

Buildings

Buildings all provide some bonus in trade for resources, and these bonuses can be anything that the RM or players think would be interesting or useful. The RM can then decide the stats that form a building given the theme and bonus. While it is encouraged to dream up your own that are specific to your Outpost, Architects of the Ruins provides some suggestions for common buildings an Outpost may have. These are just suggestions, and the traits of each building can be changed to fit a story.

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Bar

Construction			Decay		
Time	Resources		Time	Critical	Resources
3	4 Brace, 10 Stone, 2 Arcane, 1 Exotic, 2 Gear (Alchemists Kit, Dishware)		1	10	Stone, Arcane

Bonus

Bars provide a place to gather and celebrate. Bars allow Bartenders to host their gatherings, and start with a capacity of 3 for a gathering. At any point, an extra 1 capacity can be added by a Worker/Mason using 2 Stone and 1 Brace.

Storage Center

Construction			Decay		
Time	Resources		Time	Critical	Resources
1	1 Brace, 4 Stone		1	8	Stone

Bonus

Acts as a central center for Residents to store their resources and gear for use in construction, in order to free up Bag Slots. Each Storage Center can hold 100 Bag Slots worth of items.

Tailor's Shop

Construction			Decay		
Time	Resources		Time	Critical	Resources
3	2 Brace, 5 Stone, 3 Arcane, 2 Exotic, 4 Gear (Mix of Enchanted Thread, any Husk Parts, or Husk Mods)		1	4	Stone, Exotic, Gear (Enchanted Thread or Husk Parts)

Bonus

Acts as the work place for Tailors, and starts with a capacity of 1 (excluding the Tailor). Additional capacity may be added by having a Mason/Worker use 1 Exotic, 1 Arcane and 1 Stone.

Train Depot [TODO]

Construction			Decay		
Time	Resources		Time	Critical	Resources

Bonus
Attaches the outpost to an additional supply route, providing some supply route based material every rest.

Watch Post [TODO]

Construction			Decay		
Time	Resources		Time	Critical	Resources

Bonus
Provides a place for Watches to look over the surrounding ruins for any trouble coming their way. When armed by a member of the watch it loses no durability, and provides them with notice of an enemies popping up during the next Event. Multiple Watches Posts will allow for more information on those enemies.

Nausea Barrier [TODO]

Construction			Decay		
Time	Resources		Time	Critical	Resources

Bonus
Uses a series of void crystals to remove lingering arcana coming from the Outpost. Nausea creatures cannot detect or find the Outpost while a barrier is present.

Reinforced Route [TODO]

Construction			Decay		
Time	Resources		Time	Critical	Resources

Bonus
Allows travel to and from a specific place without risk of being ambushed by any other groups. This is most often used in Events to easy travel.

Archives [TODO]

Construction			Decay		
Time	Resources		Time	Critical	Resources

Bonus
Archives are the building of choice for any Seekers in an Outpost. Within an Archive, a bear with the Seeker Profession can gain an extra 2 points of Knowledge during their next Event.

Shrine [TODO]

Construction			Decay		
Time	Resources		Time	Critical	Resources

Bonus
Allows paying tribute to a specific Founder, giving the next party that takes part in an Event a divine intervention they may use once.

Workshop [TODO]

Construction			Decay		
Time	Resources		Time	Critical	Resources

Bonus
The choice place for any of the tinkering sort lurking in an Outpost. During a rest, they may make a roll to add any effect to a weapon. More extreme effects require more successes, with a penalty if the tinkering fails. This lasts through the next Event.

Stash [TODO]

Construction			Decay		
Time	Resources		Time	Critical	Resources

Bonus
Provides 10 Bag Slots of storage which cannot be found by any raiders or guests in the Outpost.

Training Grounds [TODO]

Construction			Decay		
Time	Resources		Time	Critical	Resources

Bonus
Allows Bouncers to use their ability and train any other members of the Outpost. Starts with a capacity of 2, but can be increased by 1 by using 1 Stone and 1 Metal.

Research Station [TODO]

Construction			Decay		
Time	Resources		Time	Critical	Resources

Bonus
Any bears may choose to use the station to gain 1 question they can ask the Ruin Master regarding their next Event. May be used during that Event.

Military Fort [TODO]

Construction			Decay		
Time	Resources		Time	Critical	Resources

Bonus
Used as a station for members of Greedo's military to operate in the Ruins. During Events they may choose to join as an NPC to help out. Members of the military further north tend to be sympathetic to the struggles of Residents.

Ward [TODO]

Construction			Decay		
Time	Resources		Time	Critical	Resources

Bonus
Useful when harboring traitors. Wards prevent the Conquerors from knowing anything regarding the Outpost without being present.

Holding Center [TODO]

Construction			Decay		
Time	Resources		Time	Critical	Resources

Bonus
Allows members of the outpost to detain and imprison any single bear. Following in the footsteps of Greedo, most holding centers are either used for ideological prisoners, interrogation, or torture. Otherwise, execution is preferred.

High Mason Generator [TODO]

Construction			Decay		
Time	Resources		Time	Critical	Resources

Bonus
Creates some arbitrary structure, like a another building, out of Arcane Ice. Can be disabled or enabled during rests, only losing durability while enabled. If mimicking another build's ability, it must also use the resources of that building.

Scrambler Network [TODO]

Construction			Decay		
Time	Resources		Time	Critical	Resources

Bonus
Any high tech communications, like those used by Outpost 33 or the Hive, become useless. In the case of the Hive, this causes all of them to become Disconnected (see bestiaries).