## 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 () 17 12 10 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 ,

CELL

ONE

#### **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, Hooves clop on the ground Warrior priests approach on 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.

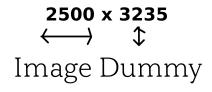
#### **Combat Tactics**

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**



# Roleplaying

## Introduction

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 <br/><b>all</b> societies operate as mercantile communities.

#### **Passions**

Capitalism.

## Secrets

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