

New Divine Spells

The deities of Warhammer can grant their priests additional spells to set them apart from the faithless sorcerers wielding unholy magic. Many Divine spells are usually unique to a specific cult.

First Level

Clear the Fog of Battle [Ulric]

Spell Level: First

Magic Points: 2 MP to invoke, +1 MP per round after first

Range: Personal

Duration: Variable

Ingredients: Symbol of cult passed through the eternal fire of an Ulrican temple. Must be renewed at the next holy day, either at a temple or in a bonfire consecrated by a priest of level 1 or higher.

Once invoked, the priest can see clearly out to a 12-yard radius through anything that obscures his vision, other than solid objects. In other words, the priest may see through fog, mist, rain, darkness, smoke, coloured vapours, falling snow, and like circumstances. However, everything beyond the radius of the prayer is completely obscured. This does not enable a priest to see through solid matter (e.g., boulders, armour, wooden walls, etc.). This is not a spell of Transparent Vision. However, if the priest is completely immersed in a liquid, he may use this prayer to see out to the 12-yard radius.

A 3rd-level variation, costing 8 MP to invoke, allows the priest to see if he has lost sight in his eyes or had his eyes destroyed or removed.

Ease Pain [Rhya]

Spell Level: First

Magic Points: 2

Range: Touch

Duration: Instantaneous

Ingredients: Soft cloth or feather

This spell allows the caster the ability to ease the pain experienced by an individual. Usually it's used to ease the pain of childbirth and other minor injuries which does not normally result in a loss of Wounds. However, this spell can be used to lessen the effects of any first level spells which cause injury (such as fireball). If cast on the victim within 10 rounds of injury, the wounds inflicted are reduced by 1, even if the character is seriously wounded.

Find Quarry [Taal]

Spell Level: First

Magic Points: 3

Range: 100 yards

Duration: D6+2 turns

Ingredients: Small wooden model of quarry

This spell enables the priest to sense the direction and distance of a quarry as represented by the model consumed by the spell. The priest will be able to find the tracks of the quarry should he comes across such within the duration of the spell, even if the tracks are laid in a stream or across rocks. This spell cannot be used to locate a specific individual or creature, just one represented by the model.

Penetrate the Veil of Darkness [Écate]

Spell Level: First

Magic Points: 3

Range: Personal

Duration: 3D10 minutes

Ingredients: The eyes of an owl or rat

The priest can use this prayer to gain the *Night Vision* skill for 2D10 minutes. If the priest already has the skill, then the range of the vision is doubled to 60 yards.

Reinvigorate Wine [Deanosus]

Spell Level: First

Magic Points: 2

Range: Touch

Duration: Instantaneous

Ingredients: Two grapes or raisins

Through this spell, the priest can turn a bottle or small cask of vinegar back into properly aged wine.

Second Level

Blend [Taal]

Spell Level: Second

Magic Points: 4

Range: Touch

Duration: 2D6+6 rounds

Ingredients: Two foot-long branches with leaves

This spell allows the priest to enable the touched target (which could be the priest himself) to blend into the surrounding terrain. Affected individuals may move at a cautious rate and remain virtually undetectable by sight or smell for the duration of the spell. However, if the affected individual moves towards an enemy character, then the enemy is allowed to make an **Observe+10** test to detect the threat. The spell does not grant silent move to the affected individual.

Consecrate Ground (Ritual) [All Cults]

Spell Level: Second

Magic Points: 6

Range: Up to 20 yards x 20 yards

Duration: Up to one year (see below)

Ingredients: Symbol of cult, censer blessed by Priest (both re-usable)

This ritual can be performed by a priest of at least second level to consecrate holy ground dedicated to her god. The dedicated area is usually walked about by the priest chanting the appropriate benediction while gently swinging the holy censer. When the ritual is completed, the blessed ground repels low-level hostile creatures – such as skeletons, zombies, demonic servants, and lesser demons – for up to one year. However, these creatures can still be summoned from within the boundaries of the consecrated ground if a summoner standing within its confines can first successfully pass a **WP** test. Such a summoning effectively defiles the consecrated ground, thereby ending the power of the ritual until it can be properly restored.

