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 -

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

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 Compelling Maul. Magic Weapon. Uncommon, requires attunement by a paladin. A compelling weapon is gaudy and covered in fine metals 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

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

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