

# D&D BEYOND

## Vaaras

CHARACTER NAME

SG

Druid 6

CLASS & LEVEL

Brahda

SPECIES

Hermit

BACKGROUND

SG

PLAYER NAME

(Milestone)

EXPERIENCE POINTS

STRENGTH

16

+3

DEXTERITY

13

+1

CONSTITUTION

11

+0

INTELLIGENCE

12

+1

WISDOM

15

+2

CHARISMA

8

-1

☐ +3 Strength

☐ +1 Dexterity

☐ +0 Constitution

☒ +4 Intelligence

☒ +5 Wisdom

☐ -1 Charisma

Saving Throw Modifiers

SAVING THROWS

☐ +1 Acrobatics DEX

☐ +2 Animal Handling WIS

☐ +3 Arcana INT

☐ +3 Athletics STR

☐ -1 Deception CHA

☐ +1 History INT

☐ +2 Insight WIS

☐ -1 Intimidation CHA

☐ +1 Investigation INT

☒ +5 Medicine WIS

☒ +6 Nature INT

☐ +2 Perception WIS

☐ -1 Performance CHA

☐ -1 Persuasion CHA

☒ +4 Religion INT

☐ +1 Sleight of Hand DEX

☐ +1 Stealth DEX

☒ +5 Survival WIS

SKILLS

+1

INITIATIVE

ARMOR

14

CLASS

DEFENSES

HEROIC INSPIRATION

+3

PROFICIENCY BONUS

ABILITY SAVE DC

35 ft. (Walking)

SPEED

Max HP

33

Current HP

Temp HP

--

HIT POINTS

6d8

Total

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== ARMOR ===  
Light Armor, Shields

=== WEAPONS ===  
Simple Weapons

=== TOOLS ===  
Alchemist's Supplies, Brewer's Supplies, Cook's Utensils, Herbalism Kit, Monster Harvesting Tools

=== LANGUAGES ===  
Common, Druidic, Dwarvish, Giant, Sylvan

PROFICIENCIES & TRAINING

=== ACTIONS ===  
Standard Actions  
Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object, Study, Influence

=== BONUS ACTIONS ===  
Activate Large Form • 1 / Long Rest  
Once per Long Rest as a Bonus Action, you can change your size to Large for 10 minutes or until you end it. For that duration, you have Advantage on Strength checks, and your Speed increases by 10 ft.

Wild Shape • 3 / Long Rest  
You shape-shift into a Beast form that you have learned for this feature. You stay in that form for 3 hours or until you use Wild Shape again, have the Incapacitated condition, or die. You can also leave the form early as a Bonus Action.

Rules While Shape-Shifted. The following rules apply while you're shape-shifted:

- You retain your personality, memories, and ability to speak.
- When you assume a Wild Shape form, you gain 6 Temporary HP.
- Your game statistics are replaced by the Beast's stat block, but you retain your creature type; HP; HP Dice; Int., Wis., and Cha. scores; class features; languages; and feats.
- You retain your skill and saving throws and use

ACTIONS

12

PASSIVE PERCEPTION

12

PASSIVE INSIGHT

11


PASSIVE INVESTIGATION

SENSES

NAME	HIT	DAMAGE / TYPE	NOTES
Staff	+6	1d6+3 Bludgeoning	Simple, Versatile, Topple
Staff Hammer +1	+6	1d8+4 Bludgeoning	Martial, Versatile, Push, A quiri stone hammerhead attached to his staff.
Shillelagh	+5	1d10+2 Bludgeoning	D: 1m, V/S/M
Fire Bolt	+5	2d10 Fire	V/S
Unarmed Strike	+6	4 Bludgeoning	


WEAPON ATTACKS & CANTRIPS





Vaaras

CHARACTER NAME



Druid 6	SG	
CLASS & LEVEL	PLAYER NAME	
Goliath	Hermit	(Milestone)
SPECIES	BACKGROUND	EXPERIENCE POINTS

you can use it 3 times per Long Rest.

Repeatable. You can take this feat more than once.

| Storm's Thunder (Storm Giant) •  
When you take damage from a creature within 60 ft. of you, you can take a Reaction to deal 1d8 Thunder damage to that creature.

| 3 / Long Rest • 1 Reaction

\* Large Form • PHB-2024 192 Once per Long Rest as a Bonus Action, you can change your size to Large for 10 minutes or until you end it (no action required). For the duration, you gain additional effects.

