HEDGE WIZARDRY AND VILLAGE WISDOM

Adding Cantrips to your ACKS Campaign

Hedge wizards – cunning-folk, wise women, witch doctors – were a genuine historical phenomenon. We must be skeptical of their alleged magical abilities, of course, but that they existed in large numbers is well-attested throughout history. For instance, Owen Davies' book *Popular Magic: Cunning-folk in English History* investigates how common the various practitioners of magic were in England during the Tudor era. He concludes that every parish (of which there were 15,000) likely had a handful of minor magic-workers, fortune-tellers, and witches, with professional hedge wizards numbering 3,000 to 5,000. More aggressive estimates argue for several hundred thousand magical practitioners in England during the Tudor era, when the total population was only 3 million. There were, of course, another 15,000 parish priests and an entire hierarchy of deacons, monks, nuns, and other servants of the divine. In Tudor England, then, there was at least one practicing "spellcaster" for every 85 people, and possibly one for every 10 people!

According to the Demographics of Leveled Characters table in *ACKS*, a small hamlet of about 30 families (150 people) will likely count one 3rd level, one 2nd level, and seven or eight 1st level characters among their number. Of these, 20% will be divine casters and 10% will be arcane casters – three casters in total. We might imagine such a hamlet to include a 2nd cleric, a 1st level antiquarian witch or priestess, and a 1st level mage; or a 2nd level mage, a 1st level cleric and a 1st level priestess; or any other similar variant. *ACKS,* then, suggests one spellcaster for every 50 people, somewhere in the mid-range of historical estimates. As I wrote in the *Auran Empire Primer*, "magic is as abundant [in ACKS] as the ancients of our own world believed it to be in theirs." And that's clearly the case.

But what do all these spellcasters *do*? That's a little less clear. Because *ACKS* is geared to be a game about adventurers and conquerors, its spell selection is heavily geared towards adventure, combat, exploration, and war. In contrast, history's hedge wizards have tended to assist with more miscellaneous matters – frightening away minor spirits, curing the common cold, locating lost objects, and so on. A 1st level priestess can heal when you've been stabbed, but she can't help you with a wart on your finger. A 1st level mage can put to sleep an entire squad of enemy soldiers – but he can't help you find your missing ox-harness.

This article fills in the gap with new spells, new proficiencies, and more.

CANTRIPS

Cantrips are minor spells - easy to learn, and not unduly demanding to cast, but highly limited in scope and power. In game terms, a cantrip is a spell designed using the Player's Companion Spell Power Guidelines that meets the following criteria:

- The spell's effect does not scale with level.
- The spell's duration is either concentration, instantaneous, or one day or less.
- The spell's total cost (spell effect x modifiers) is one spell point or less.

Spell building notes are included with each new spell herein. New effects and modifiers are <u>underlined</u>.

LEARNING AND CASTING CANTRIPS

Arcane cantrips can be learned and cast by any character who possesses the Hedge Wizardry proficiency. Divine cantrips can be learned and cast by any character who possesses the Village Wisdom proficiency. These new proficiencies are described below. Cantrips are learned and cast like spells.

Cantrips can be learned through magical research, and enchanted into potions, scrolls, and permanent magic items like spells. For purposes of magical research, cantrips count as 1/5 level spells (e.g. they require 20% as much time and money as 1st level spells.)

PROFICIENCIES

Hedge Wizardry: The character gains the ability to learn and cast arcane cantrips. A character may take Hedge Wizardry multiple times. A character with Hedge Wizardry can cast a number of arcane cantrips per day equal to the maximum number of 1st level arcane spells he can cast per day plus his ranks in this proficiency. The character can have a number of arcane cantrips in his repertoire equal to the maximum size of his 1st level arcane repertoire plus his ranks in this proficiency. When this proficiency is first selected, and each time it is selected thereafter, the character immediately learns one arcane cantrip. The character can learn additional cantrips from his master when advancing in level, by finding scrolls with cantrips, or by finding a spellbook with cantrips, as per Adding New Spells to the Repertoire in ACKS.

