

Ulric, Lord of Winter, Wolves, and Battle

Description: Ulric is the son of the Earth Mother and younger brother of Taal and Rhya. He is the god of individual valour and ferocity. As the Lord of Winter, Ulric challenges each man to survive on his own in the cold northern lands. In his role as Lord of Wolves, Ulric symbolizes the relentless hunter who separates the weak from the strong. He is also known as the Ravening Wolf of Winter's Hunger. Ulric is particularly admired by those who place individual valour above all else and seek berserk frenzy in battle. Among those who worship him are soldiers about to enter battle, pit-fighters and judicial champions before a bout, peasants to hold off winter's fury, and hunters after dangerous game.

Ulric is portrayed as a massive warrior, armoured in the style of the barbarians who inhabited the Empire several centuries ago. He wears a silver-grey wolf-skin cloak and wields a massive waraxe named Blitzbeil. He can take the form of a huge silver-grey wolf. Ulric is a distant, harsh, and unforgiving god, who expects his followers to stand on their own two feet and put their faith in martial prowess. He despises weakness, cowardice, and trickery, and expects his followers to always take the direct approach to solving a problem.

Alignment: Neutral.

Symbols: Ulricans identify themselves with the following symbols: The White Wolf (a pack of which freely roams the confines of the Cathedral in Middenheim); a great two-handed axe; castle walls; and a mountain blanketed in snow. Priests wear black, hooded robes of unornamented wool or linen with a head of a white wolf sewn on the left breast and a wolf fur cloak. Priest of the 3rd rank and higher have a silver-grey cloak. Cult tokens are often bronze pectorals with a wolf's head enamelled in white. They may also bear a two-handed axe or a great spear with a wolf rune graven on the blade. Any other ornamentation is unnecessary – the actions of the faithful speak for themselves. Templars of the White Wolf may wear the traditional heraldry of the knightly classes on plate armour, shield, and barding with a wolf's head crest on helm and a wolf-skin cloak. The shield may have personal heraldry recounting family and personal honours. Other Templars forego the shield and the lance in favour of a double-handed warhammer. The Fangs of Winter wear simple mercenary clothing with the symbol of a white wolf on their right breast. They favour the colour black and their shields bear the device of the White Wolf.

Area of Worship: Ulric is worshipped throughout the Old World as an ancient god of war and winter. His worship is most common in the Empire, Kislev, and Norsca (there known as Olric). The cult of Ulric is the dominant cult of Kislev and Norsca. In the Empire, it rivals cult of Sigmar for popularity, having been the former state cult of the Empire. It had been the dominant cult in northern Bretonnia in the distant past until the Myrmydia cult from the south displaced it.

Temples: The seat of the cult is Middenheim, known as the City of the White Wolf. The leader of the cult is known as the "Ar-Ulric," a name derived from the ancient Teutogren dialect meaning "chosen of Ulric." He presides over the affairs of the cult from the Great Temple, which has a large staff of priests and initiates. Subordinate seats of the cult are in the cities of Kislev and Olricstad (Norsca). Provincial prelates have their seats in the remaining Imperial City-States, the capitals of the northern provinces, and the larger cities and towns of Kislev and Norsca.

These other, lesser temples are led by high ranking priests known as Fræi-Ulrik (“counselors of Ulric”). In time of crisis or need, Ar-Ulric or any of the Fræi-Ulrik may call a synod of all ranking Priests to meet in his temple to resolve doctrinal issues.

This same method is used to select a new Ar-Ulric once the reigning one has died or been deposed. A synod of the ranking priests meets in Middenheim and decides among the candidates. The chosen then does combat with a ritual opponent. The outcome is never in doubt, the battle being meant to symbolize Ulric’s acceptance of the council’s choice. Ancient records recently unearthed show that, in early days, the Ar-Ulric was chosen through a real trial-by-combat, often to the death. Conservatives in the cult are using this to show the decadence and weakness of the current leadership – after all, no blood is spilt!

Temples of Ulric are almost always built of stone (though older temples in the North and Norsca may be of wood), square in shape with a central dome. An eternal fire burns within, kept alive by priests or laymen. The external walls are decorated with battlements and the doorway is surmounted by a wolf’s head engraved onto the keystone. Within is a statue of Ulric, flanked by snarling wolves. Usually of stone, they are also of painted wood. The walls have weapons hanging from them, and trophies of enemies defeated by local cultists. Administrative and residential areas are in barracks attached to the main structure. The great temples are often built like castles. The interior decorations are sparse, and usually represent scenes of winter combat.

