

Antral
Orc • Vanguard • Fighter



3 2 3 4 4 26

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

Bloody Tribute: Each time this hero deals damage to a hero with at least 1 bane counter on them, that hero takes 1 Direct damage.

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

Oppressive Strike: *Melee • Physical • Slashing*
Deals 3 + Strength damage to the paired enemy hero.
If the target hero has at least 1 bane counter: Terrified, deal +2 damage.

Blades of Ash: Clash of Legends

Arla
Orc • Harrier • Fighter



4 2 2 3 3 26

Harrier: Takes -1 damage from Area Attacks.

Harassment: At the start of the Clash, look at the top Card of the rival player's Deck. Put that Card on the top or bottom of their Deck.

Void Arrow *Ranged • Physical • Piercing*
Deal 2 + Strength damage to the paired enemy hero.
If the rival player has discarded at least 1 Card this Clash, reroll 1 of their Prepared Dice of your choice and deals +1 damage.

Black Arrow *Ranged • Physical • Piercing*
Deals 3 + Strength damage to the paired enemy hero.
If you have already played a Subterfuge or Pressure Action this Clash, it deals +2 damage.

Blades of Ash: Clash of Legends

Eistanaak
Orc • Vanguard • Fighter



2 2 2 5 4 26

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

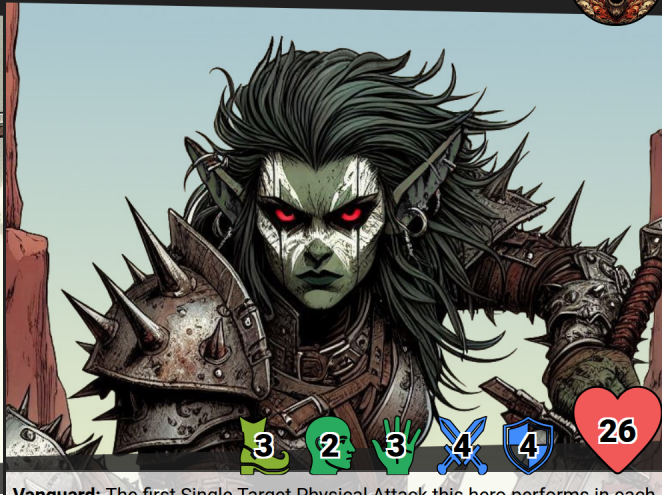
Intimidating Presence: At the start of the Clash, if the rival player has 4 or more Cards in hand, they discard 1 random Card.

Yoke Slash *Melee • Physical • Slashing*
Deals 2 + Strength damage to the paired enemy hero.
If the rival player has discarded at least 1 Card this Clash, it deals +2 damage.

Sweep *Melee • Physical • Slashing • Area*
Deals 2 + Strength damage to the paired enemy hero and to each enemy hero from previous pairings.

Blades of Ash: Clash of Legends

Elreik
Orc • Vanguard • Fighter



3 2 3 4 4 26

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

Savage Impetus: When you play your first Assault or Pressure Technique in each Clash, you may reroll 1 of your Spent Dice and keep it as a Prepared Die.

Dusk Blade *Melee • Physical • Slashing*
Deals 2 + Strength damage to the paired enemy hero.
If the target hero has at least 1 bane counter: Terrified, place 1 bane counter: Exhausted on them if they don't already have one; if they do, deal +2 damage.

Lethal Slash *Melee • Physical • Slashing*
Deals 4 + Strength damage to the paired enemy hero.

Blades of Ash: Clash of Legends

Erdel
Orc • Harrier • Fighter



3 1 3 4 4 27

Harrier: Takes -1 damage from Area Attacks.
Preying on the Weak: The first time it deals damage to each enemy hero in each Clash, that hero removes 1 random boon counter.

Profane Shot *Ranged • Physical • Piercing*
 Deals 3 + Strength damage to the paired enemy hero.
 If the rival player has discarded at least 1 Card this Clash, deals +1 damage and places 1 bane counter: Dimmed on that hero.

Treachorous Shot *Ranged • Physical • Piercing*
 Deals 3 + Strength damage to the paired enemy hero or to an adjacent enemy hero.