EXAMPLE: Quintus is a 1st level mage with INT 16. He can cast one 1st level arcane spell per day, and he can have up to three 1st level arcane spells in his repertoire. Quintus selects Hedge Wizardry as his 1st level class proficiency. He can now cast two arcane cantrips per day and have up to four arcane cantrips in his repertoire. He immediately learns one arcane cantrip, and can learn others through the usual methods. When he reaches 6th level, Quintus is able to cast two 1st level spells per day and can have up to four 1st level spells in his repertoire. He decides to select a second rank of Hedge Wizardry as his 6th level class proficiency. Now Quintus immediately learns another cantrip, can have up to six arcane cantrips in his repertoire, and can cast up to four arcane cantrips per day.

In some campaign settings, it may be possible for a character to select Hedge Wizardry without having the ability to cast spells. Such a character gains the ability to learn and cast arcane cantrips. The character can cast a number of arcane cantrips per day equal to his ranks in the proficiency. The character can learn a number of arcane cantrips equal to his ranks in the proficiency plus his INT modifier. The character can use magic items such as scrolls or wands enchanted with arcane cantrips, but cannot perform magic research or use other restricted magic items.

Village Wisdom: The character gains the ability to learn and cast divine cantrips. A character may take Village Wisdom multiple times. A character with Village Wisdom can cast a number of divine cantrips per day equal to the maximum number of 1st level divine spells he can cast per day plus his ranks in this proficiency. The character's repertoire of divine cantrips will be equal in size to his repertoire of 1st level divine spells. The character's specific spell list will depend on his class and deity as well as the Judge's discretion. Suggested spell lists for various classes in the Auran Empire campaign setting are described below.

In some campaign settings, it may be possible for a character to select Village Wisdom without having the ability to cast spells. Such a character gains the ability to learn and cast divine cantrips. The character can cast a number of divine cantrips per day equal to his ranks in the proficiency. The character will gain a spell list, selected by the Judge to reflect his class and deity, of four divine cantrips. The character can use magic items such as scrolls or staves enchanted with divine cantrips, but cannot perform magic research or use other restricted magic items.

Unless the Judge rules otherwise, all character classes capable of casting arcane spells can select Hedge Wizardry as a class proficiency, and all character classes capable of casting divine spells can select Village Wisdom as a class proficiency.

Dabblers in the Art: At the Judge's discretion, he may also add Hedge Wizardry to the class proficiency list of Assassins, Bards, and Thieves, and may add Village Wisdom to the class proficiency list for Anti-Paladins, Mystics, and Paladins.

EXAMPLE: The Judge has added Hedge Wizardry to the Thief proficiency list. Ashen Mice-Catcher, a notorious thief with INT 13, was a mage's apprentice in his youth. He has one rank of Hedge Wizardry. The Ashen Mice-Catcher can cast one arcane cantrip per day, and can have up to two arcane cantrips in his repertoire. He cannot perform magic research or use items restricted to arcane casters, however, unless they are enchanted with cantrips.

Folk Magic Abounds: If the Judge desires a campaign world where folk magic is common (similar to the world of Glorantha portrayed in the RuneQuest RPG, for instance), he can make Hedge Wizardry and Village Wisdom general proficiencies.

CANTRIP SPELL LISTS

Arcane Cantrips	**Divine Cantrips (Priestess)**	**Divine Cantrips (Witch)**
1 Alarm [ill]	1 Call Woodland Creature	1 Bestow Affliction*
2 Bludgeon [elm(earth)]	2 Cure Minor Wounds*	2 Call Woodland Creature
3 Call Woodland Creature	3 Detect Spirits	3 Detect Spirits
4 Daze [enc]	4 Guidance [trn]	4 Infection*
5 Detect Spirits	5 Moon's Call	5 Moon's Call
6 Exterminate Pest [dth]	6 Mother's Awareness	6 Mother's Awareness
7 Find Wealth	7 Mother's Insight	7 Mother's Insight
8 Guidance [trn]	8 Mother's Prediction	8 Mother's Prediction
9 Frostbite [elm(water)]	9 Mother's Ministry	9 Mother's Ministry
10 Lullaby [enc]	10 Purify Meal*	10 Putrefy Meal*
11 Overlookability [ill]	11 Relaxing Respite	11 Relaxing Respite
12 Phantasm of the Fire [elm(fire) ill]	12 Remedy*	12 Remedy*
13 Recover Object	13 Remove Affliction*	13 Remove Affliction*
14 Shock [elm(air)]	14 Sleepy Creature [enc]	14 Sleepy Creature [enc]
15 Singe [elm(fire)]	15 Tame Animal [enc]	15 Tame Animal [enc]

