

# Ulrican hierarchy & prayers

Spiritual Level	Career	Official title	Form of address	Faith Dice
-	Initiate	White Fang	Brother	-
1	Priest/Friar/Monk	[Grey/Lone] Wolf	Father	D10
2	Anointed priest	Venerable [Grey/Lone] Wolf	Denfather	2 D10
3	High priest	Ver-Ulric (Great Wolf)	Most Reverend	3 D10
4	Cult leader	Ar-Ulric (Eternal Wolf)	Your Holiness	4 D10

Prayer previously invoked by Werner & Prayer recently learnt by Werner

WFRP1	Blessing (varies)	Godsend (+50 XP)	Miracle (+100 XP)
Priest, Friar or Monk	<p><i>Wolf Friend</i>: 4/2 = Animal Empathy for D6 minutes</p> <p><i>Shield thy Servant</i>: 6/4 = +1 <b>AP</b> for 1h (Aura of Resistance)</p> <p><i>Wolf Sight</i> (Sharp Eyes): 6/2 = +10<b>I</b>, 12' <i>Night Vision</i>, D6t</p> <p><i>Bless Weapon</i>: 7/3? = +5<b>WS</b> for 2D6 minutes</p>	<p><i>Ulric's Presence</i>: 6/2 = Zone (12 yards diameter) of Cold (-10°C) for 1 hour</p> <p><i>Righteous Fury</i> (Hammerhand): 7/2 = +1 <b>dmg</b> for a few (2D10) minutes or until wounded</p> <p><i>Rage of Ulric</i> (Frenzy for another), 12/2 (2D10 r)</p> <p><i>Call Wolf kin</i>, 9/2? (any wolf within [level] miles must pass <b>WP</b> or run towards caster)</p>	<p><i>Speak Wolf Kin</i>: 5/2, gift of tongues for D6 mins</p> <p><i>Heal Wolf Kin</i>: 5/2 = heal animal for D6 <b>W</b></p> <p><i>Heal Disciple</i>: 6/2 = heal D10<b>W</b> for clergy</p>
50 XP/ blessing	<p><i>Ulric's Blessing</i> (Blessing of...): 3-7/0.5 = varies, 2D6 rounds</p> <p><i>Sense Wolf Kin</i>: 8/1? = direction, distance &amp; number</p>	<p><i>Call Storm</i>: 13/1 = Wind Blast over 48' (<b>Str</b> to crawl)</p> <p><i>Call Blizzard</i>: 14/1 = Hailstorm, D10<b>W</b> of 48' for D10r</p> <p><i>Ulric's Gift</i>: 15/2 = allies <i>Frenzy</i> for 2D10 rounds</p> <p><i>Clear Fog of Battle</i>: 16/1? = untroubled vision for 12'</p>	<p><i>Heal Comrade</i>: 8/2 = heal D10<b>W</b> for all</p> <p><i>Heavenly Strike</i>: 10/1 = Lighting bolt of <b>Str</b> 4 + D10<b>W</b> on 1 target within 48 yards</p> <p><i>Endure Eternal Flame</i>: 12/2 = priest can resist fire for [level] hours</p>
Anointed priest	<p><i>Wolfkinship</i> (Animal Mastery): 6/2 = 6' telepathy, D6 turns</p> <p><i>Expose Sorcery</i>: 7/4 = Detect Magic with 6 yards</p> <p><i>Ulric's Prayer</i> (Strength of Combat): 8/4 = +1/+10 to 1 stat for 1 hour</p>	<p><i>Dispel Aura</i>: 15/3 = dispel Level 1-2 aura within 48'</p> <p><i>Banish Sorcery</i>: 19/2 = dispel magic within 48'</p> <p><i>Call Pack</i>: 19/4 = summon 2D3 wolves for 2D10 r</p> <p><i>Heart of the Wolf</i>: 18/2 = rallies all allies within 24'</p>	<p><i>Righteous Blow</i>: 13/2 = +4 damage to next attack (Magical Might)</p> <p><i>Lupus</i>: 14/2 = Shapechange for 3D6 minutes</p> <p><i>Save Warrior</i>: 16/2 = Cure Heavy Injury (D8<b>W</b>)</p>
100 XP/ blessing	<p><i>Follow scent</i>: 9/1 = <b>Int</b> test to find scent, a <i>Tricky</i> test to find the direction &amp; another to track</p> <p><i>Sanctify Weapon</i>, 12/3? = counts as <i>magical</i> for 2D6 mins</p> <p><i>Sense Were kin</i>: 9/2? = 2D6 rounds?</p>	<p><i>Exorcise Were Kin</i>: 20/2?</p> <p><i>Exile Sorcery</i>: 24/2 = nullifies all magic within 12', lasts 1 hour</p> <p><i>Learn Ulric's Will</i>: 26?</p>	<p><i>Heavenly retribution</i>: 17/2 =, 4+D10<b>W</b> on 1 group within 48' (Control Lightning)</p> <p><i>Behold Eternal Flame</i>: 25/2 = Wall of Fire for 5D10 turns</p> <p><i>Spare Warrior</i>: 26/2 = Cure Severe Injury (D6<b>W</b>)</p>
High priest	<p><i>Steel Against Sorcery</i>: 10/2? = +30 <b>WP</b> test for 2D6 mins</p> <p><i>Lord's Shield</i> (Aura of Protection): 12/4 = +2<b>AP</b> for 1 hour</p>		
150 XP/ blessing	<p><i>Hone Blade</i> (Sharpen Weapon): 17/2 = +2 <b>dmg</b></p> <p><i>Reject Firearms</i>: 18/1 = Arrow Invulnerability for 2D6 r</p> <p><i>Reveal Were Kin</i>: 15/3? = 2D6 rounds?</p>		
Cult leader	<p><i>Reject Crossbows</i>: 19/1? = Arrow Invulnerability for 2D6 r</p> <p><i>Aura of Wrath</i>: 21/2 = +1<b>A</b> to allies within 36' for 2D6 r</p> <p><i>Consecrate Weapon</i> (Enchant Weapon): 25/1 = weapon now blessed (counts as <i>magical</i>) until next sunrise</p>		
200 XP/ blessing			