Erinla
Orc • Harrier • Fighter



4 2 2 4 2 25

Harrier: Takes -1 damage from Area Attacks.
The Taste of Fear: If this hero has played at least 1 Subterfuge or Pressure in this Clash, deals +1 damage with Single-Target Attacks.

Arrow Shot *Ranged • Physical • Piercing*
 Deals 3 + Strength damage to the paired enemy hero.

Double Shot *Ranged • Physical • Piercing • Area*
 Deals 2 + Strength damage to the paired enemy hero and to 1 random adjacent enemy hero.
 If you have already played a Subterfuge or Pressure Action in this Clash, they each take +1 damage.

Granaak, the Relentless
Orc • Paragon • Fighter



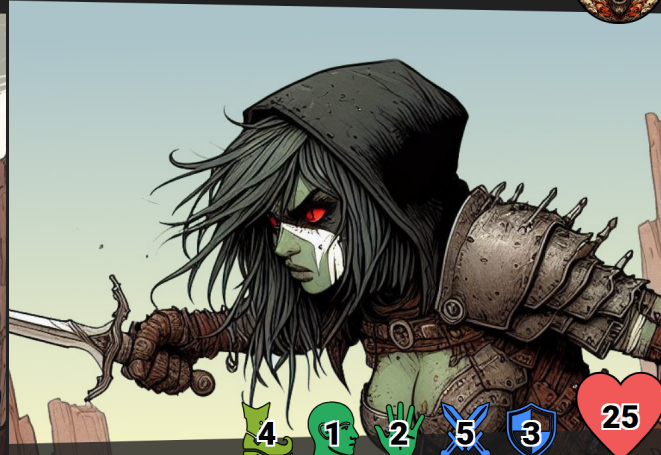
2 3 3 5 5 25

Paragon: At the end of the Clash, if you played a Tactic, draw 1 Card.
Oppressive Pressure: When preparing Action Dice, before making any roll, the paired enemy hero must keep 2 Dice.

Voracious Cut *Melee • Physical • Slashing*
 Deals 3 + Strength damage to the paired enemy hero.
 For each card the rival player has discarded this Clash, it deals +1 damage.

Terrifying Strike *Melee • Physical • Slashing*
 Deals 3 + Strength damage to the paired enemy hero.
 Choose the target hero and 1 adjacent enemy hero. Place 1 bane counter: Terrified on one of them and 1 bane counter: Weakened on the other.

Grendel
Orc • Stalker • Fighter



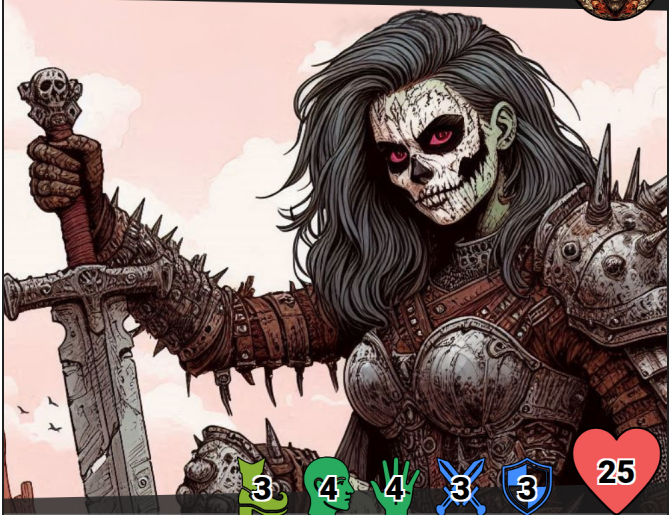
4 1 2 5 3 25

Stalker: Has +1 on their Initiative roll.
Furtive Shadow: If this hero is not the active hero, they take -2 damage from Area or Random Target Attacks.

Silent Stab *Melee • Physical • Piercing*
 Deals 2 + Strength damage to the paired enemy hero.
 If this is this hero's first Action in the Clash, deals +1 damage and the damage from this Attack cannot be reduced or prevented.

Shadow Strike *Melee • Magical • Darkness*
 Deals 3 + Strength damage to the paired enemy hero.
 If the target hero has at least 1 bane counter: Terrified, place 1 bane counter: Dimmed on them, and the rival player rerolls 1 of their Prepared Dice at random.

