

Knights of the Temple of Morr

*Morr,
True Lord of the souls of the Dead,
Blessed be Thy care.
To You we entrust our souls.
Guard them from those
Who, in despite of Your mercy,
Would hold them from Your grace
And bend them to unholy purpose.
As we face the Enemy,
Wrap our minds in
Your iron will,
That we may resist temptation.
Lend strength to our arms
That we may crush their bodies,
And return their souls to You
For true judgement.
Make our dreams
True visions of Your will,
That we may serve You faithfully,
In this life and the next.*

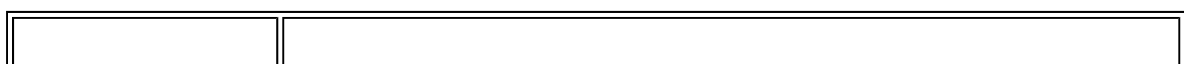
Basic Careers

Knight of the Temple of Morr - Novice

Those wishing to become a Knight of the Temple of Morr must first prove their martial prowess and their devotion to Morr by completing an apprenticeship as a Novice. During this apprenticeship, the Novice must learn each of the fundamental skills required to become a Templar of Morr (such as Theology and Horse Riding).

Templars of Morr, unlike most other Knights Templar, do not have squires (which is one of the many requirements of the Templars Rule). A Novice must therefore learn how to maintain their weapons, clothing and armour and to tend to the needs of their mount (although this does not extend to the training of one's mount). Such skills were made a compulsory part of a Novice's training regime following the initial Crusades to the Unholy Lands (since the majority of the squires who served the Knights were killed by the desert or its terrifying denizens!).

Once the fundamental skills have been mastered, the Novice must complete the 'Quest of Virtue'.



Career Entries:	Basic: Initiate of Morr, Noble, Church Soldier. Advanced: Freelance, Judicial Champion														
Advance Scheme:	M	WS	BS	S	T	W	I	A	Dx	Ld	Int	Cl	WP	Fel	MP
		+10				+2	+10		+10						
Skills:	Animal Care - Horse, Dodge Blow, Etiquette, Heraldry, Ride – Horse, Smithing, Strike Mighty Blow, Tailor, Theology.														
Trappings	Chainmail Coat, Coif and Helmet, Shield, Spear, Pony with Saddle and Plain Harness, Raven Pendant.														
Restrictions:	Templar's Oath and Templar's Rule.														
Career Exits:	Basic: Initiate of Morr, Church Soldier. Advanced: Knight of the Temple of Morr - Templar, Freelance.														

Advanced Careers

Knight of the Temple of Morr - Templar

Once a Novice's apprenticeship has been satisfactorily completed, he may advance and become a Templar, a fully fledged member of the Order.

The Knights of the Temple of Morr are, like most knightly orders, a potent military force. However, it is their fervour and apparent disregard for their own life which makes them such a feared organisation, particularly amongst the mercenaries of Tilea. Some of the Chapterhouse's more famous mottos include: "In Death We Serve Morr."; and, "With Death, I Live Forever".

Once the fundamental skills have been mastered, the Templar must complete the 'Quest of Valour'.

Career Entries:	Basic: Knight of the Temple of Morr - Novice. Advanced: None.														
Advance Scheme:	M	WS	BS	S	T	W	I	A	Dx	Ld	Int	Cl	WP	Fel	MP
		+20		+1	+1	+5	+20	+1	+20	+20	+10	+10	+10	+10	
Skills:	Disarm, Identify Undead, Secret Language – Battle Tongue, Secret Language – Classical, Secret Signs – Templar, Specialist Weapon – Lance, Strike to Stun.														
Trappings:	Full Plate, Shield, Bone/Black Coloured Habit and Cloak, Medium or Heavy Warhorse with Saddle and Harness, Lance, Raven Pendant.														

Restrictions:	Templar's Oath and Templar's Rule. Entry to this career is via Heroic Advancement (as per Priest Advancement Table in WFRP Rulebook). Applicants must have successfully completed the 'Quest of Virtue'.
Career Exits:	Basic: Initiate of Morr. Advanced: Knight of the Temple of Morr - Preceptor, Freelance, Witch Hunter.

Knight of the Temple of Morr - Preceptor

Generally, a Preceptor (or Commander of Knights) is responsible for the operation of a single Chapterhouse (comprising a small unit of knights, sergeants and men-at-arms, and other servants) These Chapterhouses (or Preceptories) exist in most major cities of the Old World.

Although subordinate to the Masters of the Order, a Preceptor is more likely to participate in large scale conflicts. For this reason, the Preceptors are particularly influential members of the Order! As a Preceptor must complete a 'Quest to the Unholy Lands' before he can advance to the position of Master, he is also more likely to directly confront the Order's most hated enemies, the Tomb Kings of Khemri and their blasphemous Liche Priests.

'Friendly' competition amongst the Preceptories has never been discouraged by the Masters of the Order. Consequently, some of the older Chapterhouses have become a power within themselves and often hold 'secret' meetings to discuss ways in which they might improve their standing within the Order. Members of these Chapterhouses are expected to know the history and achievements of the former Preceptors (particularly the founder of the Chapterhouse). Some of the more famous Chapterhouses even have their own motto, which is usually emblazoned on the Preceptor's battle banner.

The Preceptor's most important duty is to ensure the Chapterhouse troops are well trained and are 'blooded' on the battlefield.

