



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 (+2)	9 (0)	9 (0)	14 (+2)	11 (+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

Uncanny Evasion | Cleric
Spells: Healing Word,
Guidance, Spare the Dying,
Sacred Flame, Bane, Bless.

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

Dagger | Fist

Factions

Order of Selune [Any Good
Moon God]

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 (+2)	9 (0)	9 (0)	14 (+2)	11 (+1)
CHA				
15 (+3)				

Saving Throws
TODO Saving Throws
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 the Dying, Sacred
Flame, Bane, Bless.

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

Dagger | Fist

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", "Ho"
"Sweetie".

Mannerisms

Sucks breath when cogitating; overfeeds
pets with treats.

Motivations

To keep those departed in his grave
safe from disturbances and their sto
and cryptfaces well-kept and beautif
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 sacrific
the bodies at his gravesite to their deity.

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.

BACKGROUND STORY

<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>As 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, learning their
morphologies and organic
composition. He would
often bury the parts
separately in what he,
arbitrarily, deemed to be
the "right spot".</p><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 where
he had to choose between
laboring on his father's farm
or venturing out on his own
to pursue a different trade.
The 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 for 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
preached 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. He and his one
bastard son, abandoned by
his mother, reside in the
small townhouse next to the
burial grounds.</p><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
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
of near nothingness; only
faint and fading chalk
outlines of reality. In the
chalk, he is faced with the
spirits of those the 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.</p>