

Resting

Resting can take many different forms. A comfy bed in a tavern after a warm meal is obviously better than a night sleeping on bare rock with only the starry sky as a blanket. Therefore the following rules detail how this will be mechanically reflected.

Homebase

This is a building that you or your patron own and is fully furnished for resting (beds, tables and chairs, sanitary infrastructure).

It gives all benefits of long resting and will also grant the following:

- 2 levels of exhaustion (so -3 total)

All hit dice are recovered

You gain Temp hp equal to max hp divided by 10

Tavern

This is a location fit for lodging. This can also be the barracks of the local guard, a vacant house in the village or any other location the party is able to sleep indoors comfortably

This grants the following

- 1 level of exhaustion

Campsite

A proper camp with a warm fire and tents and cots to shield you from the elements. Certainly worthwhile slogging along all that camping gear. Camping in a ruin or cave would also fall under this.

This imposes the following

You only recover half your spellslots

Instead of half, you only recover 1/3rd of your hit dice

Your class resource recovery is halved

Clandestine

Sleeping without tents and without fire is certainly less visible, but is it worth the hardship?

It imposes the following

DC10 con save or suffer exhaustion, this save increases dependant on the weather.

Hit dice recovery is now 1/4th

Spell slot recovery is 1/3th

You only recover upto half of your total hp

Any entity tracking you now has disadvantage

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