Broken Shores

Ruin Exploration

Ruin Exploration steps:
1. When entering a ruin for the first time, you must find out its size, original purpose, and peculiarity.

2. Each time you enter a new room roll D10, a result of 1 indicates you run into trouble. Roll on the Ruin Encounters table.**3.** If there are no Encounters, perform an Event check.

4. Next, you must roll on the Room Content table.

5. Once you've cleared a room you can search it to see if you find anything of value.

While exploring a ruin, time is tracked via Exploration Turns (ET). One ET lasts 10 minutes, and there are a few things that need a whole ET to take place:
- Searching a room
- Picking a lock
- Dismantling a trap
- Breaking down a door or container

Exploration Turns ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Wandering Monster- Lightsource Check- Rest-

Notes

D10	Ruin Size
1-3	Small (D6)
4-6	Medium (D8)
7-8	Large (D10)
9	Huge (D12)
10	Labyrinthian (D20)

Each time you enter a new room you must check if it's the last one. A roll of 1-2 means the dice chain goes down one step. Once you roll 1-2 on the D4, you've reached the last room.

D20→D12→D10→D8→D6→D4