

WARHAMMER

KISLEV



THE REALM OF THE ICE QUEEN

"The strength of Kislev lies in you all. The land has called you all here, and it is here that you will put that strength to the test defying Chaos. There is power in this land, and tomorrow it will run in all your veins. Use it well." –Tzarina Katarin, The Ice Queen of Kislev

The land of Kislev sits between the Empire of Man to the South and the Chaos Wastes to the North and without taking to ships Chaos warbands must first pass through Kislev to reach any lands further south. As such the men of Kislev have bled time and again to push back the forces of Chaos to protect not just their homes but every nation of the Old World.

It is a hard, cold country where travel between its few great cities or the myriad of smaller settlements (stanitsas) require one to cross the vast oblasts of blank, featureless tundra where a snowstorm will cost you your life, ineffable and capricious spirits roam and fouler things still wander or march in from the North.

Kislev remains however as although they may be seen as quaint and uncivilized by their soft southern neighbours the men of Kislev have both formidable martial prowess and a level of grit and determination that likely only the Dwarfs can understand. They have survived on the doorstep of Chaos as a single state for a thousand years and before that the Ungol and Gospodar peoples each defied Chaos for countless centuries while their neighbours and former allies fell to the taint.

Now the land is ruled by Tzarina Katarin, the greatest Ice Witch since the first Khan-Queen - Miska, who is trying simultaneously to consolidate her power, strengthen the position of Kislev and defend her people. So far her startling magical abilities and political adroitness have proved her a worthy successor of her father - the revered, beloved and giant-bear-riding Boris Ursus.

The great city of Praag may be tainted and the walls of Erengard still scarred from the Everchosen's sacking but Kislev endures.

Kislev always endures.

YOU HAVE 1000 CP

RACE

First we must establish your *Race*. in the event you would prefer to be of mixed heritage you may although you may only take one *Race* for the purposes of discounts.

You may choose your age and gender freely as long as your age roughly makes sense given the options chosen.

"Do not underestimate these northern Humans, for they fight the warriors of the Dark Gods with a hatred that puts ours to shame. It is beholden to us to aid them, for their fight is our fight, and the secret war would suffer were they to fall." –Nieadar Shadowfall, Waywatcher of Athel Loren

GOSPODAR

The Gospodars once claimed a mighty Kingdom within the Eastern Steppes and would have perished there to the forces of Chaos but for the intervention of a great spirit known as the Ancient Widow. The Widow gave the gift of Ice Magic to a Gospodar shaman-priestess and promised that should she lead her people West and into Kislev they would survive their plight. There the tall, imposing, pale and fine-featured Gospodars displaced the Ungol tribes, defeating their armies and taking their capital city with their new magic and the tips of their lances. They named the new country that emerged from this exodus Kislev, built a capital of the same name and much of the culture of the emerging country came from ancient Gospodar law and custom.

OR

UNGOL

Copper skinned, large, dark-haired and the very image of self-reliance and surviving against the odds, the Ungols were here first. They lived a largely nomadic existence in the lands that would become Kislev for centuries before the Gospodar arrived. While the initially similar Kurgans and other such tribes threw in their lot with the Ruinous Powers the Ungols have remained defiant and, just as when they once drove the Norsii out of this land, meet all such slaves of Chaos with a rain of arrows from rotas of their exemplary horse archers. Since the arrival of the Gospodar the Ungol have largely inhabited the inhospitable northern part of the country and the resentment felt from the Gospodar's supremacy is perhaps only held in check by their relative remoteness from Gospodar meddling and their far greater concerns (Chaos, trolls, surviving the Winter, etc.)

CALLINGS

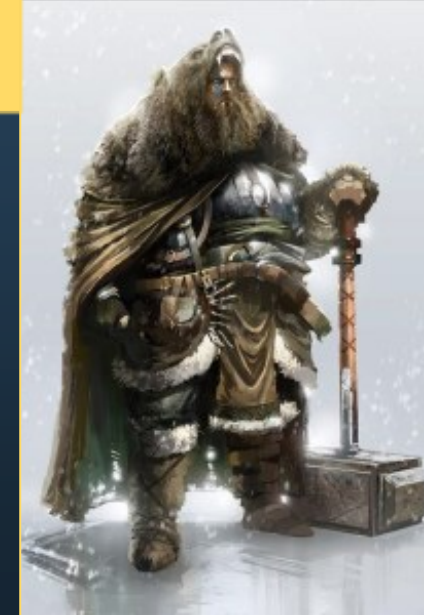
"The Gods are great, but only a fool would trust them with his life." –Borya Bearfinder, Priest of Ursun

You may purchase *Callings* to grant further discounted *Perks*. The first Calling you (or companions) purchase is discounted (discounts costing half the full price) although Gospodar cannot get a discount on Hag in this way and nor can an Ungol get a discount on Ice Witch.

CULT OF URSUN

200 CP

The Cult of Ursun was brought to the realm by the Gospodars but due to the prevalence of bears in Kislev was absorbed by the Ungol population almost instantly. Father Bear is now likely the most widely worshipped God in Kislev and the toughness, self-sufficiency and ability to live off the land reflect this. The greatest priests in the Cult of Ursun are as tough and strong as the great bears they cherish and are usually considerably more comfortable out on the Oblast than in the city.



