

# Blasphemous Cults

Vol. 1 - The Order of the Feathered Lord



Being a Comprehensive Examination of a Sacrilegious and Heretical Cult  
Plaguing the Great Empire of Our Most Holy Sigmar  
By Witch Hunter Samael Neuhauser from the Ancient Initiatic and Holy  
Order of the Templars of Sigmar

## ~ Foreword ~

It is our fate to live during dark times my reader. For these are dark times indeed, when the great Empire of our Holy Sigmar is beset on all sides by enemies who seek to visit ruin and damnation upon us. Our days can easily seem devoid of hope if we contemplate all the threats and horrors we must confront; the growing influence and endless avarice of the merchant class, the split within the Church of Sigmar and the growing moral laxity of its priests; the precarious state of our armies after the recent Chaos Incursion; the insidious spread of mutation and plague that does not discriminate between the rich and the poor, the pious and the profane; the renewed whispers of the restless dead rising in the accursed Sylvania; and the endless machinations of the Ruinous Powers.

During my time as a sanctioned Witch Hunter of the Temple of Sigmar, I have faced many of these horrors. But none of them are as vile and sacrilegious as the Enemy Within; the secret cults to the Gods of Chaos are indeed the foulest of all heresies. These treacherous cultists have, of their own volition, turned their backs on their gods, their fellow men, and their Empire, thus denying their very humanity to hungrily lap power and blood, disease and decadence from the accursed chalices offered to them by their Ruinous Masters.

The purpose of this short treatise is to shed light on one of these heretical cults plaguing our Empire, The Order of the Feathered Lord. Contemplating, let alone putting a pen to paper regarding the beliefs and practices of any who seek to rot Sigmar's lands from within could be considered an act of heresy in itself. But I assure you, my stalwart reader, that my motives are just and pure. Only by understanding this cult can we expose it and bring the purifying flames to those who have fallen.

Before the reader proceeds to acquaint himself with the secrets written herein, I feel I must give a word of warning. This book contains descriptions of heretical beliefs, so certain protective measures must be taken. The blasphemies here are such that, after having finished dictating this text, I had the scribe's tongue cut out and the backs of his hands branded with holy symbols of the Twin-tailed Comet to ensure he would not speak of the things he had recorded. It is imperative that no agent of the Temple reads this book alone, or outside the confines of a church, if at all possible. Even then one should stop after every two pages to cleanse one's mind with prayers from the Deus Sigmar.

But, alas, our line of work very seldom allows us to work within the safety of our churches. Therefore, if one must turn to this book while on the field, the following safeguards must be observed. One should never read more than a few pages in one session. Furthermore, one should read the book inside a circle of blessed salts while having a silver coin under one's tongue (You should strive to use Imperial Karls as those Bretonnian coins are nothing but worthless trinkets). After having leafed through these pages one must purify his thoughts with prayer and reading of the scriptures. One must also remember to be extra vigilant in their daily self-examinations.

I pray that this short examination of the Order of the Feathered Lord will help and guide my brethren in abolishing this heretical organisation.

May Sigmar Protect Us All.

Samael Neuhauser  
Templar of Sigmar



## ~ Concerning the Origins of the Order of the Feathered Lord ~

Herein follows a brief history of the Order of the Feathered Lord. I have waded through gossip and false leads, rumours and outright lies to give you as extensive and accurate look into the origins of this heresy as possible. When gathering this information I have spent countless hours questioning informants, interrogating suspects, and torturing known Cultists. From all the vague hints and half truths I have learned, I pieced together this rather incomplete history of the Order of the Feathered Lord. My first encounter with the Order of the Feathered Lord came in Altdorf. It happened when I and my associates, Maximillian Stenstrom and Bachius Helberg, were tracking down a group of slavers who were smuggling mutants out of the capital. They were operating out of the part of town known as the Docks. During our investigations we came, rather unexpectedly, across a grisly sight. In an abandoned warehouse by the waterfront we discovered a ritually flayed priest of Manann suspended with chains above a circle of what appeared to be runes of dark wizardry. The express vileness of the slaying and the intricacy of the ritual markings made the scene unforgettable. At the time I did not think more of it, but blamed it on the slavers and their dark beliefs.

Witch Hunters never make mistakes, but, in retrospect, I am willing to consider whether I should have paid the case closer attention back then. But, as it were, we had very little time and I thought nothing further of the matter once the slavers were put to the pyres. That is until I ran into a similar scene in Taalagad few years later. While chasing a renegade sorcerer through the grimy streets of that wretched little town, I found signs of a similar ritual below deck of a deserted river boat. This mystery troubled me and I started to investigate the matter further. I eventually found my way to Marienburg where, it turned out, the story of the Order of the Feathered Lord had begun nearly two centuries ago. With help from Priests of Manann I have been able to deduce that the origins of this heresy lie with one Melkior Federkleiden. He was a Priest of Manann in Marienburg during the time of Magnus the Pious. He was also a member of the Order of the Albatross, a respected order of Navigator-Priests who to this day hold prestigious positions in our Empire's navy. Melkior Federkleiden was one of the leading Navigators and contemporary annals reveal how he was expected by many to become the next head of the order. But Federkleiden did not get what he wanted as another Priest was honoured instead of him. The humiliation and sudden stifling of his ambitions infuriated the man and he grew spiteful. The newly appointed Patriarch's decision to send him to Altdorf was the last straw. Federkleiden stormed into the temple and in front of his brothers renounced Manann and cursed the Order for betraying him. This attack against the gods is a first sign of the fundamental flaw in his character that would later fester into an open, rotting wound spewing forth nothing but hate and heresy.

Melkior Federkleiden left Marienburg and settled in Nuln. He soon became somewhat known in and around Nuln for his skills as a Navigator. But it wasn't until after his fateful trip to the ruins of the thrice-damned city of Mordheim when he became more widely known. What really happened in Mordheim remains

a mystery, but what is known is that Melkior Federkleiden went there with an overland expedition planning to map the ruins. It is my belief that in that damned city Federkleiden was enthralled by Thula'ramattha'Amar, a daemon of the Chaos God Tzeentch. Tzeentch is the dread God of Magic, the fickle Changer of the Ways, and the great Puppet-Master. He is the Great Conspirator whose plans are too convoluted for mortal minds to comprehend. He willingly rewards his minions with power and magic, only to bestow horrible mutations upon them. He is the giver of false hope in the guise of change and progress.

