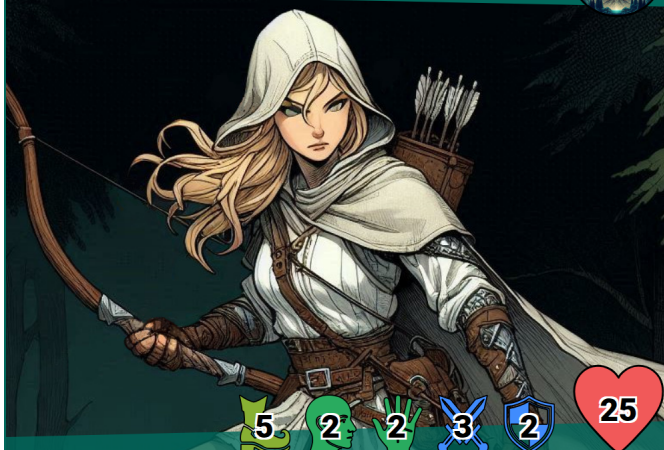


Alenne, Swift Breeze

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

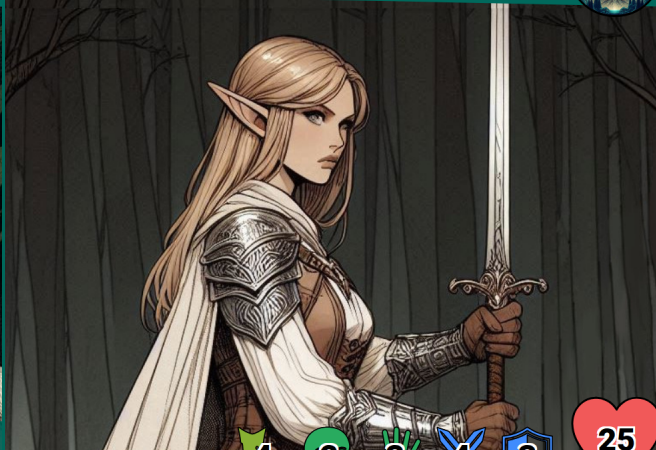
Deals 3 + Strength damage to the paired enemy hero.

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

Irianel, Deadly Wind

Elf • Vanguard • Fighter



4 2 3 4 3 25

Vanguard: The first Single Target Physical Attack this hero performs in each Clash deals +1 damage.

Mental Peace: When you play your first Technique in each Clash, you may prepare 1 of your Spent Dice as a Die.

Precise Slash Melee • Physical • Slashing

Deals 3 + Strength damage to the paired enemy hero.

Gale Blade Melee • Physical • Slashing • Area

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

If this hero has at least 1 boon counter: Swiftness, they each take +1 damage.

Blades of Ash: Clash of Legends

Eldéin, Sharpened Cyclone

Elf • Vanguard • Fighter



5 1 2 4 2 25

Vanguard: The first Single Target Physical Attack this hero performs in each Clash deals +1 damage.

Death Dance: If you won Initiative on this Clash, all Attacks from this hero deal +1 damage until it takes damage.

Steel Caress Melee • Physical • Slashing

Deals 3 + Strength damage to the paired enemy hero.

If this hero has at least 1 boon counter: Swiftness, perform another Melee Physical Slashing Attack that deals 2 + Agility damage.

Death Dance Melee • Physical • Slashing

Deals 3 + Strength damage to the paired enemy hero.

If you have no Prepared Dice, prepare 1 of your Spent Dice as a Die.

Blades of Ash: Clash of Legends

Elendire, Sharpened Fist

Elf • Paragon • Fighter



3 2 3 4 3 26

Paragon: At the end of the Clash, if you played a Tactic, draw 1 Card.

Awakening of the Forest: Each time you play a Technique, place 1 boon counter: Swiftness on this hero or on an adjacent allied hero.

Fleeting Cut Melee • Physical • Slashing

Deals 3 + Strength damage to the paired enemy hero.

Quick Slice Melee • Physical • Slashing

It deals 3 + Strength damage to the paired enemy hero.

If this hero has at least 1 boon counter: Swiftness, deals +2 damage.

Blades of Ash: Clash of Legends

Ilnare, Hidden Blade

Elf • Stalker • Fighter



5 2 3 3 2 25

Stalker: Has +1 on their Initiative roll.

