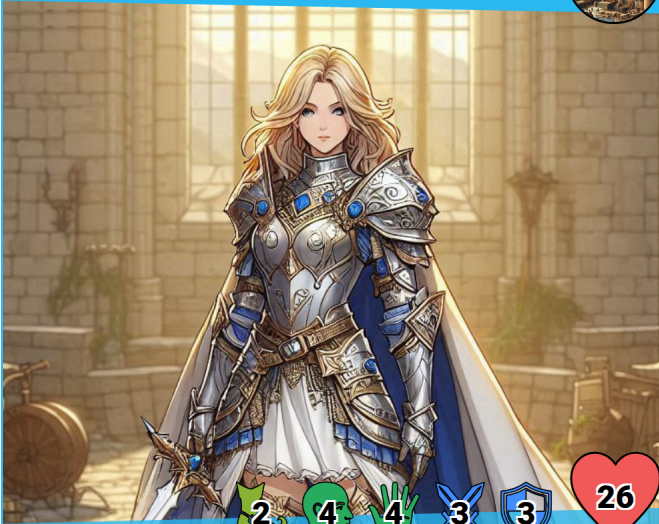


## Annithare Arain

Human • Harbinger • Devotee



2 4 4 3 3 26

**Harbinger:** Can play Tactic and Bulwark Techniques but not Penances.

**Light of Terik:** At the end of the Clash, heal 1 health to this hero and to each adjacent allied hero.

**Fleeting Cut** *Melee • Physical • Slashing*

Deals 3 + Strength damage to the paired enemy hero.

**Light Beam** *Ranged • Magical • Light*

Deals 4 + Mental damage to the paired enemy hero.

If you have already played a Prayer or Bulwark Action in this Clash, instead you may heal 4 health to 1 adjacent allied hero.

Blades of Ash: Clash of Legends

## Belain Thalier

Human • Paragon • Fighter



2 2 3 4 4 27

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

**Closed Formation:** While this hero is the active allied hero, adjacent allied heroes take -1 damage from Area Attacks.

**Combined Strike** *Melee • Physical • Slashing*

Deals 2 + Strength damage to the paired enemy hero.

Deals +1 damage for each adjacent allied hero with at least 1 Weapon attached.

**Inspiring Strike** *Melee • Physical • Crushing*

Deals 3 + Strength damage to the paired enemy hero.

Place 1 boon counter: Inspired on this hero or on a random adjacent allied hero.

Blades of Ash: Clash of Legends

## Bostar Asfareth

Human • Harbinger • Devotee



2 3 4 3 3 27

**Harbinger:** Can play Tactic and Bulwark Techniques but not Penances.

**Warden of the Wall:** Each time you play a Light Litany, remove 1 random bane counter from this hero or from 1 adjacent allied hero.

**Liturgical Strike** *Melee • Physical • Light*

Deals 2 + Strength damage to the paired enemy hero.

You may reveal or discard a Prayer or Bulwark from your hand: it deals +1 damage, or +2 if you discarded it.

**Concussive Smash** *Melee • Physical • Crushing*

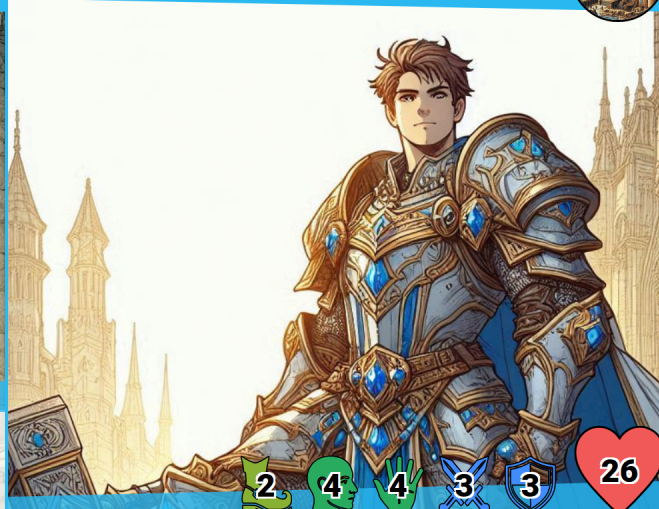
Deals 2 + Strength damage to the paired enemy hero and places 1 bane counter: Numbed on them.

If you have at least 1 Mace attached and active, it deals +2 damage.

Blades of Ash: Clash of Legends

## Bronthar Estei

Human • Harbinger • Devotee



2 4 4 3 3 26

**Harbinger:** Can play Tactic and Bulwark Techniques but not Penances.

**Fury of the Estei:** If this hero has dealt Light damage in this Clash, deals +1 damage with Physical Attacks.

**Crushing Impact** *Melee • Physical • Crushing*

Deals 3 + Strength damage to the paired enemy hero.

