

Rendoya

December 28, 2022

Medium humanoid ([tiefling](#)), Chaotic Good Transgender Woman (She/Her)

- **Armor Class** 12
- **Hit Points** 27 (6d8)
- **Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 14 (+2) | 10 (+0) | 14 (+2) | 14 (+2) | 10 (+0) |

- **Saving Throws** Wis +5, Cha +3
- **Skills** Arcana +5, Perception +5
- **Damage Resistances** fire
- **Senses** darkvision 60 ft., passive Perception 15
- **Languages** Common, Infernal
- **Challenge** 6 (2,300 XP)

Innate Spellcasting. Rendoya's innate spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: [Thaumaturgy](#)

1/day: [Hellish Rebuke](#)

Spellcasting. Rendoya is a 6th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). Rendoya has the following [Sorcerer](#) spells prepared:

Cantrips (at will): [Chill Touch](#), [Fire Bolt](#), [Message](#), [Shocking Grasp](#), [True Strike](#)

1st level (4 slots): [Mage Armor](#), [Magic Missile](#), [Shield](#)

2nd level (3 slots): [Blindness/Deafness](#), [Spider Climb](#)

3rd level (3 slots): [Lightning Bolt](#), [Sleet Storm](#)

Metamagic (6 Sorcery Points). Rendoya can use her sorcery points for the following effects:

Empowered Spell, Heightened Spell

Seizures (Clonic, triggered by stress) [IE 2]. Rendoya's muscles have spasms that make her face, neck, and arm muscles jerk rhythmically. During this seizure, she has a -4 penalty on all actions requiring the use of her arms and cannot cast spells requiring a somatic component. Casting a spell with a verbal component requires a successful DC 12 Constitution check. Failure results in the spell failing, but it does not use a spell slot. She must succeed on a DC 10 Constitution check to maintain concentration if needed. Clonic Seizures last 2d6 rounds.

The seizures are triggered by stressful situations. When entering combat or encountering other sources of stress, Rendoya must succeed on a DC 12 Wisdom saving throw to prevent the seizure. She can choose to fail the saving throw and experience the seizure to use her Seizure Surge.

Reactions

Seizure Surge. When Rendoya has a seizure, she can use her reaction to unleash a blast of magical energy. Each creature within 10 feet of her must succeed on a DC 12 Dexterity saving throw, taking 7 (2d6) lightning damage on a failed save, or half as much damage on a successful one.

Rendoya is a powerful sorceress with dark hair and piercing red

eyes. Despite her neurological disorder, she is a skilled magician and strategically uses her seizures to her advantage, balancing the challenge of the seizure's effects with the benefit of channeling the energy into powerful blasts of magical energy. She is cunning and clever, always one step ahead of her enemies.

Lord Remington

December 28, 2022

Medium humanoid (human), Lawful Evil Cisgender Man (He/Him)

- **Armor Class** 14 (leather armor)
- **Hit Points** 84 (13d8 + 26)
- **Speed** 30 ft.

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

- **Saving Throws** Int +8, Wis +6, Cha +8
- **Skills** Deception +8, History +12, Insight +6, Persuasion +8
- **Senses** passive Perception 12
- **Languages** Common, Draconic, Infernal
- **Challenge** 11 (7,200 XP)

Innate Spellcasting. Lord Remington's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell

attacks). He can innately cast the following spells, requiring no material components:

At will: [Blink](#), [Mending](#)

3/day each: [Expeditious Retreat](#), [Ray of Enfeeblement](#), [Major Image](#)

1/day each: [Haste](#), [Slow](#), [Death Ward](#), [Chain Lightning](#)

Regeneration. As long as his machine is running, Lord Remington regains 10 hit points at the start of his turn if he has at least 1 hit point.

Actions

Multiattack. Lord Remington makes two attacks.

Ravages of Time (Recharge 5–6). Ranged Spell Attack: +8 to hit, range 20/60 ft., one target. Hit: 49 (10d8 + 4) necrotic damage. A blue-green ray of temporal energy erupts from Lord Remington's hands and causes sudden aging to a part of the target's body.

Shortsword 0'Clock Sharp. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage + 39 (10d6 + 4) necrotic damage. Lord Remington's sword channels his temporal energy, aging the point of impact.

Take Time. Melee Spell Attack: +8 to hit, reach 5 ft., one target. Lord Remington touches another creature and steals some of its time. Lord Remington regains 17 (5d6) hit points, and the target must succeed on a DC 16 Wisdom saving throw or be petrified for 1d4 rounds, frozen in time.