The daemon showed Melkior how the gods of the Empire were all false and his previous life had been nothing but a lie. Especially his faith in Manann had been misplaced. For if there ever was a concept to describe the fickle nature of the sea, was it not change? He had been blind, but Thula'ramattha'Amar lifted the veil of lies from his eyes. He showed Federkleiden how the swelling sea is a source of perpetual change; how the tides brought forth by the moon Morrslieb continue to force change upon the seas and rivers; how currents change perpetually with the winds. Thula'ramattha'Amar taught him how to appreciate and understand these mysteries, and how to read and interpret these changes. The power of this enlightenment would be his, if he would only surrender his eternal soul to his new master. Melkior agreed - damning his soul to eternal servitude to Tzeentch and his ever-changing machinations.

As soon as Melkior returned to Nuln with his newfound understanding he began a meteoric rise to power. The skills needed in navigation often carry an air of mysticism about them and this served as a perfect cover for Federkleiden's new cult. He called his cult the Order of the Feathered Lord to honour his Ruinous Master, and to insult to the Order of the Albatross. He soon started to convert other Navigators to his black faith. Aided by his Ruinous Lord, he quickly accumulated the resources and permissions needed to found a Navigators' Guild.

With the benefit of their dark knowledge, Navigators of the guild soon garnered respect for their unerring skill and fast routes. During the years, some people, mainly rivals, raised questions about weird and unsound practices, missing passengers and mysterious destinations. But despite these rumours and accusations, the guild thrived. Merchants and Burgners praised them for the time they saved due to quicker routes, and their uncanny ability to navigate even on starless nights earned them great respect.

In time, the Navigators' Guild of Nuln became one of the leading navigator houses in the Empire, their power and fame surpassed only by the Order of the Albatross and the guild in Altdorf. All this time Melkior Federkleiden continued to serve the Lord of Change. He gathered around him a group of loyal Cultists with whom he conducted foul rites at times and in places indicated by Thula'ramattha'Amar.

In time this Inner Circle became the heart of the guild, and the darkest secrets were revealed only to these Chief-Navigators. After Federkleiden died, Thula'ramattha'Amar indicated whom among the Chief-Navigators was to become the next Guild Master and the leader of the cult. This new master changed his name to Melkior Federkleiden and this tradition has continued to our days. My sources estimate that the current Guild Master has held his position for a decade or so.

## ~ Concerning the Cult's Organisation and the Extent of Their Influence ~

Once I had proof of the cult's existence, I felt I needed to get closer to their base in Nuln. I reported my suspicions and what facts I had at the time to the Great Temple in Altdorf while my associates secured us passage to Nuln. We specifically looked for a ship employing one of the cult's Navigators. The *Celestial Furore* turned out to be such a ship.

During the voyage I confided in our Captain and asked for his support. But luck was not on our side. The heretic learned of our plans, most likely through some sorcery, and incited the crew to mutiny against us. My threats of Sigmar's fury on all those who would dare to oppose a sanctioned Witch Hunter compelled most of them to realise the foolishness of their actions. Those poor souls received their absolution when they died fighting the mutinous followers of the Navigator.

During the battle the river barge caught fire and we were forced to abandon ship. But we were able to capture the Cultist alive. In the village of Rosenheim we secured the cellar of a local tavern for our purposes and submitted the Cultist to extensive interrogation. A lengthy session with hot irons finally broke his will, and the heretic revealed the following details about the extent of the cult's influence and the organisation of their guild.

The guild is very influential in the city of Nuln. The Navigators are employed by many large trading houses that pay the guild large tithes. As seafaring vessels are able to travel the River Reik as far as Nuln, the Navigators serve on river barges as well as seafaring ships. Sometimes they offer their expertise to overland expeditions as well. The guild is the chief provider of such services in Nuln and its reputation has earned it quite a bit of respect, and wealth, within the Empire. Some of the Chief-Navigators have even been assigned on Imperial vessels.

The Navigators' Guild seeks to monopolise its services in Nuln. Thus all Navigators seeking employment in the city would need to be sanctioned by the guild and pay tithes to it. The guild is very particular on to whom it grants membership. This is of course necessary to protect the secret nature of its operations and minimise the risk of infiltration by Agents of the Temple or spies of other Chaos cults.

From the tortured Cultist I learned that the guild is organised in the following way. The Guild Master is always named Melkior Federkleiden and he wields absolute power over the guild. Directly below him is the Inner Council. This secretive body consists of nine<sup>1</sup> Chief-Navigators. Only these Chief-Navigators are taught the darkest secrets the cult has learned from its Dark God. They are influential and dangerous men as they are all very wealthy and enjoy a high social standing. Their loyalty and faith in the Changer of the Ways is absolute (although, with Tzeentch, who can really say for sure) and they seek to glorify his name in all they do. Because of the secretive and closed nature of the guild, it is almost impossible to name all the members of the Inner Council at any given time. Especially, when many of them are not in Nuln but navigating routes somewhere.

<sup>1</sup> Nine allegedly being the sacred number of Tzeentch.

Below the Inner Council are the Navigators. They have been granted membership in the Guild and they are privy to some of the secrets of the Order of the Feathered Lord. The Guild Master keeps a vigilant eye on the Navigators, for it is from amongst them that the members of the Inner Council are chosen. All the Navigators are Cultists, and they have upon entering the guild offered their immortal souls to the Changer of the Ways in a profane initiation ritual. It is my estimate that there are around two scores of Navigators in the guild at the moment.

The Navigators' Guild also employs secular labour. Most of them worship Tzeentch in some form, although they might not be aware of the fact. The guild controls considerable assets, the main one being the luxurious guild house. This menacing mansion with its gargoyle guardians and a towering observatory is located in Nuln's Handelbezirk and is easy to find but difficult to enter. The guild has small guild houses (with hidden shrines) in all the larger ports. The guild also owns several ships and barges as well as warehouses.

