



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

15 10 17 12 18
(+3) (+0) (+4) (+1) (+4)

CHA

18
(+4)

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

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STR	DEX	CON	INT	WIS
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Saving Throws TODO Saving Throws
Skills
Persuasion; Intimidation; Athletics; Insight;
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Proficiencies TODO
Damage Immunities
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Condition Immunities
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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.

2500 x 3235
↔ ↑

2500 x 3235
Image Dummy

<div>Crush ,</div> <div>Adjectives ,</div>		<div>Image Dummy</div>		<div>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.</div>	
<div>Special Abilities</div> <div><ul style="list-style-type: none">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's Challenge, Turn the Tide, Divine Allegiance Spells: 1 - 4; 2 - 3; 2</div>		<div>ROLEPLAYING</div>		<div>Actions</div> <div>Compelling Maul (2d6+2 Bludgeoning Damage)</div> <div>Factions</div>	
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Factions

comes of grey and white highlighted with rare coins sewn into the fabrics

Morion has spent his many years dedicated to this clergy. Battling surrounding nations as a warrior priest, He has gained notoriety for his ruthlessness and divinely imbued abilities. Even within the hierarchy. These clergy literally battle one on one for advancement to the upper echelons. And Morion has gained a reputation as a dangerous opponent and dedicated member of the community.

The upper clergy consist primarily of Elves and Humans while the lower echelons are made up of the same plus a large proportion of Warforged created by gifted High Elf and Human devout.

When he is not engaged in complex rituals and prayer to the Marketplace Eternal at the Mercantile Temple, Morion is most often found escorting high-value trade caravans through distant trade routes. He is often accompanied by a small battalion of warforged dedicated to the mercantile clergy. Morion is quite fond of one particular follower, <https://getvibrantgames.com/npc2/cure>

PERSONALITY