LAVENDER HACK

Turns (Dungeon)

40 → 50 → (Hours)

Light Die

20 ← [Light] ← [Dungeon Events]

Hours (Dungeon)

2 → 3 → (Watches)

Fellowship Die

1 ← [Step Down] ← [Gear Die]

Watches (Wilderness)

First Sleep → Second Sleep

Food Die

Noon ← [Wilderness Events] ← [Discovery!]

Dungeon Events

Critical: Surprise!
Strong: Close Encounter
Weak: Sounds of Trouble
Miss: Nothing
Fumble: Discovery!

Light Torches

Step Down

Gear Die

Rebalance Gear

Wilderness Events

Critical: Lair!
Strong: Weather
Weak: Encounter
Miss: Nothing
Fumble: Discovery!

Discovery!

Critical: Fellowship
Strong: Light
Weak: Gear
Miss: Food
Fumble: Valuable

Wealth

Trade Valuables 5:1 … 1:4

10	❑	❑	❑	❑	❑	
9	❑	❑	❑	❑	❑	
8	❑	❑	❑	❑	❑	
7	❑	❑	❑	❑	❑	
6	❑	❑	❑	❑	❑	
5	❑	❑	❑	❑	❑	
4	❑	❑	❑	❑	❑	
3	❑	❑	❑	❑	❑	
2	❑	❑	❑	❑	❑	
1	❑	❑	❑	❑	❑	

Cost of Living

Payment	Resource Dice
None	
< 1/2 Level	
< Level	
= Level	
> Level	

Set Food, Fellowship, Gear, and Light Dice

Maps (Wis)

Mysteries (Int)

Scout (Wis)

Fumble
Success
Miss
Fumble

Party Goal