### ~ Concerning Their Foul Practices ~

The skills of navigation are difficult to master and they carry an air of mysticism about them. Interpreting maps, navigation by the sun and stars, secrets of wind and tide are easily seen as arcane skills bordering on witchcraft or sorcery. In a way this helps the Cultists to disguise some of their more unwholesome practices under the guise of a skill that is simply beyond the uninitiated. It follows from this that the Navigators have a lot of influence aboard, as the safety of the ship often rests on their hands. This allows the Cultists to manipulate their lesser brethren, the sailors and the boatmen, through respect and fear. Hence, it is often the case that the Cultists propagate their blasphemous religion amongst the crew. A charismatic or intimidating Navigator can quickly gain control of the whole crew, like they were puppets on a string. This is a practice they often employ as proven by my encounter on board the *Celestial Furore*.

I have also received reports that the guild often bribes, blackmails, and converts lighthouse keepers, pilots and toll-keepers. These misguided souls then become pawns in convoluted plots against the guild's rivals and the Empire. Thus the Order of the Feathered Lord's influence continues to grow via sea lanes and river ways like a contagion working its way through the veins, using the very lifeblood of the Empire to spread its corruption. Sometimes one can hear unconfirmed reports of slave trading and smuggling, possibly in co-operation with the notorious Night Market<sup>2</sup>.

<sup>2</sup> These are mixed reports concerning the existence of this organisation. It is my belief that this group of mutants does exist somewhere under the streets of Nuln. Get another sign of the unceasing spread of Chaos taint!

## ~ Concerning Symbols and Iconolatriy ~

Understandably, the Cultists are reluctant to openly display the blasphemous symbols of their Dark God. Instead, they try to find inconspicuous ways to display their faith by working these symbols into their clothing. Followers of Tzeentch traditionally prefer bright colours like purples, blues and yellows. As these dyes are more expensive, and thus rare, a Witch Hunter should always view a person wearing such colours with a healthy dose of suspicion. Whereas the Navigators use dark blue cloaks the various converts and Cultists (sailors, wreckers, pilots etc.) use pink and purple scarves and bandannas as secret identification<sup>3</sup>.

All the Navigators wear expensive dark blue cloaks that have a shimmering quality to them. These cloaks are also decorated with colourful feathers of some exotic bird. I guess the purpose is to demonstrate how the Navigators have travelled to many far away lands. The more senior the Navigator the more feathers he has and the more colourful his cloak is. But the truth behind these decorations is far more sinister. During the interrogation of our prisoner we discovered the hidden truth behind these feathers: they are hideous mutations, gifts from the Changer of the Ways. In his dark and twisted wisdom Tzeentch has deemed it fit to reward his Cultists with a single brightly feathered wing. Bachius Helberg is my trusted associate who, when I recruited him, was a Physician's Student in Altdorf. Ever since joining my retinue he has meticulously catalogued all the horrible mutations we have encountered. Below is a sketch of this particular mutation by Doktor Helberg.

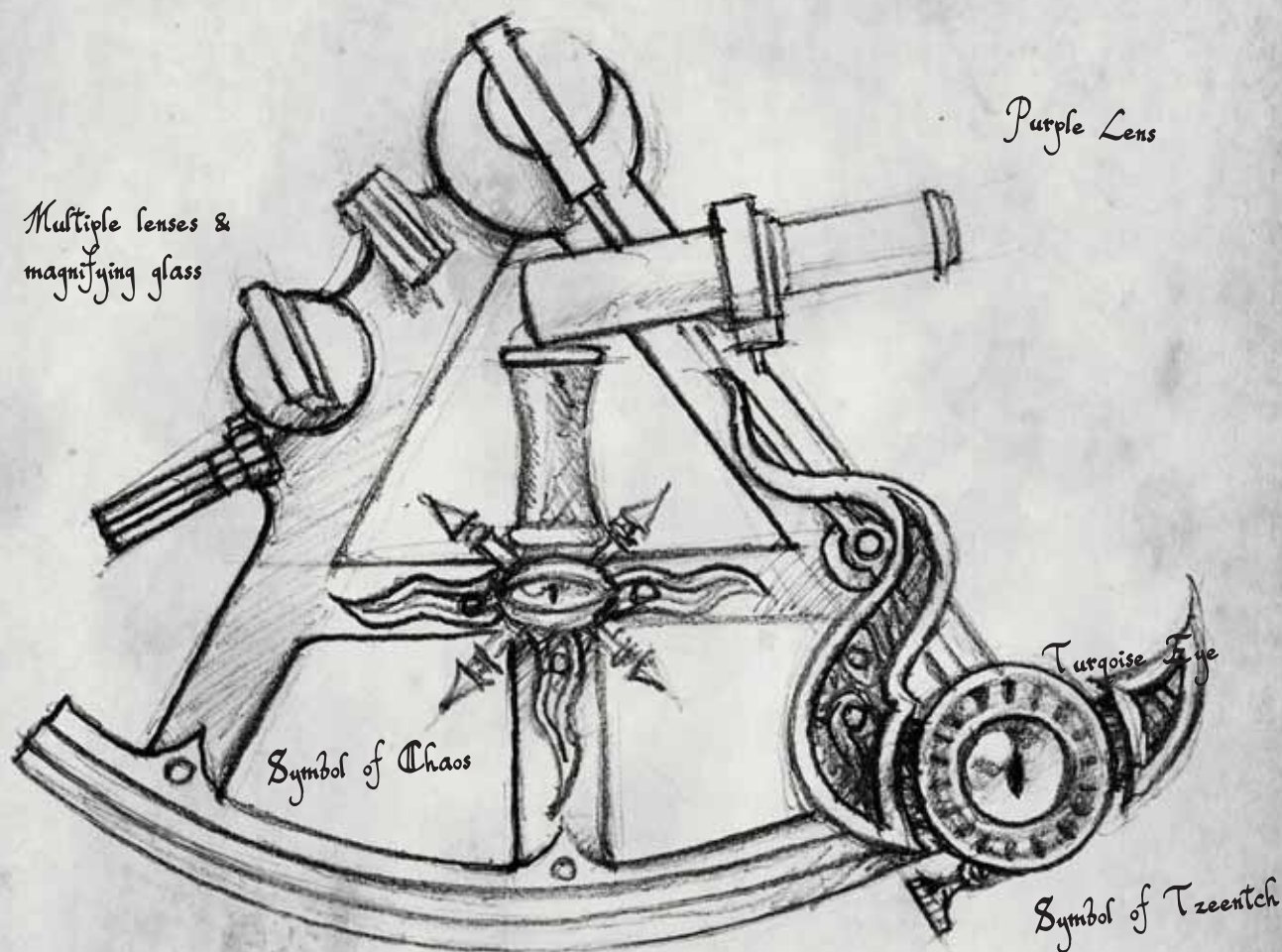
### Cultist Mutation Order Of the Feathered Lord



Apparently this mutation starts to grow once a Cultist is initiated into the Guild. The more senior the member is the bigger the wing is, the brighter the feathers. For obvious reasons the cultists hide these extensions of their desecrated bodies by folding them against their bodies, thus disguising them as part of their cloaks.

