

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.

PC	1	2	3	4	5	6	7	8	9	10
Hit Points	31	22	13	17	28	12	18	32	11	18
Occupation	Fortune-teller	Caravan guard	Miller-baker	Smuggler	Parsnip farmer	Wheat farmer	Alchemist	Dwarven chest-maker	Elven sage	Halfling glovemaker
Languages	Common, Demonic	Common, Thieves' Cant	Common, Thieves' Cant	Common	Common	Common, Bear, Serpent-man, Wolf	Common, Angelic, Demonic, Eagle, Halfling	Common, Giant	Common, Elven, Dragon	Common
Lucky Roll	Fortunate date: Missile fire attack rolls (0)	Birdsong: Number of languages (0)	Seventh son: Spell checks (+1)	Survived the plague: Magical healing (+1)	Raised by wolves: unarmed attack rolls (+1)	Bountiful harvest: Hit points, applies each level (-1)	Lived through famine: Fortitude saving throws (+1)	Charmed house: armor class (-1)	Path of the bear: Melee damage rolls (0)	Warrior's arm: Critical hit tables (0)
Strength	14 (+1)	7 (-1)	10 (0)	16 (+2)	16 (+2)	12 (0)	14 (+1)	15 (+1)	14 (+1)	14 (+1)
Agility	9 (0)	11 (0)	14 (+1)	11 (0)	13 (+1)	8 (-1)	9 (0)	18 (+3)	15 (+1)	15 (+1)
Stamina	15 (+1)	15 (+1)	7 (-1)	10 (0)	14 (+1)	13 (+1)	15 (+1)	16 (+2)	8 (-1)	9 (0)
Personality	16 (+2)	11 (0)	11 (0)	12 (0)	7 (-1)	13 (+1)	13 (+1)	11 (0)	13 (+1)	13 (+1)
Intelligence	15 (+1)	10 (0)	12 (0)	12 (0)	12 (0)	13 (+1)	17 (+2)	5 (-2)	11 (0)	13 (+1)
Luck	10 (0)	10 (0)	15 (+1)	13 (+1)	13 (+1)	6 (-1)	14 (+1)	8 (-1)	10 (0)	11 (0)
Level	4	4	4	4	4	4	4	4	4	4
Action Die	1d20	1d20	1d20	1d20	1d20	1d20	1d20	1d20	1d20	1d20
Crit Die/Table	1d10/III	1d16/II	1d16/II	1d20/IV	1d20/IV	1d8/I	1d8/I	1d16/IV	1d10/II	1d10/III
Base Attack	+2	+2	+2	+d6	+d6	+1	+1	+d6	+2	+3
Spell Check	+6	N/A	N/A	N/A	N/A	+4	+6	N/A	+4	N/A
Saves	Ref: 1; Fort: 3; Will: 4	Ref: 2; Fort: 3; Will: 1	Ref: 3; Fort: 1; Will: 1	Ref: 2; Fort: 2; Will: 1	Ref: 3; Fort: 3; Will: 0	Ref: 1; Fort: 2; Will: 3	Ref: 2; Fort: 3; Will: 3	Ref: 5; Fort: 4; Will: 2	Ref: 3; Fort: 1; Will: 3	Ref: 3; Fort: 2; Will: 3
Character Class	Cleric	Thief	Thief	Warrior	Warrior	Wizard	Wizard	Dwarf	Elf	Halfling
Starting Items 1	Tarot deck	Rope - 50'	Flour (1 lb.)	Sling	Hide	Longsword	Holy symbol	Wood (10 lbs)	Hide	Leather
Starting Items 2	Sling	Short sword	Club (1d4)	Waterproof sack	Goose	Shortbow	Oil (1 flask)	Scale Mail	Parchment and quill pen	Thieves' tools
Starting Items 3	Chain - 10'	Linen (1 yard)	Padded	Chainmail	Spear	Hen	Longsword	Handaxe	Two-handed sword	Gloves (4 pairs)
Spells 1	Blessing					Levitate	Nythuul's Porcupine Coat		Patron Bond	
Spells 2	Protection from Evil					Force Manipulation	Color Spray		Major corruption	
Spells 3	Resist Cold or Heat					Flaming Hands	Force Manipulation		Animal Summoning	
Spells 4	Deity disapproval! (+1)					Magic Missile	Spider Climb		Sleep	
Spells 5	Detect Evil					Magic Shield	Sleep		Levitate	
Spells 6	Divine Symbol					Choking Cloud	Ropework		Enlarge	
Spells 7	Curse					Major corruption!	Minor corruption!		Invoke Patron	
Spells 8	Deity disapproval! (+2)					Monster Summoning	Major corruption!		Minor corruption	
Spells 9	Holy Sanctuary					Minor corruption!	Flaming Hands		Magic Missile	
Spells 10	Detect Magic					Minor corruption!	Scare		Ray of Enfeeblement	
Class Abilities	Spells, divine aid, turn unholy (+Per/Luck mods), lay on hands	Luck die (d6), thief skills	Luck die (d6), thief skills	Add level to initiative, Mighty Deeds of Arms, improved threat range, Luck mod to one weapon	Add level to initiative, Mighty Deeds of Arms, improved threat range, Luck mod to one weapon	Spells, Luck mod to corruption rolls	Spells, Luck mod to corruption rolls	Infravision, smell gold/gems, find construction, Mighty Deeds of Arms, Shield Bash, Luck mod to one weapon, slow	Spells, infravision, iron vulnerability, heightened senses, immune to magical sleep and paralysis	Infravision, stealth, lucky, two-weapon fighting, slow