**Hammer of Light** *Melee • Magical • Light • Area*

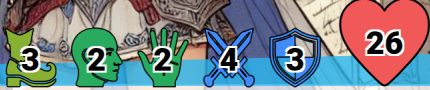
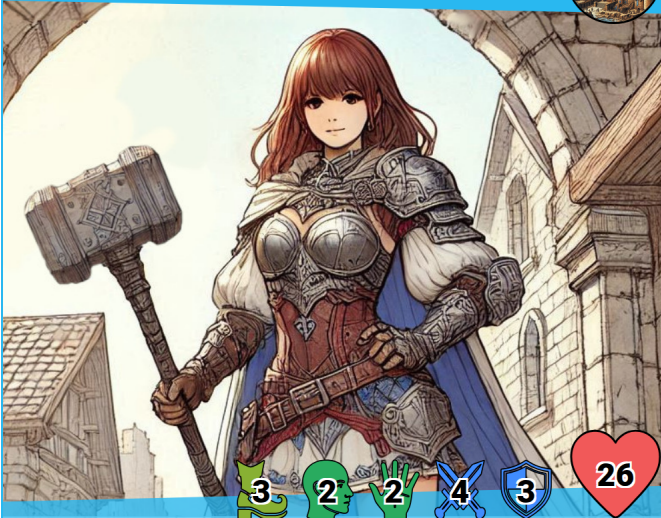
Deals 2 + Strength damage to the paired enemy hero and 1 + Mental damage to 1 random adjacent enemy hero.

If you have already played a Prayer or Bulwark Action in this Clash, place 1 bane counter: Stunned on them.

Blades of Ash: Clash of Legends

## Esthalia Bannai

Human • Vanguard • Fighter



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

**Forged Courage:** The first time this hero takes damage in each Clash, place 1 boon counter: Resolute on them.

**Hammer Blow** *Melee • Physical • Crushing*   
Deals 3 + Strength damage to the paired enemy hero.

**Concussive Smash** *Melee • Physical • Crushing*   
Deals 2 + Strength damage to the paired enemy hero and places 1 bane counter: Numbed on them.  
If you have at least 1 Mace attached and active, it deals +2 damage.

Blades of Ash: Clash of Legends

## Golder Thorun

Human • Vanguard • Fighter



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

**Warrior's Oath:** If this hero has played at least 1 Assault or Tactic in this Clash, deals +1 damage with Single-Target Attacks.

**Precise Slash** *Melee • Physical • Slashing*   
Deals 3 + Strength damage to the paired enemy hero.

**Chained Cuts** *Melee • Physical • Slashing • Area*   
Deals 2 + Strength damage to the paired enemy hero and 1 adjacent enemy hero.  
If this hero has at least 1 attached and active Sword, they each take +1 damage.

Blades of Ash: Clash of Legends

## Jonthar Arain

Human • Vanguard • Fighter



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

**Diligent Squire:** This hero may attach Equipments it plays to adjacent allied heroes.

**Combined Strike** *Melee • Physical • Slashing*   
Deals 2 + Strength damage to the paired enemy hero.  
Deals +1 damage for each adjacent allied hero with at least 1 Weapon attached.

**Swift Squire** *Melee • Physical • Slashing*   
Deals 3 + Strength damage to the paired enemy hero.  
You may reveal the top Card of your Deck: if it's an Equipment, put it on your hand.

Blades of Ash: Clash of Legends

## Serenya Valenne

Human • Harbinger • Devotee



**Harbinger:** Can play Tactic and Bulwark Techniques but not Penances.

**Exemplary Light:** When you play your first Light Litany in each Clash, place 1 boon counter: Exalted on 1 adjacent allied hero.

**Precise Slash** *Melee • Physical • Slashing*   
Deals 3 + Strength damage to the paired enemy hero.

**Redeeming Hammer** *Melee • Magical • Light*   
Deals 3 + Mental damage to the paired enemy hero.  
If you have already played a Prayer or Bulwark Action in this Clash, heals 2 health to an adjacent allied hero.

Blades of Ash: Clash of Legends

## Thalen Ardess

Human • Paragon • Fighter



2 2 4 3 4 27

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

**Inspiring Hero:** At the start of the Clash, choose this hero and each adjacent allied hero. Place on each 1 different boon counter among Inspired, Resolute, or Invigorated.

**Luminous Strike** *Melee • Physical • Slashing*

Deals 2 + Strength damage to the paired enemy hero.

If this hero has at least 1 boon counter: Inspired, it deals +1 damage and heals 1 adjacent allied hero 1 health.

