

OLD SCHOOL SERIES #1



IBP2004LL

LABYRINTH
LORD EDITION

N^{THE} NOLT- CHA

classbook



MCCARTAN · MAGNUSSEN · MAGNUSSEN

Niŋe Noh- Cha classbook



IBP 2004LL

© Copyright 2014 InfiniBadger Press

Writing, Layout, Cover, Logo: Jason Paul McCartan

Artwork: Jim Magnusson, Josefin Magnusson, William McAusland, Matt Morrow, Carlos Pozas

Cover background by Brenda Clark (<https://www.flickr.com/photos/brenda-starr/5840264979/in/photostream/>)

Tribal border by VectorVaco

Some artwork copyright William McAusland, used with permission
ome artwork copyright Claudio Pozas, used with permission.

V1.0 September 2014

www.infinibadger.com

d≡dicat≡d to

Eric Franklin
&
Stephanie Franklin

#PonyWar



“Others want us to be something we are not. To them, we say, Noh tells us to choose our own path.” - Noh-Cha saying

FRANKLIN

THE LONELY PONYCAT



"It is not the wind that you feel in your mane when you gallop, it is the wisdom of Noh. Hear her words as she whispers to you." - Noh-Cha saying

Once upon a time, there was a Noh-Cha Shaman called Angry-Never-Smiles who had been passed over for the tribe's *Noh-Cha-Harra*, their Council, on three occasions. It had become obvious that there was little chance of him joining the Council, as far less acceptable tribe members were chosen in his place. The first time he was passed over, it was for Stares-Far-Distance, a young Hunter who showed much promise and courage but who drank too much and boasted of his speed. The second time he was passed over Bears-Will-Fall, a magnificent Defender who showed much skill with the spear and shield, was chosen; however this Defender always talked too much about all things he had killed and eaten and he smelled funny. The third time Angry-Never-Smiles was passed over, it was for Makes-Rocks-Talk, a Shaman of middling talent who spent too many hours entertaining children by pretending to make rocks talk. He was an idiot and did not deserve to be on the Council. He also drooled a lot.

Angry-Never-Smiles was not happy that these tribe members were chosen instead of him. No, he was not happy at all. It made him live up to his name.

"I shall leave the tribe," said the Shaman. "I will leave the tribe and discover where The-Tribe-That-Was has gone and then I will return and share this knowledge and I will have to be chosen for the Council. In fact, I shall lead it!"

And so, Angry-Never-Smiles left the tribe one summer, and set off to discover where the The Tribe-That-Was had gone. However, the first thing that he discovered was that he was ill-prepared for such an adventure as he had packed very few provisions to take with him and he was no Hunter. Within a few days he was out



of food and water, and unable to call upon Noh for such things like more powerful Shamans, he became very tired and hungry and thirsty.

"Oh, bother," said Angry-Never-Smiles, "This may not have been a very good idea."

No sooner had he uttered those words than a sharp gust of wind blew across the verdant moors he stood upon, caressing the whiskers on his face as it passed him by. This was strange as there had been no wind there before.

"It is Noh," said Angry-Never-Smiles, "She is speaking to me."

Angry-Never Smiles listened. He heard nothing more. The wind blew no more. The Shaman sighed then continued walking, his stomach cramping from emptiness, his body from weariness and lack of water. As the day drew on and the sun lowered in the sky, he found himself nearing a small copse of trees on the moors. He decided that he would rest there for the evening. He set up camp and made a fire, all the while feeling the gnawing of hunger in his stomach and the dryness in his mouth. As the darkness fell and the moon above watched over him, his eyes became heavy and he slept, falling quickly into a dream where he was not only on the tribal Council, but was well-respected and loved by all of the others in the tribe.

A sudden noise startled him awake and he pulled his staff close to him. The low light of the fire made him easy to see against the dark, so he moved stealthily away from it. He did not like leaving his things at the fire, but if something was out there, it would head to the fire and then he could attack it instead of the other way around. He could use the moonlight to see it, and the fire.

As Angry-Never-Smiles watched, something approached the fire. It was a strange creature, small and almost triangle shaped but with what seemed to be arms near the top where its head was. The creature walked without ceremony towards the fire and sat down next to it, wrapping its arms around its lower body which changed into a strange awkward shape.

"You can come back to the fire," said the strange creature, without turning its head.

Angry-Never-Smiles was astounded. The audacity of this creature, whatever it was! How dare it walk up to his fire and lay claim to it. The Shaman stepped forward, his staff levelled towards the creature.