Váreka, Voice of the Shattered
Orc • Paragon • Fighter



3 4 4 3 3 25

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

Unbearable Whisper: At the start of the Clash, the rival player reveals 1 random Card from their hand. They may discard it or have the paired enemy hero take Direct damage equal to its Cost +1.

Yoke Slash *Melee • Physical • Slashing*

Deals 2 + Strength damage to the paired enemy hero.

If the rival player has discarded at least 1 Card this Clash, it deals +2 damage.

Lethal Slash *Melee • Physical • Slashing*

Deals 4 + Strength damage to the paired enemy hero.

Blades of Ash: Clash of Legends

Saira
Orc • Stalker • Fighter



5 2 3 3 2 25

Stalker: Has +1 on their Initiative roll.

Punish: Each time the paired rival hero plays a Card, they take 1 Direct damage.

Blade of Dread *Melee • Physical • Piercing*

Deal 2 + Strength damage to the paired enemy hero.

If the target hero has at least 1 bane counter: Terrified, make another Attack dealing 2 + Strength Darkness Magic Melee damage.

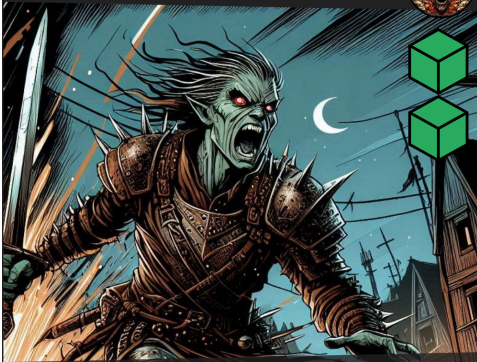
Premeditated Assault *Melee • Physical • Piercing*

Deal 3 + Strength damage to the paired enemy hero.

If this is this hero's first Action in the Clash, return 1 Subterfuge or Pressure Card from your Graveyard to your hand.

Blades of Ash: Clash of Legends

Savage Onslaught
Technique • Assault • Fighter



Melee • Physical • Slashing

Deals 3 + Strength damage to the paired enemy hero.
Place 1 bane counter: Terrified on that hero.

Blades of Ash: Clash of Legends

Savage Onslaught
Technique • Assault • Fighter



Melee • Physical • Slashing

Deals 3 + Strength damage to the paired enemy hero.
Place 1 bane counter: Terrified on that hero.

Blades of Ash: Clash of Legends

Curse of the Inner Flame
Support



Place 1 bane counter: Terrified on the paired enemy hero and on 1 random adjacent enemy hero.
Instead, place 1 bane counter: Exhausted on each that already had at least 1 bane counter: Terrified.

Blades of Ash: Clash of Legends

Curse of the Inner Flame
Support

Blades of Ash: Clash of Legends

Place 1 bane counter: Terrified on the paired enemy hero and on 1 random adjacent enemy hero.
Instead, place 1 bane counter: Exhausted on each that already had at least 1 bane counter: Terrified.

Intimidating Gaze
Technique • Pressure • Fighter

Blades of Ash: Clash of Legends

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

Intimidating Gaze
Technique • Pressure • Fighter

Blades of Ash: Clash of Legends

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

Echoes of Terror
Support

Blades of Ash: Clash of Legends

Reaction: When the paired enemy hero takes Physical damage.
Place 1 bane counter: Terrified on that hero.
Resonate: The rival player rerolls 1 of their Prepared Dice at random.

Echoes of Terror
Support

Blades of Ash: Clash of Legends

Reaction: When the paired enemy hero takes Physical damage.
Place 1 bane counter: Terrified on that hero.
Resonate: The rival player rerolls 1 of their Prepared Dice at random.

Savage Disruption
Technique • Subterfuge • Fighter

Blades of Ash: Clash of Legends

Deals 1 + Agility damage to the paired enemy hero.
The rival player rerolls 1 of their Prepared Dice at random.

Savage Disruption
Technique • Subterfuge • Fighter

Blades of Ash: Clash of Legends

Deals 1 + Agility damage to the paired enemy hero.
The rival player rerolls 1 of their Prepared Dice at random.

