

MORION DeFAYE

middle aged adult elf  
lawful neutral  
Level 10 paladin

**Pronouns:** he/him  
**Occupations:** Priest, Abbot, Overseer, Caravan Guard  
**Armor Class** 19  
**Hit Points** 85 (TODO Hitdice)  
**Speed** 30.

STR	DEX	CON	INT	WIS	CHA
15 ( )	10	17	12	18	18

**Saving Throws** TODO Saving Throws  
**Skills**  
Persuasion; Intimidation; Athletics; Insight; Medicine; Religion  
**Proficiencies** TODO  
**Damage Immunities** TODO Damage Immunities  
**Condition Immunities** TODO Condition Immunities  
**Senses** TODO Senses  
**Languages** Common Elven Dwarven Orcish ,  
**Adjectives** ,

Special Abilities

- Divine Sense, Lay on Hands, Divine Smite, Extra Attack, Aura of Protection, Aura of Courage, | Command, Compelled Duel, Warding Bond, Zone of Truth, Aura of Vitality, Spirit Guardians, Champion Challenge, Turn the Tide, Divine Allegiance | Spells: 1 - 4; 2 - 3; 3 - 2

Special Equipment

- Belt of the Sacred Mount. Wondrous Item (waist). Rare, requires attunement by a paladin. A leather belt with plates of steel every few inches. The belt buckle depicts a golden horse’s head. When the wearer summons a creature with the Find Steed spell, the creature gains a bonus to attacks, damage, and AC equal to the wearer’s proficiency modifier.
- Compelling Maul. Magic Weapon. Uncommon, requires attunement by a paladin. A compelling weapon is gaudy and covered in fine metals and gems and is slightly larger than an average weapon of its type. It deals a bonus 2 psychic damage with each hit. When the weapon scores a critical hit, the weapon casts Compelled Duel on the creature hit. Creatures immune to the charmed condition are immune to this effect.

Combat Tactics

Morion is a very dangerous opponent. Particularly because he is rarely alone and usually accompanied by a number of warforged warrior priests. As a combatant he will often use divine abilities to manipulate the situation before charging forward with his Compelling Maul.

Actions

Compelling Maul (2d6+2 Bludgeoning Damage)

Factions

2500 x 3235

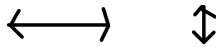


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ROLEPLAYING

Introduction

Hooves clop on the ground Warrior priests approach on horseback clad in lush robes. "Make way for the caravan!"

Appearance

Clad in ornate plate over lush robes of grey and white. Detailed with Coins. Long, braided golden hair.

Expressions

"Coin demands Order and thus trade rules our way forward", "We are only divided by our ability to create wealth"

Mannerisms

Near perfect posture. Never wastes energy on gestures or words. Makes clear and concise statements and movements.

Motivations

To advance venture capitalism. Morion desires that <b>all</b> societies operate as mercantile communities.

Passions

Capitalism.

Secrets

CELL ONE

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Hit Points 33 (TODO Hit Dice)  
Speed 30.

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15	10	17	12	18	18

**Saving Throws** TODO **Saving Throws**  
**Skills**  
Persuasion; Intimidation; Athletics; Insight; Medicine;  
Religion

**Proficiencies** TODO

**Damage Immunities** TODO **Damage Immunities**  
**Condition Immunities** TODO **Condition Immunities**  
**Senses** TODO **Senses**  
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Compelling Maul (2d6+2 Bludgeoning Damage)

#### Factions

CELL 2

2500 x 3235

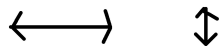


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