

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

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

Erdel
Orc • Harrier • Fighter



3 1 3 4 4 27

Harrier: Takes -1 damage from Area Attacks.

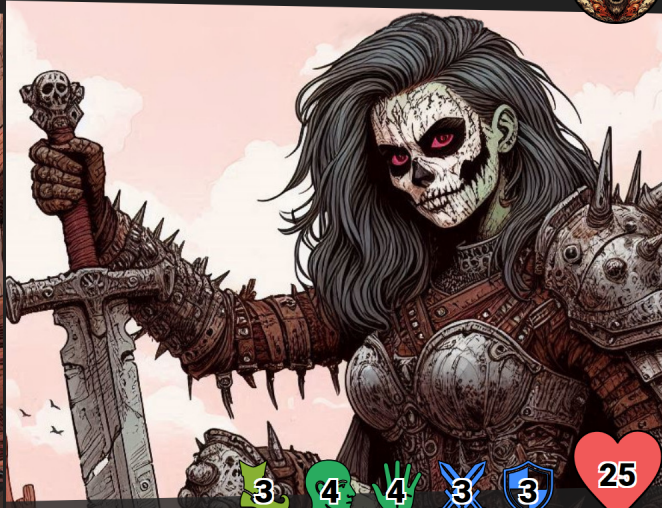
Preying on the Weak: The first time it deals damage to each enemy hero in each Clash, that hero removes 1 random boon counter.

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.

Blades of Ash: Clash of Legends

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

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.

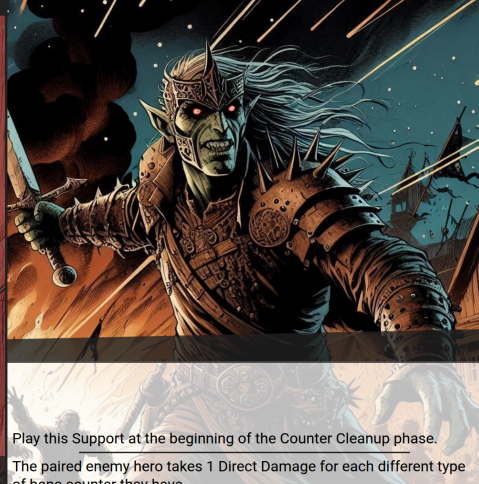
Void Arrow Ranged • Physical • Piercing
Deal 2 + Strength damage to the paired enemy hero.
If the rival player has discarded at least 1 Card this Clash, reroll 1 of their Prepared Dice of your choice and deals +1 damage.

