
DUNGEON WANDERERS!

An add-on for OSR games

If you've ever played an OSR game then you've probably had a player character (or two or three) die smack dab in the middle of the dungeon. As fast as character generation can be in OSR games, rolling up a new character, selecting race and/or class, purchasing equipment, and figuring out spells or skill percentiles can slow down a session: This mini-supplement intends to provide a simple ruleset to keep the characters and the action rolling on.

DUNGEON WANDERERS!

Wanderers are escaped captives, lost adventurers, and generally doomed people found in dungeons (or other areas). Although they may be classed, strong, weak, smart, dumb, etc. it is assumed that their life-or-death circumstances drive them to temporary highs and lows that makes them all equal. A wanderer who escapes the dungeon (or whatever) eventually returns to normal.

CREATING A DUNGEON WANDERER!

1. Level: Equal to the level of the dungeon encountered on. Requires referee adjudication (or a d12 roll) for wilderness or unusual encounters. Starting XP equals 0. Wanderers do not have a class.

2. Ability Scores: Treated as all average (no bonus or penalty), i.e. all 9 or all 10.

3. Select race: In games based on Advanced rules, select your race. If playing in Basic or Oe-style rules the referee will rule whether the wanderer has any powers (such as a dwarf's ability to detect stone construction)

4. Hit Points: 3 per level.

5. Starting Equipment: 1 (one) dagger.

6. Weapons & Armor Allowed: All.

7. Hit probability/attacks: As a cleric of equal level.

8. Hints (optional): Referee determines if wanderer knows anything useful using 1d6: 1-3, nothing; 4, monster location; 5, trap location; 6, treasure location.

FROM WANDERER TO ADVENTURER!

To exchange a wanderer character for a normal adventurer, the wanderer must be brought to a safe town or other settled place. The player(s) then generate a character as usual during downtime to represent the recovered wanderer. For referees who keep strict time records, the recovery process takes two days per wanderer's level.



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