

# Adventuring Procedures

## A Basic Fantasy RPG Supplement

Release 3

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Basic Fantasy Website: [basicfantasy.org](http://basicfantasy.org)

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### INTRODUCTION

This Basic Fantasy RPG supplement is meant for usage at the table for dungeon and wilderness exploration as well as during encounters. It is recommended to use it in conjunction with the **Adventuring, Combat Reference**, and the **Frivolous Chases** supplements.

#### Dungeon Exploration (1 turn = 10 minutes)

1. Check for Wandering Monsters every three turns (if a monster is indicated, see **Encounter** table)
2. Party acts
3. Actions are resolved, new environments described
4. Deduct 10 minutes from ongoing durations and reduce supplies used during the turn

#### Wilderness Exploration (1 day)

1. Determine weather and wind conditions
2. Travel direction is decided
3. Forced marches are called (+50% distance traveled, save vs. Death Ray + Constitution bonus or 1d6 damage each day after first; failing makes future damage automatic)
4. Foraging is announced (2/3 move rate, forced march not possible; see **Adventuring** supplement)
5. Determine lost status and direction (secretly save vs. Death Ray + party leader's Wisdom bonus)
6. Check for Wandering Monsters for morning, afternoon, and evening (see **Encounter** table)
7. Describe the terrain and notable landmarks, party may take actions and alter course as permitted
8. Deduct 18 hours from ongoing durations, reduce supplies used during the day, and determine party watch order.
9. Check for Wandering Monsters for dusk, night, and dawn or twice each if a fire is lit (see **Encounter** table; cf. **Adventuring** supplement p.3 §. *Camping and Keeping Watch*)
10. Deduct 6 more hours from ongoing durations as a new day begins

#### Encounter (1 round = 10 seconds)

1. Check for Surprise, Reactions, and distance (see **Adventuring** supplement; 2d6 \* 10' indoors, 4d6 \* 10' outdoors, or 1d4 \* 10' in the case of surprises)
2. Initiative (in combat, also obey **bold**)
  - a. **Announce spells and movement**
  - b. Roll initiative
  - c. **Check morale**
  - d. **Perform movement**
  - e. **Make missile attacks**
  - f. **Cast spells**
  - g. **Make melee attacks**
3. Actions occur in initiative order
4. Deduct 10 seconds from ongoing durations

#### Chases (1 round = 10 seconds; see **Frivolous Chases** supplement)

1. Initiative decides which group begins running first
2. Establish distance between groups
3. Prey decides flight path and defensive actions
4. Determine complications and obstacles (may differ for each group)
5. Recalculate distance between groups
6. The chase ends when either of the following occur:
  - a. One full round passes after the predator loses track of the prey
  - b. When the distance between the predator and prey increases by at least half of the predator's move rate two rounds in a row

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