"You don't need that," the creature said, "You're not going to harm me."

"How do you know what I am or am not going to do?" demanded the Shaman.

"I don't," replied the creature. "But I'd rather believe that you weren't going to harm me than you were going to harm me. Why not come to the fire where it's warm?"

The creature shifted, and Angry-Never-Smiles could see that it wasn't a triangular creature at all, but a tall and gangly creature wearing some sort of long dress that covered its body. Slowly, he approached, all the time keeping his staff



leveled at the creature.

"What do you want?" he asked of it.

"Some heat," it said, "Some company. Some conversation."

Angry-Never-Smiles snorted. "And why should I give you my fire? Or my company? Even my conversation?"

The creature turned its head, and firelight lit up its face. The face of a young human girl, with long hair that cascaded down either side of her face. She wiggled bare feet at the edge of the fire. "Well, you're already providing me company and conversation, and I already have the fire here. Come and sit."

Angry-Never-Smiles paused for a moment then moved closer. This creature, this girl, was no match for him if she decided to attack him. But there may be more of humans around. She wouldn't be wandering the moors alone at night. Getting information from her about her allies was a good idea. And so, he moved to sit on the opposite side of the fire from the girl.

"I have no food or water to offer you," he said.

"That's okay," said the girl. "I have my own."

With that, an apple was suddenly in the girl's hand. She took a bite, then chewed, before looking up at Angry-Never-Smiles. "Would you like some?"

The Shaman's stomach answered before his mouth could, and the girl laughed and threw the apple towards him. He caught it quickly, dropping his staff, and finished the apple quickly with three bites. As he swallowed the last, he noticed the girl was staring up at him, smiling. She threw another apple at him, and another, and another. He hungrily ate them, almost swallowing them whole. After he finished, the girl spoke again.

"I know why you're angry all the time. I know why you never smile."

Anger flared within the Shaman. "How dare you! You don't know me! You've only just met me!"

"I didn't mean to upset you. But I do know why, though."

Indignantly, Angry-Never-Smiles snorted and crossed his arms. "I very much doubt that, human child."

"It's because you're lonely."

"I am"

The words caught in Angry-Never-Smiles' throat. As much as he was about to deny it, the girl's words were true. He was lonely. He was always lonely. He couldn't remember a time he wasn't lonely, even when he was around others in the tribe.

"How..." he started.

"How can I know this?" she asked.

The Shaman nodded.

"Most angry people usually are, or start that way," continued the girl. "At least



that's been my experience. Although a lot of lonely people also just stay sad. But you're not one to get sad, are you? You don't like the sadness, so you use the anger to keep it at bay."

Angry-Never-Smiles sat. How could this girl, this human girl, know what he was feeling deep inside? How could she know what he had been hiding from everyone in the tribe all these years?

"I don't understand," he said.

"Can I tell you a story," asked the girl.

"What?"

"A story? Can I tell you a story?"

Angry-Never-Smiles' confusion got the better of him, and he simply nodded. The girl started to speak.

"Once upon a time, a very long time ago, there was a father who loved his daughter very, very much. The father had special powers and could do amazing things with his mind and his will. He would often do special tricks for his daughter, but these weren't enough to hide the sadness that was deep within him. This sadness was there because he was lonely, because his wife had died, and as much as he tried to cope with her passing, he couldn't. He spent many years searching for knowledge to try to bring his wife back to life, but couldn't find it, and soon his sadness turned to despair.

"He fell in with some others with the same kind of special powers as him, and they promised to help him bring his wife back as long as he helped them. But while he was helping them, something bad happened and his daughter died. This broke the father, who had now lost not only his wife, but his beloved only child. He went mad. His powers increased and he soon developed the ability to bring people back from the dead, but they didn't come back quite right. They came back as unthinking, undead creatures. And so, the father turned to new experiments.

"The father started to cross this creature with that creature and create strange hybrids of different animals. He was trying to find ways to create new life so that he would be able to bring back both his wife and child, trying to understand the secrets of life and death and the universe.

"Eventually the father became so insane that there was little of the good man that he once left. His quest to bring back his family changed to a quest to create monsters, and many men and women of power came to him for this to supply their armies. He ended up creating many monsters. Many of them were terrible. But some of the monsters were only monsters because they didn't know they could be anything else.

"One group of monsters started to question why they had been made and decided that they didn't want to fight for humans who used them only for war. They didn't know how to escape until a young girl came to them and told them of a way



to escape. The monsters decided to accept her help, and they managed to flee the prison that they had been held in. They ran and ran and ran and ran until they found their own place to live out their lives in."