CULT OF DAZH

200 CP

Dazh is the god of Fire and the Sun to Kislevites and it is said that without Dazh's fire the long winters of the land would prove fatal. Perhaps due to his connection to the hearth and hospitality it is said that every Stanitsa may have a priest of Ursun but every house displays a symbol of Dazh. Priests of Dazh are generally warm-hearted, congenial figures (much like the less capricious side of Dazh's personality), are often clad in gold trinkets and have a certain command over fire.



CULT OF TOR

200 CP

Perhaps the least well known of the major Kislevite religions to foreigners, the Cult of Tor follow the warrior god of Thunder and Lightning. Tor is popular amongst warriors and was worshipped by the Ungols long before even the Gospodars arrived in Kislev. There is only one stricture to follow for his cult and that is to never stand under a tree during a thunderstorm. Priests of Tor are generally laconic, belligerent and the greatest among them can wield lightning as deftly as they can their sacred silver axes.



ICE WITCH

300 CP

The history of the Gospodar people is intertwined with those of the Ice Witches. The first Ice Witch was granted their formidable power over ice and winter by a powerful spirit known as the Ancient Widow and led the united Gospodar tribes into Kislev. Since then the sisterhood has proved to be a powerful political faction in Kislev (particularly amongst the Gospodar) and the Ice Witches have proved their strength on the field of battle time and again.



HAG

300 CP

The Wise Women (or Hags as they are often called) are almost universally disliked but they are also respected, feared and most importantly heeded in every stanitsa in the country. The Hags have safeguarded the land against Chaos since before the Gospodars arrived with their unique curse-based brand of magic, their undeniable wisdom, and their infallible ability to perceive even the invisible signs of Chaotic taint. The folk of Kislev may hate the Hags for taking away their children when they appear perfectly normal to a mundane eye but none would dare stop them as they know that without these Wise Women their home would have been overrun by mutants and monsters long ago.



PERKS

"Aye, I fought the grobi in the high pass with some of those horsemen with the feathered wings on their backs. Even though they looked as fancy as Elves, they're good fighters, them boys. Noisy as a Mannish steam engine when they charge, but you ought ta seen the grobi keck their loincloths when they heard them coming!"

—Snorri Stoneheart, Dwarf Longbeard

Skills, abilities and proof of your favour by Gods and spirits alike. Discounted options cost 50% of their full price

HORSEMAN

Free

Kislev is made up of two peoples, both of whom have a storied history of horsemanship. Perhaps due to the flat, emptiness of the oblasts Kislevite cavalry is still a force to be reckoned with and you are no stranger to it. Put simply, you take to the saddle as if you were born in it, capable of riding both extremely quickly and safely, navigating treacherous terrain as easily as if you were on your own two feet.

WINGED LANCER

The Winged Lancers are respected as a source of great civic pride for the Gospodar people. You have been trained as one such and many a foe of Kislev has met their end on the tip of your lance. When astride a mount with a spear (or other melee weapon) you have an uncanny knack for finding the weak spots of your enemy and you find that the weight of your armour has no effect on the speed of your mount.

100 CP, Free Gospodar

HORSE ARCHER

Winged Lancers are quick and manoeuvrable as heavy cavalry goes but the Ungols have among the swiftest and most adept horse archers alive. You get more speed out of your mounts than lesser riders think possible and you find that the speed at which you move barely affects your accuracy at all with your own trusty bow and other ranged weapons you are well trained with.

100 CP, Free Ungol

SILVER HAIR

You were marked by the spirits at birth with a shock of either white or silver hair that shines unlike those mundane hair colours associated with advanced age. Your own people will expect great deeds from you and will accord you a great deal of respect as long as you do not act against them. To become a true hero, however, you must live up to these expectations and that is in your own hands.

200 CP, Discount Gospodar

COLLECTIVE RESPONSIBILITY

Ungol law allows a group to be held accountable for a crime of one of its members against another group as the hard northern expanses of the oblasts require families, stanitsas and rotas to pull together to survive. You find it easy to instil this sense of responsibility in groups you are a part of, ensuring that your allies work their hardest to be an asset and reducing dangerous troublemaking or destabilizing criminal tendencies. This tends to work markedly better the smaller the group you are a part of is.

200 CP, Discount Ungol

BOYAR

You are among the most politically powerful people in Kislev, answering only to the Tzarina and leading an army in times of war. You have a naturally commanded presence, are an exemplary statesman and orator and have a keen mind for politics and tactics alike. In other worlds you will find that you are still a wealthy, landed and influential member of the nobility (or will easily rise to the position of onesuch) and (when appropriate) you are also a military power in your own right.

500 CP, Discount Gospodar

DEFIANCE

Whether in resisting Gospodar influence or the forces of Chaos the Ungol are defiant to the last. In you this verges on being a madness as no matter what they do to your body, your will, heart and spirit remains unnaturally strong, fiercely independent and unyielding. Chaos may be able to mutate your body or kill you but even a mighty Keeper of Secrets could not hope to seduce or control you and the Tzarina herself would think twice before giving you an order when faced with the hard, implacable look in your eyes.

500 CP, Discount Ungol

DARK HUMOUR

Even in a frozen wasteland, beset on all sides by Chaos worshippers, demons, wicked spirits, and the odd greenskin incursion you manage to see the funny side of things. You also find that you are able to get other people to do the same which can provide a desperate situation with much needed levity. Your sense of humour may be a little dark for those softies down south but Kislev is a grim and perilous place.

50 CP

FOR THIS IS KISLEV!

Tomorrow we may be dead, so tonight we drink and eat and sing!