<sup>3</sup> The use of purple might be an attempt to direct blame and suspicion on the notorious and more widely known Cult of the Purple Hand. This is just speculation though.

The cult uses the slithering sigil of Tzeentch only on their religious texts, decoration of the guild house's inner sanctums and on some rare and private items like sextants. The sextant is such an important tool of trade for the Cultists that they often employ it as their symbol instead. It is an intricate and personal instrument and Navigators go to any lengths to protect their tools. The Cultists even more so, as their sextants are unholy relics blessed by Tzeentch himself.



One Priest of Manann had a theory that these foul sextants are used with the dark moon Morrslieb, instead of the sun and the stars. This would certainly explain how the Order's Navigators are able to navigate in almost any conditions. The Order of the Feathered Lord only teaches the secrets of the sextant to the Chief-Navigators of the Inner Circle. The junior Navigators use a less intricate instrument called the astrolabe<sup>4</sup>.

I secured the sextant from our prisoner's possessions to examine it closer. It is a foul instrument indeed, covered in dark runes and profane symbols. One unfortunate Initiate from the local shrine volunteered to look through the sextant's magnifying glass. One look at the skies, at Morrslieb, and his mind was shattered. He only comes out of his catatonic state when yet another screaming fit overtakes him.

<sup>4</sup> Astrolabe is a disc-shaped astronomical instrument that is used to locate and predict the location of the sun and the moons.



## ~ Concerning the Cult's Motivation and Strictures ~

My trusted companion Maximillian Stenstrom, a former Coachman and a superior marksman, braved the raging inferno on the Celestial Furore to recover a heretical tome from the Navigator's cabin. I have enclosed one of its pages here. But be warned, my stalwart reader! When you gaze upon the following page, be aware that it comes from a blasphemous book, an unholy text of the Order of the Feathered Lord outlining some of their religious beliefs and strictures. The text is written with a mixture of ink and wyrdstone, so a slightest touch is enough to cause one's skin to be ravaged with horrible mutations. Be sure to use gloves at all times and make sure your skin does not come into contact with this blasted page.

Hail Tjeentch!  
Hail the Changer of the Ways!  
Hail Thula'ramattha'Amar!



Our God, the Feathered Lord, has bestowed it upon me to be the mediator of His will. In the blessed city of Mordheim I have received from his servant, Thula'ramattha'Amar, these strictures we are to obey in order to serve the Lord of Change.

I. We are His Servants.

Only Tjeentch knows all fates and all futures. In His infinite wisdom Tjeentch has granted us the gift of knowledge. He has shown us how to interpret the grinning face of Morrslieb, how to find our way by employing the Winds and how to listen to His will. In exchange for this knowledge we grant him eternal servitude.

II. We are the Navigators of Change.

Change is the essence of life and sea. It is His will that only those who are skilled in the art of navigation, and can thus interpret and appreciate the true nature of Change, are allowed to enter the Order of the Feathered Lord. It is our duty to pave the way for the arrival of his greatest servant Thula'ramattha'Amar, the Harbinger of Change.

III. We are the Enemy Within.

We will seek to bring Change upon the Empire and its people. Until the great plan is revealed and His will is unleashed upon the world, we must take every opportunity to strike against the foundations of the Empire and its false gods. Secrecy and guile will be our greatest weapons.

IV. We are the Destroyers of the Albatross.

Our greatest enemy is Manann, the Great Betrayer, and his false prophets. We shall not fail to strike a blow against the hated Order of the Albatross at every opportunity. They alone stand in the way of His plans.

In these strictures our God, Tjeentch, the Changer of Ways, the Multicoloured One, the True Lord of the Changing Oceans, has handed down to us His will. We shall obey him and play our part in His Great Plan.

Hail Tjeentch!  
Hail the Changer of the Ways!  
Hail Thula'ramattha'Amar!

It is my understanding that with the forbidden knowledge received from their Ruinous Master, the Cultists seek to gain power and prestige that will allow them to gain key positions in the Imperial Navy and maybe even the Emperor's personal fleet. Many of these positions are held by the Order of the Albatross, the nemesis of the Tzeentchians. By desecrating the reputation of the Priest-Navigators of Manann while gaining more power and prestige themselves, they seek to reverse positions with them. The plans of the Order of the Feathered Lord are megalomaniac, to say the least, but were they to succeed, the consequences for the Empire would be dire indeed. Imagine the harm they could bring upon the Empire from such a position. And to think there would be another Chaos Incursion at such a time... The mere thought is too horrifying to bear! We cannot suffer these heretics to live if we are to guarantee the continued survival of Holy Sigmar's Empire. But the vileness of the enemy does not end there...

## ~ Concerning Current Goals and a Prophecy Most Foul ~

After hearing the confession of the captured heretic, I put him to the pyres. As I watched him burn, I decided I had to make my way to Nuln without delay. After I had scattered the heretic's ashes to the four winds, I dispatched two Cloaked Brothers to gather information and spy on the Cultists.

With my trusted companions I made my way to Nuln, the Jewel of the Empire. Not long after we had secured ourselves lodgings, I received a message from one of the Cloaked Brothers: Fabian Guth, a Priest of Verena, wanted to meet with me in secret. I agreed to meet him in a run-down shrine in Shantytown.

When he arrived, Father Guth seemed almost mad with fear and paranoia. But the man had an interesting story to tell. First he showed me a piece of parchment, a prophecy, which had convinced him to seek out an Agent of the Temple. I shall enclose the prophecy here.

In a Vision the Changer of the Ways showed me the Arrival of Change.  
The Jewel of the Empire.  
The Enemy Within.  
Our Feathered Lord  
Is come.

