-as-new items with full cost and no special drawbacks. However, while vehicles can be quite durable, they often





change hands even in used condition when a business outgrows one, it is confiscated for failure to pay a bill or back-taxes, or it is stolen by brigands. Simply put, in an adventurer-driven economy, used chariots likely exist and used vehicles just aren't as reliable as new ones.

A used vehicle normally costs 80%–90% of a new one. It's hardness is one lower, as a result of general wear. The driver of a used vehicle must make a DC 20 Reflex save each time a natural 1 is rolled on a Ride or Acrobatics check with the vehicle. On a failed save, the vehicle takes 1d10 hp of damage (ignoring hardness).

NEW CHARIOTS

BLADED CHARIOT

Aura: faint transmutation; **CL:** 1st
Slot: –; **Price:** 2,335 gp; **Weight:** 200 lbs

DESCRIPTION

A bladed chariot is a Large vehicle that has short, curved blades that magically extend and retract from the wheels, both radiating from the outer wheel and jutting straight out from the axle. A driver may make a charge attack with the blades (base damage 2d6, threat range 19–20, counts as a two-handed weapon), using the Strength bonus of the strongest mount in the team, +1 per additional mount. A character with the Spring Attack feat may also make melee attacks by using that feat, but must move at least 10 feet both before *and* after the attack.

Additionally, any creature that attempts to grapple an attended bladed chariot and

fails suffers damage equal to 1d6 + the strongest mount in the team's Strength modifier. (In this case, the chariot blades do not act like a two-handed weapon.)

CONSTRUCTION

Requirements: Craft Wondrous Item, *magic weapon*, creator must have 3 or more ranks in Craft (weapons); **Cost:** 1,335 gp

BURIAL CHARIOT

Aura: faint conjuration; **CL:** 1st
Slot: –; **Price:** 2,185 gp; **Weight:** 220 lbs

DESCRIPTION

A *burial chariot* is a Large 4-wheeled chariot built to serve as a tomb for its owner, if necessary. Because of its 4-wheeled construction, it gains a +4 bonus to its CMD against grapple and bull rush attempts, but is incapable of making jumps (unlike a typical chariot). Most *burial chariots* are custom-made, in the colors of their owners and adorned with appropriate heraldry and symbols.

When in a *burial chariot*, any character that is at negative hit points, but not yet dead, automatically stabilizes at the beginning of his turn. If a single dead body is placed within a *burial chariot* for at least 1 hour and it is then buried, the corpse is under the permanent effect of *gentle repose*.

CONSTRUCTION

Requirements: Craft Wondrous Item, *gentle repose*, creator must have 3 or more ranks in Knowledge (religion); **Cost:** 1,335 gp

CART, FOLDING

Aura: faint transmutation; **CL:** 1st
Slot: –; **Price:** 2,400 gp; **Weight:** 200 lbs

DESCRIPTION

A *folding cart* looks like a small wooden box about 6 inches long, 3 inches wide, and 2 inches deep when it is inactive. In this mode, it weighs one pound and can be used to store items just like any other box. Yet when the proper command word is given, the box unfolds itself rapidly in the space of a single round to form a Large chariot. A second command word causes it to unfold even further into a Huge carriage. The *folding cart* cannot unfold if there isn't enough open space for it to occupy once unfolded. Any objects formerly stored in the box now rest inside the chariot or carriage. A third word of command causes the chariot or carriage to fold itself into a box once again, but only when it is unoccupied.

CONSTRUCTION

Requirements: Craft Wondrous Item, *reduce person*, creator must have 3 or more ranks in Craft (carpentry); **Cost:** 1,200 gp

BEHIND THE COUNTER: FOLDING CART

The *folding cart* maxes out at less than one third the volume of the *folding boat* from the core rulebook. Lacking any better idea, we charged one third the price. The same logic was used for the *rolling campsite*, which seemed roughly just as useful.

CHARIALLISTA

Aura: faint conjuration; **CL:** 1st
Slot: –; **Price:** 900 gp; **Weight:** 200 lbs

DESCRIPTION

The *chariallista* is a chariot with a masterwork heavy crossbow built into the front railing. The magic of the chariot allows the crossbow to be kept loaded for hours at a time without damaging the prod or bowstring, and the crossbow only fires when directed to by the driver of the chariot. This allows the driver to make a ranged attack with the crossbow without having it in hand (though the crossbow must be reloaded manually). The crossbow may attempt any shot that the driver could if he were holding the crossbow himself. The attack suffers the normal penalties for firing from a mount, and nonproficiency penalties if he is not proficient with the heavy crossbow. A space exists on the railing opposite the built-in crossbow for a bolt box to hold ammunition, but the bolt box itself is not provided. The crossbow of a *chariallista* is not a magic weapon itself, though it can be enchanted normally as with any masterwork weapon.

