

Aélenar, Lightning Blade

Elf • Spellblade • Caster



4 2 2 4 3 26

Spellblade: Can play Assault and Pressure Techniques, but not Delusions.

Overcharged Shield: When this hero is targeted by a Melee Attack, if the attacking hero has at least 1 bane counter: Weakened, it takes 2 Direct damage.

Fleeting Cut *Melee • Physical • Slashing*

Deals 3 + Strength damage to the paired enemy hero.

Overcharged Blade *Melee • Magical • Lightning*

Deals 2 + Mental damage to the paired enemy hero and places 1 bane counter: Weakened on that hero.

If this hero has kept at least 2 Dice, deals +2 damage.

Blades of Ash: Clash of Legends

Aentharr, Fallen Star

Elf • Spellblade • Caster



4 4 3 2 2 26

Spellblade: Can play Assault and Pressure Techniques, but not Delusions.

Stellar Spark: At the end of the Clash, if the paired enemy hero has at least 1 bane counter: Weakened, draw 1 Card. If it doesn't, place 1 bane counter: Weakened on that hero.

Blazing Star *Ranged • Magical • Lightning*

Deals 2 + Mental damage to the paired enemy hero.

Deals +1 damage for each Die you have as Prepared Die.

Piercing Thrust *Melee • Physical • Piercing*

Deals 4 + Strength damage to the paired enemy hero.

Blades of Ash: Clash of Legends

Ayranel, Crow's Cloak

Elf • Stalker • Fighter



5 2 3 4 1 26

Stalker: Has +1 on their Initiative roll.

Cloak of Darkness: At the beginning of the Clash, look at the top 2 Cards of your Library. You may place each of them on the top or bottom of your Library in any order.

Rupture *Melee • Physical • Piercing*

Deals 2 + Strength damage to the paired enemy hero.

If the target hero has at least 1 bane counter: Pained, it deals +1 damage and places 1 bane counter: Exhausted on them.

Ambush *Melee • Physical • Piercing*

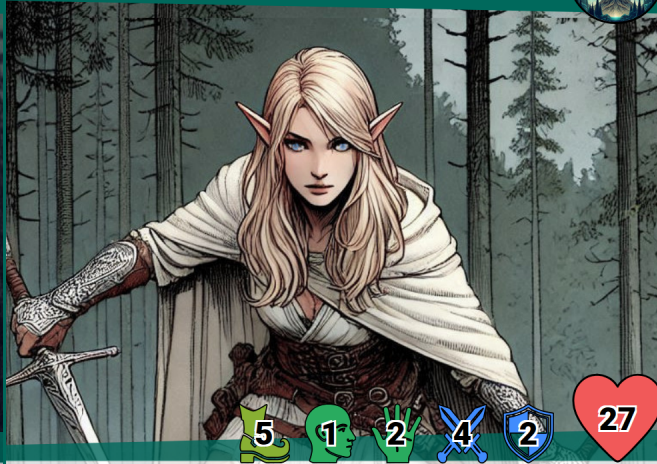
Deals 3 + Strength damage to the paired enemy hero.

If this is this hero's first Action in the Clash, this Attack ignores half of the target's Armor (rounded down).

Blades of Ash: Clash of Legends

Eldéin, Sharpened Cyclone

Elf • Vanguard • Fighter



5 1 2 4 2 27

Vanguard: The first Single Target Physical Attack this hero performs in each Clash deals +1 damage.

Death Dance: If you won Initiative on this Clash, all Attacks from this hero deal +1 damage until it takes damage.

Steel Caress *Melee • Physical • Slashing*

Deals 3 + Strength damage to the paired enemy hero.

If this hero has at least 1 boon counter: Swift, perform another Melee Physical Slashing Attack that deals 2 + Agility damage.

Death Dance *Melee • Physical • Slashing*

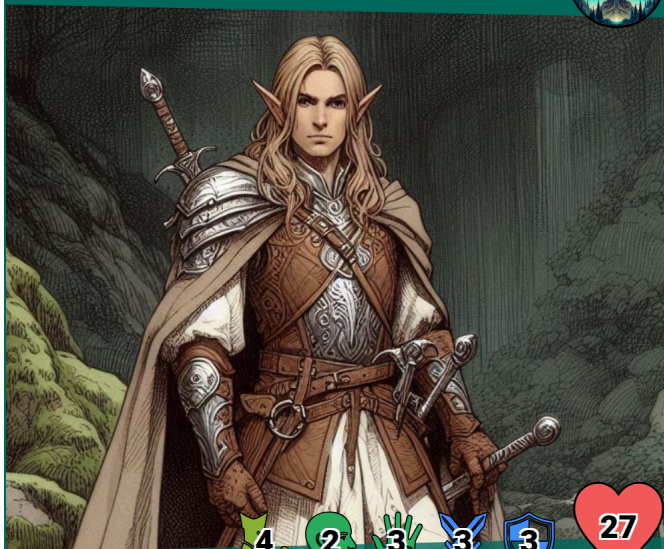
Deals 3 + Strength damage to the paired enemy hero.

