

THE LOST CLASSES: THE ARNESONIAN CLASSES

By R.J. Thompson



A **GATEWAY TO ADVENTURE** supplement for use with Original Edition
Fantasy and Old School Essentials Retro Adventure Game



DESIGNED FOR USE WITH

**OLD-SCHOOL
ESSENTIALS**

THE LOST CLASSES:

THE ARNESONIAN CLASSES

A **GATEWAY TO ADVENTURE** supplement for use with Original Edition Fantasy and *Old School Essentials Retro Adventure Game*



Writing, design, layout: R.J. Thompson Editing: Amy Kohl

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Play testers: Jonathan Matthews, Amy Kohl, Christopher Arendt, Scott Davis, Lilith Thompson

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INTRODUCTION

In the early days of the world's first fantasy roleplaying game there were a plethora of sources of gaming material, much of which was fan created. Zines and third-party supplements became plentiful, and within the pages of these works, new classes were often presented. Some of these classes were added to later editions of the game and became canon, while others were lost in time and space. *The Lost Classes* series, in the greater **GATEWAY TO ADVENTURE** line of products, seeks to revive the classes that fell to the wayside and make them available again, in a cleaner format.

The work you currently read is an attempt to revive two of the earliest classes in roleplaying. In the original fantasy campaign, run by Dave Arneson, there may have existed both merchant and sage character classes. Neither of these made it into the Little Brown Books that made up the original game as player character classes. I do not claim that the classes presented here are identical to those run by Arneson; in fact, I fully admit that details about the original classes are sparse, the sage, possibly not having been a true class at all. Therefore, I have looked to other early sources, as well as blogs, conversations and historical works which create their own theories regarding these two classes. I hope that enthusiasts of the original edition everywhere find this work to be intriguing and agreeable enough to try playing in their own games.

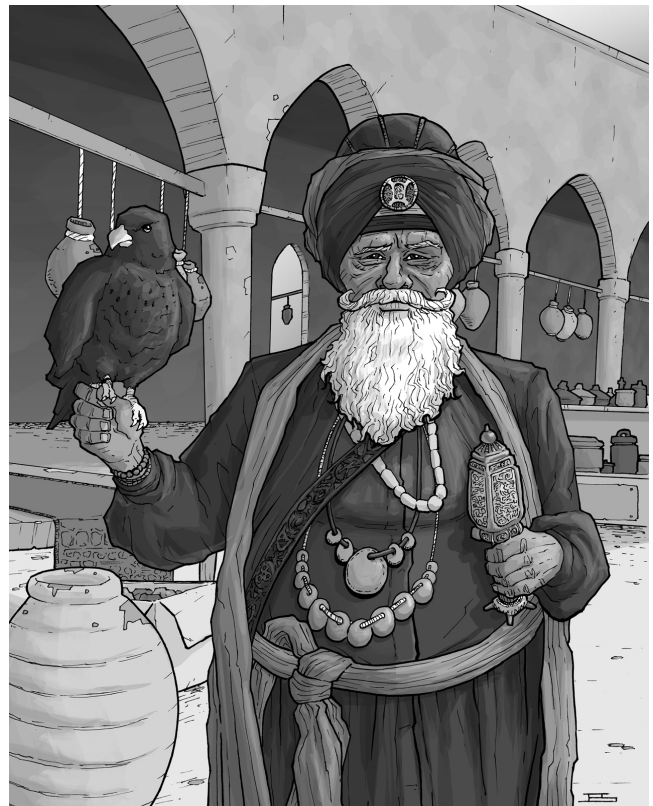
While this work began by focusing on compatibility with the Original Fantasy Role Playing Game and its simulacra, a careful eye has been kept on it during its progress to make sure it will fit the rules of the Old School Essentials (with Advanced Options) game, from Necrotic Gnome and other B/X oriented works. Future works from Appendix N Entertainment and the **GATEWAY TO ADVENTURE** line will focus upon these rulesets.

As progress was made on the work, inspiration

struck, and additional races and racial classes have been added to the work as well. It is my hope that you will enjoy these, as both new races are among the beast folk of my own campaign world.

I must give special thanks to Daniel Boggs, who has influenced the method in which a sage determines what and to what degree their knowledge covers. This was altered after the crowd funding campaign for the product was in progress. I believe the change that has resulted is for the better. However, I did not copy either Daniel's method, or the method in Supplement II directly. I have taken liberties with this and added a fourth category to the sage's knowledge, as it made sense in my own mind to categorize the fields of specialization as you will find them in this work.

Ryan J. Thompson – August 19th, 2019



THE AREN SONIAN CLASSES



MERCHANT

Requirements: Minimum INT 12, minimum WIS 13, minimum CHA 14

Prime requisite: INT and CHA

Hit Dice: 1d6

Maximum Level: 14

Armor: Leather, Chain, All Shields

Weapons: Any

Languages: Alignment, Common

Advanced Race: Humans, Duck Folk, Dwarves, Half-elves and Halflings may be merchants

Merchant adventurers make for useful companions. They know the value of treasure when they see it and how to get the most coin for that loot! That is their lot in life: loot, buy and sell.

Combat

Merchants can wear leather and chain armor. They can use all shields, and all weapons.



Guild Membership

All merchants belong to a Merchant's Guild and must pay dues to the guild. This is equal to 5% of the final value gained from any treasure that the

merchant acquires. The guild may aid the merchant at some point in the game, as dictated by the referee. This could be in the form of protection, passage by ship or caravan, etc.

Know Direction

Many merchants begin their careers in overland caravans or sailing the world's trading routes, during which they learn how to determine direction. A 1st level merchant has a 3 in 6 chance of successfully determining cardinal directions. This increases to a 4 in 6 chance at 5th level and 5 in 6 at 10th level.

Linguist

A merchant begins play with one additional known language. An additional language is learned at the 2nd, 4th, 6th, 8th and 10th levels. These languages are in addition to those gained from high INT.

Merchant Skills

Merchants can use the following skills with the chance of success shown in the table below.