Ambush of Sand
Technique • Pressure • Fighter

Blades of Ash: Clash of Legends

Deals 2 + Strength damage to the paired enemy hero.
The rival player discards 1 card at random.

Ambush of Sand
Technique • Pressure • Fighter

Blades of Ash: Clash of Legends

Deals 2 + Strength damage to the paired enemy hero.
The rival player discards 1 card at random.

Shadows in the Mist
Technique • Subterfuge • Fighter



Aura • Darkness

Place 1 bane counter: Dimmed and 1 bane counter: Numbed on the paired enemy hero.
Place 1 boon counter: Elusive on the active allied hero.

Blades of Ash: Clash of Legends

Shadows in the Mist
Technique • Subterfuge • Fighter

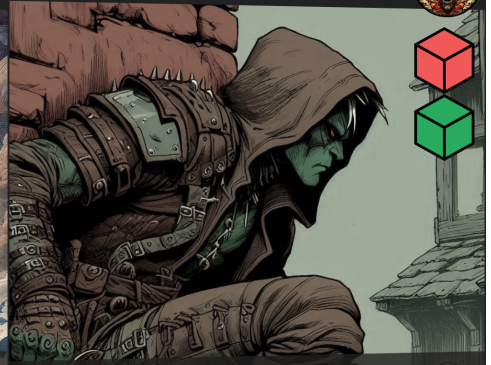


Aura • Darkness

Place 1 bane counter: Dimmed and 1 bane counter: Numbed on the paired enemy hero.
Place 1 boon counter: Elusive on the active allied hero.

Blades of Ash: Clash of Legends

Silent Edge
Technique • Subterfuge • Fighter

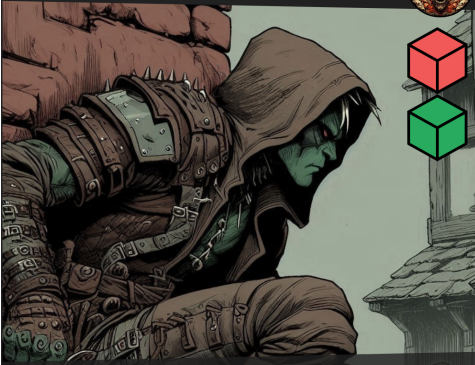


Melee • Physical • Slashing

Deals 3 + Strength damage to the paired enemy hero.
If this is this hero's first action in the Clash, place 1 bane counter: Exhausted on that hero.

Blades of Ash: Clash of Legends

Silent Edge
Technique • Subterfuge • Fighter



Melee • Physical • Slashing

Deals 3 + Strength damage to the paired enemy hero.
If this is this hero's first action in the Clash, place 1 bane counter: Exhausted on that hero.

Blades of Ash: Clash of Legends

Loot and Plunder
Support



The rival player reveals their Hand and you choose 1 Card that is not Support from among the revealed Cards. The rival player discards that Card.

Blades of Ash: Clash of Legends

Loot and Plunder
Support



The rival player reveals their Hand and you choose 1 Card that is not Support from among the revealed Cards. The rival player discards that Card.

Blades of Ash: Clash of Legends

Despoil
Support



Choose between the rival player or yourself. The chosen player discards 2 Cards from their Hand, then draws 1 Card.
Resonate: Draw 1 Card.

Blades of Ash: Clash of Legends

Despoil
Support



Choose between the rival player or yourself. The chosen player discards 2 Cards from their Hand, then draws 1 Card.
Resonate: Draw 1 Card.

Blades of Ash: Clash of Legends

From the Darkness
Support



Reaction: When the rival player draws 1 Card. That player discards 1 Card at random from their Hand.

Blades of Ash: Clash of Legends

From the Darkness
Support



Reaction: When the rival player draws 1 Card.
That player discards 1 Card at random from their Hand.

Blades of Ash: Clash of Legends

Arrow of Despoil
Technique • Pressure • Fighter



Ranged • Physical • Piercing

Deals 3 + Strength damage to the paired enemy hero.
The rival player discards 1 Card from their Hand.