If you have no Prepared Dice, prepare 1 of your Spent Dice as a Die.

Blades of Ash: Clash of Legends

Elendire, Sharpened Fist

Elf • Paragon • Fighter



4 2 3 3 3

27

Paragon: At the end of the Clash, if you played a Tactic, draw 1 Card.

Awakening of the Forest: Each time you play a Technique, place 1 boon counter: Swiftess on this hero or on an adjacent allied hero.

Fleeting Cut Melee • Physical • Slashing

Deals 3 + Strength damage to the paired enemy hero.



Quick Slice Melee • Physical • Slashing

It deals 3 + Strength damage to the paired enemy hero.



If this hero has at least 1 boon counter: Swiftess, deals +2 damage.

Blades of Ash: Clash of Legends

Elfara, Winged Lightning

Elf • Spellblade • Caster



4 3 3 3 2

26

Spellblade: Can play Assault and Pressure Techniques, but not Delusions.

Piercing Lightning: Each time this hero performs a Single-Target Magical Attack, it deals 1 Direct damage to 1 random enemy hero for each Die this hero has prepared.

Arrow Shot Ranged • Physical • Piercing

Deals 3 + Strength damage to the paired enemy hero.



Winged Shot Ranged • Magical • Lightning

Deals 3 + Mental damage to the paired enemy hero.



If this hero has kept at least 2 Dice, deals 2 + Mental damage to 1 random enemy hero from subsequent pairings and this Attack gains the Area attribute.

Blades of Ash: Clash of Legends

Ilnare, Hidden Blade

Elf • Stalker • Fighter



4 3 2 4 2

25

Stalker: Has +1 on their Initiative roll.

Fleeting Shadow: If this hero is not the active allied hero, it ignores the non-damaging effects of the rival's Actions that target it.

Stiffen Melee • Physical • Crushing

Deals 2 + Strength damage to the paired enemy hero.



If this is this hero's first Action in the Clash, place 1 bane counter:

Pained on the target hero, and the rival player rerolls 1 of their Prepared Dice at random.

Backstab Melee • Physical • Piercing

Deals 3 + Strength damage to the paired enemy hero.

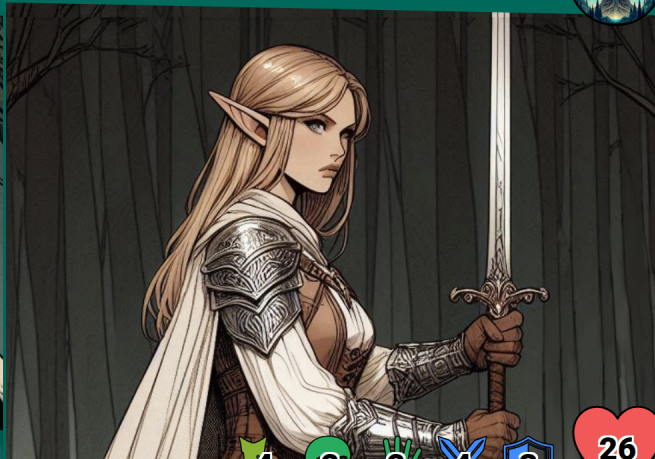


If this hero has at least 1 boon counter: Swiftess, deals +2 additional damage.

Blades of Ash: Clash of Legends

Irianel, Deadly Wind

Elf • Vanguard • Fighter



4 2 2 4 3

26

Vanguard: The first Single Target Physical Attack this hero performs in each Clash deals +1 damage.

Mental Peace: When you play your first Technique in each Clash, you may prepare 1 of your Spent Dice as a Die.

Precise Slash Melee • Physical • Slashing

Deals 3 + Strength damage to the paired enemy hero.



Gale Blade Melee • Physical • Slashing • Area

Deals 2 + Strength damage to the paired enemy hero and to 1 random adjacent enemy hero.



If this hero has at least 1 boon counter: Swiftess, they each take +1 damage.

Blades of Ash: Clash of Legends

Alenne, Swift Breeze

Elf • Harrier • Fighter



4 2 2 3 2 27

Harrier: Takes -1 damage from Area Attacks.

