

**AEGIS OF COMBAT**

Choose a target within 4 spaces. That target may immediately make an attack.

Enhance: Add 1 target

Enhance: Extend range by 4 spaces

**AEGIS OF LIGHT**

Until the end of the encounter, any enemy creature within 4 spaces of you that casts a spell must spend double the normal mana cost.

Enhance: Extend range by 4 spaces

**AEGIS OF SPEED**

Choose a target within 4 spaces. That target may immediately take a major movement.

Enhance: Add 1 target

Enhance: Extend range by 4 spaces

**AEGIS OF TACTICS**

Choose a target within 4 spaces. That target may immediately take a minor movement.

Enhance: Add 1 target

Enhance: Extend range by 4 spaces

**BLESSING OF THE MOON**

Until the end of the next round, all allies that make an agility or willpower roll gain advantage if they are within 4 spaces of you when making the roll.

Enhance: Extend the range by 4 spaces

**BLESSING OF THE STARS**

Until the end of the next round, all allies that cast a spell may add one enhancement at no mana cost. This enhancement still contributes to the maximum enhancements that they can add to the spell.

Enhance: Allies may add one additional enhancement

Enhance: Extend the range by 4 spaces

**BLESSING OF THE SUN**

Until the end of the next round, all allies that make a melee attack gain 1d6 damage to their attack if they are within 4 spaces of you when making the attack.

Enhance: Extend the range by 4 spaces

**CELESTIAL ASSISTANCE**

Cast this spell in reaction to an enemy creature doing damage to a friendly creature. That friendly creature may make an attack against that enemy creature. That friendly creature skips its next initiative card.

Enhance: The friendly creature does not need to skip its next initiative card

**DIVINE VISION**

Until the end of the next round or for 1 minute, you may see your surroundings from a bird's eye view, as though you were hundreds of feet above yourself looking down.

Enhance: Move the perspective 1 mile in any direction

**HEALING HAND**

Heal 1d12 damage to a touched target

Enhance: Add 1d12 healing

**HEALING WORD**

Heal 1d10 damage to a target within 4 spaces

Enhance: Add 1d10 healing

**ORISON OF HARMONY**

Choose one ally within 4 spaces. That ally gains the feature or heroic action of another ally within 4 spaces for the remainder of the encounter.

**ORISON OF HEROISM**

Choose one ally within 4 spaces. They may take a heroic action.

Enhance: Add 1 ally to the target of this spell

Enhance: Extend by 4 spaces

**ORISON OF UNIFICATION**

During the next round, all allies within 4 spaces activate on the highest initiative card.

Enhance: Extend by 4 spaces

**ORISON OF UNITY**

During the next round, all allies within 4 spaces activate on the first character's initiative card.

Enhance: Extend by 4 spaces

**ORISON OF VITALITY**

Give 1d4 healing to all allies within 4 spaces

Enhance: Add 1d4 healing

Enhance: Extend by 4 spaces