**Lethal Slash** *Melee • Physical • Slashing*

Deals 4 + Strength damage to the paired enemy hero.

Blades of Ash: Clash of Legends

## Elyra Danneth

Human • Paragon • Fighter



2 2 3 4 4 27

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

**Echo of Command:** At the start of the Action Resolution Phase, if you won Initiative, return 1 Tactic Card from your Graveyard to your hand.

**Protective Blow** *Melee • Physical • Crushing*

Deals 2 + Strength damage to the paired enemy hero.

If this hero has at least 1 boon counter: Inspired, they take -1 damage from Attacks until their next activation.

**Sword of Conviction** *Melee • Physical • Slashing*

Deals 3 + Strength damage to the paired enemy hero.

You may remove up to 3 Chant or Bulwark Cards from your Graveyard; it deals +1 additional damage for each one removed.

Blades of Ash: Clash of Legends

## On Guard

Support



**Persistent:** Until the end of the Clash.

You may play this Support as a **Reaction:** When you play an Attack.

Weapon Cards attached by the active allied hero activate immediately.

If you play it as a Reaction, immediately activate 1 Weapon already attached to the active allied hero and this Card loses **Persistent**.

Blades of Ash: Clash of Legends

## On Guard

Support



**Persistent:** Until the end of the Clash.

You may play this Support as a **Reaction:** When you play an Attack.

Weapon Cards attached by the active allied hero activate immediately.

If you play it as a Reaction, immediately activate 1 Weapon already attached to the active allied hero and this Card loses **Persistent**.

Blades of Ash: Clash of Legends

## Raise the Guard

Technique • Bulwark • Fighter



**Reaction:** When the active allied hero is targeted by a Single-Target Ranged Attack.

That attack deals -2 damage.

Blades of Ash: Clash of Legends

**Raise the Guard**  
Technique • Bulwark • Fighter

**Celestial Aegis Amulet**  
Equipment • Armor • Amulet

**Celestial Aegis Amulet**  
Equipment • Armor • Amulet

**Reaction:** When the active allied hero is targeted by a Single-Target Ranged Attack.  
That attack deals -2 damage.

**Unique**  
When you attach this Equipment, draw 1 Card.  
The attached hero gains:  
At the beginning of the Action Resolution Phase, choose 1:  
• Place 1 boon counter: Invigorated on this hero.  
• Place 1 boon counter: Resolute on this hero.  
• Heal 1 health to this hero.

**Unique**  
When you attach this Equipment, draw 1 Card.  
The attached hero gains:  
At the beginning of the Action Resolution Phase, choose 1:  
• Place 1 boon counter: Invigorated on this hero.  
• Place 1 boon counter: Resolute on this hero.  
• Heal 1 health to this hero.

Blades of Ash: Clash of Legends

Blades of Ash: Clash of Legends

Blades of Ash: Clash of Legends

**Refit**  
Technique • Tactic • Fighter

**Refit**  
Technique • Tactic • Fighter

**Luminis Armor**  
Equipment • Armor • Chestplate

Draw 1 card.  
You may discard up to 2 **Equipment** cards from your hand. For each Equipment card discarded this way, draw 1 additional card.

Draw 1 card.  
You may discard up to 2 **Equipment** cards from your hand. For each Equipment card discarded this way, draw 1 additional card.

When you attach this Equipment, draw 1 Card.  
The attached hero takes -1 Magical damage.

Blades of Ash: Clash of Legends

Blades of Ash: Clash of Legends

Blades of Ash: Clash of Legends

**Luminis Armor**  
Equipment • Armor • Chestplate

**Elaborate Armor**  
Equipment • Armor • Chestplate

**Elaborate Armor**  
Equipment • Armor • Chestplate

When you attach this Equipment, draw 1 Card.  
The attached hero takes -1 Magical damage.

The attached hero takes -1 Physical damage.




The attached hero takes -1 Physical damage.

Blades of Ash: Clash of Legends




Blades of Ash: Clash of Legends

Blades of Ash: Clash of Legends





**Fine Craftsmanship**  
Support

**Fine Craftsmanship**  
Support

**Blessing of Knowledge**  
Litany • Prayer • Devotee

**Reaction:** When the active allied hero is targeted by a Single-Target Melee Attack.  
That Attack deals -2 damage.  
If the target hero of that Attack has at least 1 attached and active Weapon, the attacking hero takes 2 Direct Damage.

**Reaction:** When the active allied hero is targeted by a Single-Target Melee Attack.  
That Attack deals -2 damage.  
If the target hero of that Attack has at least 1 attached and active Weapon, the attacking hero takes 2 Direct Damage.





