

II



MORR

Dreamwalkers













# Dreamwalkers

a  
cult of Morr

## Warband

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### Sources for rules

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# Cult Of Morr

The cult of Morr is one of the most widespread in Old World.

In a land overwhelmed by war, disease, and the horrors of Chaos, death is a constant companion, an inescapable end. Most inhabitants of the Old World resign themselves to their natural fears and accept death as a necessary aspect of life. In fact, it could be said that the Old Worlders, and especially the inhabitants of the Empire, have an unhealthy fascination with it, and incorporate symbols of death into everything. From the skulls that decorate their banners to the martial culture that permeates Imperial society, death is everywhere, and its absolute master is Morr.

But Morr is the God of the Dead, not of Death. A legend says that Morr appeared when the first human died, he defended his soul from the servants of the dark gods who intended to consume it. As humans continued to die, Morr took them under his protection in his Kingdom.

Those who sleep are closer to death, and this is the final destination for everyone. This is why Morr is also the God of Dreams and Prophecies. Outside of funerals, most who pray to Morr do so in this aspect. The only ones who can receive his protection are the dead, and they do not pray. On the outside, Morr appears to be an indifferent god, drawing the living into his domain, but his priests know that deep down he

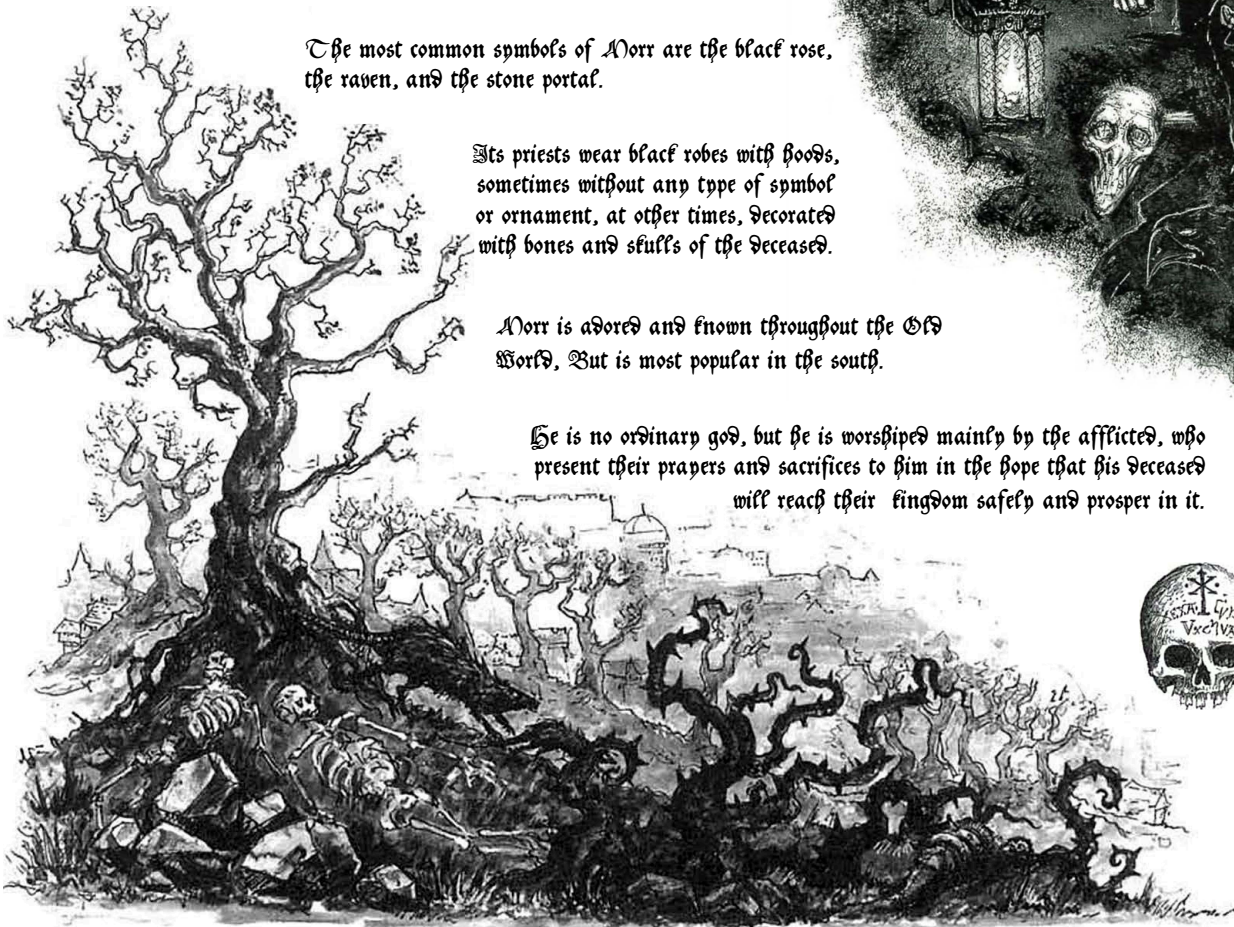
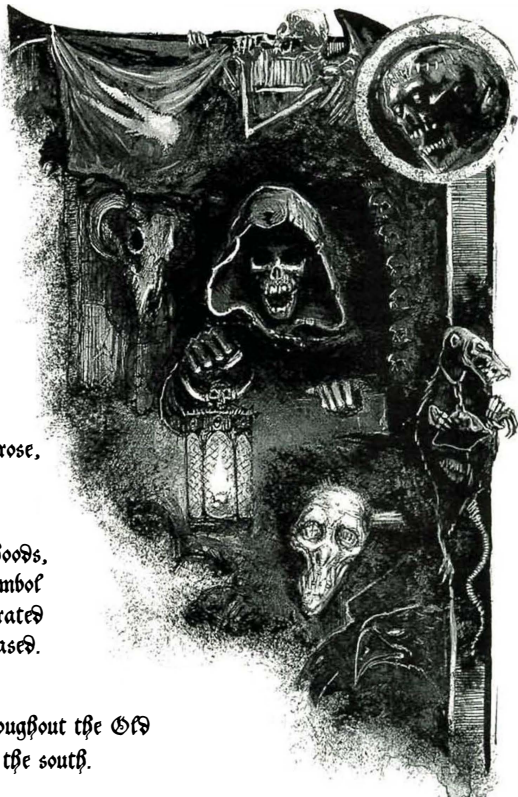
is a forgiving god. His opposition to necromancy and his provision of omens are both signs of his benevolence.

