



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 Thro
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

- Uncanny Evasion | Cleric Spells
Healing Word, Guidance, Spare
Dying, Sacred Flame, Bane, Ble

Special Equipment

Combat Tactics

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

Actions

Dagger | Fist

Factions


ROLEPLAYING

Introduction

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

Appearance

Lanky, with a curved spine and
potbelly.

 $(+2) \quad (+2) \quad (+1)$

15
(+3)

TODO Saving Throws

Proficiencies

TODO Damage Immunity

TODO Condition Immuni

Languages Common D

Adjectives Dim ,

- Uncanny Evasion | Curses: Healing Word, Guidance, Spare the Innocent, Sacred Flame, Banishment

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

Dagger | Fist

Factions

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

Lanky, with a curved spine and potbelly.

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

Sucks breath when cogitating; overfeeds pets with treats.

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

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

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

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<p>Growing up as the son of a poor farmer can be hard as it is. Add alcoholism, abuse, and lecherous behaviors and you have the ingredients for an exploitative upbringing rife with imparted dysfunctional behaviors. Tristeth learned to put his focus on what he could control: whether or not small animals would live or die.</p><p>this trope would suggest, Tristeth began with the family cat. He then began picking off birds with his slingshot. He would carefully examine these animals inside and out, learn their morphologies and organic composition. He would often bury the parts separately in what he, arbitrarily, deemed to be the "right spot".</p><p>Nobody ever really found out about his little hobby. He covered it up well by always having a variety of pets that he cared for. Eventually, Tristeth came of age when he had to choose between laboring on his father's farm or venturing out on his own to pursue a different trade. His choice wasn't hard. He hated living there, as much as he adored a few of his 7 brothers and sisters. He departed to a nearby village and volunteered as the coroner of the religious order of Selune [Any Moon or Good Goddess] and learned various respectful means of preparing bodies for burial or pyre. Because this religious Order preaches the sanctity of bodies and spirits, he also began changing his overall attitude and strange hobbies. Eventually he worked his way into the position of gravekeeper for the Order and currently presides over their countryside sacred burial grounds. I and his one bastard son, abandoned by his mother, reside in the small townhouse next to the burial grounds.</p>[Optional] Tristeth is being exploited by Duergar Warlocks looking to sacrifice the bodies in the burial ground to an Evil Deity. Consequently, they have penetrated his mind and

they have penetrated his mind and begun causing a sort of madness where Tristeth escapes to an astral realm that he calls, "the Chalk". The Warlocks essentially send his astral form to wander an endless expanse near nothingness; only faint and faded chalk outlines of reality. In the chalk he is faced with the spirits of those Warlocks seek to sacrifice next. The victim convinces Tristeth to continue his supply of bodies. He then wakes exhausted and wondering why sleep no longer provides him rest. He's begun talking to himself and exhibiting odd twitches and spasms due to exhaustion.

PERSONALITY