- **Find or Remove Traps (FR):** This percentage chance is used for disabling small mechanical traps like poisoned needles and is also used for picking pockets. The skill is also used to detect whether a mechanism, keyhole, or other small location contains a trap that can be removed.
- **Open Locks (OL):** Merchants can pick locks. Some locks might be unusually difficult, in which case the referee might reduce the percentage chance as appropriate.
- **Bargaining (BR):** Merchants can attempt to bargain when buying and selling goods or treasure. The percentage chance to bargain is increased by 10% for merchants with a CHA score of 16-17 and 15% for those with a CHA score of 18. The initial discount/bonus is at 5% and increases by 2% per level up to a maximum of a 50% discount.
- **Appraisal (AP):** A merchant can accurately determine the market value of an object, given an adequate examination.

Merchant Level Progression					Saving Throws			
Level	XP	HD	THAC0	Death and Poison	Wands	Paralysis and Petrification	Breath Weapon	Spells and Spell-like Devices
1	0	1d6	19[0]	13	14	13	16	15
2	2,200	2d6	19[0]	13	14	13	16	15
3	4,400	3d6	19[0]	13	14	13	16	15
4	8,800	4d6	19[0]	13	14	13	16	15
5	17,600	5d6	17[+2]	12	13	11	14	13
6	35,200	6d6	17[+2]	12	13	11	14	13
7	70,400	7d6	17[+2]	12	13	11	14	13
8	140,800	8d6	17[+2]	12	13	11	14	13
9	281,600	9d6	14[+5]	10	11	9	12	11
10	401,600	9d6+1*	14[+5]	10	11	9	12	11
11	521,600	9d6+2*	14[+5]	10	11	9	12	11
12	641,600	9d6+3*	14[+5]	10	11	9	12	11
13	781,600	9d6+4*	12[+7]	8	9	7	10	9
14	901,600	9d6+5*	12[+7]	8	9	7	10	9

*Modifiers from CON no longer apply

Merchant Skills Chance of Success

Level	FR	OL	BR	AP	LD	EQ
1	10	15	15	20	5	5
2	15	20	20	25	10	10
3	20	25	25	30	15	15
4	25	30	30	35	20	20
5	30	35	35	40	25	25
6	40	45	40	45	30	30
7	50	55	45	50	35	35
8	60	65	50	55	40	40
9	70	75	55	60	45	45
10	80	85	60	65	50	50
11	90	95	65	70	55	55
12	95	96	70	75	60	60
13	97	97	75	80	65	65
14	99	99	80	85	70	70

- **Lie Detection (LD):** Merchants become keen judges of character and they quickly

learn the telltale signs of a lie. Merchants gain an additional 5% chance if their WIS score is 13 or above.

- **Equivocate (EQ):** Merchants are skilled in the art of equivocation: the ability to use ambiguous language to hide the truth, avoid commitment, mislead or confuse. This is a skill used often in the marketplace, especially when wares are less than the most desirable. The merchant can always find other ways to use this skill when adventuring. The player of a merchant must decide what they are attempting to accomplish using this ability (e.g. make a creature aid them, disclose information, flee confused by the spiel, etc.). This ability only works on intelligent creatures, and only those with whom the merchant speaks a common language. A 5% bonus is gained for every point of

CHA above 13 the merchant has. The referee may award a saving throw to creatures with above average INT, or those that are particularly un-cooperative upon a successful check by the merchant.

Other Merchant Adventurers

A merchant will only work with up to two other merchants in a party at any time. This is due to the increase in competition within the party to obtain the highest valued treasure.

Read Languages

Merchants of 3rd level and above can get the gist of most written languages and have an 80% chance to comprehend treasure maps or written documents. This does not mean they can automatically decipher codes or solve riddles, although it would allow them to understand what a riddle says.

Scroll Use

A 9th level merchant has gained enough knowledge to decipher magical writings (although knowledge to decipher magical writings (although

not the “divine” writings of clerics), but their understanding is not perfect when the magic is complicated (that is, for spells higher than sixth level). Merchants can cast magic-user spells from scrolls, but high level spells have a 10% chance to get a dangerously unpredictable result, usually the reverse of the intended effect. The exact results of spell failure are up to the referee.

After Reaching 10th Level

At 10th level, a merchant has gained enough prestige in the trade that they begin to attract a body of followers large enough to establish a trading company or merchant's guild. When establishing a trading company or guild, actual buildings, building materials, caravans, and ships are to be acquired using normal pricing from the core game being played, less the merchant's bargaining discount, if applied.

Rolling Skill Checks

All merchant skills are rolled on d%, with a result of less than or equal to the listed percentage indicating success.



SAGE

Requirements: Minimum INT 9

Prime requisite: INT

Hit Dice: 1d4

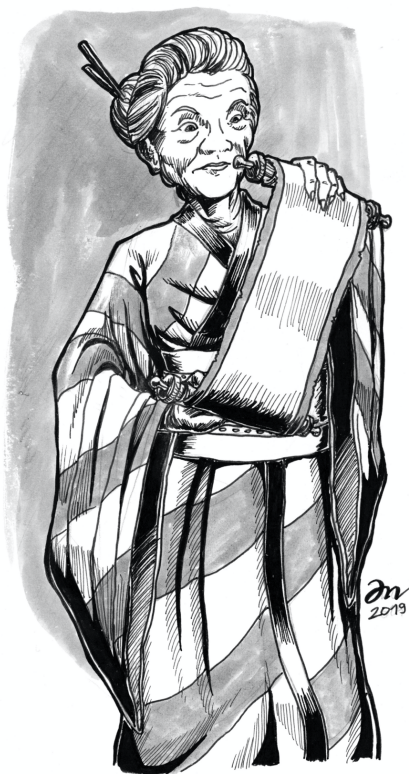
Maximum Level: 14

Armor: Leather, Chain

Weapons: Any

Languages: Alignment, Common

Advanced Races: Humans, Chimpanzee Folk, Dwarves and Half-elves may be Sages



Sages are learned people who are sought after by nobility and adventurers alike for their advice and knowledge. Perhaps rarest of the sages are the adventuring variety. Rather than remaining in the guild, these individuals leave of their own accord, most commonly to quench a thirst for knowledge that the guild cannot provide. Some adventuring sages act as scribes, chronicling the adventures of those with whom they travel.

Combat

Sages can wear leather and chain armor. They cannot use shields, though they can use all

weapons.

