**Camping**

When players need to heal and regain their resources, they can either retreat to a rest area, such as a town or an inn, or they can create one using a campfire. Using a campfire requires a skill check pitting the character’s survival (or possibly dungeon lore) against the difficulty of the region.

On a failed check, the campfire is used and no rest area is created. On a success, a camp is made and a number of characters (based on the campfire used) can take camp actions, rest and recover.

**Camp Actions**

The first thing everyone does in a camp is set up their actions for the camp. Every character can take one action from the list.

* *Brew Potion* – An alchemist with the proper ingredients can use his kit to brew up to two potions.
* *Cast* – A caster can invoke one mote of color and cast any number of spells, until his skill level is exhausted. Spells cast can be timed such that they start at the very end of camp, allowing party members to get full use of a spell’s duration.
* *Cook* – A cook with food resources can use his tools to create a meal or drink for everyone in camp.
* *Gather* – If there are nearby harvesting spots, crafters can make a skill roll to gather 2d4 resources.
* *Heal* – A healer can use his heal skill to treat the wounds of everyone in camp.
* *Identify Item* – An artificer can use his item lore skill to identify one item and learn one (or more, depending on the character’s talents) of its properties.
* *Identify Potion* – An alchemist can use his kit can identify up to three unknown potions.
* *Meditate* – A character with enchanting can use his skill to regain up to two motes of color.
* *Perform* – Characters with the perform skill can use that skill to give their party members a buff.
* *Repair* – A crafter can use his camp to repair the gear of his party. One repair attempt can be made and the repair points earned can be split as needed among the campers.
* *Rest* – By doing nothing this camp, you regain an additional 1 hit point at the end of camp.
* *Stand Watch* – By guarding the camp, you reduce the chance of the camp being disrupted by 1/12.

**Eat and Drink**

As camp actions are taken, characters can eat or drink. The exact timing isn’t critical. Assume any food/drink that buffs camp actions is consumed before the actions take place. Assume anything that doesn’t affect the camp to occur after camp actions are taken.

**Disruptions**

Once all camp actions are resolved, there is a chance camp is disrupted. By default, a camp has a 4/12 chance to be disrupted during the rest. A disrupted camp ends immediately and the effects of the disruption (often a battle) are adjudicated.

**Rest and Recover**

If camp is not disrupted, all characters can rest and recover, regaining 1 hit point, 1 inspiration, and 1 mote of color (that they can create).

**In Town**

In town, “camping” costs no campfires, but instead, you have to pay an amount of money per person, depending on the inn. Unless the event is part of a quest, resting at an inn will not be disrupted. All hit points, color and inspiration is restored, and a number of camp actions will be allowed based on what kind of time pressure you are under. If you are on a quest, you will have less time, and thus less actions.

**Frequency of Camping**

In general, you can camp as often as you wish, but you must use up camping supplies, and make the skill check each time you do so. However, most camping benefits can be claimed only once each day, or do not stack. These include:

* *Healing* – Each healing source (alchemy, heal, magic) cannot stack with itself. Subsequent uses of the same source replace the result from the last use if you roll a higher number on the new check. So, if you healed someone with your healing kit for 2 points, you could check again in a subsequent camp, roll a 4, and your patient would recover an additional 2 points.
* *Meditate* – You can only meditate once per day.
* *Rest and Recover* – You can only gain the rest and recover benefits of a successful camp once a day.
* *Buffs from Perform or Cook* – These buffs all reset as soon as a new camp begins. The new buff overwrites the old one.

That leaves:

* *Brew Potion*
* *Cast*
* *Gather*
* *Identify Item*
* *Identify Potions*
* *Repair*
* *Stand Watch*