Friends and Enemies: Closely allied with the cult of Taal and Rhya, friendly with the cult of Manann. Cordial respect towards the cults for other Old World Gods and Earth Mother (especially those Druids with wolf familiars). Limited respect towards Myrmidia as her cult dilutes a warrior’s worth by overburdening him with strictures that prevent a warrior from devoting himself to battle and honour. Coolly correct and competitive towards cult of Sigmar. Considers the cult of Ranald to be a bunch of craven cowards.

A secret faction still promotes the Sigmarian Heresy, the belief that Sigmar is not a god, but a great hero whose reign was blessed by Ulric. Clerics of Sigmar are at best dupes or, at worst, active allies of the Daemons who give them their powers. This doctrine was outlawed as heresy by the Concordat of Nuln, 2304 I.C., ratified by the High Priests of Ulric and Sigmar. This fanatic faction of Ulricans, some of whom are high-ranking members of the cult, seek to restore the heresy as dogma and resume the persecution of Sigmarites.

There is barely concealed contempt for the weak Elder Race cults (although Dwarf warriors are held in high esteem), as their time has long passed. Sworn enemies towards Kháine, Orc, and Chaos cults.

Holy Days: Ulric has three main holy days: the autumn equinox (Miththerbst), the winter solstice (Mondstille), and the spring equinox (Mitterfrühl), marking the beginning, middle, and end of winter respectively. The spring equinox was formerly the major festival, marking the start of the campaigning season, but is now on par with the other two. It is also customary for a ruler or general to declare a holy day in Ulric’s honour at the start of a campaign or military exercise, and at the foundation of a new fort or castle. Holy days are generally spent holding military parades

and displays, with huge bonfires and feasting into the night.

Saints: Saints of Ulric are often great warriors who strive against all odds and usually fall in a great battle while killing most, if not all, of their enemies. Some saints are Ulrican priests who lead others in suicide missions against forces of Chaos. In 2421 I.C., one priest, Gotthard Kepler, led the entire male population – and some of the women and children – of the Middenlander village of Kopfkrank in a brave crusade to eradicate the Chaos Warband of Giacomo Bloodhand. They were surrounded and slaughtered, including Kepler (vicious rumour has it that Kepler died from a lucky blow landed by a Snotling).

Cult Requirements: Followers of Ulric must follow careers that involve fighting (military or others, such as pit fighting). Characters must have completed at least one Warrior career before becoming Initiates. Initiates and Priests of Ulric must continue to earn a living in military pursuits until the cult decides that they are worthy to be attached to a particular temple.

Priestly orders, including monks

The Fangs of Winter are fanatical followers of Ulric whose goal is the eradication of Chaos. These black clad monks dress as mercenaries and patrol the forests of the Empire, Kislev, and southern Norsca. The Fangs of Winter actively hunt Chaos Beastmen and warbands, engaging them in combat until one side or the other are annihilated. Not surprisingly, the life span of a Fang of Winter is rather short.

While viewed as protectors by most in the areas they patrol, the Fangs of Winter are known for having a rigid view of the world. They are strictly Ulrican in belief and have a number in their ranks who support the Sigmarian Heresy. Attacks on Sigmarite shrines are not unusual in the northern Empire, often being dismissed as “unavoidable collateral damage.”

Prerequisite Career: Those who join the ranks of the Fangs of Winter usually come from a military career, mostly soldiers, mercenaries, and free lances. All must be members of the cult of Ulric and have been selected by Ulric through dreams or visions. Such dreams and visions are highly personalized, although images of the Great White Wolf battling some dark sinister force are the most common theme.

Sponsored fighting orders – Templars

Templars of the White Wolf embody the virtues of personal combat, but one still locked in the past. The image of a bare-backed berserker barbarian defying the forces of Chaos and Evil is seen through nostalgic eyes as the ideal of heroic martial prowess.

Prerequisite Career: Templars of the White Wolf must have come from a martial career. They also must demonstrate bravery, tenacity, and honour on the battlefield. Candidates must be members of the cult of Ulric nominated by at least a 2nd level Priest of Ulric or a Templar of the White Wolf. Nominees must pass whatever trial is set before them by the High Priest of Ulric or his appointed representative (usually the Grandmaster of the local Templar chapter).

