

## **Mórr, Lord of the Dead and Dreams**

**Description:** Mórr is son of Ulric and Rhya and half-brother to Kháine. He is also the husband of Verena and father of Myrmidia, Shallya, and Phaestos. Mórr is the god of death, protector of the deceased, and the ruler of the underworld. He is normally depicted as a tall person of aristocratic bearing, with a detached, slightly brooding aspect. All dead souls belong to and are protected by Mórr, and he makes sure that they are guided safely to his dark realm. He is also the god of dreams, since the Land of Dreams is close to the Realm of Death. Mórr is capable of weaving great and terrible dreams and illusions.

**Alignment:** Neutral

**Symbol:** Initiates, Priests, and other cultists of Mórr identify themselves with the following symbols: the raven and the portal. Initiates and Priests wear plain black hooded robes without symbols or adornment. Cult tokens are silver and usually represent raven wings over an open portal. These tokens can be found on the tip of a staff or worn as a medallion. Witch Hunters, Templars, and other soldiers of the Order of Raven Knights also wear black clothing and black armour. The device they commonly wear on their surcoats and shield is that of a raven in a posture of attack (wings out and head low).

**Area of Worship:** Mórr is worshipped throughout the Old World, and is most popular in the south. He is not an everyday god, but is worshipped mainly by the bereaved, who offer up prayers and sacrifices in the hope that their departed will reach his kingdom safely and prosper there. Few worship him in his aspect as the god of dreams, although those Illusionists who choose not to follow Ranald the Deceiver may take as their patron. He is also worshipped as Forsagh, god of prophecy, by some seers and fortune tellers.

Theologians in the Old World believe that Mórr is the Norse god Helenir, Overlord of Dødigard, the realm where the spirits of deceased Norse who did not meet a warrior's death come to rest. These same theologians believe that Mórr is also known as Sarriel, the Elven god of dreams, and Gazul, Dwarf Ancestor God and Lord of the Underearth. Needless to say, none of the three peoples (Old Norse, Elves, and Dwarfs) agree with the Old Worlders' assessment.

**Temples:** There is very little contact between the temples, but the High Priest of Luccini is recognized as the titular head of the cult. Every ten years a general convocation of the priesthood of Mórr is held at Luccini in Tilea, at which theological problems and matters of doctrine are debated and decided upon. These convocations are chaired by the highest ranked priests from the largest temples in the Old World: Luccini, Remas, Marienburg, Gisoreux, Nuln, and Magritta.

Temples to Mórr are always situated in or near places of burial, and are normally only used for funeral services. The highest ranked Priest in residence is considered the leader of the specific temple. Temples are normally solidly-built, brooding structures, distinguished by a broad doorway with a heavy lintel-stone-- one of the symbols of the god. Despite the fact that they are not frequently used by the mass of the population, the doors to the temples of Mórr are always

open, like the doors to his kingdom. The temples are bare inside; any furnishings and accoutrements are provided by those using the temples. The largest of the Temples (and greatest of mausoleums) of Mórr is located in the Tilean city-state of Luccini.

The presence of a temple notwithstanding, every Old World city and most of the large towns has a guildhouse for the Mourners' Guild. The size of the guildhouse and the range of services provided vary with the size of the community. In all cases, the Guild provides funeral services, the maintenance and protection of burial-grounds, and the enforcement of the Mórr's anti-undead laws.

Shrines to Mórr almost always take the form of a gateway, consisting of two plain pillars and a lintel; in some cases, one pillar is of marble and the other of basalt. Followers of Mórr do not usually maintain shrines to him in their homes, since his symbols are generally thought to invite bad luck when displayed outside the context of burial.

**Friends and Enemies:** The Cult of Mórr maintains friendly relations with the other major Old World cults, but has no particular friends. They are ambivalent towards the cults of the Elder Races and the Earth Mother. In addition, there is occasional bad feelings between those Illusionists who follow Mórr and those who follow Ranald. The cult is enemy to Chaos cults. They also have unbridled hostility and undying enmity towards Necromancers, who despoil the dead with their enchantments, and especially the murderous cult of Kháine.

**Holy Days:** There are no specific holy days to Mórr. He is only worshipped at funerals and on similar occasions.

**Saints:** Saints of Mórr are typically those whose active opposition to necromancers and undead are legendary. Æthelbert the Vigilant is one of the better known of Mórr's mortal servants in the Empire.

