

Ulrican hierarchy & prayers

Level	Career	Official title	Form of address	Casting 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 50 XP/ blessing	<p><i>Wolf Friend</i> (Animal Empathy), 4/2 (D6 mins)</p> <p><i>Shield thy Servant</i> (Aura o Resistance) 6/4 (+1AP for 1h)</p> <p><i>Wolf Sight</i> (Sharp Eyes), 6/2 (+10I, 12' night vision, D6t)</p> <p><i>Bless Weapon</i>, 7/3? (+5WS for 2D6 mins)</p> <p><i>Lord's Blessing</i> (Blessing of ...), 3-7/0.5 (varies, 2D6 r)</p> <p><i>Sense Wolf Kin</i>, 8/1? (direction, distance & number)</p>	<p><i>Lord's Presence</i> (Zone of Cold), 6/2 (-10°C within 12' for 1 hour)</p> <p><i>Righteous Fury</i> (Hammerhand), 7/2 (A+1 for 2D10 mins 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 WP or run towards caster)</p>	<p><i>Speak Wolf Kin</i> (Gift of Tongues), 5/2 (D6 mins)</p> <p><i>Heal Wolf Kin</i> (Heal Animal), 5/2 (heal D6 W)</p> <p><i>Heal Disciple</i> (Cure Light Injury for clergy), 6/2 (D10W)</p>
Anointed priest 100 XP/ blessing	<p><i>Wolf kinship</i> (Animal Mastery), 6/2 (6' telepathy, D6 t)</p> <p><i>Expose Sorcery</i> (Detect Magic), 7/4 (6', instant)</p> <p><i>Lord's Prayer</i> (Strength of Combat), 8/4 (+1/+10 to 1 stat for 1 hour)</p> <p><i>Follow scent</i> (Follow Tracks), 9/1 (Int test to find scent, a Tricky test to find the direction & another to track)</p> <p><i>Sanctify Weapon</i>, 12/3? (counts as <i>magical</i> for 2D6 mins)</p>	<p><i>Call Storm</i> (Wind Blast), 13/1 (Str to crawl, 48')</p> <p><i>Call Blizzard</i> (Hail Storm), 14/1 (D10W for D10r < 48')</p> <p><i>Ulric's Gift</i> (Frenzy for others), 15/2 (2D10 rounds)</p> <p><i>Clear Fog of Battle</i>, 16? (untroubled vision for 12')</p>	<p><i>Heal Comrade</i> (Cure Light Injury for all), 8/2 (D10W)</p> <p><i>Heavenly Strike</i> (Lighting bolt), 10/1 (4+D10W on 1 target within 48')</p> <p><i>Endure Eternal Flame</i> (Resist Fire), 12/2 (lasts [level] hours)</p>
High priest 150 XP/ blessing	<p><i>Sense Were kin</i>, 9/2? (2D6 rounds?)</p> <p><i>Steel Against Sorcery</i>, 10/2? (+30WP test for 2D6 mins)</p> <p><i>Lord's Shield</i> (Aura of Protection), 12/4 (+2AP, 1 hour)</p> <p><i>Hone Blade</i> (Sharpen Weapon), 17/2 (+2 dmg)</p> <p><i>Reject Firearms</i> (Arrow Invulnerability?), 18/1? 2D6 r</p>	<p><i>Dispel Aura</i>, 15/3 (any level 1-2 aura within 48')</p> <p><i>Banish Sorcery</i> (Dispel Magic), 19/2 (within 48'?)</p> <p><i>Call Pack</i> (Summon Swarm?), 19/4 (2D3 wolves for 2D10 rounds)</p> <p><i>Heart of the Wolf</i>, 18/2 (rallies all allies within 24')</p>	<p><i>Righteous Blow</i> (Magical Might), 13/2 (+4 damage to next attack)</p> <p><i>Lupus</i> (Shapechange), 14/2 (3D6 minutes)</p> <p><i>Save Warrior</i> (Cure Heavy Injury), 16/2 (D8W)</p>
Cult leader 200 XP/ blessing	<p><i>Reveal Were Kin</i>, 15/3? (2D6 rounds?)</p> <p><i>Reject Crossbows</i> (Arrow Invulnerability?), 19/1?, 2D6 r</p> <p><i>Aura of Wrath</i>, 21/2 (+1A to allies within 36' for 2D6 r)</p> <p><i>Consecrate Weapon</i> (Enchant Weapon), 25/1 (weapon considered <i>holy</i>, i.e. <i>magical</i> until next sunrise)</p>	<p><i>Exorcise Were Kin</i>, 20/2?</p> <p><i>Exile Sorcery</i> (Zone of Magical Immunity), 24/2 (all within 12', lasts 1 hour)</p> <p><i>Learn Ulric's Will</i>, 26?</p>	<p><i>Heavenly retribution</i> (Control Lightning), 17/2 (4+D10W on 1 group within 48')</p> <p><i>Behold Eternal Flame</i> (Wall of Fire), 25/2 (lasts 5D10 turns)</p> <p><i>Spare Warrior</i> (Cure Severe Injury), 26/2 (D6W)</p>

WFRP2	Name	CN	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, pg 146
	Blessing of Speed	4	The touched character gains +5 Initiative and +1 Movement for the next 2D6 rounds. Can be cast upon oneself. Blessed can only benefit from one such blessing at a time.	WFRP2, pg 146
	Blessing of Fortitude	5	The touched character gains +1 Toughness and +5 Will Power for the next 2D6 rounds. Can be cast upon oneself. Blessed can only benefit from one such blessing at a time.	WFRP2, pg 146
	Blessing of Healing	5	The touched character gains +1 Wound but this boon only heals lightly wounded victims. Can be cast upon oneself. Blessed can only benefit from one such blessing every 6 hours.	WFRP2, pg 146
	Blessing of Might	6	The touched character gains +5 Weapon Skills and +1 Strength for the next 2D6 rounds. Can be cast upon oneself. Blessed can only benefit from one such blessing at a time.	WFRP2, pg 147
	Blessing of Protection	7	<i>You feel your righteousness steel your defences.</i> Anyone attacker must pass a <i>Routine</i> (+10) WP test. Failure indicates they think otherwise and switch target or perform another action. This boon lasts 2D6 rounds.	WFRP2, pg 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 WS . This boon lasts 2D6 rounds but is has no effect on the undead or creatures that thrive on cold.	WFRP2, pg 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 Str & +1 T but are unable to parry) for the next 2D6 rounds.	WFRP2, pg 167
	Frost's Bite	9	<i>You pray to Ulric to freeze your enemy's body & blood.</i> Your target loses D10 W (Toughness and armour are ignored). Furthermore target must pass T test to undertake <u>offensive</u> actions next turn.	ToS, pg 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, pg 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, pg 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 Attack bonus for the next D6 rounds.	WFRP2, pg 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, pg 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 WP test to resist the effects.	WFRP2, pg 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, pg 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 WP test or be stunned (-2/20) for 1 round.	WFRP2, pg 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, pg 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, pg 237

References

- WFRP1 rulebook, page 203
 - *Any Petty Magic and Battle Magic spells. Cause Frenzy and Cause Hatred may only be cast on willing characters and even then targets gain a Magic test with -10%*
- WFRP2 rulebook
 - Page 146-147: Petty Divine Magic
 - Pages 167: The Lore of Ulric
- Realms of Divine Magic
 - Page 215: Petty Divine Magic
 - Page 218: Ulrican Petty Magic
 - Page 235-6: The Lore of Ulric
- [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
 - Godfire, 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 Fervor, 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, Godfire, 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 \(pages 17-27\)](#)