

Bostar Asfareth

Human • Harbinger • Devotee



2 3 5 3 4 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

Golder Thorun

Human • Vanguard • Fighter



3 2 2 4 3 26

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

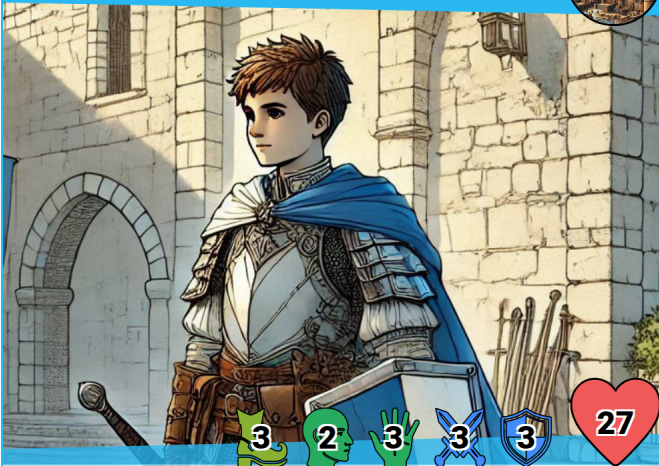
Deals 2 + Strength damage to the paired enemy hero and 1 adjacent enemy hero.

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



3 2 3 3 3 27

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

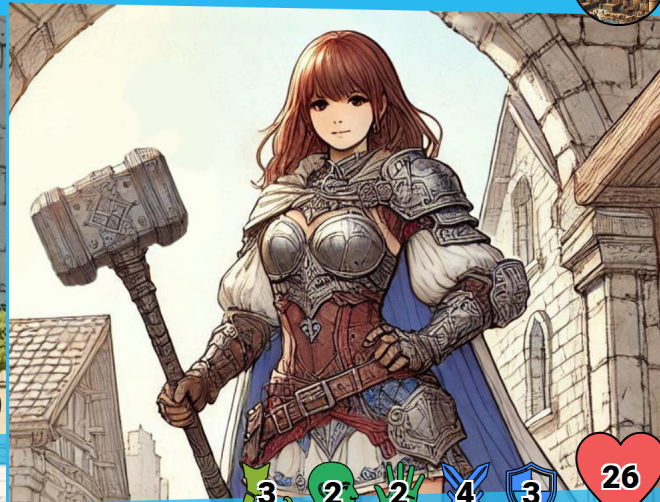
Deals 3 + Strength damage to the paired enemy hero.

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

Esthalia Bannai

Human • Vanguard • Fighter



3 2 2 4 3 26

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


Elyra Danneth


Human • Paragon • Fighter



2 3 4 4 4 26

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


Aggressive Stance

Technique • Tactic • Fighter



Play this Technique at the start of the Action Dice Preparation Phase.
Persistent: Until the end of the Clash.

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



Play this Technique at the start of the Action Dice Preparation Phase.
Persistent: Until the end of the Clash.

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

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


On Guard

Support



You may play this Support as a **Reaction**: When you play an Attack.
Persistent: Until the end of the Clash.

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

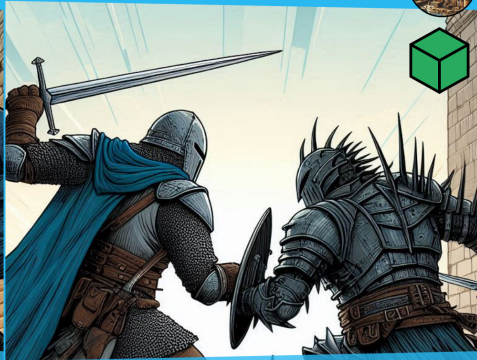
On Guard
Support



You may play this Support as a **Reaction**: When you play an Attack.
Persistent: Until the end of the Clash.
 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


Fine Craftsmanship
Support



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

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

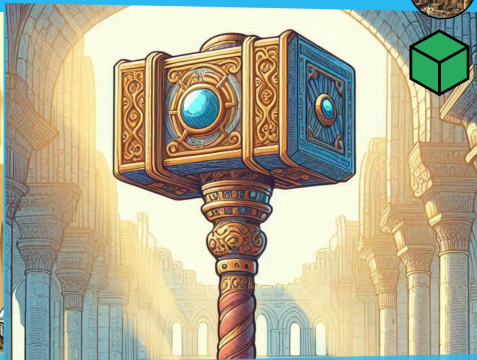
Inspiring Speech
Support



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

Blades of Ash: Clash of Legends

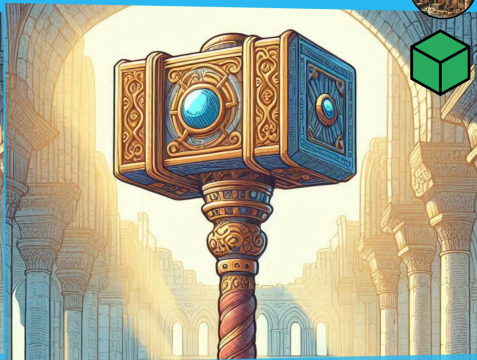
Oathbound Mace
Equipment • Weapon • Mace • 1 hand



The attached hero gains:
Dazzling Strike *Melee • Magical • Light*
 Deals 3 + Strength damage to the paired enemy hero.