The most common symbols of Morr are the black rose, the raven, and the stone portal.

Its priests wear black robes with hoods, sometimes without any type of symbol or ornament, at other times, decorated with bones and skulls of the deceased.

Morr is adored and known throughout the Old World, But is most popular in the south.

He is no ordinary god, but he is worshiped mainly by the afflicted, who present their prayers and sacrifices to him in the hope that his deceased will reach their kingdom safely and prosper in it.



# Dreamwalkers

Most members of the Dreamwalkers believe that its foundation is lost in the mists of history; this is because the group has never particularly bothered with recording its own history, and because of its fragmented structure, as described below. The handful of scholars with an interest in such things, and a considerable number of old Vampires, know that the first group of Dreamwalkers consisted of a Priest of Morr called Bartoff, an experienced mercenary called Hieronymus, and a woman, variously described as an actress, whore, and thief, called Philomelia von Hagendorf. They formed their group in 1681 BC, and, even among those who know this much, most assume that this was in response to the Night of the Restless Dead.

In fact, the three met two weeks before that terrible night. All three of them had been suffering from terrible nightmares, in which they were pursued by hordes of Undead monsters, risen from their graves and set free to ravage the land. They also each dreamed of an isolated roadside tavern in Hochland, and of meeting the other two there. Bartoff was convinced that the dreams were a message from his God after they continued for a week, and so was the first of the three to arrive at the tavern. Philomelia was next, and the dour and practical Hieronymus the last, when he was finally unable to resist the urgings of the dreams.

There are no records of what they did before and during the Night of the Restless Dead. The tavern where they met was destroyed, and even its precise location was lost. Members of the Dreamwalkers speculate that the three could have prevented the mass rising of the Undead, but that they failed. Unless some lost document is uncovered, however, no one can now know for certain.

What is well established is that the three split up after that dreadful night, each of them recruiting a small number of followers and travelling to a distant part of the Empire to continue their fight with the Undead. All three of them claimed to still receive guiding dreams from Morr, and, at least according to the surviving records, those dreams were surprisingly accurate.

The group sustained itself through the following centuries of chaos, and even spread into other lands of the Old World. Recruits were chosen for their dedication and competence, but every band was required to have at least one member who, in the opinion of at least two existing bands, was receiving prophetic dreams from Morr. On the whole, the Dreamwalkers were quite strict about this, although mistakes were inevitable.





# Morr's Dreamer

The dreams that come to a band's dreamer are the most immediate motivation for that band. Bands only stay together as long as they believe that the dreamer really is receiving messages from Morr, as who would ignore a message from their God? The vast majority of dreamers also believe that they are receiving divine instructions, and certainly the dreams seem to be more informative than pure chance would suggest.

