

The Cult Of Morr



The Cult of Morr is one of the most numerous cults in the Old World. Morr is the god of the dead, and priests of Morr are responsible for saying the funerary rites that guide the souls of the dead from this world to the afterlife. Most people pay homage to Morr during funerals and he is worshipped mainly by the bereaved, who offer up prayers and sacrifices in the hope that their departed will reach his realm safely. Morr is also the God of Dreams and Prophecy. Priests of Morr place great importance in dreams, which can be used to choose their leaders, identify missions of importance or where deaths are about to occur.

Priests of Morr dress in sombre black robes and adorn themselves with symbols of death. The cult is extremely intolerant of undead, who defy natural order and prevent spirits from finding rest. The presence of the undead is one factor that can rouse this normally peaceful cult to war. Having noted the dead walking without challenge around the ruins of Mordheim, and the Temple of Morr desecrated, a crusade has been declared. High Priests have joined forces with wandering Raven Knights and Doomsayers. Black Guards have been relieved from their temple duties to escort the expeditions and droning priests and mourners begin the sorrowful task of guiding so many lost souls to Morr's realm.

The high priesthood have observed that the presence of wyrdstone is somehow linked to the restless dead, and have commanded that all of this dread substance be collected for their safekeeping, for which priests will be rewarded with favour.

Choice of warriors

A Cult of Morr warband must include a minimum of three models. You have 500 gold crowns to recruit your initial warband. The maximum number of warriors in the warband may never exceed 15.

Heroes

High Priest of Morr: Each Cult of Morr warband must have one High Priest of Morr: no more, no less!

Knight of the Raven: Your warband may include up to three Knights of the Raven.

Doomsayer: Your warband can include up to one Doomsayer.

Henchmen

Black Guards: Your warband may include up to five Black Guards.

Priests of Morr: Your warband may include up to five Priests of Morr

Mourners: Your warband may include up to eight Mourners.

Ravens: Your warband may include as many Ravens as it has heroes.

Morr's Hearse. Your warband may include up to one Morr's Hearse.

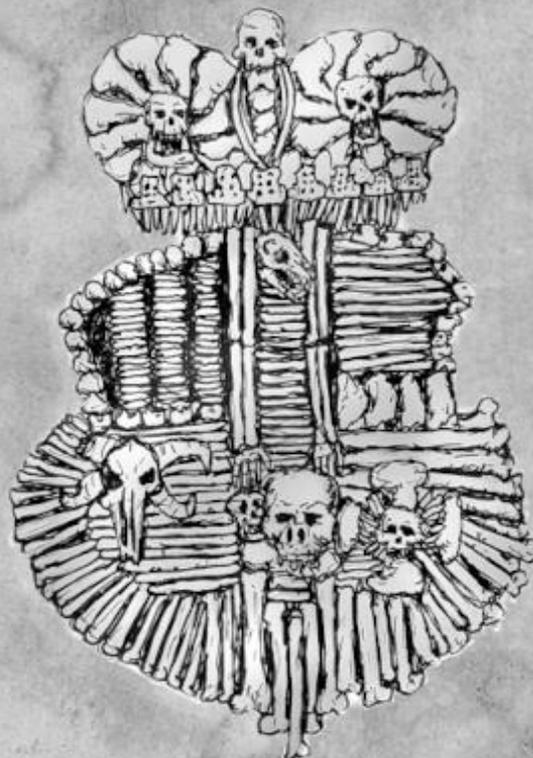
Starting experience

A High Priest of Morr starts with 15 experience.

Knights of the Raven start with 10 experience.

Doomsayers start with 0 experience.

Henchmen start with 0 experience.



Cult of Morr Equipment Lists

The following lists are used by Cult of Morr warbands to pick their equipment.

