

Aélenar, Lightning Blade

Elf • Spellblade • Caster



Spellblade: Can play Assault and Pressure Techniques, but not Delusions.

Overcharged Shield: When this hero is targeted by a Melee Attack, if the attacking hero has at least 1 bane counter: Weakened, it takes 2 Direct damage.

Fleeting Cut *Melee • Physical • Slashing*

Deals 3 + Strength damage to the paired enemy hero.

Overcharged Blade *Melee • Magical • Lightning*

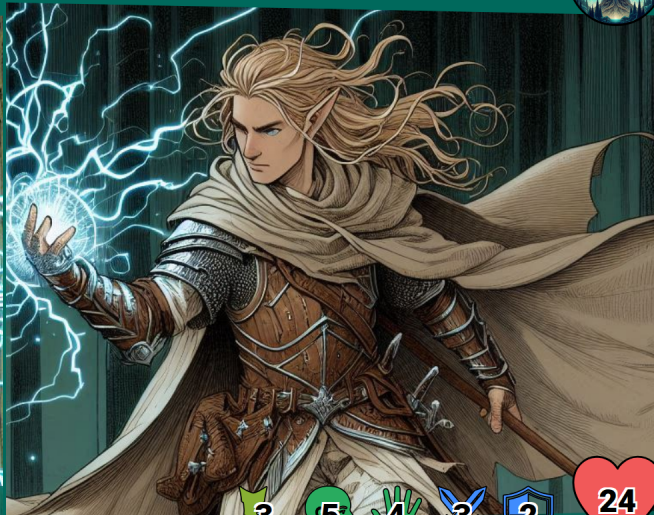
Deals 2 + Mental damage to the paired enemy hero and places 1 bane counter: Weakened on that hero.

If this hero has kept at least 2 Dice, deals +2 damage.

Blades of Ash: Clash of Legends

Aentharr, Fallen Star

Elf • Spellblade • Caster



Spellblade: Can play Assault and Pressure Techniques, but not Delusions.

Stellar Spark: At the end of the Clash, if the paired enemy hero has at least 1 bane counter: Weakened, draw 1 Card. If it doesn't, place 1 bane counter: Weakened on that hero.

Blazing Star *Ranged • Magical • Lightning*

Deals 2 + Mental damage to the paired enemy hero.

Deals +1 damage for each Die you have as Prepared Die.

Piercing Thrust *Melee • Physical • Piercing*

Deals 4 + Strength damage to the paired enemy hero.

Blades of Ash: Clash of Legends

Elfara, Winged Lightning

Elf • Spellblade • Caster



Spellblade: Can play Assault and Pressure Techniques, but not Delusions.

Piercing Lightning: Each time this hero performs a Single-Target Magical Attack, it deals 1 Direct damage to 1 random enemy hero for each Die this hero has prepared.

Arrow Shot *Ranged • Physical • Piercing*

Deals 3 + Strength damage to the paired enemy hero.

Winged Shot *Ranged • Magical • Lightning*

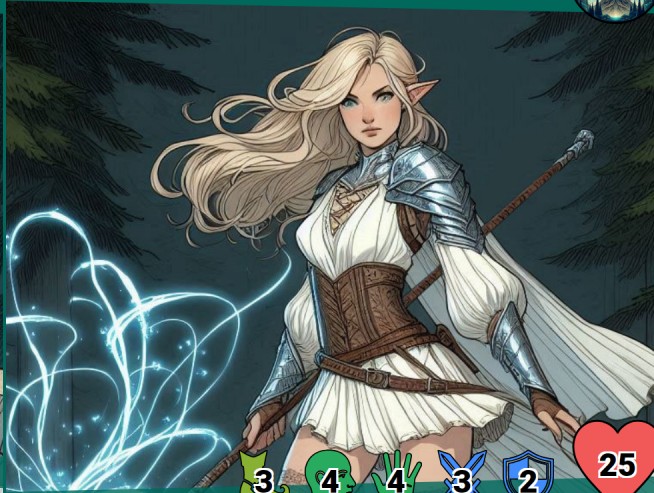
Deals 3 + Mental damage to the paired enemy hero.

