Gypsy Tips

The gypsy is a class intended for advanced players. It puts the impetus on the player to draft an effective Deck of Divination and select auguries that support their playstyle. Here are a few tips to help you get the most out of your gypsy.

Cherry Pick Spells.

The gypsy gets to draft spells from every spell list. It’s a huge advantage to have access to the “can’t miss” spells from every class. A few examples include: *fireball*, *haste*, *wall of thorns*, *holy sword*, *charm monster* and *heal*. These are just examples - there are dozens more. Building a deck of the best spells from every class is far and away the gypsy’s greatest advantage.

Pick Multi-Situation Spells.

Because the gypsy can’t always choose which spell to cast, it behooves her to have a deck full of spells that are useful in almost every situation. *Haste* is a great example of a multi-situation spell. *Zone of truth* is a great example of a single-situation spell. We generally advise against “utility” spells in the Deck of Divination. On the other hand, elemental damage, buffs and summons are almost always welcome draws.

Take a “Draw Card” Augury.

*Twist of Fate* and *Manifest Destiny* are both great auguries. Randomization is the price the gypsy pays to steal from casters’ delicious cookie jars, but these auguries help mitigate that blow. *Twist of Fate* puts a useful card in your hand on a regular basis, while *Manifest Destiny* is great for emergencies. Though these auguries will burn through your deck in a hurry, you should still have enough cards to last the day if you use them sparingly.

Draft “Longevity” Cards.

Because gypsies are prone to burn through their decks quickly (especially with “draw card” or metamagic auguries), drafting a few “longevity” cards can be a good idea. The *Strength* augury card is one example, *call lightning* is another. These types of cards sacrifice action economy for spell economy; i.e. 1 turn casting *lightning storm* is inferior to 1 turn casting *fireball*, but the total output of *lightning storm* is superior to the total output of *fireball*. Cards like this can be a godsend when your deck is running low. Alternatively, if you use them early, you will have plenty of cards left to draw aggressively for the rest of the day.

Find a Comfortable Rhythm.

There are two ways to burn through your cards and gain power (“draw card” auguries and metamagic auguries). There are also many ways to slow your deck down at the cost of power (*The Star*, *Strength*, “longevity” spells, etc.). Remember that the gypsy is a seer whose primary ability score is Wisdom, so it’s usually in character to pace yourself according to your current encounter. A little finesse with your draws results in a very powerful gypsy.

Consider Spell Level.

You can take spells at any of their available levels. This typically means that you get access to spells very early if you can take them from the bard, ranger or paladin spell lists, as your spell progression is faster than theirs. At level 8 you can cast *holy sword*, which is 3 points worth of enhancement bonus and 2d6 damage better than comparable buffs from other casters at that level. However, some spells might be better to take at their highest available level, as this will increase the DC of their saving throws.
Save on Components.

The gypsy provides a spell’s components only once (when drafting the card). If you can afford three times a spell’s component cost, this is a huge asset as spells like stoneskin become usable on a daily basis in exchange for this small initial investment. Expensive spells are typically better spells, and better spells are what you want to draw.

Be Mindful of Your Party.

If you have a fire-centric wizard in your party, drafting fireball doesn’t add a lot to the group. Diversifying with cone of cold might be a better choice. If you have a bard, haste is liable to be a wasted draw; you would probably be better off using that card to include a buff the bard can’t bestow. Instead of compounding your party’s shortcomings; try to provide new strengths.

Armor vs. Speed.

The Deck of Divination produces divine magic. This means you can take armor feats without incurring spell failure. However, this is generally ill-advised. If you have some combination of touch, close and area spells in your deck, you’re probably going to have to cover a lot of ground without warning. Heal is useless if you can’t reach the injured, and cone of cold is detrimental if you have to include your party. Wise is the gypsy who hesitates to sacrifice speed for steel. Wiser still is the gypsy who contemplates the value of Dexterity.

Keep Your Flavor.

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