The ritual usually takes place before the building of temples and similar holy structures as well as periodically during the time the location is in service to the deity.

Dedicate Divine Symbol (Ritual) [All Elven Cults]

Spell Level: Second

Magic Points: 8

Range: Touch

Duration: Permanent

Ingredients: Symbol of the appropriate deity

The ritual is similar to that described for the cult of Mórr “Dedicate Staff” (**Apocrypha 2: Chart of Darkness**, page 26-27). Like those in the human cult, Wood Elven priests and sorcerors would have a difficult time casting spells which use components that are of an offensive nature to a Wood Elf’s sensitivities, such as body parts of woodland creatures. Being higher magical creatures, the Wood Elves have developed a ritual that calls upon the power of their gods to allow for the permanent blessing of an Elven priest’s or sorcerer’s holy symbol to act as a focus (reusable ingredient) for their spells.

The ritual involves a 2nd level Priest and his Initiate once the latter has learned the mysteries of his cult and is on the threshold of becoming a Priest. The mentor would have the Initiate first craft the holy symbol by hand and engrave it with the words of power that would be unique to that Elf and used to invoke the magical potential of his inner spirit. The mentor would be lay the Initiate's symbol under her own and chant the cult's litany in order to empower the token. A sacrifice is then called upon, the nature of which also varies by cult. The cult of Adamnan might use drops of the Initiate's blood while Isha might call upon the juice of the rare *Rhathina* berry.

The same ritual is used by Wizardly order, the *Dreinarthia Corlinalith*, (Eldritch Watchers), and other Wood Elf sorcerers of the Laurëloron.

Repair Metal [Phaestos]

Spell Level: Second

Magic Points: 4

Range: Touch

Duration: 1D6 hours

Ingredients: A piece of iron

The priest can use this spell to temporarily repair any broken, chipped, corroded, or dented non-magical metal object – such as a tool or weapon. It can also be used to temporarily repair damage to metal armour and shields. Once the spell ends, these items return to their previous state and no further use of this spell will have an effect until after sunrise of the following day.

Retribution [Mórr]

Spell Level: Second

Magic Points: 6

Range: 24 yards

Duration: Instantaneous

Ingredients: Symbol of Mórr (re-usable), water blessed by Priest

This spell can be cast by a Priest against any group of Skeletons, Zombies, or Ethereal Undead within 24 yards and will affect 1D10+6 of the group. Those affected will either crumble to dust or, in the case of Ethereal Undead, simply vanish. The power of this spell is such that these creatures cannot save against its effects.

A Priest may choose to direct this spell at a Necromancer within range. The targeted individual must successfully pass a **WP-20** test to resist the effects of the spell. Failure means that the target sustains 1D3 Wounds (irrespective of Toughness) and loses 1D10 Magic Points.

Scourge Enemy [Écate]

Spell Level: Second

Magic Points: 6

Range: 6 yards

Duration: Instantaneously

Ingredients: A wood figurine

Through this spell, the priest can deliver intense pain upon a victim within range. The victim is allowed a **T** test to reduce the effects of the spell. If successful, the victim is only staggered by the intense shock for the following round (-20 to **WS**, **BS**, and all skill tests). If failed, the victim suffers 1D3 **W** irrespective of **T** and armour as well as being staggered with the penalties described above. This spell does not cause any permanent injury.

Turn Water into Wine [Deanosus]

Spell Level: Second

Magic Points: 5

Range: Touch

Duration: Instantaneous

Ingredients: A drop of vinegar

This spell enables the priest to turn a jug or bucket of water into soothing wine.

Ward Vegetation [Isha, Rhya]

Spell Level: Second

Magic Points: 5 per 125 Cubic Yards

Range: Touch

Duration: 1d3 days

Ingredients: None

The cleric is granted the power to protect a large area of vegetation (and the soil within which they are rooted) from blight and other infestations. In addition, this spell can slow any seepage of contamination from Chaos substances such as Warpstone and Warpdust.