Angry-Never-Smiles spoke softly. "You're speaking of Those-Who-Came-First, of the Tribe-That-Was."

"Perhaps," said the girl.

"What do you know of them? How do you know of them?"

The girl smiled and walked up to Angry-Never-Smiles. She put a hand out towards his face, and to his surprise he didn't feel the need nor want to flinch or retreat as he so often did when others came near to him. She stroked his long flowing mane with her fingers, and gave him a hug.

"Frankly," she said, "You look more like a lion than a tiger. Hmm. Frankly-lion. Franklin. That's a good name for a ponycat."

"I am Noh-Cha!"

"Yes, you are, Franklin. And a good one, a strong one. One with a big heart, who will find his life much enriched. Let others in. Share with others. The first step to this is in returning to your tribe and telling them of what you have discovered on your quest so far."

"How do you know of my quest?" he asked.

"Oh, Franklin. I know all about you. More than you will ever know. But you should be doing your quest for the right reasons. And I think you will from now on."

The girl turned away from Angry-Never-Smiles and started to walk into the darkness.

"Who are you? How do you know such things?"

The girl walked into the night, her golden hair reflecting the moon above, and a soft smile played across her face.

"Franklin," she said, "Think for a bit and you will... know."



The following morning, Franklin packed up his camp and turned back towards his tribe excited to tell others of what he had learned. He had a smile upon his face.

As he traveled, he listened to the wind.



N[†]HOH- CHA

Noh-Cha legends say that a great and powerful wizard once imprisoned them performed twisted experiments upon the first Noh-Cha, Those-Who-Came-First, in the depths of the madman's magical laboratories. The golden-maned goddess Noh appeared to them, helping them escape. She gave them the strength and courage to overcome the wizard's defenses and to escape his monstrous laboratory and prison. Those-Who-Came-First ran and ran and ran until they were far from the wizard, eventually finding a lush and verdant valley, and they settled there. The name of the wizard who imprisoned them is lost to time, but Those-Who-Came-First took the name Noh-Cha, meaning "Children of Noh", to honor

the goddess who freed them and they took to worshipping her.

As the Noh-Cha grew in number over the years, a caste system developed. Those who were the strongest became the warriors who would be the first line of defense for the Noh-Cha against all of the other creatures of the world. Others, the fastest runners and those who could hunt with spear and bow, became scouts and hunters to help feed the tribe. A smaller number manifested strange powers which were attributed to Noh that allowed them to communicate with spirits, enter the spirit world, and perform magical healing and divination. Some claimed to speak directly with Noh herself. Eventually the Tribe-That-Was grew too large and there were many fights between different factions, with several smaller groups breaking away to form smaller tribes of their own. Each of these tribes took a new name to differentiate itself from the original tribe and went their own way, with The Tribe-That-Was remaining in the valley. Centuries passed and the tribes flourished. That is, all but the Tribe-That-Was, who mysteriously disappeared leaving no trace behind in the valley. The valley is now known as the Valley-Empty-Of-Life, and is a sacred place where only Noh-Cha shamans pilgrimage to. Today still, Noh-Cha search for the lost Tribe-That-Was, hoping one day to bring it back into the fold of the Noh-Cha.



NOH-CHA SOCIETY

The Noh-Cha are an egalitarian tribal people, led by the *Noh-Cha-Harra*, an advisory group of the tribe's most prominent defenders, hunters, and shamans. In each tribe there are usually between 6-12 members of the *Noh-Cha-Harra*, depending upon the size of each tribe. Empty positions on the *Noh-Cha-Harra* are quickly filled by the best candidate from the tribe that all members of the *Noh-Cha-Harra* agree on. Each tribe's *Noh-Cha-Harra* tries to include at least one member from each caste, and decisions must be unanimous for them to proceed

Noh-Cha have two names; a given name and a chosen name. The given name is provided by the parents of a Noh-Cha child at birth, but when the child comes of age and survives the Rite-of-Becoming, they may take another name of their own choosing. Within a full moon of the completion of the rite, a new name must be chosen, and if it is not, then the *Noh-Cha-Harra* may choose the name instead. Although they live in small settlements, the Noh-Cha do not farm but maintain a hunter-gatherer lifestyle, eating whatever prey they can catch. Plants, herbs, and non-animal foods are reserved for use in special rites.