Draw 2 Cards.

Blades of Ash: Clash of Legends





Blades of Ash: Clash of Legends

Blades of Ash: Clash of Legends





**Blessing of Knowledge**  
Litany • Prayer • Devotee

**Blessing of Protection**  
Litany • Chant • Devotee

**Blessing of Protection**  
Litany • Chant • Devotee

Draw 2 Cards.

**Persistent:** Until the end of the Battle Round.  
You may play this Litany as a **Reaction:** When the paired enemy hero plays a Physical Attack.  
Each allied hero in subsequent pairings takes -1 Physical damage.  
If you play it as a **Reaction**, this Card loses **Persistent** at the end of the Clash.





**Persistent:** Until the end of the Battle Round.  
You may play this Litany as a **Reaction:** When the paired enemy hero plays a Physical Attack.  
Each allied hero in subsequent pairings takes -1 Physical damage.  
If you play it as a **Reaction**, this Card loses **Persistent** at the end of the Clash.

Blades of Ash: Clash of Legends





Blades of Ash: Clash of Legends

Blades of Ash: Clash of Legends




**Search the Armory**  
Support

**Search the Armory**  
Support

**Luminar Champion**  
Litany • Chant • Devotee


Reveal the top 4 Cards of your Library. Put any number of Equipment Cards from among them into your Hand, and place the rest on the bottom of your Library in any order.

Reveal the top 4 Cards of your Library. Put any number of Equipment Cards from among them into your Hand, and place the rest on the bottom of your Library in any order.


Heal 2 health to the active allied hero.  
Place 1 boon counter: Exalted on the active allied hero.

Blades of Ash: Clash of Legends

Blades of Ash: Clash of Legends

Blades of Ash: Clash of Legends

**Luminar Champion**  
Litany • Chant • Devotee

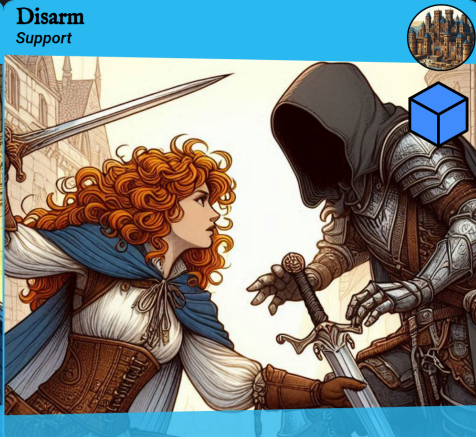


Self • Light

Heal 2 health to the active allied hero.  
Place 1 boon counter: Exalted on the active allied hero.

Blades of Ash: Clash of Legends

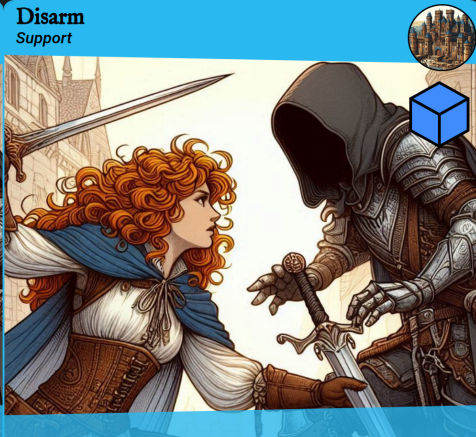
**Disarm**  
Support



Detach 1 Weapon attached to the paired enemy hero. That Weapon is placed in its owner's Graveyard.  
You may pay the cost of that Weapon: instead of placing it in the Graveyard, attach it to the active allied hero. The active allied hero must meet all requirements to attach the Weapon, except for Faction.

Blades of Ash: Clash of Legends

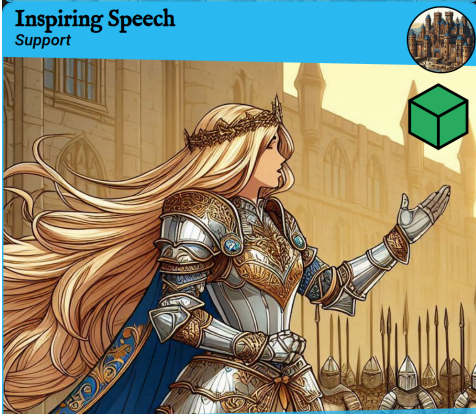
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Blades of Ash: Clash of Legends

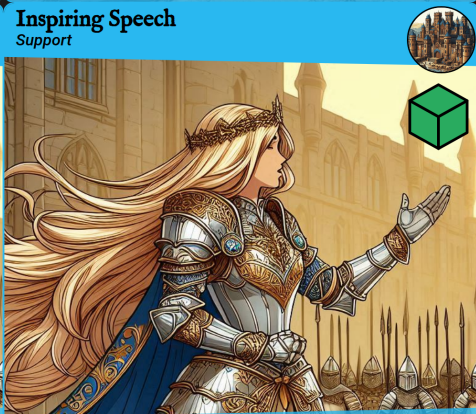
**Inspiring Speech**  
Support



Place 1 boon counter: Inspired on each adjacent allied hero.

