

CELL  
1

# 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	CHA
13	9	9	14	11	15

**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

2500 x 3235

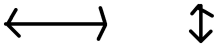


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# ROLEPLAYING

## 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.

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CELL 2 **Special Equipment**

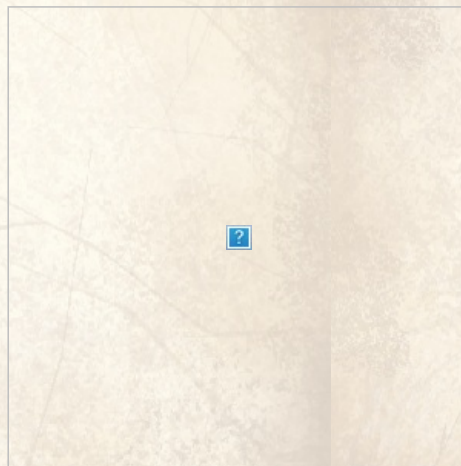
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