

**Introduction**  
At the heart of the story is a character who is surrounded by a community that is a graveyard of the past, outside of the modern world of humanoid beings.

500 x 3235  
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Lesser Restoration", "3rd Level"=>"Create Food and Water, Remove Curse, Speak with Dead", "4th Level"=>"Banishment, Divination"}], "Channel Divinity"=>"Turn Undead, Destroy Undead"}], "Grave Domain Abilities"=>[{"Circle of Mortality"=>"you gain the ability to manipulate the line between life and death. When you would normally roll one or more dice to restore hit points with a spell to a creature at 0 hit points, you instead use the highest number possible for each die. In addition, you learn the Spare the Dying cantrip, which doesn't count against the number of cleric cantrips you know. For you, it has a range of 30 feet, and you can cast it as a bonus action", "Eyes of the Grave"=>"you gain the ability to occasionally sense the presence of the undead, whose existence is an insult to the natural cycle of life. As an action, you can open your awareness to magically detect undead. Until the end of your next turn, you know the location of any undead within 60 feet of you that isn't behind total cover and that isn't protected from divination magic. This sense doesn't tell you anything about a creature's capabilities or identity. You can use this feature a number of times equal to your Wisdom modifier", "Path to the Grave"=>"you can use your Channel Divinity to mark another creature's life force for termination. As an action, you choose one creature you can see within 30 feet of you, cursing it until the end of your next turn. The next time you or an ally of yours hits the cursed creature with an attack, the creature has vulnerability to all of that attack's damage, and then the curse ends.", "Sentinel at Deaths Door"=>"you gain the ability to impede death's progress. As a reaction when you or an ally that you can see within 30 feet of you suffers a critical hit, you can turn that attack into a normal hit. Any effects triggered by a critical hit are canceled. You can use this feature a number of times equal to your Wisdom modifier", "Potent Spellcasting"=>"you add your Wisdom modifier to the damage you deal with any cleric cantrip", "Spellcasting"=>[{"Description"=>"DC 15", "1st Level"=>"Bane, False Life", "3rd Level"=>"Gentle Repose, Ray of Enfeeblement", "5th Level"=>"Revivify, Vampiric Touch", "7th Level"=>"Blight, Death Ward"}]]}]

Proficiencies -  
Proficiency Mod - +3

Languages -  
Common Elven Giant Infernal Celestial  
Adjectives - Calm, Respectful, Caring,

- Special Abilities -
- Special Equipment -
- Combat Tactics
- He does not if at all even slightly possible
- Actions -
- Factions
- TwoHills Clan
- Role:
- Church of Lallanis
- Role:
- Grave Dancer's Union
- Role:

ROLEPLAYING

Introduction

At small chapel surrounded by a graveyard in the forest outside of town a large humanoid tends the lawn

Appearance

Roughly 9' tall with thick red hair, a bright red beard and pink skin. Earth-toned clothes and a garland of flowers

Expressions

Death is just another part of life

Is your dearly departed among my flock?

Mannerisms

Regularly picks at the flowers in the garland around his neck. Frequently talks to plants and fungi.

Motivations

Tending to the circle of life as his god Lallanis. The Firbolg Code. Genuine care for the dead and their loved ones

Passions

He is passionate about mushrooms

Secrets

Mushrooms that grow on corpses are the tastiest ones

Domain Abilities"=> [{"Circle of Mortality"=>"you gain the ability to manipulate the line between life and death. When you would normally roll one or more dice to restore hit points with a spell to a creature at 0 hit points, you instead use the highest number possible for each die. In addition, you learn the Spare the Dying cantrip, which doesn't count against the number of cleric cantrips you know. For you, it has a range of 30 feet, and you can cast it as a bonus action", "Eyes of the Grave"=>"you gain the ability to occasionally sense the presence of the undead, whose existence is an insult to the natural cycle of life. As an action, you can open your awareness to magically detect undead. Until the end of your next turn, you know the location of any undead within 60 feet of you that isn't behind total cover and that isn't protected from divination magic. This sense doesn't tell you anything about a creature's capabilities or identity. You can use this feature a number of times equal to your Wisdom modifier", "Path to the Grave"=>"you can use your Channel Divinity to mark another creature's life force for termination. As an action, you choose one creature you can see within 30 feet of you, cursing it until the end of your next turn. The next time you or an ally of yours hits the cursed creature with an attack, the creature has vulnerability to all of that attack's damage, and then the curse ends.", "Sentinel at Deaths Door"=>"you gain the ability to impede death's progress. As a reaction when you or an ally that you can see within 30 feet of you suffers a critical hit, you can turn that attack into a normal hit. Any effects triggered by a critical hit are canceled. You can use this feature a number of times equal to your Wisdom modifier", "Potent Spellcasting"=>"you add your Wisdom modifier to the damage you deal with any cleric cantrip", "Spellcasting"=> [{"Description"=>"DC 15", "1st Level"=>"Bane, False Life", "3rd Level"=>"Gentle Repose, Ray of Enfeeblement", "5th Level"=>"Revivify, Vampiric Touch", "7th Level"=>"Blight, Death Ward"}]]}]

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**Actions**

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**Factions**

**TwoHills Clan**

Role:

**Church of Lallanis**

Role:

**Grave**

**Dancer's**

**Union**

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