CONSTRUCTION

Requirements: Craft Wondrous Item, *unseen servant*, creator must have 3 or more ranks in Craft (bows); **Cost:** 650 gp

BEHIND THE COUNTER: LOOK MA, NO HANDS!

The *chariallista* is essentially a masterwork heavy crossbow (350 gp), with no item slot (x2 cost, or 700 gp) plus a masterwork chariot (estimated at 200 gp). The construction cost assumes the need for a masterwork crossbow and a mundane chariot (400 gp), and then half the cost of the remaining enchantment (+250 gp).

LAAGER WAIN

Aura: none (nonmagical); **CL:** –
Slot: –; **Price:** 1,250 gp; **Weight:** 250 lbs

DESCRIPTION

A *laager wain* is a Large war chariot designed to protect the occupants both in running combat and as part of a wagon fort. Many militaries send out specially trained larger cavalry (also known as wheel dragoons) to ride quickly to a potential battlefield, then claim it by circling their *laager wains* into a simple fortification.

Being inside a *laager wain* is very similar to having a tower shield, normally granting you a +4 shield bonus to AC, however you can also take cover in a *laager wain*. When you do this, the front and two side edges of the chariot function as walls, just as with a tower shield. Anyone in a *laager wain* has a Max Dex bonus to AC of +2, and suffers a –10 armor check penalty. Ride checks made to control the *laager wain* do not suffer the armor check penalty. Anyone not proficient with tower shields suffers the armor check penalty to attack rolls, as normal for nonproficient shield use.

As a full-round action, two stationary *laager wains* can be bolted together side-by-side or corner-to-corner. Through the use of multiple such connected chariots, a simple fortification can be quickly created by troops equipped with these vehicles.

REPAIR WAGON

Aura: faint conjuration; **CL:** 3rd
Slot: –; **Price:** 1,385 gp; **Weight:** 500 lbs

DESCRIPTION

These broad Huge wagons are constructed of heavy, dark wood and thick bands of riveted iron. They are tougher than typical wagons (hardness 6), and very popular with traveling craftsmen and large caravans. Once per day, the *repair wagon*, or one item kept in the wagon, is subject to a *make whole* spell, cast at 3rd level of effect. The wagon is always the object repaired if it has any hp damage on it. Otherwise, the heaviest item within the wagon that has suffered any hp damage receives the *make whole*.

CONSTRUCTION

Requirements: Craft Wondrous Item, *make whole*, creator must have 3 or more ranks in Craft (armor); **Cost:** 785 gp

ROLLING CAMPSITE

Aura: faint transmutation; **CL:** 1st
Slot: –; **Price:** 2,400 gp; **Weight:** 600 lbs

DESCRIPTION

A *rolling campsite* looks like a typical merchant's carriage—able to carry four passengers inside its cabin and a total of four drivers and guards on the outside. It has sturdy cargo racks on the top, back and each side. In this mode, it weighs 600 lbs can be used to transport people and cargo normally. When the proper command word is given, the carriage unfolds itself rapidly in the space of a single round to form a campsite. The campsite includes a stable for the mounts (which are automatically

unharnessed and placed safely within) and a 4-person pavilion. Any cargo from the carriage is neatly stacked next to the stable, except for camp gear. Any camp gear packed on the back of the carriage (including campfire materials, cooking utensils, other tents, bedrolls, and so on) are set up in a circle around the carriage's pavilion.

A second command word causes the campsite to clean itself, and pack back onto the carriage (which forms from the stable, and re-harnesses its mounts). Any objects formerly stored next to the stable now rest inside the carriage (to a maximum of the carriage's cargo capacity, as determined by the mounts pulling it).