Although the ability to read/write is viewed as an unnecessary distraction when a Novice and Templar, it becomes more important once becoming a Preceptor (particularly if lucky enough to be granted stewardship of a Chapterhouse).

Once the skills have been mastered, the Preceptor must complete the 'Quest to the Unholy Lands'.

Career Entries:	Basic: None. Advanced: Knight of the Temple of Morr - Templar.

Advance Scheme:	M	WS	BS	S	T	W	I	A	Dx	Ld	Int	Cl	WP	Fel	MP
		+30		+2	+1	+7	+30	+2	+20	+30	+10	+20	+20	+10	
Skills:	Animal Care - Monstrous Mount, Cartography, Read/Write - Old Worlder, Ride – Monstrous Mount , Specialist Weapon – Double Handed Weapons, Specialist Weapon – Flail, Strike to Injure. Immunity to Fear, Night Vision, Weapon Master* – Lance.														
Trappings:	As Knight of the Temple of Morr - Templar plus Flail, Bastard or Two Handed Sword.														
Restrictions:	Templar's Oath and Templar's Rule. Entry to this career is via Heroic Advancement (as per Priest Advancement Table in WFRP Rulebook). Applicants must have successfully completed the 'Quest of Valour'.														
Career Exits:	Basic: Initiate of Morr. Advanced: Knight of the Temple of Morr - Master, Freelance, Witch Hunter.														

Knight of the Temple of Morr - Master

The Masters of the Order include the Grand Master (Ruler of the Order), the Marshal (or Deputy), and the Grand Preceptors (or Commanders of Houses).

The Grand Master and his deputy the Marshal preside over the ten provinces (Northern Tilea, Southern Tiles, Estalia, Northern Bretonnia and The Wasteland, Southern Bretonnia, The Eastern Border Princes, The Western Border Princes, The Northern Empire, The Southern Empire, and Kislev) and spend most of their time at the Main Chapterhouse, which adjoins the Mausoleum of Morr in Luccini.

The Grand Master has the last word on all issues and may even amend the Templar's Rule if he sees fit. The Grand Master is answerable to only one living person, the High Priest of Morr.

The Grand Preceptors each govern one of the 10 provinces. Although the Grand Preceptors have considerable power, only the Grand Master and Marshal have unrestricted access to the most holy artefacts and most secret texts owned by the order and held in Luccini (many of which are written using intricate codes).

Career Entries:	Basic: None. Advanced: Knight of the Temple of Morr - Preceptor.														
Advance	M	WS	BS	S	T	W	I	A	Dx	Ld	Int	Cl	WP	Fel	MP

Scheme:	+40 +2 +2 +9 +30 +2 +20 +40 +30 +30 +30 +20
Skills:	Cryptography, Divining, Law, Public Speaking, Read/Write Additional Language , Read/Write – Classical, Speak Additional Language. Immunity to Terror, Weapon Master* – Double Handed Weapons, Weapon Master* – Flail.
Trappings:	As Knight of the Temple of Morr - Preceptor
Restrictions:	Templar's Oath, Templar's Rule and Ask No Quarter. Entry to this career is via Heroic Advancement (as per Priest Advancement Table in WFRP Rulebook). Applicants must have successfully completed the 'Quest to the Unholy Lands'.
Career Exits:	Basic: Initiate of Morr. Advanced: Freelance, Witch Hunter.

Notes

Skills:

* **Weapon Mastery:** Confers an additional +10 WS with the specified weapon.

Templar's Oath:

Once an applicant has been accepted by a Master or Preceptor, a Novice must swear the Templar's Oath in front of his superiors in the Order and a senior Priest of Morr. The oath is as follows:

(Novice) "I <<Insert Name>>, hereby proclaim my devotion to Morr, guardian of the dead, and request service in the Order of the Knights of the Temple of Morr."

(Master/Preceptor) "Do you swear to faithfully obey the Rule of the Knights of the Temple of Morr."

(Novice) "Let all bear witness, I do so swear."

(Master/Preceptor) "Arise <<Insert Name>>, and join your brothers."

Quest of Virtue:

Once the fundamental skills have been mastered, the Novice must complete the 'Quest of Virtue'. This minor quest might involve collecting a donation from a nearby city or escorting pilgrims to/from a nearby city. The quest is generally undertaken with little assistance from the Order and its main

purpose is to test the Novice's ability to adhere to the Templar's Oath and Rule. Even a minor transgression at this stage can end a Novice's aspirations of becoming a fully fledged Templar of Morr!

Quest of Valour:

To advance to the position of Preceptor, a Templar must show outstanding service by completing the 'Quest of Valour'. This quest generally involves the slaying of a powerful Undead creature and its minions. Only by completing such a quest and facing one's fear of death can a Knight of the Temple of Morr claim the right to the esteemed title of Preceptor.

Quest to the Unholy Lands:

As the name implies, this quest requires that the Templar takes part in a Crusade to the Lands of the Dead. The Knights Templar of Morr are one of the few orders who still Crusade in this region. This quest may be as part of an organised expedition, or may be a solo endeavour.

Ask No Quarter:

After many years service, a Master Templar is so devoted to Morr's service, that he no longer fears death. The Master Templar now fully understands that service to Morr does not end with the physical death of his body. Master Templar's must therefore accept every combat, no matter how outnumbered, and must ask no quarter (and give none). Consequently, nearly all of the Order's Grand Masters have died on the battlefield or from wounds received in battle.
