



## 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 all merchants safe from harm.

### Passions

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

### Secrets

## 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** **Skills** Medicine;  
History

**Proficiencies** TODO

**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition Immunities  
**Senses** TODO Senses  
**Languages** Common,  
Elven,  
**Adjectives**

**Special Abilities** Resistant to poison; Immune to disease; | Command, Heroism, Hold Person, Zone of Truth, Mass Healing Word, Slow, Compulsion, Locate Creature, Commune, Dominate Person, Voice of Authority, Order's Demand, Embodiment of the Law, Divine Strike | Spells: 0 - 5; 1 - 4; 2 - 3; 3 - 3; 4 - 3; 5 - 2  
**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

War Maul (2d6 bludgeoning)

### Factions

**Church of Mercantile God**  
*Abbot*  
**Merchants' Guild**  
*Journeyman*

## 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 all merchants safe from harm.

### Passions

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

### Secrets

## 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.