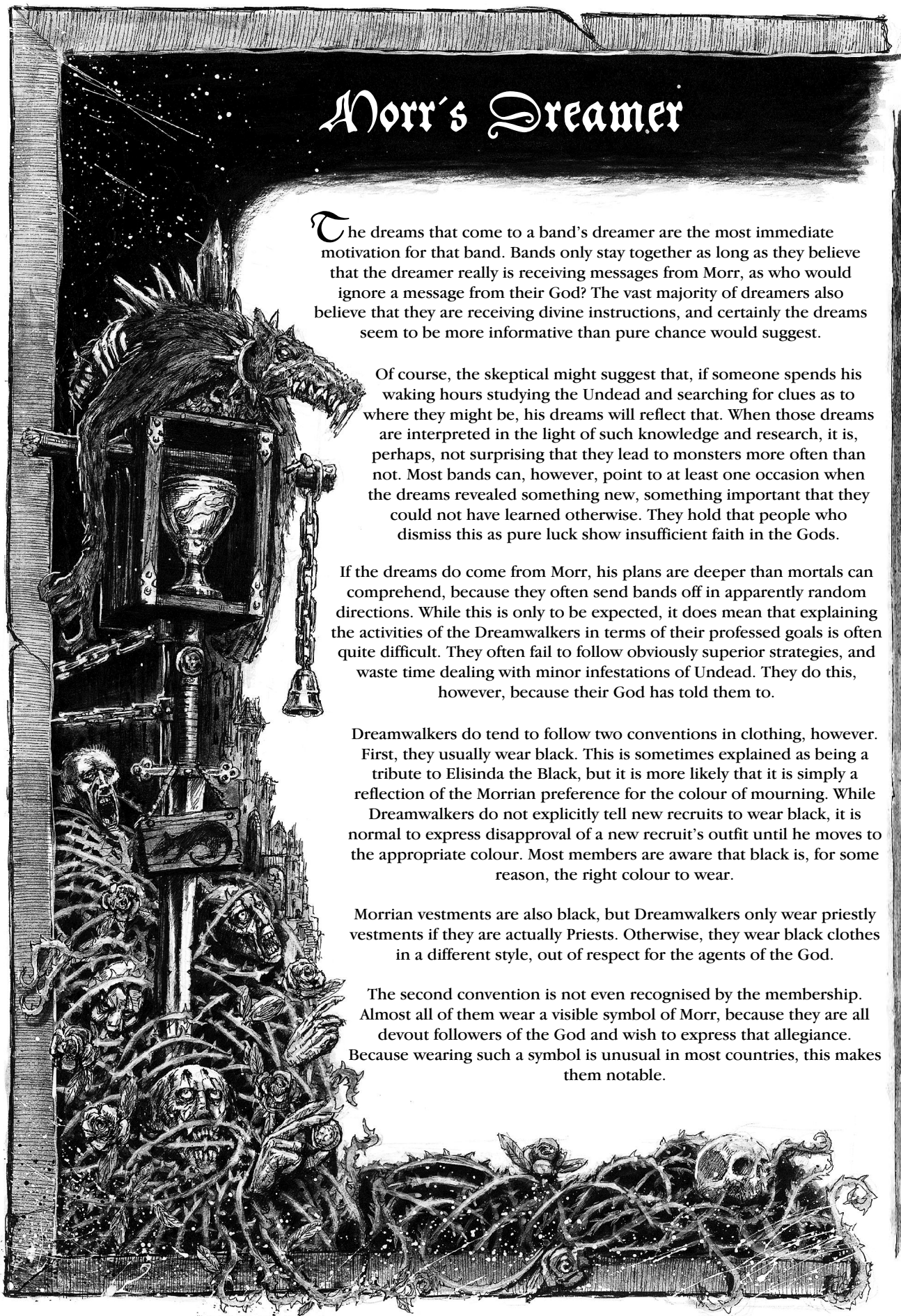
Of course, the skeptical might suggest that, if someone spends his waking hours studying the Undead and searching for clues as to where they might be, his dreams will reflect that. When those dreams are interpreted in the light of such knowledge and research, it is, perhaps, not surprising that they lead to monsters more often than not. Most bands can, however, point to at least one occasion when the dreams revealed something new, something important that they could not have learned otherwise. They hold that people who dismiss this as pure luck show insufficient faith in the Gods.

If the dreams do come from Morr, his plans are deeper than mortals can comprehend, because they often send bands off in apparently random directions. While this is only to be expected, it does mean that explaining the activities of the Dreamwalkers in terms of their professed goals is often quite difficult. They often fail to follow obviously superior strategies, and waste time dealing with minor infestations of Undead. They do this, however, because their God has told them to.

Dreamwalkers do tend to follow two conventions in clothing, however. First, they usually wear black. This is sometimes explained as being a tribute to Elisinda the Black, but it is more likely that it is simply a reflection of the Morrian preference for the colour of mourning. While Dreamwalkers do not explicitly tell new recruits to wear black, it is normal to express disapproval of a new recruit's outfit until he moves to the appropriate colour. Most members are aware that black is, for some reason, the right colour to wear.

Morrian vestments are also black, but Dreamwalkers only wear priestly vestments if they are actually Priests. Otherwise, they wear black clothes in a different style, out of respect for the agents of the God.

The second convention is not even recognised by the membership. Almost all of them wear a visible symbol of Morr, because they are all devout followers of the God and wish to express that allegiance. Because wearing such a symbol is unusual in most countries, this makes them notable.





# Priest of Morr

"Although we offer blessings upon a departing soul, that Morr may allow it passage through the realm of death, the soul is not our concern. The soul belongs to Morr. Our concern is the body. Our rituals ensure that the body remains just as it is; that it is properly sealed and sanctified, lest something enter into the cadaver's shell and corrupt it...or worse."

There are many religions in the Old World and many gods are worshipped as part of the Old World Pantheon. Morr, the god of the dead, is no exception. Most people within the Empire fear a Priest of Morr -- for most people fear the unknown. Death, no matter how religious the individual, is an unknown fate that none can escape and the Priests of Morr remind everyone of their own mortality, a reminder that most would sooner not have.

However, despite this perceived prejudice, the Priests of Morr are indispensable in the services they render.



Loved ones must be cared for properly when they die and those who are unloved must be properly taken care of. The importance of funeral rituals is acknowledged by everyone.

### Precepts:

The priests of Morr are responsible for caring for the dead. Your tasks are the following:

Honor all funeral rituals and wakes.

Oppose necromancers and the undead as well as the followers of Khaine wherever and whenever they are found.

Be respectful and attentive to the dead and their families. Pay attention and obedience to dreams. They cannot refuse to hold a funeral service if asked to do. They may not enter or disturb a burial site properly consecrated to Morr.

They cannot bring an Undead into existence unless Morr himself expressly authorizes them to do so (through a prophecy, divination, or dream).



For more times than anyone cares to remember have the dead "the uncared-for dead" risen up once more to terrorise the living. And, though sword and warhammer will curtail the Undead, only a Priest of Morr can put them to rest for good. So, it is no wonder that the Temple of Morr has sent missionaries to the City of the Damned.

Accompanied with both mercenary parties or armed guards and nobles, the priests of Morr come. The Judgement of Sigmar has taken many, many lives and, so the stories go, many more are being lost each day. For the priest of Morr this means their presence is urgently needed.






