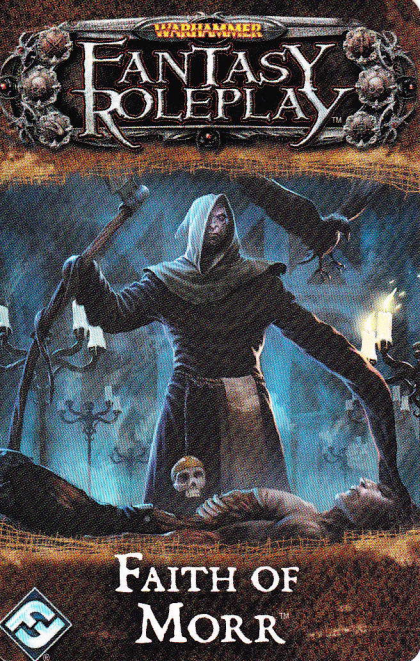




INHERENT DIFFICULTY

Some action cards have an additional difficulty modifier in the form of results symbols, rather than dice. These results symbols are simply added directly into the results pool, as if they had been rolled on dice. For example, an action card might have a modifier of ♦ ■ ✕ ☉; this means that ♦ ■ is added to the dice pool, and that ✕ ☉ is added to the results pool after dice are rolled.

It can be helpful, but is not necessary, to add dice showing the relevant challenge and bane symbols to the pool after the dice are rolled as a reminder when resolving the check. If you do, it is important to remember that these results symbols are not actually present on any die, they cannot be "rerolled" by any effect that would ordinarily allow it, nor can they be ignored by effects that allow dice to be ignored.

II

FAITH OF MORR™

In a land as dangerous as the Old World, the God of Death and Dreams is a deity of everyday reverence. Morr's priests are tireless defenders of dead and living alike from the vile undead, and the predictions of the Doomspeakers of Morr are an invaluable divination tool for leaders and the common man alike.

Featuring new blessings for all ranks for priests of Morr!

This expansion includes the following components: 15 Action Cards and 2 Item Cards

GAMES WORKSHOP
FANTASY FLIGHT GAMES

Faith of Morr: 04WHF22
ISBN: 978-1-63661-457-7
EAN 13 9 781616 614577



SET ICON

The cards included in this expansion are noted with a special set icon. This allows you to quickly identify the supplement materials when sorting, adding, or removing cards from your game experience.



USING THIS EXPANSION

This expansion is best used in conjunction with the *Signs of Faith* and *Hero's Call* supplements for *Warhammer Fantasy Roleplay*, although only the Core Product is required. The cards in this set can simply be added to the collection of action and item cards available and used in the same manner as other action or item cards.

THE EPIC TRAIT

Some action cards have the **Epic** trait. These cards are very powerful and intended for high-level characters, and may not be acquired or used by characters below Rank 4.

I

MASTERY

Some action cards reference **Mastery**. The rules for **Mastery** are fully described in *Hero's Call*, but a condensed explanation can be found here:

Ordinarily, characters may only train a maximum of 3 ranks in a given skill. Characters of at least Rank 4 may train a fourth rank in a skill, but this rank does not add an additional expertise die. Rather, the fourth rank of skill training is referred to as **Mastery** in that skill. A character that has Mastered a skill gains the following benefits to checks using that skill:

- + The character is not obligated to roll for **Simple (0d)** or **Easy (1d)** checks unless those checks target an enemy character. Should the character opt not to roll, assume the results are a single success with no other effects.
- + The character may choose to remove all of his expertise dice from the pool before the roll and replace them with a single Sigmar's Comet result – he can simply place one of the dice on the table showing its comet face.

III

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HOLY PENDANT OF MORR

This simple pendant is crafted from wrought iron taken from a blessed Garden of Morr gate. Featuring a raven carrying a black rose, it is a constant symbol of the doctrines of the faith of Morr.

If worn by a priest of Morr, the holy pendant has the following effects:

Your Equilibrium score is increased by 1.

Blessing actions gain:

➤ Immediately gain favour equal to your character rank.