Priest Equipment list

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace	3 gc
Hammer	3 gc
Axe5 gc
Sword	10 gc
Morning Star15gc
Scythe15 gc
Spear	10 gc

Missile Weapons

Bow	10gc
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Armour

Shield	5 gc
Buckler5 gc

Knight Equipment list

Hand-to-hand Combat Weapons

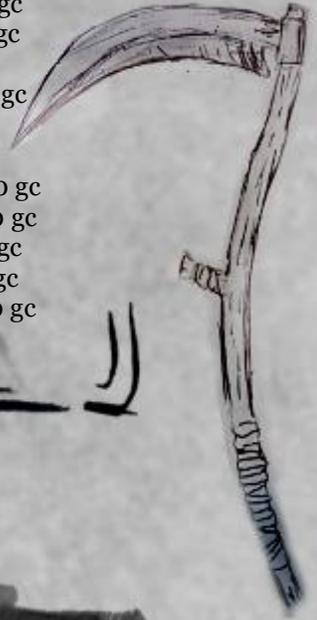
Dagger	1st free/2 gc
Sword	10 gc
Halberd	10gc
Morning Star15gc
Double-handed weapon15 gc
Scythe	15 gc

Missile Weapons

Crossbow	25 gc
Pistol15 gc
(30 for a brace)	
Crossbow pistol	35 gc

Armour

Light armour	20 gc
Black Obsidian (Heavy) Armour50 gc
Shield	5 gc
Buckler5 gc
Helmet	10 gc



“Hestor...” said Lester, “what are we doing here again?”

“Lester,” said Hestor, “we are here to steal bodies from the tombs for the master aint’ we?”

“But Hester” said Lester “These tombs are awful nice.”

“Yes Lester” said Hestor, “but they ain’t got no guards ave they?”

“No Hester” said Lester. “It’s just you’d think nice tombs with no guards would av been looted long ago.”

“Well Lester” said Hestor “Guess that means we’re lucky! Come on.”

Cult of Morr Special Equipment

Scythe 15gc

Symbolic as Morr's reputation as a reaper of men, this agricultural tool is easily adapted to a weapon.

Two Handed weapon. Always strikes last. + 1 strength rather than +2.

If attacks from this weapon successfully inflict one or more wounds on its target a single bonus attack may be may against another target within 2" (this will not generate further attacks)

Morr's Hourglass 5gc

Those especially honoured by the temple are granted an hourglass, its sands tuned by the doomsayers to show the exact moment of their death. It is important that these sacred items are returned to the temple after use.

If a model carrying Morr's Hourglass is taken out of action, removing their death marker grants an additional 4 prayer points, rather than the normal 2.

Silvered weapons x2 cost of weapon

Servants of Morr are dedicated to fighting the undead scourge and have developed weapons designed to destroy supernatural beings.

This upgrade can be applied to close combat or blackpowder weapons.

The weapon has plus one strength when attacking undead or daemons.

May not be combined with Gromril or Ilthimar weapons.

Morr's Hobby Horse 50gc

One of the more bizarre sights in the panoply of Morr's servants is the bone steed. This rightfully strikes fear into the faithful, as it appears to all but the closest observers to be the deathly steed of Morr himself. In fact, the steed is made of bone, wood and iron, carefully set onto a frame with wheels, allowing it to trundle forward at some speed (Helped by some athletic handlers who for the most part try to stay hidden). The macabre hobby horse makes an impressive pulpit for a Priest of Morr to make his sermons.



Profile

	M	WS	BS	S	T	W	I	A	Ld
Hobby Horse	6	0	0	1	3	1	1	0	4

A hobby horse is treated as a warhorse as per the cavalry rules and may only be used if you are

using the optional rules for cavalry. The hobby horse increases the warbands rating by 5 points. A hero mounted on a hobby horse has a 3" range bonus to Benedictions of Morr and Prayers of Morr.

When mounted the rider of the hobby horse causes fear.



Cult of Morr Special rules

Undead & daemons

Some special rules in the Cult of Morr list effect undead and daemoniac spirits, who Morr's initiates wish to help to find peace.

"Undead" includes Vampires, Zombies, Dire Wolves and any other restless dead encountered in the myriad warbands of Mordhiem.

"Daemons" includes The Possessed, Darksouls, a model with the daemon soul mutation, anyone with the possessed boon and any other daemoniac entity plaguing the Old World.

Benedictions of Morr.