THE RITE-OF-BECOMING

Upon reaching adulthood, each Noh-Cha child must spend a full moon (28-30 days) away from the tribe in solitude with only limited supplies and food. During this time, they must survive on their own and seek out Noh through the use of meditation and a special mushroom prepared by shamans called That-Which-Awakens that is ingested before meditation starts. During meditation, if they successfully find Noh, she will speak to them and tell them secrets (good and bad) about their own future. If they do not find Noh, they must become outcast and leave the tribe. There are few outcasts ever.



THE POWER OF NOH

Upon reaching a certain level of maturity, a Noh-Cha can call out the name of their Goddess at an enemy during combat and cause the enemy to either falter in what they are doing or take damage. As a Noh-Cha becomes more powerful, the effects increase, doing physical damage and being able to be used more often. This is a powerful defense that the Noh-Cha use to protect the tribe.

(See *The Power of Noh* in *Abilities* below).



THE NOH-CHA RACIAL CLASS

Note: This character class has been designed for use with the Labyrinth Lord™ basic rulebook and includes only spells listed in that book. If you wish to use additional spells from other sources, you should consider very carefully what spells are included at what level for the class. Spells are approximately about 2 levels lower for spells, with the highest-level Magic User spells being unavailable.

THE SUB-CLASSES

Within Noh-Cha culture, there are three distinct castes that exist: *Defenders*, *Hunters*, and *Shamans*. Each caste performs particular specific roles within the tribe and each comes with specializations and abilities.

Each of the sub-classes are listed below in their own sections, with the Requirements, Prime Requisites, Hit Dice, Maximum Level, and Saves to be used. To gain bonus XP for Prime Requisites, a character must have at least 13 in both for the +5%, or 16 in both for the +10%.

DEFENDER

Requirements: STR 12, DEX 9

Prime Requisite: STR and DEX

Hit Dice: 1d8

Maximum Level: 9

Saves: As Fighter

The most numerous of the sub-classes are the Defenders, strong warriors trained in the art of close combat fighting.

Defenders are comfortable using many weapons made of bone and wood, but are especially skilled in the use of spear and blade, gaining +1 to attack with melee weapons. Longer weapons and weapons with reach are preferred, but it is not unknown for some of the elder Noh-Cha to dual-wield axes or long swords when entering battle.



This subclass may wear armor that supplants the natural armor that all Noh-Cha have, and may also use metal or wooden shields up to tower size.

HUNTER

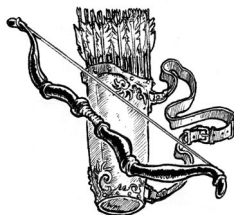
Requirements: STR 9, DEX 9, CON 9

Prime Requisite: DEX and CON

Hit Dice: 1d8

Maximum Level: 8

Saves: As Thief



Hunters serve many roles within Noh-Cha society, but operate mostly as scouts, sentries, and hunters of food for settlements. They tend to be the swiftest runners, and the best at using ranged weapons. They tend to prefer to use bows, slings, and spears (with shields). They gain a +1 to all attacks using ranged weapons. They also gain an improvement in movement, having a base movement of 210' (70') instead of 180' (60'). Hunters also have the special ability to track in the wild (see *Tracking* in *Abilities* below). They are surprised on a 1 on 1d6, and may surprise others on a 1-3 on 1d6.

SHAMAN



Requirements: CON 9, WIS 9

Prime Requisite: CON and WIS

Hit Dice: 1d6

Maximum Level: 8

Saves: As Magic User

In Noh-Cha society, shamans serve as healers and advisors, helping guide others on their path through life. In the eyes of the tribe, they are some of the most important tribe members, and often are given as much deference. Shamans use staffs, clubs or bone knives. They are responsible for making the That-Which-Awakens, a special hallucinogenic mix that is used not only in the Rite-of-Becoming, but also to allow them to capture their spells. It takes 1 hour and a small troop of mushrooms to prepare 3d4 doses of the That-Which-Awakens.

Shamans connect to the spirit world to allow them to cast powerful magic by capturing spells provided by the spirits. To do so, they must take the That-Which-Awakens and meditate undisturbed for a number of hours equal to the maximum level of spells that they are trying to learn or replenish at a minimum, with each hour passing unlocking each level of



spells. As each level is unlocked, the shaman is granted the spells that they wish to know up to the maximum number of spells of that level they can learn. Shamans can replenish or change spells by meditating for the number of hours required for the spells they wish to change or recapture. There is no need to rest for 8 hours between meditations. However, for every hour beyond 24 hours that a shaman goes without restful sleep and continues to capture spells, there is a +1% chance every time they attempt to capture spells that they will unwittingly attract the attention of a malevolent spirit creature that will manifest itself in this world through them.