Blades of Ash: Clash of Legends

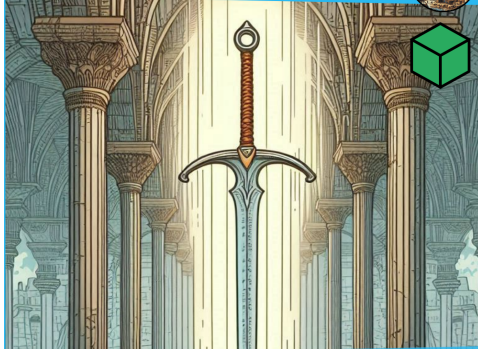
Oathbound Mace
Equipment • Weapon • Mace • 1 hand



The attached hero gains:
Dazzling Strike *Melee • Magical • Light*
 Deals 3 + Strength damage to the paired enemy hero.

Blades of Ash: Clash of Legends

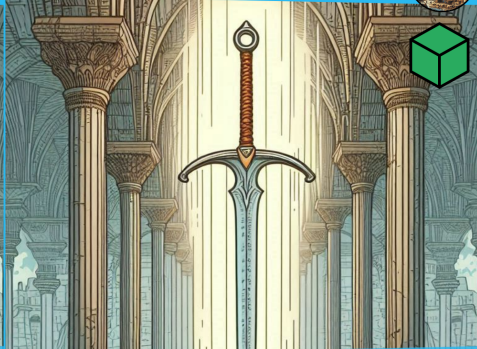
Iron Star
Equipment • Weapon • Sword • 2 Hands



The attached hero gains:
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

Iron Star
Equipment • Weapon • Sword • 2 Hands



The attached hero gains:
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

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

Refit

Technique • Tactic • Fighter



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.

Blades of Ash: Clash of Legends

Refit

Technique • Tactic • Fighter



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.

Blades of Ash: Clash of Legends

Spinning Slash

Technique • Assault • Fighter



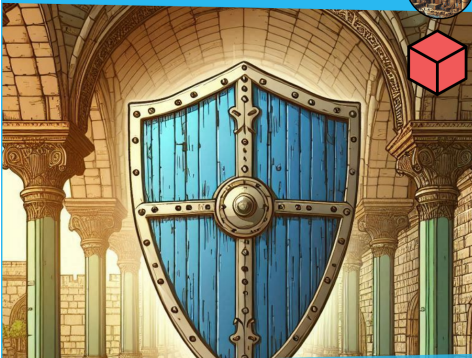
Melee • Physical • Slashing • Area

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

Blades of Ash: Clash of Legends

Guard Shield

Equipment • Weapon • Shield • 1 hand



The attached hero gains:

Shield Bash *Melee • Physical • Crushing*
Place 1 bane counter: Stunned on the paired rival hero.

Blades of Ash: Clash of Legends

Luminis Armor

Equipment • Armor • Chestplate



When you attach this Equipment, draw 1 Card.
If the attached hero has at least 1 boon counter, they take -1 Magical damage.

Blades of Ash: Clash of Legends

Luminis Armor

Equipment • Armor • Chestplate



When you attach this Equipment, draw 1 Card.
If the attached hero has at least 1 boon counter, they take -1 Magical damage.

Blades of Ash: Clash of Legends

Elaborate Armor

Equipment • Armor • Chestplate



If the attached hero has all their Prepared Dice of the same color, they take -1 Physical Damage.

Blades of Ash: Clash of Legends

Elaborate Armor

Equipment • Armor • Chestplate

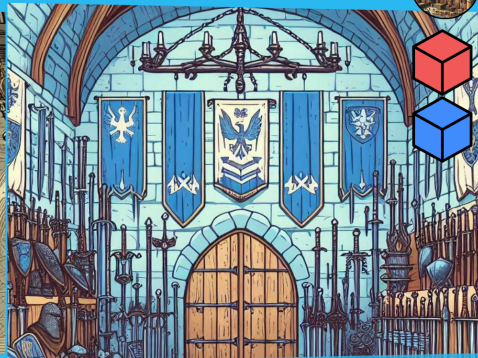


If the attached hero has all their Prepared Dice of the same color, they take -1 Physical Damage.