Benedictions of Morr are cast in the shooting phase in the same way as magic (and count as magic for special rules purposes). However rather than rolling 2d6 to cast only roll 1d6. If the casting roll is not achieved, prayer points can be used to increase the casting value by one per point, however a roll of a 1 always fails. In addition, hero models may also increase benedictions in potency by expending more prayer points. Randomly determine what Benedictions a model knows, in the same way as magic, and if duplicated reduce the difficulty by one, to a minimum of one.

Cult of Morr Special Skills

Prophetic dreams.

The hero is granted visions which guide him to hidden treasures. This hero may roll one extra dice in the exploration phase. However, if both dice are a 1, discard both dice, as the hero has had a vision of an important death and travelled to perform funerary rites instead.

Learned in holy lore.

The hero is studious in sacred texts. The hero may generate an additional Benediction of Morr.

Swift prayers.

This hero has perfected the art of performing funerary rites as quickly as possible. This model may perform prayers of Morr after running.

Protection of Morr.

The hero puts his faith in Morr to keep them from harm. Any enemy spell targeting the Cult of Morr member is nullified on a 4+. If nullified it will have no effect on other models also.



Cult of Morr Skills chart

	<u>Combat</u>	<u>Shooting</u>	<u>Academic</u>	<u>Strength</u>	<u>Speed</u>	<u>Special</u>
<u>High Priest</u>	✓	✓	✓	-	✓	✓
<u>Knight of the Raven</u>	✓	✓	-	✓	✓	✓
<u>Doomsayer</u>	-	-	✓	-	✓	✓



Snakes slither and newts crawl,

But death comes swiftly to one and all.

Benedictions of Morr.

The Priests of Morr call upon their god to aid them in their holy work. Roll a d6.

D6 **Result**

1

Dread Aspect.

Difficulty 5

The priest invokes the face of death to strike fear into mortal minds.

The model using the prayer causes fear until the next shooting phase. For an additional two prayer points spent a minus one modifier applies to each fear test. If they already cause fear, apply an additional minus one modifier to the fear test.

2

Strength of Will.

Difficulty 5

The priest calls upon his god to give him the strength to endure.

The model using the prayer is immune to fear and does not apply the strikes last rule for two handed weapons until the next shooting phase. For each 2 additional prayer point spent models within 2" up to a maximum of 4" also gain these effects.

3

Banishment.

Difficulty 7

The wrath of Morr drives away those who would defy his will.

Target an enemy within 6". They must take an all alone test or flee directly away from the model using the power. Each additional point spent increases the range by 2" to a maximum of 6".

An undead or daemon model normally immune to all alone tests must still make the test. If the test is failed, they suffer a wound with no saves permitted.

4

Shroud of Night.

Difficulty 7.

Shadows gather to protect the faithful from harm.

Models within 1" gain a -1 to hit modifier until the next shooting phase. Increase by 1" to a maximum of 4" for each additional point spent.

5

Deathly slumber.

Difficulty 5

Morr reaches into the enemies minds to grant them dream visions.

Target a single enemy within 8". The enemy becomes deathly tired. Reduce their initiative by 1 until the next shooting phase. For each additional 3 prayer points spent reduce the initiative by a further 1. If it reaches 0 the model falls asleep and is treated as knocked down and may not attack this turn.

6

Divine Augur.

Difficulty 5

The priest recalls visions granted in dreams, letting them predict the future.

The model may re-roll one dice until the next shooting phase. For every three additional prayer points spent an additional dice may be rerolled, to a maximum of 3 rerolls.

Prayers of Morr

Every model with this rule may speak Prayers of Morr to ease the tortured spirits of Mordhiem to their resting place and bring the favour of their god.