Blades of Ash: Clash of Legends

Arrow of Despoil
Technique • Pressure • Fighter



Ranged • Physical • Piercing

Deals 3 + Strength damage to the paired enemy hero.
The rival player discards 1 Card from their Hand.

Blades of Ash: Clash of Legends

Pay Tribute
Support



Reaction: When the rival player is about to draw 1 or more Cards.
That player draws 1 fewer Card from that effect.
Draw 1 Card.

Blades of Ash: Clash of Legends

Pay Tribute
Support



Reaction: When the rival player is about to draw 1 or more Cards.
That player draws 1 fewer Card from that effect.
Draw 1 Card.

Blades of Ash: Clash of Legends

Hungry Fire
Support



Play this Support at the beginning of the Counter Cleanup phase.
The paired enemy hero takes 1 Direct Damage for each different type of bane counter they have.

Blades of Ash: Clash of Legends

Hungry Fire
Support



Play this Support at the beginning of the Counter Cleanup phase.
The paired enemy hero takes 1 Direct Damage for each different type of bane counter they have.

Blades of Ash: Clash of Legends

Shadow Dance
Technique • Tactic • Fighter



Self • Darkness

Play this Technique at the beginning of the Action Resolution phase.
Persistent: Until the end of the Clash.
The active allied hero's Physical Attacks deal Magic Darkness damage instead of their damage types.

Blades of Ash: Clash of Legends

Shadow Dance
Technique • Tactic • Fighter



Self • Darkness

Play this Technique at the beginning of the Action Resolution phase.
Persistent: Until the end of the Clash.
The active allied hero's Physical Attacks deal Magic Darkness damage instead of their damage types.

Blades of Ash: Clash of Legends

Hungry Shadow
Technique • Tactic • Fighter



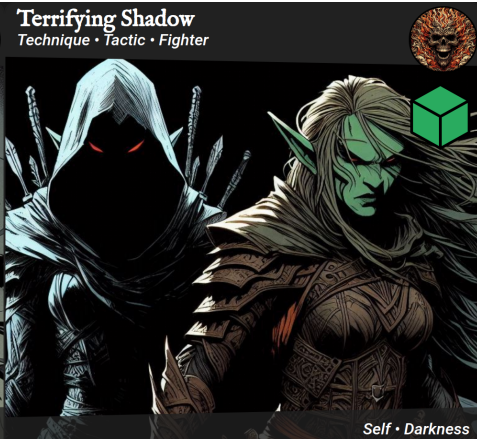
Self • Darkness

Hungry Shadow
Technique • Tactic • Fighter



Self • Darkness

Terrifying Shadow
Technique • Tactic • Fighter



Self • Darkness

Persistent: until the end of the Clash.
Whenever this hero deals Melee Single Target Physical damage, heal 2 health to this hero.

Persistent: until the end of the Clash.
Whenever this hero deals Melee Single Target Physical damage, heal 2 health to this hero.

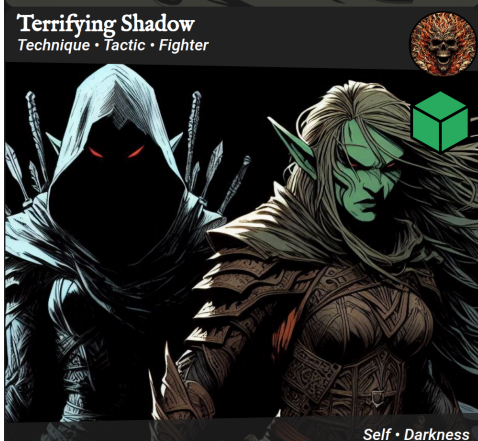
You may play this Technique as a **Reaction**: When the paired enemy hero would reduce the damage of an Attack from the active allied hero.
Persistent: Until the end of the Clash.
The damage from the active allied hero's Attacks cannot be reduced. If you play it as a **Reaction**, apply this effect only to that Attack and this Card loses **Persistent**.

