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| **Scabbard of Excalibur -**  At the end of activation may pay 1BP and heal 1HP to self.  Pendragon | **Banner of Heroes -**  The areas covered by *Beacon of Hope* and *Conquer the Army* are increased by 1.  Pendragon |



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| **Sacrificial Dagger -**  *Drain the Blood* now increases the desired stat by 2.  Killer | **Devil’s Contract -**  After each death, upon resummon can sacrifice 1 hp and increase PR by 1. (resets on death)  Killer |





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| **Void Orb -**  *Blink* now allows for movement past and on top of walls. (It costs two extra movement to go up and down walls).  Lilly |  |



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| **Arcane Scope -**  Range increased by 1, can spend 1BP and give Archer advantage on next attack.  Archer | **Double the Death Toll -** |



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| **Horned Helmet -**  *Face to Face* now has a chance to deal damage. Roll d20, on roll of 10+ target takes damage equal to his PR.  Alastair | **Twin Chains-** |

***Last Stand -*** PR changes to 5 and range increased to 4, at end of his turn Alastair dies and deals 3 damage to all enemies within 3 spaces. [4BP]



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| **Way of the River -** | **Way of the Mountain -**  As a reaction, once attack roll is determined, can pay XBP and add X to current Def until end of round.  Jiho |



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| **A Song for You -**  Fully heal an ally within 1 space of her. [3BP]  Carla |  |



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| **Blizzard -**  Enemies within the range of *Chill in the Air* have a chance to be frozen. (roll d20 on 15 or higher target is frozen).  Jack |  |



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| **Heat Surge:**  All enemies within 1 space at the end of the round take 1 damage if they fail a roll of 15+.  Pashakushka | **Rise from the Ashes -**  *Blaze of the Phoenix* range is increased to 3 and revive with 1 hp after activation if any enemy is killed*.*  Pashakushka |



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| **Invisible Sentinel -**  Yossele becomes untargetable for the remainder of the round, but is also unable to attack. [3BP] (she is still affected by area effects)  Yossele |  |



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| **Change the Channel -**  At start of turn can swap phases with target ally who hasn’t gone yet, for this round.  RadioFreak |  |



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| **Blazing Ripper** -  *Ripper Blade* now also grants the next hit a chance to burn it’s target. On hit roll d20, on roll of 14+ target is burned.  Zoe | **Ground Breaker -**  *Heavy Impact* now also makes it so any affected enemies are unable to move for the remainder of the round. |



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| **Heavy Hammer -**  Basic attacks now move the target one space away from Ana.  Ana |  |



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