Activate Large Form by clicking on this trait and selecting the drop down called Activate Large Form. Deselect it to stop its effects.

| Activate Large Form: 1 / Long Rest • 1 Bonus Action

\* Powerful Build • PHB-2024 192  
You have Advantage on any ability check you make to end the Grappled condition. You also count as one size larger when determining your carrying capacity.

\* Ability Score Increases • PHB-2024  
When determining your character's ability scores, increase one score by 2 and a different one by 1, or increase three scores by 1.

| Increase three scores (+1 / +1 / +1) •  
Increase three different scores by 1.

=== FEATS ===

\* Skilled • PHB-2024 201  
You gain proficiency in any combination of three skills or tools of your choice.

ADDITIONAL FEATURES & TRAITS

NAME

QTY

WEIGHT

NAME

QTY

WEIGHT

ADDITIONAL EQUIPMENT



## Vaaras

CHARACTER NAME



Male	131	Medium	8'5"	315
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Chaotic Good	The Path of	Pale gray	Dark Green	Bald
ALIGNMENT	Awakening FAITH	SKIN	EYES	HAIR



Vaaras is a large, hulking figure, a lonely survivor of the old race of Brahda, half-giants who once ruled all of Garia. He is bald and has mutton chops.

CHARACTER APPEARANCE

=== Allies ===

Arosin Daridh - master druid of the Weeping Circle and close friend of Vaaras. She raised him from a young age and taught him all there is to know of the Path of Awakening.

=== Organizations ===

The Weeping Circle - the druidic circle of Sekh'Tama located in the Weeping Wood of northern Wolda.

ALLIES & ORGANIZATIONS

I don't care about etiquette and social expectations. I often get lost in my own thoughts and contemplation.

PERSONALITY TRAITS

Free Thinking. Inquiry and curiosity are the pillars of progress. (Chaotic)

IDEALS

I carry an ancient tome long guarded by my order, very dangerous in the wrong hands.

BONDS

I take unnecessary risks to find the truth and lost knowledge.

FLAWS

Vaaras was raised by Arosin Daridh, the master of his circle, after he was left alone as an infant. His parents were killed by some unknown darkness that left their bodies mangled.

He grew up in the Path of Awakening and swore to protect their grove and the secrets it kept hidden.

When the grove was overrun, and many of his brothers and sisters were killed, Vaaras fought the cultists and nearly died in the battle. Arosin gave him the tome that the cult was after and told him to keep it safe, urging him to leave the grove behind.

He now travels fighting darkness where he can, keeping the tome secret.

CHARACTER BACKSTORY

Vaaras is a half-giant, a surviving Brahda warrior, most of whom are considered extinct in Garia. He is tall and strong, with a bald head and mutton chops, tattoos of his circle across his chest, arms, and face. He wears a simple robe, open at the front, and breeches with a large sash under his belt. The Quiri stone warhammer head he has on his belt is a part of his staff, should he choose to wield it.

The gem hanging on a chain across his forehead looks simple and cheap, but is the hidden key to the tome he carries, where it exists in a small dimension made for its safekeeping.

