

Age: young adult  
 Race: warforge  
 Pronouns: they/them  
 Occupation:

- Moneylender

Class: cleric  
 Level: 10  
 Alignment: lawful neutral  
 Languages:

- Common
- Elven

Factions:

- [Church of Mercantile God](#)
- [Merchants' Guild](#)

Adjectives:

Armour Class: 17  
 Hit Points: 65  
 Speed: 30

STR 15	DEX 11	CON 17	INT 10	WIS 19	CHA 9
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Saving Throws TODO Saving Throws

## Role-Playing

### Improv

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: Military stance and gesturing with both forefingers together.~~

### Acting

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:

Vulnerabilities:

Skills:

- Medicine; History

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

Attacks: War Maul (2d6 bludgeoning)

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.

## 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](https://getvibrantgames.com/npc2/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.