

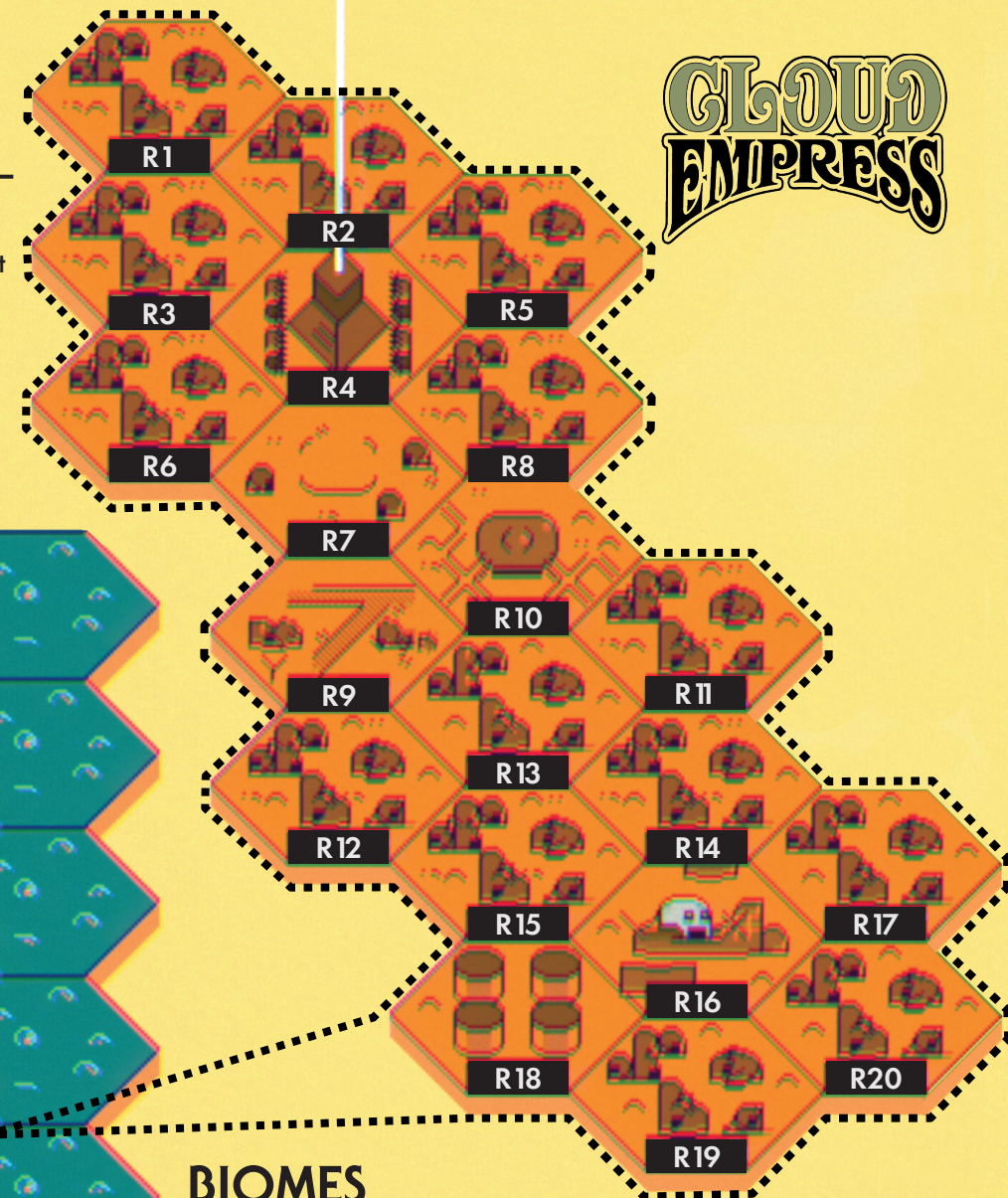