Blades of Ash: Clash of Legends

Blades of Ash: Clash of Legends

Blades of Ash: Clash of Legends

Terrifying Shadow
Technique • Tactic • Fighter



Self • Darkness

Cut Supply Lines
Support



Cut Supply Lines
Support



You may play this Technique as a **Reaction**: When the paired enemy hero would reduce the damage of an Attack from the active allied hero.
Persistent: Until the end of the Clash.
The damage from the active allied hero's Attacks cannot be reduced. If you play it as a **Reaction**, apply this effect only to that Attack and this Card loses **Persistent**.

Persistent: Until the end of the Clash.
The paired enemy hero cannot play Support Cards.

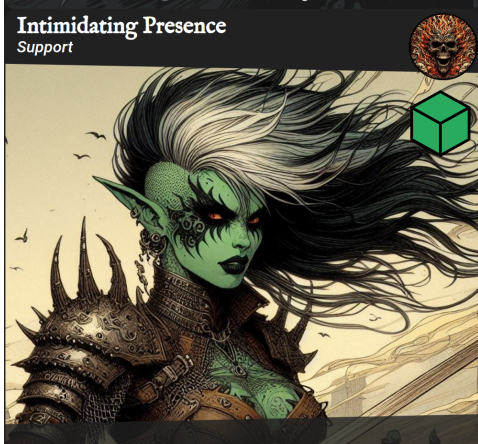
Persistent: Until the end of the Clash.
The paired enemy hero cannot play Support Cards.

Blades of Ash: Clash of Legends

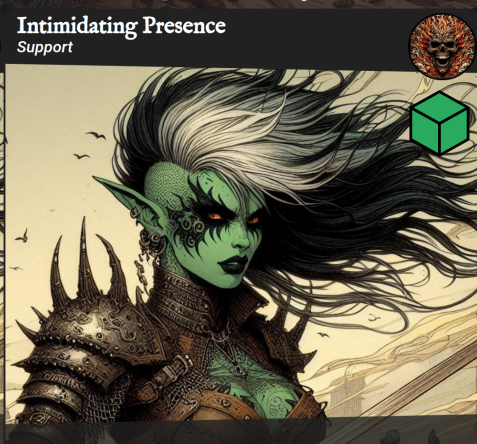
Blades of Ash: Clash of Legends

Blades of Ash: Clash of Legends

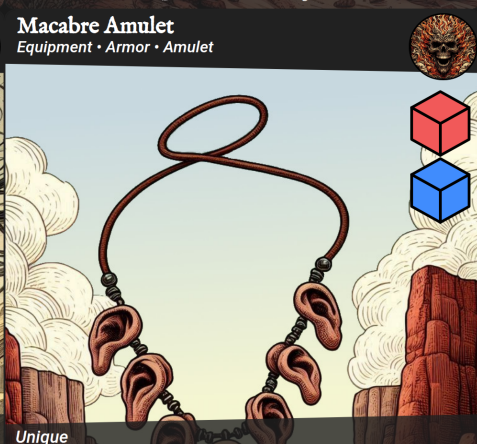
Intimidating Presence
Support



Intimidating Presence
Support



Macabre Amulet
Equipment • Armor • Amulet



Unique

Persistent: Until the end of the Battle Round.
The rival player reveals their Hand, and you choose one of their Cards. That player cannot play that Card.

Persistent: Until the end of the Battle Round.
The rival player reveals their Hand, and you choose one of their Cards. That player cannot play that Card.

When you attach this Equipment, draw 1 Card.
At the beginning of the Action Resolution Phase, choose 1:
• Place 1 bane counter: Dimmed on the paired enemy hero.
• Place 1 bane counter: Weakened on the paired enemy hero.
• The rival player rerolls 1 of their Prepared Dice at random.

Blades of Ash: Clash of Legends

Blades of Ash: Clash of Legends

Blades of Ash: Clash of Legends

Macabre Amulet

Equipment • Armor • Amulet



Unique

When you attach this Equipment, draw 1 Card.

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

- Place 1 bane counter: Dimmed on the paired enemy hero.
- Place 1 bane counter: Weakened on the paired enemy hero.
- The rival player rerolls 1 of their Prepared Dice at random.

Blades of Ash: Clash of Legends

Bow of the Sand Predator

Equipment • Weapon • Bow • 2 Hands



The attached hero's Ranged Piercing Attacks cannot be reduced by effects from Equipment attached to the target hero of those Attacks.