SKULL CENSER

Frequently used in the blessings of Morr, this human skull has been bound in black iron and hung on a chain. Potent incense and smoke wafts from holes that have been bored into the skull.

Living creatures within close range of a smoking skull censer add ☐ to Discipline checks.

Undead creatures within close range of a smoking skull censer add ■ to all actions.



INESCAPABLE FATE



Rank 1, Morr

INVOCATION (FELLOWSHIP)

4 favour. Target within close range. Target must have 1 or more Brief conditions

- ✦ You trace a sigil of Morr in the air before the target, ritually sealing his fate. The duration of each Brief condition affecting the target, including those gained from **Inescapable Fate**, is increased by 1 round
- ✦✦✦ As above, but 3 rounds instead
- ✦✦ The target suffers 1 stress
- ➡ The target gains the Ill-Fortuned condition
- ☠☠ The target may immediately perform a free manoeuvre
- ✦ You gain 1 Brief condition the target is currently suffering from for as long as he has it



THRESHOLD LINE



Rank 1, Morr, Ongoing

INVOCATION (FELLOWSHIP)

6 favour. As you invoke this blessing you mark the area to be protected with black rose petals, holy oils, scented candles, or other holy symbols

Effect: Undead cannot approach the area, which is defined either by an existing boundary (such as the threshold of a building or a circle of stones) or by you as you invoke the blessing (such as by walking in a circle with burning incense, or drawing a line in the sand). While this blessing is recharging, undead creatures cannot cross over the threshold line you create, nor can they cast spells that effect anyone on the far side of the threshold. Powerful free-willed undead may attempt to cross by making an opposed **Discipline (WP) vs. Invocation (Fel)** check against you. If they succeed, the blessing is broken. If they fail, they cannot attempt to break your threshold again until the next sundown

- ✦ You invoke the blessing



STEAL FATE



Rank 1, Morr

INVOCATION (FEL) vs. TARGET DISCIPLINE (WP)

4 favour. Target within close range. If you are engaged with an enemy, add  to your dice pool

- ✦ You steal a portion of the target's destiny and bestow it upon another. The target's wound threshold is reduced by 1, and you or another character within close range of you has his wound threshold increased by 1. Both effects last until the end of the encounter
- ✦✦✦ As above, but reduced by 2 and increased by 2 instead
- ✦✦ The target suffers 1 stress
- ✦✦✦ The target gains the Sluggish condition for 2 rounds
- ☠☠ Immediately lose 1 favour

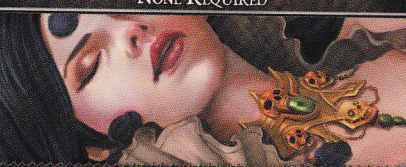


MORR'S BENEDICTION



Rank 1, Morr, Reaction, Benediction

NONE REQUIRED



Play when a creature within close range dies

Special: If you have Piety Mastery, gain 1 additional favour

Effect: When a creature within close range dies, you may place 6 recharge tokens on this card to immediately gain favour equal to your character rank



SHARED FATE



Rank 2, Morr

INVOCATION (FEL)



5 favour. Target within medium range.

- ✦ Your invocation links the target's fate to that of his allies. One of the target's allies within medium range of you gains each condition that the target has (and for the same durations, where applicable)
- ✦✦✦ As above, but two allies instead
- ✦✦✦ Each affected ally suffers or recovers 1 stress
- ☠☠☠ You suffer 1 stress per condition transferred by this blessing



DEATH'S HYMN



Rank 2, Morr

INVOCATION (FEL) vs. TARGET DISCIPLINE (WP)

6 favour. Target within medium range. If you are engaged with an enemy, add  to your dice pool

- ✦ The icy fear of death grips your target. He suffers 1 stress and 1 fatigue
- ✦✦ As above, and he gains the Frightened condition until the end of your next turn
- ✦✦✦ Your target suffers 2 stress, 2 fatigue, and gains the Frightened condition until the end of your next turn
- ✦✦✦ For each stress the target suffers, you recover 1 stress
- ➡ Until the end of the encounter, the target suffers  to any Fear or Terror checks
- ☠☠ The target may immediately perform a free maneuver