WFRP2	Name	PA	Description	Source
Blessing (Petty Divine Magic)	Blessing of Courage	3	<i>Your rousing address steels the heart of a particular comrade.</i> A single character within 24 yards who was <i>fearful</i> or <i>terrorised</i> regains his composure.	WFRP2, page 146
	Blessing of Speed	4	The touched character gains +5 <b>Initiative</b> and +1 <b>Movement</b> for the next 2D6 rounds. Can be cast upon oneself. Blessed can only benefit from one such blessing at a time.	WFRP2, page 146
	Blessing of Fortitude	5	The touched character gains +1 <b>Toughness</b> and +5 <b>Will Power</b> for the next 2D6 rounds. Can be cast upon oneself. Blessed can only benefit from one such blessing at a time.	WFRP2, page 146
	Blessing of Healing	5	The touched character gains +1 <b>Wound</b> but this boon only heals <u>lightly wounded</u> victims. Can be cast upon oneself. Blessed can only benefit from one such blessing every 6 hours.	WFRP2, page 146
	Blessing of Might	6	The touched character gains +5 <b>Weapon Skills</b> and +1 <b>Strength</b> for the next 2D6 rounds. Can be cast upon oneself. Blessed can only benefit from one such blessing at a time.	WFRP2, page 147
	Blessing of Protection	7	<i>You feel your righteousness steel your defences.</i> Anyone attacking you must pass a <i>Simple</i> (+10) <b>WP</b> test. Failure indicates they reconsider and switch target or perform another action. This boon lasts 2D6 rounds.	WFRP2, page 147
Godsend (Divine Lore)	Winter's Chill	5	<i>You radiate a coldness that chills your enemies to the bone.</i> Anyone attacking you suffers a -10 <b>WS</b> . This boon lasts 2D6 rounds but is has no effect on the undead or creatures that thrive on cold.	WFRP2, page 167
	Battle Fury	7	<i>You feel Ulric's spirit flow in your veins and your bloodlust is unleashed.</i> You are now frenzied (i.e. immune to Fear & Terror, you gain +1 <b>Str</b> & +1 <b>T</b> but are unable to parry) for the next 2D6 rounds.	WFRP2, page 167
	Frost's Bite	9	<i>You pray to Ulric to freeze your enemy's body &amp; blood.</i> Your target loses D10 <b>W</b> ( <b>Toughness</b> and armour are ignored). Furthermore, the target must pass <b>T</b> test to undertake <u>offensive</u> actions next turn.	ToS, page 236
	Crush the Weak	10	<i>Reciting this vitriolic prayer fills you with Ulric's scorn for the weak and cowardly.</i> Once per round you may re-roll one missed attack against a single target.	ToS, page 236
	Wild Pack	11	<i>You howl forth your angry prayers to Ulric and your allies bristle with barely-restrained violence.</i> All your allies gain the <i>Unsettling Talent</i> .	ToS, page 237
	Howl of the Wolf	11	<i>You let rip a wolf-like howl which invigorates your allies.</i> All allies within 24 yards gain +1 <b>Attack</b> bonus for the next D6 rounds.	WFRP2, page 167
Miracle (Divine Lore)	Hoarfrost Thews	13	<i>Your prayers send ripples of chill through your body and frost forms on your flesh.</i> You are immune to exposure caused by freezing conditions. This prayer can only be invoked once per day.	ToS, page 236
	Ulric's Gift	15	As for <i>Battle Fury</i> but it awakens the slumbering berserker ( <i>Frenzy</i> ) in whoever you touch. Unwilling targets are allowed a <b>WP</b> test to resist the effects.	WFRP2, page 167
	Heart of the Wolf	18	<i>You unleash a hellfire sermon that galvanised your comrades!</i> All allies within 24 yards who are <i>fearful</i> or <i>terrorised</i> regain their resolve and are immune to all fear/terror effects for the next 2D6 rounds.	WFRP2, page 167
	Wrath of Ulric (Ice storm)	20	<i>You implore the Lord of Winter to rain down retribution upon the infidel.</i> <i>Moments later the skies darken, the temperature plummets and the air is lashed by chunks of ice.</i> Everyone within 48 yards suffers 5+D6 damage and must pass a <b>WP</b> test or be stunned (-2/20) for 1 round.	WFRP2, page 167
	Unbridled Rage	21	<i>You roar dedications to the God of War and those already under his sway respond.</i> All allies within 36 yards who are frenzied gain 1 attack per round.	ToS, page 237
	Snow King's Decree	21	<i>Ulric's hatred for the weak, cowardly and dishonourable drips from your scornful lips. Silvery, freezing fire then erupts about a target within 12 yards.</i> This inflicts 8+D6 damage per round and devout Ulricans are immune	ToS, page 237