Blades of Ash: Clash of Legends

**Inspiring Speech**  
Support



Place 1 boon counter: Inspired on each adjacent allied hero.

Blades of Ash: Clash of Legends

**Chosen by the Light**  
Litany • Chant • Devotee



Unique      Aura • Light

For the active allied hero and each adjacent allied hero, choose 1:

- Place 1 boon counter: Inspired and 1 boon counter: Invigorated on that hero.
- Place 1 boon counter: Exalted and 1 boon counter: Resolute on that hero.
- Heal 2 health to that hero.

Blades of Ash: Clash of Legends

**Chosen by the Light**  
Litany • Chant • Devotee



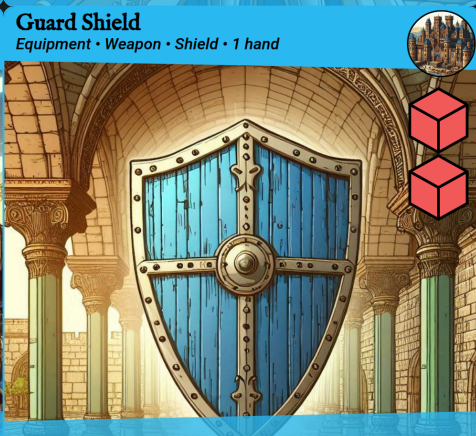
Unique      Aura • Light

For the active allied hero and each adjacent allied hero, choose 1:

- Place 1 boon counter: Inspired and 1 boon counter: Invigorated on that hero.
- Place 1 boon counter: Exalted and 1 boon counter: Resolute on that hero.
- Heal 2 health to that hero.

Blades of Ash: Clash of Legends

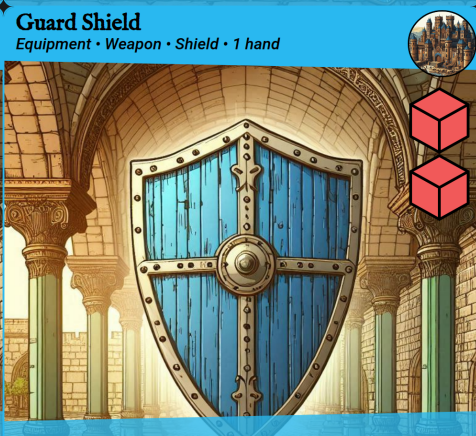
**Guard Shield**  
Equipment • Weapon • Shield • 1 hand



The attached hero takes -1 damage from Ranged Attacks.

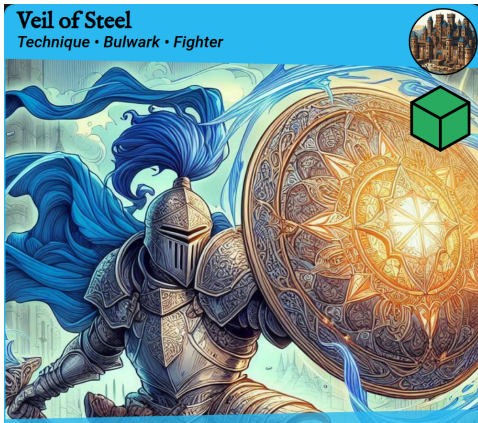
Blades of Ash: Clash of Legends

**Guard Shield**  
Equipment • Weapon • Shield • 1 hand



The attached hero takes -1 damage from Ranged Attacks.

Blades of Ash: Clash of Legends



**Veil of Steel**  
Technique • Bulwark • Fighter

**Reaction:** When the active allied hero becomes the target of a Single-Target Magic Attack. That attack deals -2 damage.

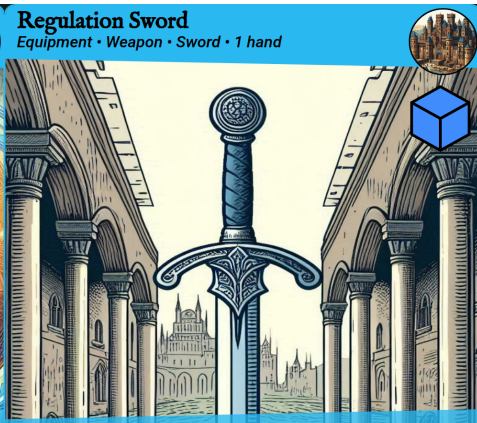
Blades of Ash: Clash of Legends



**Veil of Steel**  
Technique • Bulwark • Fighter

**Reaction:** When the active allied hero becomes the target of a Single-Target Magic Attack. That attack deals -2 damage.

