

# 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** Persuasion; Intimidation; Athletics; Insight; Medicine; Religion  
**Proficiencies** TODO  
**Damage Immunities** TODO Damage Immunities

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**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 the Beast 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 comp 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



2500 x 3235  
↔ ↑  
Image Dummy

**Condition Immunities**  
TODO Condition Immunities  
**Senses** TODO Senses  
**Languages**  
Common Elven Dwarven  
**Adjectives**

**Special Abilities**

- Divine Sense, Lay of Divine Smite, Extra Aura of Protection, Courage, I Compelled Duel, Warbond, Zone of Truth, Vitality, Spirit Guardian, Champion Challenge the Tide, Divine Alchemy  
Spells: 1 - 4; 2 - 3; 3 - 4

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**Factions**

**ROLEPLAYING**

**Introduction**

Hooves clop 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

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**Passions**

Capitalism.

**Secrets**

**BACKGROUND STORY**

As a high priest of Waukeen [or any other Civilization or Mercantile/Capitalist Community] Morion believes in the power of venture capitalism, mercantile culture, and clear divisions of labour. A champion of this clergy and a warrior for its cause. 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, 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 highlighted with rare coins sewn into the fabric.

Morion has spent his many years dedicated to this clergy. Battling surrounding nations as a 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.

The upper clergy consist primarily of Elves and Humans, while the lower echelons are made up of the common folk, plus a large proportion of Warforged created by the gifted High Elf and Human devout.

Worship of Waukeen is not engaged in complex rituals and prayer. The Marketplace Eternal at the Mercantile Temple 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 followed by one particular follower, <https://getvibrantgames.com/npc2/cure/>

**PERSONALITY**

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When he is not engaged in complex rituals or prayer to the Marketplace Eternal at the Mercantile Temple, Morion is most often found escorting high value trade caravans through distant trade routes. He is often accompanied by a small battalion of warrior monks dedicated to the mercantile clergy. Morion is quite proud of one particular follower, <a href="https://getvibrantgames.com/npc2/cure/">https://getvibrantgames.com/npc2/cure/</a>