Blades of Ash: Clash of Legends

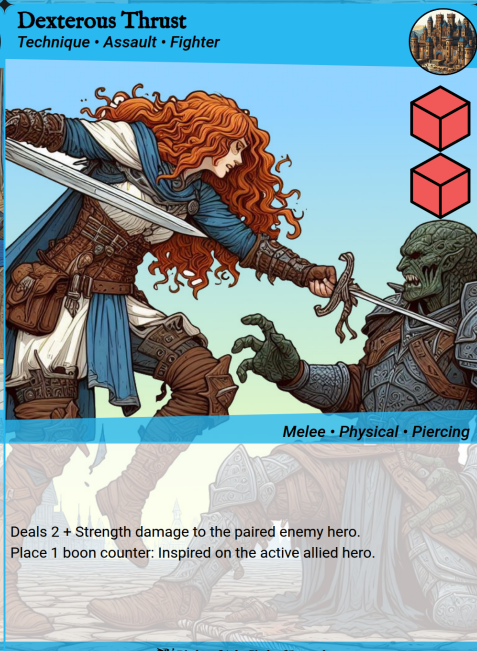
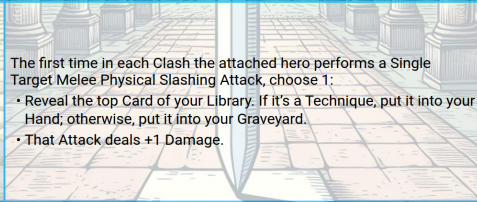
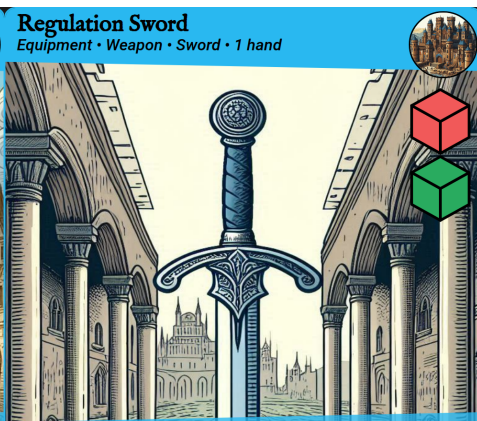
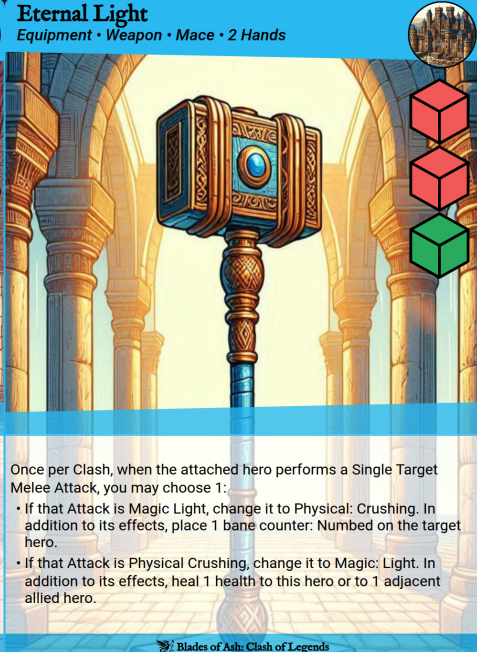
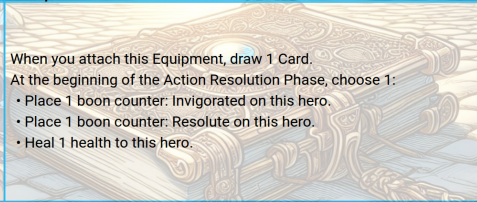
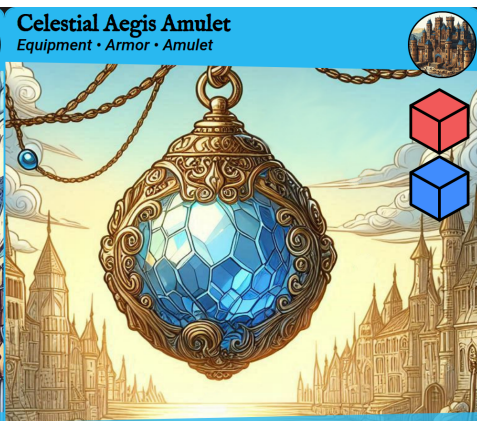
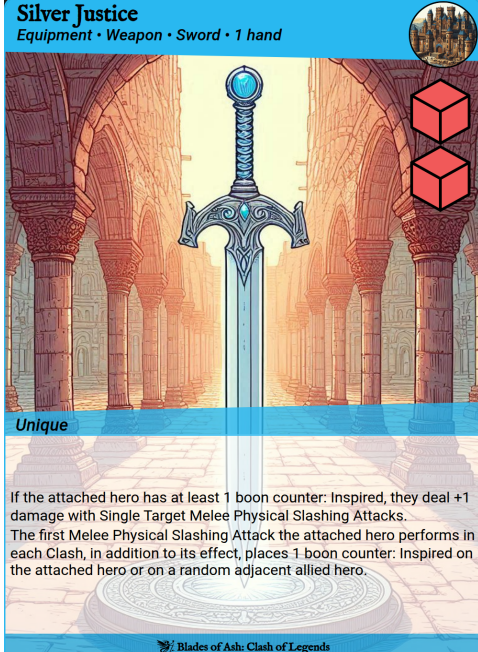
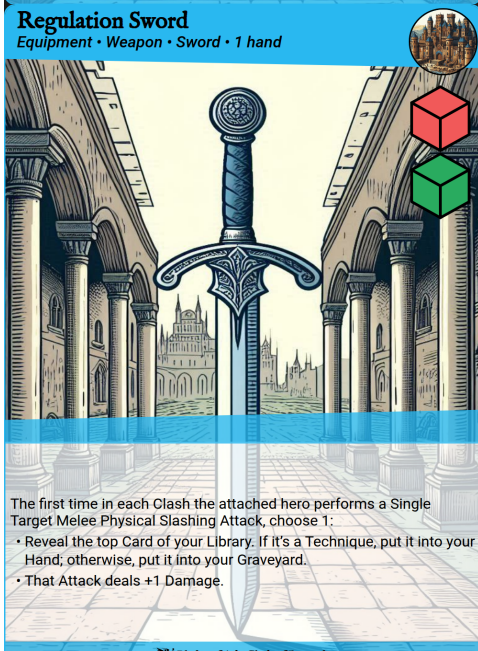
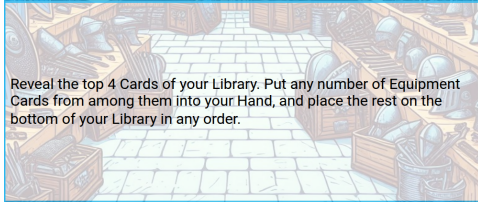
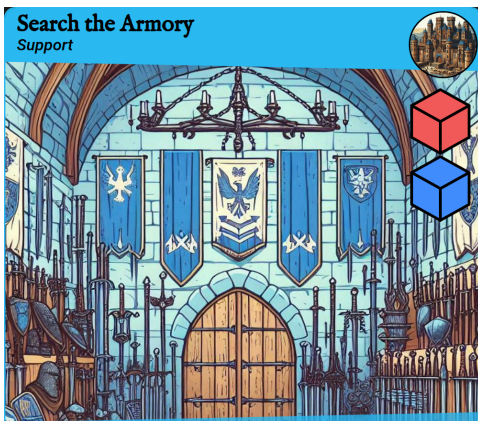
Search the Armory

