

Adventuring

A Basic Fantasy RPG Supplement

Release 8

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Basic Fantasy Website: basicfantasy.org

INTRODUCTION

This supplement additional adventuring rules for player and non-player characters for use with the Basic Fantasy Role-Playing Game rules. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

Using These Rules

The Game Master must choose which, if any, of these rules apply in his or her game.

Outdoor Scale and Direction

Core Rules reminder: outdoors movement, missile, and spell range is in yards (feet x 3) instead of feet. This is due to more room and better vision. Spell area of effect outdoors remains in feet, however.

See Core Rules, Wilderness Movement Rates

See Core Rules, Becoming Lost

Encounter Distance

The distance of a wilderness encounter may depend upon local terrain; a monster seen coming out of a ravine that is only 20 yards away is encountered at that distance. If uncertain how far away the monster is, roll 4d6 and multiply the result by 10; this number, 40-240 is the distance in yards at which the monster is first encountered.

Wilderness encounters that occur at night use dungeon encounter distances instead.

Outdoor Surprise

This is handled in the same way as in the Core Rules, except that if either group is surprised, the encounter distance is 1d4x10 yards. If three or more creatures surprise a party, they may have moved into a circle around the party.

See also Core Rules Evasion and Pursuit

Effects of Weather

In rain or a downpour unprotected bow and crossbow strings become damp and cannot be used until dried out.

Rain can reduce both visibility and movement rates, as shown on the table below:

	Visibility	Rate Adjustment
Showers	No effect	x1
Rain	400 yards	x1
2+ Days Rain (Downpour)	100 yards	x3/4
2+ Days Downpour	100 yards	x1/4

The rates are *in addition to the adjustment in the Core Rules, Overland Travel*.

Wind: The strength of the wind affects missile weapons. In a wind all missile ranges are increased by one band for purposes of accuracy: short range becomes medium, medium becomes long and no long range fire is possible. In a gale all missile weapons are limited to short range only but are fired at -1 to hit.

Strength	Range (Short, Medium, Long)		
No Wind	Short	Medium	Long
Wind	Medium	Long	
Gale	Short (-1 to-hit)		

Effects of Terrain (Optional)

Other environmental elements could have varying effects. For example, in a dense forest, dense fog, or snow, a GM may wish to limit missile range or movement rates accordingly. The method by which this is done is entirely up to the GM. Here are some examples:

1. The GM might apply a simple AC bonus per Partial Cover in the Core Rules. For example, moderate forest, jungle, or fog may effect line of fire, providing targets at a distance partial cover.
2. If faced with really dark and dense terrain, the GM might refer to the guidelines on blindness or invisibility, or even limit outdoor movement to dungeon movement (feet instead of yards) and limit missile range to, say, 100 feet.

3. Difficult terrain such as marshes, swamps, knee-deep water heavy sand or snow terrain may call for limiting movement rates (1/2 or 2/3 rate.)
4. The GM might even reduce the band of range, such as the case in the effects of weather (see above.)

Chases in the Wilderness (Optional)

If one party retreats combat and manages to become out of sight, the other party may have a reason to chase.

Playing this out could involve the pursued party members making attempts to hide, or the pursuing party making attempts to track (follow trails of blood or foot prints.) Characters have limited endurance while running.

See the Core Rules section on Running.

Here are examples of various elements to consider:

- If one party has more members than the other, it will be easier for the smaller party to hear the general whereabouts of the larger party.
- Low visibility terrain, such as woods, misty swamps, night, rain, fog, or snow would increase the chances of the pursued party being able to ability to evade or hide. A monster that is familiar with a certain area or terrain may know of good places to hide.
- If one party is faster than the other, then the chances of out running or catching up to the other party should be factored in. If each party's speed is matched, then consider which group has heavier load. A simple DEX or CON check could be used for resolving breakaway.

Swimming

It is assumed that every (humanoid) character knows how to swim. Movement rate while swimming is at 1/2.

The GM might require an ability check versus STR (if battling high seas) or CON (against exhaustion from long distance swim); upon failure the character goes underwater—and cannot breathe there.

Heavily encumbered characters will be dragged underwater. In that case, the character must either remove armor, drop equipment or treasure (enough to reach light encumbrance), or be rescued (pulled to the surface.)

If the character fails at any of the above, there is a chance the character underwater may drown. Per the GM's discretion, this could be a percentile chance depending on circumstances (typically 90% for heavy encumbrance.)

At the GM's option, a character underwater may be allowed Constitution check every round. Once he fails a check, he has drowned.

If a character deliberately attempts holding his breathe, consider the characters total CON score for number of rounds or ability rolls.

Climbing

When characters are climbing in a difficult or tense situation, the GM can require a DEX ability roll. Note that only thieves are able to climb extremely steep and high surfaces, due to their special training.

Generally heavily encumbered characters and character in metal armor will not be able to climb well. This may call for a DEX ability roll with a penalty (such as -5) or a percentile chance (50% or less.)

See also Core Rules Falling Damage

Combat from a Mount

Sometimes a mount or platform is continuously unsteady. Firing a missile or throwing a weapon from such a platform has a -4 penalty to hit.

Means of flight, such as a pegasus which flies by flapping its wings, or a continuously moving land vehicles, are considered continuously unsteady.

The fly spell and flying magical items (flying carpets, ships, etc.) are considered steady platforms. Attackers using missile weapons suffer no special attack roll penalties when firing from such platforms.

Spellcasting requires a steady platform.

