

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.

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

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*

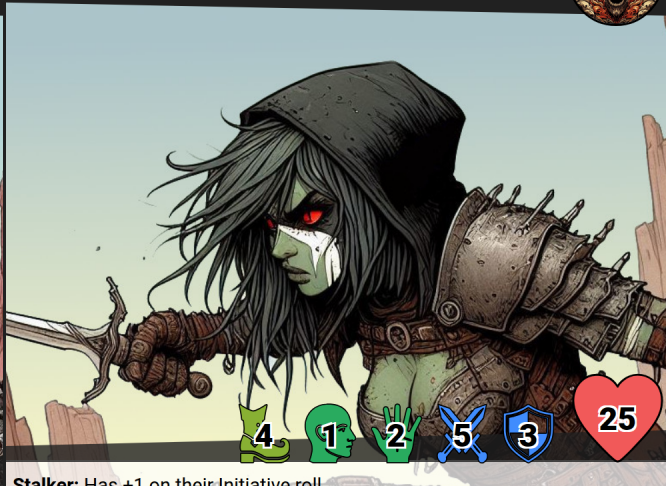
Deal 3 + Strength damage to the paired enemy hero.

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

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.

Blades of Ash: Clash of Legends

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


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

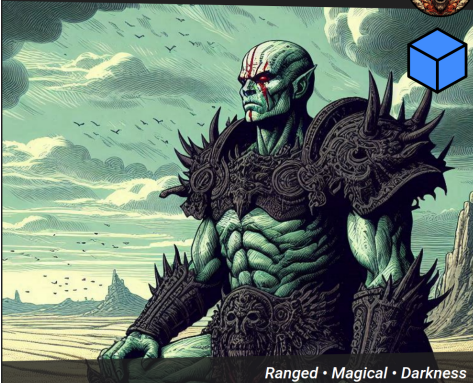


Place 1 bane counter: Terrified on the paired enemy hero and on 1 random adjacent enemy hero.
Instead, place 1 bane counter: Exhausted on each that already had at least 1 bane counter: Terrified.

 Blades of Ash: Clash of Legends

Intimidating Gaze

Technique • Pressure • Fighter



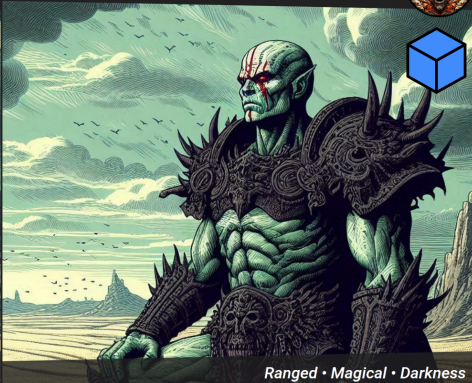
Ranged • Magical • Darkness

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

Blades of Ash: Clash of Legends

Intimidating Gaze

Technique • Pressure • Fighter



Ranged • Magical • Darkness

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

Blades of Ash: Clash of Legends

Echoes of Terror

Support



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.

Blades of Ash: Clash of Legends

Echoes of Terror

Support



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.

Blades of Ash: Clash of Legends

Savage Disruption

Technique • Subterfuge • Fighter



Melee • Physical • Piercing

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

Blades of Ash: Clash of Legends

Ambush of Sand

Technique • Pressure • Fighter



Melee • Physical • Slashing

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

Blades of Ash: Clash of Legends

Shadows in the Mist

Technique • Subterfuge • Fighter



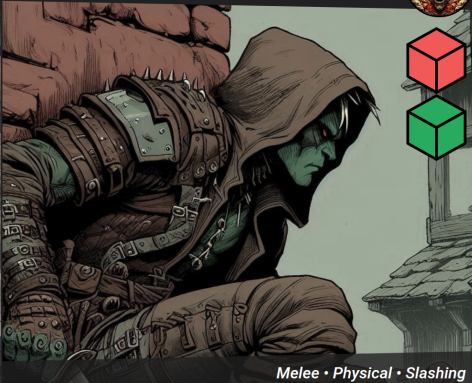
Aura • Darkness

Place 1 bane counter: Dimmed and 1 bane counter: Numb 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

