

[Previous](#)[Next](#)

Silas Urthodon

**2500 x 3235**  
↔ ↕

Image Dummy

---

## Silas Urthodon

**Middle Aged Adult Elf**

**Neutral Evil**

**Level 0 Civilian N/A**

---

### Pronouns -

he/him

### Occupations -

Undertaker

**Armor Class -**

12

**Hit Points -**

63 (TODO Hitdice)

**Speed -**

30.

---

**STR**

12 (+1)

**DEX**

19 (+5)

**CON**

14 (+2)

**INT**

19 (+5)

**WIS**

12 (+1)

**CHA**

18 (+4)

---

**Saving Throws -**

**Skills -**

{ "Drow Abilities"=>[ { "Superior Darkvision"=>"See 120 in like bright light in dim light and like dim light in darkness", "Keen Senses"=>"Proficiency in Perception", "Fey Ancestry"=>"Advantage on saving throws against charm and immune to sleep magic", "Trance"=>"Deasn't need to sleep, 4 hours meditation counts as a long rest", "Sunlight Sensitivity"=>"disadvantage on attack and perception roles in direct sunlight", "Drow Magic"=>"Can cast Dancing Lights, Faerie Fire, Darkness, Detect Magic, Dispel Magic and Levitate once per long rest with charisma as spellcasting ability", "Drow Weapons Training"=>"Proficient with rapiers, shortswords and hand crossbow"} ], "Undertaker Abilities"=>[ { "Skill Proficiencies"=>"Medicine, Religion - Burial Rites, Investigation, History - Burial Rites, Insight,", "Tool Proficiencies"=>"Carpenter's Tools, Stonecarver's Tools, Disguise Kit, Alchemist Kit, Sewnig Kit, Medical Kit", "Funeral Network"=>"Well connected in circles dealing with funerals ie. florists, carriages, churches, other undertakers and advantage on persuasion in dealing with them", "Coroner"=>"Has advantage when trying to determine cause and/or time of death"} ] }

**Proficiencies -**

**Proficiency Mod -**

+2

**Languages -**

Common Undercommon Elvish

**Adjectives -**

Secretive, Gruff, Unpleasant,

---

**Special Abilities**

**Special Equipment**

**Combat Tactics**

**Actions**

**Factions**

**Dumas Family**

Role: *Undertaker/Informant*

---

**2500 x 3235**

A diagram showing the dimensions 2500 x 3235. Below the number 2500 is a horizontal double-headed arrow. Below the number 3235 is a vertical double-headed arrow.

# Image Dummy

## Roleplaying

---

### Introduction

The thin eldrerly-looking Drow with shock white hair sitting behind the desk lifts his top hat /"Who needs burryin wat?/"

### Appearance

Tall and scrawny, wild white hair contrasting his dark skin, fine black clothing, ebony cane and wide-brimmed top hat

### Expressions

*We'll bury yer love ones, best price ya kin get*

*What'dya like on yer stone?*

*From yer family ta ours*

### Mannerisms

leans heavily on his cane to walk

Motivations

Money, providing "raw materials" and "waste disposal" for the Dumas Family

Passions

Dead bodies

Secrets

He is neither as old or as infirmed as he appears

Silas Urthodon

Middle Aged Adult Elf  
Neutral Evil  
Level 0 Civilian N/A

Pronouns -

he/him

Occupations -

Undertaker

Armor Class -

12

Hit Points -

63 (TODO Hitdice)

Speed -

30.

STR

12 (+1)

DEX

19 (+5)

CON

14 (+2)

INT

19 (+5)

WIS

12 (+1)

CHA

18 (+4)

Saving Throws -

Saving Throws -

Skills -

{ "Drow Abilities"=>[ { "Superior Darkvision"=>"See 120 in like bright light in dim light and like dim light in darkness", "Keen Senses"=>"Proficiency in Perception", "Fey Ancestry"=>"Advantage on saving throws against charm and immune to sleep magic", "Trance"=>"Deasn't need to sleep, 4 hours meditation counts as a long rest", "Sunlight Sensitivity"=>"disadvantage on attack and perception roles in direct sunlight", "Drow Magic"=>"Can cast Dancing Lights, Faerie Fire, Darkness, Detect Magic, Dispel Magic and Levitate once per long rest with charisma as spellcasting ability", "Drow Weapons Training"=>"Proficient with rapiers, shortswords and hand crossbow" } ], "Undertaker Abilities"=>[ { "Skill Proficiencies"=>"Medicine, Religion - Burial Rites, Investigation, History - Burial Rites, Insight,", "Tool Proficiencies"=>"Carpenter's Tools, Stonecarver's Tools, Disguise Kit, Alchemist Kit, Sewnig Kit, Medical Kit", "Funeral Network"=>"Well connected in circles dealing with funerals ie. florists, carriages, churches, other undertakers and advantage on persuasion in dealing with them", "Coroner"=>"Has advantage when trying to determine cause and/or time of death" } ] }

Proficiencies -

Languages -

Common Undercommon Elvish

Adjectives -

Secretive, Gruff, Unpleasant,

Special Abilities

-

Special Equipment

-

-

-

Combat Tactics

He will only fight if necessary, but will take surprise shots at the unwary

Actions

-

# Factions

## Dumas Family

Role: *Undertaker/Informant*

# Roleplaying

---

## Introduction

The thin eldrerly-looking Drow with shock white hair sitting behind the desk lifts his top hat /"Who needs burryin wat?/"

## Appearance

Tall and scrawny, wild white hair contrasting his dark skin, fine black clothing, ebony cane and wide-brimmed top hat

## Expressions

*We'll bury yer love ones, best price ya kin get*

*What'dya like on yer stone?*

*From yer family ta ours*

## Mannerisms

leans heavily on his cane to walk

## Motivations

Money, providing "raw materials" and "waste disposal" for the Dumas Family

## Passions

Dead bodies

## Secrets

He is neither as old or as infirmed as he appears

# Background Story

---

Silas Urthodon is a long-time friend of the Dumas Family, and clocking in at around 700 years old, has taken care of their funeral arrangements for generation. He has also had casual contact with the family's patron for almost as long and has helped him guide them to where they are now. As part of his job he is well suited to providing raw materials for The Dumas' growing force of undead as well as disposing of waste from the family's sacrificial rites. Due to his skills, honed over centuries, Silas has also taken on other roles to make a living. He sometimes hires himself out to The Watch or City Guard

as a coroner to help them out with murder investigations. He also hires himself out to insurance companies to investigate mysterious deaths. Both of these jobs not only let him exercise his mind, but also to cover for the Dumas Family in any cases that may involve them. He also knows humanoid bodies inside and out, which makes him well suited to perform medical procedures, a service he provides for members of the family in need as well as various criminal organizations and underworld sources.