Blades of Ash: Clash of Legends

Bow of the Sand Predator

Equipment • Weapon • Bow • 2 Hands

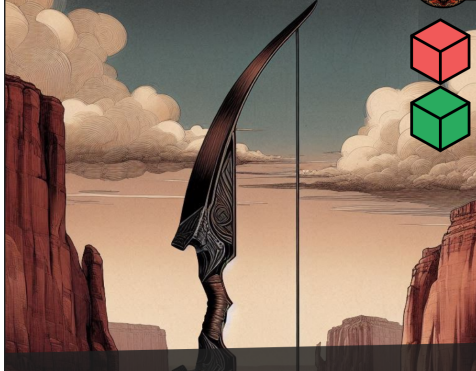


The attached hero's Ranged Piercing Attacks cannot be reduced by effects from Equipment attached to the target hero of those Attacks.

Blades of Ash: Clash of Legends

Bow of the Cracked Sun

Equipment • Weapon • Bow • 2 Hands



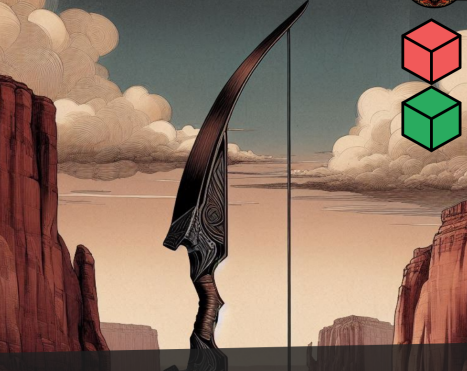
The first time in each Clash the attached hero performs a Single Target Ranged Physical Piercing Attack, choose 1:

- In addition to its effects, that Attack removes 1 boon counter at random from the hero it targets.
- That Attack deals +1 Damage.

Blades of Ash: Clash of Legends

Bow of the Cracked Sun

Equipment • Weapon • Bow • 2 Hands



The first time in each Clash the attached hero performs a Single Target Ranged Physical Piercing Attack, choose 1:

- In addition to its effects, that Attack removes 1 boon counter at random from the hero it targets.
- That Attack deals +1 Damage.

Blades of Ash: Clash of Legends

Spiked Armor

Equipment • Armor • Chestplate



Whenever the attached hero takes damage from a Melee Attack, the attacking hero takes 1 direct damage.

Blades of Ash: Clash of Legends

Spiked Armor

Equipment • Armor • Chestplate

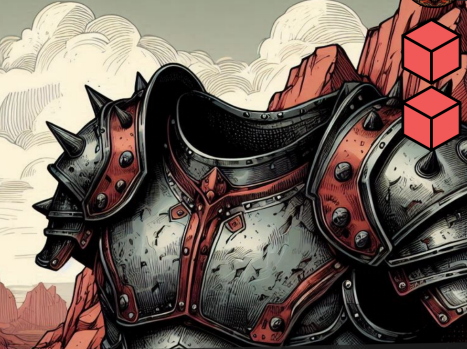


Whenever the attached hero takes damage from a Melee Attack, the attacking hero takes 1 direct damage.

Blades of Ash: Clash of Legends

Obsidian Armor

Equipment • Armor • Chestplate



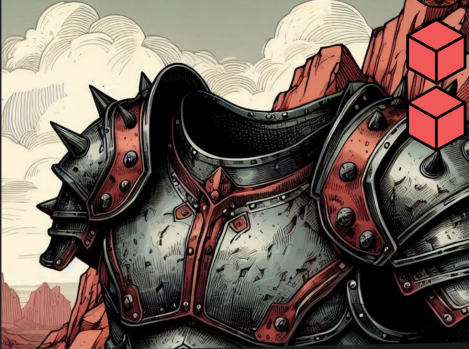
Each time the attached hero becomes the target of a Melee Attack, choose one option you haven't chosen in this Clash:

- Place 1 bane counter: Weakened on the attacking hero.
- Place 1 bane counter: Pained on the attacking hero.
- Place 1 bane counter: Exhausted on the attacking hero.

