



Secrets of Card & Salt Tips

LEAD DESIGN
Reid Stewart

GRAPHIC DESIGN
Ivan Manolov

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Secrets of Card & Salt Tips:

Secrets of Card & Salt makes the gypsy much easier to play and offers a lot more flexibility to the ritualist. Still, both remain difficult classes. Below are a few ways to take advantage of their expansion.

Gypsy Dump Stat?

What is a gypsy's dump stat now that there are Charisma-based feats? It can be Charisma, Intelligence or Strength. We do not recommend dumping Wisdom, Constitution or Dexterity. A Charisma-dumping gypsy will not want the trait Fate's Affection, despite how it may seem (it's better to forego Charisma requirements altogether if you dump it). An Intelligence-dumping gypsy will want the feat The Time Comes. A Strength-dumping gypsy might be the worst of the 3 (low CMD, encumbered early game), but the trade-off gets better once you can afford a bag of holding. Still, consider that a gypsy needs Strength more than other casters, as it can be very costly for her to cast something trivial like *ant haul* or *spider climb* at-will.

Hand-Centric Spells.

If you can build a hand, you probably want 2-5 spells in your deck that aren't great mid-combat but provide a good long-term yield. Examples include *permanency*, *shield other* and *sacred bond*.

Oldies But Goodies.

With 27 new auguries, it becomes easy to overlook vanilla auguries. Manifest Destiny and Twist of Fate are still the strongest auguries for the level. Others can be strong, but not as strong.

HoR is Easy Mode.

If you want to play a gypsy because gypsies are awesome but are a bit overwhelmed by the complexity of the class, play a Harbinger of Ruin. The HoR archetype can be very simple.

HoH and Channel Feats.

Harbingers of Hope: it's helpful to invest in channel energy feats. Selective Channel is a feat tax for clerics and unfortunately, it is for you too (unless you own Dreadfox Games' *Grimoire Cognitas*, which addressed this issue). Extra Channel is also a strong feat for your archetype.

HoD and Spell Level.

Harbingers of Deceit: note that your special ability does not rely on spell level. That said, illusion and enchantment are crazy schools and often the strongest spell is not the highest level spell - don't be beguiled by an illusion or enchantment spell's level alone.

HoC and Passage Spells.

Harbingers of Change: keep a list of the passage spells available to you handy (*wood shape*, *stone shape*, *passwall*, etc.). It can help you and your party tremendously if you have a list of these spells to refer to when you hit an impasse.

Limited Wish.

This goes without saying, but put *limited wish* in every deck ASAP. Wild card, yay!

Ritualists and Front-End Spells.

As a ritualist, you can now change spells more frequently than almost any other class

beginning at level 4. Take spells that peak early whenever you can, then swap them out once they're past their prime. Examples include *sleep*, *invisibility* and most fear spells.

Mastery Effects vs. Hit Points.

Even though they're awesome, mastery effects might not be for everyone. If you are in an extremely low point-buy game, have an inconsistent meat shield or make your GM dislike your character, the hit points are a safer bet. In most other cases, however, mastery effects are preferable (and certainly more fun).

Mastery Effects vs. Rituals Known.

At level 16, mastery effects are almost always preferable to rituals known. But when should you start investing in them? It depends on the average length of your combats. If difficult combats tend to last more than 2 rounds, rituals known are probably better at very low levels. If tough fights tend to be short and sweet, mastery effects become better, even at early levels.

Best Mastery Effects.

We want every ritualist to be happy with whatever rituals they choose, and rituals with very specific but powerful applications can be disappointing in unfavorable circumstances. We slightly empowered their mastery effects to compensate. If you can consistently reap the full benefit of a ritual with a strong mastery effect, that is the best ritual for you. Otherwise, be wary that there is a reason some mastery effects are slightly stronger than others.

Symbology, Scale, Opportunity.

Symbol's effects have to be determined based on optimal circumstances. Actual circumstances change the value of symbols greatly. Smart players will find opportunity in the scaling of

certain symbols.

Keep Your Flavor.

Remember that these are just tips. Above all else, play who you want to be and enjoy yourself!