# Black Guard of Morr

The Knights of Morr, also often called the "Black Guard" for the colour of their full obsidian armour, is an order of Imperial and Tilean knights dedicated to the service of Morr, the god of the dead, and inspire fear and dread in friends and enemies alike. When parents want their children to fall asleep, they tell them stories about the Knights of Morr and tell them that if they don't fall asleep they will come for them.

The combination of their obsidian plate armor and their vow of silence makes their presence unsettling, and many whisper that they are actually undead reanimated by the priests of Morr to serve their cult.

Of course, the truth is much more prosaic: the members of the Black Guard of Morr are mortal knights who have consecrated their lives to the God of the Dead, and whose main purpose is to guard the Gardens of Morr, cemeteries, mausoleums and other sacred precincts. for his deity and watch over the priests. Sometimes their services are required to hunt Undead and the necromancers who bring them to this world.

Members of the Black Guard are a curious lot, for it takes a peculiar person to voluntarily spend their time stalking the mist-shrouded grounds of the Old World's cemeteries. Most are tormented souls who see themselves as more akin to the dead they guard and the Undead they fight than to those who walk, talk, and breathe around them in everyday life.

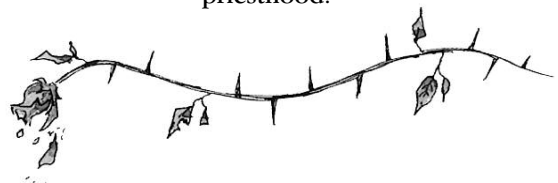


Other members join this order after having an encounter with the undead, these are a minority, and they often feel annoyed at having to limit themselves to guarding graves. Many of the elite Black Guards of Morr attach themselves to Morrian dignitaries, providing protection and adding to the priests' sinister atmosphere, some priests agree with them, and even go so far as to join the Black Guard to lead small groups of the more militant Templars and confront undead and necromancers.

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 Imperial knightly orders, but such is the price of their sacred duty.

Some Black Guards are blessed by Morr, capable of performing miracles akin to those of the god's priesthood.





# The Andanti

The Andanti are a hereditary order of secretive Vampire hunters who consider themselves chosen by Morr to be his holy warriors.

Membership can be passed on through either sons or daughters, and there is only one Andanti per generation, so although they are all related, they have many names and live in many nations of the Old World. The dynasty traces its roots back to Estalia, where they fought the Undead even before the War of Blood. Now, most of the Andanti are scattered, and some are born who do not know their destiny as chosen hunters of the dead.

A member of the Andanti is marked by being born with a caul, a thin membrane covering the head. Midwives usually remove these cauls and press them onto a sheet of paper, as they are believed to bring good luck, especially to sailors.

If the baby is lucky, a relative who is also Andanti hears of this and takes a special interest. The relative becomes a mentor, passing on knowledge that is hidden even from the other family members.

Each Andanti maintains a small library of lore that would be of much interest to Witch Hunters.

The young Andanti are trained in combat techniques that exploit the weaknesses of the Undead, and some are encouraged to spend time in the military to hone their abilities fighting mortals before they take on the dead.

The Estalian origin of this secret dynasty is reflected in their combat style, similar to the style of the famous Estalian duelists.

The Kingdoms of Estalia were the birthplace of the fencing fighting style. With those light, dangerous blades known as rapiers, a fencer can force his blade through an opponent's defenses, striking quickly and deadly. Although they lack the strength of big guns, they are still deadly in the right hands. Most fencers also use defensive weapons in their other hand, such as The main gauche, or left-handed parrying dagger, is a short-bladed knife slightly longer than a normal dagger. These weapons are used as off-hand weapons in conjunction with a single-handed sword such as a rapier. As the name implies they were designed to parry, or defend, more effectively than a simple dagger form, typically incorporating a wider guard, and often some other defensive features to better protect the hand as well. They may also be used for attacks if an opportunity arises.

Unlike standard daggers, its broad hilt better protects the hand, and its slender blade can slip between an enemy's ribs or the joints of their armor. The main gauche is used as a defensive weapon in place of a shield, particularly by duellists, and despite its similarities to the dagger, it is not designed to be thrown.



Tilea duelists evolved the fighting style by incorporating a cape into their technique, allowing them to catch their opponent's weapon and gain an opening to make the rapier find its target.



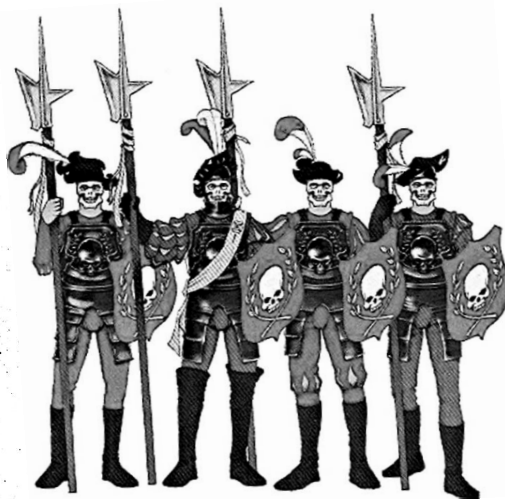
Some Andanti travel throughout the empire hunting vampires alone or joining other groups of vampire hunters. One thing is for sure, if the opportunity presents itself, they do not hesitate to join a band of Dreamwalkers to fulfill their sacred destiny.

They dress similarly to other vampire hunters and witch hunters, characterized by their tall, wide-brimmed hat and their long and dark clothing. Some decorate their clothing or armor with symbols of Morr.