NOH-CHA EXPERIENCE TABLE

Level	Experience			Hit Dice	Abilities
	Defender	Hunter	Shaman		
1	0	0	0	1	Bite attack, Hoof attack, Improved Movement, Improved Melee Skill, Improved Ranged Skill, Natural Armor, Tracking, Shamanistic Powers
2	3,001	3,501	4,001	2	
3	6,001	7,001	8,001	3	<i>The Power of Noh</i>
4	12,001	14,001	16,001	4	
5	24,001	28,001	32,001	5	Hoof attack improvement
6	48,001	56,001	64,001	6	<i>The Power of Noh</i> improvement
7	96,001	112,001	128,001	7	
8	192,001	224,001	256,001	8	
9	384,001	-	-	9	Hoof attack improvement, <i>The Power of Noh</i> improvement



COMMON ABILITIES

All Noh-Cha gain the following abilities at the 1st level, except for those that are marked as only available to specific subclasses (shown in parentheses).

1ST LEVEL

BITE ATTACK

Along with other attacks they may have, a Noh-Cha may perform a bite attack using the sharp teeth in their mouth for 1d3 damage.

HOOF ATTACK

All Noh-Cha have the ability to deliver a rear hoof attack while being able to attack using weapons in their hands. The number of attacks and damage increases as the Noh-Cha increases in level.

Level	Hoof attacks
1	1 attack, 1d4 damage
5	2 attacks, 1d6 damage
9	3 attacks, 1d8 damage (Defenders only)

IMPROVED MOVEMENT

Noh-Cha move swiftly and have a base movement speed of 180' (60'). Hunters can move at 210' (70').

IMPROVED MELEE SKILL (DEFENDERS ONLY)

When using a melee weapons, a Defender gains a +1 bonus to attack rolls.

IMPROVED RANGED WEAPON SKILL (HUNTERS ONLY)

When using ranged weapons such as spear or bows of any type, a Hunter gains a +1 bonus to attack rolls.

NATURAL ARMOR

Due to the thickness of its natural hide, all Noh-Cha have a base armor rating equivalent to leather armor (AC 8). Defenders may wear other armors also.



TRACKING (HUNTERS ONLY)

Hunters can track in the open wilderness with a base chance of 90% at 1st level, which increases by +1% for each level after that. For every creature beyond the first in a party being tracked, this increases the chance by +2%. There is a -25% modifier for each hour of rain or foul weather that has passed, and a -10% modifier for each day that has passed since the tracks were made.

SHAMANISTIC POWERS (SHAMANS ONLY)

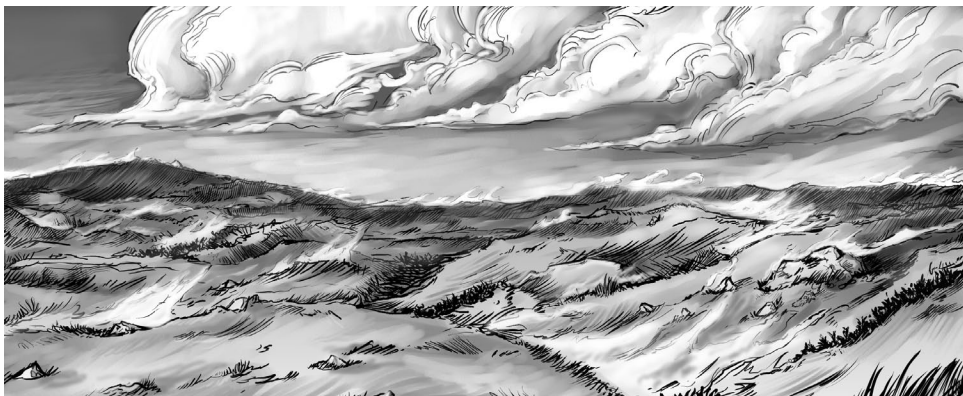
Shamans can capture spells by meditating and visiting the spirit world.

3RD LEVEL

THE POWER OF NOH

Noh-Cha learn how to channel a powerful shout that can stop enemies in their tracks. They do this by calling out the name of their Goddess when an enemy is within range. The range and power of the shout increases as the Noh-Cha's level increases. Enemies who find themselves shouted at must make a successful Save Vs. Breath, or miss their next action from a stun and also possibly take damage. Noh-Cha at higher levels can choose to shout at a lesser power level if they choose.