Visitors to Kislev are often surprised to find the regularity and extent of the jovial drinking and feasting in all but the most hard-pressed stanitsas. You not only throw a great feast yourself but find that no amount of drinking or eating adversely affects you. A whole bottle of kvas will not make you clumsy in a fight (although it may make the fight more fun) and you will be bright and fresh enough to drink another one the next day.

100 CP

CHEKIST

You're a member of the Chekist - the Tzarina's secret police and are charged with rooting out corruption, treason and other criminal activities. You are also uncannily good at hiding in plain sight, establishing and overseeing networks of informants and discovering legitimate threats to the state amongst the vast amount of information you are able to accrue.

100 CP

SPIRITUAL APPEASEMENT

The people of Kislev seem quaint to southerners and that is largely due to their esoteric rituals to please the spirits. You know many such rituals and are capable of coming up with many more and although fools from the Empire may mock you for thanking a well spirit for clean water or spending the first day of the harvest naked in a spirit's honour you find that regularly doing such things grants you an unnatural amount of good fortune for both you and (when convinced to take part in such rituals) your community.

100 CP

DROYASKA

You stood out in your Stanitsa as the very finest swordsman they had. As such you were named Droyaska - a blademaster and your skill with a sabre will make any man think twice before challenging you. You are also a natural when it comes to picking up new sword styles and adapting your swordsmanship to successfully best creatures with inhuman shapes (e.g. lobster claws) or sizes (e.g. trolls).

100 CP

POOLING THE ROTAS

You find that in any territory you hold there is an overwhelming degree of martial civic duty and as such not only will any people you rule be relatively skilled at arms but that they will mobilize quickly and uncomplainingly into a large force of dedicated volunteers.

200 CP

HATES CHAOS

Even for a Kislevite you really, really hate Chaos. This mentality seems to spread to your allies as well allowing them to set aside fear or seductive influence they experience in favour of a cold, calculating hatred well suited to destroying daemonic forces and cultists. Any demonic and diabolical enemies (as well as any of their mortal allies) are affected by this.

200 CP

THE OLD ALLIANCE

In desperate times armies from the Empire and Bretonnia (as well as Dwarfs and Elves) have marched alongside the sons of Kislev to keep all free lands safe. You find that not only do any allies know when you or your territory are in peril but they will endeavour to ride to your defence and such attempts strangely tend to arrive just in the nick of time. You also find that time does not erode alliances and friendships and that even millenia down the line those you have made defensive pacts with will honour them.

200 CP



BEAR NECESSITIES

You have brilliant survival skills having instinctive knowledge sources of water, food or good shelter while in wild places. Even when travelling a featureless Oblast in a snowstorm (suicide for near anyone else) you find a way to travel quickly and live off the land. Even were you not capable of finding food you find that you do not need much to remain full and nor do you need any luxury such as soft beds or warm rooms to be comfortable finding a dip in a frozen lake invigorating and bracing rather than uncomfortably cold.

200 CP, Free Cult of Ursun

KIN OF THE BEAR GOD

You are more than a priest but speak with all the authority and power of Ursun's mighty voice. You fight with all the strength and toughness of the mighty giant bears of Kislev, shrugging off wounds that would easily fell other men and lesser beasts. You can produce a roar that grants a portion of this strength to any unit in range and strikes terror into the hearts of your enemies, call upon the deep sleep of winter to render your enemies unconscious, reduce the severity of a wound by growling at it and, of course, speak to and befriend any bear or (non Chaos affiliated) bear-like creature you come across.

600 CP, Discount Cult of Ursun

HOSPITALITY AND HEARTH

Refusing (or abusing) hospitality is a serious crime for the Ungols in the harshest areas of the oblast and is sacrilege against Dazh as the god of fire, hospitality and hearth. Fortunately (much like your patron) you're a light-hearted, engaging and charming individual that would find it easy to talk their way into a room even without this legal protection. In fact, you're such a pleasant houseguest that the vast majority of people would be delighted to see you stay as long as you were respectful of them and their property (and you help out in the case of particularly long stays).

200 CP, Free Cult of Dazh

OF FIRE AND SUN

Dazh smiles upon you granting you protection from even the fiercest of fires and allowing any flames you light to burn hotter and longer than they should and greatly enhancing your fire related abilities. You may also spontaneously combust a flammable enemy within a few metres, wreath yourself in holy fire, light up the night sky with eerie illuminations, curse those who abuse your hospitality (usually by making them incapable of keeping any fire or lightsource lit) and cast beams and waves of holy light to dazzle and incinerate your enemies.

600 CP, Discount Cult of Dazh

BLESSING OF TOR

Tor is a simple god of rage, war and lightning and your blessing reflects that. Any melee weapon you hold shimmers with his holy lightning allowing it to do great damage against mortals and daemons alike. When you will it animals also sense the storm with your approach and flee from your presence for shelter.

200 CP, Free Cult of Tor

TY TOR!

You are a herald of storms and righteous battle and any powers you have over storms, lightning and electricity are boosted greatly. By bellowing into the sky you can entreat Tor into sending a mighty thunderbolt to smite your enemies, with a whisper clouds gather and snow, hail or rain begin in a vast downpour, and you can fill your hands with lightning to cast at any foe foolish enough to get into range. The great rumbling thunder you evoke heartens your fellows and fills them with a battle fury that causes the blows of their axes to fall thicker and harder than they otherwise could.