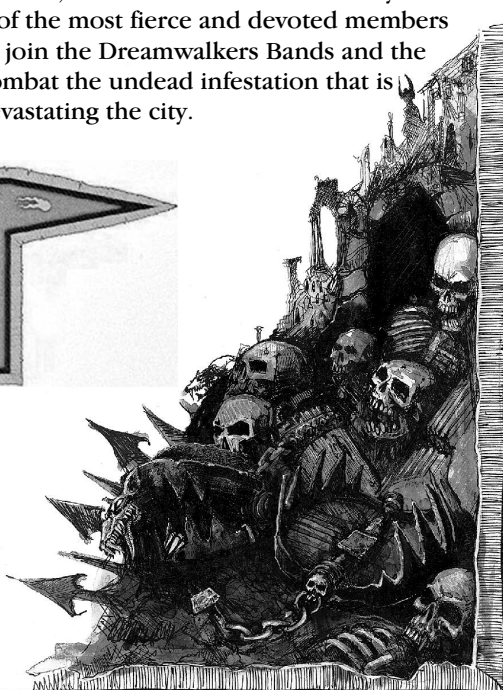
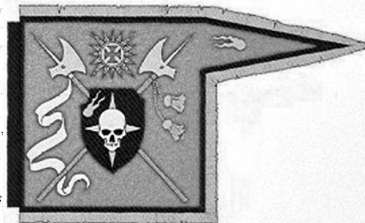


# The Dead's Heads of Ostermark

The Ostermark Dead's heads were formed during the rule of Vlad von Carstein. During the expansion of his domains, the submission of Sylvania seemed not to be enough for the Vampire Count, and he prepared to launch what history would end up calling the Vampire Wars. Anyone who dared to defy his draconian mandates disappeared. There were informants everywhere. Those who dedicated themselves to fighting in the city of Essen abandoned the purple and yellow of the old regiments and formed a new unit uniformed in black and red. They wore skulls masks to hide their identities.



Despite originating from Essen, they fight the vampire threat throughout Ostermark with their distinctive black and red uniforms and sinister masks, which also includes the city of Mordheim, where some of the most fierce and devoted members of the Dead The Heads join the Dreamwalkers Bands and the priests of Morr to combat the undead infestation that is devastating the city.





# Morr Worshippers

Morr Worshippers are citizens from all regions of the Empire, united by their devotion to Morr, the God of Death. They are individuals who have accepted death as a necessary part of life, and see in Morr a guide for souls on their journey to the beyond.

These faithful can be found in all spheres of society, from the humblest peasants to the highest nobles. All of them share a deep reverence for death and a respect for the souls of the deceased. They see in the undead an abomination, an affront to the domains of Morr.



Morr Worshippers, usually carry symbols of their faith, such as the black rose, the raven, or the stone portal. These symbols are a constant reminder of Morr's presence in their lives and its protection and his guide. In a land ravaged by war, disease and the horrors of vampires and the undead, some of Morr's most faithful followers join the warband of a dreamer of Morr until the end of their days to fulfill the will that his god sends to the dreamer through his dreams to eradicate the necromantic and vampire plague of the old world.





# Dreamwalkers

The Dreamwalkers hunt Undead and necromancers across the Old World. They are all servants of Morr, and believe that the God sends dreams to guide them to evils that must be crushed. Most bands of Dreamwalkers are formed around a Priest of Morr or a Dreamer, and the Temples of that God support the group.

Only people with a particular devotion to Morr are allowed to join the group, and only those willing to devote much of their time to rooting out and destroying the Undead want to. As a result, it is not a large organisation, but its members are very dedicated. The members of the Dreamwalkers are all Morrians of Imperial stock who are dedicated to fighting the Undead menace.

The group is overwhelmingly Human, because Morr is not a popular God with other races.

The dreamers are the skeleton of the organisation, holding together each band. They are also somewhat more diverse in background than other members, because Morr can send prophetic dreams to anyone.

As noted below, a Priest of Morr must certify each dreamer as genuine, which means that prejudice has an effect.

The group has never excluded women, though it has gone through periods of discouraging them; at present, however, women are treated fairly equally as candidates.

It is also heavily middle class. In part, this reflects the popularity of different Gods within various social levels. However, dedication to destroying Undead requires a certain distance from the struggle to survive, which tends to exclude the lower class, and it is socially very difficult for Imperial nobles to distance themselves from the popular Cult of Sigmar. There are numerous exceptions, of course, but most members were raised in relative prosperity.



A Dreamwalker warband must include a minimum of three models. You have 500 gold crowns available to spend. The maximum number of warriors in the warband may never exceed 12.

## Choice Of Members

**Dreamer:** Every Dreamwalkers warband may include a Dreamer, if he or she really is **The Chosen Of Morr** (check at special rules section).

**Priest Of Morr:** Your warband **must** include one Priest Of Morr.

**Andanti:** Your warband may include one Andanti: no more, no less!

**Black Guards:** Your warband may include up to two Black Guards.

**Death's Heads:** Your warband may include no more than five Dead's Heads of Ostermark.

**Morr Worshipers:** Your warband may include any number of Morr Worshipers.

## Starting experience

**The Dreamer** starts with 20 experience.

**Black Guards** start with 8 experience.

**Priest Of Morr** start with 8 experience.

**The Andanti** start with 6 experience.

**Henchmen** start with 0 experience.





## Special Rules



Necromancers and vampires are Morr's ultimate enemies: they steal from his kingdom, violate its protection for personal gain, disturb the rest of the dead, and flout Morr's authority.

