



## 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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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, 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.

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2500 x 3235



Image Dummy

## 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 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 <b>all</b> societies operate as mercantile communities.

### Passions

Capitalism.

### Secrets

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## BACKGROUND STORY

Cell3

with his Compelling Maul.

### **Actions**

Compelling Maul (2d6+2  
Bludgeoning Damage)

### **Factions**

**Church of Waukeen**  
**(God of Civilization)**

*Truetrader (High  
Priest)*

**Regional  
Merchants' Guild**  
*High Counsellor*