PORTENT OF THE RAVEN



Rank 2, Morr, Ongoing

INVOCATION (FEL)



4 favour. You have **Sign of the Raven** currently recharging

Special: This card recharges when **Sign of the Raven** recharges

Effect: While this card is recharging, enemies within close range may not add  to the dice pool of checks based on Toughness or Willpower

- ✦ You invoke the blessing
- ✦✦✦ As above, and add 1 recharge token to **Sign of the Raven**
- ☠☠ Remove 1 recharge token from **Sign of the Raven**

INESCAPABLE FATE 3

Rank 1, Morr

INVOCATION (FELLOWSHIP)

4 favour. Target within medium range. Target must have 1 or more Brief conditions

- ☛ You trace a sigil of Morr in the air before the target, ritually sealing his fate. The duration of each Brief condition affecting the target is increased by 1 round
- ☛☛ As above, but 2 rounds instead
- ☛☛☛ As above, but 4 rounds instead
- ☛☛☛ The target suffers 1 stress
- ☛☛☛ The target may immediately perform a free manoeuvre
- ☛☛☛ Immediately lose 1 favour
- ☛☛☛ You gain 1 Brief condition the target is currently suffering from for as long as he has it

THRESHOLD LINE 6

Rank 1, Morr, Ongoing

INVOCATION (FELLOWSHIP)

6 favour. As you invoke this blessing you mark the area to be protected with black rose petals, holy oils, scented candles, or other holy symbols

Effect: Undead cannot approach the area, which is defined either by an existing boundary (such as the threshold of a building or a circle of stones) or by you as you invoke the blessing (such as by walking in a circle with burning incense, or drawing a line in the sand). While this blessing is recharging, undead creatures cannot cross over the threshold line you create, nor can they cast spells that effect anyone on the far side of the threshold. Powerful free-willed undead may attempt to cross by making an opposed **Discipline (WP) vs. Invocation (Fel)** check against you. If they succeed, the blessing is broken. If they fail, they cannot attempt to break your threshold again until the next sundown

- ☛ You invoke the blessing

STEAL FATE 5

Rank 1, Morr

INVOCATION (FEL) vs. TARGET RESILIENCE (TO)

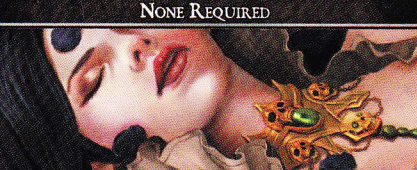
5 favour. Target within close range. If you are engaged with an enemy, add ♦ to your dice pool

- ☛ You steal a portion of the target's destiny and bestow it upon another. The target's wound threshold is reduced by 1, and you or another character within close range of you has his wound threshold increased by 1. Both effects last until the end of the encounter
- ☛☛☛ As above, but reduced by 2 and increased by 2 instead
- ☛☛☛☛ As above, but reduced by 3 and increased by 3 instead
- ☛☛☛ The target suffers 1 stress
- ☛☛☛ The target gains the Sluggish condition for 2 rounds
- ☛☛☛ Immediately lose 1 favour

MORR'S BENEDICTION 6

Rank 1, Morr, Reaction, Benediction

NONE REQUIRED



Play when a creature within close range dies

Special: If you have Piety Mastery, gain 1 additional favour

Effect: When a creature within close range dies, you may place 6 recharge tokens on this card to immediately gain favour equal to your character rank

SHARED FATE 4

Rank 2, Morr

INVOCATION (FEL)



6 favour. Target within medium range.