The volume to be warded must be marked off by holy symbols inscribed onto the barks of trees and stems of smaller plants. Once invoked, the inscribed symbols disappear from normal view and can only be perceived by those with the *Magical Sense* skill.

Windsong [Panasia]

Spell Level: Second

Magic Points: 5

Range: Personal

Duration: 3D10 rounds

Ingredients: A dandelion

This spell enables the priest to determine news or current activities that are within one mile in the direction from which the wind is blowing. Thus, the priest can learn gossip, hear the movement of armed men, catch a scent of a fire burning, or ascertain a change in weather. All such activities must take place in the outdoors where it can be picked up by the wind. The wind can be as gentle as a breeze or very blustery.

Third Level

Bind Wizard [Sigmar]

Spell Level: Third

Magic Points: 10

Range: Touch

Duration: Until sunrise of the next day

Ingredients: A vial of holy water, holy symbol of Sigmar (not consumed), and a small patch of skin from the bound wizard

This divine prayer came into widespread use by the Church of Sigmar during the Wizards' War of the late 20th century. It was outlawed by Emperor Magnus the Pious in 2304 I.C. in order to create a safe environment for lawful practice of Wizardry. Only the most dedicated of priests are taught this prayer.

This divine prayer enables the priest to bind the wizard to him as well as the Church of Sigmar. The bound wizard will do anything asked of her to the best of her abilities, including using magic to carry forth the priest's requests for the duration of the spell. The wizard is allowed a **Magic** test to resist the effects of this prayer with the following modifiers:

- -10 for each level difference between wizard and priest where priest is higher level; +10 when wizard higher (rounded down).
- -10 for each level for every 10% difference between wizard's and priest's **WP** characteristic where priest is higher level; +10 for every 10% difference when wizard higher (rounded down).
- -10 if wizard is a demonologist or necromancer

This divine prayer has no effect on Chaos Sorcerers or Runesmiths. Moreover, invoking the prayer gains the priest 1D2 **Insanity Points**.

Construct Shelter [Phaestos]

Spell Level: Third

Magic Points: 7

Range: 20 yards

Duration: Until the following sunrise

Ingredients: A wooden plank

Through use of this spell, a priest can call into existence a small wooden shelter about 8 yards square with four walls, an angled roof which stands eight feet tall at its peak, and a door with a latch. The building could also be rounded with a diameter of just over 3 yards. The structure is soundly built and can withstand sustained winds of up to 40 mph. It also provides a comfortable environment within so building a fire for warmth is unnecessary, even if the temperatures outside dip to -5 degrees Celsius (or 23 Fahrenheit). The structure has **T** 7 and **W** 20 (**WFRP1e**, "Buildings," pages 76-79).

Expel Vampire [All Cults]

Spell Level: Third

Magic Points: 10

Range: Entire building

Duration: Until dawn of the following day

Ingredients: Holy symbol of cult (reusable), five cloves of garlic

This divine spell enables the priest to bar a vampire from entering a building where the creature was once freely admitted for the duration of the night.

Healing Song [Panasia]

Spell Level: Third

Magic Points: 7

Range: Touch

Duration: Instantaneous

Ingredients: A feather of a songbird

By praying in verse or song, the priest is able to temporarily relieve a character of one insanity for a period not to exceed the following day's sunrise. If the character in question has several mental disorders, then the priest has a base 50% chance of selecting the specific insanity to ease with a modifier of +10% for every level above first level. Otherwise, the type of insanity alleviated by the spell is randomly chosen by the GM.

Heighten Senses [The Pilgrim]

Spell Level: Third

Magic Points: 6

Range: Personal

Duration: Instantaneous

Ingredients: None

This spell improves the senses of sight and hearing of the invoking priest for 10 minutes. This provides the priest with an additional +10 modifier on any **Listen**, **Observe**, and **Search** tests, and is cumulative with such skills as *Acute Hearing* and *Excellent Vision*. In addition, this spell provides the invoking priest with the *Sixth Sense* skill for its duration.