Divine Cantrips (Bladedancer)	**Divine Cantrips (Cleric)**	**Divine Cantrips (Shaman)**
1 Call Woodland Creature	1 Cure Minor Wounds*	1 Call Woodland Creature
2 Cure Minor Wounds*	2 Daze [enc]	2 Detect Spirits
3 Daze [enc]	3 Detect Spirits	3 Moon's Call
4 Detect Spirits	4 Guidance [trn]	4 Mother's Awareness
5 Guidance [trn]	5 Purify Meal*	5 Mother's Insight
6 Purify Meal*	6 Relaxing Respite	6 Mother's Prediction
7 Recover Object	7 Remove Affliction*	7 Remedy*
8 Remove Affliction*	8 Remedy*	8 Remove Affliction*
9 Sleepy Creature [enc]	9 Sleepy Creature [enc]	9 Sleepy Creature [enc]
10 Tame Animal [enc]	10 Tame Animal [enc]	10 Tame Animal [enc]

Cantrip Spell Descriptions

Alarm   Range: 10' per caster level
Arcane Cantrip   Duration: special

An **alarm** is an audible illusion hung on a chosen non-living object, such as a tree, rock, door, or chest, and triggered when a specified audible or visible event occurs nearby. The **alarm** may consist of one sentence of up to three words long ("Warning! Intruder Alert!"), spoken any volume from a whisper to a yell, in any language known by the caster. The voice created by the cantrip resembles, but is not identical, to the caster's own, and cannot be mistaken for an actual voice. The voice cannot use command words or activate magical effects. Once it begins, the **alarm** will be repeated each round, up to a maximum number of rounds equal to the caster's level. However, the **alarm** immediately ends if the object is touched by an intelligent creature or attacked.

Triggers can be as general or as detailed as desired. Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical **darkness** or **invisibility** does. Silent movement or magical **silence** defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. An **alarm** cannot distinguish level, Hit Dice, or class except by external garb. The range limit of the trigger is 10' per caster level. Regardless of range, the **alarm** can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

Alarm: create illusion, non-visual mono-sensory (3), illusion limited to 1 obviously fake, harmless category (x0.2), target 1' x 1' x 1' cube (x1), range 10' per caster level (x1), duration 1 round per level (x1), duration does not begin until triggered (x2.75), expires if attacked (x0.75), expires if touched by an intelligent creature (x0.75), total cost 0.93

Bludgeon/Frostbite/Shock/Singe Range: 150'
Arcane Cantrip   Duration: instantaneous

The caster can smash the target with a small shard of hard earth. If the caster makes a successful attack throw against the target, he deals 1d6 points of bludgeoning damage to it.

Similar cantrips exist for other elemental damage types – **frostbite** freezes the target with a short blast of cold, **shock** electrocutes the target with a small bolt of lightning, and **singe** burns the target with a hot ball of cinders.

Blast: 1d6 damage per level (27), maximum 1d damage (x0.1), elemental (x1), target 1 creature (x1), attack throw required to hit target (x0.35), range 150' (x1), duration instantaneous (x1), arcane (x1), cost 0.95

Call Woodland Creature   Range: 10'
Arcane and Divine Cantrip Duration: 1 turn

This cantrip calls a nearby animal of up to 1 HD to serve the caster. The animal may make a saving throw versus Spells to resist the effect. If the save fails, the animal will approach the caster and do whatever is commanded of it. The effect lasts so long as concentration is maintained or until one turn elapses, whichever comes first. Once the cantrip ends, the animal will return to its original location. Its disposition towards the caster will depend on how it was treated when called.

Call Woodland Creature: summon a creature (65), creature may have up to 1 HD (x0.15), caster must concentrate to control creature (x0.5), summoning restricted to animals (x1), target summoned only from within spell's range (x0.66), range 10' (x1), duration 1 turn (x0.5), saving throw avoids spell effect (x0.5), arcane (x1) or divine (x1.2), 0.80 or 0.96

Cure Minor Wounds*   Range: touch
Divine Cantrip   Duration: instantaneous

This cantrip heals the creature touched of 1 point of damage. Any given creature can only benefit from **cure minor wounds** once per day. Like other cure spells, **cure minor wounds** never increases a creature's hit points beyond the normal amount.