600 CP, Discount Cult of Tor

ICE MAGIC

You have the basics of Ice Magic, tapping into the cold spirit of Kislev and allowing you to safely freeze enemies solid with a touch, create blades of ice and cause chunks of ice to fall from the sky and batter your enemies. Your body temperature can also drop to extreme lows without any adverse effect on its functions.

While Ice Witches are revered, unfortunately, it is prophesied that a male with ice magic will one day destroy Kislev itself so male mages in general are distrusted and male ice wizards are unheard of/executed.

200 CP, Free Ice Witch

WITCH SIGHT

You have a power that Ice Witches and College Magisters of the Empire alike would do a great deal for. While all wizards can see the winds of magic to some extent your own sight goes beyond that allowing you to see even the slightest trace of magic in objects, people and the very air itself. Moreover you can spot Chaotic taint within the souls of those around you, allowing you to see clearly who has been corrupted by dark powers and to what extent. Such is the great value of the Hags to Kislev as without them surely the country would have been overrun by cultists and other foul creatures long ago.

200 CP, Free Hag

CULTURAL CONTROL

The Ice Witches are not just a power on the battlefield but also retain a great deal of political power (the Tzarina herself being among them) and many have married boyars and are believed to be controlling things behind the scenes. You are adroit at gaining political power subtly and you find that as long as you work to protect your people they will always actually be grateful for your guidance rather than angry at your manipulations.

400 CP, Discount Ice Witch

CURSE AND GLAMOUR

Hags invoke the spirits to cast curses rather than using the more volatile winds of magic. You can sow madness, sickness and misfortune to those that displease you as well as banish or command any spirit your force of will is capable of overpowering. You may even take on the horrific aspect of the Ancient Widow granting you a form 8 ft tall with terrible claws, fangs, grey skin and glowing eyes. Unfortunately, hags appear to prematurely age without use of magic so many learn to use glammers. Your own glammers (or any magic used to disguise your appearance) stand up to even the greatest scrutiny.

400 CP, Discount Hag

WIDOW'S GUIDANCE

Tzarina Katarin was believed to be the first Khan Queen Miska returned due to her peerless power with ice magic. She now has a peer as your own abilities equal hers and you would be just as capable of creating a large glittering building of ice with little more than a thought, breathe waves of intense cold, summon huge blizzards to freeze foes where they stand or eviscerate them with razor sharp ice shards. Any powers of snow, ice and cold you have also become considerably more potent.

600 CP, Discount Ice Witch

HAG MOTHER

You have dabbled with the dhar and are too old and your abilities too powerful for other hags to question you. You are a force to be reckoned with on the battlefield, any dark magic you possess is boosted, and you are capable of a great many brutal spells. Despite this mastery of dark magic you remain uncorrupted by Chaos and your powers against them remain formidable. You can even remove Chaotic and daemonic taint from the souls of men with a ritual and, although a difficult and painful process that involves the afflicted drinking bear urine, you may even remove mutations from the bodies of these poor souls.

600 CP, Discount Hag

ITEMS

"Bah, all that kvas makes them mad! Who would want to live there anyway? The summers are cold, the winters are freezing, and if the nomads don't kill you, the marauders will! I tell you, they're welcome to the place!" –Sebastian Wurtz, Merchant of Nuln

Property, artefacts, pets, magical armour, weapons, and companions. Discounted options cost 50% of their full price

COMPANIONS

Your comrades in arms to help in the fight against the dark forces of Chaos. You may purchase one for 50 CP, up to four for 100 CP and up to eight for 200 CP. All companions come with a Race, a history in this realm, 600 CP and may purchase Callings, Perks and Items.

Companions can be new friends from Kislev or old friends imported. New companions created in this way are unshakably loyal and have a personality and appearance of your description.

50/100/200 CP

HORSE & ARMS

Your trusty steed and suitable weapons and armour. These will depend largely on your Perks and Callings, e.g. a priest of Dazh is likely to wear a great deal of gold, a winged lancer has the lance, sabre and ornate armour of his order, an Ungol horse archer will possess a recurve bow, etc. They are all of particularly high quality, your horse is well trained and very fond of you and you also have some good warm clothes and a big floppy fur hat.

Free

KOUMISS & KVAS

A barrel of Koumiss and a still producing Kvas. Koumiss is an incredibly strong alcoholic beverage made from fermented mares milk. Kvas is a clear spirit that while not as strong as Koumiss is still stronger than any spirits of the Empire. Each are of the highest quality. The barrel of Koumiss refills naturally as it is emptied and the still (while large and not easy to transport) does not run out of Kvas. Bottled Kvas also needs nothing more than a burning rag to become a Kvassnic (an improvised incendiary weapon).

50 CP

WING

A large, feathered wing that easily mounts onto the back of any armour or clothing. Surprisingly, it doesn't affect your mobility or weigh you down and when you reach the speed of a charging horse it produces an eerie, unnatural noise that saps at the courage of those that would try to withstand your charge.

100 CP, Free Gospodar

KIBITKA

A small portable yurt that you can put up and take down remarkably quickly. Somehow, it easily packs up to be small enough to be carried comfortably on the back of a man or horse. There is not much inside other than sleeping furs but it is always warm and comfy regardless of weather conditions outside.

