

ALiENiST



A Player Character Class for Labyrinth Lord
and other old-school fantasy role-playing games

Written by: James M. Spahn



Labyrinth Lord
Compatible Product

Alienist

A Player Character Class

for Labyrinth Lord™ and other old-school table-top fantasy role-playing games

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Requirements: Int 9, Wis 12

Prime Requisite: WIS

Hit Dice: 1d4

Maximum Level: 20th

It is said by some that between the Astral and Ethereal Planes there is a hidden reality where all thoughts dwell. This is the realm of the mind where every emotion, every fear, and every joy begins to form before coming into the mind of a mortal. It is called Umbra and it is the realm of madness – for it is here that these thoughts intertwine endlessly into an insanity before they are fully formed and enter the mind of a sentient creature.

The alienist is a unique scholar and psychological investigator who has dedicated their lives to the study of Umbra in hopes of

harnessing its energy to accomplish great and terrible things. While these explorers of thought often begin their efforts with a disciplined and academic mind, those who delve too deeply into the realm of thought are invariably driven mad as their power grows. Eventually they are gibbering, rambling madmen with bizarre power that is not quite magical or divine, but instead is the focused energy of insanity.

Alienists do not focus on the material world or martial skill. As such they only wield the dagger or the quarterstaff in combat and do not wear armor. They use the Attack Values and Saving Throws of a Magic-User of equal level. At 1st level they may choose their any alignment. By the time they reach 3rd level, their mind has begun to unhinge itself and they must change their alignment to Neutral or Chaotic if it is not already. When they reach 5th level their mind twists further and they must change their alignment to Chaotic. An alienist who has a 16 in either Intelligence or Wisdom receives a +5% bonus to all experience points they earn and if they have a 16 in both attributes this bonus increases to +10%

Reaching 9th Level: When an alienist reaches 9th level he can take up the title of *Madman* and his insights into the dark corner of the mind draw the attention and dedication of a few fanatical followers. Several (2d6) 1st level alienists will come to learn the “wisdom” and “insights” from their new master. They are all chaotic in alignment and are completely loyal to him, never having to make morale checks.

Note: If using the options presented in the *Advanced Edition Companion*, Half-Elves may also be Alienists, with a level limit of 7th level and may multiclass with the Labyrinth Lord's permission.

Manifestations of Madness: All alienists can draw upon the power of the umbra and manifest its energy on the material plane - often in an effort to manipulate the minds of others. They have a selection of abilities known as manifestations that mimic spells of the same name. These are not truly magical or divine spells, and the alienist does not study or pray for these abilities each day. They simply select at the time of activation which abilities they would like to use from the list of manifestations below. They are limited in the number and level of the manifestations they may use each day, based on their level.

Strength of Mind: At 3rd level the alienist receives a +2 bonus to resist any *Charm*, *Fear*, or mind-influencing spells. They also receive this bonus to resist spells which provide insight into their thoughts, such as *Detect Evil*, *ESP*, or *Know Alignment*.

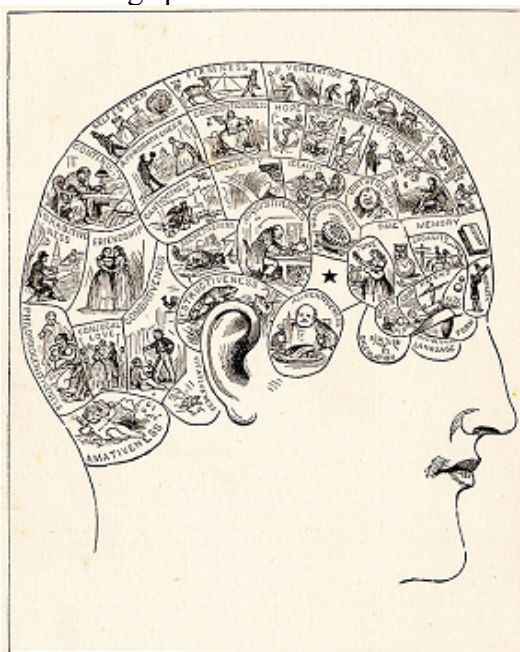
Bloody Insight: By the time an alienist reaches 5th level they have seen enough of blood and war that they have gained a supernatural insight into the techniques of combat and may select a single weapon described in the equipment list of the *Labyrinth Lord* core rules which they are able to wield in combat without penalty.

