

Priest of Morr

0 gold crowns to hire + 30 gold crowns upkeep. See below for details.

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as appeared in [Yahoo! Mordheim eGroup](#).
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"This is the Temple of Morr, who is the God of Death. We are priests of Morr. Bodies are what we deal with."

"I chanted the words of the ritual under my breath, my mind aware of nothing but their rhythm and the power they held, my hands moved in the sacred patterns of the ceremony. I had done this many times before. The body before me was nothing but a carcass, its soul already blessed and freed and fled to the afterlife. My job now was to seal the corpse, to make sure that no other entity could move in and take possession of the empty shell."

From the papers of Dieter Brossmann, Priest of Morr.

The Priests of Morr are a new Hired Sword that can be added to human warbands. Although they are followers of Sigmar, Witch Hunters and Sisters of Sigmar respect the Priesthood of Morr and will allow one to accompany them. Dressed in the plain black robes of their faith, 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.

Hire Fee: None to hire, as strictly the priest is hiring the warband. a Priest of Morr will come to the aid of any human warband, unless it includes a user of Necromantic magic, in order to fight Undead and may be found in the usual manner. If the next combat is not against undead, the Priest will not participate in combat (remember that his presence in your roster do affect your Rout Test number) as he is awaiting to fight the living dead. He will remain in the warband for one more battle after fighting the Undead. He will always leave after taking his Upkeep fee.

May be Hired: Any human warband may hire a Priest of Morr unless it includes a user of Necromantic magic. If the warband is not fighting Undead or Possessed then he will leave and find another warband that is. In a campaign he may wander from one band to another or not take part at all. If there is more than one warband to join, then he will join the one fighting the highest rated Undead or Possessed.

Rating: A Priest of Morr increases the warband rating by 5 points, +1 point for each experience point he has.

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

Weapons/Armor: As Priests of Morr seldom engage in martial activities, they are only armed with a Dagger. Priests of Morr may never wear armor. He carries a book in which to record the names of the dead.

Skills: Priests of Morr use the Skill Tables for Academic and Speed.

Special Rules:

- *Songster*: A Bard's rousing war songs steel the hearts of all those around him. Any friendly model within 6" of a Bard may re-roll any failed Leadership test with a +1 to Leadership. This includes rout tests.
- *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.
- *Poor*: The Priest has no possessions of his own, but to defend himself he may borrow a single close combat weapon from the warband. He will return it when he leaves. If he is taken Out Of Action then it is lost.
- *Fearless*: A Priest of Morr sees death every day, it holds no power over him. He is *Immune to Fear*.
- *Save the Dead*: The Priest *Hates* all models that can cast Necromantic magic.
- *Funerary Rites*: Priests of Morr are not wizards by any means, however, they do have various Funerary Rites which they may perform. As such, the Priest of Morr is practiced in the two Funerary Rites listed below, using the rules for Magic on page 56 of the Mordheim book.

Funerary Rites

Priests of Morr perform Funerary Rites to insure that the dead remain dead, that their body is sanctified and sealed when their soul has departed to pass on to Morr. The Priest has learned the following rites. He has no need or desire to learn more even as his experience grows.

1. The Nameless Rite

The first responsibility of a Priest of Morr is to protect the body of the deceased. When the soul has departed to Morr the Priest utters the ritual to seal the body so that it cannot be re-animated or Possessed. He must remain in base contact with a dead body, an Out Of Action undead or Possessed model for two turns without being in combat in order to complete the Rite. Any model so treated cannot be re-animated and is dead. Leave undead and Possessed models that have gone Out Of Action on the table until the end of the Priest's turn. After that their bodies turn to dust and are beyond the Priest's power. Difficulty: Special

2. Rite of Exorcism

The Priest abhors any magical abuse of the dead body. He may use the rite on any Undead or Possessed model within 6". If successful, Zombies, Dire Wolves and Possessed immediately go Out of Action. Furthermore, Vampires, Ghouls and Mutants will immediately flee away from the Priest of Morr. Difficulty: 8