



Camp

Camp is an important phase for any adventure. When your resolve is spent, when your armor is wrent, and when you need respite from the dark until the light returns, you make camp. Players are free to make camp at any time during an adventure, but often it is smartest to strategize and make camp at the most opportune of moments. The following has camp rules.

Making Camp

Your party may make camp at any time as long as:

- ◆ You have at least one ration or draught of drink.
- ◆ You are not in a conflict or immediate danger.
- ◆ You have a seemingly safe place to rest.

Camp Type

There are two types of camp: Dungeon Camps or underground, and Overland Camps.

When you make camp it will be evident which camp you are making; either you're above ground or under it.

The rules for both types of camp remain the same.

A Bit of Food and a Drop of Wine

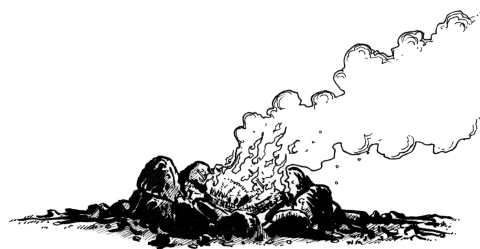
If you are planning on using the Camp phase to accomplish a small goal like repairing armor or marking off a condition you'll need to eat food and drink some water or wine.

- ◆ Mark off a ration or a draught from your wineskin.

Camp Strategy

Camp is a bit of a break not only for your characters but for you as well. Take a moment and zoom out of the action and talk around the table to make a plan of what all needs to be accomplished and who is going to get it done.

Once you've strategized you can start rolling dice.





Rest, Watch and Work

During camp, you must choose whether your character uses the time to Rest, takes Watch, or does Work during the time allotted around the fire.

Rest

If you take time to rest while you eat and rehydrate you may re-roll your Hit Points.

- ❖ Roll all of your Hit Dice and sum the total. If that total is more than your current HP, the total rolled becomes your new current HP.
- ❖ If the total rolled is less than or equal to your current HP, increase your current HP by 1.
- ❖ You may only increase your HP to its maximum.

Watch

By taking the time to watch out for danger while eating and rehydration you decrease the chance of something sneaking up on you at camp.

- ❖ Add a +1 to the Camp Events roll for each character keeping watch.

Work

By taking time to work after you eat and rehydrate, you may work at camp.

- ❖ Prepare fresh food or turn rations into a meal.
- ❖ Make repairs to armor, shields, and helms.
- ❖ Memorize a Spell or perform a Ritual.
- ❖ Help another do their work.

There may be other forms of work you can take at camp. The GM is encouraged to assign a skill test and allow you to get the job done.

Camp Events

The GM rolls 2d6 to determine the events that occur during camp. After an event occurs cross it out.

Camp Events	
2	Disaster
3-6	Bad Luck
7-10	Safe Camp
11-12	Boon!

Disasters

Disaster is the worst thing that can happen to your camp. Disasters usually leave you running from camp and there is no rest or work to be had!

- ❖ A cave-in or sinkhole opens! The area or room is destroyed.
- ❖ Torrential rain causes a flood.
- ❖ Poisonous fumes fill the air and you have to move.
- ❖ A swarm of nasty insects causes you to leave the area.
- ❖ A wildfire consumes everything in its path. Run!
- ❖ A large monster of higher-level attacks!
- ❖ You're ambushed by bandits or monsters.

Bad Luck

Not as bad as a disaster of course, but something just plain bad happens during camp.

- ❖ The extreme heat (or cold) causes it to be hard to get anything done. All skill ranks are -1 for the camp.
- ❖ Rain soaks your clothing and gear and you're unable to get any rest.
- ❖ You break a piece of equipment while doing your work (roll randomly).
- ❖ Bugs get into your rations and ruin them. (roll for a random character to affect).
- ❖ You've seemed to have lost something. Gm's choice.

Safe Camp

Everything's safe for now.

- ❖ A faint drumming sound floats through the air. It comes from an unknown point in the distance and stops after about an hour.
- ❖ The warmth of the campfire and the ambiance of work and snoring fill the air for a while.
- ❖ A slight misting of rain falls gently for an hour or so.
- ❖ A larger stick falls into the campfire sending a cloud of sparks up from the center.
- ❖ A small mouse quickly scurries through camp just beyond the light.
- ❖ An opossum walks up to warm itself by the fire. It's timid and runs off if threatened.
- ❖ A wind whistles through the campsite.
- ❖ The sound of gently running water can be heard somewhere close by.
- ❖ Footsteps are heard close by in the night, but nothing is ever seen.
- ❖ Someone plays peaceful music in the night. If no one in the party plays music this might be weird.
- ❖ You take time to share stories from home before falling to sleep or after getting some work done.
- ❖ A small spider crawls over your foot.

Boons!

- ❖ You find edible plants or mushrooms that count as a ration.
- ❖ You find a supply of freshwater from a nearby stream.
- ❖ An old skeleton lays nearby clothing something (roll on the magic item table)
- ❖ You find a leather pouch with 1d4 silver coins inside.
- ❖ You stumble upon a cache of torches left by some other adventurers.
- ❖ You find a random piece of gear that is surprisingly in working order.
- ❖ You find a small cache of treasure. Roll on the treasure table.

Breaking Camp

Camp passes by quickly. Each player that had food and drink may do one action during camp. Afterward, the campfire dies out, and the GM thrusts you back into the adventure once again.

Hungry and Thirsty

If a character is lacking food to eat or water/wine to drink, they are Hungry & Thirsty. The hunger pains are too dreadful to rest, watch, or work. All that is left for the character is to bide their time, and dream of food, warmth, and safety.

Full Stomachs

If you leave camp on a full stomach do the following:

- ❖ Regain 1d3 points of Morale
- ❖ Regain 1d6 points of Resolve.