In 1232 I.C., the youthful Æthelbert led the peasants in Waldenhof and the surrounding countryside in rebellion against the deprived Sylvanian ruling family of the von Teufelheims. Tired of that family's depredations and the rise of the cult of Kháine, the peasants stormed the castle and slew the entire family save one. During the summer of 1276 I.C., the older and still vigorous Æthelbert led the local chapter of the Raven Knight against the still active cult of Kháine in Sylvania. Attacking one night, Æthelbert and his men encountered the High Priestess Klara von Teufelheim and her bloody fanatics in their lair. Æthelbert battled her, but von Teufelheim's surprising strength took the old man by surprise. Fatally wounded by the fight and dying, Æthelbert gathered his remaining strength and lunged at the High Priestess. He pierced von Teufelheim's dark heart with his divine sword and ended her reign of terror. Æthelbert also perished in the fight and was bore back to his nearby castle with honour.

**Cult Requirements:** The Cult of Mórr doesn't have any specific entry requirements.

**Priestly orders, including monks**

The Mourners' Guild is the side of the Cult of Mórr with which most Old Worlders are acquainted. The Guild oversees funerals and has a monopoly on labour for all matters relating to funerals and the dead. Its membership includes anyone who has any connection with the city's graveyards and the business of laying the dead to rest, such as gravediggers, groundskeepers, coffin-makers, and priests. The main purpose of the Mourners' Guild is to ensure that the dead are disposed of in such a way that undead may not arise from them to threaten the living, either accidentally or through the machinations of necromancers or agents of Chaos.

Prerequisite Career: Membership in the Mourners' Guild is open to any individual who has completed the career of an Initiate of Mórr. In accordance with the normal rules for changing careers, the Guild offers training in the following careers:

- Priest of Mórr
- Artisan's Apprentice/Artisan: Coffin-makers (carpenters) and monumental masons (stonemasons)
- Labourer (gravedigger)
- Trader (funeral director)
- Scribe (handle and maintain Guild archives)
- Watchman (sextons employed to ensure security of graveyards and other Guild properties)
- Lawyer (specialize in Temple Law, especially surrounding undead, necromancy, and graveyards)

### **Sponsored fighting orders**

The High and Chivalric Order of Deserved Rest is more commonly known as the Raven Knights due to the raven device on their shields and surcoats. The Raven Knights are a militant arm of the cult of Mórr and travel throughout the Old World to do battle directly with Necromancers and their foul creations.

In the larger cities, the Raven Knights are given some space in the guildhouse of Mourners' Guild as a base of operations. Moreover, they share the Guild's resources and support personnel such as scribes and chapels. Elsewhere, the Raven Knights are based in fortified temples owned by the cult of Mórr. They may also be given fortress-monasteries with lands to support them in bequests from nobles or sympathetic landowners. The largest and best known of these monasteries is the Abbey of St. Æthelbert the Vigilant on the Stirland border with Sylvania.

Prerequisite Career: Like the Mourners' Guild, the Raven Knights require a character to have completed the career of an Initiate of Mórr before their petition to join the order is considered. In accordance with the normal rules for changing careers, the Guild offers training in the following careers:

- Priest of Mórr
- Exorcist (further details go to <https://graemedavis.files.wordpress.com/2015/11/the->

[exorcist-pdf.pdf](#))

- Bounty Hunter, Mercenary, Soldier, Squire, Tomb Robber: junior grades of knighthood
- Free Lance, Mercenary Sergeant, Mercenary Captain: intermediate grades of knighthood
- Templar, Witch Hunter: along with high level Priests, these represent the higher degree of Raven knighthood
- Alchemist's Apprentice, Alchemist, Herbalist, Pharmacist
- Scribe, Student, Scholar

**Strictures:** All followers of Mórr must abide by the following strictures:

- Always oppose Necromancers and followers of Kháine whenever and wherever they encounter them.
- Never refuse to conduct a funeral service if requested to do so (Initiates and Priests only).
- Never enter or disturb a place of burial which has been properly dedicated to the protection of Mórr.
- Never bring Undead into existence unless specifically authorized to do so by Mórr (by means of an omen, a divination, or a dream).