Support



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.

Blades of Ash: Clash of Legends



Search the Armory
Support

Celestial Aegis Amulet
Equipment • Armor • Amulet

Regulation Sword
Equipment • Weapon • Sword • 1 hand

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.

Unique

When you attach this Equipment, draw 1 Card.
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.

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

- Reveal the top Card of your Library. If it's a Technique, put it into your Hand; otherwise, put it into your Graveyard.
- That Attack deals +1 Damage.

Regulation Sword
Equipment • Weapon • Sword • 1 hand

Raise the Banner
Support

Dexterous Thrust
Technique • Assault • Fighter

The first time in each Clash the attached hero performs a Single Target Melee Physical Slashing Attack, choose 1:
• Reveal the top Card of your Library. If it's a Technique, put it into your Hand; otherwise, put it into your Graveyard.
• That Attack deals +1 Damage.

Unique

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

Melee • Physical • Piercing

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

Silver Justice
Equipment • Weapon • Sword • 1 hand

Eternal Light
Equipment • Weapon • Mace • 2 Hands

Unique

If the attached hero has at least 1 boon counter: Inspired, they deal +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.

Once per Clash, when the attached hero performs a Single Target Melee Attack, you may choose 1:

- If that Attack is Magic Light, change it to Physical: Crushing. In addition to its effects, place 1 bane counter: Numbd on the target hero.
- If that Attack is Physical Crushing, change it to Magic: Light. In addition to its effects, heal 1 health to this hero or to 1 adjacent allied hero.

Blades of Ash: Clash of Legends

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