ADDITIONAL NOTES



# D&D BEYOND

Druid

SPELLCASTING  
CLASS



WIS

SPELLCASTING  
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK  
BONUS

PREP SPELL NAME	SOURCE	SAVE/ATK TIME	RANGE	COMP DURATION	PAGE REF	NOTES
=== CANTRIPS ===						
<input type="radio"/> Create Bonfire	Druid Circle of the Land	DEX 13 1A	60 ft./5 ft. Cube	V,S Concentration, up to 1 minute	EE 152	D: 1m, 5 ft. Cube, V/S
<input type="radio"/> Spare the Dying	Spells Primal Order	-- +5 +5 1A	15 ft.	V,S Instantaneous	PHB-2024 318	V/S D: 1m, V/S/M V/S
<input type="radio"/> Shillelagh		-- 1BA	Self	V,S,M 1 minute	PHB-2024 316	V/S
<input type="radio"/> Fire Bolt		1A	120 ft.	V,S Instantaneous	PHB-2024 274	
<input type="radio"/> Druidcraft		1A	30 ft.	V,S Instantaneous	PHB-2024 266	
=== 1st LEVEL ===						
<input type="radio"/> Ice Knife	Druid Druid Druid Druid	DEX 13 / +5 1A 1A	60 ft./5 ft. Sphere	S,M Instantaneous	EE 157	5 ft. Sphere, S/M
<input type="radio"/> Speak with Animals [R]	Druid Druid Druid Druid	-- 1A	Self	V,S V,S,M Concentration, up to 1 minute	PHB-2024 318	D: 10m, V/S
<input type="radio"/> Entangle	Druid Druid Druid Druid	STR 13 1R	90 ft./20 ft. Square	Concentration, up to 1 minute	PHB-2024 268	D: 1m, 20 ft. Square, V/S
<input type="radio"/> Absorb Elements	Druid Druid Druid Druid	-- 1A 1A	Self Touch	10 minutes	EE 150 EE	D: 1Rnd, S
<input type="radio"/> Beast Bond	Druid Druid Druid Druid	-- 1A 1A	ft. 30 ft.		150 EE	D: 10m, V/S/M
<input type="radio"/> Earth Tremor	Circle of the Land Spells	DEX 13 1A 1A	60 ft./20 ft. Cube	V,S Instantaneous	155	V/S
<input type="radio"/> Animal Friendship	Druidic (Always Prepared)	WIS 13 1A + 10m		V,S,M 24 hours	PHB-2024 239	D: 24h, V/S/M
<input type="radio"/> Faerie Fire	Wild Companion	DEX 13		V Concentration, up to 1 minute	PHB-2024 271	D: 1m, 20 ft. Cube, V D: 1h,
<input type="radio"/> Fog Cloud		--	120 ft./20 ft. Sphere	V,S Concentration, up to 1 hour	PHB-2024 276	20 ft. Sphere, V/S D: 10m,
<input type="radio"/> Protection from Evil and Good		--	Touch	V,S,M Concentration, up to 10 minutes	PHB-2024 309	V/S/M 5 ft. Sphere, V/S D:
<input type="radio"/> Purify Food and Drink [R]		--	10 ft./5 ft. Sphere	V,S Instantaneous	PHB-2024 310	24h, V/S/M D: 1h, V/S D: 1m,
<input type="radio"/> Goodberry		WIS 13 1A 1A	Self 30 ft.	V,S,M 24 hours	PHB-2024 280	V/S/M D: 1h, V/S/M 30 ft.
<input type="radio"/> Charm Person		-- 1BA	Touch Touch	V,S 1 hour	PHB-2024 249	Cube, V/S/M V/S D: 10m, 30
<input type="radio"/> Jump		-- 1A 1A	30 ft./30 ft. Cube	V,S,M 1 minute	PHB-2024 290	ft. Sphere, V/S/M D: 10m, 30
<input type="radio"/> Longstrider		-- 1A	Touch	V,S,M 1 hour	PHB-2024 293	ft. Sphere, V/S V 5 ft. Sphere,