Make Merry [Deanosus]

Spell Level: Third

Magic Points: 7

Range: 48 yards

Duration: 2D6 hours

Ingredients: A cup of wine

By invoking this spell, a priest can change the disposition of a hostile, sullen, or overwrought character or small group of four from anger, depression, or similar emotion to one that's lively and engaging. This also temporarily increases the affected characters' **Fel** by +10. Moreover, the priest's **Fel** is increased by +20 when interacting with the enchanted characters for the duration of the spell.

Raise Fog [Torothal]

Spell Level: Third

Magic Points: 8

Range: 48 yards

Duration: 1 hour

Ingredients: A clump of moss mixed with a pinch of algae.

This spell is similar to the second level Battle spell of Mystic Mist (**WFRP**, page 157) though with a greatly increased area of effect with a 20-yard radius.

Reinforce Construct [Phaestos]

Spell Level: Third

Magic Points: 8

Range: Touch

Duration: Until the following sunrise

Ingredients: A stone or brick

With this spell, the priest is able to strengthen any eight by eight-foot section of wall (including any door or window) or roof of a building by increasing its **T** by +1 and its **W** by +2.

Soothe the Savage Beast [Panasia]

Spell Level: Third

Magic Points: 7

Range: 25 yards

Duration: 5D6 minutes

Ingredients: A silver flute

Through use of this spell, a priest can calm down a rampaging beast the size of a bear as well as change the disposition of a hostile, sullen, or overwrought character or small group of four from anger, depression, or similar emotion to one that's calm. This also temporarily increases the priest's **Fel** by +20 when interacting with the enchanted characters for the duration of the spell. The affected characters and creatures are not compelled to do the priest's bidding and are more likely to be on their way or let the priest and his companions pass unhindered – unless guarding something in which case the priest and his companions are gently encouraged to go elsewhere. Any hostile act by the priest or one of his company instantly dispels this divine prayer.

Speak with Dryad [Isha]

Spell Level: Third

Magic Points: 5

Range: Touch

Duration: 1 hour

Ingredients: A twig from a tree inhabited by a dryad

This spell allows the caster to be able to converse with a Dryad even when the Dryad is residing within a tree. The conversation can range from simple discussion of creatures passing through the area to a warning of a destructive force approaching.

Summon Pack [Ulric]

Spell Level: Third

Magic Points: 8 to invoke, +1 per turn after first

Range: Unlimited

Duration: Variable

Ingredients: Pinch of wolf hair

Once invoked, a pack of wolves will be summoned to the side of the priest. For the duration of the spell, the primary duty of the pack is to protect the priest from anything harmful. This could range from huddling against the priest to keep him warm during a winter storm to defending him from enemies in the great forests of the northern Old World (such as Goblins, Beastmen, etc.). In addition, the pack will fight alongside the priest should the latter decide to press the attack against his enemies. Under no circumstance will the pack attack on orders from the priest.

Ordering the wolves to attack while the priest is standing back from combat is very much against the principles of Ulric (it is a cowardly act, after all). Any priest treating the summoned pack in this manner will immediately end the spell and subject himself to the displeasure of Ulric (thus prompting some sort of trial).

Wolves that serve as mounts for Goblins are immune to this prayer as they are beyond the influence of Ulric (these wolves are considered to be in the service of the Orcish deities).

Sword of Cleansing Flame [Solkan]

Spell Level: Third

Magic Points: 15

Range: Touch

Duration: 1d6+3 rounds

Ingredients: None

This divine prayer grants the priest the ability to cause one touched sword to become a magical flaming weapon for the duration of the spell. In addition, this spell grants the wielder of the Sword of Cleansing Flame a temporary increase of +10 to **WS** and +1 to **S**.

Living creatures receive 1d6+2 **W** at the strength of the wielder while flammable creatures (such as mummies and treemen) receive 2d6+4 **W** at the strength of the wielder. Flammable objects struck by the Sword of Cleansing Flame will be set aflame.