CONSTRUCTION

Requirements: Craft Wondrous Item, *unseen servant*, creator must have 3 or more ranks in Survival; **Cost:** 1,200 gp

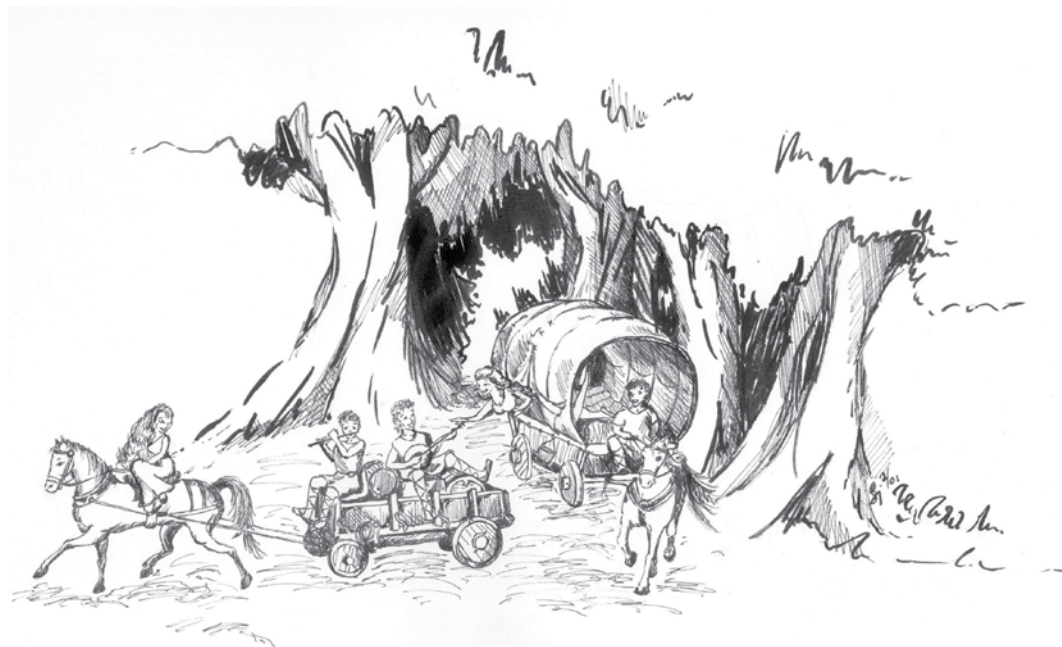
TEMPLE CARRIAGE

Aura: none (nonmagical); **CL:** –
Slot: –; **Price:** 2,500 gp; **Weight:** 1,250 lbs

DESCRIPTION

A temple carriage is a Huge mobile altar or shrine dedicated to a specific deity. Such carriages are extremely ornate, and despite their massive size have room for only a single driver and a single passenger. Most include an altar, icons of the revered deity, and have holy symbols and scenes of mythology painted across the entire exterior. A *temple carriage* acts as a holy symbol of the deity it is dedicated to.

Although mobile, a *temple carriage* qualifies as a permanent shrine for purposes of the *consecrate* spell. Note that the carriage has no innate ability to create a *consecrate* effect, but when clerics use one as the focus of such a spell, they gain the benefits of having a sanctified altar within the spell's area.



WOLF WAGON

Aura: faint conjuration; **CL:** 3rd

Slot: –; **Price:** 2,185 gp; **Weight:** 400 lbs

DESCRIPTION

A wolf wagon is a finely crafted Huge wagon with wooden carvings of a large wolf running the length of each side and a large brass wolf's head mounted to the front of the wagon. On command, the wolf wagon steers itself, directing the mounts harnessed to it and following simple directions on travel (such as follow this road, go east, or follow the red wagon ahead of you) until told otherwise. If the instructions become impossible (the road ends) or unsafe (such that it is clear to the wagon, with its +5 Perception and +2 Ride,

that it cannot safely continue), the wolf's head growls loudly enough to wake someone sleeping in the wagon. However, only travel conditions for the wagon are noticed—the presence of brigands or dragons won't cause a wolf wagon to growl, though a barricade or a wildfire would. As a result such wagons are normally used by caravans that include fully crewed wagons and a few guards, rather than by solo merchants looking to nap while traveling.

CONSTRUCTION

Requirements: Craft Wondrous Item, *summon nature's ally I*, creator must have 3 or more ranks in Diplomacy; **Cost:** 1,185 gp



BEHIND THE COUNTER:

WOLF WAGON

The pricing of the *wolf wagon* uses a best-guess for a spell equivalent. If a spell existed that could steer a wagon, and make a noise if it couldn't safely go forward, it seems likely it would be 1st level. This does less than *alarm* (it doesn't warn of any danger other than bad roads and terrain) and its skill and ability are well within those of a mite (a creature druids can summoned with the 1st-level *summon nature's ally I* spell).

VAPORSTEEL CHARIOT

Aura: faint transmutation; **CL:** 3rd

Slot: –; **Price:** 2,185 gp; **Weight:** 5 lbs

DESCRIPTION

Vaporsteel chariots are Large, silvery, metal chariots that have no wheels, but instead hover a set distance off the ground (usually with about two feet of clearance between the ground and the bottom of the chariot). Most have a pronounced, pointed prow with a small masthead, like those found on seagoing ships. A *vaporsteel chariot* weighs just 5 lbs and does not suffer penalties for moving through difficult terrain or jumping.