100 CP, Free Ungol

URUGAN CANNON

The conditions in Kislev make it difficult to maintain firearms but the cannons of Erengard are every bit the equal to those of Nuln. The Urugan Cannon consists of several small, light barrels and a protective screen allowing men to fire it safely and giving it a great deal of manoeuvrability. It fires a virtual hail of lead shot, filling the air with whistling death. The only issue is wasted ammunition but fortunately this one has been cleverly enchanted not to run out or need loading.

100 CP

THE BLACK BLADE

The black scimitar of Tzar Saltan. Its enchantments make it unnaturally sharp and cause it to emit swirling black clouds around the wielder that only they can see clearly through causing their position and that of their mounts within the cloud to be impossible to detect.

150 CP

PISTOLS OF PRINCE BOYDINOV

A matchless pair of pistols owned by Prince Boydinov of Erengard who sadly died in a game of Kislevite Roulette. Each are enchanted to produce their own ammunition, fire faster than regular flintlocks without need for reloading, are able to blow holes even in creatures incapable of being harmed by mundane arms and shots fired will actually swerve in the air towards your targets.

250 CP

APPLE OF KISLEV

A stunningly beautiful piece of jewellery that is the traditional symbol of the ruler of Kislev. When given to a representative it is seen as a sign of trust and allows that representative to speak with the authority of the Tzarina. When worn openly it is always seen as a sign of favour and your great political power giving your commands immense weight to any man of Kislev. In other worlds it will shift to represent another head of state or person of power and provide you with a positive relationship with that person.

250 CP

STANITSA

For 150 CP you gain a fortified village of which you are the respected and beloved Ataman (community leader) allowing you control over most legal matters and policy. The walls are extremely high and strong for such a village and your 1000 or so people are hardy and skilled at arms. For 300 CP, however, this becomes a fully fledged walled town with a population of many times that of a village with greater defences and amenities.

150/300 CP

SHARD BLADE

The great polearm of Boris Ursus himself, made from the ice of a Norscan glacier and bound by wards of witches of Kislev. The blade is supernaturally sharp and simply holding it is enough to grant the strength required to cut a troll clean in half. What's more any cuts made by it cause a spreading chill to go through your enemies as their blood and flesh begins to freeze.

400 CP, Discount Gospodar

THE SILVER SHARD

This magical bow is crafted of white oak and wrapped with silver and white fox leather. Silver arrows appear in the hands of the wielder and when fired from it splinter in the air, resolve themselves into a score of bolts that can fell entire ranks of enemy soldiers. Not only are the arrows fired from it capable of hitting daemons but they seem devastatingly effective against such diabolical threats as wounds caused refuse to heal and seem to greatly distress these foul abominations.

400 CP, Discount Ungol

BEAR PELT

A warm outfit made of a great bear that you killed with the strength of your own hand during the Spring Equinox in a manner pleasing to Ursun. It is comfortable as if it is a second skin and not only does it make you appear extremely fierce and imposing but those who look upon you in it are left in no doubt that you were the one to fell such a beast in honourable combat, speaking volumes to your martial prowess.

100 CP, Free Cult of Ursun

ARMOR OF URSUN

The armor of Boris Ursus, forged by the cult of Ursun, the powdered bones of a score of the mightiest bears were mixed with the steel of the armour before it was quenched in the finest mead. The armour is strong enough to turn all but the mightiest of blows and when struck fills the wearer with all the rage of the wild allowing them to retaliate more swiftly and fiercely than otherwise possible.

200 CP, Discount Cult of Ursun

GIANT BEAR

You walked into the woods as Boris Ursus did and when your body was found you were sleeping in the snow with a giant bear guarding you. The bear itself is unusually intelligent, unshakably loyal to you and is always large enough for you to ride. Its strength is immense and its speed frightening, even taking into account its fearsome form, and it's claws and teeth are blessed by Ursun himself to easily rend armour and the flesh of daemons. It also has fine, enchanted armour covered with glyphs of protection.

400 CP, Discount Cult of Ursun

FIREBIRD

"I don't care who it's sacred to! The damn tent's on fire!" –Kassel, Empire Mercenary

A pheasant-like bird of fabulous gold and red plumage that can breath fire. It is energetic, fairly stupid, curious, and has a tendency to get into trouble (mostly by setting stuff on fire) but is also incredibly lucky so tends to avoid harm. It will follow your instructions to the best of its abilities as, although dim, it does love you and just wants to help you out.

100 CP, Free Cult of Dazh

HEARTH

An ornate golden fireplace with a sun motif. A flame in it, once lit, will not go out and will produce just enough heat to provide the most comfort to its inhabitants. The warmth produced by the hearth is not just literal but figurative, making any house feel like a welcoming, cosy home and causing the inhabitants and any visitors to feel relaxed and at ease.

200 CP, Discount Cult of Dazh

ARARI

One of the great fire spirits from Dazh's golden palace. Generally she will appear as a small mote of light that follows you around but when you are threatened will immediately expand into her true form - a vast, beautiful woman made of fire and light capable of producing flames near as hot as those of the Sun God himself. Playful but extremely protective of and dedicated to you she will burn whole villages or blast through ranks of your enemies with little more than your request and a flick of her wrist.

400 CP, Discount Cult of Dazh

SILVER AXE

A battleaxe with a haft made of the oak of a lightning struck tree and a great silvered blade kept sharp by Tor's will. When slammed into the ground a massive electrical discharge strikes from it, wreathing you in lightning for a moment and blasting those nearby.

