

**PRIEST OF MORR** .....32 gc to hire + 15 gc upkeep

*In the world, there is only one sure thing; the inevitability of death. The great god Morr presides over this realm of eternal night, calling mortal beings to him when their candle inevitably burns out. In the mortal plane, his servants wander the world alone, blessing the deceased and preparing them for their journey to the netherrealm.*

*However, for many there exists an unnatural terror of death and its inevitability. Occasionally, a particularly weak willed or curious person will consult the dark arts in order to delay and hopefully prevent the inevitable, violating the ancient laws of the universe. For these practitioners of the necromantic arts, the magics they use eventually corrupt them, as they grow to resent all forms of life and order that they will never again know. To these beings, and the followers of other powers which seek to disrupt the equilibrium death brings, the Priests of Morr have a sworn duty to oppose. While they primarily serve to sanctify the dead, many seek out a more militant existance, battling the abominations of undeath and chaos wherever they arise.*

*Many see Mousillon for what it is: a broken city plagued by undeath, disease and misery. These priests find themselves drawn towards this city, in an attempt to cleanse it from the forces that currently preside over it.*

Profile	M	WS	BS	S	T	W	I	A	Ld
Priest of Morr	4	2	2	3	3	1	3	1	8

**May be Hired:** Human warbands not associated with Chaos or Undead may hire a Priest of Morr. Bear in mind that though he may work in warbands with priests of a different religion, this is unusual.

**Rating:** A Priest of Morr increases the warband's rating by 13.

**Weapons/Armour:** The priest of Morr comes armed with a dagger.

**Skills:** When the priest gains an advance, he may choose from academic or combat skills, or he may gain a new Ritual of Morr.

**SPECIAL RULES:**

**My God Is With Me:** A Priest of Morr works alone. His solitude gives him strength. While modest folk respect a Priest of Morr, they keep their distance, for rarely is he the bearer of happy news. A Priest is used to this isolation, and as such, never need take All Alone Tests.

**Purification:** The Priest performs ancient rites of purification on the warriors before the battle. Should they perish in battle, they are guaranteed safe passage to the otherworld. While a warband uses a Priest of Morr, no dead warrior may ever be raised to undeath by the *Spell of Awakening*, turned into zombie as a sacrifice, or be raised to undeath by any means.

**Poor:** Priests of Morr forsake all worldly possessions as they are ordained. As such, they come armed only with a dagger. However, you may elect to donate a weapon to the Priest, to aid him in his work. When he is hired, you may choose to donate a sword, club

or scythe (halberd), should you have one available in your equipment (ie you may purchase one for him). However, should he leave your warband (death, failure to pay upkeep etc.) then his weapon is lost to you. The priest's weapon cannot be traded from that point.

**Rituals of Morr:** As a priest, the servant of Morr may perform certain ancient Rituals of Morr. For all intents and purposes, treat these as prayers. The Priest of Morr begins with two Rituals, randomly determined.

## **RITUALS OF MORR**

### **1. Morr's Protection** - Difficulty 7

*Many agree death is the strongest force in the universe. While other gods have power, none of their followers can ever truly escape Morr's call. Lesser powers often wane when confronted with Morr's inevitability.*

Any magical attack or prayer made by a spellcaster or priest (not of Morr) which would be considered a direct attack on the priest will be negated, on a 4+, if this Rite is successful. While the protection lasts, damaging spells may never put the priest *O.O.A.* Treat *O.O.A.* results as *stunned*. This prayer remains in play until it successfully saves against such an attack.

### **2. Death Holds No Fear** - Difficulty 6

*"Fearless, he shall approach even the most hideous of deathspawn, and the beast shall cower before him" - Quote from the Book of Morr -*

The priest is immune to fear. Undead and chaos beings within 6" must pass a Ld test each combat phase, or loose one attack (this can not reduce attacks to zero). Note that while these creatures are immune to psychology, this represents a test of the willpower that holds them together. The priest must pass a Ld test at the start of his magic phases, or the prayer ends.

### **3. Sanctity From the Fallen** - Difficulty 7

*The priest invokes protection for his flock from the abominations of evil, protecting them spiritually and physically from harm.*

If successfully performed, all friendly models within 6" will gain protection from their foes. The protected will get a +1 to their armour save (no save will become 6+). In addition, any undead, or creature tainted by chaos are at -1 to hit the protected warriors.

### **4. Hand of Morr** - Difficulty 9

*The priest can channel the natural equilibrium of Morr, undoing dark magics which disrupt the flow of life and death.*

One undead (Vampire, Dire Wolf, Zombie, skeleton etc.) model in base to base contact with the priest goes Out of Action. Ghouls and chaos-tainted characters touched will flee their full movement away from the Priest. All other characters will strike last in the next round of combat.

### **5. Presence of Morr** Difficulty 8

*The priests invokes the presence of Morr, calling the god's attention to any foe that disrupts his calling. To the abominations of the night, Morr's presence is particularly*

*potent, his words anathema to their essence.*

Any one ordinary model within 6" of the priest will suffer an automatic wound, no saves allowed. A chaotic being will be at +1 on the injury table, should they be reduced to 0 wounds. This rite will cause 2 wounds on an undead creature, adding +1 to any injury rolls.

**6. I Am Death!** - Difficulty 9

*To serve the will of Morr is truly a worthy cause. In times of drastic need, the priest can beseech Morr for aid, imbuing himself with a fraction of his master's strength.*

The priest fights with WS 4, +1 A and gains a 6+ unmodifiable ward save. The priest must pass a Ld test at the start of his magic phases, or the prayer ends.