This will come to pass.  
When forests wither.  
Cities burn.  
And war  
Is come.

This will come to pass.  
When a priest of the once mortal god  
Is made to see the Truth  
That is Change.

In a Vision the Changer of the Ways showed me the Arrival of Change.  
The Jewel of the Empire.  
The Enemy Within.  
The Harbinger of Change  
Is come.

Fabian Guth had been assigned as a chronicler on a warship during the recent IncurSION. The small mercenary fleet was assigned to the Sea of Claws to intercept any enemy vessels trying to reach Marienburg. The leader of the fleet was a Sigmarrite Priest Mathias Drauwulf and the flagship's Navigator was none other than Melkior Federkleiden himself.

During the mission their flagship was damaged and the Navigator took them ashore near a small Norsean village. Surprisingly, Federkleiden seemed to be acquainted with the Norse leader, a feral Witch-Doktor called Ragnheidr. Guth described how their prolonged stay with the Norse incurred gradual changes in the war party. Especially the mercenaries' willingness to adopt bloodthirsty practices of the local warrior cult terrified him. But the most drastic changes seemed to take place in Brother Drauwulf. His demeanour soon grew dark and spiteful; his features became haggard and fiendish.

With growing concern Father Guth witnessed how Federkleiden and the Norse hex-monger persuaded Brother Drauwulf to take part in unwholesome rites of haruspicy<sup>5</sup>. He confronted the Sigmarrite, but his feeble attempts to intervene only earned him the wrath of Federkleiden. Not knowing what to do, Fabian Guth sneaked into the Witch-Doktor's hut to spy on one of their heathen rites. There, amidst the dangling bone talismans, rolling of drums, and swirling smoke, he witnessed how Federkleiden and Ragnheidr called forth some daemon of the pit. Before terror overwhelmed him, he saw how the daemon's talon reached from amidst the swirling multicoloured smoke and gashed some foul symbol on Brother Drauwulf's chest.

<sup>5</sup> *Haruspicy is a heathen practice of divination by inspecting the entrails of sacrificial victims...*

Ranald must have blessed him, for Fabian Guth somehow managed to flee from the village. While he was still making his way back to Nuln, the fleet returned. The mercenaries brought with them the Norsemen's worship of Khar-Nak<sup>6</sup>. It seems the Order of the Feathered Lord uses the warrior cult as their private enforcers. This serves to show us how Tzeentch is the foulest of all the Chaos gods. Where the others convert a heretic and damn his eternal soul, Tzeentch is not beyond corrupting and manipulating the cults and beliefs of others to advance his own plans.

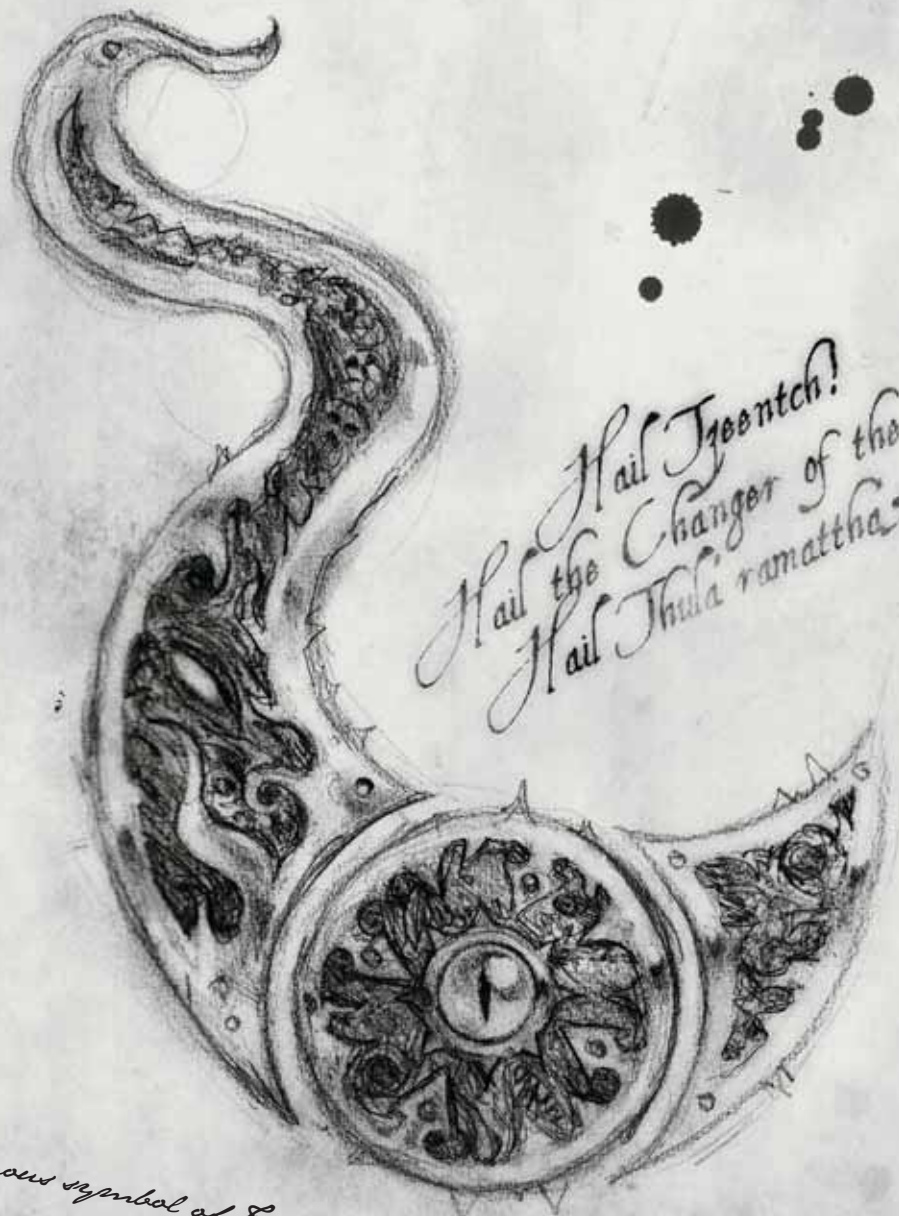
Ever since Guth's return the warrior cult has chased him like relentless bloodhounds. As a last resort he contacted me and pleaded for help. I did not get the chance to finish my discussion with the Priest because the warriors of Khar-Nak ambushed us. The tattooed and fur coated murderers fought like blood frenzied beasts! They killed Fabian Guth and broke Stenstrom's jaw before we put them to the sword. Their leader refused to go down before I put a bullet through his eye. It seems the Order takes this prophecy very seriously indeed.