100 CP, Free Cult of Tor

TOR'S BOLT

A silver ring with Tor's sign engraved on it - the lightning bolt. When pressed against another object it crackles with electricity and engraves Tor's Bolt onto it. Any weapon engraved in such a manner takes on a silver sheen, gains a powerful lightning enchantment to better smite your foes, and swings or fires faster as if gaining some of the swiftness of Tor's own lightning.

200 CP, Discount Cult of Tor

TOWER OF TOR

A simple but very strong and defensible tower keep with a lightning sign over the door. Lightning frequently strikes the tower although this does not damage it and the sound is surprisingly soothing. Extremely frequent, violent thunderstorms wrack the land for a mile or so around it and although this will not harm you or any others you would grant safe passage to any hostile forces who come in range will be met with Tor's own fury as a barrage of lightning bolts continue to strike at them until they lie dead and smouldering in the rain.

400 CP, Discount Cult of Tor

CRYSTAL CLOAK

A swirling mist of dancing, enchanted ice crystals that make up a garment of surpassing beauty. When the wearer is attacked these shards harden and shift to provide excellent protection against physical strikes and make the wearer more difficult to hit.

100 CP, Free Ice Witch

HAWKS OF MISKA

An entire flight of 10 or so of the great blue hawks of Kislev that aided Miska and were forever changed, becoming beings of frost and spirit as much as flesh and bone. Their cold, terrifying shrieks herald them on the battlefield, are resistant to most magics, are more agile, much larger and far stronger than mundane hawks and their talons and beaks alike are enchanted with ice magic to rip easily through plate armour. They will follow your directions on the battlefield precisely and generally do your bidding.

200 CP, Discount Ice Witch

FEARFROST

The sword of the Tzarina, or one much like it. An artefact of great power, the immense cold that emanates from it is enough to cause most armour to crack on contact and it's said that a mere scratch to the skin is enough to kill a man. Were the blade to be lifted by anyone other than you they would find themselves frozen to death within a heartbeat.

400 CP, Discount Ice Witch

AMULET OF THE RAVEN

An ancient talisman with a powerful enchantment that, when activated, causes anybody nearby of weak will or low intelligence to believe that they are being harried and pecked at by a huge flock of ravens.

100 CP, Free Hag

STAFF OF THE FOREST

Baba Yaga's staff, made from a branch from the oldest tree in Kislev. It is an extremely potent source of power, greatly increasing the magic flow to the wielder and generally making magic both easier and safer.

200 CP, Discount Hag

CHICKEN-LEGGED HUT

A small, crooked (but nicely furnished on the inside) hut standing on chicken legs of bronze and surrounded by a fence built of the bones of humans and beastmen. The skulls perched atop the fence glow with an eerie light in the dark and produce an aura of all-pervasive terror in those that look upon it. The hut follows your will as if it were an extension of your own body but can also work autonomously to run around stomping on your enemies with it's huge and immensely heavy bronze chicken feet. It is also extremely resistant to attack due to many powerful magical wards.

400 CP, Discount Hag

DRAWBACKS

"The heart of Kislev is here. A heart of ice, holding us firm in the face of great threats." –Boroda Natalyasyn, Burgher of Kislev

You may take drawbacks for up to 600 CP of additional CP. Drawbacks with a Bonus grant an additional 50 CP if taken by the referenced Race or Calling and this does not count towards the 600 CP cap.

RASPOTITSA

Unfortunately as a son or daughter of the softer southern part of Kislev you're not all that at home on the Oblast. More unfortunately your sense of direction is shocking, you get lost even when going somewhere you've been dozens of times and this has resulted in you gaining an unshakable reputation as being unreliable and incompetent.

+100 CP, Bonus Gospodar

AGITATOR

You are distinctly unhappy with the state of affairs and how your people have been treated by the ruling class and the chekist. For some reason you seem unprepared to take direct action yourself, however, and will instead try to stage noisy protests that distract people from the real threat to the north.

+100 CP, Bonus Ungol

BEARER OF BAD NEWS

Bears really love you which is nice as it means you're rarely alone but is not ideal as you are always surrounded by bears. They're generally too dopey to actually help you out but they'll eat all your food, scratch up your furniture (or break it due to their weight), knock stuff over and generally get in the way. For some reason any property you own, no matter how secure, will tend to have at least a couple of bears messing up the place.

+100 CP, Bonus Cult of Ursun

STRETCHED HOSPITALITY

Any properties you own or lodgings you currently inhabit will be the constant target of unwelcome houseguests and, due to your faith in Dazh, you are unable to turn them away. While they will barely stop short of a true breach of hospitality, such houseguests will be generally obnoxious, loud and extremely irritating and, when they finally leave, they will usually be replaced soon enough by even more reprehensible individuals.

+100 CP, Bonus Cult of Dazh

STORMY WEATHER

Tor loves storms and I hope you do too as they will follow you round. You will likely not see the Sun during your time here and, while this may earn some small reverence from the followers of Tor they are just as likely to assume you have committed some blasphemy against him. As constant rainstorms and lightning are not good for crops (or gunpowder weapons, or the morale of an army) should anyone work out that it is your presence that caused it you will likely be asked, or told, to leave the area to spare them this dreary weather.

+100 CP, Bonus Cult of Tor

GLIMMERS

Glimmers are spirits that take the form of people due to their fierce desire for a name and shape and can only be detected by fire and sunlight (as such they mostly disappear during the day). Unfortunately, a lot of them seem to want to have your name and shape and as a result you have a great deal of perfect impersonators that people will generally believe are you. Glimmers are not malevolent but various bizarre behaviours will be attributed to you and this will consistently get you into trouble and give you the reputation of a weirdo.