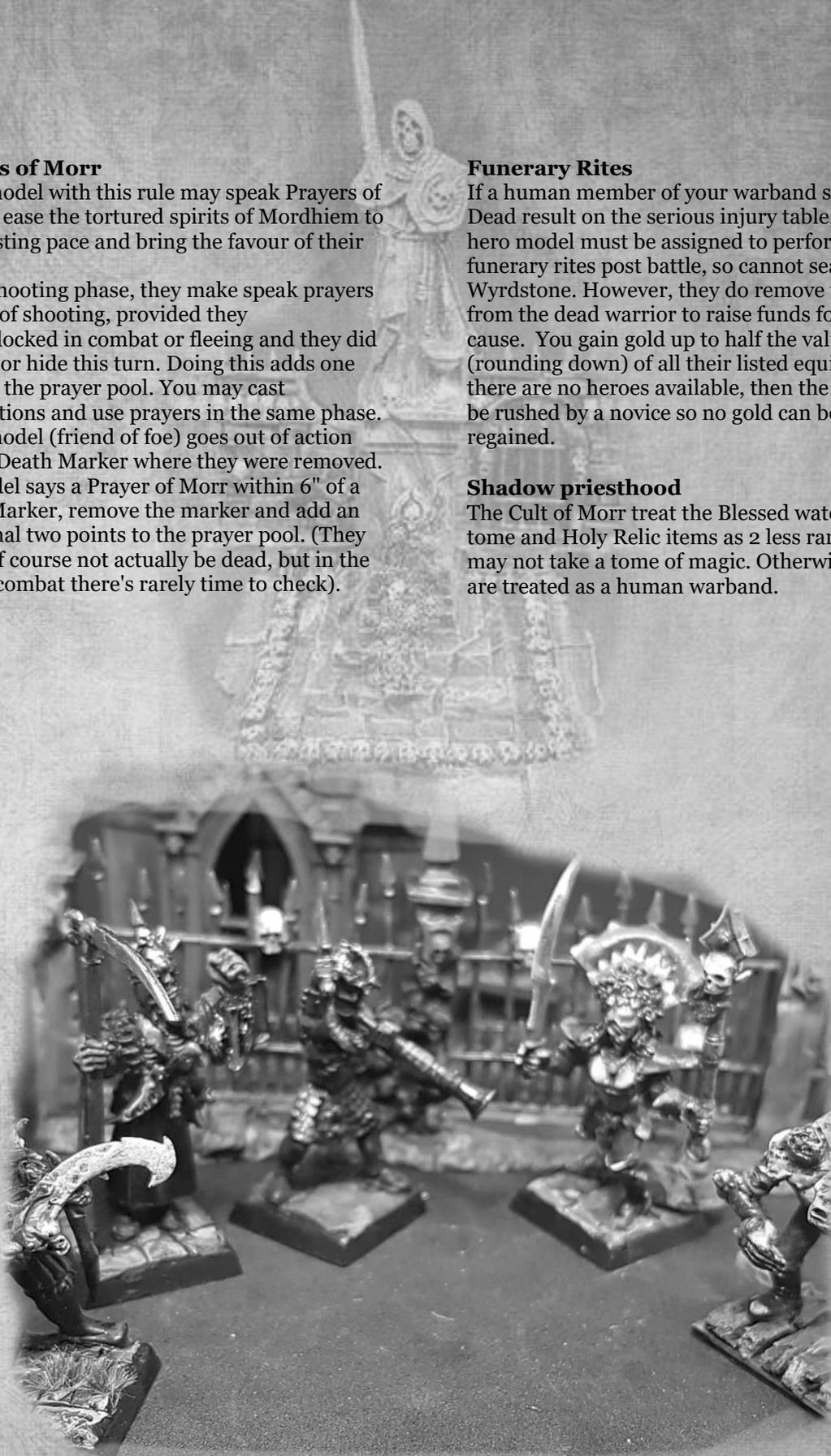
In the shooting phase, they may speak prayers instead of shooting, provided they are not locked in combat or fleeing and they did not run or hide this turn. Doing this adds one point to the prayer pool. You may cast benedictions and use prayers in the same phase. If any model (friend or foe) goes out of action place a Death Marker where they were removed. If a model says a Prayer of Morr within 6" of a Death Marker, remove the marker and add an additional two points to the prayer pool. (They might of course not actually be dead, but in the heat of combat there's rarely time to check).

Funerary Rites

If a human member of your warband suffers the Dead result on the serious injury table, another hero model must be assigned to perform funerary rites post battle, so cannot search for Wyrystone. However, they do remove the items from the dead warrior to raise funds for the cause. You gain gold up to half the value (rounding down) of all their listed equipment. If there are no heroes available, then the rites must be rushed by a novice so no gold can be regained.

