WOW FOREVER · CAMPFIRE FIELD GUIDE

Pitchin' a Tent.

Light a fire, sit for a minute, walk away buffed for an hour.

Every campfire in WoW Forever, every camp object your professions can add, what each one gives, and where to get the kits, blueprints and materials.

Every profession | 3 campfire kits | 35 camp objects | Blueprint drops

THE 30-SECOND VERSION

How a camp works

1. Someone lights a fire

Campfire kits are a **Cooking** recipe. The fire sets how many camp objects fit: **3**, **5** or **10**.

2. Everyone adds one object

Each player places **one** object from their own profession. Placing one puts all your camp objects on a shared **1-hour** cooldown.

3. Sit for a minute

/sit (or craft) by the fire for about **1 minute**. You get every object's buff for **1 hour**, even after you walk away.

THE CAMPFIRES

Three kits, three sizes

Basic Campfire Kit

3 OBJECTS

Learn	Cooking trainer (comes with Cooking)
Use at	Cooking 1
Make it	1 Simple Wood + Flint and Tinder
Wood from	Trade and general goods vendors

Journeyman Campfire Kit

5 OBJECTS

Learn	Blueprint: Journeyman Campfire, Cooking 90
Use at	Cooking 140
Make it	1 Star Wood + Flint and Tinder
Blueprint	Lord Serpentis, Wailing Caverns

Expert Campfire Kit

10 OBJECTS

Learn	Blueprint: Expert Campfire, Cooking 200
Use at	Cooking 220
Make it	1 Thick Logs + Flint and Tinder
Blueprint	*Not found yet*

The kits stack in one bag slot and can be traded, so one cook can supply the whole guild. All three kits share a 5-minute cooldown. You learn the Journeyman and Expert recipes before you can use the kits they make.

THE RULES

Where and when

Outdoors only

Not in combat, not in dungeons or raids, and not in the restricted parts of major cities. Fires must be spaced apart. Placing one is a 10-second cast.

The fire goes out

A campfire burns for 10 to 15 minutes (guides differ), so it goes out long before your buffs do. Buffs last 1 hour.

Objects are used up

Placing an object uses it, so bring a spare. The Camp Tent's rested experience works once per hour.

Upgrades swap in

A tier 2 or 3 object replaces your lower one without taking another slot or waiting for the cooldown, and keeps the tier 1 buff.

No double-dipping

Camp buffs are weaker versions of class buffs and don't stack with them. A real Fortitude beats the First Aid Kit.

Stations stay in your bags

Crafting stations are used from your bags next to a lit fire, and anyone at the fire can use them.

TIER 1 · SKILL 20

The buff objects

Learn these at skill 20 from your profession trainer, or from the Camping 101 quest (the optional intro after The Great Outdoors). Values are for level 60.

PROFESSION	OBJECT	BUFF AT 60	DOESN'T STACK WITH	MATERIALS
Alchemy	Mana Well	29 mana every 5 sec	Blessing of Wisdom	1 Peacebloom, 1 Empty Vial
Blacksmithing	Sharpening Wheel	+34 Strength	Strength of Earth Totem	1 Rough Stone, 1 Copper Bar
Enchanting	Enchanted Lute	+308 armor, +13 all stats, plus resistances	Mark of the Wild	1 Simple Wood, 1 Strange Dust
First Aid	First Aid Kit	+56 Stamina	Power Word: Fortitude	3 Linen Bandage, 1 Refreshing Spring Water
Fishing	Fish Bowl	+8% all stats	Blessing of Kings	1 Raw Brilliant Smallfish, 1 Empty Vial
Herbalism	Incense Candle	+25 Intellect	Arcane Intellect	1 Peacebloom, 1 Silverleaf
Leatherworking	Camp Tent	Rested XP, up to 5% of a level, once an hour	—	5 Light Leather
Mining	Lodestone	+90 melee attack power	Blessing of Might	1 Rough Stone, 1 Copper Bar
Skinning	Camp Chair	+2% crit (attacks and spells)	Moonkin Aura	3 Light Leather, 2 Simple Wood
Tailoring	Faction Banner	+32 Spirit (your faction only)	Divine Spirit	1 Bolt of Linen Cloth, 1 Coarse Thread

PROFESSION	OBJECT	BUFF AT 60	DOESN'T STACK WITH	MATERIALS
Engineering	Reagent Bot	No buff: a vendor selling class reagents and profession supplies to everyone at camp	—	1 Handful of Copper Bolts, 1 Copper Tube

Cooking has no tier 1 object: the campfire is its part of the camp. Alliance and Horde tailors each make their own banner.