If pulled by creatures that are able to fly, the *vaporsteel chariot* can fly, as well. If the chariot is more than a two feet off the ground and not being pulled by flying creatures, it falls slowly as if it were subject to a *feather fall* spell.

CONSTRUCTION

Requirements: Craft Wondrous Item, *feather fall*, creator must have 3 or more ranks in Craft (ships); **Cost:** 1,185 gp

WAGON OF HAULING

Aura: faint transmutation; **CL:** 3rd
Slot: –; **Price:** 2,500 gp; **Weight:** 400 lbs

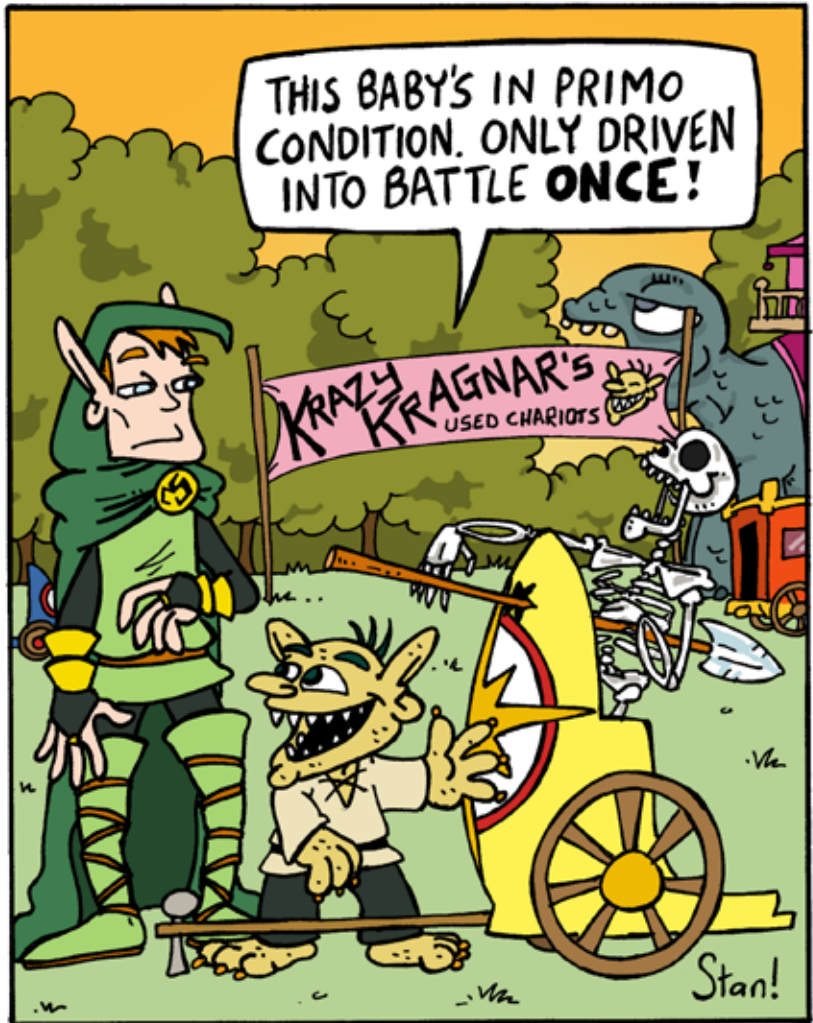
DESCRIPTION

A *wagon of hauling* is a sizeable Huge 4-wheeled wagon with a seat near the front, sturdy wooden sides, and a back door that

can swing to hang down from the wagon, leaving the whole back of the bed open. A *wagon of hauling* increases the carrying capacity of mounts harnessed to it by 50%. Thus while an ordinary wagon pulled by 2 draft horses can be loaded with a maximum of 1,800 lbs of cargo, a *wagon of hauling* can have 2,700 lbs of cargo and still be pulled by the same two horses.

CONSTRUCTION

Requirements: Craft Wondrous Item, *bull's strength*, creator must have 3 or more ranks in Ride; **Cost:** 1,342 gp



THIS BABY'S IN PRIMO
CONDITION. ONLY DRIVEN
INTO BATTLE ONCE!