<input type="radio"/> Create or Destroy Water		-- 1A + 10m	Self/30 ft. Sphere	V,S,M Instantaneous	PHB-2024 258	S/M 15 ft. Cube, V/S 15 ft.
<input type="radio"/> Cure Wounds		--		V,S Instantaneous	PHB-2024 259	Cone, V/S D: 10m, V/S V/S/M
<input type="radio"/> Detect Poison and Disease [R]		--		V,S Concentration, up to 10 minutes	PHB-2024 262	
<input type="radio"/> Detect Magic [R]		--		V,S,M Concentration, up to 10 minutes	PHB-2024 262	
<input type="radio"/> Healing Word		-- 1A + 10m	Self/30 ft. Sphere	V,S Concentration, up to 10 minutes	PHB-2024 262	
<input type="radio"/> Ice Knife		DEX 13 / +5 1BA	60 ft.	V Instantaneous	PHB-2024 284	
<input type="radio"/> Thunderwave		1A	60 ft./5 ft. Sphere	S,M Instantaneous	PHB-2024 287	
<input type="radio"/> Burning Hands		CON 13 1A	Self/15 ft. Cube	V,S Instantaneous	PHB-2024 334	
<input type="radio"/> Speak with Animals [R]		DEX 13 1A	Self/15 ft. Cone	V,S Instantaneous	PHB-2024 248	
<input type="radio"/> Find Familiar [R]		-- -- 1A	Self	V,S 10 minutes	PHB-2024 318	
		1A	10 ft.	V,S,M Instantaneous	PHB-2024 272	
=== 2nd LEVEL ===						
<input type="radio"/> Barkskin Pass without Trace	Druid Druid	-- -- DEX 13 1A	Touch	V,S,M 1 hour V,S,M	PHB-2024 245	D: 1h, V/S/M
<input type="radio"/> Flaming Sphere Locate	Druid Druid	1A 1A	Self/30 ft. Emanation	Concentration, up to 1 hour	PHB-2024 303	D: 1h, 30 ft. Emanation, V/S/M
<input type="radio"/> Animals or Plants [R] Dust	Druid Druid		60 ft./5 ft. Sphere	hour V,S,M	PHB-2024 275	D: 1m, 5 ft. Sphere, V/S/M
<input type="radio"/> Devil Earthbind Skywrite [R]	Druid Druid	-- STR 13 1A	Self	Concentration, up to 1 minute	PHB-2024 292	V/S/M D: 1m, 5 ft. Cube, V/S/M
<input type="radio"/> Warding Wind Summon	Druid Druid	STR 13 1A	60 ft./5 ft. Cube	minute V,S,M	EE 154 EE	D: 1m, V D: 1h, V/S D: 10m, 10
<input type="radio"/> Beast Aid Animal Messenger	Druid Druid		300 ft.	Instantaneous V,S,M	154 EE	ft. Sphere, V D: 1h, V/S/M D:
<input type="radio"/> [R] Augury [R] Find Traps	Druid Druid	-- -- -- 1A	Sight	Concentration, up to 1 minute	165 EE	8h, V/S/M D: 24h, V/S/M V/S/M
<input type="radio"/> Flame Blade Protection from	Druid	13 1A + 10m 1A	Self/10 ft. Sphere	V,S Concentration, up to 1 hour	170 TCoE	V/S D: 10m, V/S/M D: 1h, V/S
<input type="radio"/> Poison		1A	90 ft.	V,S,M Concentration, up to 1 hour	PHB-2024 239	
<input type="radio"/>			30 ft.	V,S,M 8 hours	PHB-2024 240	
<input type="radio"/>			30 ft.	V,S,M 24 hours	PHB-2024 240	
<input type="radio"/>		-- - 11m	Self	V,S,M Instantaneous	PHB-2024 244	
<input type="radio"/>		- 1A	120 ft.	V,S Instantaneous	PHB-2024 273	
<input type="radio"/>		+5 1BA	Self	V,S,M Concentration, up to 10 minutes	PHB-2024 273	
<input type="radio"/>		-- 1A	Touch	V,S Concentration, up to 1 hour	PHB-2024 310	

