

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

CHA
18 (+4)

Saving Throws TODO Saving Throws
Skills

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STR **DEX** **CON** **INT** **WIS** **CHA**
15 (+3) 10 (+0) 17 (+4) 12 (+1) 18 (+4) 18 (+4)

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 ,

Special Abilities

- Divine Sense, Lay on Hands, Divine Smite, Attack, Aura of Protection, Aura of Courage, Command, Compelled Duel, Warding Bond, Truth, Aura of Vitality, Spirit Guardians, Challenge, Turn the Tide, Divine Allegiance
Spells: 1 - 4; 2 - 3; 3 - 2

Special Equipment

- Belt of the Sacred Mount. Wondrous Item (Rare, requires attunement by a paladin. A belt with plates of steel every few inches. The buckle depicts a golden horse's head. When the wearer summons a creature with the Find Familiar spell, the creature gains a bonus to attack 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 metal 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 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

Hooves clop on the ground Warrior priests approach on horseback clad in lush robes.

2500 x 3235
Image Dummy

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
Adjectives ,

Special Abilities

- Divine Sense, Lay on Hands, Divine Smite, Extra Attack, Aura of Protection, Courage, | Compelled Duel, War Bond, Zone of Truth, Vitality, Spirit Guardians, Champion Challenge, the Tide, Divine Alliance, Spells: 1 - 4; 2 - 3; 3 - 4

Special Equipment

- Belt of the Sacred Mjolnir, Wondrous Item (wondrous) requires attunement paladin. A leather belt plates of steel every inches. The belt buckle depicts a golden horned head. When the wearer summons a creature Find Steed spell, they gain a bonus to attack damage, and AC equal to the wearer's proficiency bonus.
- Compelling Maul. Martial Weapon. Uncommon requires attunement paladin. A compelling weapon is gaudy and in fine metals and is slightly larger than the average weapon of its type. It deals a bonus 2 psychic damage with each 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

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

Cell3

way for the caravan!"

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BACKGROUND STORY

<p>As a high priest of Waukeen [or any other deity] in the High Elven Civilization or Mercantile/Capitalist Community, Morion believes in the power of venture capitalism, a mercantile culture, and clear divisions of labor. He is a champion of this clergy and a warrior for its ideals. He grew up in a High Elven community committed to the establishment of the ideals that insist that 'civilized' societies <i>must</i> rely on a clear division of labor; a clarity which can only be achieved by relying on the power of wealth as the primary feature for division.</p><p>To these clergy, coin and goods is central to maintaining law and order and, as such, the church has dedicated champions to protecting marketplaces, caravans, and any other vectors for the spread of capitalism. They have established powerful 'armies' of warrior priests, adorned in lush tunics of grey and white, highlighted with rare coins sewn into the fabric.</p><p>Morion has spent his many years dedicated to this clergy. Battling surrounding nations as a warrior priest, He has gained notoriety for his ruthless and divinely imbued abilities. Even within the hierarchy. These clergy literally battle one another for advancement to the upper echelons. And Morion has gained a reputation as a dangerous opponent. A dedicated member of the community.</p><p>The upper clergy consist primarily of Elves and Humans, while the lower echelons are made up of the dwarves, plus a large proportion of Warforged created by the gifted High Elf and Human devout.</p><p>Morion is not engaged in complex rituals and prayer. He is found at Marketplace Eternal at the Mercantile Temple. He 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 a fond of one particular follower, Cure</p>

PERSONALITY

As a high priest of Waukeen [or any other Civilization or Mercantile/Capitalist Community], Morion believes in the power of venture capital, mercantile culture, and clear divisions of labor. He is a champion of this clergy and a warrior for its ideals. He grew up in a High Elven community committed to the establishment of the ideals that insist that 'civilized' societies *must* rely on a clear division of labor; a clarity which can only be achieved by relying on the power of wealth as the primary feature for division.

To these clergy, the exchange of coin and goods is central to maintaining law and order and, as such, the church has dedicated its champions to protecting marketplaces, caravans, and any other vectors for the spread of capitalism. The clergy have established powerful 'armies' of warrior-priests, adorned in lush tunics of grey and gold, highlighted with rare coins sewn into the fabric.

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

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Warforged is not engaged in complex rituals and prayer, but Morion is at Marketplace Eternal at the Mercantile Temple. He 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 fond of one particular follower, <https://getvibrantgames.com/npc2/cure>