<sup>6</sup> *It is my belief that Khar-Nak is an aspect of the Blood God Khorne. The Norse have a wide pantheon and they worship aspects of all the Ruinous Gods under various names.*

~ Concerning Absolution ~

There can be no absolution for these heretics. They are to be judged (posthumously if necessary) and declared *hereticus excommunicatis*. I say it is because of the divided nature and lax ways of the cult of Manann that we have suffered these heretics for this long. But no more! We must take action to abolish this cult. If it means the fires from our pyres will burn for a week and our cells echo with the cries of the damned then so be it.

I must confront Brother Drauwulf and ask him if he is involved in this heresy. His eyes will tell me the truth. And if he turns out to be a servant of the Ruinous Powers, then so help me Sigmar, I will burn him on a pyre so high its flames will lick the sky and its smoke will blot out the sun. It is time to bring these heretics under the gaze of Our Most Holy and Just God, Sigmar Heldenhammer. He may yet find it in his wisdom to grant their souls some clemency in death. I know I will not.



Hail Tzeentch!  
Hail the Changer of the Ways!  
Hail Thula ramattha Amar!

*The blasphemous symbol of Tzeentch*

Warning!  
Grand Masters' Eyes Only!



The following pages contain such detailed descriptions of heresy and blasphemy that they are only for the eyes of the more experienced Grand Masters of our Order who have the necessary strength of will and piety to contemplate the horrors described herein.

Those of lesser rank should avert their eyes now.

Herein one can find detailed description of the statistics for these heretical followers of the Ruinous Powers. This is followed by an examination on how to conduct a session wherein these foul forces are introduced and used to study the darker side of human psyche and the spread of corruption within the Empire of Sigmar. Finally, I will briefly list the sources I have referred to when compiling this treatise.

## Melkior Federkleiden



**Career:** Cult Magus of Tzeentch (ex-Acolyte, ex-Navigator, ex-Seaman)

**Race:** Human (Mutant)

### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
50	40	42	40	40	70	55	45

### Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	18	4	4	4	3	5	0

### Mutations:

*Wings* - Melkior has colourful, feathered wings and has the Flyer Talent.

*Malign Sorcerer* - Melkior has been gifted with the ability to cast spells.

*Gift of Magic* - Melkior has been rewarded by Tzeentch for his talent in magic.

*Hypnotic Gaze* - Years of looking at the dark moon Morrslieb have mutated Melkior's right eye. As a Full Action he can use his gaze on anyone within 8 yards. Anyone caught by the gaze must succeed in a Willpower Test or they are unable to take action.

*Illusion of Normality* (Optional) - If you dislike the idea of the Navigators hiding their mutations in plain sight, then you can give them this mutation. This way

the mutations will remain hidden as long as they don't enter combat.

**Skills:** Academic Knowledge (Astronomy, Daemonology, Runes, Theology), Channeling, Command, Common Knowledge (The Empire, Norsca, the Wasteland), Disguise +20%, Dodge Blow, Gossip, Intimidate, Magical Sense†, Navigation +10%, Perception, Read/Write, Row, Sail, Scale Sheer Surface, Search, Speak Arcane Language (Daemonic)\*, Speak Language (Norse, Classical), Swim, Trade (Cartographer)

**Talents:** Aethyric Attunement, Coolheaded, Dark Magic\*, Dark Lore (Chaos)\*, Etiquette, Hardy, Lesser Magic (any four), Orientation, Petty Magic (Chaos, Arcane or Divine)\*, Public Speaking, Schemer, Seasoned Traveller, Suave, Swashbuckler

\*See *Spellcasting* sidebar.

†See *The Sextant* sidebar.

**Armour:** None

**Armour points:** Head 0, Arms 0, Body 0, Legs 0

**Weapons:** Dagger, Best Craftsmanship Rapier

**Trappings:** Best Craftsmanship Dark Blue Cloak, Trade Tools (Navigator), Sextant (see *The Sextant* sidebar), the Navigators' Guild

**Description:** Melkior Federkleiden is the Guild Master of the Navigators' Guild of Nuln and the Magus of the Order of the Feathered Lord. He is an evil genius and a fervent follower of Tzeentch who has absolute control over the guild.

Federkleiden is seldom seen outside the guild house. He spends most of his time in the observatory, trying to interpret his master's will by inspecting Morrslieb's face. He also has a laboratory under the guild where he conducts foul experiments of dark alchemy.

Melkior believes that Mathias Drauwulf is the priest of Sigmar mentioned in the ancient prophecy. He believes the daemon Thula'ramattha'Amar seeks to manifest itself through the Priest and he will do anything to bring the Harbinger of Change to lead them in the Armageddon of Change.

Federkleiden is a tall and striking man with noble features. He wears an ornate eye patch to hide his completely purple right eye, a mutation gained from extensive study of Morrslieb. Melkior has two feathered wings sprouting from his back, rewards from his god.

## Chief-Navigators (9)

**Career:** Cult Acolyte of Tzeentch (ex-Navigator, ex-Seaman)

**Race:** Human (Mutant)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
44	37	42	35	42	60	45	38
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	17	4	3	4	2	3	0

### Mutations:

*Wing* – Most Navigators have a colourfully feathered wing. They have the Hoverer Talent.

*Malign Sorcerer* – The Chief-Navigators have been gifted with the ability to cast spells.

*Illusion of Normality* (Optional) - If you dislike the idea of the Navigators hiding their mutations in plain sight, then you can give them this mutation. This way the mutations will remain hidden as long as they don't enter combat.