Lord Remington is a tall, thin man with pale skin and dark, piercing eyes. He wears finely tailored leather armor and a cloak adorned with intricate clockwork designs. He is cold and

calculating, using his mastery of time magic to manipulate and control those around him. He is ruthless and cunning, willing to do whatever it takes to escape death after the grief of losing his mother when young. He is also a skilled actor and manipulator, able to charm and deceive even the most wary of individuals.

Erelmil

December 28, 2022

Erelmil (He/Him) (Scout)

Medium humanoid ([human](#)), neutral good

- **Armor Class** 12
- **Hit Points** 27 (6d8)
- **Speed** 30 ft.

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

- **Skills** Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Stealth +4
- **Senses** passive Perception 16
- **Languages** Common, Elvish
- **Challenge** 1 (200 XP)

Cunning Action. On each of his turns, Erelmil can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). Erelmil deals an extra 7 (2d6) damage

when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the scout that isn't incapacitated and the scout doesn't have disadvantage on the attack roll.

Actions

Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Hand Crossbow. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Trait

Muscle Control (IE 2)

Erelmil's left arm is contracted, requiring an extra round to load his hand crossbow, and he can only make a single attack per round.

Ryia

December 28, 2022

Ryia (Scout) (She/Her)

Medium humanoid (human), chaotic good

- **Armor Class** 12
- **Hit Points** 27 (6d8)
- **Speed** 30 ft.

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

- **Skills** Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Stealth +4
- **Senses** passive Perception 16
- **Languages** Common, Elf
- **Challenge** 1 (200 XP)

Cunning Action. On each of her turns, Ryia can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). Ryia deals an extra 7 (2d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the scout that isn't incapacitated and Ryia doesn't have disadvantage on the attack roll.

Actions

Multiattack. Ryia makes two melee attacks.

Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Hand Crossbow. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Trait

Tooth Pain (IE 2). You have chronic pain in your teeth. Any action that requires concentration (e.g. maintaining a spell) requires a successful DC 10 + (IE) Constitution saving throw per round to maintain concentration. The pain makes talking difficult, causing a penalty of - (IE) on social Charisma checks, and spells with a verbal component require a successful

DC 8 + (IE) Dexterity check to cast successfully. Because this also causes eating difficulty, you must succeed on a DC 8 + (IE) Constitution saving throw to maintain concentration while eating or drinking. Because you're used to managing pain, even though this doesn't reduce the experience of pain, you have a + (IE) bonus to saving throws against psychic damage.

Ryia usually speaks in a soft, slurred manner, her tooth pain making it difficult to enunciate.

Elel Talthanryl

December 28, 2022



Elel Talthanryl (He/Him)

Medium humanoid (half-elf), chaotic evil

- **Armor Class** 11
- **Hit Points** 27 (5d8 + 5)
- **Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 12 (+1) | 13 (+1) | 12 (+1) | 15 (+2) | 11 (+0) |

- **Skills** Medicine +4, Nature +3, Perception +4
- **Senses** passive Perception 14
- **Languages** Common, Draconic, Druidic
- **Challenge** 2 (450 XP)

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

Spellcasting. Ellel is a 4th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). He has the following [druid](#) spells prepared:

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

1st level (4 slots): [Entangle](#), [Longstrider](#), [Speak with Animals](#), [Thunderwave](#)

2nd level (3 slots): [Locate Animals or Plants](#), [Hold Person](#)

Actions

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

Trait

Refractive Differences (Far-sightedness) (IE 3) The closer things get, the blurrier they get. You have a – (IE) penalty on attack rolls and Wisdom (Perception) rolls to see any details closer than (IE) × 5 feet. Ellel wears a corrective monocle, which reduces the IE of this trait to 1, but it falls out if he takes bludgeoning damage, at which point he continues without it until the end of combat. Because the Refractive Difference is only in one eye, his penalty is halved.

Kassios

December 28, 2022

Kassios (He/Him)

Medium Fey ([satyr](#)), chaotic neutral

- **Armor Class** 14 (leather armor)
- **Hit Points** 31 (7d8)
- **Speed** 25 ft., 35 ft. with cane

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 12 (+1) | 16 (+3) | 11 (+0) | 12 (+1) | 10 (+0) | 14 (+2) |

- **Skills** Perception +2, Performance +6, Stealth +5
- **Senses** passive Perception 12
- **Languages** Common, Elvish, Sylvan
- **Challenge** 1/2 (100 XP)

Magic Resistance. Kassios has advantage on saving throws against spells and other magical effects.

