



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
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.

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

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Saving Throws
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Skills **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, 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

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Actions

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. Mori
desires that all societies
operate as mercantile communities.

Passions

Capitalism.

Secrets

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Passions

Capitalism.

Secrets

BACKGROUND STORY

<p>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 <i>must</i> 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.
</p><p>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</p><p>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.</p><p>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.</p><p>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.</p>

Compelling Maul

Compelling Maul (2d6+2
Bludgeoning Damage)

Factions

Church of Waukeen (God of
Civilization)

Truetrader (High Priest)

Regional Merchants' Guild
High Counsellor

Compelling Maul (2d6+2
Bludgeoning Damage)

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(God of Civilization)

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