Gale: Once per Clash, when this hero performs a Ranged Attack, you may change that Attack's types to Magical Air.

Breeze Arrow Ranged • Physical • Piercing

Deals 2 + Strength damage to the paired enemy hero.

For each Prepared Die this hero has, the rival player rerolls 1 of their Prepared Dice at random.

Celeric Shot Ranged • Physical • Piercing

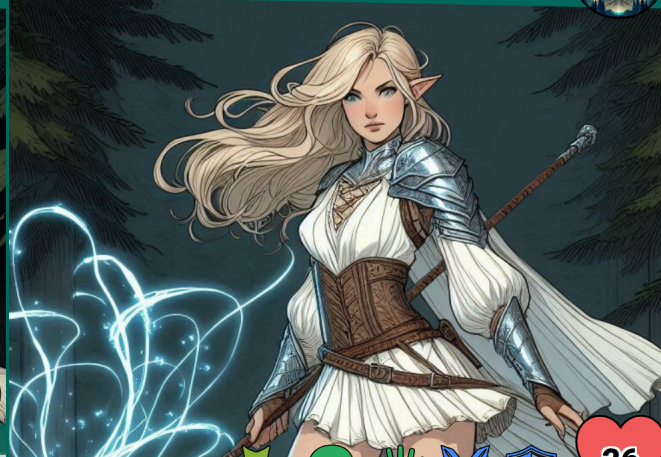
Deals 3 + Strength damage to the paired enemy hero.

You may remove 1 boon counter: Swiftness from this hero: Deals 2 + Strength damage to a random adjacent enemy hero and this Ability gains the Area attribute.

Blades of Ash: Clash of Legends

Iraie, Serene Spark

Elf • Spellblade • Caster



3 3 4 3 2 26

Spellblade: Can play Assault and Pressure Techniques, but not Delusions.

Serene Spark: If all your Prepared Dice are of different colors, the damage from this hero's Magical Attacks cannot be reduced or prevented.

Piercing Spear Melee • Physical • Piercing

Deals 2 + Strength damage to the paired enemy hero.

If the target hero has at least 1 bane counter: Pained, this Attack ignores half of their Armor (rounded down).

Electric Lance Melee • Magical • Lightning

Deals 3 + Mental damage to the paired enemy hero.

If this hero has kept at least 2 Dice, it deals +2 damage.

Blades of Ash: Clash of Legends

Death Spread

Technique • Subterfuge • Fighter



Ranged • Physical • Piercing • Area

Deals 2 + Strength damage to the paired enemy hero and to 1 random adjacent enemy hero.

Place 1 bane counter: Pained on each hero damaged by this effect.

Blades of Ash: Clash of Legends

Death Spread

Technique • Subterfuge • Fighter



Ranged • Physical • Piercing • Area

Deals 2 + Strength damage to the paired enemy hero and to 1 random adjacent enemy hero.

Place 1 bane counter: Pained on each hero damaged by this effect.

Blades of Ash: Clash of Legends

Superhuman Agility

Support



Persistent: Until the end of the Clash.

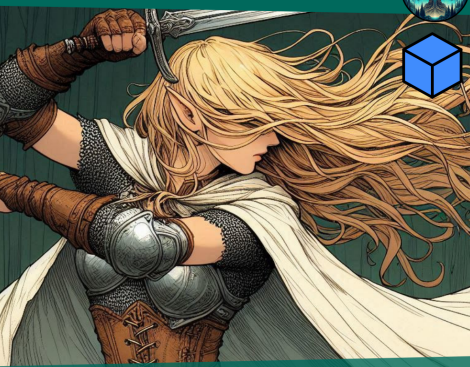
You may play this Technique as a Reaction: When the paired enemy hero plays a Ranged Attack.

Each time the active allied hero is targeted by a Ranged Attack, make an opposed Initiative roll against the attacking hero. If you win that roll, that Attack deals -2 damage (minimum 1).

If you play it as a Reaction, apply this effect only to that Attack and this Card loses Persistent.

Blades of Ash: Clash of Legends

Superhuman Agility

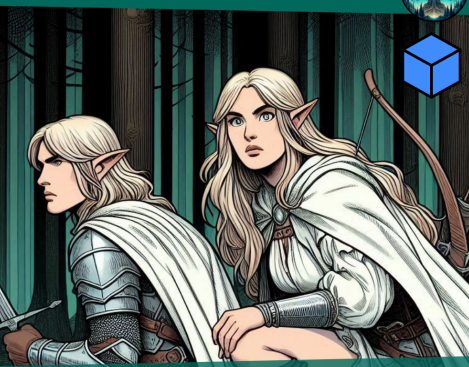


Persistent: Until the end of the Clash.
You may play this Technique as a **Reaction**: When the paired enemy hero plays a Ranged Attack.