BY LEVEL

Buff size while you level

OBJECT	LV 10	LV 20	LV 30	LV 40	LV 50	LV 60
Mana Well (mp5)	10	10	15	20	24	29
Sharpening Wheel (Str)	6	6	11	20	20	34
Enchanted Lute (armor / stats)	71 / 2	114 / 4	163 / 7	211 / 9	260 / 12	308 / 13
First Aid Kit (Sta)	3	8	21	34	45	56
Incense Candle (Int)	2	6	12	12	18	25
Lodestone (melee AP)	12	20	32	49	67	90
Faction Banner (Spi)	14	14	14	19	27	32

From beta client data. Camp Chair (2% crit) and Fish Bowl (8% stats) are the same at every level. The Lute adds resistances from level 30.

TIER 2 · SKILL 140

Upgrades from dungeon Blueprints

Higher tiers need a Blueprint that drops in dungeons. Each one keeps your tier 1 buff and adds a job. Several are crafting stations that higher-level recipes need nearby.

PROFESSION	OBJECT	WHAT IT DOES	MATERIALS	BLUEPRINT DROPS FROM
Alchemy	**Fermenter**	station for some Alchemy recipes	1 Leaded Vial, 1 Kingsblood, 1 Swiftthistle	Rath'mael, Ruins of Lordaeron
Blacksmithing	**Anvil**	an anvil at camp	5 Bronze Bar, 2 Coarse Grinding Stone, 2 Medium Leather	Gilnid, The Deadmines
Cooking	**Cookie's Feast**	Stamina food for everyone	2 Mystery Meat, 1 Heavy Kodo Meat, 1 Soothing Spices	Cookie, The Deadmines
Enchanting	**Arcane Salvager**	better disenchanting	2 Vision Dust, 1 Lesser Nether Essence	Shade of the Archmage (City of Dalaran) or Rath'mael (Ruins of Lordaeron); rarely Charlga Razorflank (Razorfen Kraul)
Engineering	**Repair Bot**	reagents plus repairs for everyone	2 Whirring Bronze Gizmo, 1 Bronze Tube, 1 Heavy Leather	Sneed, The Deadmines
First Aid	**Toxin Study**	healing potions and anti-venom	1 Anti-Venom, 2 Mageweave Bandage, 2 Simple Wood	Commander Springvale, Shadowfang Keep
Fishing	**Fishing Rack**	lures, and uncommon fish for 1 hour	2 Simple Wood, 1 Crystal Vial, 2 Raw Mithril Head Trout	Gelihast, Blackfathom Deeps

PROFESSION	OBJECT	WHAT IT DOES	MATERIALS	BLUEPRINT DROPS FROM
Herbalism	**Greenhouse**	grows herbs from seeds you plant	2 Simple Wood, 1 Arthas' Tears, 1 Purple Lotus	Shadetooth, Excavation Site: Wetlands
Leatherworking	**Tanning Rack**	station for many recipes	5 Medium Leather, 3 Fine Thread, 2 Simple Wood	Razorclaw the Butcher, Shadowfang Keep
Mining	**Rock Garden**	slowly grows a common ore node	2 Heavy Stone, 1 Iron Ore, 1 Silver Bar	Relic Guardian, Excavation Site: Wetlands
Skinning	**Field Guide**	anyone can read it to learn Track Beasts	3 Medium Leather, 2 Slimy Murloc Scale, 1 Fine Thread	Lady Anacondra, Wailing Caverns
Tailoring	**Spinning Wheel**	station for many recipes	2 Simple Wood, 5 Bolt of Silk Cloth, 3 Fine Thread	Unstable Sentinel, City of Dalaran