SPELLS

Druid

SPELLCASTING  
CLASS



WIS

SPELLCASTING  
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK  
BONUS

## PREP SPELL NAME

PREP SPELL NAME	SOURCE	SAVE/ATK TIME	RANGE	COMP DURATION	PAGE REF	NOTES
<input type="radio"/> Locate Object	Druid Druid Druid Druid	-- -- -- 1A	Self Touch	V,S,M Concentration, up to 10 minutes	PHB-2024 291	Dispel: 10m, V/S/M V/S D: Until
<input type="radio"/> Lesser Restoration	Druid Druid Druid Druid	-- 1BA	Touch	V,S,V,S,M Instantaneous	PHB-2024 291	Dispel: 10m, 20
<input type="radio"/> Continual Flame	Druid Druid Druid Circle	CON 13 1A	150 ft./20 ft. Sphere	V,S,M Concentration, up to 10 minutes	PHB-2024 256	ft. Sphere, V/S/M D: 8h,
<input type="radio"/> Spike Growth	of the Land Spells	CON 13 1A		V,S,M 8	PHB-2024 318	V/S/M D: 1m, 5 ft. Cylinder,
<input type="radio"/> Darkvision		WIS 13 - 1A	Touch	hours V,S,M	PHB-2024 260	V/S/M D: 1m, V/S/M D: 1m,
<input type="radio"/> Moonbeam		- 1A	120 ft./5 ft. Cylinder	Concentration, up to 1	PHB-2024 300	V/S/M D: 1m, V/S/M D: 1h,
<input type="radio"/> Gust of Wind		CON 13 1A	Self 60	minute V,S,M	PHB-2024 282	V/S/M D: 1m, V/S/M D: 1m, V
<input type="radio"/> Heat Metal		-- 1A	ft.	Concentration, up to 1	PHB-2024 284	
<input type="radio"/> Hold Person		1A	60 ft.	minute V,S,M	PHB-2024 286	
<input type="radio"/> Enhance Ability		1A	Touch	Concentration, up to 1	PHB-2024 268	
<input type="radio"/> Enlarge/Reduce		1A	30 ft.	minute V,S,M	PHB-2024 268	
<input type="radio"/> Blur		1A	Self	V Concentration, up to 1 minute	PHB-2024 248	