## References

- WFRP1: core rulebook, page 203
  - May use any Petty Magic and Battle Magic spells. Note that *Cause Frenzy* and *Cause Hatred* may only be cast on willing characters and even then targets gain a **Magic** test with -10%
- WFRP2: core rulebook
  - Petty Divine Magic, pages 146-147
  - The Lore of Ulric, page 167
- WFRP2: Tome of Salvation
  - Petty Divine Magic, page 215
  - Ulrican Petty Magic, page 218
  - The Lore of Ulric, pages 235-6
- [Ward-hammer Supplemental 4: Divinity and Divine Magic, Version 0.30](#)
  - *Bless Weapon, Frenzy, Radiant Armour, Righteous Blow, Scourge Enemy, Skullcracker, Valour, Vigilance*
  - *Inspired Attack, Smite Thy Enemy, Smite the Abomination*
  - *Godsfire, Scourge the Abomination*
- [Ulric, Lord of Winter, Wolves, and Battle according to Anthony Ragan and Alfred Nuñez Jr](#)
  - *Clear the Fog of Battle*
  - *Summon Pack*
- [Cult of Ulric according to Alfred Nuñez Jr \(Feb 2, 1994\)](#)
  - Initiate
    - Required: *Bless Sacraments, Bless Token, Exalted Shield, Heal Cultist, Know Follower, Seek Shrine, Vigilance*
    - Honors: *Animal Empathy (Wolves only), Detect Magic, Heal Petitioner, Light the Path, Shadeward*
  - Rank 1
    - Required: *Bless Shrine, Bless Weapon, Clear the Fog of Battle, Dispel Sorcery, Frenzy, Righteous Blow, Skullcracker*
    - Honors: *Animal Mastery (Wolves only), Beast Sense (Wolves only), Follow Tracks, Identify Divine Instruments, Learn God's Will, Radiant Armor, Sacred Circle, Sacred Warding*
  - Rank 2
    - Required: *Detect Chaos, Grant Greater Prayer, Inspired Attack, Know Enemies, Make Thy Servant Whole, Protection from Chaos Taint, Smite Thy Enemy*
    - Honors: *Bless Thy Servant, Faith Provides, Great Warding, Hand of God, Nullify Prayer, Sense Hidden Danger*
  - Rank 3
    - Required: *Banish Ensorcelment, Consecrate Lesser Instrument, Heal Injury, Heal the Faithful, Inspired Feror, Shelter Against Daemons, Smite the Abomination, Summon Pack*
    - Honors: *Blind Enemy, Know Alignment, Nullify Lesser Instrument, Self Defense, Shelter Against Elementals, Shelter Against Undead*
  - Rank 4
    - Required: *Banish Daemons, Banish Profane Enchantment, Bless Hero, Consecrate Altar, Consecrate Greater Instrument, Godsfire, Grant Sacrament of Prayer, Scourge the Abomination*
    - Honors: *Banish Elementals, Banish Undead, Barrier, Nullify Greater Instrument, Preach the Word, Wereform (Wolf only)*
- [Liber Fanatica 2: Using WFRP1 Spells within WFRP2, pages 17-27](#)