The Sword of Cleansing Flame has great power against demons and Chaotic beings, causing 3d6+6 **W** at the strength of the wielder. Also, demons hit by the Sword of the Cleansing Flame must make an *Instability* test immediately, even those who are protected by the second level Demonic Magic spell Stop Demonic Instability (Level 2).

Withering Hand of Kháine [Kháine]

Spell Level: Third

Magic Points: 15

Range: Touch

Duration: Instantaneous

Ingredients: Skeletal Hand

This spell allows a priest of Kháine to siphon the life force of a target by simply touching it with the skeletal hand. The Kháinite priest rolls to hit as normal, ignoring unarmed combat modifiers. Any hit automatically causes d6 wounds (irrespective of Toughness and armour) to the victim each round and gives the priest an equal number of Magic Points (not to exceed their maximum).

This spell takes effect immediately and continues to wound the victim each round so long as the priest of Kháine maintains physical contact with the victim. Either wounding the priest or otherwise breaking his hold may end the spell. The corpses of victims who have their entire life force siphoned by this spell are left as skin and bones. All muscle and other tissue dissolves and

the victim's face take on a reddish hue which gives it the appearance of a grimacing red skull. Anyone (outside the priest of Kháine) witnessing the death of the victim must make a **CI** test or gain 1 Insanity Point.

Only priests and witch-hunters of Mórr are allowed a WP-10 test to resist the power of this spell.

Fourth Level

Binding Vine [Deanosus]

Spell Level: Fourth

Magic Points: 12

Range: 48 yards

Duration: 4D6+6 turns

Ingredients: A piece of grapevine

Through use of this spell, a priest can cause any vines or creepers to wrap around and bind any character or group of four within the range of the spell. Any vine or creeper too short to do the task normally will be magically lengthen to accomplish the deed. Characters so bound are tightly wrapped and unable to do anything until the spell ends or they can break loose on a successful **S-1** test.

Build Stone Tower [Phaestos]

Spell Level: Fourth

Magic Points: 16

Range: 20 yards

Duration: Until the following sunrise

Ingredients: Two stones

This spell allows the priest to quickly construct a small stone tower (**T** 10, **W** 30) with battlements surrounding the top within 20 yards of him. The tower is no more than twelve feet tall with a diameter of 5 yards and arrow slits. The single door is stout and made of oak. The inside of the tower is bare, though there is a stone stairway along the interior wall leading up to a trapdoor on the ceiling. Anyone caught napping or standing on the top of the tower when the spell ends must roll for falling damage from a 4-yard drop.

Call Divine Creature (Ritual) [Isha]

Spell Level: Fourth

Magic Points: 12

Range: 100 yards

Duration: 4 hours

Ingredients: A silver horn

This spell allows a priest to call forth a creature that is deemed sacred to the cult. In the case of Isha, such creatures include pegasi, large white stags, and unicorns. The ritual incantation includes the request that the casting priest wishes to make of whichever creature answers the call. Once the creature appears, the priest has to make their case in order to win the creature's cooperation. The priest gains a +20 modifier to their **Fel** (along with any other appropriate modifier)

Call Dryad (Ritual) [Isha]

Spell Level: Fourth

Magic Points: 14

Range: 100 yards

Duration: 4 hours

Ingredients: Leaf from a lornalim tree

This spell allows a priest to call forth a dryad. The ritual incantation includes the request that the casting priest wishes to make of the dryad answering the call. Once the creature appears, the priest has to make their case in order to win the creature's cooperation. The priest gains a +20 modifier to their **Fel** (along with any other appropriate modifier)

Intervention [Solkan]

Spell Level: Fourth

Magic Points: 25

Range: 100 yards

Duration: 1d3 hours

Ingredients: None

The spell grants the priest an appeal to his patron to possess a cultist (or invoking priest) during an extremely dire situation (e.g., being surrounded by a Chaos warband led by a Greater Demon). The possessed cultist assumes the profile and abilities of a Greater Demon. In addition, the affected cultist grows in height to that of a Greater Demon (12 feet in height) and may cause *fear* in creatures of less than 10 feet in height. Note: the possessed cultist will always follow the dictates of their patron deity.