Shadow priesthood

The Cult of Morr treat the Blessed water, Holy tome and Holy Relic items as 2 less rarity. They may not take a tome of magic. Otherwise they are treated as a human warband.



The Cult of Morr strive to drive a vampire and her minions from sacred tombs.



Heroes of the Cult of Morr



1 High Priest of Morr

60 gold crowns to hire

Priests of Morr normally spend their time performing funerals and tending to their gardens, but sometimes, a particularly striking dream encourages them to take up arms and venture into the world, to seek out the restless dead and help them find peace.

Profile	M	WS	BS	S	T	W	I	A	Ld
High Priest	4	4	3	3	3	1	4	1	8

Weapons/Armour: The High Priest of Morr may be equipped with items chosen from the Cult of Morr Priest Equipment list.

SPECIAL RULES

Leader: Any warband member within 6" of the High Priest of Morr may use their Leadership characteristic when taking any Leadership tests.

Prayers of Morr. A High Priest generates two Benedictions of Morr.

0-3 Knights of the Raven

40 gold crowns to hire

The High and Chivalric Order of Deserved Rest, known more commonly as the Knights of the Raven, are a Knightly Order dedicated to Morr. Their members are recruited from veteran Vampire Hunters and with rumours of vampires haunting the streets of Mordhiem, many have taken the journey to the damned city.

Profile	M	WS	BS	S	T	W	I	A	Ld
Knight of the Raven	4	4	3	3	3	1	4	1	7

Weapons/Armour:

Garlic

Knights of the Raven may be equipped with items chosen from the Cult of Morr Knight Equipment list.

SPECIAL RULES

Vampire Slayers. The Knights of the Raven hate vampires of all kinds.

Prayers of Morr. A Knight of the Raven knows the Dread Aspect Benediction of Morr.



0-1 Doomsayer

25 gold crowns to hire

The Doomsayers are wandering Priests of Morr, who are directed by dreams to travel far and wide. As well as normal funerary rites, Doomsayers pronounce dooms on folk, which gives a prophecy as to how they will meet their deaths.

These prophecies are normally vague enough to be laughed off as superstitious nonsense, but in the ruins of Mordhiem, where death is everywhere, such pronouncements can carry a great weight.

Profile	M	WS	BS	S	T	W	I	A	Ld
Doomsayer	4	3	2	3	3	1	3	1	7

Weapons/Armour: The Doomsayer may be equipped with items chosen from the Cult of Morr Priest Equipment list.

SPECIAL RULES

Prophecy of Doom:

The Doomsayer is gifted with dreams, which allow him to identify who is an enemy of Morr and must be slain.

In lieu of shooting, a Doomsayer may announce a visible enemy within 24" is an offence to Morr. All members of the Cult of Morr warband re-roll failed to hit rolls against that enemy for the remainder of the game. Only one enemy can be declared in this way at any time in a single game. A new target cannot be declared until the original target has been removed from play and their Death Marker removed by a Prayer of Morr.

Prayer of Morr

A Doomsayer knows the Divine Augur Benediction of Morr



August 2006



Genchmen (Bought in groups of 15)



0-5 Black Guard

60 gold crowns to hire

The Black Guard, also known as the Knights of Morr are a militant arm of the Cult of Morr. They normally guard the temples and gardens of the cults but can also escort wandering priests and adventuring warbands.

Unlike most knights, they are also trained in the use of ranged weapons to prevent their enemies from bringing their strength to bear in close quarters. This, along with their foreboding black obsidian armour and their strict vow of silence when on duty, means they are shunned by most other knightly orders, but such is the price of duty.

Profile	M	WS	BS	S	T	W	I	A	Ld
Black Guard	4	4	3	3	3	1	3	1	8

Weapons/Armour:

Black Obsidian Armour (Heavy armour)
Black Guard may be equipped with items chosen from the Cult of Morr Knight equipment list.

SPECIAL RULES

Vow of Silence: The Black Guard may not perform Prayers of Morr. Other models may never use their leadership, which also may not be used for rout tests, unless there are no other models applicable.

Vow of Sacrifice: If the Black Guard is taken out of action in close combat before he has a chance to strike, immediately make one attack in the combat before he is removed.