Level	Shouts
3	1 attack daily, 5' range, no damage,
6	2 attacks daily, 10' range, 1d6 damage, -2 to Save
9	3 attacks daily, 15' range, 1d8 damage, -4 to Save (Defenders only)



SHAMAN AVAILABLE SPELLS

Class Level	Spell Level				
	1	2	3	4	5
1	1	-	-	-	-
2	2	1	-	-	-
3	2	2	-	-	-
4	3	2	1	-	-
5	3	3	2	-	-
6	4	3	2	1	-
7	4	4	3	2	-
8	5	4	3	2	1

SHAMAN SPELLS LISTS

LEVEL 1

- Charm Person
- Cure Light Wounds
- Detect Evil
- Light
- Protection from Evil
- Purify Food and Drink
- Sleep



LEVEL 2

- Animate Dead
- Clairvoyance
- Continual Light
- Detect Invisible
- Fireball
- Invisibility
- Fly
- Hold Person
- Lightning Bolt
- Mirror Image
- Phantasmal Force
- Protection from Evil 10'
- Resist Cold
- Resist Fire
- Snake Charm
- Speak With Animal
- Water Breathing



LEVEL 3

- Charm Monster
- Confusion
- Cure Serious Wounds
- Create Food and Drink
- Cure Disease
- Dimension Door
- Dispel Magic
- Geas
- Hallucinatory Terrain
- Invisibility 10' radius
- Lower Water
- Move Earth
- Passwall
- Plant Growth
- Remove Curse

LEVEL 4

- Cure Critical Wounds
- Raise Dead
- Stone to Flesh
- Teleport
- Transmute Rock to Mud
- Wall of Fire
- Wall of Ice

LEVEL 5

- Control Weather
- Conjure Elemental
- Contact Other Plane
- Heal
- Resurrection
- Regenerate
- Reincarnation
- Restoration
- Wind Walk



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 1.0 Copyright 2000, Wizards of the Coast, Inc.

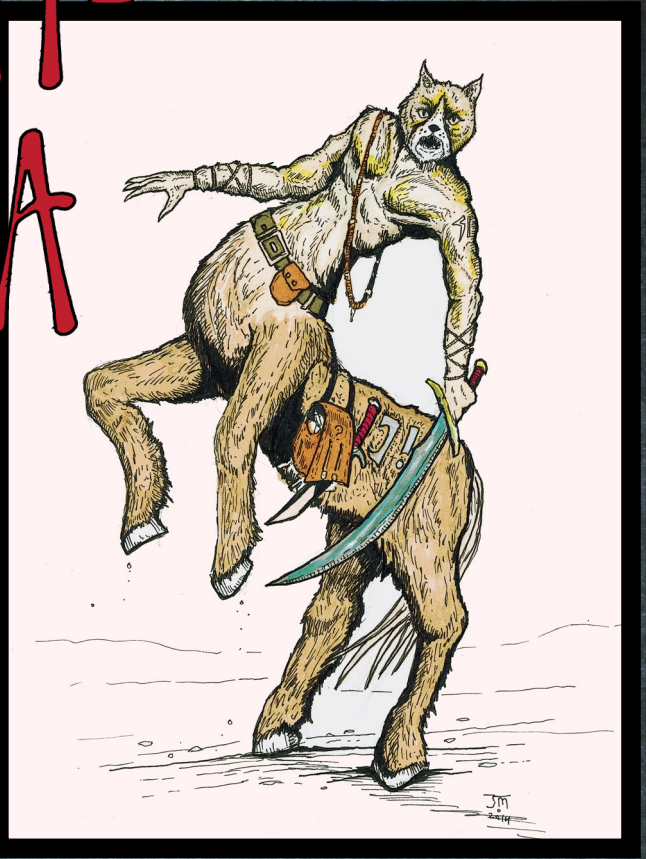
System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Labyrinth Lord. Copyright 2007-2009, Daniel Proctor. Author Daniel Proctor.



A COMPLETELY NEW FULLY
PLAYABLE CLASS!

N^{THE} NOH- CHA



Wielding the *Power of Noh*, these formidable half-horse, half-cat creatures born of a mad wizard's twisted experiments prowl the plains and moors searching for their original lost tribe.

Includes:

- A complete story featuring Franklin, the lonely ponycat!
- Defender, Hunter, and Shaman subclasses
- The *Power of Noh* shouting ability unique to the Noh-Cha
- Written for Labyrinth Lord™, but compatible with other game systems



WWW.INFINIBADGER.COM

IBP 2004LL