**Spell Use:** Priests of Mórr may use any Petty Magic spells as well as the following Battle and Necromantic spells:

**Battle:** Aura of Resistance, Cure Light Injury, Enthuse, Immunity from Poison, Aura of Protection, Hold Flight, Mental Duel, Rally, Steal Magical Power, Zone of Sanctuary, Zone of Steadfastness, Cause Instability, Cause Stupidity, Dispel Magic, Transfer Aura, Aura of Invulnerability, Cure Severe Wound, Drain Magic, Enchant Weapon, Strength of Mind, Zone of Magical Immunity

**Necromantic:** All necromantic spells except the following: the "Hand" spells, Stop Instability, Life in Death, Curse of Undeath and Wind of Death. These are forbidden to the followers of Mórr, and may not be used under any circumstances. For more details on necromantic spells, see the comments below.

In addition to the above spells, Priests of Mórr may use the following spells/rituals:

**Deathsight (Ritual)**

Spell Level: 1

Magic Points: 3

Range: Touch

Duration: permanent

Ingredients: corpse or skull

In the strict sense, this ritual is cast upon the body rather than making use of it for spell ingredients. The ritual allows the caster to see the last thing that the deceased saw, like a still

photograph. The cult of Mórr is often consulted in murder cases because of this spell, though it can only work if the head of the deceased is intact, and only shows the last thing the person saw - it cannot, for example, help to identify a murderer who attacked from behind, or in darkness.

### **Funeral Rite (Ritual)**

Spell Level: First

Magic Points: 2

Range: Touch

Duration: permanent

Ingredients: symbol of Mórr (re-usable), name of deceased.

This ritual is a central part of funeral services over most of the Old World. The ritual may be cast on a single corpse, and renders the body completely inert for necromantic purposes. No part of the body may be used as a component for a spell of any kind, and the body itself may not be raised as an undead creature like a Skeleton or Ghoul.

In addition, if the body is less than an hour dead, the ritual also lays the spirit to rest, preventing its return as an ethereal undead creature unless it has already manifested as such. In this case, some other spell or ritual, like Annihilate Undead or Exorcise, might be needed to lay the spirit to rest.

### **Locate Corpse**

Spell Level: First

Magic Points: 1

Range: 15 yards

Duration: 10 minutes

Ingredients: scrap of shroud-cloth.

This spell allows the caster to become aware of any dead body Halfling size or larger, within 15 yards of his or her position. It is possible to move while maintaining the spell, and it is widely used in searching for missing persons or murder victims. The spell will not detect living creatures, undead creatures, or corpses which have received a proper funeral, or which have been rendered magically inert by other means, such as an Exorcism ritual (see below). Although the cult of Mórr has made great efforts to control the knowledge of this spell, Necromancers have been known to use it in their search for spell ingredients.

### **Nameless Funeral (Ritual)**

Spell Level: First

Magic Points: 4

Range: Touch

Duration: permanent

Ingredients: symbol of Mórr (re-usable)

The Nameless Funeral is an emergency ritual, used in circumstances where the name of the

deceased is not known and the normal Funeral Rite cannot therefore take place. It simply renders the body magically inert so that no part of it can be used as a spell component and the body itself may not be raised as an undead creature. The Nameless Funeral cannot prevent the troubled spirit of the deceased from returning as an ethereal undead creature.

### **Dedicate Staff (Ritual)**

Spell Level: Second

Magic Points: 8

Range: Touch

Duration: permanent

Ingredients: symbol of Mórr (re-usable)

This ritual was developed in response to a serious dilemma which once faced all spellcasting Clerics of Mórr. Some of the most powerful spells in the magical armoury against undead – such as the Necromantic spell Annihilate Undead and the Battle Magic spell Cause Instability - required the mutilation of corpses to obtain the necessary ingredients. A great deal of magical research went into the problem of casting anti-undead spells without requiring forbidden ingredients, and this ritual is the result.

This ritual enchants the traditional raven-topped staff of a Cleric of Mórr – or any other three-dimensional, portable symbol of Mórr which is larger than a man's hand – so that it can be used in place of any and all ingredients in the casting of anti-undead spells and the conduct of rituals to Mórr. The symbol itself is re-usable and permanently enchanted, unless it is ritually defiled by some outlawed cult such as that of Kháine or unless its wielder incurs Mórr's anger in some way.

The symbol will be enchanted for one user only by means of this ritual – to any other person, it will be a simple, mundane object.