Guild Membership

A sage owes much of their knowledge to their guild. Guilds are great repositories of knowledge, containing vast libraries and classes in which the sage gains their initial learnings. To continue advancing as a sage, they must pay dues to the guild. A sage must pay 10% of all treasure acquired and 10% of any fee they collect for their services as a sage to the guild.

Linguist

A sage begins play with one additional known language. An additional language is learned at the 2nd, 4th, 6th, 8th and 10th levels. These languages are in addition to those gained from high INT.

Other Sages

While a sage will work with any number of other sages outside of adventuring life, it is a rare thing to find more than one adventuring sage working with another. This is due to the sharing of new knowledge and the possible theft of a discovery.

Read Languages

Sages can read non-magical text in any language (including dead languages and basic codes) with 80% probability. If the roll does not succeed, the sage may not try to read that particular text again until they reach a higher level of experience.

The Sage's Curse

A sage who is dying due to a malicious act has the ability to place a dire curse upon their assailant. The sage's curse is determined by the level of the sage. A low level sage might cause impaired vision, leaving a minor penalty where actions needing sight are concerned. A mid level sage might bestow actual blindness or a minor penalty to a saving throw. The greatest of sages might be able bestow a curse to never make a saving throw again! These are samples only and the exact nature of the sage's curse is between the player and the referee. Regardless of the nature of the curse, it cannot be neutralized by a simple Remove Curse spell. Completing a quest given by a high level cleric or sage may remove the curse.

Sage Knowledge

At the core of the sage's skillset is their knowledge. Every sage begins having at least one area of

expertise. Sages with exceptional INT may have more than one area of expertise, and those with an INT score of 18 or higher will have at least average knowledge of all categories of specialization. The four basic categories are: Life

Sciences, Physical Sciences, Esoteric Sciences, and Cultural Sciences. These are further divided per the examples in the following table.

Sage Knowledge Categories			
Life Sciences	Physical Sciences	Esoteric Sciences	Cultural Sciences
Biology	Astronomy	Astrology	Archaeology
Botany/Herb-lore	Alchemy	Demonology	Anthropology
Ecology	Geography	Magic	Folklore
Medicine	Geology	Mysticism	Genealogy/Heraldry
Monstrology	Metallurgy	Planeology	History
Zoology	Physics	Theology	Sociology

The table below is consulted to determine the chance that a sage has of being able to answer any question within their areas of expertise. A below average chance of 20% is given in all categories in which a sage is not trained. Consulting the table, the sage's player will decide which categories they are trained in at the time the character is created, and to what degree, if the option is given. For every level gained, a sage's chances of success increase by 2% in categories they have an average understanding of and 5% in categories which they are above average in. These are base chances requiring no additional study to answer.

If a sage has access to a library and takes time for research, an additional 5% is added. If the sage has the means or is working for a patron, an

additional 1-10% chance of success is added for every 50,000 gp spent on equipping a sage with a proper library. The maximum that this bonus can reach is 50%. It should be understood that time must be spent if research is needed to answer a question. The time can take between several days to several weeks, depending upon the question. This is determined by the referee. Additionally, a sage has the potential to become trained in areas of knowledge beyond what they had at the beginning of the game. This is a 25% chance for every 100,000 gp spent on training and research. Gaining a new category of knowledge gives the average base chance to answer a question. This begins increasing at the normal rate starting at the next experience level gained.

Sage's Base Chance to Answer Questions			
Intelligence Score	Expertise	Average Base Chance	Exceptional Base Chance
Nil	Untrained categories	20	N/A
9-12	Average 1 category	30	N/A
13-15	Average 2 categories or exceptional in 1	30	40
16-17	Average 3 categories or exceptional in 2	30	40
18	Exceptional in 3 categories	N/A	45

Sage Level Progression					Saving Throws			
Level	XP	HD	THAC0	Death and Poison	Wands	Paralysis and Petrification	Breath Weapon	Spells and Spell-like Devices
1	0	1d4	19[0]	13	14	13	16	15
2	1,800	2d4	19[0]	13	14	13	16	15
3	3,600	3d4	19[0]	13	14	13	16	15
4	7,200	4d4	19[0]	13	14	13	16	15
5	14,400	5d4	19[0]	13	14	13	16	15
6	28,800	6d4	17[+2]	11	12	11	14	12
7	57,600	7d4	17[+2]	11	12	11	14	12
8	115,200	8d4	17[+2]	11	12	11	14	12
9	230,400	9d4	17[+2]	11	12	11	14	12
10	330,400	9d4+1*	17[+2]	11	12	11	14	12
11	430,400	9d4+2*	14[+5]	8	9	8	11	8
12	530,400	9d4+3*	14[+5]	8	9	8	11	8
13	630,400	9d4+4*	14[+5]	8	9	8	11	8
14	730,400	9d4+5*	14[+5]	8	9	8	11	8