Such is the faith of the followers of Morr in their god and in his protection, that in order to fulfill the destiny that their god entrusts to them, they do not feel any fear when fighting both vampires and necromancers and their undead followers, torn from the kingdom of Morr by the dark magic of their masters.

**Chosen Of Morr:** A Priest of Morr must **ALWAYS** certify that each dreamer is genuine, not a heretic...or worse! which means that he must prove through a ritual that the dreamer's dreams truly come from Morr and are not the product of necromantic magic or the corruption of chaos.

When creating a band of dreamwalkers, the Priest of Morr must roll a D6. If you get a +4, you can hire the Dreamer; Otherwise, the Priest of Morr rejects him, through the necessary ritual he learns that the dreams of that dreamer do not come from Morr. Then the priest himself will take leadership of the warband to fulfill Morr's will. (in game effects the priest of Morr will be considered the Leader .

They will be able to try to find (hire) a new genuine Morr Dreamer again after their next battle... paying their costs normally.

If the priest finds a genuine dreamer, he will give him the leadership of the band.

(For game purposes the Dreamer will be considered the leader, until he dies, in which case leadership will revert to the priest again. Once a band has a genuine Dreamer and he or she dies, they will not be able to hire another one again.

**Hired Swords:** Dreamwalkers may hire any Hired Swords allowed to a Human Mercenary warband, Witch Hunters and Sisters of Sigmar. Of course they can't hire any Hired Sword of a Necromantic or Chaotic nature.

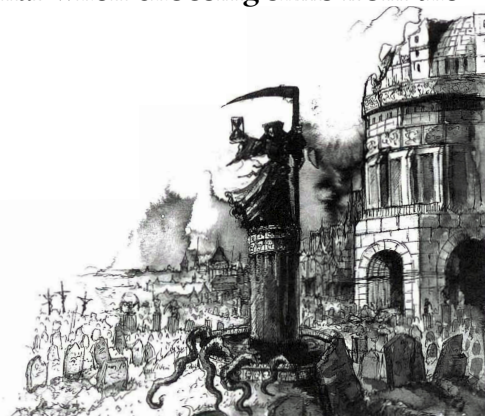
**Alliances:** In multiplayer games, a Dreamwalkers warband may never forge an alliance with any Warband of a Necromantic or Chaotic nature (Undead, Possessed, Skaven, Beastmen, Dark Elves etc.

**Hate Undead:** Vampires, necromancers, are Morr's ultimate enemies: they steal from his kingdom, violate his protection for their own benefit, and flout his authority.

All heroes in a Dreamwalkers Warband hate all vampires, necromancers and undead.

### New skills:

When a hero from a band of Dreamwalkers gains a new skill on an advance roll, they have the same restrictions as witch hunters and sisters of sigmar when choosing skills from the skill list described in the Mordheim rulebook.





# Dreamwalkers skill tables

	Combat	Shooting	Academic	Strength	Speed	Special
Dreamer	✓	✓	✓	✓	✓	✓
Black Guard	✓	✓		✓		✓
Priest of Morr			✓		✓	✓
Andanti	✓	✓			✓	✓

# Dreamwalkers equipment lists

The following lists are used by Dreamwalkers to pick their weapons:

## Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace	3 gc
Hammer	3 gc
Axe	5 gc
Sword	10 gc
Double-handed weapons	15 gc
Spear	10 gc
Rapier .(Only Andanti)	15 gc
Main Gauche .(Only Andanti)	7 gc

## Missile Weapons

Crossbow	25 gc
Bow	10 gc
short bow	5 gc
Pistol .(Only Andanti)	15 gc (30 For Brace)

## Armour

Light armour	20 gc
Heavy armour	50 gc
Shield	5 gc
Buckler	5 gc
Helmet	10 gc

## MORR WORSHWISHPERS EQUIPMENT LIST

This list is for Morr Worshwshpers only

### Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace	3 gc
Hammer	3 gc
Axe	5 gc
Sword	10 gc
Spear	10 gc

### Missile Weapons

Bow	10 gc
short bow	5 gc

### Armour

Light armour	20 gc
Shield	5 gc
Helmet	10 gc
Buckler	5 gc

## OSTERMARK DEATH'S HEADS EQUIPMENT LIST

This list is for Ostermark Death Heads only

### Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Sword	10 gc
Halberd	10gc

### Armour

Light armour	20 gc
Shield	5 gc
Helmet	10 gc
Buckler	5 gc

### Missile Weapons

Crossbow	25 gc
Bow	10 gc
Short bow	5 gc



# Special skills



The Dreamwalkers may use the following skill list instead of the standard skill lists.

**Inspiring Presence:** When a Dreamer proves to be a brave leader and truly chosen of Morr, his followers will follow their dreamer to death with unwavering courage.

To represent this, Morr Worshipers can use the dreamer's lead if they are 12" away instead of the usual 6". (Only for Dreamer).

**Fanatical:** The dreamwalkers are convinced that they are the chosen ones to carry out Morr's will and eradicate the necromantic plague of the old world.

Once per game, if the Dreamer is not out of action, stunned or knocked down, you may re-roll a failed rout test. (Only for Dreamer).

**Inured to Horror:** Only the true faithful followers of Morr know and accept death and become inured to horror.

The model is immune to Fear, and need never take All Alone tests.

**Blessed by Morr:** The hero has been blessed by Morr and has his protection against the magic that his enemies cast against him.