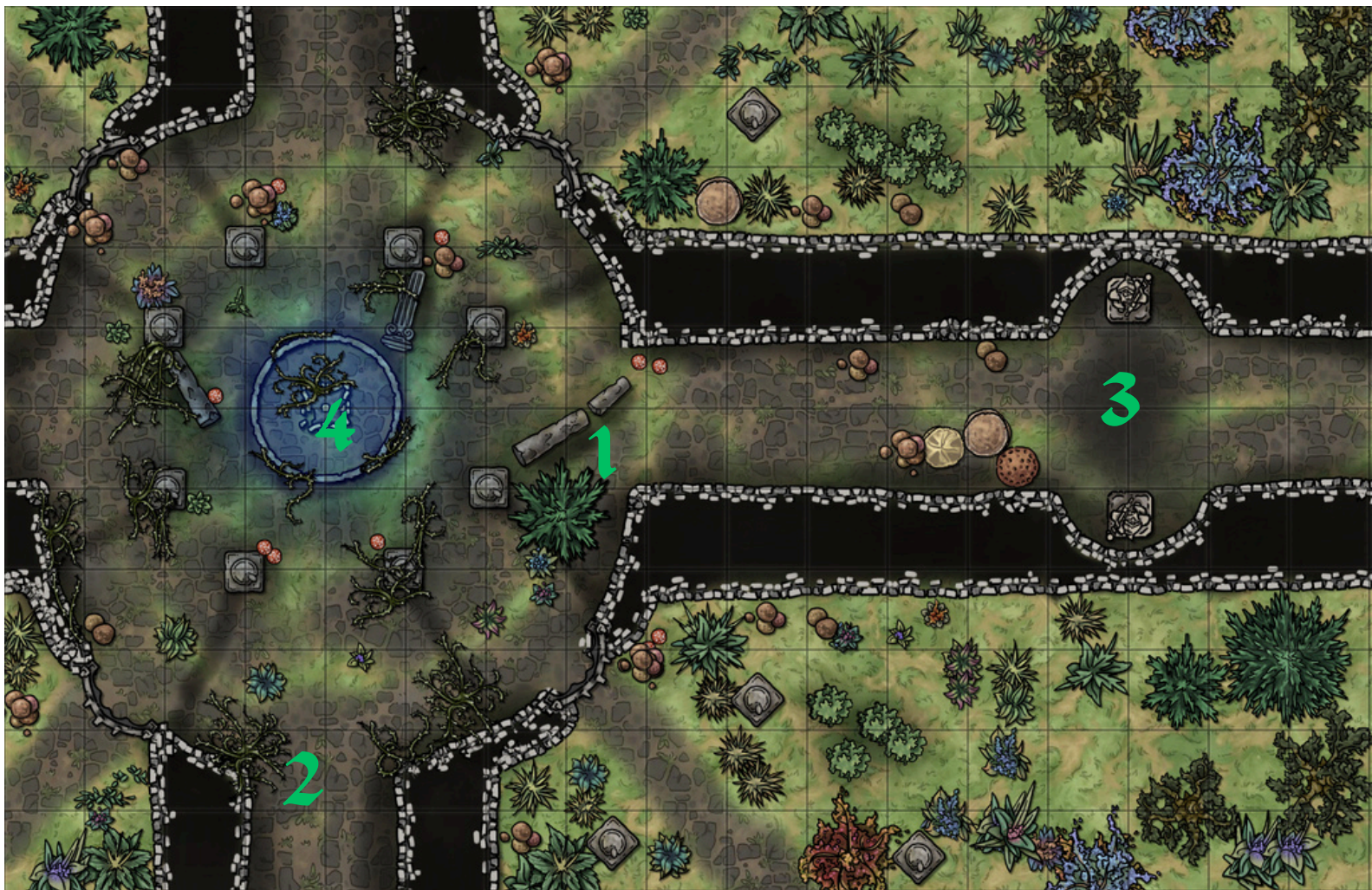
## === 3rd LEVEL ===

3 Slots OOO Druid Druid

<input type="radio"/> Erupting Earth Flame	Druid Druid Druid Druid	DEX 13 1A	120 ft./20 ft. Cube	V,S,M Instantaneous	EE 155 EE 20 ft. Cube, V/S/M D: 1h, V/S
<input type="radio"/> Arrows Tidal Wave Wall	Druid Druid Druid Druid	-- 1A	Touch 120 ft.	V,S Concentration, up to 1 hour	156 EE 168 V/S/M D: 10m, V/S/M D: 1h,
<input type="radio"/> of Water Summon Fey	Druid Druid Druid Druid	DEX 13 1A	60 ft. 90 ft.	V,S,M Instantaneous	EE 170 V/S/M 10 ft. Cylinder, V/S/M 100
<input type="radio"/> Freedom of the Waves	Druid Druid Druid Druid	-- -- STR 13	120 ft./10 ft. Cylinder	V,S,M Concentration, up to 10 minutes	TCoE 112 ft. Sphere, V/S D: 1h, V/S D:
<input type="radio"/> Plant Growth Protection	Druid Circle of the Land	1A 1A		V,S,M TCSR 176	10m, 60 ft. Cylinder, V/S V/S/M
<input type="radio"/> from Energy Call	Spells			Concentration, up to 1	PHB-2024 305 D: 1m, 40 ft. Cylinder, V/S/M D:
<input type="radio"/> Lightning Revivify Sleet		-- -- DEX 13	150 ft./100 ft. Sphere	hour Instantaneous V,S,M	8h, V/S D: 10m, V/S D: 10m, V/S
<input type="radio"/> Storm Meld into Stone		1A 1A	Touch	V,S Instantaneous	PHB-2024 309 D: 1h, 60 ft. Sphere, V/S Special:
<input type="radio"/> [R] Conjure Animals			120 ft./60 ft. Cylinder	V,S Concentration, up to 10 minutes	PHB-2024 248 (See Description)*, V/S D: 24h,
<input type="radio"/> Speak with Plants		-- 1A	Touch	V,S,M Instantaneous	PHB-2024 312 V/S/M D: 1h, V/S/M D: 1m,
<input type="radio"/> Daylight Dispel Magic		DEX 13 1A	150 ft./40 ft. Cylinder	V,S,M Concentration, up to 10 minutes	PHB-2024 317 V/S/M 20 ft. Sphere, V/S/M
<input type="radio"/> Water Breathing [R]		-- 1A+10m	Touch	V,S V,S V,S V,S V,S	PHB-2024 296
<input type="radio"/> Water Walk [R] Wind		DEX 13 1A	60 ft.	V,S,M 24 hours V,S,M	PHB-2024 254
<input type="radio"/> Wall Fireball		-- 1A 1A	Self 60 ft./60 ft. Sphere	hour 10 minutes V,S,M	PHB-2024 318
<input type="radio"/>		-- 1A		Concentration, up to 1	PHB-2024 260
<input type="radio"/>		-- 1A+10m	120 ft. 30 ft.	minute Instantaneous V,S,M	PHB-2024 265
<input type="radio"/>		--	30 ft. 120 ft.	Instantaneous	PHB-2024 340
<input type="radio"/>		-- 1A+10m	150 ft./20 ft. Sphere		PHB-2024 340
<input type="radio"/>		STR 13 1A			PHB-2024 341
<input type="radio"/>		DEX 13 1A			PHB-2024 274

SPELLS





## **The Weeping Grove**

- 1 - Vaaras's hiding place**
- 2 - Cultists entrance**
- 3 - Grove guardian statues**
- 4 - Central podium**