*Modifiers from CON no longer apply

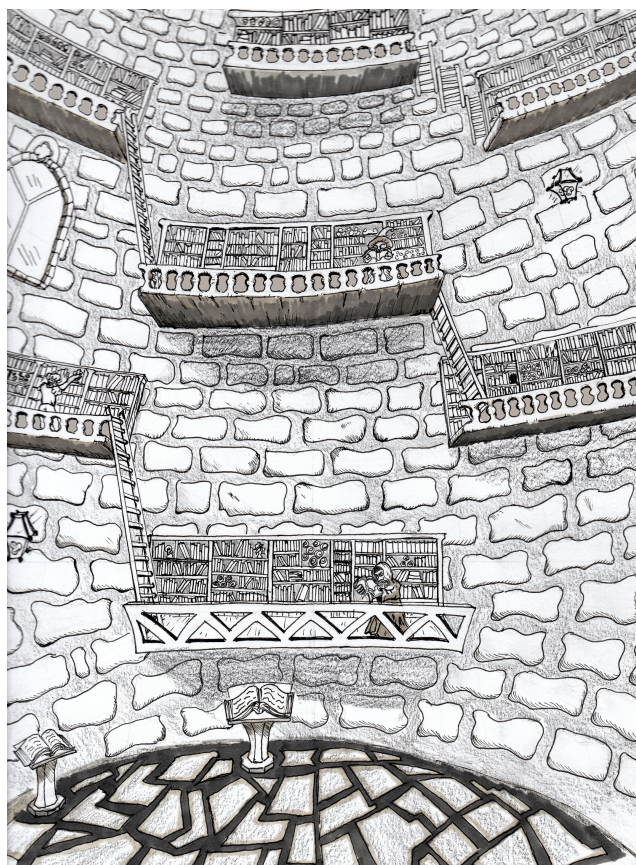


Sage Knowledge: Crafting

In addition to answering questions that may arise, a sage may use their knowledge in a pragmatic sense. This means that a sage may be able to craft items pertaining to their area of expertise or practice an art accordingly. Thus, a sage might use a combination of medicinal and herbal knowledge in order to diagnose and treat a disease or poison. Similarly, a sage with metallurgical knowledge might serve as an adequate blacksmith, while a sage with magical lore and practical knowledge might even be able to craft limited magic items (such as potions and alchemical trinkets) as a magic-user.

Using Magic Items

Sages, due to study, can use magic scrolls of spells on any arcane spell list, though they may not actually learn the spell in the same manner as a magic-user. They can also use items that may only



be used by arcane spell casters (e.g. magic wands).

After Reaching 12th Level

Upon reaching 12th level a sage has enough knowledge and experience to begin to teach new sages. A 12th level sage can establish their own guild hall or school. The library of such an establishment can be no less than 200,000 gp in value. This value is for research materials and does not cover the cost of building materials. For every 50,000 gp spent on the library, a sage's chance for successful research at the library will increase by 1-10%. Once a guild hall or school has been constructed the sage will attract their body of followers.



NEW BEAST FOLK CLASSES



CHIMPANZEE FOLK

Requirements: Minimum INT 9

Prime requisite: INT

Hit Dice: 1d6

Maximum Level: 8

Armor: Leather

Weapons: Dagger, sling, spear, staff

Languages: Alignment, Common, Ape, Ape Folk, Beast Folk, Dwarvish, Elvish, Gnoll, Gnome, Goblin, Kobold, Lizard Folk, Orcish

Note: The use of this chimpanzee class is appropriate for use in Old School Essentials or other B/X based games. If using Advanced Genre rules or an Original ruleset, the chimp race (featured later) is more appropriate.

Amongst the beast folk, there are many simian folk. Three ape folk species thrive amongst these; the orangutan, the gorilla and the chimpanzee folk. Contrary to the behavior of their animal counterparts, chimpanzees, this anthropomorphic variety are the most peaceful of their kind. While orangutans find their niche as magistrates and clergy and gorillas brute strength makes them fit to serve as a warrior caste, the chimpanzee's high level of intelligence makes them best suited to another job. In ape folk society chimpanzees

function as researchers, sages, alchemists and mages.

Many of the advances in ape society have occurred due to the research of the chimpanzee folk. Their keen intelligence often keeps them on the fringe, at best, of what the dogma of the orangutans would dictate. For this reason, the gorillas and orangutans often exercise their military and governmental power to keep the chimpanzees in check. It is not unheard of for a group of chimpanzees to strike out on their own, creating their own treetop villages, and sometimes great libraries.

Chimpanzee Folk stand about the same height as the average human. Chimpanzees value knowledge and understanding above all else.

Chimp Knowledge

At the core of the chimpanzee's skillset is their knowledge. Every chimpanzee begins having at least one area of expertise. Chimpanzees with exceptional INT may have more than one area of expertise, and those with an INT score of 18 or higher will have at least average knowledge of all categories of specialization. The four basic categories are: Life Sciences, Physical Sciences, Esoteric Sciences and Cultural Sciences. These are further divided per the examples in the following table.

Chimpanzee Folk Knowledge Categories			
Life Sciences	Physical Sciences	Esoteric Sciences	Cultural Sciences
Biology	Astronomy	Astrology	Archaeology
Botany/Herb-lore	Alchemy	Demonology	Anthropology
Ecology	Geography	Magic	Folklore
Medicine	Geology	Mysticism	Genealogy/Heraldry
Monstrology	Metallurgy	Planeology	History
Zoology	Physics	Theology	Sociology

The table below is consulted to determine the chance that a chimpanzee has of being able to answer any question within their areas of expertise. A below average chance of 20% is given in all categories in which a chimpanzee is not

trained. Consulting the table, the chimpanzee's player will decide which categories they are trained in at the time the character is created, and to what degree they are trained, if the option is given. For every level gained, a chimp's chances of

success increase by 2% in categories of which they have an average understanding, and 5% in categories in which they are above average. These are base chances requiring no additional study to answer.

If a chimpanzee has access to a library and takes time for research, an additional 5% is added. If the chimp has the means or is working for a patron, an additional 1-10% chance of success is added for every 50,000 gp spent on equipping a chimpanzee with a proper library. The maximum that this bonus can reach is 50%. It should be understood that time must be spent if research is

needed to answer a question. The time can take between several days to several weeks, depending upon the question. This is determined by the referee. Additionally, a chimpanzee has the potential to become trained in areas of knowledge beyond what they had at the beginning of the game. This is a 25% chance for every 100,000 gp spent on training and research. Gaining a new category of knowledge gives the average base chance to answer a question. This begins increasing at the normal rate starting at the next experience level gained.

Chimpanzees Base Chance to Answer Questions			
Intelligence Score	Expertise	Average Base Chance	Exceptional Base Chance
Nil	Untrained categories	20	N/A
9-12	Average 1 category	30	N/A
13-15	Average 2 categories or exceptional in 1	30	40
16-17	Average 3 categories or exceptional in 2	30	40
18	Exceptional in 3 categories	N/A	45

Chimpanzee Folk Knowledge: Crafting

In addition to answering questions that may arise, a chimpanzee may use their knowledge in a pragmatic sense. This meaning a chimpanzee may be able to craft items pertaining to their area of expertise or practice an art accordingly. A chimpanzee might use a combination of medicinal, and herbal knowledge in order to diagnose and treat a disease or poison. Similarly, a chimpanzee with metallurgical knowledge might serve as an adequate blacksmith, while a chimpanzee with magical lore and practical knowledge might even be able to craft limited magic items (such as potion and alchemical trinkets) as a magic-user.

