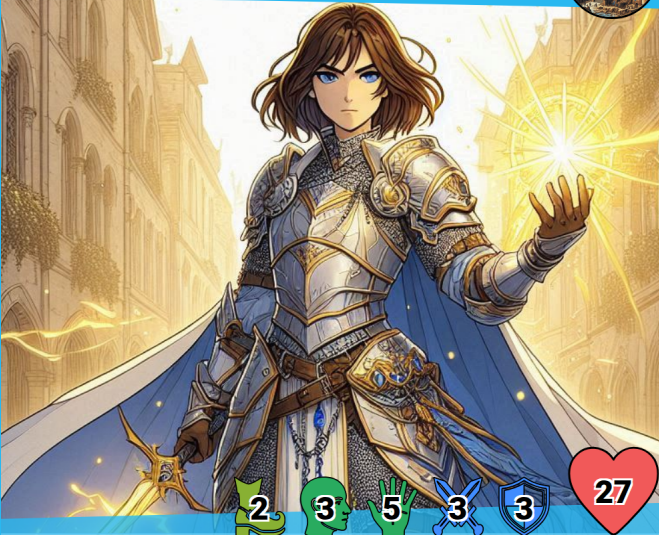


## Serenya Valenne

Human • Harbinger • Devotee



2 3 5 3 3 27

**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.

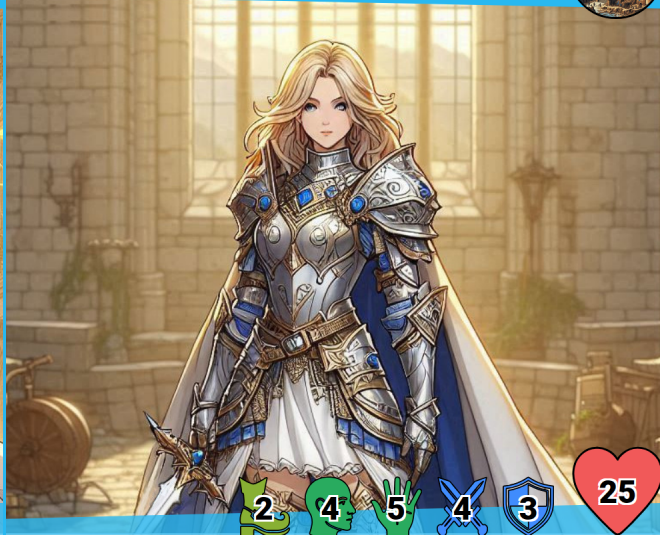


If you have already played a Prayer or Bulwark Action in this Clash, heals 2 health to an adjacent allied hero.

Blades of Ash: Clash of Legends

## Annithare Arain

Human • Harbinger • Devotee



2 4 5 4 3 25

**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

## 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.

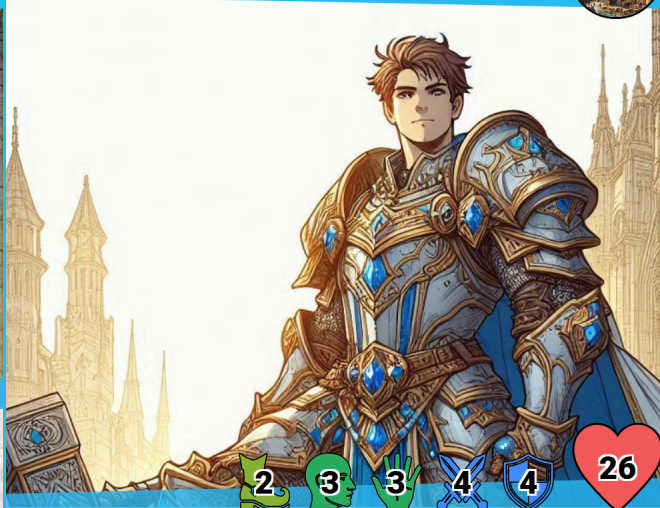


If you have at least 1 Mace attached and active, it deals +2 damage.