### **Exorcism (Ritual)**

Spell Level: Second

Magic Points: 4

Range: up to 10 yards x 10 yards

Duration: instantaneous

Ingredients: symbol of Mórr (re-usable), infusion of Graveroot.

Just as the Funeral rituals render mortal remains completely inert for magical purposes, so this spell neutralises the area within which it is cast.

During the ritual the area is sprinkled with an infusion of Graveroot, and this completely severs the link between the area and any ethereal undead creatures that might be haunting it. These beings become subject to instability as normal, even though they may be within their bounded area. Note that the ritual does not prevent an ethereal undead creature becoming bonded to the area later; it only affects those bonded at the time it is cast.

### **Invisibility to Undead**

Spell Level: Second

Magic Points: 3

Range: touch

Duration: 6 turns

Ingredients: symbol of Mórr (re-usable), infusion of Graveroot.

By invoking Mórr's protection and sprinkling the recipient with Graveroot, this spell makes the caster, or one other living creature of the caster's choice, undetectable to the unnatural senses of undead creatures. An undead creature must make a successful **Int** test or be unable to see or hear the person or creature upon which the spell is cast. Undead who are ordered to attack a creature they cannot see must immediately make a *stupidity* test, even if they are not normally subject to stupidity.

### **Retribution**

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 d10+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 d3 Wounds (irrespective of Toughness) and loses d10 Magic Points.

### **Purification Rite (Ritual)**

Spell Level: Third

Magic Points: 12

Range: up to 40 yards x 40 yards

Duration: see below

Ingredients: symbol of Mórr (re-usable), infusion of Graveroot.

This ritual purifies an area to dedicate it to the worship of Mórr. Any area so dedicated becomes innately hostile to undead and to the magics which create and sustain them. The dedicated area (which is usually a chapel or a graveyard) is marked out by the caster walking along the boundaries and sprinkling them with an infusion of Graveroot as he pronounces the words of the ritual. When the ritual is complete, the marked area comes under Mórr's protection, gaining the following characteristics:

- any undead creature entering the area or coming into being within it must check for instability every round it is within the protected area. This includes ethereal undead creatures which were previously bound to the area. Furthermore, instability tests inside this area are made by rolling a D4 rather than the usual D6.

- any character casting a summoning spell of any kind within the area must make a successful **WP** test or the spell is miscast and has no effect. The character still expends Magic Points as if the spell has been cast successfully.

The protection lasts until the area is somehow defiled. Every time one of the following things happens, there is a cumulative 1% chance that the protected area will have been defiled:

an undead creature survives for 1 turn or more within the area without becoming unstable;  
a Necromantic spell which creates, commands or strengthens undead is successfully cast within the area;

a body lying buried within the area is disturbed;

a violent death takes place within the area;

a deliberate act of defilement, such as a service to Kháine, is carried out within the area.

### **Wrath of Mórr**

Spell Level: Third

Magic Points: 6

Range: caster

Duration: 4 turns

Ingredients: symbol of Mórr (re-usable), silver mask.

This spell allows the caster to assume the appearance of Mórr - at least in the eyes of the undead. Although undead creatures are not normally subject to *fear* or *terror*, for the duration of this spell the caster's appearance causes any undead creature that sees it to make a successful **CI** test or flee from the caster's presence as quickly as possible by the most direct route.

### **Open Mórr's Gates**

Spell Level: Fourth

Magic Points: 12

Range: 25-yard radius

Duration: 4 rounds

Ingredients: symbol of Mórr (re-usable).

This spell opens a gateway to Mórr's realm, through which undead creatures are sucked out of the world of the living. The caster's body seems to become shadowy, growing to a square opening in the fabric of reality, about ten feet wide and ten feet high. A noiseless wind blows into this opening with the force of a hurricane, and all undead creatures within 25 yards must make a successful **WP** test or be sucked into Mórr's realm and - so far as the living world is concerned - permanently destroyed. For each additional Magic Point the caster invests in this



spell, the **WP** test of *all* undead creatures within range is reduced by 5%. The supernatural wind has no effect on living creatures, though it does kick up a lot of dust and flying debris, enough to make a 25-yard radius from the caster's position count as *difficult ground*, with missile fire impossible, for the duration of the spell.

