

Tips for Low Level (or any level) Play.

06/21/03

Adventuring is a dangerous profession. Here are some tips that will hopefully help to keep your characters alive to enjoy the treasures they find.

Have a magic weapon or at least 1 character who can cast a magic weapon spell.

Have at least 1 character who can turn undead.

Have at least 1 character who can cure wounds

Have at least 1 character of each of the 4 major classes

Corollary to all of the above: Have at least 1 cleric!!!

Never rush into combat if the party as a whole possesses a range advantage

Corollary: carry a good ranged weapon even if it is not your focus

Stay together. Inside of combat and outside (until the fireballs start flying, that is).

Focus all attacks on one opponent until he falls, do not spread out attacks. (If your party kills 4 fighters at once on round 4 of a combat they will have taken more damage than if they kill 1 fighter on round 1, the second on round 2 etc.)

Carry as much adventuring equipment (ropes, spikes, holy water, antivenom, etc.) as possible.

If you can tumble, always do. If you are lightly encumbered, take at least 1 rank of tumbling even if it is a cross class skill.

If you are a wizard, take 1 rank in as many knowledge skills as possible. With your high Int, you will have +4 or +5 mod in each.

Never rush headlong into an unknown situation.

If you kill something, search it for treasure. If it has no treasure, search its lair for treasure. If you are not in its lair, try to follow its tracks back to its lair and search for treasure.

(Living Greyhawk) If the party is APL 1 and there are fewer than 6 characters bring along an iconic character NPC (it does not reduce your xp's or gp's)

(Living Greyhawk) Take at least 1 rank in Knowledge (Local) even if it is a cross class skill.

Email me with any other suggestions you have.

tomchristy@cox.net