

CELL 2MORION
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

CHA
18

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 Orc
Adjectives ,

Special Abilities

- Divine Sense, Lay on Hands, Divine Smite, Extra Attacks, 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 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

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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 of grey and white. Detailed with Coins. Long, braided golden hair.

2500 x 3235
Image Dummy

plates of steel ever inches. The belt buckle depicts a golden horse head. When the wielder summons a creature with the Find Steed spell, the creature gains a bonus to attack damage, and AC equal to the wielder's proficiency bonus.

- Compelling Maul. Morion's Weapon. Uncommon. Requires attunement by a paladin. A compelling weapon is gaudy and made of fine metals and gemstones. It is slightly larger than the average weapon of its type. It deals a bonus 2 psychic damage with each successful hit. The weapon scores a critical hit, the weapon casts a Compelled Duel on the creature hit. Creatures immune to the charm effect 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

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

Charmed condition are immune to this effect.

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