

Uncharted Ruins

During rests Scavengers and Ruiners can choose to investigate the Ruins around them to discover locations of interest, or hunt down resources. When this happens, they find Uncharted Ruins (anywhere unexplored by the outpost), and turn them into Charted Ruins.

Charted Ruins contain some amount of resources, hazards, or encounters. While it is best left to the Ruin Master to take the rolls of the bears into account and weave an amount of resources and risk they see fit, they may also choose to create one through rolling some dice of their own.

Whatever is contained in Charted Ruins remains there until a Ruiner, Scavenger, or other member of the Outpost goes to loot it. Only Scavengers and Ruiners may take resources present in charted ruins.

For resources, roll a pair of D6s for each success rolled by the Ruiner or Scavenger. For each pair rolled, add the following resources based on the total of the two dice:

2	No resource
3	Nothing
4	1D6 Metal
5	2D6 Metal
6	1D6 Stone
7	2D6 Stone
8	1D6 Brace
9	1D2 Gear (anything)
10	1D3 Arcane
11	2D3 Arcane
12	1D2 Exotic

Afterwards, roll 1D6 and add the following based on the roll:

1	1D2 Enemy of a higher level
2	1 Enemy of a higher level
3	1D2 Enemies of the current level
4	1D6 Enemies of a lower level
5	Nothing
6	1 Friendly passerby

If rolling on these tables, the Ruin Master should feel free to take inspiration instead, and tweak the contents of the Charted Ruin to make something they think is interesting.

Revision #2

Created 25 August 2025 05:28:43 by Captain Clubs

Updated 25 August 2025 05:30:13 by Captain Clubs