If this hero has kept at least 2 Dice, deals 2 + Mental damage to 1 random enemy hero from subsequent pairings and this Attack gains the Area attribute.

Blades of Ash: Clash of Legends

Iraie, Serene Spark

Elf • Spellblade • Caster



Spellblade: Can play Assault and Pressure Techniques, but not Delusions.

Serene Spark: If all your Prepared Dice are of different colors, the damage from this hero's Magical Attacks cannot be reduced or prevented.

Piercing Spear *Melee • Physical • Piercing*

Deals 2 + Strength damage to the paired enemy hero.

If the target hero has at least 1 bane counter: Pained, this Attack ignores half of their Armor (rounded down).

Electric Lance *Melee • Magical • Lightning*

Deals 3 + Mental damage to the paired enemy hero.

If this hero has kept at least 2 Dice, it deals +2 damage.

Blades of Ash: Clash of Legends

Alenne, Swift Breeze

Elf • Harrier • Fighter



5 2 2 3 2 25

Harrier: Takes -1 damage from Area Attacks.

Gale: Once per Clash, when this hero performs a Ranged Attack, you may change that Attack's types to Magical Air.

Breeze Arrow *Ranged • Physical • Piercing* 
Deals 2 + Strength damage to the paired enemy hero.
For each Prepared Die this hero has, the rival player rerolls 1 of their Prepared Dice at random.

Celeric Shot *Ranged • Physical • Piercing* 
Deals 3 + Strength damage to the paired enemy hero.
You may remove 1 boon counter: Swiftness from this hero: Deals 2 + Strength damage to a random adjacent enemy hero and this Ability gains the Area attribute.

 Blades of Ash: Clash of Legends

Thunderbolt

Spell • Elemental • Caster



Ranged • Magical • Lightning

Deals 1 + Mental damage to the paired enemy hero.
You may modify 1 of your Prepared  Dice and keep it as  Dice.

 Blades of Ash: Clash of Legends

Thunderbolt

Spell • Elemental • Caster



Ranged • Magical • Lightning

Deals 1 + Mental damage to the paired enemy hero.
You may modify 1 of your Prepared  Dice and keep it as  Dice.

 Blades of Ash: Clash of Legends

Overcharge

Spell • Elemental • Caster



Ranged • Lightning

Place 1 bane counter: Weakened on the paired enemy hero or on a adjacent enemy hero.
You may change 1 of your Prepared  Dice and keep it as  Dice.

 Blades of Ash: Clash of Legends

Overcharge

Spell • Elemental • Caster



Ranged • Lightning

Place 1 bane counter: Weakened on the paired enemy hero or on a adjacent enemy hero.
You may change 1 of your Prepared  Dice and keep it as  Dice.

 Blades of Ash: Clash of Legends

Lightning Clash

Spell • Elemental • Caster



Melee • Magical • Lightning

Deals 3 + Mental damage to the paired enemy hero.
Choose 1:

- Deals +1 damage for each Dice you have as Prepared Dice.
- Prepare 1 of your spent Dice.

Blades of Ash: Clash of Legends

Lightning Clash

Spell • Elemental • Caster



Melee • Magical • Lightning

Deals 3 + Mental damage to the paired enemy hero.
Choose 1:

- Deals +1 damage for each Dice you have as Prepared Dice.
- Prepare 1 of your spent Dice.

Blades of Ash: Clash of Legends

Electric Aura

Spell • Elemental • Caster



Aura • Lightning

You may play this Spell as a **Reaction**: When the active allied hero is targeted by a Physical Attack.

Persistent: Until the end of the Clash.

Each time the active allied hero is targeted by a Physical Attack, place 1 bane counter: Weakened on the attacking hero.

If the attacking hero already had at least 1 bane counter: Weakened, instead it takes 2 Direct damage.

If you play it as a **Reaction**, apply this effect only to that Attack.

Blades of Ash: Clash of Legends

Electric Aura

Spell • Elemental • Caster



Aura • Lightning

You may play this Spell as a **Reaction**: When the active allied hero is targeted by a Physical Attack.

Persistent: Until the end of the Clash.

Each time the active allied hero is targeted by a Physical Attack, place 1 bane counter: Weakened on the attacking hero.

