



Tenets of Nimlurun

FILTH IS LOVE.

PLAGUE IS MY RIGHT HAND: USE IT TO SMITE THE INFIDEL.

DISEASE IS MY LEFT HAND: USE IT TO WEED OUT THE FAITHLESS.

GIVE FREELY OF WHAT IS YOURS SO THAT I MAY SPREAD.

TOUCH THOSE IN YOUR CARE, FOR I AM ALWAYS NEAR.

Description: Nimlurun, the Unclean One, Lord of Filth and Pollution, Master of Disease, is an old god. As long as the pustulescent plague has cut down men in their prime, so has the God of Filth and Disease ruled over the desires of mortals. Nimlurun grants his favour freely, but at a cost: those who desire his blessing in the form of respite from their illnesses become minor avatars in their own right, spreading disease and filth wherever they go.

Nimlurun's visage is often depicted as a corpulent giant, covered in pustules and seeping wounds, and deformed by all sorts of ailments. No two depictions of Nimlurun are the same however: the deity takes as many forms as there are plagues and diseases preying upon men.

The Church of Nimlurun is best described as an extortionist hippie death cult: it thrives among the dregs of society, the people who are too poor to afford better healing or solace. The only thing Nimlurun asks in return is that his petitioners carry and spread his gifts without abandon.

Nimlurun's temples are the abandoned places where the wretched gather: slums, sewers and vacant lots. He is an urban god, for where there are people, his gifts spread freely. The faithful of Nimlurun are filthy and unclean, but strangely hale and healthy, despite their horrible deformities and obvious viscera and disease upon their personage.

The highest honor of Nimlurun is reserved to the individual colloquially known as the Pope of Filth. Each of these powerful but wretched clerics have given their all to their god: disease and deformity have taken their physical power, but all this and more has been replaced with the godly essence of Nimlurun. Previous leaders include Naal the Sticked, Ellebron of the Lost Breath and He Who Is the Leper; it is rumoured that the cult is currently led by one known as Nimed the Cringed, a true zealot in Nimlurun's name.

Aligned deities:

Narrimunth, Spawnmother of Rats
Ahriman, Lord of Death

Opposing deities:

Justicia, Goddess of Justice and Mercy
Nekthelos, the Knowing Hand
Auranne, the Expectant
Daentharr, the Mountain Lord
Malotoch, the Carrion Crow God

Services of the Church: The Church of Nimlurun cures all diseases. Or, rather, takes the symptoms away. The recipient of this service has to pledge themselves to the service of Nimlurun: the physical marks of their disease remain, and they are still contagious, possibly more so, but they themselves have ceased to suffer.

Clerics of Nimlurun

Symbol: The symbol of Nimlurun is the Thrice Cut Boil. It appears somewhere on the Cleric's body, often as a scar or a blemish, marking them visibly.

Weapon proficiencies: As chaotic Clerics; additionally Cleric's of Nimlurun are proficient with slings, clubs and short swords.

Special: Nimlurun is a demanding god, but if his creed is followed he grants great power.

- Worshipers of Nimlurun may spellburn from any of their abilities to resist or cure the effects of a disease.
- Clerics of Nimlurun only require only 1 die to heal disease, but their cure only takes away the symptoms as suffered by the recipient: any visual blemishes remain, and the disease is still contagious (if applicable).
- Clerics of Nimlurun must always smear filth upon those they heal, as part of the lay on hands action.

Turn unholy: Angels, paladins, lawful dragons, Lords of Law, Lawful Primes, some law-aligned humanoids and monsters (Judge’s discretion), worshipers of opposed deities, spirits and elementals of nature and purity.

Disapproval Table: Worshipers of Nimlurun use the following disapproval table.

