



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

CHA
18
(+4)

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

-

Special Equipment

- -

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

-

Factions

Church of Waukeen (God of Civilization)
Truetrader (High Priest)
Regional Merchants' Guild
High Counsellor

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Proficiencies TODO

Damage Immunities
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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

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2500 x 3235
↔ ↑
Image Dummy

ROLEPLAYING

Introduction

Hooves clop on the ground Warrior priests approach on horseback clad lush robes. "Make way for the caravan!"

Appearance

Clad in ornate plate over lush robes 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

ROLEPLAYING

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BACKGROUND STORY

As a high priest of Waukeen [or any other God of Civilization or Mercantile/Capitalist Communities], Morion believes in the power of venture capitalism, mercantile culture, and clear divisions of labour. He is a champion of this clergy and a warrior for its causes. 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, trade of 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 abbots and priests, adorned in lush tunics of grey and white highlighted with rare coins sewn into the fabrics

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

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

When he is not engaged in complex rituals and 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 warforged dedicated to the mercantile clergy. Morion is quite fond of one particular follower, [Cure](#).

with his Compelling Maul.

Actions

Compelling Maul (2d6+2
Bludgeoning Damage)

Factions

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(God of Civilization)

*Truetrader (High
Priest)*

**Regional
Merchants' Guild**
High Counsellor