BEHIND THE COUNTER: WAGON OF HAULING

The *Pathfinder Roleplaying Game Core Rulebook* doesn't tell us much about wagons. They cost 35 gp, weigh 400 lb, and take two horses to pull. A draft horse has a 20 Strength* and is a Large quadruped, giving it a light encumbrance of up to 399 lbs., medium encumbrance up to 798 lbs., and heavy encumbrance up to 1,200 lbs. So if we assume two horses pull the wagon, and that they are at the top of their heavy encumbrance, and that the wagon driver weighs 200 lbs., a typical wagon can be loaded with 1,800 lbs of cargo—1,200 x 2 horses is 2,400 lb., minus a 400 lb. wagon, minus a 200 lb driver.

So, once there is a baseline of how much a wagon can pull, how can one increase that number magically? Trying to make a darkwood wagon, for example, would cost 4,185 gp (10 gp per pound for 400 lbs., plus 150 gp for "masterwork," if we assume the same cost as for masterwork armor, plus the original 35 gp) and still weigh 200 lbs., giving you an additional 200 lb. carrying capacity. You could tack on the price for a bag of holding, but even if we give a

50% discount for being an unwieldy item (wagon vs. bag) a 2,500 gp cost only gets you an extra 500 lbs of cargo.

However, if we treat the heavy encumbrance of our two horses as if it was the encumbrance of a single Large quadruped, we can back-calculate that the creature would have a 25 Strength. If we further assume the wagon gives a +3 Strength bonus (5,000 gp if averaged between the cost of a +2 and +4 *belt of giant strength*) only for purpose of encumbrance (a 50% cost reduction), that would increase our theoretical encumbrance to 3,600 lbs, allowing the wagon (after it's own 400 lb. weight and a 200 lb. passenger) to haul 3,000 lbs of cargo for +2,500 gp. To allow for the cost of the wagon itself, we reduced it to a 50% increase in carrying capacity (2,700 lbs) and made the total cost 2,500 gp.

*Assuming a draft horse is a heavy horse. Technically it's a light horse with the quick advanced template, which gives it a 16 Strength and +2 to all d20 rolls. For figuring how much a draft horse can pull, it makes much more sense to actually give the horse the +4 Strength from the rewrite advanced template, even if we don't give it additional Con, Int, Wis and so on.

BRING A GENIUS TO THE TABLE!

CREDITS

Designer:

Owen K.C. Stephens

Editor:

Stan!

Associate Editor:

Paul Fisher

Cover Art:

Shaman Stockart

Interior Art:

Shaman Stockart, Skortched Urf Studios, Stan!,
Lj Stephens, Joseph J. Calkins and Cerebus Illustrations

Graphic Design and Typesetting:

R. Hyrum Savage

Produced By:

Super Genius Games

www.supergeniusgames.com

Contents ©2010 Owen K.C. Stephens

Used with permission.

10'x10' Toon ©2010 Stan! Used with permission.

For more information about Super Genius Games and our
upcoming products, follow us on Facebook:

www.facebook.com/supergeniusgames, via Twitter: Owen:

@Owen_Stephens, Stan: @stannex, and/or Hyrum: @

savageplanet, or at our Yahoo Group: [http://games.groups.](http://games.groups.yahoo.com/group/super-genius/)

yahoo.com/group/super-genius/

All logos are the trademark of Super Genius Games All rights reserved.
Published Under the SRD, OGL, and d20 (v 3) License ©2000, Wizards
of the Coast, Inc.

Compatibility with the Pathfinder Roleplaying Game requires the
Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder
Roleplaying Game. Paizo Publishing, LLC does not guarantee
compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the
Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game
Compatibility Logo are trademarks of Paizo Publishing, LLC, and are
used under the Pathfinder Roleplaying Game Compatibility License. See
<http://paizo.com/pathfinderRPG/compatibility> for more information on
the compatibility license.



DESIGNATION OF PRODUCT IDENTITY: The Super Genius Games (SGG) and OtherWorld Creations (OWC) company names and logos; the "Genius Guide To: Loot 4 Less vol. 7: Krazy Kragnar's Used Chariots" name and logo; the Krazy Kragnar name; all artwork, backgrounds, and logos; all trade dress, and graphic design elements.

DECLARATION OF OPEN CONTENT: All game mechanics, proper names of classes, prestige classes, archetypes, feats, skills, spells, magic items, monsters, rituals, artifacts AND/OR the names of abilities presented within this book are Open Game Content as described in Section 1(d) of the License.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc., System Reference Document, Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook, Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might, Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

The Genius Guide To: Loot 4 Less vol. 7: Krazy Kragnar's Used Chariots. Copyright 2010, Super Genius Games. Author: Owen K.C. Stephens