There is a high degree of risk to the possessed cultist, however, as the driving force of Solkan's burning passions may consume the cultist. The affected cultist must make a **T+10** test. If successful, the cultist is exhausted and unable to perform strenuous activities for the following 1d3 hours. If failed by 20 or less points, the cultist suffers 1d6 wounds at **S5** from burns inflicted by the possession. If failed by over 20 points, the cultist suffers 2d6 wounds (roll two six-sided dice rather than one) at **S10**.

Invisibility [The Pilgrim]

Spell Level: Fourth

Magic Points: 14

Range: Personal

Duration: Instantaneous

Ingredients: A small, clear quartz gemstone

This spell allows the invoking priest to become invisible for ten minutes so they can avoid detection by sight and smell. This spell does not eliminate sounds, but it does lessen the chance of being detected in such a manner (-10 modifier to **Listen** tests by anyone other than the priest). This spell is at its most effective when the priest needs to only stand still while danger passes by.

Merriment [Panasia]

Spell Level: Fourth

Magic Points: 12

Range: 50 yards

Duration: 1D6 hours

Ingredients: Bottle of fine wine

The priest can cast this spell on any hostile or otherwise unfavourably-inclined character or small group of four within range. The intended targets may take a **WP** test to avoid the effects of this spell. If failed, the victims will be favourably disposed towards the priest and her companions, even to the point of offering their rations and drink, no matter how meagre. The spell also temporarily increases the priest's **Fel** by +20 when interacting with the enchanted characters for its duration. If the **WP** test is failed by 30 or more, then the victims will be compelled to dance, sing, and carry on as if in celebration. This celebration will not tax the victims beyond their normal endurance, but they will continue in a festive mood until they are exhausted. Any hostile act by the priest or one of his company instantly dispels this spell.

Pacify [Liadriel]

Spell Level: Fourth

Magic Points: 12

Range: Personal

Duration: 1D6 hours

Ingredients: A lute string

This spell grants the invoking priest the ability to calm all creatures within a twenty-yard radius who are hostile towards the priest or his companions. These once hostile creatures will lay down their weapons and sit as they find contentment in the song or music that must accompany this prayer. Moreover, should the invoking priest pass a **Fel** test (with the appropriate modifiers), these creatures may be called upon to provide a service, such as protecting the priest and his companions or leaving them alone. Naturally, any request that is obviously intended to do the pacified creatures harm ("Would you mind looking the other way while I slipped this sword through your ribs.") automatically ends the spell's effect. If the priest luckily survives that

episode, he'll still have to contend with Liadriel (after all, this action would definitely be a gross violation of Liadriel's principles).

This spell also provides the priest and his companions with a +20 modifier to all *fear* and a +10 modifier to all *terror* tests caused by hostile creatures within the area of effect.

Power of the White Moon [Écate]

Spell Level: Fourth

Magic Points: 12

Range: 96 yards

Duration: 1 turn

Ingredients: Two moonstones (value 10GC each)

(Adapted from Druidic spell "Drawing down the Moon" from the **Restless Dead**, page 96)

If moonlight is present, the priest brings down a form of moon madness upon a single creature or group within range. The target creature(s) are bathed by the glowing moonlight which weakens their resolve (**WP**-10) and quickly drives them insane. The prayer causes affected creatures to suffer a modifier of -1 to both **S** and **T** and, as they are experiencing hallucinations, -20 to **WS** and **BS**. Affected wizards and priests must first pass a **WP**-10 test in order to cast a spell or prayer. At the end of the prayer, the affected characters must make a **Magic** test or gain 1D4 **Insanity Points**. Demons and Undead are affected differently, suffering from one automatic **S4** hit per round.

