**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.
* *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. 1d4+1 checks.
* *Rest* – By doing nothing this camp, you regain an additional 1d4 hit points 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 1d4 hit points, 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.