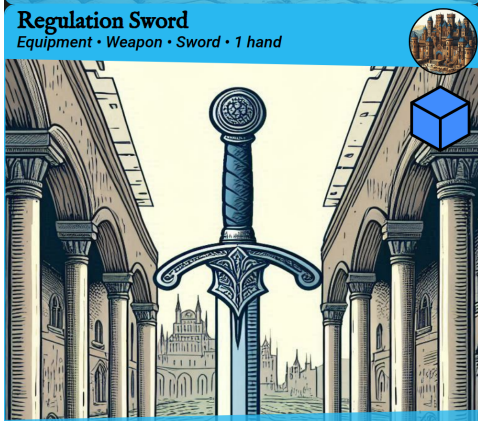
Blades of Ash: Clash of Legends



**Regulation Sword**  
Equipment • Weapon • Sword • 1 hand

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

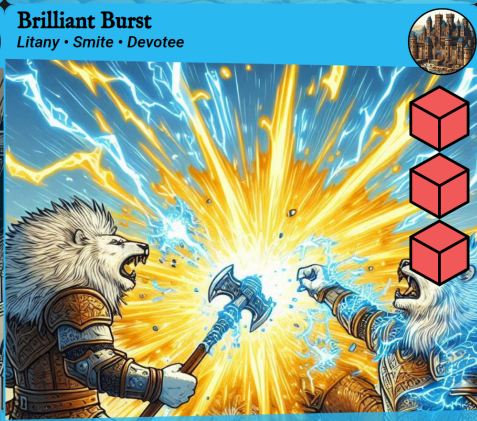
Blades of Ash: Clash of Legends



**Regulation Sword**  
Equipment • Weapon • Sword • 1 hand

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

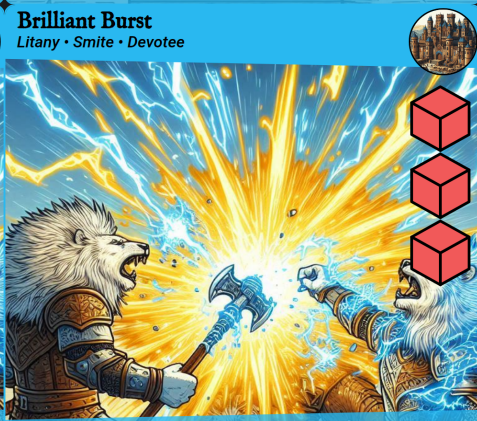
Blades of Ash: Clash of Legends



**Brilliant Burst**  
Litany • Smite • Devotee

**Ranged • Magical • Light • Area**  
Deal 2 + Mental damage to the paired enemy hero. Deal 1 + Mental damage to 1 random adjacent enemy hero. Place 1 bane counter: Stunned on each hero damaged this way.

Blades of Ash: Clash of Legends



**Brilliant Burst**  
Litany • Smite • Devotee

**Ranged • Magical • Light • Area**  
Deal 2 + Mental damage to the paired enemy hero. Deal 1 + Mental damage to 1 random adjacent enemy hero. Place 1 bane counter: Stunned on each hero damaged this way.

Blades of Ash: Clash of Legends



**Raise the Banner**  
Support

**Unique**  
Place 1 boon counter: Exalted on each adjacent allied hero. Remove 1 random bane counter from each adjacent allied hero.

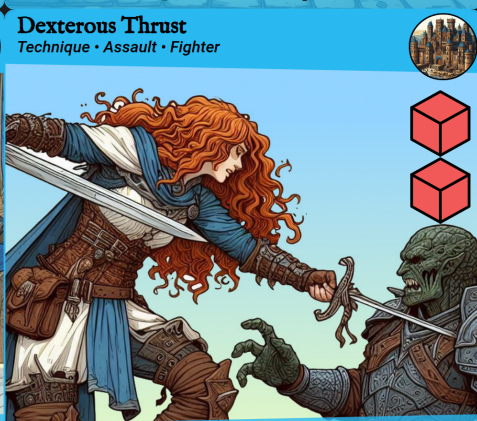
Blades of Ash: Clash of Legends



**Raise the Banner**  
Support

**Unique**  
Place 1 boon counter: Exalted on each adjacent allied hero. Remove 1 random bane counter from each adjacent allied hero.