Each time the active allied hero is targeted by a Ranged Attack, make an opposed Initiative roll against the attacking hero. If you win that roll, that Attack deals -2 damage (minimum 1).
If you play it as a **Reaction**, apply this effect only to that Attack and this Card loses **Persistent**.

Blades of Ash: Clash of Legends

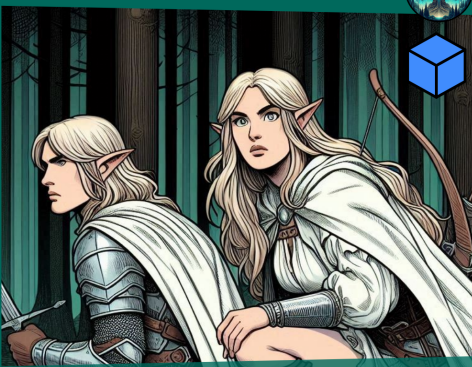
Alert



Place 1 boon counter: **Swiftness** on the active allied hero and 1 on each adjacent allied hero.

Blades of Ash: Clash of Legends

Alert



Place 1 boon counter: **Swiftness** on the active allied hero and 1 on each adjacent allied hero.

Blades of Ash: Clash of Legends

Serenity Amulet

Equipment • Armor • Amulet



Unique

When you attach this Equipment, draw 1 Card.
The attached hero gains:

At the beginning of the Action Resolution Phase, choose 1:

- Look at the top 2 Cards of your Library. Place them on the top or bottom of your Library in any order.
- The next Single Target Attack you perform in this Clash deals +1 damage.
- Reroll 1 of your Prepared Dice.

Blades of Ash: Clash of Legends

Serenity Amulet

Equipment • Armor • Amulet



Unique

When you attach this Equipment, draw 1 Card.
The attached hero gains:

At the beginning of the Action Resolution Phase, choose 1:

- Look at the top 2 Cards of your Library. Place them on the top or bottom of your Library in any order.
- The next Single Target Attack you perform in this Clash deals +1 damage.
- Reroll 1 of your Prepared Dice.

Blades of Ash: Clash of Legends

Electric Aura

Spell • Elemental • Caster



Aura • Lightning

Persistent: Until the end of the Clash.

You may play this Spell as a **Reaction**: When the active allied hero is targeted by a Physical Attack.

Each time the active allied hero is targeted by a Physical Attack, place 1 bane counter: **Weakened** on the attacking hero.

If the attacking hero already had at least 1 bane counter: **Weakened**, instead it takes 2 Direct damage.

If you play it as a **Reaction**, apply this effect only to that Attack.

Blades of Ash: Clash of Legends

Electric Aura

Spell • Elemental • Caster



Aura • Lightning

Persistent: Until the end of the Clash.

You may play this Spell as a **Reaction**: When the active allied hero is targeted by a Physical Attack.

Each time the active allied hero is targeted by a Physical Attack, place 1 bane counter: **Weakened** on the attacking hero.

If the attacking hero already had at least 1 bane counter: **Weakened**, instead it takes 2 Direct damage.

If you play it as a **Reaction**, apply this effect only to that Attack.

Blades of Ash: Clash of Legends

Raven Cloak

Equipment • Armor • Cloak



The attached hero receives -1 Magical damage.
Resonate: Draw 1 Card.

Blades of Ash: Clash of Legends

Raven Cloak

Equipment • Armor • Cloak



The attached hero receives -1 Magical damage.
Resonate: Draw 1 Card.

Blades of Ash: Clash of Legends

Lightning Clash

Spell • Elemental • Caster



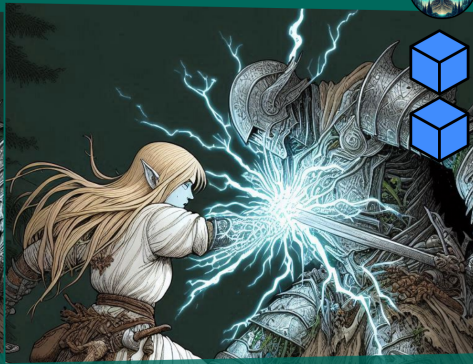
Melee • Magical • Lightning

Deals 3 + Mental damage to the paired enemy hero.
Choose 1:
• Deals +1 damage for each Dice you have as Prepared Dice.
• Prepare 1 of your spent Dice.