Any spell that could affect the model is nullified with a D6. roll of +4 when fighting the undead. Note that if the spell is nullified. It does not affect this model. but it does affect any other model as it



# New Weapons



## NEW WEAPON: SCYTHE

**Range:** Close Combat

**Strength:** As user +1

**Special Rules:** Difficult to use, Two Handed

Scythes are normally implements used in the fields by farmers. It is rare to see them wielded as weapons of warfare. However, the scythe also carries with it an image of death. It is the symbol of the Grim Reaper, the representation of famine and starvation and disease through the lack of harvested food. Priests of Morr, when they need to, may carry a Scythe as a weapon. This is of heavier manufacture, and designed to reap warriors rather than wheat. Because the Scythe is unwieldy, it must be used with two-hands and cannot be used with another weapon, shield or buckler.

## NEW WEAPON: MAIN GAUCHE

**Range:** Strength

**Strength:** As user

**Special rules:**

**Parry:** you may use a Main Gauche to parry in hand to hand combat.

**Armor Save:** Because a Main Gauche is essentially a dagger, armor saves are made at +1.

Main gauche is a dagger with a large hand guard, it provides the ability to be strong both in attack and defense.

## NEW WEAPON: RAPIER

**Range:** Close Combat

**Strength:** As user

**Special Rules:**

**Parry:** Like all swords, you may use a rapier to parry in hand to hand combat.

**Barrage:** A warrior armed with a rapier rolls to hit and wound as normal. However, if you manage to hit your opponent but fail to wound, you may attack again just as if you had another attack but at -1 to hit (down to a maximum of needing a 6 to hit). You may continue attacking as long as you hit and it is possible to strike your opponent many times, particularly if your warrior has more than one attack on his profile.

**Armor Save:** Because a rapier is a very light sword that lacks the thick armor breaking blade of the broadsword, armor saves are made at +1.

The rapier is a long thin blade commonly used by dualists. It is a deadly, sharp weapon capable of delivering a multitude of blows but lacks the power of a broadsword.





## 0-1 Dreamer

70 gold crowns to hire

The dreams that Morr send to the Dreamer of a band are their most immediate motivation. The Dreamer will always pay absolute attention to the Messages that Morr sends him indicating where the corruption of the undead and their necromancer and vampire masters is in order to find and destroy them. These abominations are numerous throughout Ostermark and especially in Mordheim.

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

**Weapons/Armour:** A Dreamer may be armed with weapons and armour chosen from the Dreamwalkers Equipment list.

### SPECIAL RULES

**Leader:** Any warrior within 6" of the Dreamer may use his Leadership instead of his own.

**Chosen Of Morr:** See the special rules section for more information.

**Guiding Dream:** At the beginning of each battle, the Dreamer must roll D6 and consult the Guiding Dream table to discover what kind of vision Morr is sending him.

## 0-2 Black Guards Of Morr

55 gold crowns to hire

Silent, obsidian-clad wardens of death, the Black Guard of Morr stand watch against the terrors of the night across all the Old World. Encased head to toe in all-encompassing lacquered black plate armour worked with the signs of raven & rose.



Profile	M	WS	BS	S	T	W	I	A	Ld
<b>Black Guard</b>	4	4	3	4	3	1	3	1	8
<b>Warhorse</b>	8	3	0	3	3	1	3	1	5

### Weapons/Armour:

A Black Guard may be armed with weapons and armour chosen from the Dreamwalkers Equipment list. If using the optional rules for mounted models or the Blazing Saddles expanded mounted rules, the Black Guard may ride a Warhorse, paying its cost. If so increasing their save to +4 while mounted.

### SPECIAL RULES

**Silent Guardian:** If a Black Guard has been declared Hidden, enemies must take an Initiative test to spot them. And never suffer movement penalties for wearing armor.

## 1 Priest Of Morr



35 gold crowns to hire

Dressed in the plain black robes of their faith, the priests of Morr have come to Mordheim to insure the souls of those who have died safe passage and, more importantly, that the dead remain as such.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	3	1	4	1	9

**Weapons and Armour:** As priests of Morr seldom engage in martial activities, they may only be armed with a Dagger and a Scythe as a weapon. Priest Of Morr may never wear armour.

### SPECIAL RULES

**Skills:** Priest Of Morr may choose skills from the Academic and Speed skills list, or they may randomly determine a new funerary from the Funerary Rites list.

**Loner:** Few people care to spend any length of time in the company of a priest of Morr - even when it is their duty to do so. As such, a priest of Morr is used to being alone and probably prefers it that way. Priests of Morr do not suffer from the all alone rules.

**Funerary Rites:** Priests of Morr are not wizards by any means, however, they do have numerous Funerary Rites, which they may perform. As such, priests of Morr may choose a Funerary Rite, using the rules for Magic. See the Magic section for details.

## 0-1 The Andanti

40 gold crowns to hire

The Andanti are a hereditary order of secretive Vampire hunters who consider themselves chosen by Morr to be his holy warriors.

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

**Weapons / Armour :** The Andanti may be armed with weapons and armour chosen from the Dreamwalkers Equipment list.

### SPECIAL RULES

**Estalian Technique:** The Andanti may parry using his rapier and Main Gauche if he can roll under his weapon skill and not more than his opponent's highest hit roll as per the normal rules

**Andanti Knowledge:** Their secret knowledge passed from member to member makes them skilled fighters against vampires.

When fighting a **vampire** they get +1 to hit in close combat.



# Henchmen (bought in groups of 1-5)



## 0-5 Death's Heads Of Ostermark

40 gold crowns to hire

The halberdiers known as the Death's Heads were founded during the Vampire Wars. They began in the town of Essen, (Ostermark) during the rule of Vlad von Carstein.

In order to protect their identities, the first Death's Heads wore skulls as masks.

