



ASHE

The leader of the Avarosan, Ashe united the tribes of Freljord against the threat of Lissandra. A terrific ranger, Ashe's prowess with the bow is only matched by her strategic genius.

Avarosa's Bow. Ashe carries on her back a magical bow, converting any arrow she shoots into a magical bolt of frost. Her bow is as much a symbol of her rule as her crown.

United Lands. Uniting the lands was no easy task, Ashe had to give up much. One of her most brilliant moves was crowning the leader of a barbarian tribe, Tryndamere, as her king.

ASHE

Medium humanoid (human), lawful good

Armor Class 15 (studded leather)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	12 (+1)	15 (+2)	14 (+2)

Senses passive Perception 12

Languages Common

Challenge 2 (450 XP)

Avarosa's Bow. Ashe wields *Avarosa's Bow*, which converts all arrows into bolts of frost. If she shoots an opponent with a frost arrow, their movement speed is reduced by 5 feet for the round. This effect stacks for multiple arrows.

Ranger's Focus. If Ashe lands 2 successful attacks with her longbow against a single target, she can use her bonus action to take a 3rd attack with her longbow.

ACTIONS

Multiattack. Ashe makes two attacks with her longbow.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8+3) piercing damage.