Blades of Ash: Clash of Legends

Lightning Clash

Spell • Elemental • Caster



Melee • Magical • Lightning

Deals 3 + Mental damage to the paired enemy hero.
Choose 1:
• Deals +1 damage for each Dice you have as Prepared Dice.
• Prepare 1 of your spent Dice.

Blades of Ash: Clash of Legends

Energetic Concentration

Support



Play this Support before preparing Action Dice.
You may keep 1 Die before making any roll.
You may keep 1 additional Die. If you keep this second Die, you cannot make rerolls during this Action Dice preparation phase.

Blades of Ash: Clash of Legends

Energetic Concentration

Support

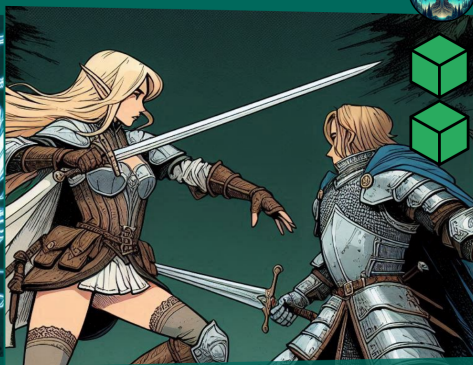


Play this Support before preparing Action Dice.
You may keep 1 Die before making any roll.
You may keep 1 additional Die. If you keep this second Die, you cannot make rerolls during this Action Dice preparation phase.

Blades of Ash: Clash of Legends

Relentless Charge

Technique • Assault • Fighter



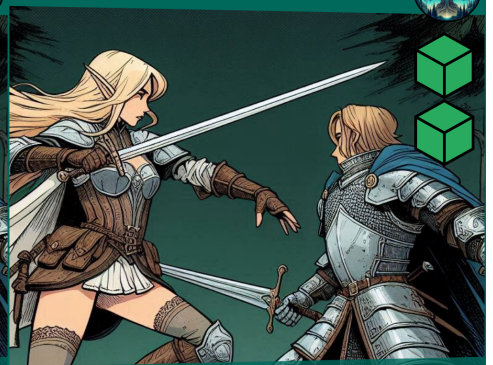
Melee • Physical • Slashing

Deals 3 + Strength damage to the paired enemy hero.
Place 1 boon counter: Swiftiness on the active allied hero.

Blades of Ash: Clash of Legends

Relentless Charge

Technique • Assault • Fighter



Melee • Physical • Slashing

Deals 3 + Strength damage to the paired enemy hero.
Place 1 boon counter: Swiftiness on the active allied hero.

Blades of Ash: Clash of Legends

Surgical Strike

Technique • Assault • Fighter



Melee • Physical • Piercing

Deals 2 + Strength damage to the paired enemy hero.
Place 1 bane counter: Pained on that hero.

Blades of Ash: Clash of Legends

Surgical Strike

Technique • Assault • Fighter



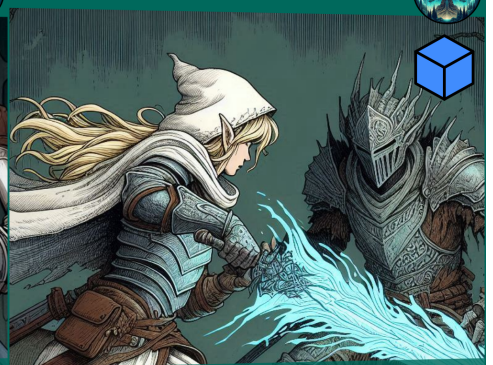
Melee • Physical • Piercing

Deals 2 + Strength damage to the paired enemy hero.
Place 1 bane counter: Pained on that hero.

Blades of Ash: Clash of Legends

Lightning Blade

Spell • Elemental • Caster



Melee • Magical • Lightning

Deals 2 + Mental damage to the paired enemy hero.
Place 1 bane counter: Weakened on that hero.

Blades of Ash: Clash of Legends

Lightning Blade
Spell • Elemental • Caster



Melee • Magical • Lightning

Deals 2 + Mental damage to the paired enemy hero.
Place 1 bane counter: Weakened on that hero.

Blades of Ash: Clash of Legends

Dagger of Irnael
Equipment • Weapon • Dagger • 1 hand



Unique

The first Single-Target Physical Attack performed by the attached hero in each Activation, in addition to its effect, performs another Attack of 2 + Agility Melee Physical Piercing damage to the targeted enemy hero.