TIER 3 · SKILL 300

The endgame stations

PROFESSION	OBJECT	WHAT IT DOES	MATERIALS
Alchemy	**Alchemy Laboratory**	recipe station	1 Lich's Index Finger, 1 Crystal Vial, 2 Dreamfoil
Blacksmithing	**Master Forge**	plan station	1 Golem Heart, 5 Thorium Bar, 2 Rugged Leather
Cooking	**Iron Oven**	the hardest Cooking recipes	10 Simple Flour, 5 Refreshing Spring Water, 4 Soothing Spices
Enchanting	**Arcane Forge**	formula station	1 Maker's Spark, 2 Large Brilliant Shard, 4 Greater Eternal Essence
Engineering	**Anarchist's Workbench**	schematic station	1 Essence of Anarchy, 2 Thorium Widget
First Aid	**Plague Doctor's Laboratory**	healing potions and poultices	2 Simple Wood, 2 Strong Anti-Venom, 5 Heavy Runecloth Bandage
Fishing	**Fishing Hut**	lures, and rare fish for 1 hour	5 Simple Wood, 2 Bolt of Runecloth, 1 Seasonal Fish Steaks
Herbalism	**Seed Hybridizer**	more seeds, or rarer ones	4 Mountain Silversage, 1 Crystal Vial, 2 Runecloth
Leatherworking	**Sewing Machine**	pattern station	1 Undeath Engine, 5 Rugged Leather, 1 Rune Thread
Mining	**Molten Foundry**	needed to smelt Heavy Thorium	5 Thorium Bar, 2 Dense Stone, 1 Truesilver Bar
Skinning	**Trapper's Workbench**	a workbench with a trap	2 Simple Wood, 4 Heavy Leather, 1 Iron Bar
Tailoring	**Loom**	pattern station	1 Bottled Screams, 4 Bolt of Runecloth, 4 Simple Wood

Tier 3 Blueprints: *no confirmed drops yet*. The level 60 dungeons weren't in the beta, so watch the endgame dungeons. One beta drop of the Trapper's Workbench Blueprint from Houndmaster Loksey (Scarlet Monastery: Library) was seen, but not confirmed. Engineering's Reagent Bot works the same as the Repair Bot's vendor; Engineering gives no stat buff.

BLUEPRINT HUNTING

Which dungeon drops what

The Deadmines

- **Gilnid**: Anvil
- **Sneed**: Repair Bot
- **Cookie**: Cookie's Feast

Wailing Caverns

- **Lord Serpentis**: Journeyman Campfire
- **Lady Anacondra**: Field Guide

Shadowfang Keep

- **Razorclaw the Butcher**: Tanning Rack
- **Commander Springvale**: Toxin Study

Blackfathom Deeps

- **Gelihast**: Fishing Rack

Excavation Site: Wetlands

- **Shadetooth**: Greenhouse
- **Relic Guardian**: Rock Garden

Ruins of Lordaeron

- **Rath'mael**: Fermenter, Arcane Salvager

City of Dalaran

- **Unstable Sentinel**: Spinning Wheel
- **Shade of the Archmage**: Arcane Salvager

Razorfen Kraul

- **Charlga Razorflank**: Arcane Salvager (rare)

Still a mystery

- Expert Campfire (Cooking 200)
- Every tier 3 (skill 300) Blueprint

Most of these drops were rare in the beta, so expect a few runs. Click a dungeon for its Bonkr Dungeon Guide, with every boss and the way to it.

LEGACY PERKS

Three perks that boost camping

Field Guide

Adventure perk. Cuts the camp object cooldown, by up to 25% at max rank (one hour down to 45 minutes).

Permanence

Resourcefulness perk. Camp buffs last 50% longer: 90 minutes instead of 60.

Reagent Economy

Resourcefulness perk. Tier 1 camp objects need no materials.

QUICK TIPS

Camps that pull their weight

Levelling duo

A Basic fire with a **Camp Tent** and a **Fish Bowl**: rested experience plus 8% stats while you quest. Add a **Camp Chair** if a skinner is around.

Before a dungeon

Camp at the entrance. Buffs last an hour, and a Repair Bot or Reagent Bot saves the walk back to town.

Fill the gaps, not the class buffs

Camp buffs don't stack with class buffs. If your group has no druid, the Lute shines. If it has a priest, skip the First Aid Kit.

Craft at camp

Tier 2 and 3 stations make camp the place to craft. Bring your profession's station and your guild's crafters can use it too.

BUSTER'S TIP

Find your campers in the Vault

The **Professions** page in Bonkr Vault shows who in your guild has each profession and skill. Bonkr Gavel+ reads them for you, and Bonkr Courier sends them up. Use it to see who can bring the Tent, the Bowl or the 10-slot fire before raid night.

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Compiled 7 November 2026 from WoW-Professions, wow.gg, MMOnster (beta loot and buff data), Senseos, wowforever.be and Method. Where they disagree (fire burn time, the Journeyman Campfire and Arcane Salvager drops, perk sizes) this guide says so. WoW Forever is new and still changing: tooltips in game are the final word.

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