Chimpanzee Skills

Chimpanzees can use the following skills with the chance of success shown on the table below:

Encumbrance: Evasion, falling, and tightrope walking cannot be performed if encumbrance reduces the chimpanzee's movement rate to less

than 90' (30') (see *Time, Weight, Movement* in *Core Rules*).

- **Climb Sheer Surfaces (CS):** A roll is required for each 100' to be climbed. If the roll fails, the chimpanzee falls at the half-way point, suffering falling damage.
- **Falling (FA):** When able to tumble, chimpanzees suffer no damage from the first 10' of any fall. Damage due to falling from a greater height is reduced by the listed percentage (rounding fractions down).
- **Tightrope Walking (TW):** Chimpanzees can walk along tightropes, narrow beams, and ledges at up to half their normal rate. A roll is required every 60'. Failure indicates that the chimp falls and suffers normal falling damage. Windy conditions may modify the chance of success by up to -20%.

Chimpanzee Folk Level Progression					Saving Throws			
Level	XP	HD	THAC0	Death and Poison	Wands	Paralysis and Petrification	Breath Weapon	Spells and Spell-like Devices
1	0	1d6	19[0]	13	14	13	16	15
2	1,800	2d6	19[0]	13	14	13	16	15
3	3,600	3d6	19[0]	13	14	13	16	15
4	7,200	4d6	19[0]	13	14	13	16	15
5	14,400	5d6	19[+0]	13	14	13	16	15
6	28,800	6d6	17[+2]	11	12	11	14	12
7	57,600	7d6	17[+2]	11	12	11	14	12
8	115,200	8d6	17[+2]	11	12	11	14	12

Holding a balance pole increases the chance of success by 10%.

Chimpanzee Skills Chance of Success			
Level	CS	FA	TW
1	87	10	60
2	88	15	65
3	89	20	70
4	90	25	75
5	91	30	80
6	92	35	85
7	93	40	90
8	94	45	95



Combat

Chimpanzee folk can wear leather armor and cannot use shields. They can use daggers, slings, spears and staves as weapons.

Evasion

When retreating from melee, a chimp's ability to tumble negates the opponent's usual +2 bonus to hit.

Linguist

Chimpanzees begin play with one additional known language. An additional language is learned at the 2nd, 4th, 6th, 8th and 10th levels. These languages are in addition to those gained from high INT.

Read Languages

Chimpanzee folk can read non-magical text in any language (including dead languages and basic codes) with 80% probability. If the roll does not succeed, the chimpanzee may not try to read that particular text again until they reach a higher level of experience.

Using Magic Items

Chimpanzees, due to study, can use magic scrolls of spells on any arcane spell list, though they may not actually learn the spell in the same manner as a magic-user. They can also use items that may only be used by arcane spell casters (e.g. magic wands).

Rolling Skill Checks

All chimpanzee folk skills except falling are rolled on d%, with a result of less than or equal to the listed percentage indicating success.

DUCK FOLK

Requirements: Minimum CON 9

Prime requisite: CON

Hit Dice: 1d6

Maximum Level: 8

Armor: Any including shields

Weapons: Small or normal sized

Languages: Alignment, Common, Beast Folk, Dwarvish, Duck, Duck Folk, Elvish, Gnoll, Gnome, Goblin, Kobold, Lizard Folk, Orcish

Note: The use of this duck class is appropriate for use in Old School Essentials or other B/X based games. If using Advanced Genre rules or an Original ruleset, the duck race (featured later) is more appropriate.

Amongst all of the beast folk that have been spawned by the contamination of Chaos, perhaps the strangest are the ducks. The ducks have long been maligned by humans, demi-humans and humanoids, due to the fact that most find them to be a ridiculous creature. The ducks themselves do not understand the cause of this ridicule, nor do the most learned of sages. Regardless, this strange stereotype prevails. For this reason, ducks tend to hold long lasting grudges, but likewise are loyal to a fault to those who treat them with respect. Most duck lore has been lost in the mists of antiquity, though the ducks believe they were once a great race in service to the god of death, known to the ducks as the Holy Death, honoring the cycle of life and death in nature. The remaining lore is unclear, and the ducks argue amongst themselves as to whether, in this time, they were ducks, human or some other demi-human race. Whatever the case, in their service to the Holy Death, they waged war against the minions of the Prince of the Undead. Humans and demi-humans hailed them as heroes and honored the ducks for keeping the undead hordes at bay, in this now forgotten time. It is said that some of the duck clergy, in their service to the Holy Death, found dark books of necromancy. They took these, intending to destroy them for the glory of their god. However, things do not always



go as planned. The power in the books tempted these priests and they fell to the darkness within, becoming that which they were sworn to fight. In its anger the Holy Death punished all ducks for this betrayal. Within a short time, supernatural power took hold and the ducks fell from their place of honor to be ridiculed by the races they once helped to protect. In their shame, they left their homes and resigned themselves to live apart from the other races, near the waterways of the world.

Now the ducks live amongst themselves, most often in small villages located in the marshlands and woods that border on rivers and lakes. Though most ducks are content to remain in this sort of self-imposed exile, there are some ducks brave enough to live in the cities of other folk. These are most often adventurers or merchants who have found that trading for more than the needs of their village can be lucrative. Still, some ducks set forth to serve in the temples of the god of death, in the hope of doing deeds that might

Duck Folk Level Progression					Saving Throws			
Level	XP	HD	THAC0	Death and Poison	Wands	Paralysis and Petrification	Breath Weapon	Spells and Spell-like Devices
1	0	1d6	19[0]	8	9	10	13	12
2	2,000	2d6	19[0]	8	9	10	13	12
3	4,000	3d6	19[0]	8	9	10	13	12
4	8,000	4d6	17[+2]	6	7	8	10	10
5	16,000	5d6	17[+2]	6	7	8	10	10
6	32,000	6d6	17[+2]	6	7	8	10	10
7	64,000	7d6	14[+5]	4	5	6	7	8
8	128,000	8d6	14[+5]	4	5	6	7	8

restore greatness to their people.

Ducks stand about the same height as dwarves, but are significantly lighter, being about 100 lbs. on average. They tend to keep to themselves, with some exceptions, and are not well looked upon by most other races.