The reverse form of this cantrip, **cause minor wounds**, causes 1 point of damage to the creature touched. A successful attack throw is required in this case. Like other cure spells, undead are affected by this spell and its reverse in opposite fashion; they are injured by **cure minor wounds** and healed by **cause minor wounds**.

Cure Minor Wounds: <u>1 point curing (3)</u>, target 1 creature (x 1), attack throw required (x 1), range 0' (x 1), duration instantaneous (x 1), <u>spell can only be cast on each target once per day (x0.33)</u>, divine (x 1), beneficial effect (x 1), total cost 0.99

Daze   Range: 10'
Arcane and Divine Cantrip Duration: 1 round

This cantrip can momentarily daze a target humanoid creature of up to 4+1 HD. The target may make a saving throw versus Paralysis to resist the effect. If the save fails, the creature spends its next action in a stupor, unable to take any action. It is not helpless, however, and can still defend itself if attacked.

Daze: Target mesmerized for duration of spell (30), 1 creature of up to 4+1 HD (x 1), only target humanoids (x 0.5), range 10' (x 0.5), <u>duration 1 round (x 0.1)</u>, saving throw avoids spell effect (x 0.5), arcane enchantment other than hold (x 1) or divine enchantment (x1.5), total cost 0.38 or 0.57

Detect Spirits   Range: 60'
Arcane and Divine Cantrip Duration: 1 turn

This spell detects the presence of incorporeal undead within 60'. If the incorporeal undead are within the caster's line of sight, the caster sees them as surrounded by a sickly grey-green aura. The more powerful the undead, the thicker the aura. If the incorporeal undead are not within the caster's line of sight, he is nevertheless aware of them in his mind's eye, gaining a sense of their proximity, number, and relative power. The cantrip can only be performed once per week, typically being limited to a day associated with a psychopomp to the dead.

Detect Spirits: <u>Detect incorporeal undead (5)</u>, spell can only be performed once per week (x0.2), range 30' (x1), duration 1 turn (x0.5), no saving throw (x1), arcane (x1) or divine (x.15), cost 0.5 or 0.75

Exterminate Pest   Range: 30'
Arcane Cantrip   Duration: instantaneous

This cantrip deals 1d8 points of damage to affected swarming creatures. Up to 1 HD of such creatures can be affected per level of experience of the caster. All of the creatures to be affected must be within a 30' radius of the caster. Swarming creatures include ordinary bats, ordinary rats, and ordinary insects, but not any kind of giant animals or giant vermin. Creatures with the fewest HD are affected first. The swarming creatures do not receive a saving throw.

This cantrip is commonly used to delouse children, eliminate pests from a house, etc., but adventurers have found it useful against actual swarms. When **exterminate pest** is cast against a swarm, treat the swarm as a number of 1HD sub-swarms equal to its HD, and deal damage accordingly, then apply the total damage dealt to the swarm's hit points.

EXAMPLE: Yrsa Raghilddottir, a 3rd level antiquarian witch, casts **exterminate pest** on a 4HD insect swarm with 18 hp. A 4HD insect swarm counts as four separate sub-swarms of 1 HD each, of which Yrsa can affect three. She deals 1d8 points of damage to each of the three sub-swarms, rolling 7, 4, and 2 respectively. The Judge applies the total of 13 points of damage to the insect swarm, leaving it with (18 – 13) 5 hp left.

Exterminate pest: 1d8 damage per level (44), maximum 1d damage (x0.1), target 1 HD of creature per level within 60' diameter (x1.5), creatures with fewest HD are affected first (x0.5), <u>only works on swarm-sized creatures (x0.5)</u>, range 60' (x0.6), duration instantaneous (x1), no saving throw (x1), arcane (x1), cost 0.99

Find Wealth	Range:	120'
Arcane Cantrip	Duration:	1 round per level

The spellcaster may, by concentrating for one turn, sense the direction and distance of the most valuable treasure within 120'. In order to be detected, the total value of the treasure must meet or exceed a value of 50gp. No physical barrier will impede detection, with the exception of magical wards or lead. The cantrip can only be performed once per week, typically being limited to a day associated with the god of fortune or wealth.