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

**Weapons/Armour:** Death's Heads may be equipped with weapons and armour chosen from the Death's Heads Equipment list.

### SPECIAL RULES

**Expert Halberdier:** Death's Heads are so skilled with their weapons that they may combat carrying his halberd in one hand and shield at the other.

## Morr Worshwishpers

25 gold crowns to hire

Morr Worshwishpers are citizens from all regions of the Empire, united by their devotion to Morr, the God of Death. Some of Morr's most faithful followers join the warband of a dreamer of Morr until the end of their days to fulfill the will that his god sends to the dreamer through his dreams to eradicate the necromantic and vampire plague of the old world.

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

**Weapons/Armour:** Warriors may be equipped with weapons and armour chosen from the Morr Worshwishpers Equipment list.





## Guiding Dream

The hero has a dream related to a specific action that Morr wants you to perform. These dreams are always perfectly clear, but never complete. It will never be explained in them why Morr wants you to act that way. In visions you usually appear performing a specific action in a specific place and at a specific time, and in some way you will know what the place is called and where it is, as well as the exact date you must be there (even if it is not obvious). For the things you see in the dream). You have no control over the content of the dream, and there are no guarantees that you will survive to fulfill Morr's assignment.

At the beginning of each battle, the Dreamer must roll D6 and consult the table below to find out what type of action Morr sends him.

### D6Result

**1 Disturbing Vision:** The vision of the previous night is clear, but incomplete. That worries the dreamer too much and he feels very tired the next day.

The dreamer suffers a -1" Movement penalty.

**2-3 Vision of Truth:** Morr shows the dreamer the combat tactics of his enemy and images of himself defeating his enemy with accurate blows to their weak points, which makes it easier for the dreamer to land his blows against them.

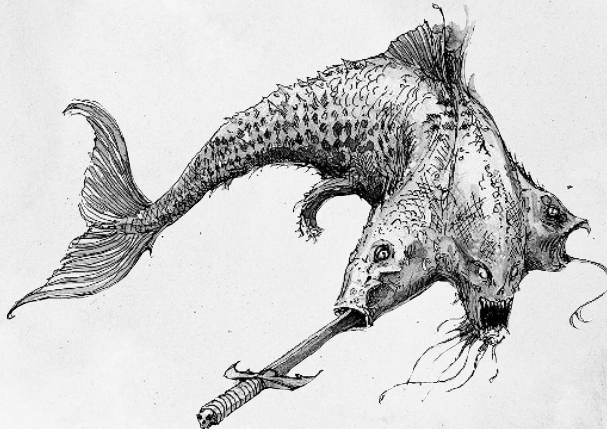
Designate one of your opponent's heroes as a target. The dreamer gets a +1 to hit this model.

**4-5 Empowering vision:** Morr sends a vision to the dreamer in which he sees himself in the heat of battle fighting against his enemies without ever failing and emerging victorious despite his wounds, which imbues the dreamer with great strength.

Designate one of your opponent's heroes as a target. The dreamer has +1 Strength when fighting this model.

**6 Infuriating Vision:** Morr shows the dreamer the face of his enemy, this gives the dreamer a clear vision of his goal and an inexhaustible determination to finish him off.

Designate one of your opponent's heroes as a target. The dreamer will have **Frenzy** against this model.



# Funerary Rites

Priests of Morr use Funerary rites to insure that the dead remain dead, that their body is sanctified and sealed and their soul safely passed into Morr's keeping.

## D6 - Result

### 1 - Morr's Protection

Difficulty: 6

The Priest of Morr calls out to his god when confronted by an abomination and asks that he be shielded from the corrupted magic of the tainted. Any Magical attacks made by a Necromancer, a Magister or Daemons, which would be considered a direct attack on the priest, will be negated if this rite is successful.

### 2 - Death Holds No Fear

Difficulty: Auto

Priests of Morr must be steadfast in their resolution and as such muse, above all else, have no fear of death. The priest of Morr is now Fearless for the remainder of the game.

### 3 - Sanctity of the Fallen

Difficulty: 7

*'Those who Fall shall be sanctified and their soul freed, in the name of Morr, god of death.'* The priest of Morr may attempt to perform the Rite of Sanctity on a model (friend or foe) who has been taken Out of Action. The priest of Morr must be within 6" of the model in question. If successful, the model may not be raised up by a Necromancer.

### 4 - Hand of Morr

Difficulty: 9

*'By his the hand of Morr, the Undead shall become as dust and ashes.'* The priest of Morr must be in base-to-base contact with an Undead model. Before Hand-to-Hand combat occurs, the priest of Morr may attempt to use the Hand of Morr rite. If successful the foe immediately goes out of action (this affects Zombies, Dire Wolves and Vampires). Ghouls and Possessed affected by this rite will immediately see their full Move away from the priest of Morr.

### 5 - Do you know who I am?

Difficulty: 7

*'Gaze upon me, abomination, for I am a priest of Morr.'* This rite has a range of 6" and must be directed at the closest Undead model first, or if no Undead are within range, at the next closest human servant of the Undead (Dregs, Ghouls, Necromancers), or finally at any model. If successful, that model is immediately Stunned. If the model cannot be Stunned, then it is Knocked Down instead.

### 6 - I am death!

Difficulty: 8

*'I am a priest of Morr, god of death!'* It is a well-known fact that the priests of Morr are not martially inclined. Their divine duties involved the dead, not the taking of life. However, there are times when a priest of Morr will be called to engage in combat and who would be more feared than a representative of the god of Death? This spell gives the priest of Morr a 6 + armour save and increases their WS by either + 1 or makes it 4, whichever is greater.