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

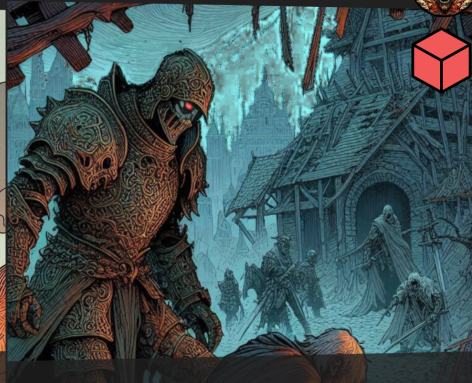
Support



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

From the Darkness

Support



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

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

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

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

Blades of Ash: Clash of Legends

Terrifying Shadow

Technique • Tactic • Fighter



Self • Darkness

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

Cut Supply Lines

Support

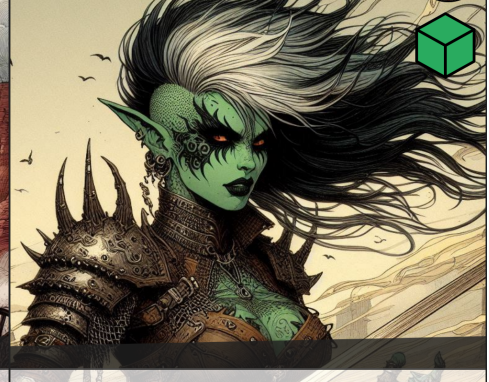


Persistent: Until the end of the Clash.
The paired enemy hero cannot play Support Cards.

Blades of Ash: Clash of Legends

Intimidating Presence

Support



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.

Blades of Ash: Clash of Legends

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Blades of Ash: Clash of Legends

Macabre Amulet

Equipment • Armor • Amulet



Unique

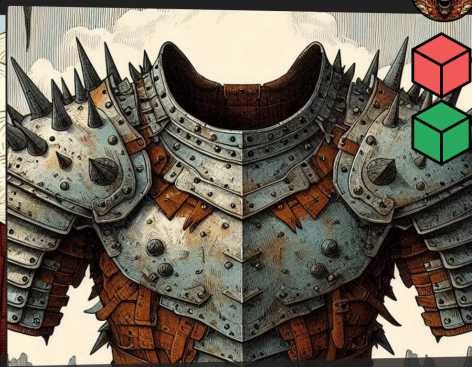
When you attach this Equipment, draw 1 Card.
At the beginning of the Action Resolution Phase, choose 1:

- 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

Spiked Armor

Equipment • Armor • Chestplate

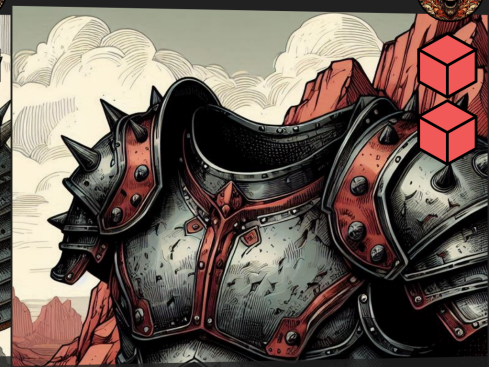


Whenever the attached hero takes damage from a Melee Attack, the attacking hero takes 1 direct damage.

Blades of Ash: Clash of Legends

Obsidian Armor

Equipment • Armor • Chestplate



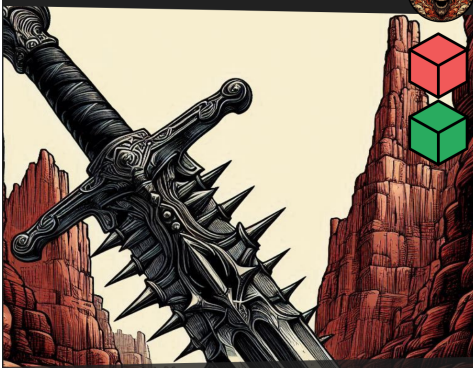
Each time the attached hero becomes the target of a Melee Attack, choose one option you haven't chosen in this Clash:

- 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

Biting Blade

Equipment • Weapon • Sword • 1 hand



Unique

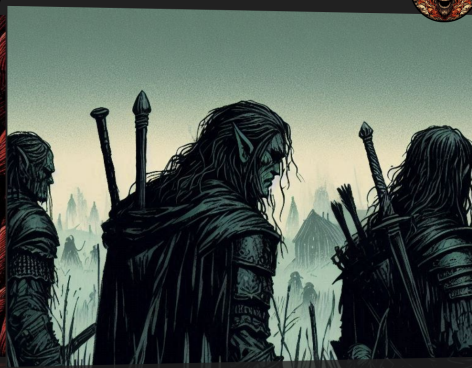
If the target hero has more health than the attached hero, the attached hero deals +1 Damage with Single Target Melee Physical Slashing Attacks.

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.

Blades of Ash: Clash of Legends

Shadows of the Night

Support



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

Quick Ash Dagger

Equipment • Weapon • Dagger • 1 hand



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

Ancient Bloodblade

Equipment • Weapon • Sword • hand



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.

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.

Blades of Ash: Clash of Legends