

Priest of Morr

If you are having trouble with unwanted ghouls and ghosts then your warband needs the services of a priest of Morr.

A new freelancer by TODD ESTABROOK.

"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 insure that the body remains just as it is; that it is properly sealed and sanctified, lest something enter into the cadavers shell and corrupt it... or worse."

There are many religions in the Old World and many gods worshiped. Morr, the god of Death, 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 prejudice, the priests of Morr are indispensable in the services they render.

Loved ones must be cared for properly when they die and even those who are unloved are still properly taken care of. Everyone acknowledges the importance of funeral rituals. For, more times than anyone cares to remember the dead, the uncared for dead, risen have up to terrorise the living. And, though sword and hammer will curtail them, 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.

MERCENARY HERO

The priest of Morr is a new Hero that can be used by mercenary warbands and in doing so he replaces one of that warband's heroes. It is unlikely that Witch Hunters and Sisters of Sigmar will have a priest of Morr accompanying them, so neither of these two warbands may take one.

SKILLS AND EXPERIENCE

Priests of Morr start with 8 Experience.

HERO

0-1 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
Priest of Morr	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. Priests of Morr may never wear armour.

SPECIAL RULES

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 listed below, using the rules for Magic on page 56 of the Mordheim book.

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 must, 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 band 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 flee 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 wellknown 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.

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.