**Skills:** Academic Knowledge (Astronomy, Daemonology, Runes), Channeling, Command, Common Knowledge (The Empire, Norsca, the Wasteland), Disguise +10%, Dodge Blow, Gossip, Intimidate, Magical Sense†, Navigation +10%, Perception, Read/Write, Row, Sail, Scale Sheer Surface, Search, Speak Arcane Language (Daemonic)\*, Speak Language (Norse, Classical), Swim, Trade (Cartographer)

**Talents:** Aethyric Attunement, Coolheaded, Dark Magic\*, Etiquette, Hardy, Lesser Magic (any two), Orientation, Petty Magic (Chaos, Arcane or Divine)\*, Public Speaking, Schemer, Seasoned Traveller, Suave, Swashbuckler

\*See *Spellcasting* sidebar.

†See *The Sextant* sidebar.

**Armour:** Leather Jerkin

**Armour points:** Head 0, Arms 0, Body 1, Legs 0

**Weapons:** Dagger, Good Craftsmanship Rapier

**Trappings:** Best Craftsmanship Dark Blue Cloak, 6 Charts and Maps, Trade Tools (Navigator), Sextant (see *The Sextant* sidebar), 30 gc

## Navigators

**Career:** Navigator / Cultist of Tzeentch (ex-Seaman)

**Race:** Human (Mutant)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
44	37	42	35	40	60	40	35
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	16	4	3	4	1	1	0

## The Sextant

The sextant is an unholy relic infused with infernal energies. It allows the Cultists to see the moon Morrslieb and navigate by the expressions on her face. The sextant also gives them +1 to their **Mag** characteristic and the Skill **Magical Sense**.

Looking through the sextant's magnifying glass is to invite insanity. Anyone (besides the Cultists) looking through it must succeed in a **Challenging (-10%) Will Power Test** or immediately gain 2 Insanity points. Anyone exposed to the sextant for any prolonged period of time must succeed in a **Challenging (-10%) Toughness Test** or gain a mutation.

Optional: Melkior Federkleiden's sextant could have a Pink Horror (See *Tome of Corruption* p.233) bound to it. When released it serves the Magus for 1d10 hours before returning to the Realm of Chaos.

## Spellcasting

Tzeentch is the God of Magic and he often rewards his followers with knowledge of magic. Federkleiden and the Chief-Navigators know **Petty Magic (Arcane or Divine)**, **Lesser Magic**, and **Dark Lore (Chaos)** from *WFRP Core Rulebook*.

If you have access to *Tome of Corruption* then they know **Petty Magic (Chaos)**, **Lesser Magic**, and **Dark Lore (Tzeentch)**. Junior Navigators could know **Petty Magic (Chaos, Arcane or Divine)**. If you deem it fit, the Cultists could be able to cast corrupted versions of the **Divine Lore (Manann)** spells.

### Mutations:

*Wing* – Most Navigators have a small colourfully feathered wing. Its effect is only cosmetic.

*Illusion of Normality* (Optional) - If you dislike the idea of the Navigators hiding their mutations in plain sight, then you can give them this mutation. This way the mutations will remain hidden as long as they don't enter combat.

**Skills:** Academic Knowledge (Astronomy), Channeling, Common Knowledge (The Empire, Norsca, the Wasteland), Disguise +10%, Dodge Blow, Navigation +10%, Perception, Read/Write, Row, Sail, Scale Sheer Surface, Search, Speak Arcane Language (Daemonic)\*, Speak Language (Norse, Classical), Swim, Trade (Cartographer)

**Talents:** Dark Magic\*, Hardy, Seasoned Traveller, Orientation, Petty Magic (Chaos, Arcane or Divine)\*, Swashbuckler

\*See *Spellcasting* sidebar.

**Armour:** Leather Jerkin

**Armour points:** Head 0, Arms 0, Body 1, Legs 0

**Weapons:** Dagger, Rapier

**Trappings:** Best Craftsmanship Dark Blue Cloak, Trade Tools (Navigator), 6 Charts and Maps, 10 gc

## Minions

For minions of the cult like Seamen, Boatmen, Pilots or Wreckers use *Wrecker* stats on *WFRP* p. 235. For

the Cult of Khar-Nak warriors you could refer to the Cult Acolyte (Khorne) career from *Tome of Corruption* for example. Stats for Mathias Drauwulf have not been provided as he is meant to be used as an archenemy in a campaign and the difficulty level should therefore be tailored to suit your group. For suitable mutations etc. refer to *WFRP Core Rulebook* and *Tome of Corruption*. Thula'ramattha' Amar could be anything from a Lesser Daemon to the Greater Daemon Lord of Change (again, see *Tome of Corruption*).

## How to Use the Order of the Feathered Lord

The Order of the Feathered Lord lends itself as a versatile enemy. The Cultists can be used as anything from villains in a brief river encounter to evil masterminds in a longer campaign. Some suggestions are presented here, from short encounters to longer scenarios.

### Encounters

#### Fell Moon

This encounter can take place when the PCs are travelling on the River Reik. The boat unexpectedly docks on a rickety jetty by an abandoned and run-down lighthouse. Morrslieb is growing full and the Navigator on board the barge intends to honour the Dark Moon with a sacrifice.

The lighthouse keeper is a fellow Cultist. As the vessel draws close, he lights the beacon, prompting the vessel to stop on the pretext that it is too dark to continue. Once the PCs are onshore the crew, incited by the Navigator, attacks them and tries to subdue them. Prisoners (any passengers and captured PCs) will be taken to the lighthouse and sacrificed in ritual to honour the Feathered Lord and Morrslieb. Alternately, the PCs could be dispatched on a wild goose chase while the Navigator prepares to sacrifice the other passengers.

#### A Dagger in the Dark

The PCs are travelling on a boat whose Navigator is a member of the Order of the Albatross. One member of the crew is an Assassin hired by the Order of the Feathered Lord. The Assassin will try to stage several accidents to kill the Navigator. The PCs must, of course, prevent these (fire, falling items, loose ropes etc.). If all these attempts fail, the Assassin will one night attempt to murder the Navigator either in his cabin or

on the deck while he is calculating their position.

### Adventures

#### Endangered Species

The PCs witness and avert an assassination attempt on one of the Priest-Navigators from the Order of the Albatross in Marienburg. The Assassin fails but is able to escape with his life. The priest of Manann tells them that this was not a first attack against their Order and he hires them to investigate the matter. The PCs must find the Assassin and find out who hired him.

