

## TRISTETH MULHOLLAND

Elderly Human  
Neutral  
Level 2/2 Rogue; Cleric

**Pronouns:** he/him  
**Occupations:**  
Gravekeeper  
**Armor Class** 11  
**Hit Points**  
35 (TODO Hitdice)  
**Speed** 30.

STR	DEX	CON	INT	WIS
13	9	9	14	11
(+2)	(0)	(0)	(+2)	(+1)

**CHA**  
15  
(+3)

**Saving Throws**  
TODO Saving Throws  
**Skills**  
Gravekeeping; Embalming;  
**Proficiencies**  
**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition Immunities  
**Senses** TODO Senses  
**Languages** Common  
Dwarven  
**Adjectives** Dim,

### Special Abilities

-

### Special Equipment

### Combat Tactics

Tristeth will, more often than not, flee combat. Should that not be an option he will face-off with the weakest opponent possible.

### Actions

-

### Factions

**Order of Selune [Any Good Moon God]** -

2500 x 3235

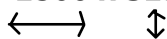


Image Dummy

## ROLEPLAYING

### Introduction

Leaves his post to find supplies at the nearest market; Often visits the alehouse for some grub and a good drunk

### Appearance

Lanky, with a curved spine and potbelly.

### Expressions

"It is what it is"; "Love", "Dear", "Honey", "Sweetie".

### Mannerisms

Sucks breath when cogitating; overfeeds pets with treats.

### Motivations

To keep those departed in his graveyard safe from disturbances and their stones and cryptfaces well-kept and beautiful for visitors.

### Passions

Pet otters and pet raven; bastard son; wandering The Chalk.

### Secrets

Created the world's first Ansible, and named it, too. Tristeth has colluded with evil necromancers/warlocks to sacrifice the bodies at his gravesite to their deity.

## TRISTETH MULHOLLAND

Elderly Human  
Neutral  
Level 2/2 Rogue; Cleric

**Pronouns:** he/him  
**Occupations:**  
Gravekeeper  
**Armor Class** 11  
**Hit Points**  
35 (TODO Hitdice)  
**Speed** 30.

STR	DEX	CON	INT	WIS
13	9	9	14	11
(+2)	(0)	(0)	(+2)	(+1)

**CHA**  
15  
(+3)

**Saving Throws**  
TODO Saving Throws  
**Skills** **Skills**  
Gravekeeping; Embalming;  
**Proficiencies** TODO  
**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition Immunities  
**Senses** TODO Senses  
**Languages** Common  
Dwarven  
**Adjectives** Dim,

### Special Abilities

-

### Special Equipment

### Combat Tactics

Tristeth will, more often than not, flee combat. Should that not be an option he will face-off with the weakest opponent possible.

### Actions

-

### Factions

**Order of Selune [Any Good Moon God]**

## ROLEPLAYING

### Introduction

Leaves his post to find supplies at the nearest market; Often visits the alehouse for some grub and a good drunk

### Appearance

Lanky, with a curved spine and potbelly.

### Expressions

"It is what it is"; "Love", "Dear", "Honey", "Sweetie".

### Mannerisms

Sucks breath when cogitating; overfeeds pets with treats.

### Motivations

To keep those departed in his graveyard safe from disturbances and their stones and cryptfaces well-kept and beautiful for visitors.

### Passions

Pet otters and pet raven; bastard son; wandering The Chalk.

### Secrets

Created the world's first Ansible, and named it, too. Tristeth has colluded with evil necromancers/warlocks to sacrifice the bodies at his gravesite to their deity.

Gr  
a poor  
it is. As  
and lea  
you ha  
an exp  
with in  
behavi  
put his  
control  
animal

As this  
suggest, Tr  
the family  
picking off  
slingshot. F  
examine th  
and out, le  
morpholog  
compositio  
bury the pa  
what he, ar  
to be the "I

Nobod  
out about f  
covered it i  
having a va  
he cared fo  
Tristeth cal  
had to choi  
laboring or  
or venturin  
pursue a di  
choice was  
living there  
adored a fe  
and sisters  
nearby vill  
volunteere  
the religio  
[Any Moon  
and learne  
means of p  
burial or py  
religious O  
sanctity of  
he also bec  
overall atti  
hobbies. Ev  
worked his  
position of  
the Order a  
presides ov  
countryside  
grounds. H  
bastard son  
his mother  
townhouse  
grounds.

[Optional] Tr  
exploited by  
looking to sa  
in the burial  
Deity. Conse  
penetrated f  
causing a so  
where Triste  
astral realm  
Chalk". The  
essentially s  
to wander al  
of near noth  
and fading c  
reality. In th  
with the spir  
Warlocks see  
The victim c  
continue his  
He then wak  
wondering w  
provides hin  
talking to hi