Detect Wealth: Detect treasure (15), 1 small area, object, or creature in range (x0.7), spell takes 1 turn to cast (x0.8), spell can only be performed once per week (x0.2), range 120' (x1.5), duration 1 round per level (0.25), no saving throw (x1), arcane (x1), cost 0.63

Guidance	Range:	touch
Arcane and Divine Cantrip	Duration:	1 round

This cantrip grants the creature touched a +1 bonus on its next proficiency throw within one round. The bonus does not apply to attack throws or saving throws.

Guidance: <u>current form gains +1 to proficiency throw (5)</u>, target 1 living corporeal creature (x1), range 0' (x0.6), <u>duration 1 round (x0.25)</u>, beneficial effect (x1), arcane (x1) or divine (x1.25), total cost 0.75 or 0.9

Lullaby	Range:	0'
Arcane Cantrip	Duration:	concentration

By singing a song, the caster can cause a nearby living creature of less than 1 HD to fall into a peaceful, dreamless slumber. The target must be close enough to touch, although neither actual physical contact nor an attack throw is required. An unwilling target may make a saving throw v. Paralysis to resist the effect. The caster must remain stationary and concentrate on singing the **lullaby**. The cantrip expires when the caster stops singing or otherwise loses concentration. However, a willing subject of this cantrip will not necessarily wake up if he was otherwise tired or in need of rest. This cantrip is commonly used to help agitated, ill, or sleepless people get some rest!

Sleeping creatures are helpless and can be killed in one round by unengaged opponents. Slapping or wounding awakens an affected creature, but normal noise does not. **Lullaby** does not affect creatures that are already unconscious or undead, constructs, oozes, and other creatures that do not rest.

Lullaby: Target asleep for duration of spell (15), <u>1 creature of less than 1 HD (x0.5)</u>, only target living creatures (x0.75), range 0' (x0.4), duration concentration, must remain stationary (x0.8), saving throw avoids spell effect (x0.5), arcane, cost 0.9

Moon's Call   Range: touch
Divine Cantrip   Duration: instantaneous

This cantrip can cause the creature touched to immediately enter menses. This cantrip is commonly used by women to end unwanted pregnancies. If the pregnancy had advanced to more than 50% of its term, the subject will have to suffer through a stillbirth in 2d6+7 days; otherwise, the pregnancy ends with the menstruation. An unwilling target of **moon's call** may make a saving throw v. Death to resist the effect. If the cantrip is cast on a creature incapable of entering menses, the caster begins bleeding from her nose and suffers 1 point of damage.

Mother's Awareness   Range: touch
Divine Cantrip   Duration: 1 round

This cantrip allows the caster to detect whether the creature touched is pregnant, and if so, how far into the term and with how many young. The caster feels the presence of each child within as a warmth in her hands, with the temperature indicating how long the child has been carried. This warmth cannot be felt by anyone else. The cantrip does not reveal any information about the characteristics, gender, health, or race of the child or children. If this cantrip is cast on a subject incapable of giving birth, it has no effect except that the caster begins bleeding from her nose and suffers 1 point of damage.

Mother's Awareness: <u>Detect pregnancy (5)</u>, range 0' (x0.5), all creatures within range (x1), duration 1 round (x0.2), no saving throw (x1), divine (x1), cost 0.5

Mother's Insight   Range: touch
Divine Cantrip   Duration: 1 round

This cantrip allows the caster to determine the likely sex of the child or children being carried by an expectant mother. The caster intuitively "knows" the sex of each child, but there is no sensory indicator. The cantrip does not reveal any other information about the child or children. The cantrip is not perfectly accurate; when cast, the Judge should secretly roll 1d20. If the result is a 1, the cantrip yields a random result for each child. If this cantrip is cast on a subject that is not carrying children, it has no effect except that the caster begins bleeding from her nose and suffers 1 point of damage.

