

Curse of the Gypsies



Enchantment/Charm, Reversible

Level: 3

Range: Touch

Components: V

Casting Time: 6

Duration: Permanent

Area of Effect: Creature touched

Saving Throw: Neg.

By means of this spell, an individual is marked as an enemy of the gypsy folk. The caster utters a ritual curse in the tongue of the gypsies while touching the individual, who receives a saving throw vs. spell to resist the mark. Failure means that the curse takes effect with three distinct manifestations.

- **Repel Equines:** The victim is plagued by a peculiar odor repellent to all equines or quasiequines, including but not limited to horses, donkeys, mules, centaurs, hippogriffs, pegasi, hippocampi, and unicorns. Quasi-equines of low intelligence or higher are hostile toward the marked one, and either flee (75% chance) or attack (25% chance) if the individual approaches within 30 feet. Equines of animal intelligence may refuse to carry the individual, draw a cart or carriage the individual is riding in, or carry the individual's belongings or anything the individual has bandied (see Equine Reaction table).

d8 Equine Reaction

1-2 The animal refuses to carry the individual or his belongings.

3-6 The animal can be forced to submit, but if the individual rides, the animal's resistance halves his mounted speed.

7-8 The animal attacks to drive off the offensive individual.

- **Bad Luck:** The marked one suffers from persistent ill fortune. Once per day, the DM may make a special luck check as the individual attempts an action such as attacking, casting a spell, or using a thief ability, or a non-weapon proficiency. The DM rolls 1d20; on a roll of 11 or higher (no modifiers allowed), the action fails miserably. The cursed individual's ill fortune tends to strike at the most inconvenient times.

- **Mark of the Gypsies:** The creature receives an indelible mark on its forehead. Druids, bards, rangers, and thieves recognize the mark, as do those versed in gypsy lore, although recognition does not necessarily prejudice them against the individual. The mark can be identified by means of a read magic or detect charm spell. All gypsies recognize the mark instantly, and may shun, harass, or attack the outcast to drive him away with all the resources at their disposal.

The curse of the gypsies can be lifted by a remove curse spell. All three effects are undone by the single spell.

The reverse of this spell, blessing of the gypsies, causes equine and quasi-equine creatures to be favorably disposed towards the individual. The blessed one can quiet restless equines and urge mounts or pack animals to amazing feats of endurance, increasing their speed or maximum load by 25%. The blessed one gains good luck, which grants him automatic success at one action per day (selected by the DM) on a roll of 11 or higher on a d20. Lastly, the individual receives a blessed mark. Any gypsy to whom the mark is revealed will hold the individual in the highest regard and aid him if at all possible. The blessing of the gypsies lasts for one year.

Notes: Restricted to those of gypsy blood, including related peoples such as the Vistani of the RAVENLOFT setting; common.