+100 CP

FROZEN HEART

Ice Magic has seeped into your heart and mind and left you largely passionless and cold. You experience an extremely small fraction of the joy you would usually get from the things that you like and become extremely apathetic towards other people. Your chilly disposition is likely to put off those that would otherwise call you friend and your body itself has changed, is cold to the touch and causes you to find heat immensely uncomfortable. You find that you are most at ease when surrounded with snow and ice.

+200 CP, Bonus Ice Witch

THE RAVAGES OF AGE

Hags gain great power but there is a cost as their closeness with the spirit world, for some reason, results in them to prematurely age. While this does not affect your physical abilities it does result in unsightly wrinkles, sagging, dry white or grey hair, and generally give you the appearance of somebody very old and very decrepit. You can cackle like nobody's business, though.

+200 CP, Bonus Hag

THE PRAAG AFFLICTION

You were in Praag when it fell and although you were not enslaved, killed and mutated you have not entirely been spared of the Chaotic influence that seeped through the city. You look pale and unwell, your hands shake most of the time and, most of all, you have become extremely paranoid (even for one born so close to the Chaos Wastes). You will suspect even your closest allies of some dark misdeeds and are likely to panic if anyone so much as looks at you in an unfriendly manner.

+200 CP

TOO MUCH KVAS

Even for a Kislevite you are one hell of a sot. When not drunk you have blistering headaches and horrible hangovers and attempting to go cold turkey will result in the withdrawal symptoms becoming worse until they are fatal. When drunk you struggle to stop yourself from drinking more resulting in blurred vision, impaired judgement, generally making an arse of yourself and, usually, passing out in a ditch somewhere.

+300 CP

UPSET SPIRITS

You have angered the spirits of the land. Not only will spirits occasionally attack you (and some of them are fearful entities in their own right) but minor spirits have cursed you with terrible luck resulting in constant, small misfortunes and the odd big one. Equipment will deteriorate, holes will appear in the ground for you to fall into, unfortunate misunderstandings will come thick and fast and (most dangerously) any enemy of yours will find you in positions where every possible disadvantage has occurred.

+300 CP

PUNISHMENT BY SPIRIT'S MERCY

You will get no hospitality, having been marked and punished by the Stanitsa of your birth. Anyone who would take you in and anyone who would aid you in general will instead turn their backs on you. No inns accept your coins, no shops accept your business and no man, woman or child alive will willingly speak to you causing an intense feeling of loneliness.

+300 CP

SCENARIOS

"We will rebuild. The northern hordes cannot destroy the spirit of Kislev." –Sorca Shalaev, Ataman

You may choose a single *Scenario* which will make your time in Kislev considerably more difficult. Each Scenario has its own reward on completion and grants you your own Pulk (see Pulk page).

THE EVERCHOSEN

The Everchosen rides, and this time Archaon is dead set on the total destruction of Kislev before he seeks the other lands of Men. His horde is enormous, made of Norscan scum that march side by side with daemons and without your intervention each of the great cities of Kislev will fall to his armies. It is for you to rally defences, stop him before he can take your land, and to spit into the eye Chaos Undivided by cutting the head of the snake at last. Kill Archaon, and kill him again if his masters bring him back, and the hordes will stop granting Kislev an unheard of time of peace and prosperity.

Reward: You are a hero, and are known far and wide as such by any peoples free of daemonic influence. Any such people that see you will know that you fight for them against the darkest forces their world has to offer and as such you will find that you are near universally admired, respected and celebrated.

TZAR

The Tzarina has walked into the frigid North as Miska did and unless you can successfully claim her title, and gain the love of the people, Kislev will fall into infighting and her enemies. There are many other pretenders, some even with boons granted by the Ruinous Powers, and a difficult political slog, rebellions, and the interference of the rat-things in the gutters lie ahead of you. Each of the cities and towns must come under your official control and the stanitsas, Ice Witches, Hags, and cults must all know and accept that you now rule in Kislev.

Reward: Any people you rule will believe in your right to rule and it would take much more than negligence on your part to have them betray you. You inspire the best sort of patriotism, a quiet pride that would grant your people the strength and discipline to follow you into the Vortex itself, and your commands are seen as absolute.

THE CURSED CITY

Praag was once the pride of Kislev, the Silver City, known for its learning and culture. Since it was taken back by Chaos it has not been the same and although the more overt signs of corruption have been burnt, a more insidious taint remains. There is a source to this, some great daemon or daemons are still well hidden in the city and new foul cults pop up daily as a result, all of which you must find and destroy. The ruling class has been subverted by a great many powerful vampires as well and you must destroy all such abominations as well as remove any boyars fool enough to conspire with them.

Reward: You may pick a home city or settlement each jump. There you are more than a hero or ruler but a true legend and its people become strong and free of corruption in light of your example. The character of the city shifts to closer match your own and those that would harm your hometown will find its people singularly skilled in its defence.

THE OTHER HORDE IS ALWAYS GREENER

Once, with the aid of Sigmar Heldenhammer and his fledgling Empire, the Ungol tribes of the land now known as Kislev drove out the huge horde of greenskins that harried and butchered its peoples. Now, Grimgor Ironhide has decided to give Kislev another go and brings not just a huge WAAAGH from the South but has sent word to the goblin tribes of the mountain to flood into Kislev. You are in for a proppa scrap as without you the defenders of Kislev will lose ground to this unexpected attack and eventually be destroyed. Kill Grimgor and at least half of the greenskin armies and the horde will decide that Kislev is "not wurff da 'assle" and turn South for greener pastures.