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

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

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

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

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

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

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

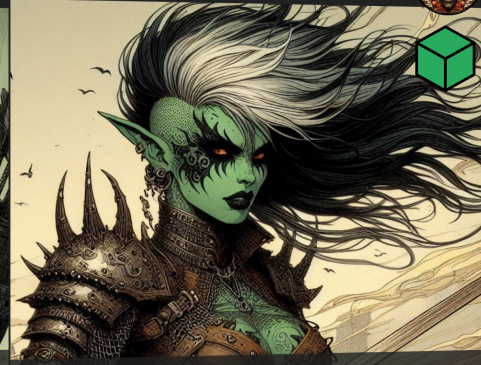


Ranged • Physical • Piercing

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

Blades of Ash: Clash of Legends

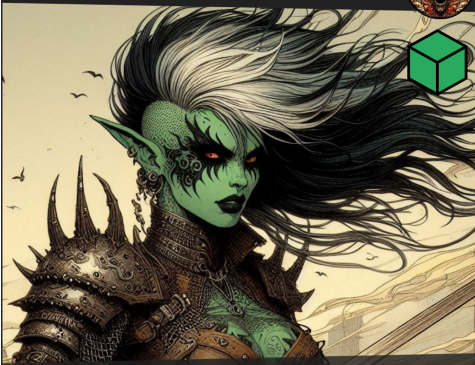
Intimidating Presence
Support



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

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

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

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

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

Rain of Arrows
Technique • Assault • Fighter



Ranged • Physical • Piercing • Area

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

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

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

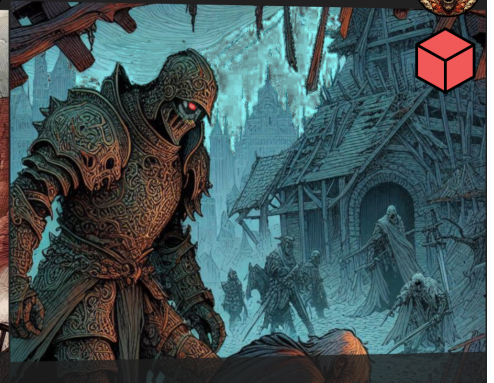
Cut Supply Lines
Support



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

Blades of Ash: Clash of Legends

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

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

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

Ambush of Sand
Technique • Pressure • Fighter

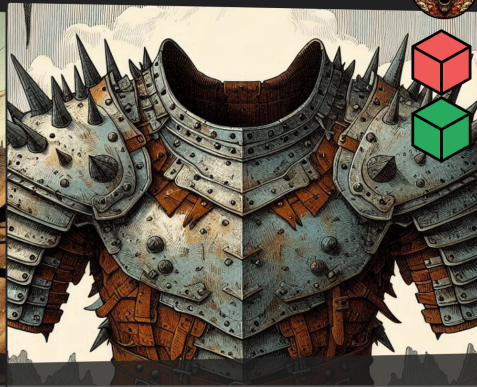


Melee • Physical • Slashing

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

Blades of Ash: Clash of Legends

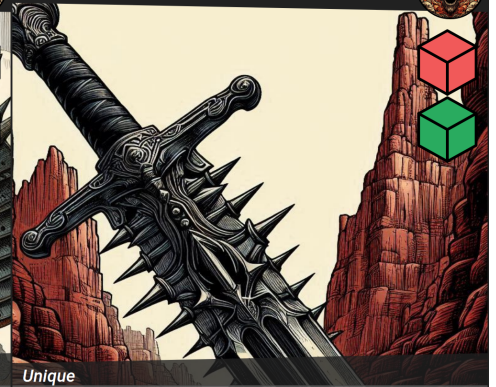
Spiked Armor
Equipment • Armor • Chestplate



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

Blades of Ash: Clash of Legends

Biting Blade
Equipment • Weapon • Sword • 1 hand



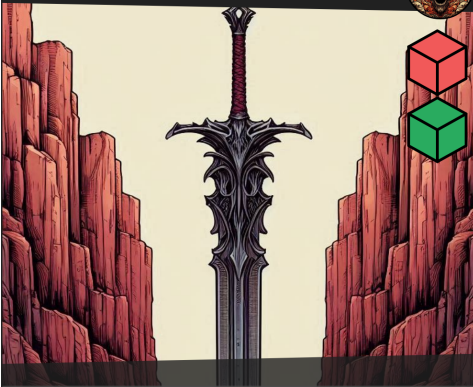
Unique

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

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

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

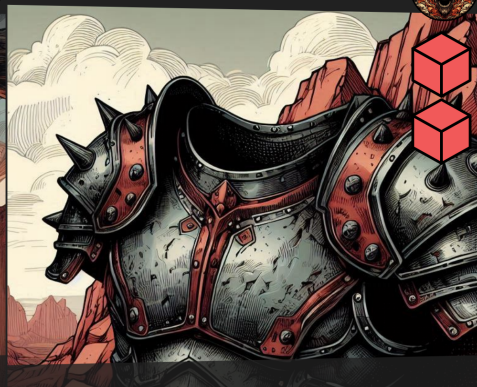
Bow of the Sand Predator
Equipment • Weapon • Bow • 2 Hands



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

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