If the attacking hero already had at least 1 bane counter: Weakened, instead it takes 2 Direct damage.

If you play it as a **Reaction**, apply this effect only to that Attack.

Blades of Ash: Clash of Legends

Chain Lightning

Spell • Elemental • Caster



Ranged • Magical • Lightning • Area

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

Blades of Ash: Clash of Legends

Chain Lightning

Spell • Elemental • Caster



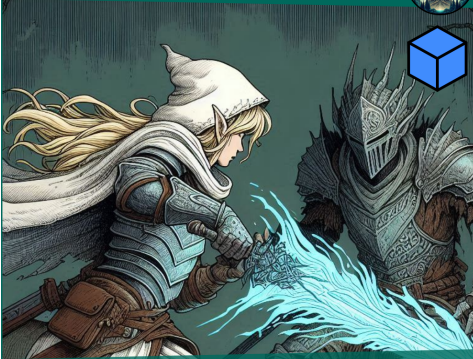
Ranged • Magical • Lightning • Area

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

Blades of Ash: Clash of Legends

Lightning Blade

Spell • Elemental • Caster



Melee • Magical • Lightning

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

Blades of Ash: Clash of Legends

Lightning Blade

Spell • Elemental • Caster



Melee • Magical • Lightning

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

Blades of Ash: Clash of Legends

Supernatural Speed

Support



Play this Support at the beginning of the Action Resolution Phase.

Choose an adjacent allied hero and swap it with the active allied hero. Place 1 boon counter: Swiftess on both swapped heroes.

The Clash continues normally, considering that the swapped hero is now the active allied hero.

Blades of Ash: Clash of Legends

Energetic Concentration
Support



Play this Support at the start of the Action Dice Preparation Phase.
You may keep 1 Die before making any roll.
You may keep 1 additional Die. If you keep this second Die, you cannot make rerolls during this Action Dice preparation phase.

Blades of Ash: Clash of Legends

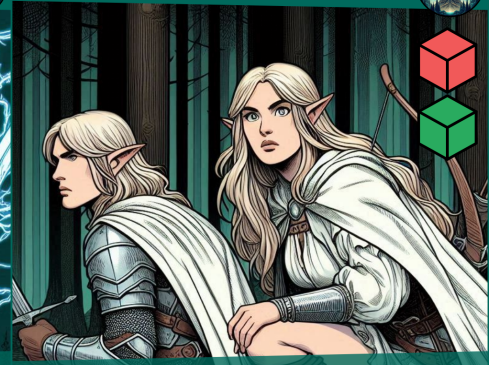
Energetic Concentration
Support



Play this Support at the start of the Action Dice Preparation Phase.
You may keep 1 Die before making any roll.
You may keep 1 additional Die. If you keep this second Die, you cannot make rerolls during this Action Dice preparation phase.

Blades of Ash: Clash of Legends

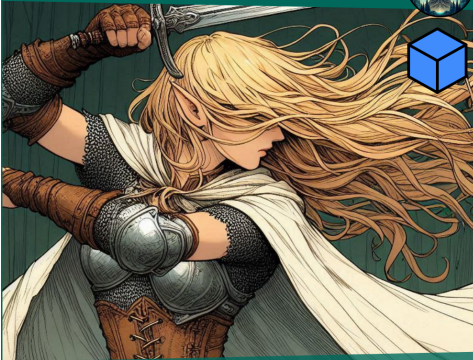
Alert
Support



Place 1 boon counter: **Swiftess** on the active allied hero and 1 on each adjacent allied hero.

Blades of Ash: Clash of Legends

Superhuman Agility
Support



You may play this Technique as a **Reaction**: When the paired enemy hero plays a Ranged Attack.
Persistent: Until the end of the Clash.
Each time the active allied hero is targeted by a Ranged Attack, make an opposed Initiative roll against the attacking hero. If you win that roll, that Attack deals -2 damage (minimum 1).
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

Acrobatics
Support



Until the end of the Clash, the active allied hero may use their Agility instead of their Armor or Will to defend.

Blades of Ash: Clash of Legends

Acrobatics
Support



Until the end of the Clash, the active allied hero may use their Agility instead of their Armor or Will to defend.

