

Holly

December 2, 2022



Druid

Medium Humanoid ([Elf](#)), Neutral Good
Cisgender woman (she/her)

Armor Class

12 (16 with [barkskin](#))

Hit Points

27 (5d8 + 5)

Speed

30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	16 (+3)	18 (+4)	10 (+0)

Skills

Medicine +6, Nature +5, Perception +6

Senses

passive Perception 16

Languages

Common, Druidic, Elvish

Challenge

2 (450 XP)

Spellcasting. Holly is a 4th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). She has the following [druid](#) spells prepared:

Cantrips (at will): [Druidcraft](#), [Produce Flame](#), [Shillelagh](#)

1st level (4 slots): [Create Or Destroy Water](#), [Thunderwave](#)

2nd level (3 slots): [Barkskin](#), [Flaming Sphere](#), [Hold Person](#),
[Moonbeam](#), [Pass without Trace](#), [Spike Growth](#),

[Blindness](#) [IE 4]. Holly's vision is impaired to the point that it is absent completely, and she has learned to navigate the world with no reliance on her eyes, depending on other senses instead. She has a -4 on sight-related attack rolls, ability checks, and saving throws including ranged combat beyond 10 ft. but a +4 bonus when using other senses to compensate, not because they've become stronger, but because she's learned to use them more effectively. In addition:

She does not have disadvantage to hit invisible creatures.

She is proficient in the use of a stylus for reading and writing.

Fey Ancestry. She has advantage on saving throws against being charmed, and magic can't put her to sleep.

Wild Shape. Holly can use her action to magically assume the shape of a beast that she has seen before (max CR 1/2, no flying speed). She can use this feature twice. She regains expended uses when she finishes a short or long rest. She prefers [wolf](#), [elk](#), or [reef shark](#).

Actions

Candy Cane Quarterstaff. Melee Weapon Attack: +2 to hit (+6 to hit with shillelagh), reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage with shillelagh or if wielded with two hands.

This staff also reduces the IE of the Wisdom (Perception) check penalty by 1 to detect objects within 5 ft.

This staff has 1 charge. On a successful hit, she can expend 1 charge as an bonus action to cause an additional 3D6 cold damage. The staff regains its expended charge daily after a long rest.

Background

Holly was born with a rare condition that left her unable to see. She has always been a curious and adventurous spirit, and has spent her life exploring the arctic world and learning its secrets. She enjoys spending time in Santa's workshop, but all the tools reverberating off the walls can be disorienting to her, so she prefers getting outside and can comfortably navigate the tundra on her own.

Holly loves the smell of the pine trees, the brisk wind, and the majestic sound of ice cracking, but she's also learned to recognize the sounds of the threats that roam the landscape as well and has often saved Santa's village with advance warnings of approaching threats.

During the Christmas season, Holly is particularly attuned to the magic of the season, and uses her powers to spread joy and cheer to those around her. She is a valued member of her community, and is respected and admired for her wisdom and strength.