



CURE

Young Adult Warforge
Lawful Neutral
Level 10 Cleric

Pronouns: they/them
Occupations: Moneylender
Armor Class 17
Hit Points
65 (TODO Hitdice)
Speed 30.

STR	DEX	CON	INT	WIS
15	11	17	10	19
(+3)	(+1)	(+4)	(+0)	(+5)

CHA
9 (0)

Saving Throws
TODO Saving Throws
Skills Medicine; History
Proficiencies
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages Common, Elven,
Adjectives

Special Abilities

-

Special Equipment

Combat Tactics

Cure finds combat repugnant and unnecessary and will try to use magic or coins to negotiate out of it. If left without a choice he is a brave and valiant warrior.

Actions

-

Factions

Church of Mercantile God
Abbot
Merchants' Guild
Journeyman

2500 x 3235

Image Dummy

ROLEPLAYING

Introduction

The moneylenders' temple is quite a site. One of the warforged abbots raises a hand. "Hail. Currency? Borrow or Trade?"

Appearance

Colossal body of metal and stone. Gaudy black & blue, gold trimmed habit. Complex coif set with coins.

Expressions

"Some say prayers to money are sinful. What better way is there?"; "Waukeen watches over safe trade."

Mannerisms

Militant stance and gesticulation. Rubs fingertips together.

Motivations

To expand the glory of venture capitalism as far as they can. Keep a merchants safe from harm.

Passions

Coin. Trade. Waukeen [or similar deity of trade and commerce]. Venture capitalism.

Secrets

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Saving Throws
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Skills **Skills** Medicine; History

Proficiencies TODO

Damage Immunities
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Condition Immunities
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Senses TODO Senses
Languages Common, Elven,
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Special Abilities -
Special Equipment

Combat Tactics

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Actions

War Maul (2d6 bludgeoning)

Factions

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BACKGROUND STORY

Built by moneylenders for moneylenders, many of the battlepriests of Waukeen [or similar deity of trade and commerce] are warforged imbued with the spirit of trade and venture capitalism. While the positions of high-priests remain largely the province of avaricious humans and elves, some warforge have proven their 'mettle', so-to-speak, and climbed the ranks of the clergy.

The entire population of this church are garbed in ridiculously lavish clothing. Cure has embraced this practice...well...religiously. Since his creation he has fervently advocated the expansion of the Empire's commerce and investments, fought valiantly alongside his brothers-in-faith to protect merchant caravans, and bled speech after speech upon visiting commoners about the values of donating their lands and services to the temple for the betterment of the 'Great Machine', as they call it.

These abbots and priests and their followers can often be found in prayer to the Marketplace Eternal in the Outlands.

Cure is a fanatical follower of High Priest [Morion DeFaye](#) and will almost always accompany him, whether on a trip to guard a caravan or in a ritual and prayer to the Marketplace Eternal.