Fleeting Shadow: If this hero is not the active allied hero, it ignores the non-damaging effects of the rival's Actions that target it.

Stiffen *Melee • Physical • Crushing*



Deals 2 + Strength damage to the paired enemy hero.

If this is this hero's first Action in the Clash, place 1 bane counter: Pained on the target hero, and the rival player rerolls 1 of their Prepared Dice at random.

Backstab *Melee • Physical • Piercing*



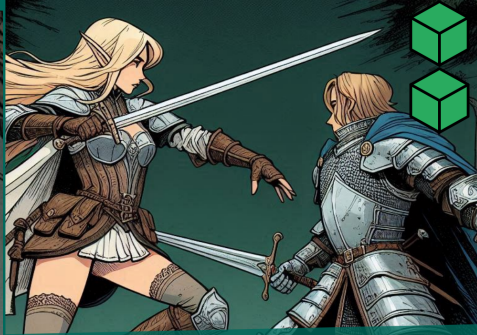
Deals 3 + Strength damage to the paired enemy hero.

If this hero has at least 1 boon counter: Swift, deals +2 additional damage.

Blades of Ash: Clash of Legends

Relentless Charge

Technique • Assault • Fighter



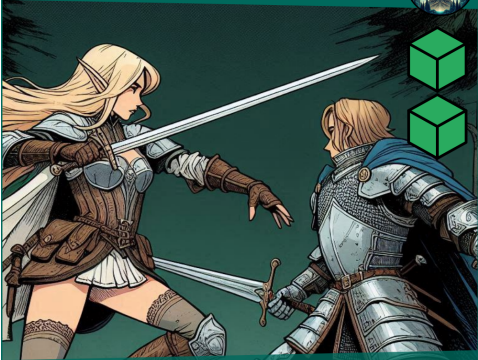
Melee • Physical • Slashing

Deals 3 + Strength damage to the paired enemy hero.
Place 1 boon counter: Swift on the active allied hero.

Blades of Ash: Clash of Legends

Relentless Charge

Technique • Assault • Fighter



Melee • Physical • Slashing

Deals 3 + Strength damage to the paired enemy hero.
Place 1 boon counter: Swift on the active allied 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: Swift 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

Supernatural Speed

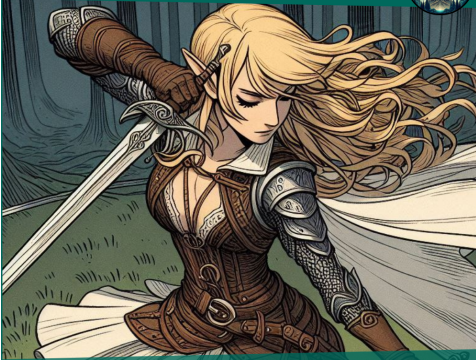
Support



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: Swift 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

Bladedance
Technique • Tactic • Fighter

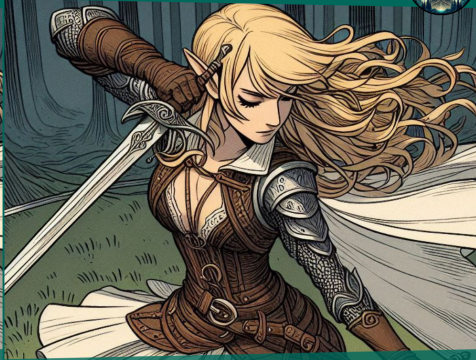


Persistent: Until the end of the Clash.

Each time the active allied hero performs a Single-Target Physical Attack, it performs another Physical Attack of the same range and subtype that deals 2 + Agility damage to the same target. This effect may occur only once per Action.

Blades of Ash: Clash of Legends

Bladedance
Technique • Tactic • Fighter

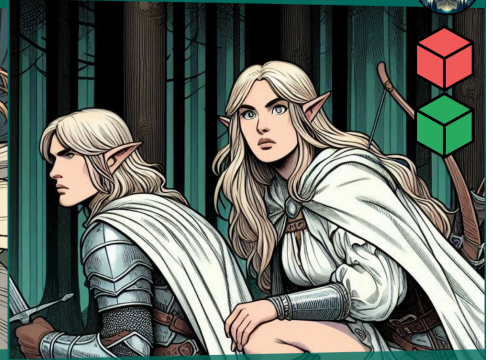


Persistent: Until the end of the Clash.