Blades of Ash: Clash of Legends

Serenity Amulet
Equipment • Armor • Amulet

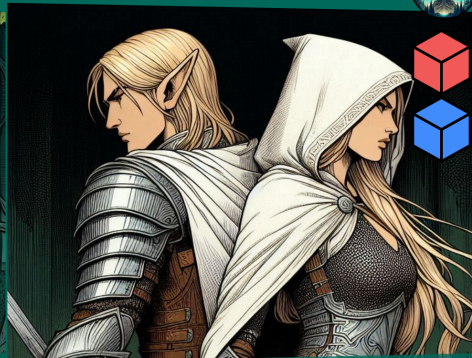


Unique

When you attach this Equipment, draw 1 Card.
At the beginning of the Action Resolution Phase, choose 1:
• Look at the top 2 Cards of your Library. Place them on the top or bottom of your Library in any order.
• The next Single Target Attack you perform in this Clash deals +1 damage.
• Reroll 1 of your Prepared Dice.

Blades of Ash: Clash of Legends

Back-to-Back
Support



Reaction: When the paired enemy hero plays an Area Attack.
Adjacent allied heroes cannot take damage or be affected by that Attack.
Resonate: Draw 1 Card.

Blades of Ash: Clash of Legends

Raven Cloak
Equipment • Armor • Cloak



At the beginning of the Clash, place 1 boon counter: **Elusive** on the attached hero.
Resonate: Draw 1 Card.

Blades of Ash: Clash of Legends

Shatter
Support



Detach 1 Equipment attached to the paired enemy hero. That Equipment is placed in its owner's Graveyard.

Blades of Ash: Clash of Legends

Feint
Support



Reaction: When the active allied hero is targeted by a Melee Attack. If the active allied hero has equal or higher Agility than the hero performing that Attack, ignore that Attack.

Blades of Ash: Clash of Legends

Vital Intelligence
Support



Draw 1 Card.
If the hero playing this Support has at least 1 boon counter: Swiftnes on them, or if the paired enemy hero has at least 1 bane counter: Weakened or Pained on them, you may remove 1 of those counters to draw 1 Card.

Blades of Ash: Clash of Legends

Vital Intelligence
Support



Draw 1 Card.
If the hero playing this Support has at least 1 boon counter: Swiftnes on them, or if the paired enemy hero has at least 1 bane counter: Weakened or Pained on them, you may remove 1 of those counters to draw 1 Card.

Blades of Ash: Clash of Legends

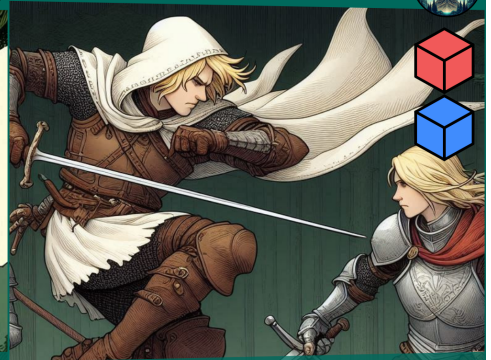
Sherilom's Chestplate
Equipment • Armor • Chestplate



When you attach this Equipment, place 1 boon counter: Swiftnes on the attached hero.
If the attached hero has won the Initiative of this Clash, they take -1 Physical Damage.

Blades of Ash: Clash of Legends

Precision Thrust
Technique • Assault • Fighter



Melee • Physical • Piercing

Deals 2 + Strength damage to the paired enemy hero.
Choose 1:
• You may roll 1 Spent Die and keep it as a Prepared Die.
• Place 1 boon counter: Swiftnes on the active allied hero.

Blades of Ash: Clash of Legends

Precision Thrust
Technique • Assault • Fighter



Melee • Physical • Piercing

Deals 2 + Strength damage to the paired enemy hero.
Choose 1:
• You may roll 1 Spent Die and keep it as a Prepared Die.
• Place 1 boon counter: Swiftnes on the active allied hero.

Blades of Ash: Clash of Legends

Surgical Strike
Technique • Assault • Fighter



Melee • Physical • Piercing

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

Blades of Ash: Clash of Legends