Table A: Nimlurun’s disapproval	
Roll	Disapproval
<i>0 or less</i>	The cleric must atone for their sins. They can do nothing but recite the mantras of Nimlurun, and smear the holy filth upon themselves for the next 10 minutes, starting as soon as they’re not in immediate danger.
1	The cleric must atone for their sins. They can do nothing but recite the mantras of Nimlurun, and smear the holy filth upon themselves <i>and others</i> for the next 10 minutes, starting as soon as they’re not in immediate danger.
2	The cleric must pray for forgiveness as soon as they’re able. They must spend a full hour in prayer and meditation starting as soon as they are out of immediate danger. Failure to complete the prayer within 120 minutes incurs a -1 penalty to all spell checks until prayer is complete.
3	The cleric must increase Nimlurun’s power with a new follower. They incur a -1 penalty to spell checks until they convert a new follower to the faith.
4	The cleric incurs Nimlurun’s ire: a -1 to spell checks for a day, and they are followed by the reek of disease for the duration of the effect. Roll d4 for type of smell: 1) diarrhea 2) pus 3) vomit 4) blood and ichor.
5	The cleric undergoes the test of humility. For the remainder of the day they must treat all characters and creatures as their superiors. Failure to do so results in loss of all spellcasting ability including healing for the remainder of the day.
6	The cleric incurs an immediate -1 to all spell checks until they go on a quest to spread disease among the infidels. Additionally, they receive the touch of Nimlurun in the form of an unseemly rash.
7	The cleric must endure the test of understanding. They are wracked by a disease which saps 1d3 from their Stamina, Strength and Agility (roll for each). The damage heals at the normal rate, but cannot be healed in other means. Additionally, they suffer from horrid flatulence for the duration that it takes for them to heal.
8	The cleric immediately incurs a -4 penalty to the spell or ability that caused the disapproval. This lasts until the next day. Additionally, their gums become infected and begin bleeding.
9	The cleric immediately incurs a -2 penalty to all spell checks until the next day. Also, they are afflicted with terrible reflux and stomach cramps, causing intermittent burps and vomiting.

10	The cleric loses access to one randomly determined 1st level spell for the remainder of the day. Also, they are afflicted by the shits.
11	The cleric is ordered to meditate upon the nature of filth and disease. The cleric incurs a -2 penalty to all spell checks. The only way to lift the penalty is to meditate: each full day of meditation spent in filth the cleric can make a DC 15 Will save to remove the penalty. Also, they grow a permanent rash in an unseemly colour on their body.
12	The cleric is temporarily disowned by Nimlurun. For the rest of the day they cannot gain XP. Also their eyes are permanently afflicted with milky cataracts (no mechanical effect, just unpleasant looking).
13	The cleric loses access to two random 1st level spells for the remainder of the day. Also, the mark of Nimlurun appears in permanent pustules on their body.
14	Calculate the cleric's net worth in gold pieces. The cleric incurs a permanent -4 penalty to spell checks, which persists until they have rid themselves 40% of this value; each 10% increment drops the penalty by -1. The wealth has to be used in the glory of Nimlurun. Also, the cleric grows a permanent unseemly tumour somewhere on their body.
15	Nimlurun is not pleased. The cleric's disapproval does not reset the following day. The next day things reset as normal. Also, the cleric's teeth blacken and some fall out, they suffer from permanent halitosis.
16	Nimlurun withholds the cleric's healing powers for 1d5 days. Also, any food they touch during this time turns stale and moldy. Additionally, the cleric's hands become permanently gnarled and arthritic (no mechanical effect, just unpleasant).
17	The cleric loses access to 1d4+1 spells until the next day. Also, they are stricken with a permanent fungal infection, causing parts of their body to be covered in smelly lichen.
18	The cleric is temporarily unable to turn creatures, the effect persists for 1d5 days. Additionally, several areas of their body are permanently covered in seeping pustules.
19	The cleric's ability to lay on hands is restricted for 1d7 days. For the duration, the ability can only be used on the faithful of Nimlurun. Also, they grow a permanent large, visible tumour somewhere on their body.
20 or more	The cleric becomes patient zero. They are stricken with a disease that is asymptomatic in them but virulently contagious to others. The disease remains for 1d7 days or until d30 people have been infected. Roll d6 to determine disease: 1) Blisterplague 2) Smouldergaze 3) Flakeflesh 4) Jointcackle 5) Nullhead 6) the Retching ¹ .

1 You can read more about these diseases on KitN, beyond this [link](#).