

Garymort, priest of Morr

Garymort is currently the only Priest of Morr in Mordheim. He has gone here some time ago because of a vision that Morr granted him, proclaiming the need of one of his priests against the unholy presence of raised dead and Undead in Mordheim.

Garymort can NOT be hired as such. His presence in a fight will depend on various factors. One of these is quite simple. A request for support against Undead will always be considered (1 in 6 chance). Also if the area where the activity takes place has a Crypt or Graveyard there will be a fair chance that he 'drops in' (1 in 6 chance). These are cumulative. He will only fight along side "good" warbands i.e. no dark elves, orcs, skaven, possessed, chaos.

A major part in his decision to help out will be the Warband's attitude towards their own dead. As a Priest of Morr he knows the Proper Rituals of Departure, these will ensure that the recent dead can not rise again. If a Warband has brought their dead to him ensure proper handling (for a fee that will reflect the persons standing in life..... 1 gold per 10 points of experience) he will most certainly try to help out (roll 2D6 when asking him to work for you and he will agree on any result other than a double).

Garymort will add 25 plus one per XP to your warband rating.

M|WS|BS|S|T|W|A|LD

4| 5 | 3 |3 |3|1 |3|1|8

Equipment: Garymort carries a staff and a cudgel + buckler. He is robed in the traditional robes of his priesthood and carries a holy relic.

Special:

As can be expected, Garymort will NOT feel any fear or repulsion. Therefore he may ignore any tests involving his LD stat.

Holy Relic: Garymort carries a holy relic. The warband that he is fighting along side him knows that they are fighting for a good cause against evil and therefore may ignore the first rout test that they are forced to make.

He can not actually cast any spells when in combat, but when preparing for one he may cast one OR both of the spells listed below. This will, as listed, cost him a great deal of energy.

Smite. - This he will cast on his cudgel, Smite will ONLY work on any Undead. When you hit an Undead with the cudgel roll a difficulty rating against the (EXP of the mini / 4). This is meant to make destroying lower power Undead easily, but

should not autokill a vampire !! Casting Smite will (temporarily, for the duration of the 'mission') lower Garymort's Strength by one.

Commandment. - Garymort will cast this on his Holy Item, it will cost him 1 point of Toughness for the game. During the game he can use the Item in one hand !! in the SHOOTING phase he will be able to 'turn' any Undead in a 4" radius. This will mean that they actually turn around and shamble back where they came from (this is done DIRECT !!). To become 'untuned' they can roll against LD at the start of their next phase.