Spellcasting. Kassios is a 3rd-level spellcaster. His spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). Kassios has the following [bard](#) spells prepared:

Cantrips (at will): [Mending](#), [Light](#), [Vicious Mockery](#)

1st level (4 slots): [Charm Person](#), [Identify](#)

2nd level (2 slots): [Hold Person](#), [Suggestion](#)

Actions

Ram. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) bludgeoning damage.

Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Sword Cane. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage. When used as a cane, this item reduces the IE of his [Lower Body Stiffness](#) by 1.

Variant: Panpipes. Gentle Lullaby. The creature falls asleep and is unconscious for 1 minute. The effect ends if the creature takes damage or if someone takes an action to shake the creature awake.

Traits

Kassios has [Hearing Loss \(IE 2\)](#) and [Lower Body Stiffness\(IE 2\)](#).

The caravan master is a charismatic [satyr](#) with sensational fashion tastes and a waxed mustache who uses a well-polished cane (actually a sword-cane). He possesses a cultivated theatricality developed during his past career as a troubadour.

The worldly Fey possesses knowledge of – and opinions about – almost everything, from classic Elven plays to the dramatic nuances of pyrotechnics. Kassios has a prosthetic bronze eye inlaid with an amethyst pupil. He also has hearing loss and wears a back brace beneath his ostentatious garb.

Tessaria

December 28, 2022

Tessaria (She/Her)

Medium humanoid (gold [dragonborn](#)), neutral good

- **Armor Class** 15 (breastplate)
- **Hit Points** 23(5d8)
- **Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 11 (+0) | 12 (+1) | 11 (+0) | 18 (+4) | 14 (+2) | 16 (+3) |

- **Skills** Arcana +8, Deception +5, History +8, Insight +4, Persuasion +5, Religion +8
- **Damage Resistances** fire
- **Senses** passive Perception 12
- **Languages** Common, Draconic, Elvish, Primordial
- **Challenge** 1/8 (25 XP)

Actions

Breath Weapon. Tessaria can use her action to exhale fire in a 15 ft. cone. When she uses her breath weapon, each creature in the area of the exhalation must succeed on a DC 10 Dexterity saving throw. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. After she uses her breath weapon, she can't use it again until she completes a short or long rest.

Rapier. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 5 (1d8 + 1) piercing damage.

Reactions

Parry. Tessaria adds 2 to her AC against one melee attack that would hit it. To do so, Tessaria must see the attacker and be wielding a melee weapon.

Traits

Tessaria has **Sensory Processing Difference (Over-Responsivity) (IE 2)** to repetitive high- and low-pitched sounds, such as scraping metal.

This gold dragonborn librarian is incredibly knowledgeable of history, religion, and the occult, and is traveling overland with her personal book-hoard. She speaks insightfully but bluntly. Her emotions can be difficult to read, and she can come across as standoffish. Reading and sipping tea help put her at ease. If confronted about her perceived attitude, she will say "I am kind, not nice." To Tessaria, kindness is genuine, whereas niceties are superficially polite.

Ssauri'yanik

December 28, 2022

Ssauri'yanik (They/Them)

Medium humanoid (red [dragonborn](#)), Neutral Good

- **Armor Class** 13 (chain shirt), 16 with Barkskin
- **Hit Points** 27 (5d8 + 5)

- **Speed** 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|------------|------------|------------|------------|------------|------------|
| 10 (+0) | 10 (+0) | 12 (+1) | 13 (+1) | 16 (+3) | 13 (+1) |

- **Skills** Medicine +7, Nature +5, Persuasion +3, Religion +5
- **Damage Resistances** fire
- **Senses** passive Perception 13
- **Languages** Common, Draconic
- **Challenge** 2 (450 XP)

Divine Eminence. As a bonus action, Ssauri'yanik can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Plant Specialist. Ssauri'yanik has advantage on Intelligence (Nature) checks related to plants.