- ☛ Your invocation links the target's fate to that of his allies. One of the target's allies within medium range of you gains each condition that the target has (and for the same durations, where applicable)
- ☛☛ As above, but two allies instead
- ☛☛☛ As above, but three allies instead
- ☛☛☛ Each affected ally suffers or recovers 1 stress
- ☛☛☛☛ You suffer 1 stress per condition transferred by this blessing

DEATH'S HYMN 6

Rank 2, Morr

INVOCATION (FEL)

6 favour. If you are engaged with an enemy, add ♦ to your dice pool

- ☛ Your hymn calls up images of final death. Each enemy within close range suffers 1 stress and 1 fatigue
- ☛☛ As above, but out to medium range
- ☛☛☛ As above, but out to long range
- ☛☛☛ Each enemy affected by this blessing suffers 1 additional stress and 1 additional fatigue
- ☛☛☛ Each enemy affected by this blessing suffers 1 additional stress and 1 additional fatigue
- ☛☛☛☛ You suffer 1 stress per enemy affected by this blessing

PORTENT OF THE RAVEN 1

Rank 2, Morr, Ongoing

INVOCATION (FEL)



4 favour. You have **Sign of the Raven** currently recharging

Special: This card recharges when **Sign of the Raven** recharges

Effect: While this card is recharging, enemies within close range may not add ♦ to the dice pool of checks based on Toughness or Willpower

- ☛ You invoke the blessing
- ☛ The effect of both **Sign of the Raven** and **Portent of the Raven** extend out to medium range from you
- ☛☛ Remove 1 recharge token from **Sign of the Raven**

BAR THE DOORS OF DEATH   **Rank 3, Morr, Ongoing**

INVOCATION (FEL)

8 favour. You must perform a brief ritual creating a holy focus (a shrine, an incense brazier, etc.) for the blessing

Special: This blessing recharges at the end of the encounter

Effect: While this blessing is recharging, new undead creatures cannot be created or summoned within range of the holy focus as indicated below. This blessing has no effect on already existing undead creatures

- ♣ You invoke the blessing, and the effect extends out to close range from the focus
- ♣♣ The blessing extends to medium range
- ♣♣♣ The blessing extends to long range
- ♣♣♣ Each ally within the area of effect recovers 1 stress or 1 fatigue (his choice)
- ♣ There's a flaw in the blessing. A necromancer may ignore this blessing if he can beat you in a **Discipline (WP) vs. Discipline (WP)** check. If he fails this check, he cannot try again

IMPENDING DOOM   **Rank 3, Morr**

INVOCATION (FEL) vs. TARGET DISCIPLINE (WP)

5 favour. Engaged with target

Effect: When you invoke this blessing, you reach out and touch the target, sharing a glimpse of his ultimate fate. The target gains conditions of your choice as described below from the following list: Cowed, Demoralized, Ill-Fortuned, Rattled, Sluggish, Weakened

- ♣ The target gains 2 conditions for 2 rounds each
- ♣♣ The target gains 3 conditions for 3 rounds each
- ♣♣♣ The target gains 4 conditions for 4 rounds each
- ♣♣ Increase the duration of each condition by 1 round
- ♣♣ Increase the duration of each condition by 1 round
- ♣ The target chooses the conditions, rather than you

TODAY IS NOT THE DAY I DIE   **Rank 3, Morr, Ongoing**

INVOCATION (FEL)



6 favour. If you are engaged with an enemy, add  to your dice pool

Effect: You know that today is not the day you die. While this blessing is recharging, reduce all wounds, fatigue, stress, or corruption you suffer by 1 to a minimum of 1

- ♣ You invoke the blessing
- ♣♣ Recover 1 stress and 1 fatigue
- ♣ While this blessing is recharging your equilibrium is increased by 1
- ♣♣ Suffer 1 stress and 1 fatigue

WAKING DREAM   **Rank 4, Morr**

INVOCATION (FEL)

6 favour. You must brandish a raven's feather as you invoke the blessing

Special: If you have Invocation Mastery, you may add 1 recharge token to this card

Effect: The line between reality and dream blurs around you. While this card is recharging, all actions performed by an ally within medium range of you gain the following effects:

- ♣ Swap places with another character within medium range
- ♣ Add  to the results pool of this check
- ♣♣ Adjust your stance by any amount
- ♣ Flip 1 of your critical wound cards or recover 1 normal wound
- ♣ You invoke the blessing
- ♣ While this card is recharging, each time an ally within medium range rolls at least one , add 1 recharge token to this card

THE GATES OF SLEEP   **Rank 4, Morr**

INVOCATION (FEL) vs. TARGET RESILIENCE (TO)

7 favour. Engaged with target, who must be a living creature

Special: The sleep created by this blessing counts as normal sleep for all effects, including blessings that require a sleeping target or recovering for a night's rest. This card recharges at sunrise.