Any missile weapon can be used from a mount. However, longbows may be too unwieldy while on horseback. Crossbows remain subject to Core Rules, Missile Weapon Rate of Fire.

If movement is not continuous and the character is able to slow and stop between turns, such as on horseback, then a penalty normally need not be applied.

However, per the GM's discretion, a to-hit penalty may be applied, or a DEX ability roll required, when attacking from a mount, depending on the character's background, proficiencies or specialties, such as Riding skills.

COMBAT OPTIONS

While guiding a warhorse to attack, the mounted character cannot attack or cast spells, but can take other actions (such as changing weapons or drinking a potion). When not ridden, a war horse will defend itself.

Any race/class can ride a warhorse. However, halflings are too small to properly wield a lance from horseback.

Riding horses, on the other hand, are likely to bolt or rear in the face of danger. In that case, or in the case of other Riding maneuvers, may require a DEX ability roll (See also Ride in Secondary Skills supplement.)

Forced March

Core Rules reminder, see Overland Travel

Food in the Wild

Characters may forage or hunt while traveling, but with rate adjustments and chance of finding enough food for the day (optionally, GM may make this equal 1d6 provisions), as shown in the tables below; your GM will make the necessary roll. The rates are *in addition to the adjustment in the Core Rules, Overland Travel*.

Foraged food includes nuts, berries, and possibly small game. If you spend a day without moving, normal foraging is automatically successful, and you might (1-2 on a d6) encounter some animals which may be hunted for additional food (optionally 1d6 provisions.) While hunting, there *will be one Wandering Monster check, from the table appropriate for the terrain*.

Climate	Foraging Chances
Harsh	1 on d6
Normal	1-2 on d6
Fruitful	1-4 on d6
Spend the Day	Automatic. plus 1 in 3 chance hunting, plus Wandering Monster check.

Days spent in a forced march or resting cannot be spent foraging or hunting.

Some characters may have a background in survival (often rangers); if so, or if the campaign is using secondary skills like Survival or Hunting, these characters forage automatically without movement penalty.

	Rate per Day
Forage	x2/3
Forage w/ Successful Survival Skill	x1
Spend the Day	x0 (no movement)

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If characters go without food, see Core Rules, Dungeon Survival.

Camping and Keeping Watch

Characters will often find a need to camp out at night, since there is no civilized place to stay.

The party will need to decide whether or not to light a fire. While a fire is useful for light, warmth and scaring off wild animals it is also likely to attract humanoids that are active at night. Keen players might choose a camp site with an eye to defense, if possible, allowing only one or two lines of approach, so that the party is not attacked from all sides at once.

Characters can be on guard throughout the night in order to watch if anything approaches the camp and to alert the other adventurers if it does. In order to avoid exhausting those on watch, it is usually necessary to share the task between the group, with 3-4 changes of watch. Spell casters need to get enough sleep to regain their spells in the morning.

The use of structures or tents will help protect equipment and characters from weather (see Effects of Weather above.)

Characters will always need to find a way to tether animals at night, as they may wander off, and if attacked, they are likely to bolt.

For Wandering Monsters: See Core Rules, Wilderness Encounters

Sleeping in Armor (Optional)

Character who sleep in normal metal armor get less than the required amount of sleep, see Core Rules Healing and Rest.

On the other hand, a character can don metal armor (donning) per the Armor and Shields supplement rules (e.g. within 10 rounds minus DEX bonus.)

If it suites the campaign the GM may take this one step further. If the weather conditions are intolerable –it's very cold, windy and wet, for instance– and the characters decide not to take any actions to counter this (such as making a fire), the GM may decide that they simply can not get a good night's sleep, with the particular effects discussed elsewhere.

See Camping and Keeping Watch

Poison (Optional)

The GM may choose not to allow player characters to use poisons in the campaign; it may be assumed that it is not generally possible to envenom a weapon because the poison will not readily adhere to a blade or because fresh poison will become useless shortly after it is exposed to air. However, if poison is allowed, here are suggestions:

The GM may consider using poisons that cause damage instead of death. Or only allowing poisons of lesser power, such as intoxication or slight damage.

See “Save vs Die” Poison in the Core Rules.

Some natural plants have saps or leaves that if boiled could produce mild poison; however, such preparation is not common knowledge.

Because of its dangers, poison may be declared illegal by local or regional rulers. Warn players that, if they want their characters to use poison they risk breaking laws, and intelligent monsters may use them as well.

A character has a 1 in 20 (or higher) chance of exposing himself to a poison whenever he applies it to a weapon or otherwise readies it for use. This is because those

inexperienced with poison may receive a nick or accidentally expose himself in other ways for lack of proper handling; this includes attempts at harvesting from a creature's poison gland, assuming the gland is intact (a rare thing after a sword-fight, although if successful, suggest 1 to 3 doses per creature.) Additionally, a character who rolls a natural 1 on an attack roll with a poisoned weapon exposes himself or a friend (with save.) Per the GM's discretion, assassins may be exempt from these penalties.

As a general rule, a poisoned weapon or object retains its venom until the weapon scores a hit or the object is touched; one dose affects just a single target.

However, if the GM deems it necessary for game purposes, poison might denature over time (a few hours after application or 1d6 days if stored); reagents may be used as a preservative but it will dilute the potency.

For game purposes, one dose affects just one weapon or a single bullet at a time, regardless of size.

Alternatively, *potion of poison* may be purchased from an alchemist or an assassin; however these specialist may be hard to find and charge a steep price per the specialist section of the Core Rules.

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