Mercurial Thoughts: Beginning at 7th level, the insanity which fills the mind of an alienist becomes a dangerous thing. Any time the alienist successfully makes a saving throw to resist *Charm*, *Fear*, or mind-influencing spells

or spells that would provide insight into their mind such as *Detect Evil*, *ESP* or *Know Alignment*, the individual who cast the spell upon the alienist must make a saving throw vs. spells or find their spell turned on themselves as if it were cast by the alienist. This must be a spell which functions exactly as one of the alienist's manifestations, as determined by the list below. However, it does not have to be a spell currently available to the alienist – it only needs to appear on the list of manifestations.

Infinity of Thought: When an alienist reaches 9th level their thoughts have become so fragmented and inconsistent that they no longer have an alignment. They are not good nor evil, lawful nor chaotic – yet neither are they neutral. Their thoughts and their morals are all things and none. They are no longer affected by spells that depend on moral or alignment factors, such as *Protection from Evil*. Spells like *Detect Evil* or *Know Alignment* will provide no information. They gain no benefit or penalty from these spells if they are cast upon them.

In addition, the alienist is able to twist his mind on such a deep level that he can actually make use of several magic items tied to alignment as if he were of an alignment that were most beneficial. He may wear a *Helm of Opposite Alignment* and suffer no penalty, or wield a sapient sword as if he were the same alignment as the weapon. The character is not actually that alignment. In fact, the character is literally of *no* alignment.



Alienist Class Progression

Experience	Level	Hit Dice (1d4)	Special Abilities
0	1	1	Manifestations of Madness
2,235	2	2	
4,465	3	3	Strong Mind
8,925	4	4	
17,851	5	5	Bloody Insight
32,701	6	6	
71,401	7	7	Mercurial Thoughts
135,001	8	8	
255,001	9	9	Infinity of Thought
375,001	10	+1 hp only*	
495,001	11	+2 hp only*	
615,001	12	+3 hp only*	
735,001	13	+4 hp only*	
855,001	14	+5 hp only*	
975,001	15	+6 hp only*	
1,095,001	16	+7 hp only*	
1,215,001	17	+8 hp only*	
1,335,001	18	+9 hp only*	
1,455,001	19	+10 hp only*	
1,575,001	20	+11 hp only*	

*Hit point modifiers from constitution are ignored



Inquisitor Manifestation Progression

Class Level	1 st Level	2 nd Level	3 rd Level	4 th Level	5 th Level	6 th Level	7 th Level	8 th Level	9 th Level
1	1	—	—	—	—	—	—	—	—
2	2	—	—	—	—	—	—	—	—
3	2	1	—	—	—	—	—	—	—
4	2	2	—	—	—	—	—	—	—
5	2	2	1	—	—	—	—	—	—
6	2	2	2	—	—	—	—	—	—
7	3	2	2	1	—	—	—	—	—
8	3	3	2	2	—	—	—	—	—
9	3	3	3	2	1	—	—	—	—
10	3	3	3	3	2	—	—	—	—
11	4	3	3	3	2	1	—	—	—
12	4	3	3	3	3	2	—	—	—
13	4	4	4	3	3	2	1	—	—
14	4	4	4	4	3	3	2	—	—
15	5	4	4	4	4	3	2	1	—
16	5	5	4	4	4	4	3	2	—
17	5	5	5	4	4	4	4	3	1
18	5	5	5	5	4	4	4	4	2
19	6	5	5	5	5	4	4	4	3
20	6	6	5	5	5	5	4	4	4

Alienist Manifestation List*

1st Level	Locate Object	Confusion	Repulsion,
Allure	Misdirection	Detect Lie	Speak with Creatures
Charm Person	Know Alignment	Implant Emotion	Suggestion (Mass)
Comprehend	Reveal Charm	Phantasmal Killer	
Languages	Scare	Phantasmal Monster	7th Level
Command			Power Word Stun
Hypnotism	3rd Level	5th Level	True Seeing
Message	Clairaudience	Confusion (Greater)	Vision
Read Languages	Clairvoyance	Contact Other Plane	
Remove Fear	Fear	Feeblemind	8th Level
Sanctuary	Nondetection	Phantasmal Monsters	Irresistible Dance
Sleep	Paralyze	(Greater)	Mass Charm
	Suggestion	Telekinesis	Mind Blank
2nd Level	Tongues		
Amnesia		6th Level	9th Level
ESP	4th Level	Phantasmal Monsters	Astral Projection
Feign Death	Charm Monster	(Advanced)	Power Word Kill

*(All Manifestations function exactly as the spells of the same name per the *Advanced Edition Companion*.)

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