- ♣ You touch the target's eyelids and he is overcome with sleep, immediately lying down to snore peacefully. He remains asleep until you permit him to awaken, he suffers any damage or wounds, or the sun comes up, whichever comes first
- ♣ You fall asleep as well and remain asleep for as long as the target does. Your dreams are mingled with the target's, a disturbing and possibly enlightening experience

THE FEAR OF DEATH   **Rank 4, Morr, Ongoing**

INVOCATION (FEL)

7 favour. You must brandish a human bone as you invoke the blessing

Special: If you have Piety Mastery, you cause Terror instead

Effect: While this blessing is recharging, you cause Fear with a rating equal to your character rank

- ♣ You assume the aspect of Morr the Reaper, a grim spectre of death
- ♣♣ As above. One creature within close range of you gains the Frightened condition.
- ♣♣ Your allies within medium range each recover 1 stress
- ♣ Your Fear rating is increased by 1
- ♣♣ Your allies within medium range suffer 1 stress

ANNIHILATE UNDEAD   **Rank 5, Epic, Morr**

INVOCATION (FEL) vs. TARGET DISCIPLINE (WP)



6 favour.

Target undead creature within close range

- ♣ With an unearthly howl, your target is cast into Morr's realm. The target suffers 12 wounds
- ♣♣ As above, but 24 wounds instead
- ♣♣ Each other undead creature that can see you suffers 1 stress
- ♣ Immediately gain 2 favour
- ♣ Add 1 recharge token to this card
- ♣ You and all allies within medium range of you suffer 1 stress

TRADE DEATHS   **Rank 5, Epic, Morr, Reaction**

INVOCATION (FEL)

Target creature within close range dies. If you have Invocation mastery, you may instead choose a target within medium range

Special: When a creature within range dies, you may spend all of your available favour to invoke this blessing in response. Succeed or fail, this blessing begins recharging and recharges at sunset

- ♣ The target does not die. The creature within long range that is currently closest to death (as determined by the GM), other than the target, dies instead
- ♣ You choose which creature dies in lieu of the target. (Unless you trigger the ♣ effect below)
- ♣♣ You are the character who dies in lieu of the target

BAR THE DOORS OF DEATH   

Rank 3, Morr, Ongoing

INVOCATION (FEL)

8 favour. You must perform a brief ritual creating a holy focus (a shrine, an incense brazier, etc.) for the blessing

Special: This blessing recharges at the end of the encounter

Effect: While this blessing is recharging, new undead creatures cannot be created or summoned within range of the holy focus as indicated below. This blessing has no effect on already existing undead creatures

- ♣ You invoke the blessing, and the effect extends out to close range from the focus
- ♣♣ The blessing extends to medium range
- ♣♣♣ The blessing extends to long range
- ♣♣♣ Each ally within the area of effect recovers 1 stress or 1 fatigue (his choice)
- ♣ There's a flaw in the blessing. A necromancer may ignore this blessing if he can beat you in a **Discipline (WP) vs. Discipline (WP)** check. If he fails this check, he cannot try again

IMPENDING DOOM   

Rank 3, Morr

INVOCATION (FEL) vs. HIGHEST TARGET DISCIPLINE (WP)

6 favour. Targets within medium range. Add  to your dice pool for each target beyond the first

Effects: When you invoke this blessing, you glimpse the ultimate fate of the target(s). The target(s) gain conditions of your choice as described below from the following list: Cowed, Demoralized, Ill-Fortuned, Rattled, Sluggish, Weakened

- ♣ The target(s) gain 1 condition for 2 rounds each
- ♣♣ The target(s) gain 2 conditions for 3 rounds each
- ♣♣♣ The target(s) gain 3 conditions for 4 rounds each
- ♣♣♣ Increase the duration of each condition by 1 round
- ♣♣ Each target suffers 1 stress
- ♣ Each target suffers 1 additional condition
- ♣ You are effected exactly as if you were a target