Sanctify Food [The Pilgrim]

Spell Level: Fourth

Magic Points: 10

Range: 10 yards

Duration: Immediate

Ingredients: A pinch of salt

This spell grants the invoking priests the ability to neutralize any poison, toxins, and deleriants added to any food and drink within an area of effect of 10 feet radius. Additionally, this spell reverses any spoilage and resulting (natural) toxins from the effected food and drink. So healthy does the food and drink become that anyone wounded will recover D3 wounds simply by consuming such food and drink. Should the consumer be suffering from the effects of disease, poison, etc., they will be able to take another **Toughness** test with a +30 modifier to overcome their affliction.

Note: the benefits of the spell occur immediately upon consumption of the food and drink. Any failed test cannot be retaken until another spell is invoked.

Speak with Treeman [Isha]

Spell Level: Fourth

Magic Points: 8

Range: Touch

Duration: 1 hour

Ingredients: Leaf from a treeman

This spell allows the caster to be able to converse with a Treeman. The conversation can range from simple discussion of creatures passing through the area to a warning of a destructive force approaching.

Summon Undead of Mórr [Mórr]

Spell Level: Fourth

Magic Points: 25

Range: 10 yards of cleric

Duration: Until next dawn

Ingredients: symbol of Mórr (re-usable), feather of a raven

The cleric is granted the power to summon the deceased spirit of a Mórr cultist in whatever form Mórr decided will fit the purposes of the cleric. The Undead of Mórr must be summoned within 10 yards of the invoking cleric. Unlike other undead, the Undead of Mórr do not require controllers. In fact, they can think and act independent without penalty. Undead of Mórr understand their task as well as their current state of existence. Once their task is completed, the spirit returns to Mórr's realm.

Undead of Mórr

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	55	55*	4	4	24	65	3	50*	60	60	75	80	45

* assumes form is physical

Undead of Mórr are immune to psychological rules, cannot be forced to leave combat and, if they choose, cause terror in all living creatures. Undead of Mórr can even cause fear in all undead creatures (divine or sorcerous) except liches, vampires, and wraiths. Undead of Mórr are not subject to instability unless they are on sacred ground of Kháine or Chaos cults. In Mórr wills it, the Undead of Mórr is granted 3d10+5 Magic Points and allowed to use the same spells as a Priest of Mórr (without need of any ingredient).

Summon Wild Hunt [Kurnuous, Taal]

Spell Level: Fourth

Magic Points: 30

Range: 10 yards of priest

Duration: Until the hunt is completed or dawn breaks

Ingredients: A hunter's horn

One of the strongest available to priests, this spell must be used only in the most desperate of situations (e.g., when a mighty Chaos warband of thirty strong led by a Chaos Hero is about to descend on a camp of a young noble lady escorted by three armed guardsmen). The spell grants the priest the power to summon the Wild Hunt into the world. The Huntsman and his hounds appear facing the direction of their quarry, but wait for the priest's request before sounding the horn (signaling that the hunt has begun). The Huntsman, a large man with stag antlers and cloven hooves for feet, runs with the baying hounds as they pursue their prey. He is armed with spear, sword, and bow and may use spells as if he were a fourth level priest of Taal or Kurnuous. Should the quarry be particularly powerful, the Huntsman may tap into the Magic Points of his hounds. Thus, only the strongest of foe have any chance -- remote that it is -- to survive the hunt.

Huntsman

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
9	85	55	9	9	22	85	6	75	85	85	85	85	85

Magic Points: 40

6 Hounds of the Wild Hunt

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
9	45	0	5	5	11	55	3	0	40	35	60	40	25

Magic Points: 10

Should the priest summon the Wild Hunt for a trivial matter (e.g., killing a band of ten goblin wolfriders because the priest and his four buddies didn't want to risk themselves in a battle), the Huntsman will appear without his hounds. Facing the offending priest, the Huntsman will announce that the priest has incurred the wrath of Taal or Kurnuous and punishment would be forthcoming. There is a 10% chance that the punishment will result in the offending priest becoming the object of the hunt (in which case the Huntsman will give the cleric a fifteen-minute head start). Otherwise, the Huntsman will simply vanish and the priest will have to await his deity's decision.