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0-5 Priests of Morr

20 gold crowns to hire

These Priests of Morr have left their temples and tombs behind to travel on a holy pilgrimage. Driven by prophetic dreams, they seek out the dark city and aim to bring peace to the restless dead.

Profile	M	WS	BS	S	T	W	I	A	Ld
Priest of Morr	4	3	3	3	3	1	3	1	7

Weapons/Armour: The Priests of Morr may be equipped with items chosen from the Cult of Morr Priest Equipment list.

SPECIAL RULES

Prayers of Morr: A priest may know a Single Benediction of Morr.

Roll once per group, every priest in the group knows the same power.

0-8 Mourners

12 gold crowns

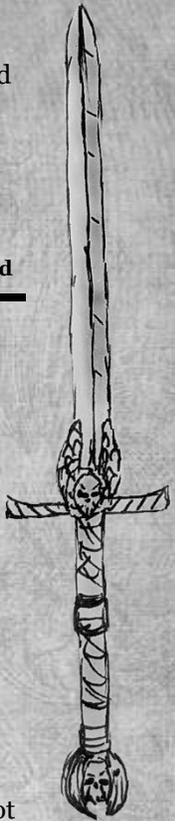
Initiate priests of Morr start out as professional mourners. They grieve on behalf of the dead at funerals and ensure that the lost are remembered and honoured. Such priests are not at all inclined to combat but such is the dread of Mordhiem a great many Mourners have taken the pilgrimage.

Profile	M	WS	BS	S	T	W	I	A	Ld
Mourner	4	2	2	3	3	1	3	1	5

Weapons/Armour: The Mourners may be equipped with items chosen from the Cult of Morr Priest equipment list.

SPECIAL RULES

Prayers of Morr: Mourners do not know any Benedictions of Morr but may still contribute to the prayer pool.



Ravens

Maximum of 1 Raven per hero 15 gold crowns to buy

One of the symbols of Morr is the raven, the sacred birds said to seek out stray souls and bring them back to rest. As such many members of the Cult of Morr train ravens as pets. Intelligent birds, they can be vicious in defence of their masters.

Profile	M	WS	BS	S	T	W	I	A	Ld
Raven	8	2	0	2	2	1	4	1	5

Weapons/Armour: beak and talons
Can never use or need weapons or armour.

SPECIAL RULES

Flying: Ravens may move vertically without penalty and without need for ladders. They treat all terrain but impassable as open ground. They may move over friendly models.

Small targets: Ravens have a -1 to hit penalty for attacks made against them.

Animals: Ravens are animals and thus do not gain experience, claim objectives, or interact with any items. Ravens may not perform Prayers of Morr. Ravens do not count towards your warband size when selling wyrdstone.

Handlers: A raven must be assigned to a hero. If the hero dies the Raven will fly away and must also be removed from the roster.

0-1 Morr's Hearse

100 Gold Crowns to hire

Morr's Hearse is a carriage used to escort important dead to their resting place in the Temple of Morr. Sombre, black, and adorned with imagery of death, the carriage strikes fear into those who see it. The Priests of Morr will fight with a fury to defend their Hearse, as any harm befalling the body interred would be an affront to Morr.

A rumour has been circling the Damned City, rightly or wrongly, that the priests have started using the Hearse of Morr to transport their wyrdstone finds. The Priesthood furiously deny

such claims, but it has not stopped a marked increase in attacks upon funeral processions.

Profile	M	WS	BS	S	T	W	I	A	Ld
Hearse	8	-	-	-	5	4	-	-	-
Undertaker	-	3	3	3	-	-	3	1	8

Weapons/Armour: The undertaker may take weapons from the Cult of Morr Priest equipment list.



SPECIAL RULES

Rolling Wagon: The Hearse is treated as a mount and cannot climb, hide, run or flee. It has a 6+ armour save. A model charged by the Hearse takes an immediate strength 3 hit before combat starts. The Hearse is a large target so attacks against it have a +1 To hit modifier.