TODAY IS NOT THE DAY I DIE   

Rank 3, Morr, Ongoing

INVOCATION (FEL)

6 favour. If you are engaged with an enemy, add  to your dice pool

Effect: You know that today is not the day you die. While this blessing is recharging, reduce all wounds, fatigue, stress, or corruption you suffer by 1 to a minimum of 1

- ♣ You invoke the blessing
- ♣♣ Recover 1 stress and 1 fatigue
- ♣ While this blessing is recharging your wound threshold is increased by 3. When this blessing recharges completely, if you have wounds in excess of your threshold you are KO'd and may die
- ♣♣ Suffer 1 stress and 1 fatigue

WAKING NIGHTMARE   

Rank 4, Morr

INVOCATION (FEL)

6 favour. You must brandish a raven's feather as you invoke the blessing

Special: If you have Invocation Mastery, you may add 1 recharge token to this card

Effect: The line between reality and nightmare blurs around you. While this card is recharging, all actions performed by an enemy within medium range of you gain the following effects:

- ♣ Suffer 1 additional fatigue when performing manoeuvres until the end of your next turn
- ♣ Add  to the results pool of this check
- ♣♣ Adjust your stance to neutral
- ♣ Suffer 1 critical wound
- ♣ You invoke the blessing
- ♣ While this card is recharging, each time an enemy within medium range rolls at least one , add 1 recharge token to this card

THE GATES OF SLEEP   

Rank 4, Morr

INVOCATION (FEL) vs. TARGET RESILIENCE (To)

7 favour. Engaged with target, who must be a living creature

Special: The sleep created by this blessing counts as normal sleep for all effects, including blessings that require a sleeping target or recovering for a night's rest. This card recharges at sunrise.

- ♣ You touch the target's eyelids and he is overcome with sleep, immediately lying down to snore peacefully. He remains asleep until you permit him to awaken, he suffers any damage or wounds, or the sun comes up, whichever comes first
- ♣ You fall asleep as well and remain asleep for as long as the target does. Your dreams are mingled with the target's, a disturbing and possibly enlightening experience

THE FEAR OF DEATH   

Rank 4, Morr, Ongoing

INVOCATION (FEL)

7 favour. You must brandish a human bone as you invoke the blessing

Special: If you have Piety Mastery, you cause Terror instead

Effect: While this blessing is recharging, you cause Fear with a rating equal to your character rank

- ♣ You assume the aspect of Morr the Reaper, a grim spectre of death
- ♣♣ As above. One creature within close range of you gains the Frightened condition
- ♣♣ All enemies within close range suffer 1 stress
- ♣♣ All enemies within medium range suffer 1 stress
- ♣ Your Fear rating is increased by 1
- ♣♣ Your allies within medium range suffer 1 stress

ANNIHILATE UNDEAD   

Rank 5, Epic, Morr

INVOCATION (FEL) vs. TARGET DISCIPLINE (WP)

6 favour.

Target undead creature within close range

- ♣ With an unearthly howl, your target is cast into Morr's realm. The target suffers 12 wounds
- ♣♣ As above, but 24 wounds instead
- ♣♣ If the target survives, turn all of his normal wounds faceup, choose 1 to apply as a critical wound, and turn the rest facedown again
- ♣ Immediately gain 2 favour
- ♣ Add 1 recharge token to this card
- ♣ You and all allies within medium range of you suffer 1 stress

TRADE DEATHS   

Rank 5, Epic, Morr, Reaction

INVOCATION (FEL)

Target creature within close range dies. If you have Invocation mastery, you may instead choose a target within medium range

Special: When a creature within range dies, you may spend all of your available favour to invoke this blessing in response. Succeed or fail, this blessing begins recharging and recharges at sunset

- ♣ The target does not die. The creature within long range that is currently closest to death (as determined by the GM), other than the target, dies instead
- ♣ You choose which creature dies in lieu of the target. (Unless you trigger the ♣ effect below)
- ♣♣ You are the character who dies in lieu of the target