The problem is that the Assassin is a Dark-Elf and is currently hiding among the Sea-Elf populace of the city. The PCs must tread carefully in order not to step on anyone's toes. The Dark-Elf has disguised himself as a Sea-Elf acupuncturist, a healer with strange skills learned from the Cathayans. After they have captured the Assassin and found out who commissioned him, the Order of the Albatross could hire them to go to Nuln and uncover the Cult.

#### Assisting Doktor Helberg

One night when the PCs are in Nuln they hear screams of fire loose in the city. The local Witch Hunters' chapter house is burning. It is a case of arson. The fire has been set by Cultists in an effort to destroy all the evidence the Templars might have on them. There are people trapped inside the burning building who need to be rescued.

One of the trapped men is Bachius Helberg, Witch Hunter Neuhauser's assistant. The PCs rescue him but the man is badly hurt. With his last ounce of strength, he asks for their help. His master has gone missing after investigating the Navigators' Guild and the Cultists are after him for the evidence. Helberg has Neuhauser's notes (you can give this treatise to the PCs as a handout) which he gives to the players. They must find a way to infiltrate the Navigators' Guild, find out what has happened to the Witch Hunter, and uncover the Cult. All the while they are pursued by the warrior cult of Khar-Nak, and Witch Hunters who are looking for the missing evidence as well.

#### Mutant Fugitives

Melkior Federkleiden does horrible experiments of dark alchemy in his laboratory under the guild house. He has nine test subjects who he submits to horrible



experiments with warpstone and sorcery. A few of these test-subjects manage to escape their prison and flee into the streets of Nuln. Some of them are violent; others just try to find a place hide.

Word spreads around the town like wildfire: mutants are loose on the streets! Panic ensues and Countess Emmanuelle is forced to order a curfew. The next day recruiters stand on street corners trying to attract new recruits to the ranks of Watchmen. The PCs could be hired by the city, by the Temple of Sigmar, or even by the Temple of Shallya to help them bring a quick and merciful death to these poor souls.

Several parties are interested in catching the fugitives. The Cultists want to capture them to eliminate any chance of exposure and to salvage the Magus' precious experiments. The Witch Hunters are quick to start hunting the mutants, and their means are not subtle; innocent people are dragged from their homes for questioning. The Night Market, a congregation of mutants living in the sewers, does not want the fugitives to bring anymore attention to them and want to find them quickly.

Can the PCs find the fugitives before they cause too much damage? Should they co-operate with some of the parties? How will they deal with their opposition? What will they do once they find the mutants?

### **Playing as Cultists**

Of course, it is also possible to run a campaign where the players take the role of Cultists. In this case, they could be new Initiates trying to earn their place in the cult hierarchy. They have to complete any assignments given by the Chief-Navigators while trying to survive the internal backstabbing and Machiavellian power struggles.

Alternately, they could be members of another cult seeking to bring down the Order of the Feathered Lord. This could be basis for a longer campaign where the PCs must secure their position in Nuln and find resources to fight a proxy war against the other cult, all the while avoiding the Witch Hunters and the Cult of Khar-Nak.

### **Campaign**

Brother Mathias Drauwulf has returned to Nuln with his mercenaries from the Sea of Claws. He is hailed as a war hero and honoured with the task of overseeing

the construction of a new temple to honour the casualties of the Storm of Chaos.

Melkior Federkleiden is convinced that Brother Drauwulf is the priest in the ancient prophecy. Before the Incursion, the Magus received a vision from the Changer of the Ways that he was to lead the Sigmarite to a small Norscan village during the war. In the village Brother Drauwulf was possessed by the daemon Thula'ramattha'Amar, summoned forth by the Witch-Doktor Ragnheidr. Now, the daemon is slowly corrupting Drauwulf's mind and body. The daemon seeks to use him as his vessel to manifest on this plane in all its glory. The Order of the Feathered Lord will do anything to help it reach its goal.

Thula'ramattha'Amar's plan is to corrupt the new temple to serve as a place for a great ritual where it will manifest through the Sigmarite.

During the course of the campaign, Brother Drauwulf will be slowly ravaged by mutations as the daemon takes over his body. The Cult of Khar-Nak grows progressively more bloodthirsty until they become Chaos Warriors. And behind the scenes Melkior Federkleiden pulls the strings and prepares for the coming of his master.

The PCs naturally need to stop this from happening. They could be drawn into the campaign by a chance encounter with the cult. Once they get to Nuln they could be hired by an expedition that will brave the outskirts of Mordheim to retrieve a sacred bell believed to still be in the ruins. This expedition is led by a Navigator from the Order of the Feathered Lord, as the cult intends to retrieve and corrupt the bell to be used in the new temple. Here they will get their first hint that everything is not as it seems with the Navigators' Guild. Once they return to Nuln they start to hear rumours of a missing Priest of Verena, Fabian Guth. They find out the priest is dead but Bachius Helberg might know something of the matter. After they save him from the Cult of Khar-Nak they will start to piece together the evil plan. After defeating the Cult of Khar-Nak and exposing the Navigators' Guild, the climax of the campaign will take place during the opening ceremonies of the new temple, and the summoning of Thula'ramattha'Amar.

## ~ Sources ~

While compiling this examination of the Order of the Feathered Lord, I have referred to the following sources that have proven to be a wealth of information and inspiration. The authors in question certainly have my thanks and the blessings of Sigmar.

### *Liber Chaotica*

by Richter Kless

This Scholar's extensive work helped me understand the nature of the Ruinous Powers more than I care to admit. Particularly his treatise on Tzeentch helped me understand the mindset of these Cultists.

### *The Witch Hunter's Handbook*

by Kasper von Liebenstein

This handbook is a required reading for Witch Hunters and the notes and advice by the late von Liebenstein have saved my hide numerous times during my years as a Templar of Sigmar.

### *Tome of Corruption*

by Herobert of Hochland

This influential book on the Ruinous Powers seemed to mock me every time I leafed through its pages, hiding information from me, forcing me to delve deeper and deeper into its black secrets. The information I was able to glean on mutations, the Norse, and the daemons of Tzeentch terrifies me to no end, and I pray we will be able to stop these heretics before they are able call forth these horrors.

### *Discussions with the venerable Mathias Thulmann*

I was fortunate to have the opportunity to engage in a series of conversations with one of the most respected members of my order, Mathias Thulmann. Especially the recounting of his adventures hunting the tome *Das Buch die Unholden* enlightened me much.

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