Reward: When you remove a pest problem (or huge horde of ravening orcs/ other monsters of less than human intelligence) they stay gone for fear of you coming back. Also, and perhaps surprisingly, any orcs, goblins or similar beings you meet on your journeys will have a huge deal of respect (and even liking) for you for your strength and skill at arms.



PULK

"All their songs are sad, and all their wars are happy." –Popular Tilean Saying of Kislev

For completing a scenario you gain 100 ducat to spend on a Pulk that will follow you as its supreme commander.

HEROES

You may choose one *Hero* as a second in command freely and may purchase up to five more for 2 ducat each. Each comes with a fine, armoured warhorse (or for the Priest of Ursun a fine, armoured, large white bear) or for 1 ducat you may grant all of your *Heroes* a truly *giant* bear mount.

HETMAN

Men of rare skill and tactical prowess, whose own martial prowess is honed to be deadly to entire units with lance, sabre and pistol in hand. Armed and armoured with the finest gear available to Men of Kislev, these men can be trusted to command your units to victory in your absence.

ICE MAIDEN

An apprentice Ice Witch. Capable of *Ice Magic* and, although not the equal of those higher up in the sisterhood, capable of icy destruction to units and monsters alike on the battlefield.

HAG WITCH

A hag of some skill with curses, capable of causing chaos amongst enemy ranks with their spells from afar as misfortune and terrible afflictions sap at their health and morale.

PRIEST OF URSUN

Tough beyond words, these huge mighty men take blows in bearskins more ably than lesser men would in the finest plate. Capable of a mighty roar that causes fear in your enemies and as strong as a great bear with axe in hand.

PRIEST OF DAZH

A priest clad in gold who, while not much of a combatant themselves, grant heart to nearby allies as well as cause their swords to burn with fearsome flames. They can also cast searing bolts of light that dazzle and burn your enemies with a short ritual.

PRIEST OF TOR

Large men, silver axe in hand crackling with electricity, who can perform rituals to beseech the god Tor to smite their enemies from above with lightning and can cast. Not much for tactics but berserk powerhouses in their own right.

UNITS

The men under your command to stand with you against foul daemons or vast hordes of barbarians.

Each unit costs 1 ducat.

60 KOSSARS

They may lack discipline but do not lack for heart, bravery or skill at arms. Inconsistently armoured and more a rabble than anything but a rabble well practised at smashing the forces of Chaos with bow, scimitar and axe.

45 KVASSNICS

45 men, armed not unlike Kossars but with a huge amount of kvas. They are picked for their accuracy (and ability to hold their drink) and can rain fiery dismay on the enemy as exploding bottles smash around them.

35 KREML GUARD

Hand-picked elite of Kislev's infantry ranks. Clad in fine, black plate and wielding heavy, double-handed axes with deadly skill and strength, units of the Kreml Guard are entrusted only to those military leaders who have proven themselves worthy or have great political influence.

30 UNGOL HORSE ARCHERS

Lightly armoured on their swift steppe horses, as comfortable firing from the saddle as on land and capable of wheeling in to shower the enemy in arrows. You may instead gain 20 true horsemasters who ride faster and can find a man's eye with their arrow from a charging horse.

25 WINGED LANCERS

Heavily armoured, well armed with a charge that is feared by the men of the North and respected worldwide. Among the greatest mundane heavy cavalry in the countries of Men. You may instead gain 20 of the Gryphon Legion—exceptional men of uncommon skill and experience.

20 BEARS

20 large white bears and their tamers. The tamers do not have to do much as the bears seem more than happy to charge into the enemy with reckless abandon, tearing limbs from bodies and generally painting the snow red.

10 SONS OF URSUN

Heavily armoured members of the Cult of Ursun on large white bears who send fear into infantry and regular cavalry, smashing into the enemy with claw, teeth and their long-hafted greataxes.

3 WAR WAGONS

Large wagons pulled by four warhorses apiece. Inside are dozens of men armed with crossbows as well as Urugan repeater cannons to rain death down on the enemy from afar as they move around the battlefield.

5 GIANT BEARS

True giant bears of Kislev that fight at the side of Ursun's people. While in the wild they tend to attack alone, when on the battlefield these bears strike as a single pack as if brought together by Ursun's will and rip through enemy units as few monsters can.

NOTES



- Properties (Stanitsa, Tower of Tor, or any you have brought in yourself) may be combined freely. The storms around the Tower of Tor will not effect the farming or everyday business of the Stanitsa and (even when not combined) will generally avoid areas you do not want constantly rained upon.
- You may import any weapon as any weapon option in this jump and can do the same for armour options or pet options.
- Arari do not constitute full companions unless imported as such elsewhere or you otherwise choose to make her one.
- Male magic users in Kislev are the object of suspicion at best and outright hunted in the case of male ice wizards due to a prophecy that implicates them in the destruction of Kislev, this is not enforced as a drawback and enough good work in Kislev may change perceptions, female priests (i.e. those with the Cult callings) are likely to be seen as an oddity although the favour of their god will likely result in milder treatment.]
- Chaos get out.
- Cool cats don't trip.