



3235  
↕  
ummy

Tristeth Mulholland

Tristeth Mulholland

Elderly Human

Neutral

Level 2 Cleric Grave Domain

Pronouns - he/him

Occupations - Gravekeeper

Armor Class - 11

Hit Points - 35 (TODO Hitdice)

Speed - 30.

STR	DEX	CON	INT	WIS	CHA
13 (+2)	9 (0)	9 (0)	11 (+1)	15 (+3)	14 (+2)

Saving Throws -

Skills -

{ "Cleric Abilities" => [ { "Spellcasting" => "Spell DC 13", "Cantrips" => "Guidance, Decompose, Toll the Dead", "1st Level" => "Guiding Bolt, Cure Wounds, Sanctuary", { "Channel Divinity" => "Turn Undead, Destroy Undead" } ] }

{ "Grave Domain Abilities" => [ { "Spellcasting" => "Spell DC 13", "1st Level" => "Bane, False Life", { "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 (minimum of once). You regain all expended uses when you finish a long rest." }, { "Channel Divinity" => "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." } ] }

Proficiencies -

Proficiency Mod - +2

Languages -

2500 x 3235

↔ ↕

Image Dumm

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

TRISTETH MULHOLLAND

Elderly Human

Neutral

Level 2 Cleric Grave Domain

Pronouns - he/him

Occupations - Gravekeeper

Armor Class - 11

Hit Points - 35 (TODO Hitdice)

Speed - 30.

STR	DEX	CON	INT	WIS
13 (+2)	9 (0)	9 (0)	11 (+1)	15 (+3)

Saving Throws -

Skills -

{ "Cleric Abilities" => [ { "Spellcasting" => "Spell DC 13", "Cantrips" => "Guidance, Decompose, Toll the Dead", "1st Level" => "Guiding Bolt, Cure Wounds, Sanctuary", { "Channel Divinity" => "Turn Undead, Destroy Undead" } ] }

{ "Grave Domain Abilities" => [ { "Spellcasting" => "Spell DC 13", "1st Level" => "Bane, False Life", { "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 (minimum of once). You regain all expended uses when you finish a long rest." }, { "Channel Divinity" => "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." } ] }

Proficiencies -

Common

Dwarvish

{ "id"=>"order\_of\_selune\_any\_good\_moon\_god\_", "name"=>"Order of Selune [Any Good Moon God]"}  
**Adjectives** - Drunk, Dim-witted, Careful,

**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**

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.

Languages -

Common

Dv

{ "id"=>"order\_of\_selune\_any\_good\_moon\_", "name"=>"Order of Selune [Any Good Moon God]"}  
**Adjectives** - Drunk, Dim-witted, Careful,

**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**