Blades of Ash: Clash of Legends

## Bronthar Estei

Human • Harbinger • Devotee



2 3 3 4 4 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

## 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


## 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

**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

**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

**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

**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

**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

**Luminous Force**  
Litany • Chant • Devotee

Self • Light

**Luminous Force**  
Litany • Chant • Devotee

Self • Light

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

Aura • Light • Area

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

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

You may play this Litany as a **Reaction**: When the paired enemy hero plays a Physical Attack.  
**Persistent:** Until the end of the Battle Round.  
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

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

Aura • Light • Area

**Luminis Armor**  
Equipment • Armor • Chestplate

**Elaborate Armor**  
Equipment • Armor • Chestplate

You may play this Litany as a **Reaction**: When the paired enemy hero plays a Physical Attack.  
**Persistent:** Until the end of the Battle Round.  
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.

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

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

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 Knowledge**  
Litany • Prayer • Devotee

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

Unique

Draw 2 Cards.

Draw 2 Cards.

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

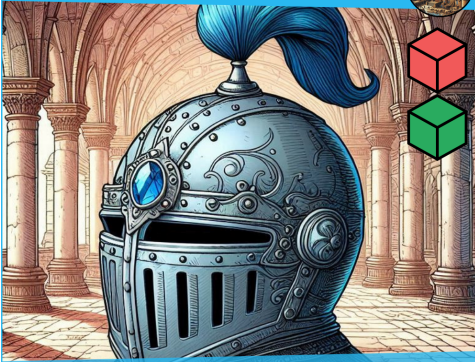
- Place 1 boon counter: Invigorated on this hero.
- Place 1 boon counter: Resolute on this hero.
- Heal 1 health to this hero.

Blades of Ash: Clash of Legends

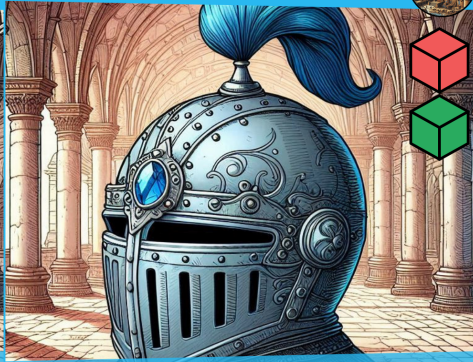
Blades of Ash: Clash of Legends

Blades of Ash: Clash of Legends

**Helm of Enduring Light**  
Equipment • Armor • Helm



**Helm of Enduring Light**  
Equipment • Armor • Helm



**Luminar Champion**  
Litany • Chant • Devotee



Self • Light

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.

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.

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

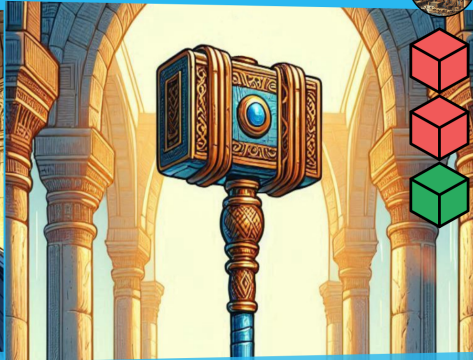
Blades of Ash: Clash of Legends

**Luminar Champion**  
Litany • Chant • Devotee

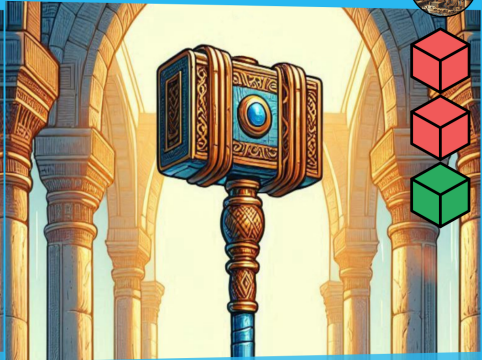


Self • Light

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



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



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

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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Blades of Ash: Clash of Legends

**Brilliant Burst**  
Litany • Smite • Devotee



Ranged • Magical • Light • Area

**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.

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

Blades of Ash: Clash of Legends