Combat

Due to their short height, ducks may only use small or normal sized weapons. They cannot use longbows or two-handed swords. They may wear any armor but are restricted to armor made specifically for their body type, as they are shaped differently from humans, demi-humans and other beast folk.

Know Direction

Ducks have an intuit sense of direction. At 1st level, a duck has a 3 in 6 chance of successfully determining cardinal directions. This increases to a 4 in 6 chance at 3rd level, a 5 in 6 chance at 6th level, and a 6 in 6 chance at 9th level. The referee may determine that once this "100%" success rate is achieved, there may still be a chance of failure. If a 6 is rolled on the d6 check, it is rolled again he attempt is failed if a 6 is rolled a second time.

Natural Swimmer

Ducks are natural swimmers and may swim and dive unless they are heavily armored.

Resist Charm

Ducks are resistant to charm spells and gain a +4 bonus when saving against them.



Turn Undead

Ducks can invoke the power of the Holy Death to repel undead monsters encountered. To turn the undead, the player rolls 2d6. The referee then

consults the “Turning the Undead” table, comparing the roll against the HD of the undead monsters targeted. A duck must have a holy symbol of the god of death in order to turn the undead.

Successful Turning

If the turning attempt succeeds, the player must roll 2d6 to determine the number of HD affected (turned or destroyed).

Turned undead: Will leave the area, if possible, and will not harm or make contact with the duck.

Destroyed undead (result of D): Are instantly and permanently annihilated.

Excess: Rolled HD that are not sufficient to affect a creature are wasted. However, at least one undead creature will always be affected on a successful turning.

Mixed groups: If Turn Undead is used against a mixed group of undead monsters of different types, those with the lowest HD are affected first.

Turning Table Results

–: The turning fails.

Number: If the 2d6 turning roll is higher or equal, the turning attempt succeeds.

T: The turning succeeds.

D: The turning succeeds; the monsters are

destroyed, not simply caused to flee

Turning the Undead Monster Hit Dice								
Level	1	2	2*	3	4	5	6	7-9
1	7	9	11	-	-	-	-	-
2	T	7	9	11	-	-	-	-
3	T	T	7	9	11	-	-	-
4	D	T	T	7	9	11	-	-
5	D	D	T	T	7	9	11	-
6	D	D	D	T	T	7	9	11
7	D	D	D	D	T	T	7	9
8	D	D	D	D	D	T	T	7
9	D	D	D	D	D	D	T	T
10	D	D	D	D	D	D	D	T
11+	D	D	D	D	D	D	D	D

* 2 HD monsters with a special ability (i.e. with an asterisk next to their HD rating, in the monster description).

† At the referee’s discretion, the table may be expanded to include more powerful types of undead monsters.

Undead Slayer

Ducks are innately adept at fighting the undead. When in combat with the undead, ducks gain +1 to hit damage and AC against all undead foes.



NEW RACES FOR ORIGINAL EDITION GAMES AND ADVANCED FANTASY RULES



CHIMANZEE FOLK

Requirements: Minimum INT 9

Ability modifiers (Advanced Fantasy only): -2 CHA +1 DEX +1 INT

Languages: Alignment, Common, Ape, Ape Folk, Beast Folk, Dwarvish, Elvish, Gnoll, Gnome, Goblin, Kobold, Lizard Folk, Orcish

Amongst the beast folk, there are many simian folk. Three ape folk species thrive amongst these; the orangutan, the gorilla and the chimpanzee folk. Contrary to the behavior of their animal counterparts, chimpanzees, this anthropomorphic variety are the most peaceful of their kind. While orangutans find their niche as nobles, magistrates, and clergy, and gorillas brute strength makes them fit to serve as a warrior caste, the chimpanzee's high level of intelligence and peaceful nature makes them best suited to another job. In ape folk society chimps function as researchers, sages, alchemists, and mages.

Many of the advances in ape society have occurred due to the research of the chimpanzee folk. Their keen intelligence often keeps them on the fringe, at best, of what the dogma of the orangutans would dictate. For this reason, the gorillas and orangutans often exercise their military and governmental power to keep the chimpanzees in check. Most chimpanzees accept this bullying to continue to have access to funds provided by the other apes for their scholarly and magical research. Others leave to pursue a better life, falling in with adventurers who live on the fringes of their own societies and become adventurers themselves. Still, it is not unheard of for a group of chimpanzees to strike out on their own, creating their own treetop villages, and sometimes great libraries. Indeed, there are legends among the sages that vast library schools exist where no stairs lead to the upper levels, as the chimps require none, scaling the walls and shelves themselves. Such places of learning and research have been sought out by human sages and mages alike, often to no avail.

Chimpanzee Folk stand about the same height as

the average human. They live either in a great ape folk society or in their own secluded treetop villages. Chimpanzees value knowledge and understanding above all else.



Maximum Level by Class

- Acrobat: 10th
- Cleric: 5th
- Fighter: 5th
- Illusionist: 10th
- Magic-user: 10th
- Sage: 12th
- Thief: 8th

Evasion

When retreating from melee, a chimpanzee's ability to tumble negates the opponent's usual +2 bonus to hit.

Information Sponge

In addition to being highly intelligent, chimpanzees have a high degree of information retention. A chimpanzee sage gains a 5% bonus on all knowledge checks. Likewise, chimpanzee mages gain a 10% bonus to any magical research failure check.

Nimble

Chimpanzee folk gain the following bonuses to acrobat and thief skills: Climb sheer surfaces: 5%, Falling: 5%, Tightrope Walking: 10% (only if unshod).

DUCK FOLK

Requirements: Minimum CON 9

Ability modifiers (Advanced Fantasy only): -1 CHA +1 CON

Languages: Alignment, Common, Beast Folk, Dwarvish, Duck, Duck Folk, Elvish, Gnoll, Gnome, Goblin, Kobold, Lizard Folk, Orcish

Amongst all of the beast folk that have been spawned by the contamination of Chaos, perhaps the strangest are the ducks. The ducks have long been maligned by humans, demi-humans and humanoids, due to the fact that most find them to be a ridiculous creature. The ducks themselves do not understand the cause of this ridicule, nor do the most learned of sages. Regardless, this strange stereotype prevails. For this reason, ducks tend to hold long lasting grudges, but likewise are loyal to a fault to those who treat them with respect.