Blades of Ash: Clash of Legends




**Dexterous Thrust**  
Technique • Assault • Fighter

**Melee • Physical • Piercing**  
Deals 2 + Strength damage to the paired enemy hero. Place 1 boon counter: Inspired on the active allied hero.

Blades of Ash: Clash of Legends

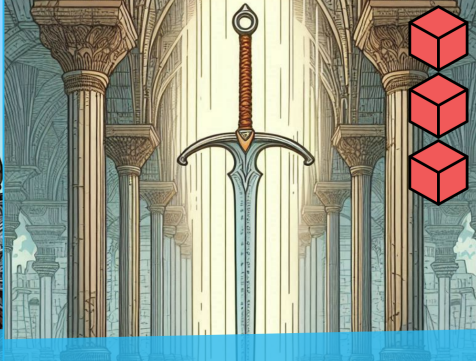
**Dexterous Thrust**  
Technique • Assault • Fighter



Melee • Physical • Piercing

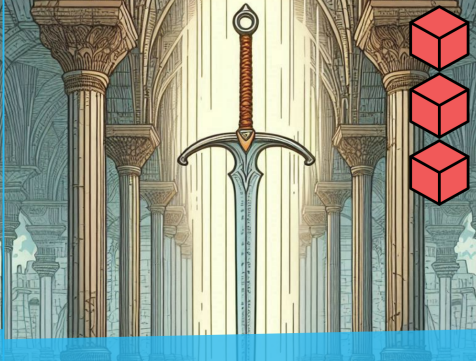
Deals 2 + Strength damage to the paired enemy hero. Place 1 boon counter: Inspired on the active allied hero.

**Iron Star**  
Equipment • Weapon • Sword • 2 Hands




The attached hero deals +2 damage with Melee Physical Slashing Attacks.

**Iron Star**  
Equipment • Weapon • Sword • 2 Hands



The attached hero deals +2 damage with Melee Physical Slashing Attacks.


**Luminous Force**  
Litany • Chant • Devotee



Self • Light

**Persistent:** Until the end of the Clash.  
Each Light Action played by the active allied hero deals +1 damage or heals +1.

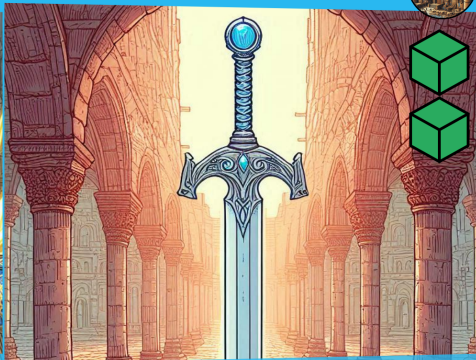
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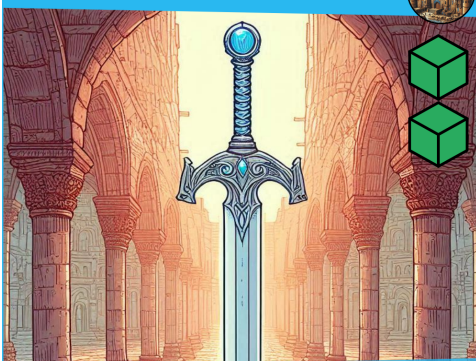
**Silver Justice**  
Equipment • Weapon • Sword • 1 hand



Unique

The attached hero deals +1 damage with Single-Target Melee Physical Slashing Attacks.  
The first Melee Physical Slashing Attack the attached hero performs in each Clash, in addition to its effect, places 1 boon counter: Inspired on the attached hero or on a random adjacent allied hero.

**Silver Justice**  
Equipment • Weapon • Sword • 1 hand



Unique

The attached hero deals +1 damage with Single-Target Melee Physical Slashing Attacks.  
The first Melee Physical Slashing Attack the attached hero performs in each Clash, in addition to its effect, places 1 boon counter: Inspired on the attached hero or on a random adjacent allied hero.

**Eternal Light**  
Equipment • Weapon • Mace • 2 Hands



The attached hero deals +1 damage with Single-Target Melee Physical Blunt Attacks.  
The attached hero deals +1 damage with Single-Target Melee Magical Light Attacks.  
**Resonate:** Draw 1 Card.

**Eternal Light**  
Equipment • Weapon • Mace • 2 Hands



The attached hero deals +1 damage with Single-Target Melee Physical Blunt Attacks.  
The attached hero deals +1 damage with Single-Target Melee Magical Light Attacks.  
**Resonate:** Draw 1 Card.

### Healing Light

Litany • Prayer • Devotee



Ranged • Light

Heal 3 health to 1 adjacent allied hero.