Strictures: All Initiates, Priests, Monks, and Templars must abide by the following strictures:

- A brave man dies but once, a coward dies a thousand deaths. When all else fails, attack.
- A true warrior needs no trickery nor does he resort to lying or cheating. This does not preclude attack from ambush or the use of camouflage.
- Always obey a superior, never refuse an order. The only exception to this is when to obey such an order would lead to violating another stricture.
- Never refuse a direct challenge.
- “Modern” weapons (gunpowder, artillery, crossbows, fire-bombs) are the weapons of cowards and are forbidden.
- Wolf-skin may only be worn as clothing by characters who have killed the wolves themselves, using only their wits and weapons provided by nature.
- Bonfires are sacred – never allow the fire of a shrine or temple to go out.
- Battle Chaos wherever it is found.
- Never flee a fight unless facing overwhelming odds *and* the greater good of the cult is served by such a flight.
- War is good, for Man achieves his full potential in conflict.
- Man must rely on himself, for the Elder races are dying, decadent, and weak.

Spell Use: Priests of Ulric may use any Petty Magic and Battle Magic spells. Cause Frenzy and Cause Hatred may only be cast on willing characters, and even these must still take a Magic test with a -10% modifier. Priests of Ulric may also use the following cult spells:

Clear the Fog of Battle

Spell Level: First

Magic Points: 2 MP to invoke, +1 MP per round after first

Range: Personal

Duration: Variable

Ingredients: a token passed through the eternal fire of an Ulrican temple. Must be renewed at the next holy day, either at a temple or in a bonfire consecrated by a priest of level 1 or higher.

Once invoked, the priest can see clearly out to a twelve-yard radius through anything that obscures his vision, other than solid objects. In other words, the priest may see through fog, mist, rain, darkness, smoke, coloured vapours, falling snow, and like circumstances. However, everything beyond the radius of the prayer is completely obscured. This does not enable a priest to see through solid matter (e.g., boulders, armour, wooden walls, etc.). This is not a spell of Transparent Vision. However, if the priest is completely immersed in a liquid, he may use this prayer to see out to the twelve-yard radius.

A 3rd-level variation, costing 8 MP to invoke, allows the priest to see if he has lost sight in his eyes or had his eyes destroyed or removed.

Summon Pack

Spell Level: Third

Magic Points: 8 MP to invoke, +1 MP per turn after first

Range: Unlimited

Duration: Variable

Ingredients: Pinch of wolf hair

Once invoked, a pack of wolves will be summoned to the side of the priest. For the duration of the prayer, the primary duty of the pack is to protect the priest from anything harmful. This could range from huddling against the priest to keep him warm during a winter storm to defending him from enemies in the great forests of the northern Old World (such as Goblins, Beastmen, etc.). In addition, the pack will fight alongside the priest should the latter decide to press the attack against his enemies. Under no circumstance will the pack attack on orders from the priest. Ordering the wolves to attack while the priest is standing back from combat is very much against the principles of Ulric (it is a cowardly act, after all). Any priest treating the summoned pack in this manner will immediately end the prayer and subject himself to the displeasure of Ulric (thus prompting some sort of trial).

Wolves that serve as mounts for Goblins are immune to this prayer as they are beyond the influence of Ulric (these wolves are considered to be in the service of the Orcish deities)

Skills: In addition to the normal skills available to Initiates and Priests, followers of Ulric may acquire one of the following skills at each level by expending the prerequisite 100 Experience Points: Augury, Disarm, Dodge Blow, Frenzied Attack, Scapulomancy, Scrying, Specialist Weapon- Double-Handed, Street Fighting, Strike Mighty Blow, Wrestling. Additionally, a character becoming a Priest of Ulric automatically receives the Charm Animal skill (with respect to wolves only) without having to expend Experience Points. Priests of Ulric have a 1% chance of gaining Oracle skill and a 2% chance of gaining Visionary skill each time they rise in level; these skills cost 100 experience points each.

Trials: Trials set by Ulric are almost always of a martial nature. An individual might be required to kill a monster that is terrorising an area, or to clear out a nest of bandits, goblins, or Beastmen. In the latter case, Ulric may permit associates to accompany the individual. Many of these trials are set in winter.

Blessings: Skills favoured by Ulric include Charm Animal (Wolves only), Disarm, Dodge Blow, Frenzied Attack, Heal Wounds, Lightning Reflexes, Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun, Very Resilient, Very Strong, Wrestling. Favoured tests are Fear, Frenzy (on which the modifier is -10), Loyalty, Reaction, Strength, and Terror. Other blessings might include a temporary increase to Weapon Skill, Initiative, or Will Power.