Blades of Ash: Clash of Legends

Dagger of Irnael
Equipment • Weapon • Dagger • 1 hand



Unique

The first Single-Target Physical Attack performed by the attached hero in each Activation, in addition to its effect, performs another Attack of 2 + Agility Melee Physical Piercing damage to the targeted enemy hero.

Blades of Ash: Clash of Legends

Thenán's Edge
Equipment • Weapon • Dagger • 1 hand



The attached hero deals +1 damage with Single-Target Melee Physical Piercing Attacks.

Blades of Ash: Clash of Legends

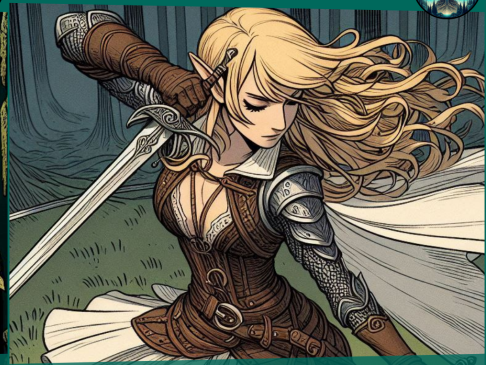
Thenán's Edge
Equipment • Weapon • Dagger • 1 hand



The attached hero deals +1 damage with Single-Target Melee Physical Piercing Attacks.

Blades of Ash: Clash of Legends

Bladedance
Technique • Tactic • Fighter

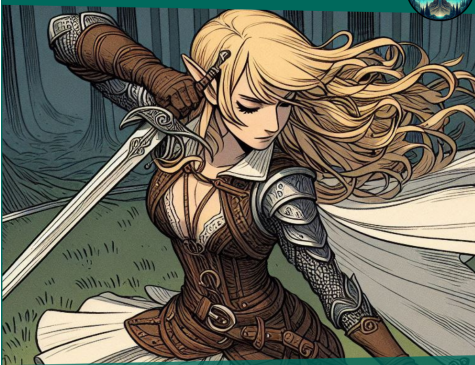


Persistent: Until the end of the Clash.

Each time the active allied hero performs a Single-Target Physical Attack, it performs another Physical Attack of the same range and subtype that deals 2 + Agility damage to the same target. This effect may occur only once per Action.

Blades of Ash: Clash of Legends

Bladedance
Technique • Tactic • Fighter



Persistent: Until the end of the Clash.

Each time the active allied hero performs a Single-Target Physical Attack, it performs another Physical Attack of the same range and subtype that deals 2 + Agility damage to the same target. This effect may occur only once per Action.

Blades of Ash: Clash of Legends

Vanish
Technique • Subterfuge • Fighter



This Technique can only be played by a Stalker hero. Play this Technique at any time during the Clash.

Discard from the Action Stack all Actions that remain unresolved after this Technique resolves. Restart the Clash from the Action Dice Preparation Phase. Draw 1 Card. Resonate: Draw 1 Card.

Blades of Ash: Clash of Legends

Vanish
Technique • Subterfuge • Fighter







This Technique can only be played by a Stalker hero. Play this Technique at any time during the Clash.

Discard from the Action Stack all Actions that remain unresolved after this Technique resolves. Restart the Clash from the Action Dice Preparation Phase. Draw 1 Card. Resonate: Draw 1 Card.

Blades of Ash: Clash of Legends





Narlarret's Blade
Equipment • Weapon • Sword • 1 hand

When you attach this Equipment, draw 1 Card.
The attached hero deals +1 damage with Single-Target Melee Physical Slashing Attacks.

Blades of Ash: Clash of Legends

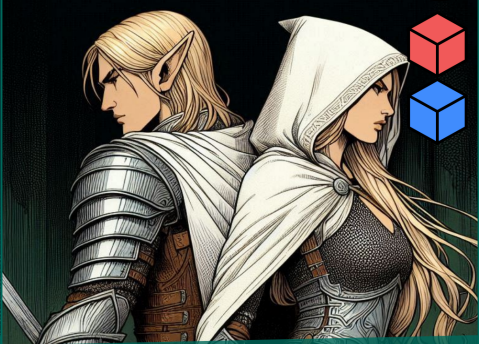



Narlarret's Blade
Equipment • Weapon • Sword • 1 hand

When you attach this Equipment, draw 1 Card.
The attached hero deals +1 damage with Single-Target Melee Physical Slashing Attacks.

