Instructions for using the scratch-off character sheet rules with the PDF version of the adventure:

In place of a physical scratch-off card, a table of characters are provided with the PDF version of the adventure. In secret, randomly assign one PC from the table to each to each player. Then as players make saves per the scratch-off rules, “reveal” the information based on what’s on the table, having the player record the information on a copy of the blank character sheet also included with the PDF. In all other respects the rules are the same.

<table>
<thead>
<tr>
<th>PC</th>
<th>1</th>
<th>2</th>
<th>3</th>
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<tbody>
<tr>
<td>Hit Points</td>
<td>21</td>
<td>22</td>
<td>13</td>
<td>17</td>
<td>26</td>
<td>12</td>
<td>16</td>
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<tr>
<td>Occupation</td>
<td>Fortune-teller</td>
<td>Caravan guard</td>
<td>Miller-baker</td>
<td>Smuggler</td>
<td>Paranoic farmer</td>
<td>Wheat farmer</td>
<td>Alchemist</td>
<td>Dwarven chest-maker</td>
<td>Eleniv sage</td>
<td>Halfling glove-maker</td>
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<td>Languages</td>
<td>Common, Demonic</td>
<td>Common, Thieves' Cant</td>
<td>Common, Thieves' Cant</td>
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<td>Common, Bear-Serpent-man, Wolf</td>
<td>Common, Angelic, Demonic, Eagle, Halfling</td>
<td>Common, Giant</td>
<td>Common, Eleniv</td>
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<tr>
<td>Lucky Roll</td>
<td>Fortunate date</td>
<td>Missile fire attack rolls (0)</td>
<td>Birdsong</td>
<td>Number of languages (0)</td>
<td>Seventh son: Spell checks (+1)</td>
<td>Survived the plague: Magical healing (+1)</td>
<td>Kazed by wolves: unarmed attack rolls (+1)</td>
<td>Bountiful harvest: Hit points, applies each level (-1)</td>
<td>Lived through famine: Fortitude saving throws (+1)</td>
<td>Charmed house: armor class (-1)</td>
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<tr>
<td>Strength</td>
<td>14 (+1)</td>
<td>7 (-1)</td>
<td>10 (0)</td>
<td>16 (+2)</td>
<td>18 (+2)</td>
<td>12 (0)</td>
<td>14 (+1)</td>
<td>15 (+1)</td>
<td>14 (+1)</td>
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<td>14 (+1)</td>
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<td>Base Attack</td>
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<td>+2</td>
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<td>Ulfar</td>
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<tr>
<td>Starting Items 1</td>
<td>Tarot deck</td>
<td>Rope - 50'</td>
<td>Flour (1 lb.)</td>
<td>Sling</td>
<td>Hide</td>
<td>Longsword</td>
<td>Holy symbol</td>
<td>Wood (10 lbs)</td>
<td>Hide</td>
<td>Leather</td>
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<td>Starting Items 2</td>
<td>Short sword</td>
<td>Club (104)</td>
<td>Waterproof sack</td>
<td>Goose</td>
<td>Shortbow</td>
<td>Oil (1 flask)</td>
<td>Scale Mail</td>
<td>Parchment and quill pen</td>
<td>Thieves' tools</td>
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<td>Starting Items 3</td>
<td>Chain - 10'</td>
<td>Linen (1 yard)</td>
<td>Padded</td>
<td>Chainmail</td>
<td>Spear</td>
<td>Hen</td>
<td>Longsword</td>
<td>Handaxe</td>
<td>Two-handed sword</td>
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<td>Spells 1</td>
<td>Blessing</td>
<td>Levitate</td>
<td>Nythul's Porcupine Coat</td>
<td>Patron Bond</td>
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<td>Spells 2</td>
<td>Protection from Evil</td>
<td>Force Manipulation</td>
<td>Color Spray</td>
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<td>Resist Cold or Heat</td>
<td>Flaming Hands</td>
<td>Force Manipulation</td>
<td>Animal Summoning</td>
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<td>Spells 4</td>
<td>Deity disapproval (+1)</td>
<td>Magic Missile</td>
<td>Spider Climb</td>
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<td>Detect Evil</td>
<td>Magic Shield</td>
<td>Sleep</td>
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<td>Divine Symbol</td>
<td>Cropping Cloud</td>
<td>Cropworks</td>
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<td>Minor corruption!</td>
<td>Invoke Patron</td>
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<td>Human Hands</td>
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<td>Scare</td>
<td>Ray of Enfeeblement</td>
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<tr>
<td>Class Abilities</td>
<td>Spells, divination, temporary, unholy</td>
<td>Luck die (d6), thief skills</td>
<td>Luck die (d8), thief skills</td>
<td>Add level to initiative, Mighty Deeds of Arms, improved threat range, Luck mod to one weapon</td>
<td>Add level to initiative, Mighty Deeds of Arms, improved threat range, Luck mod to one weapon</td>
<td>Spells, Luck mod to corruption rolls</td>
<td>Spells, Luck mod to corruption rolls</td>
<td>Infravision, small gold/gems, find construction, Mighty Deeds of Arms, Shield Bash, Luck mod to one weapon, slow</td>
<td>Spells, Infravision, iron vulnerability, heightened senses, immune to magical sleep and paralysis</td>
<td>Infravision, stealth, lucky, two-weapon fighting, slow</td>
</tr>
</tbody>
</table>