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| SP | SP |
| SP | SP |

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| *Protect*  Reduce 1 point of damage.  2-SP | *Attack*  Deal 1 point of damage.  2-SP |
| *Regenerate*  Heal 4 HP.  4-SP | *Accuracy*  Give advantage on next attack.  1-SP |

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| *Dodge*  Give an incoming attack disadvantage.  2-SP | *Shock*  Target hero is unable to move for this turn.  3-SP |
| *Heal*  Heal 1 HP.  1-SP | *Heal*  Heal 1 HP.  1-SP |

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| *Protect*  Reduce 1 point of damage.  2-SP | *Protect*  Reduce 1 point of damage.  2-SP |
| *Attack*  Deal 1 point of damage.  2-SP | *Heal*  Heal 1 HP.  1-SP |

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| *Rush*  Target can attack twice.  5-SP | *Shock*  Target hero is unable to move for this turn.  3-SP |
| *Poison*  Target is poisoned for 3 turns.  3-SP | *Remedy*  Remove status ailment from target.  2-SP |

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| *Remedy*  Remove status ailment from target.  2-SP | *Shock*  Target hero is unable to move for this turn.  2-SP |
| *Poison*  Target is poisoned for 3 turns.  3-SP | *Remedy*  Remove status ailment from target.  2-SP |

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| *Shrine*  When placed in enemy territory allows spells to be cast on units in that area and for heros to be re summoned.  Shrine HP; 5  3-SP | *Shrine*  When placed in enemy territory allows spells to be cast on units in that area and for heros to be re summoned.  Shrine HP; 5  3-SP |
| *Heal*  Heal 1 HP.  1-SP | *Attack*  Deal 1 point of damage.  2-SP |

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| *Protect*  Reduce 1 point of damage.  2-SP | *Attack*  Deal 1 point of damage.  2-SP |
| *Accuracy*  Give advantage on next attack.  1-SP | *Dodge*  Give an incoming attack disadvantage.  2-SP |

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| *Shock*  Target hero is unable to move for this turn.  2-SP | *Remedy*  Remove status ailment from target.  2-SP |
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