Blades of Ash: Clash of Legends

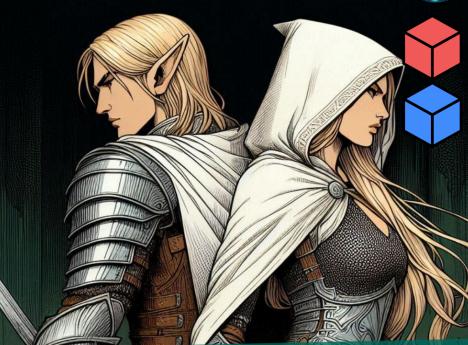



Back-to-Back
Support

Reaction: When the paired enemy hero plays an Area Attack.
Adjacent allied heroes cannot take damage or be affected by that Attack.
Resonate: Draw 1 Card.

Blades of Ash: Clash of Legends

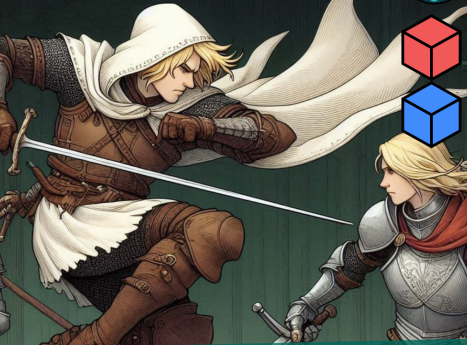



Back-to-Back
Support

Reaction: When the paired enemy hero plays an Area Attack.
Adjacent allied heroes cannot take damage or be affected by that Attack.
Resonate: Draw 1 Card.

Blades of Ash: Clash of Legends

Precision Thrust
Technique • Assault • Fighter










Melee • Physical • Piercing

Deals 2 + Strength damage to the paired enemy hero.
Choose 1:
• You may roll 1 Spent Die and keep it as a Prepared Die.
• Place 1 boon counter: Swiftness on the active allied hero.

Blades of Ash: Clash of Legends

Precision Thrust
Technique • Assault • Fighter










Melee • Physical • Piercing

Deals 2 + Strength damage to the paired enemy hero.
Choose 1:
• You may roll 1 Spent Die and keep it as a Prepared Die.
• Place 1 boon counter: Swiftness on the active allied hero.

Blades of Ash: Clash of Legends





Feint
Support

Reaction: When the active allied hero is targeted by a Melee Attack.
If the active allied hero has equal or higher Agility than the hero performing that Attack, ignore that Attack.

Blades of Ash: Clash of Legends

Feint
Support







Reaction: When the active allied hero is targeted by a Melee Attack.
If the active allied hero has equal or higher Agility than the hero performing that Attack, ignore that Attack.

Blades of Ash: Clash of Legends

Rain of Steel
Technique • Bulwark • Fighter



Melee • Physical • Slashing

Deals 2 + Strength damage twice to the paired enemy hero.
They are considered 2 independent Attacks for all effects.

Blades of Ash: Clash of Legends

Rain of Steel
Technique • Bulwark • Fighter



Melee • Physical • Slashing

Deals 2 + Strength damage twice to the paired enemy hero. They are considered 2 independent Attacks for all effects.

Blades of Ash: Clash of Legends

Shadow Strike
Technique • Subterfuge • Fighter



Melee • Physical • Piercing

Deals 2 + Strength damage to the paired enemy hero. Place 1 bane counter: Pained on that hero. If it is the first Action you play in this Clash, the target hero uses their Agility instead of their Armor to defend.

Blades of Ash: Clash of Legends

Shadow Strike
Technique • Subterfuge • Fighter



Melee • Physical • Piercing

Deals 2 + Strength damage to the paired enemy hero. Place 1 bane counter: Pained on that hero. If it is the first Action you play in this Clash, the target hero uses their Agility instead of their Armor to defend.

Blades of Ash: Clash of Legends

Vital Intelligence
Support



Draw 1 Card. If the hero playing this Support has at least 1 boon counter: Swiftness on them, or if the paired enemy hero has at least 1 bane counter: Weakened or Pained on them, you may remove 1 of those counters to draw 1 Card.

Blades of Ash: Clash of Legends

Vital Intelligence
Support



Draw 1 Card. If the hero playing this Support has at least 1 boon counter: Swiftness on them, or if the paired enemy hero has at least 1 bane counter: Weakened or Pained on them, you may remove 1 of those counters to draw 1 Card.

Blades of Ash: Clash of Legends

Sherilom's Chestplate
Equipment • Armor • Chestplate



When you attach this Equipment, draw 1 Card. The attached hero receives -1 Physical damage.

Blades of Ash: Clash of Legends

Sherilom's Chestplate
Equipment • Armor • Chestplate



When you attach this Equipment, draw 1 Card. The attached hero receives -1 Physical damage.

