

Age: middle aged adult

Race: elf

Pronouns: he/him

Occupation:

- Priest, Abbot, Overseer, Caravan Guard

Class: paladin

Level: 10

Alignment: lawful neutral

Languages:

- Common
- Elven
- Dwarven
- Orcish

Factions:

- [Church of Waukeen \(God of Civilization\)](#)
- [Regional Merchants' Guild](#)

Adjectives:

Armour Class: 19

Hit Points: 85

Speed: 30

STR 15	DEX 10	CON 17	INT 12	WIS 18	CHA 18
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Saving Throws TODO Saving Throws

Role-Playing

Improv

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 comments.

Acting

Motivations: To advance venture capitalism. Morion desires that all societies operate as mercantile communities.

Passions: Capitalism.

Secrets:

Vulnerabilities:

Skills:

- Persuasion; Intimidation; Athletics; Insight; Medicine; Religion

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

Attacks: Compelling Maul (2d6+2 Bludgeoning Damage)

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.

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.

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,

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