Mother's Insight: <u>Detect gender (5)</u>, range 0' (x0.5), all creatures within range (x1), duration 1 round (x0.2), no saving throw (x1), divine (x1), cost 0.5

Mother's Prediction Range: touch
Divine Cantrip   Duration: 1 round

This cantrip gives the caster insight into the potential talents of an unborn child or children carried by a creature touched. The cantrip is not perfectly accurate; when cast, the Judge should secretly roll 1d20. If the result is a 5 or more, the cantrip correctly reveals what the child's ability scores will be as an adult. If the result is a 2-4, the cantrip reveals a random set of ability scores unrelated to what the child's will be as an adult. If the result is a 1, the cantrip reveals an opposite set of ability scores, diametrically opposed to what the child's ability scores will be as an adult (the Judge may calculate each diametrically opposed score as 21 less the child's actual ability score, or make up values). If this cantrip is cast on a subject that is not carrying children, it has no effect except that the caster begins bleeding from her nose and suffers 1 point of damage. More than one village wise woman has been killed when **mother's prediction** incorrectly predicted a healthy, beautiful child and a misshapen monster was born instead…

Mother's Prediction: <u>Gain insight into potential (5)</u>, range 0' (x0.5), all creatures within range (x1), duration 1 round (x0.2), no saving throw (x1), divine (x1), cost 0.5

Mother's Ministry   Range: touch
Divine Cantrip   Duration: special

This cantrip eases the pain of childbirth. For the duration of the spell, the creature touched experiences a mild analgesic-like effect. The cantrip expires when the subject gives birth or dies. If this spell is cast on a subject that is not giving birth, it has no effect except that the caster begins bleeding from her nose and suffers 1 point of damage.

Overlookability   Range: self
Arcane Cantrip   Duration: 1 round per level

The spellcaster, along with any worn or carried items that extend less than 10' from him, becomes easily overlooked by casual observers. Provided the caster remains stationary, and does not speak, move, attack, or cast a spell, he is detected as if he were a secret door. The spell ends when the duration expires, or if the caster speaks, moves, attacks, casts a spell, or if the caster is successfully attacked.

Target becomes partially invisible (12), target self (x0.33), duration 1 round per level (x1), if target creature speaks (x0.9), expires if target creature successfully attacked (x0.9), expires if target creature casts spell (x0.75), expires if target creature attacks (x0.75), expires if target creature moves (x0.5), cost 0.9

Phantasm of the Fire   Range: 0'
Arcane Cantrip   Duration: concentration

This spell creates the visual illusion of an object, creature, or area to appear in the flickering flames of a fire within reach. The illusion can be up to 1'x1'x1' in size. The **phantasm of the fire** can be anything the caster can visualize, but it is not accompanied by any sound, smell, texture, or temperature save that of the fire itself. The caster can move the image within the limits of the size of the effect. The **phantasm of the fire** persists so long as the caster concentrates upon it.

Create Illusion: create illusion, visual mono-sensory (9), <u>illusion can only be cast into a fire (x0.25)</u>, illusion dynamic (x1), target 1' x 1' x 1' cube (x1), range 0' (x0.5/.), duration concentration (x1), expires if touched (x0.75), arcane (x1), total cost 0.85

Purify Meal*   Range: 10'
Divine Cantrip   Duration: Instantaneous

This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell will purify a single glass of water or one meal for one person. This spell does not prevent subsequent natural decay or spoilage. The spell has no effect on creatures of any type, nor upon magic potions or unholy water.

Reversed, this spell becomes **putrefy meal**. It will spoil a single glass of water, or one meal for one person Anyone consuming putrefied food and water must make a saving throw versus Poison or become violently ill for the next 2 hours (12 turns), unable to do anything save retch and heave. The spell has no effect on creatures of any type, nor upon magic potions or holy water.

Recover Object   Range: 120'
Arcane Cantrip   Duration: 1 round per level

The spellcaster may, by concentrating for one turn, sense the direction to a well-known or clearly visualized object. The caster can search either for a unique item that he has observed firsthand (not through divination), or he can search for a general item, in which case the nearest one of its kind is located if more than one is within range. The spell is not impeded by most physical barriers but is blocked by even a thin sheet of lead or gold. Creatures cannot be found by this spell. The cantrip can only be performed once per week, typically being limited to a day associated with the god of fortune or thievery.

Detect Known Object: Detect known object (8), spell can only be performed once per week (x0.2), spell requires one turn to cast (x0.8), range 120' (x1.5), duration 1 round per level (0.25), no saving throw (x1), arcane (x1) or divine (x1.5), cost 0.6 or 0.9

Relaxing Respite   Range: touch
Divine Cantrip   Duration: special

This spell allows its subject to enjoy soothing, peaceful sleep, free of pain and sorrow that night. As a result of this **relaxing respite,** the subject of the spell will heal an extra hit point in the coming day if he rests completely. The spell ends when the subject stops completely resting or takes any damage, or after one full day of rest.

