

## 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 ( )	10	17	12	18	18

**Saving Throws** TODO Saving Throws

**Skills** Persuasion; Intimidation; Athletics; Insight; Medicine; Religion

**Proficiencies**

**Damage Immunities** TODO Damage Immunities

**Condition Immunities** TODO Condition Immunities

**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. 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

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## ROLEPLAYING

### Introduction

Hooves clomp on the ground Warrior priests approach on 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 **all** societies operate as mercantile communities.

### Passions

Capitalism.

### Secrets

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