Most duck lore has been lost in the mists of antiquity, though the ducks believe they were once a great race in service to the god of death, known to the ducks as the Holy Death, honoring the cycle of life and death in nature. The remaining lore is unclear, and the ducks argue amongst themselves as to whether, in this time, they were ducks, human or some other demi-human race. Whatever the case, in their service to the Holy Death, they waged war against the minions of the Prince of the Undead. Humans and demi-humans hailed them as heroes and honored the ducks for keeping the undead hordes at bay, in this now forgotten time. It is said that some of the duck clergy, in their service to the Holy Death, found dark books of necromancy. They took these, intending to destroy them for the glory of their god. However, things do not always go as planned. The power in the books tempted these priests and they fell to the darkness within, becoming that which they were sworn to fight. In its anger the Holy Death punished all ducks for this betrayal. Within a short time, supernatural power took hold and the ducks fell from their place of honor to be ridiculed by the races they once helped to protect. In their shame, they left

their homes and resigned themselves to live apart from the other races, near the waterways of the world.

Now the ducks live amongst themselves, most often in small villages located in the marshlands and woods that border on rivers and lakes. Though most ducks are content to remain in this sort of self-imposed exile, there are some ducks brave enough to live in the cities of other folk. These are most often adventurers or merchants who have found that trading for more than the needs of their village can be lucrative. Still, some ducks set forth to serve in the temples of the god of death, in the hope of doing deeds that might restore greatness to their people.

Ducks stand about the same height as dwarves, but are significantly lighter, being about 100 lbs. on average. They tend to keep to themselves, with some exceptions, and are not well looked upon by most other races.

Maximum Level by Class

- **Assassin:** 8th
- **Bard:** 6th
- **Cleric:** 10th
- **Druid:** 5th
- **Fighter:** 9th
- **Knight:** 6th
- **Magic-user:** 6th
- **Merchant:** 8th
- **Thief:** 6th

Combat

Armor must be tailored to fit a duck's size and shape. Likewise, ducks may only use small or normal sized weapons. They cannot use longbows or two-handed swords.

Natural Swimmer

Ducks are natural swimmers and may swim and dive unless they are heavily armored.

Necromantic Taboo

Magic using duck folk may not use magic that is deemed "necromantic." Nor will they travel in the company of necromantic mages.

Resist Charm

Ducks are resistant to charm spells and gain a +4

bonus when saving against them.

Undead Slayer

Ducks are innately adept at fighting the undead.

When in combat with the undead, ducks gain +1 to hit, damage and armor class against all undead foes.



APPENDIX N:

In the same manner that the co-creator of the original game once supplied a list of reading material that was inspirational to the creation of the game, under the heading “Appendix N,” so will the products of Appendix N Entertainment. This inspirational appendix will help to give our readers and players a glimpse into the creative process, possibly exposing them to something new that they might enjoy and as with the original Appendix N, may help to give a better understanding of our games and adventures. Unlike the original Appendix N, ours features all manner of influential media. Included are not only writings and films which could be considered source material, but also music listened to while creating this work, possibly influencing it during its very creation.

Books/Literature/Writing:

Dave Arneson: *Dungeons & Dragons Supplement II: Blackmoor* (TSR) and *First Fantasy Campaign* (Judge's Guild)

Daniel Boggs: *Hidden In Shadows* blog @ <http://boggswood.blogspot.com/>

Pierre Boulle: *Planet of the Apes*

David Hargrave: *Arduin Grimoire*

Howard the Duck *the Complete Collection* Vol 1-4

George R.R. Martin: *A Song of Ice and Fire* (series)

Rustichello da Pisa: *The Travels of Marco Polo*

Stephan Michael Sechi: *The Compleat Adventurer Fantasy Role-Playing Game Supplement*

J.R.R. Tolkien: *The Lord of the Rings: The Fellowship of the Ring*

Uncle Scrooge comics (1952-present)

Film:

Indiana Jones and the Last Crusade (1989 Paramount Pictures)

Planet of the Apes (1968 20th Century Fox)

Music:

Tori Amos: *Boys for Pele*

Black Pyramid: *Black Pyramid*

Black Sabbath: *Heaven and Hell*

Brimstone Coven: *Black Magic*

Dead Can Dance: *Aion; Into the Labyrinth*

Dream Theater: *Metropolis Pt. 2: Scenes From A Memory*

Electric Wizard: *Dopethrone*

Iron Maiden: *Power Slave*

Led Zeppelin: *Led Zeppelin IV*

Monkey 3: *Astra Symmetry*

Owain Phyfe: *Poets, Bards & Singers of Song*

Secret Chiefs 3: *Book of Horizons; Book M; 1st Grand Constitution*

The Tea Party: *The Edges of Twilight*

Tom Waits: *Small Change*

Wardruna: *Skald*

Wucan: *Sow the Wind; Reap the Storm*

Television:

Duck Tales (1987 Walt Disney Television Animation)

Game of Thrones (2011 HBO)

Hercules: The Legendary Journeys (1995 NBC Universal Television Distribution)

Marco Polo (2014 Netflix)

Planet of the Apes (1974 20th Century Fox Television)