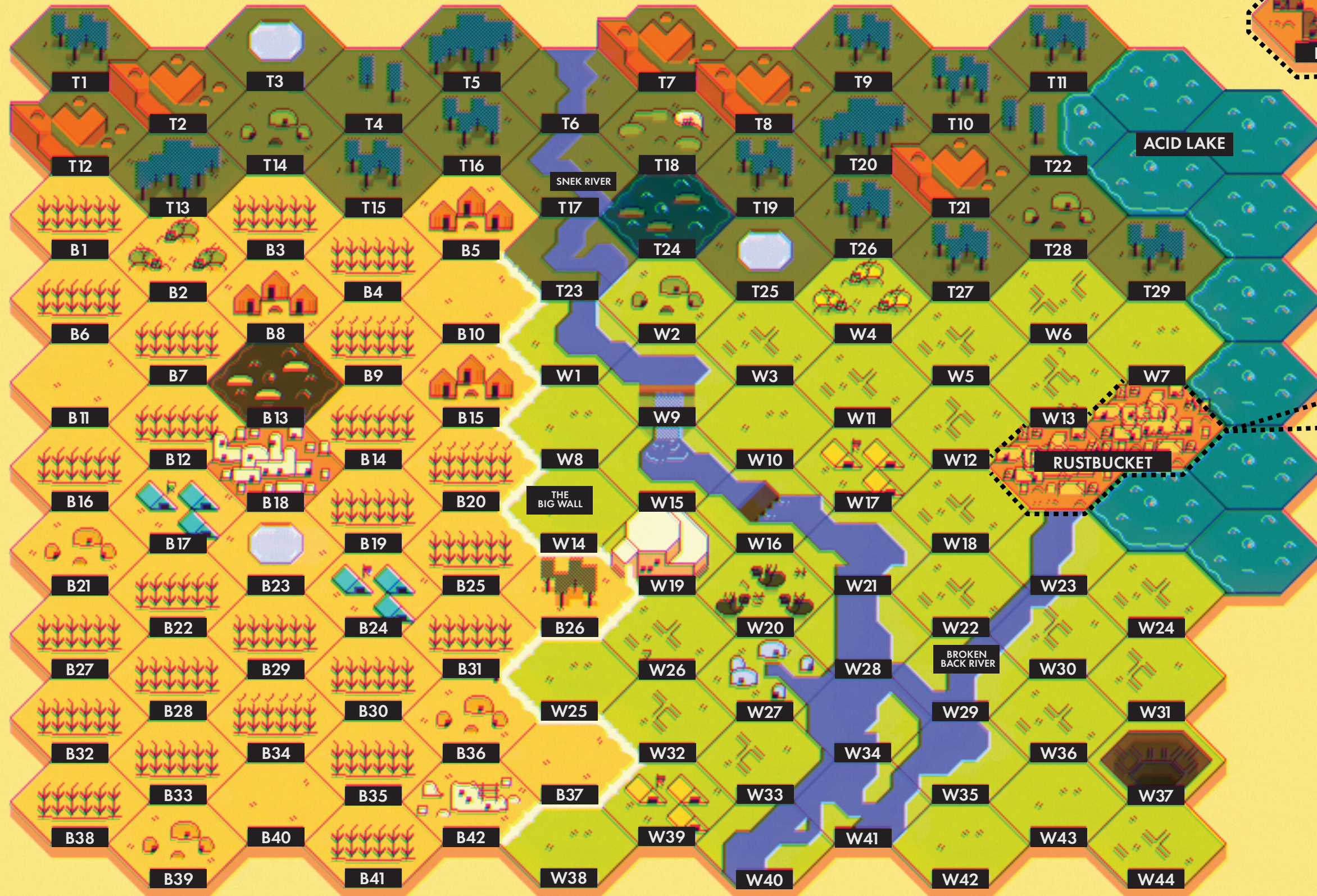
HEX MAP OF THE LOWLAND WASTES



