

Primal Cantrips

Reorient - ❖	Help a target regain their footing. Immune to off-guard for 1 turn, then immune to spell 10 minutes
Guidance - ❖	Divine guidance improves one roll. +1 to a d20 roll, then immune for an hour
Stumble ❖❖	A burst of microgravity causes the target to stumble. 100', ref or off-guard / prone
Adhere - ❖	Bond two objects together or charge a surface with adhesive magic. Athletics to separate objects, or fill a square with Greater Difficult Terrain
Analyze Target ❖❖	Gather data about a target's basic physiology. For 1 hour, +2 to recall knowledge, treat wounds, or impersonate
Caustic Blast ❖❖	Fling a glob of acid that splashes a small area. 5' burst, reflex, d8s acid
Gouging Claw ❖❖	Morph your limb into a claw and attack with it. Melee, d6s Pierce or Slash + 2 persistent bleed
Electric Arc ❖❖	Zap one or two creatures with lightning. 30'. 1 or 2 creatures, ref or d4s electric
Frostbite ❖❖	Damage a creature with bitter cold. 60'. fort or d4s cold
Ignition ❖❖	Burn a creature up close or at range. 30' spell attack for d4s fire, or melee spell attack for d6s fire
Tangle Vine ❖❖	Conjure a vine to entangle a creature. 30' spell attack for -10' speed / immobilize
Vitality Lash ❖❖	Damage and weaken the undead with vital energy. 30' fort or d6s vitality
Light ❖❖	Make an object glow. 120' range
Prestidigitation - ❖❖	Perform a minor magical trick. Cook, Lift, Tidy, make (crude object)
Stabilize - ❖❖	Stabilize a dying creature. 30'
Measure ❖	You get measurements of creatures you can observe in the area. 200' emanation
Read Aura 1 min	Detect if an object is magical. +2 to identify magic
Sigil ❖❖	Leave a magical mark. Lasts a week or more
Scan Environment 10 min	Scan nearby terrain and get an inherent understanding of it. Weather and hazards in 1 mile
Seek the Stars ❖❖	Know the location of the Starstone or the nearest Drift beacon. What it says