Spellcasting. Ssauri'yanik is a 5th-level spellcaster. Their spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Ssauri'yanik has the following [cleric](#) spells prepared:

Cantrips (at will): [Light](#), [Sacred Flame](#), [Thaumaturgy](#)

1st level (4 slots): [Cure Wounds](#), [Guiding Bolt](#), [Sanctuary](#)

2nd level (3 slots): [Lesser Restoration](#), [Spiritual Weapon](#), [Barkskin](#)

3rd level (2 slots): [Dispell Magic](#), [Spirit Guardians](#)

Actions

Breath Weapon. Ssauri'yanik can use their action to exhale fire in a 15 ft. cone. When they use their breath weapon, each creature in the area of the exhalation must succeed on a DC 11 Dexterity saving throw. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. After they use their breath weapon, they can't use it again until they complete a short or long rest.

Mace. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage.

Traits

They have a chronic degenerative condition similar to Ehlers-Danlos Syndrome, causing [Hyperelasticity \(IE 4\)](#) and [Skeletal Flexibility \(IE 3\)](#) and [Dislocation \(IE 3\)](#).

This red dragonborn is dedicated to helping others, an act of devotion that takes many forms, from curing wounds to providing support for people with disabilities. They love plants and herblore, which they use to make various tonics, smokables, and other medicines. Ssauri'yanik sells [Potions of Healing](#) and potions that replicate the effects of magic items for managing disabilities and traits. Their scaly skin has an elasticity to it and bruises easily.

Rudolph the Red-Nosed Ranger

December 28, 2022



[Ranger](#) (3rd Level)

Medium humanoid (reindeer), lawful good

Cisgender Man (He/Him)

Armor Class 16 (studded leather armor, shield)

Hit Points 28 (3d10+6)

Speed 30 ft.

STR 16 (+3)

DEX 12 (+1)

CON 14 (+2)

INT 10 (+0)

WIS 16 (+3)

CHA 10 (+0)

Skills: Animal Handling +5, Nature +2, Perception +5, Survival +5

Senses: passive Perception 15

Languages: Common, Sylvan

Challenge: 1/2 (100 XP)

Spellcasting. Rudolph is a 3rd-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). Rudolph has the following ranger spells prepared:

1st level (3 slots): [Jump](#), [Longstrider](#), [Speak with Animals](#)

Natural Explorer (Tundra). Rudolph has advantage on Initiative checks and Wisdom (Survival) checks made in tundra terrain. Additionally, difficult terrain in tundra doesn't slow his group's travel.

Favored Enemy (Humanoids). Rudolph has advantage on Wisdom (Survival) checks to track humanoids, as well as on Intelligence checks to recall information about them.

Natural Antlers. Rudolph can make an unarmed strike with his antlers, dealing 1d4+3 piercing damage.

Reindeer's Nose. Rudolph's nose shines brightly in the dark, shedding bright light in a 20-foot radius and dim light for an additional 20 feet. He can light or extinguish it at will using a bonus action.

Actions

Multiattack. Rudolph makes two attacks with his longbow or his natural antlers.

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

Antlers. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d4+3 piercing damage.

Reindeer Stampede (1/day). Rudolph can use an action to summon a stampede of [reindeer](#) that rush forward in a straight line,

dealing 3d6 bludgeoning damage to all creatures in a 30-foot-wide, 60-foot-long line. Creatures in the area must succeed on a DC 13 Strength saving throw or be knocked prone.

Personality

Rudolph is a jovial and friendly individual, always eager to help those in need. He is fiercely protective of the tundra and its inhabitants, and will go to great lengths to defend them from threats. Despite his outgoing demeanor, Rudolph can be quite solitary at times, preferring to spend his time in the wilds rather than in crowded cities.

Background

*Rudolph the Red-Nosed Ranger
Had a bright red glowing nose
Though some would underrate him
He could track through blowing snow*

*Rudolph knew he looked different
But his friends, they didn't care
So they set out together:
Elven bard and rogue bugbear*

*Through the darkest haunted crypt,
Dungeon, or cursed glade,
Rudolph set the world alight
Shining hope into the night*

*Rudolph and all his party
Grew their legend, champions three
Each using their unique gifts
Every quest was victory!*

Rudolph grew up in a Santa's village at the North Pole, where he learned the ways of the [ranger](#) from his mentor, Cornelius. He has always had a strong connection to the land, and can often be found wandering the frozen wastes in search of adventure. Rudolph's red nose, which glows brightly in the dark, has proven to be a useful tool in his travels, often illuminating paths that would otherwise be hidden from view. Despite his love for the tundra, Rudolph sometimes longs for a more settled life, and often finds himself torn between his duty to protect the land and his desire for a family and home of his own.

Holly

December 28, 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.