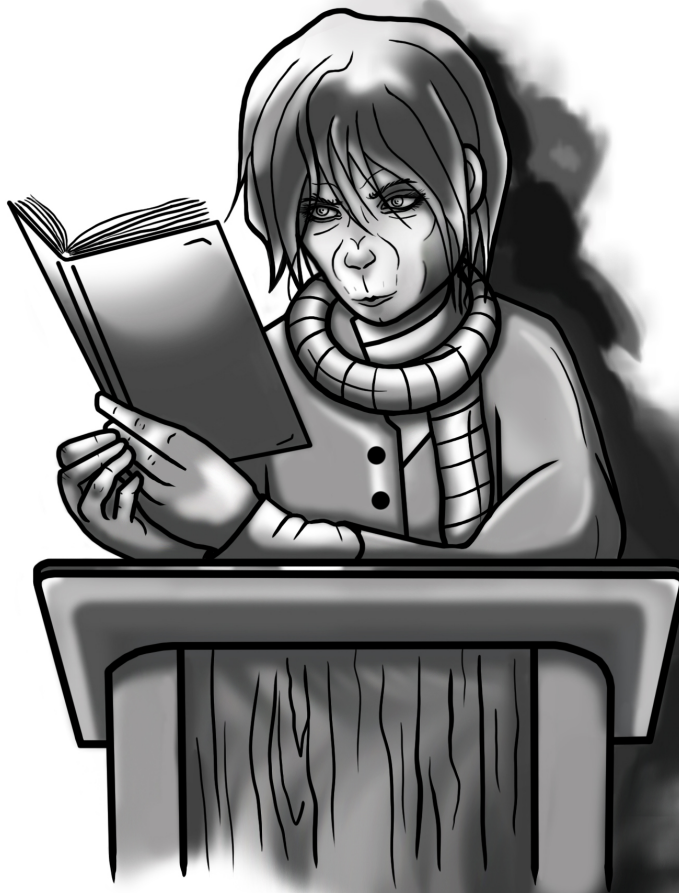
Xena: Xena Warrior Princess (1995 NBC Universal Television Distribution)

Video Games:

Dragon Warrior III (NES, Enix 1988)

Dragon Warrior IV (NES, Enix 1990)

Final Fantasy (NES, Square 1987)



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2018 Gavin Norman. Author Gavin Norman.

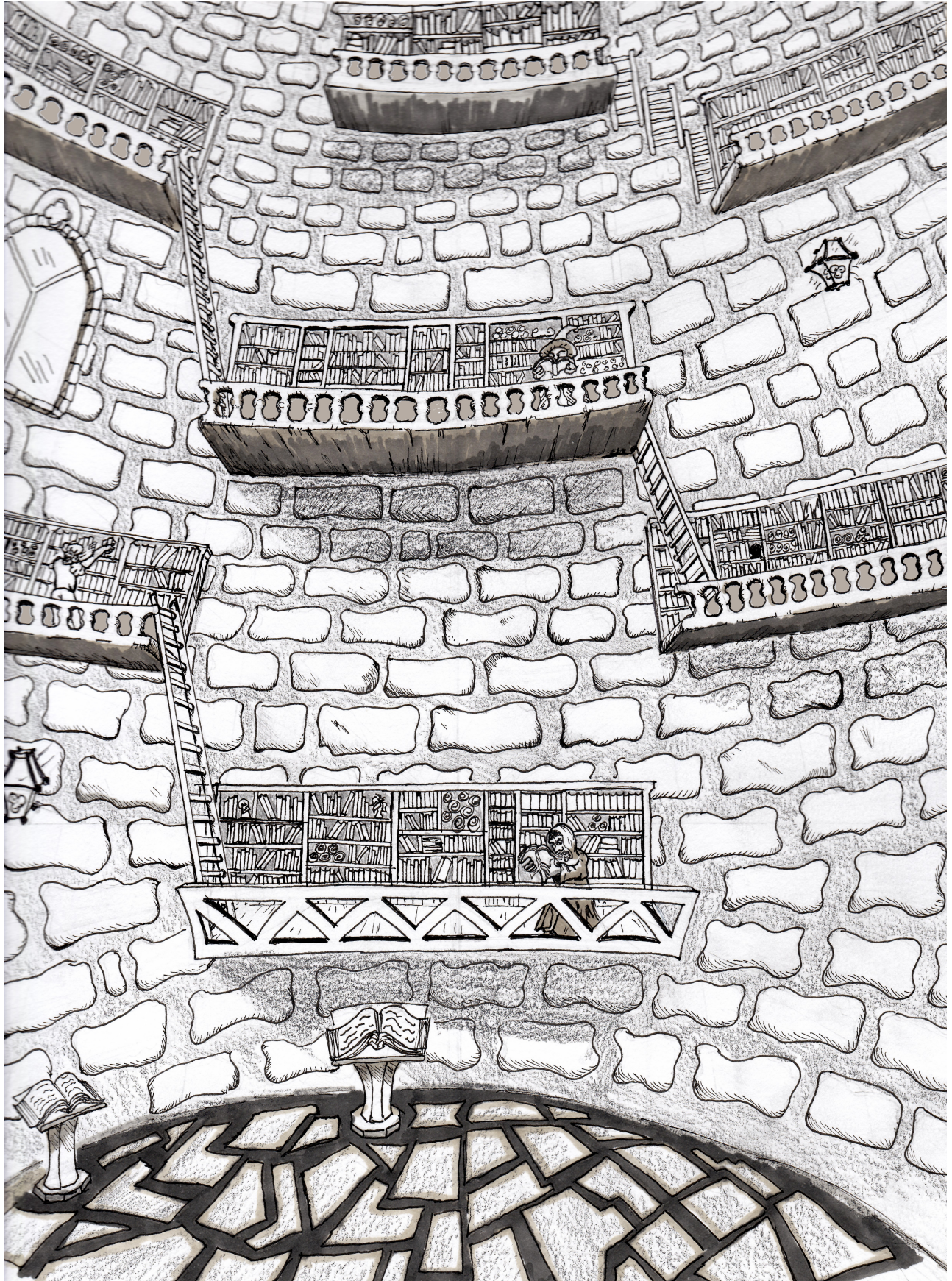
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NOTES



Lost Classes

In the early days of the world's first fantasy roleplaying game there were a plethora of sources of gaming material, much of which was fan created. Zines and third-party supplements became plentiful, and within the pages of these works, new classes were often presented. Some of these classes were added to later editions of the game and became canon, while others were lost in time and space. The Lost Classes series, in the greater **GATEWAY TO ADVENTURE** line of products, seeks to revive the classes that fell to the wayside and make them available again, in a cleaner format. This volume seeks to create playable versions of two classes, originating with one of the creators of the original game. Additionally, two new playable races are presented, in line with the feel of the time of the original game. One of these, namely ducks, have their origins in another early ruleset!



If you intend to use this zine with for B/X or Old-School Essentials you will require the *Old-School Essentials Core Rules*. If you are using this with your favorite version of the original fantasy adventure game, you may wish to have a copy of the *Old-School Essentials Core Rules* for ease of conversion.

1st Printing