Each time the active allied hero performs a Single-Target Physical Attack, it performs another Physical Attack of the same range and subtype that deals 2 + Agility damage to the same target. This effect may occur only once per Action.

Blades of Ash: Clash of Legends

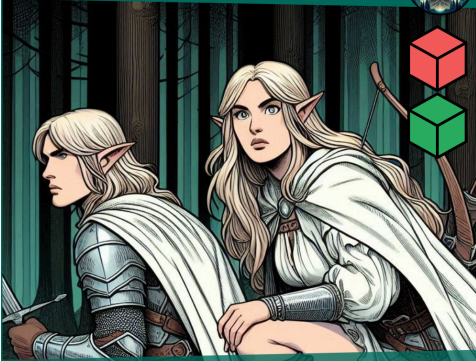
Alert
Support



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

Blades of Ash: Clash of Legends

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

Thenán's Edge
Equipment • Weapon • Dagger • 1 hand



If the attached hero won the Initiative of this Clash, for each Single Target Piercing Physical Melee Attack they perform, you may choose for the target hero to defend using their Agility instead of their Armor.

Blades of Ash: Clash of Legends

Dagger of Irnael
Equipment • Weapon • Dagger • 1 hand



Unique

If the target hero has at least 1 bane counter: Pained, the attached hero deals +1 damage with Single Target Melee Physical Piercing Attacks. The first Melee Physical Piercing Attack the attached hero performs in each Clash, in addition to its effect, places 1 bane counter: Pained on each hero it damaged.

Blades of Ash: Clash of Legends

Shadow Strike
Technique • Subterfuge • Fighter

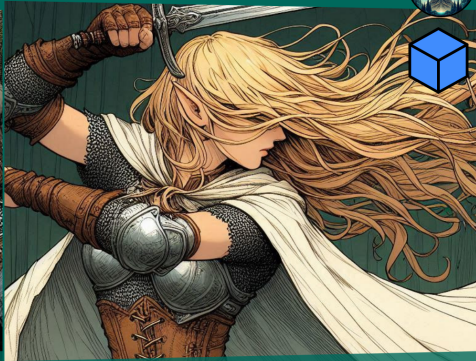


Melee • Physical • Piercing

Deals 2 + Strength damage to the paired enemy hero. Place 1 bane counter: Pained on that hero. If it is the first Action you play in this Clash, the target hero uses their Agility instead of their Armor to defend.

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

Narlaret's Blade
Equipment • Weapon • Sword • 1 hand



Unique

Once per Clash, when the attached hero plays an Assault or Pressure Technique with Dice Cost 2 or less, you may discard 1 Card from your Hand with the same Dice Cost as that Technique: Duplicate that Technique and place it on the stack twice. Then, remove this Card from the game.

At the end of the Clash, if this hero did not activate this effect, you may return 1 Assault or Pressure Technique with Dice Cost 2 or less from your Graveyard to your Hand.

Blades of Ash: Clash of Legends

Combat Readiness

Technique • Tactic • Fighter



Unique

Persistent: Until you play an Attack.

The next Physical Attack performed by the active allied hero, in addition to its effect, places 1 bane counter: Weakened on each hero it damages.

Place 1 boon counter: Swiftiness on the active allied hero.

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

Rain of Steel

Technique • Assault • Fighter



Melee • Physical • Slashing

Deals 2 + Strength damage twice to the paired enemy hero. They are considered 2 independent Attacks for all effects.

Blades of Ash: Clash of Legends

Rain of Steel

Technique • Assault • Fighter



Melee • Physical • Slashing

Deals 2 + Strength damage twice to the paired enemy hero. They are considered 2 independent Attacks for all effects.

Blades of Ash: Clash of Legends

Death Spread

Technique • Subterfuge • Fighter



Ranged • Physical • Piercing • Area

Deals 2 + Strength damage to the paired enemy hero and to 1 random adjacent enemy hero. Place 1 bane counter: Pained on each hero damaged by this effect.

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

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: Swiftiness 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: Swiftiness on the active allied hero.

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

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

Vanish
Technique • Subterfuge • Fighter



This Technique can only be played by a Stalker hero.
Play this Technique at any time during the Clash.

Discard from the Action Stack all Actions that remain unresolved after this Technique resolves.
Restart the Clash from the Action Dice Preparation Phase.
Draw 1 Card.
Resonate: Draw 1 Card.

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

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

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