THE RUSTBUCKET

When traveling through the Rustbucket, use the hex map (right). Due to the dense industrial terrain, each hex in the Rustbucket is only 1 mile wide. All normal hexcrawl procedures still apply.

THE THICKWOOD



BIOMES

- Breadbasket (Hexes B1–B42)
- The Weeds (Hexes W1–W44)
- The Thickwood (Hexes T1–T29)
- Rustbucket (Hexes R1–R20)

HEX SIZE

Each hex is 6 miles wide. The furthest the human eye can see to the horizon is generally 3 miles away. This means travelers can rarely see into adjacent hexes even in elevated positions.

WATER

The water in the Acid Lake east of the Rustbucket deals 1d5 Damage every 15 minutes to anything organic that comes in contact with it.

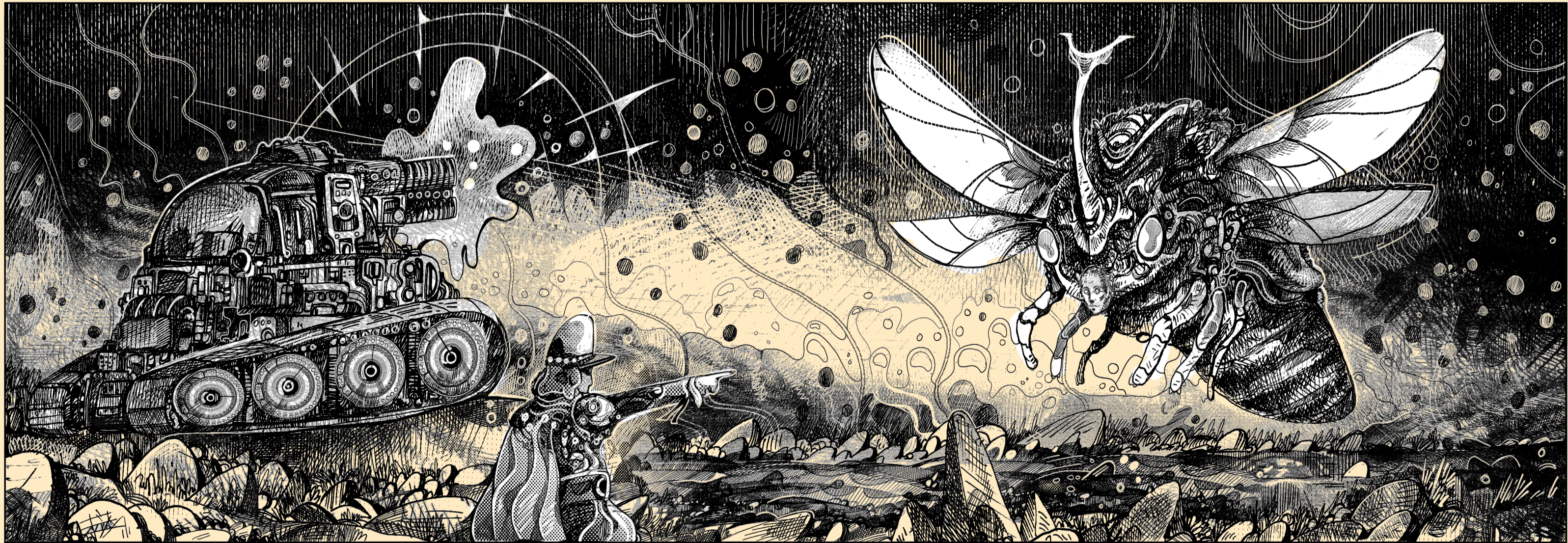
Moving through/across rivers on the hex map requires an additional Travel action unless the party has a boat.

TRADE

Each inhabited village or camp has 1d10 items for trade (back Rulebook cover). Trading Couriers (back inside cover) are in inhabited villages and campsites 50% of the time.

THE BREADBASKET

THE WEEDS



29th Expedition by Garin

CLOUD EMPERESS