Blades of Ash: Clash of Legends

Obsidian Armor

Equipment • Armor • Chestplate



Each time the attached hero becomes the target of a Melee Attack, choose one option you haven't chosen in this Clash:

- Place 1 bane counter: Weakened on the attacking hero.
- Place 1 bane counter: Pained on the attacking hero.
- Place 1 bane counter: Exhausted on the attacking hero.

Blades of Ash: Clash of Legends

Biting Blade
Equipment • Weapon • Sword • 1 hand

Unique

Biting Blade
Equipment • Weapon • Sword • 1 hand

Unique

Shadows of the Night
Support

If the target hero has more health than the attached hero, the attached hero deals +1 Damage with Single Target Melee Physical Slashing Attacks.
The first Single Target Melee Physical Slashing Attack the attached hero performs in each Clash, in addition to its effects, removes 1 random boon counter from the target hero.

If the target hero has more health than the attached hero, the attached hero deals +1 Damage with Single Target Melee Physical Slashing Attacks.
The first Single Target Melee Physical Slashing Attack the attached hero performs in each Clash, in addition to its effects, removes 1 random boon counter from the target hero.

Persistent: Until this hero performs an Attack.
This hero takes -1 Damage from Single Target Attacks.
The next Attack performed by this hero deals +1 Damage.

Blades of Ash: Clash of Legends

Blades of Ash: Clash of Legends

Blades of Ash: Clash of Legends

Shadows of the Night
Support

Quick Ash Dagger
Equipment • Weapon • Dagger • 1 hand

Quick Ash Dagger
Equipment • Weapon • Dagger • 1 hand

Persistent: Until this hero performs an Attack.
This hero takes -1 Damage from Single Target Attacks.
The next Attack performed by this hero deals +1 Damage.

The attached hero gains:
Distraction Strike *Melee • Physical • Piercing*
Deal 1 + Strength damage to the paired enemy hero.
If they have at least 1 bane counter: Dimmed, it deals +1 damage.
If they have no bane counter: Dimmed, place 1 on them.

The attached hero gains:
Distraction Strike *Melee • Physical • Piercing*
Deal 1 + Strength damage to the paired enemy hero.
If they have at least 1 bane counter: Dimmed, it deals +1 damage.
If they have no bane counter: Dimmed, place 1 on them.

Blades of Ash: Clash of Legends

Blades of Ash: Clash of Legends

Blades of Ash: Clash of Legends

Ancient Bloodblade
Equipment • Weapon • Sword • hand

Ancient Bloodblade
Equipment • Weapon • Sword • hand

Ash Cut
Technique • Assault • Fighter

Unique *Melee • Physical • Slashing*

The first time in each Clash the attached hero performs a Single Target Melee Physical Slashing Attack, choose 1:
• The target hero cannot heal until the end of the Clash.
• That Attack deals +1 Damage.

The first time in each Clash the attached hero performs a Single Target Melee Physical Slashing Attack, choose 1:
• The target hero cannot heal until the end of the Clash.
• That Attack deals +1 Damage.

Deals 4 + Strength damage to the paired enemy hero.
The target hero cannot heal until the end of the Clash.

Blades of Ash: Clash of Legends

Blades of Ash: Clash of Legends

Blades of Ash: Clash of Legends

Ash Cut
Technique • Assault • Fighter



Unique Melee • Physical • Slashing

Deals 4 + Strength damage to the paired enemy hero.
The target hero cannot heal until the end of the Clash.

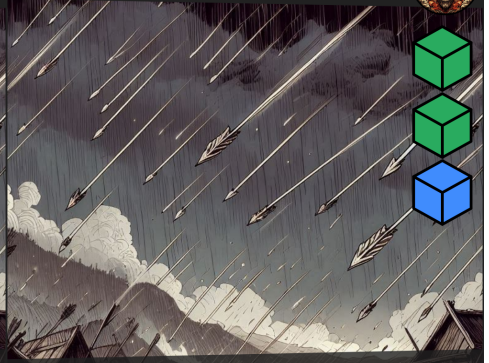
Rain of Arrows
Technique • Assault • Fighter



Ranged • Physical • Piercing • Area

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

Rain of Arrows
Technique • Assault • Fighter



Ranged • Physical • Piercing • Area

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