Blades of Ash: Clash of Legends

Acrobatics
Support



Until the end of the Clash, the active allied hero may use their Agility instead of their Armor or Will to defend.

Blades of Ash: Clash of Legends

Acrobatics
Support

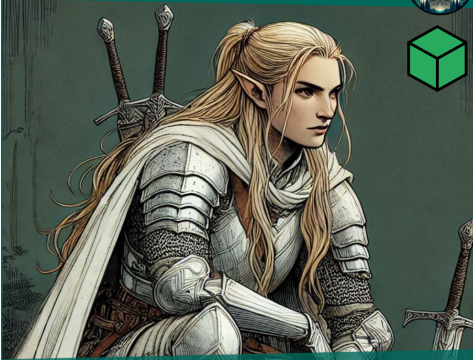


Until the end of the Clash, the active allied hero may use their Agility instead of their Armor or Will to defend.

Blades of Ash: Clash of Legends

Combat Readiness

Technique • Pressure • Fighter



Unique

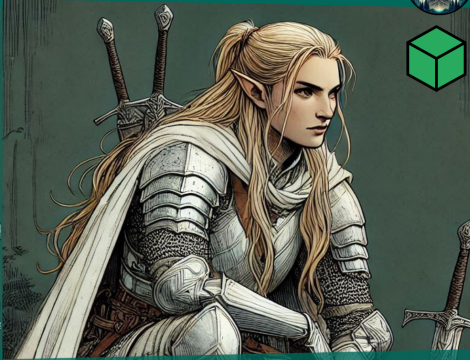
Persistent: Until you play an Attack.

The next Physical Attack performed by the active allied hero, in addition to its effect, places 1 bane counter: Weakened on each hero it damages.
Place 1 boon counter: Swiftiness on the active allied hero.

Blades of Ash: Clash of Legends

Combat Readiness

Technique • Pressure • Fighter



Unique

Persistent: Until you play an Attack.

The next Physical Attack performed by the active allied hero, in addition to its effect, places 1 bane counter: Weakened on each hero it damages.
Place 1 boon counter: Swiftiness on the active allied hero.

Blades of Ash: Clash of Legends

Thunderbolt

Spell • Elemental • Caster



Ranged • Magical • Lightning

Deals 1 + Mental damage to the paired enemy hero.
You may modify 1 of your Prepared Dice and keep it as Dice.

Blades of Ash: Clash of Legends

Thunderbolt

Spell • Elemental • Caster



Ranged • Magical • Lightning

Deals 1 + Mental damage to the paired enemy hero.
You may modify 1 of your Prepared Dice and keep it as Dice.

Blades of Ash: Clash of Legends

Chain Lightning

Spell • Elemental • Caster



Ranged • Magical • Lightning • Area

Deals 2 + Mental damage to the paired enemy hero and to each adjacent enemy hero.

Blades of Ash: Clash of Legends

Chain Lightning

Spell • Elemental • Caster



Ranged • Magical • Lightning • Area

Deals 2 + Mental damage to the paired enemy hero and to each adjacent enemy hero.

Blades of Ash: Clash of Legends

Shatter

Support



Detach 1 Equipment attached to the paired enemy hero. That Equipment is placed in its owner's Graveyard.

Blades of Ash: Clash of Legends

Shatter

Support



Detach 1 Equipment attached to the paired enemy hero. That Equipment is placed in its owner's Graveyard.

Blades of Ash: Clash of Legends

Supernatural Speed

Support



Play this Support at the beginning of the Action Resolution Phase.
Choose an adjacent allied hero and swap it with the active allied hero. Place 1 boon counter: Swiftiness on both swapped heroes. The Clash continues normally, considering that the swapped hero is now the active allied hero.

Blades of Ash: Clash of Legends

Supernatural Speed

Support



Play this Support at the beginning of the Action Resolution Phase.
Choose an adjacent allied hero and swap it with the active allied hero.
Place 1 boon counter: Swiftiness on both swapped heroes.
The Clash continues normally, considering that the swapped hero is now the active allied hero.

Blades of Ash: Clash of Legends

Overcharge

Spell • Elemental • Caster



Ranged • Lightning

Place 1 bane counter: Weakened on the paired enemy hero or on an adjacent enemy hero.
You may change 1 of your Prepared Dice and keep it as Dice.

Blades of Ash: Clash of Legends

Overcharge

Spell • Elemental • Caster



Ranged • Lightning

Place 1 bane counter: Weakened on the paired enemy hero or on an adjacent enemy hero.
You may change 1 of your Prepared Dice and keep it as Dice.

Blades of Ash: Clash of Legends