Blades of Ash: Clash of Legends

### Healing Light

Litany • Prayer • Devotee



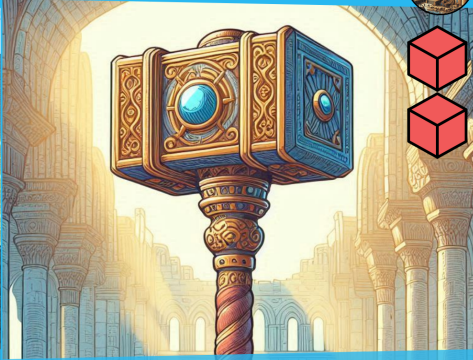
Ranged • Light

Heal 3 health to 1 adjacent allied hero.

Blades of Ash: Clash of Legends

### Oathbound Mace

Equipment • Weapon • Mace • 1 hand

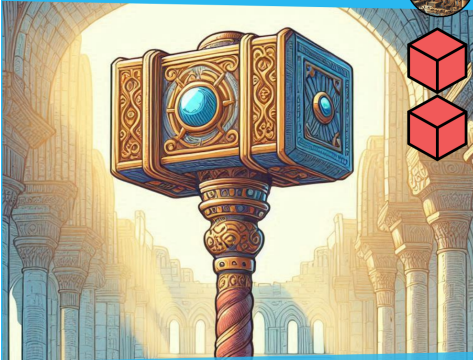


The attached hero deals +1 damage with Single-Target Melee Physical Crushing Attacks.

Blades of Ash: Clash of Legends

### Oathbound Mace

Equipment • Weapon • Mace • 1 hand



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

Blades of Ash: Clash of Legends

### Aggressive Stance

Technique • Tactic • Fighter



**Persistent:** Until the end of the Clash.  
Play this Technique at the start of the Clash, before preparing Action Dice.

The active allied hero deals +1 Physical damage and +1 Magical damage.  
The active allied hero takes +1 Physical damage and +1 Magical damage.

Blades of Ash: Clash of Legends

### Aggressive Stance

Technique • Tactic • Fighter



**Persistent:** Until the end of the Clash.  
Play this Technique at the start of the Clash, before preparing Action Dice.

The active allied hero deals +1 Physical damage and +1 Magical damage.  
The active allied hero takes +1 Physical damage and +1 Magical damage.

Blades of Ash: Clash of Legends

### Defensive Stance

Technique • Tactic • Fighter



**Persistent:** Until the end of the Clash.  
Play this Technique at the start of the Clash, before preparing Action Dice.

The active allied hero deals -1 Physical damage and -1 Magical damage.  
The active allied hero takes -1 Physical damage and -1 Magical damage.

Blades of Ash: Clash of Legends

### Defensive Stance

Technique • Tactic • Fighter



**Persistent:** Until the end of the Clash.  
Play this Technique at the start of the Clash, before preparing Action Dice.

The active allied hero deals -1 Physical damage and -1 Magical damage.  
The active allied hero takes -1 Physical damage and -1 Magical damage.

Blades of Ash: Clash of Legends

### Spinning Slash

Technique • Assault • Fighter



Melee • Physical • Slashing • Area

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

Blades of Ash: Clash of Legends

### Spinning Slash

Technique • Assault • Fighter

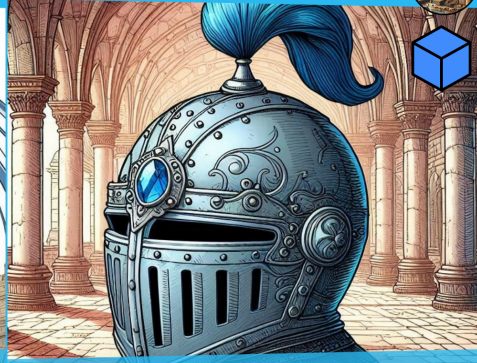


Melee • Physical • Slashing • Area

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

### Helm of Enduring Light

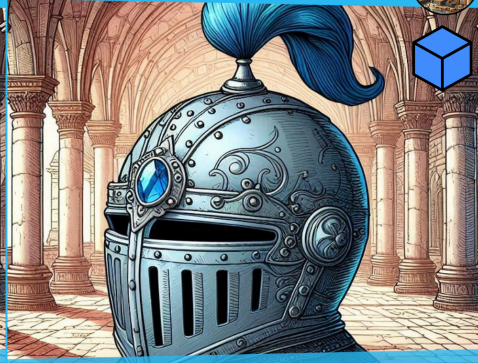
Equipment • Armor • Helm



This Equipment can only be attached to a Paragon or Harbinger hero.  
The first time you spend 1 Die in each Clash, you may keep it as a Prepared Die.

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