Remedy*   Range: touch
Divine Cantrip   Duration: instantaneous

This spell aids the subject in recovering from minor acute illnesses such as the common cold. When **remedy** is cast, the subject immediately makes a saving throw versus Death. If the save succeeds, the subject will recover in half the usual time. If the save fails, the subject receives no benefit. **Remedy** can be cast repeatedly on the same subject, but no more than once per day.

The reverse of this spell, **infection**, can infect the target with a minor acute illness. The target receives a saving throw versus Death. If the save succeeds, the target resists the spell. If the save fails, the target is infected with a cold. While infected, the character suffers a -1 penalty to reaction rolls due to his irritable state and he cannot force march. (If using the *Campaign Play* rules from Axiom Special Issue, the character cannot work overtime.) An infected character will recover naturally after 2d6 days.

Remedy: remedy minor disease (1), target 1 creature (x1), range 0' (x1), duration instantaneous (x1), beneficial effect (x1), divine (x1), total cost 1

Remove Affliction*   Range: 30'
Divine Cantrip   Duration: instantaneous

This cantrip instantaneously removes all afflictions on a creature. (An affliction is a type of minor curse caused by a cantrip.) Any affliction cast by a character of equal or lower level than the **remove affliction** caster's level is ended automatically. Those curses bestowed by higher level casters might not be removed; there is a 5% chance the **remove affliction** will fail for each level the afflicting character's level exceeds the level of the caster removing the curse.

The reverse of this spell, **bestow affliction**, allows the caster to place an affliction on a target creature. A saving throw versus Spells is allowed to resist. The caster can choose one of the following effects:

Bad body odor, unsightly skin condition, or similar blemish causing a -1 penalty on reaction rolls

Chronic body aches and pains causing a -1 penalty to initiative rolls

Misfortune at work causing a 5% decrease in the character's daily construction rate with one proficiency

The caster may also invent his own **affliction**, but it should be no more powerful than those described above. The **affliction** thus bestowed cannot be dispelled, but it can be removed with a **remove affliction** or **remove curse** spell. There is no limit to the number of different **afflictions** a character may suffer from.

Sleepy Creature	Range:	touch
Divine Cantrip	Duration:	6 turns

This cantrip can cause the animal touched to fall asleep. The animal must have 4+1 HD or less in order to be affected, and may make a saving throw v. Paralysis to resist the effect. Once asleep, the animal is helpless and can be killed in one round by an unengaged opponent. Slapping or wounding awakens the affected animal, but normal noise does not. A creature that was wide awake when this cantrip was cast will always awaken when the duration expires, but if the animal was already tired or in need of rest it may continue to slumber.

Sleepy Creature: Target asleep for duration of spell (15), 1 creature of up to 4+1 HD (x1), only target animals and giant animals (x0.5), attack throw required to target spell (x0.4), range touch 0' (x0.4), duration 6 turns (x1.2), saving throw avoids spell effect (x0.5), divine (x1.5), cost 0.71

Tame Animal	Range:	15'
Divine Cantrip	Duration:	concentration

This spell can temporarily tame one or more wild animals. The spell can affect up to 1d4 animals (including giant animals) of up to 4 HD The caster may decide which individual animals in range are to be affected. Any animals that make a successful saving throw versus Spells resist the effect. The animals remain tame as long as the caster concentrates upon the spell.

A tame animal is not necessarily under control, but it is much less dangerous than a wild animal. If left alone, the animal will ignore the caster and his allies. If the animal is approached, make a reaction roll. Apply a +2 bonus if the character approaching it has the appropriate Animal Training proficiency. (Characters with Beast Friendship or under the effects of **speak with animals** always count as proficient for the purposes of handling trained animals.) If the reaction roll is 9 or higher, the character can handle the animal safely for the duration of the spell. A tame, handled animal can be held helpless and slain, if desired. Since the duration is short, the handler is advised to quickly leash, muzzle, cage, or kill the animal.

Tame Animal: Target tame for duration of spell (4), 1d4 creatures of up to 4 HD (x1.2), only targets animals and giant animals (x0.5), range 15' (x0.6), duration concentration (x1), saving throw avoids spell effect (x0.5), divine (x1), cost 0.72