### Summon Undead of 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).

### Comments on Rituals and Spell Use:

The rituals work in exactly the same way as spells, except that they take longer to complete – their casting time is 10 minutes rather than the 10 seconds or so that is required for the casting of a Battle Magic spell. The rituals take effect only from the time they are completed.

The versions of healing spells (Cure Light Injury and Cure Severe Wound) taught by the cult of Mórr have their greatest effect against injuries and diseases caused by the undead - infected wounds, Tomb Rot and the like. In these circumstances, the spells restore double the indicated number of **W** points. Otherwise, the spells only restore half the indicated number of **W** points (rounding fractions up).

As stated in the **WFRP** rulebook, clerics of Mórr have access to necromantic magic, fighting fire

with fire when necessary. However, they must be careful in their use of necromantic magic, because much of it directly violates the strictures of their faith. The ritual Dedicate Staff, described above, relieves them of the need to despoil the dead for spell components, but that is only one of the problems they face when using necromancy. As a rule, clerics of Mórr may use any necromantic spell which destroys or weakens the undead - such as Destroy Undead, Zone of Life, Zone of Instability and Annihilate Undead - quite freely. The only hindrance to their use would be the need for body parts as ingredients, such as the flayed skin of a fresh corpse required to cast Annihilate Undead.

According to the doctrine of Mórr, the creation and summoning of undead is an abomination, and by far the greatest of the evils of necromancy. No cleric of Mórr may ever summon or create undead, although there are some ancient tales of Mórr sending ethereal undead to the aid of his followers in response to fervent prayers. The one-time use of a summoning spell might be granted as a blessing to a favoured follower in truly exceptional circumstances.

Spells for controlling undead are somewhat of a grey area. Everything depends on what the caster does with the undead once they are controlled. According to the strict doctrine of the cult, the only acceptable thing to do with controlled undead is to order them to dispel, returning them to their rightful rest. However, some more moderate factions of the cult - especially within the Raven Knights - argue that it is permissible to use them as troops on a temporary basis, turning them against the necromancer who created them. This proposition has generated a great deal of theological and moral debate, and is far from being resolved. The GM should judge each individual case on its merits.

**Skills:** Initiates of Mórr must purchase the Dream Interpretation skill at normal EP cost in addition to the skills normally available to Initiates. Priests of Mórr may purchase one of the following skills for each level they've achieved: Arcane Language- Necromantic Magick, Astrology, Augury, Identify Undead, and Night Vision, Scapulomancy, and Scrying. Priests of Mórr also have a 5% chance of gaining Oracle skill and a 10% chance of gaining Visionary skill each time they rise in level; these skills cost 100 experience points each. A Priest of Mórr may decide to expend EP to obtain the following cult skills instead:

**Resistance to Illusion Magick:** This skill enables the Priest of Mórr to add a +10% modifier to all magic tests against Illusion Magick only.

**Undead Lore:** This new skill is a more powerful version of the skill Identify Undead, and a character must have Identify Undead before being able to learn Undead Lore. A character with this skill can automatically identify an undead creature and know its strengths and weaknesses on sight, without any need for an **Int** test. In addition, the character can sense the presence and rough direction of an undead creature within 10 yards, even if the creature is hidden, invisible, or imprisoned within an object such as a lamp or bottle. On a successful **Int** test, the character will be able to tell if the unseen creature is ethereal or material, and have a rough idea of how powerful it is, ranging from minor (e.g. ghost, skeleton, zombie) through moderate (e.g. mummy, spectre, wraith, wight) to very powerful (e.g. liche, vampire).

**Trials:** Trials set by Mórr generally involve punishing those who desecrate the dead. An individual may be sent to foil the workings of a Necromancer or destroy a nest of Undead. These trials would be fitted to the individual such that a Priest-Level 1 will not be required to remove a Liche King on his own nor will a Priest-Level 3 be asked to lay to rest a couple of skeletons.

**Blessings:** Skills favoured by Mórr include Identify Undead, Magic Awareness, Night Vision, Resistance to Illusion Magick, and Undead Lore. Favoured tests include Fear, Terror, all Poison, Disease, and other test which counter special attack forms of any Undead creature. Mórr may also grant a temporary increase to Toughness, Cool, and Will Power attributes. Occasionally, Mórr may bless a character by sending a dream to give advice or information. Furthermore, he may allow a dead friend or relative of a character to appear to them in a dream.