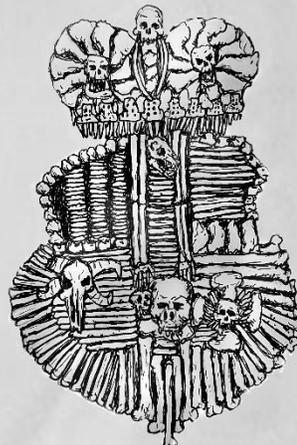
Undertaker: The undertaker comes as part of the Morr's Hearse. He is honour bound never to abandon his charge until they reach the safety of the Temple. He may therefore never dismount from the Hearse.

He is afforded the protection of Morr so he cannot be wounded unless the Hearse is removed from play in which case so is he. The Undertaker does not gain experience. The undertaker may not make Prayers of Morr.

Immune to Psychology: Morr's Hearse is the very embodiment of the gods will. The Hearse and Undertaker automatically pass any Leadership-based test they are required to take.

Imposing Icon of Morr: The Hearse causes fear. Cult of Morr models within 6" (including the Undertaker) gain the hatred rule against opponents in close combat. Undead units which end their turn within 3" of the Hearse take a wound on a 4+ with no saves permitted.

Wyrdstone cache: If taken out of action, the player who destroyed the Hearse may re-roll up to 3 dice when collecting wyrdstone. The Cult of Morr player must re-roll any 5s or 6s when collecting wyrdstone post that battle.



Dramatis Personae.

Norr's Headsman



The priests of Morr are by nature not a violent creed. However, the call to arms to cleanse the city of Mordhiem of undead has had the unexpected effect that a great many priests have had their first experience of inflicting death upon living things.

Most are able to accept this responsibility as a burden, a necessary evil to do their good work. Some however have not been able to reconcile the violence with their beliefs and have either found death in the damned city or abandoned their cause and fled in shame.

There are tales, however, of one who has embraced his new role as a killer. Becoming obsessed with ensuring souls pass to Morr's realm as swiftly as possible,

he has become a dark executioner, passing his judgement of death on any who is unworthy in the eyes of Morr. Who is worthy or unworthy has proven impossible to determine, and the Dark Headsman has been seen terrorising the city streets, wreaking death indiscriminately, bringing terror even to the children of darkness. The only faction seemingly safe from its attention are the Cult of Morr, who are able to persuade the headsman to escort their war parties, in exchange for a generous donation to the temple.

Appearing as the very image of Morr, the Headsman is believed to be more spirit than man (although the cult knows better than this.) The Headsman's panoply gives him a supernatural appearance and makes it hard to determine where his real flesh lies.

Hire Fee: 70 gold crowns to hire +25 gold upkeep

May Be Hired: Morr's Headsman is dramatis personae and can only be hired by Cult of Morr warbands.

Rating: Morr's Headman increases a warband rating by 70 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
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Morr's Headman	4	4	2	3	4	2	4	2	9
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Weapons/Armour:

Light armour
Silvered two handed weapon
Silvered dagger

SKILLS

Morr's Headsman has the Swift Prayers, Protection of Morr, Fearsome, Strike to Injure and Dodge skills.

SPECIAL RULES

Judgement of Morr. Morr's Headsman is *immune to psychology*, with the exception that he *hates* the undead.

Prayers of Morr. Morr's Headsman can perform Prayers of Morr. If he inflicts an out of action result in close combat, the death marker is removed, and prayer points gained, immediately. He knows the Dread Aspect, Strength of Will, Shroud of Night and Divine Augur Benedictions of Morr



Making the Cult of Morr

These models have been made from a wide range of bits box bits, mixing undead parts with human and elf ranges to create morbid warriors.

Other alternatives could be the Corvus cabal from Warcry, or the Cawdor Gangers from Necromunda



The warriors of Morr use a lot of skulls and bone in their decorative headdresses and armour.



Unquiet spirits are sought out and brought to rest.



Mourners make up for their lack of combat experience though sheer numbers.



The Cult of Morr energetically seek out anyone suspected of Necromancy or grave robbing.



Pieces from the Garden of Morr kit make good death markers. Although small, ravens can find impressive perches.



Morr's Headman is a ferocious looking model based on a Nighthaunt hero.



These thematic models are from Grimforge.

