

This document lists the specifics and tenets of Mwepesi and his faith, along with the details for its clerics.



## Mwepesi's Inquiry

*GO SEE THE VINE IN THE JUNGLE  
IT HELPS THE TREE STAND TALL*

*WOULD YOU NOT WANT TO BE AS TALL AS THE TREE?*

**Description:** Mwepesi, the Slow God, the Learning Vine is a strange plant-deity from the far southern climes. It's domain is the strangling vine around the tree, the slow creep of the devouring slime mold and the rot that blackens the core but leaves the palm still standing. The locals of the far off regions where Mwepesi is sometimes worshiped know the deity by many different names, and most civilized locations abhor or at least avoid its worship, as its gifts can often prove dangerous.

Mwepesi is a god of growth, but it understands little of the ways of fauna and even less of the cultures of sapient humanoids. It is interested in learning though, and often attracts worshipers just to apply them as vessels for learning the ways of men. Mwepesi is a tempting god, as its presence excites plant life powerfully, bringing lush and vibrant growth into even the most unforgiving of environments. Unfortunately the powerful corrupting effect of a deific alien intelligence usually proves too much, and once thriving villages are later found transformed into bleak charnel-markets populated by poppet-like husks of what have become more plant than man.

Few religious scholars are willing to guess at the true nature of the Slow God. These suggestions range from an ancient demonic presence of forgotten genealogy, to the vanguard of a family of extra-planar intelligences intent on breaching into the reality of elves and men. As it stands, the places where Mwepesi's worship is common are far away from most civilization that confronting and investigating the outré deity is yet to become important. Mwepesi has no agreed upon form, but all of its temples are covered with twisted vine motifs, and its clerics usually carry a knotted lump of vines as a holy symbol dedicated to the Slow God.

**Aligned deities:**

Friggseth, the Seed in the Earth

Ildavir, Goddess of Nature

**Opposing deities:**

Azi Dahaka, Demon Prince of Storms and Waste

Ahriman, Lord of Death

**Services of the temple:** Mwepesi's temples are few and far between even in the southern areas where the deity's worship is more common. Often hidden away in usually dense jungle valleys or situated in strangely lush oasis-caves, these locations are usually marked as cursed or taboo in the local lore. The temples themselves rarely host more than a few clergymen, although it usually seems like they are teeming with life: this is because most of the faithful of Mwepesi eventually change to resemble their deity, and join the verdant flora of Mwepesi's holy place. Those callous or desperate enough to deal with the Slow God usually find it amicable to petitions - for a price, of course.

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## Cleric description

**Symbol:** Mwepesi's symbol is the Knotted Vine. Its clerics always carry a piece of knotted roots or vines as their holy symbol.

**Weapon proficiencies:** Cleric's of the Slow God are proficient with staves, spears, daggers, clubs, maces, flails and whips. They may use darts and blowguns for ranged combat.

**Special:** Mwepesi grants the following favours to his faithful.

- Mwepesi's worshipers and faithful find that binding their life force to the Slow God grants them exceptional hardiness and fortitude against hunger and harm. They heal all damage at double the normal rate, and can also survive doubly long on water alone.

Extended reliance on this gift comes at a price however, and the worshipers' will all sooner or later succumb to the eldritch presence of the Slow God, essentially becoming husk-zombies, with only limited, fading sapience and memory. (The speed of this degeneration is left to Judge's discretion, and may of course be exacerbated with proper ritual and recompense.)

- In addition to the usual spells found on the cleric spell list, Mwepesi may grant its clerics access to *Mending*, *Choking cloud*, *Sleep*, *Shatter*, and *Speak with plants*<sup>1</sup>.
- The lay on hands actions from clerics of Mwepesi carry the transformative power of the Slow God. Recipients of such healing must roll a Fort/Will save (whichever is higher) with DC equal to the cleric's lay on hands check.

Should the target succeed there is no additional effect, but if they fail their body starts to exhibit signs of Mwepesi's touch: perhaps their limbs become vine-like, losing some of their angular definition at the joints; or maybe their skin begins to resemble tree bark at places; or maybe their muscles change to

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<sup>1</sup> *Speak with plants* has been previously published on KitN as part of the patron article for Friggseth, the Seed in the Earth. It can be found [here](#).

resemble plant matter. These changes correlate with the damage healed and are cosmetic at first, although continued exposition the touch of the Slow God may result in more corporeal and definite transformation (Judge's discretion).

**Turn unholy:** Mwepesi's clerics may turn angels, demons, devils, mundane animals, monsters and extraplanar creatures, and with the followers of opposed deities.

**Disapproval Table:** Clerics of Mwepesi use the following disapproval table.

<b>TABLE A: Mwepesi's Disapproval</b>	
<b>Roll</b>	<b>Disapproval</b>
<i>0 or less</i>	The cleric must atone for their sins. They can do nothing but recite the slow, droning prayers of Mwepesi for 10 minutes, starting as soon as they're not in immediate danger.
1	The cleric must appease Mwepesi. They can do nothing but prostrate themselves and recite the droning mantras of the Slow God for the next 10 minutes, starting as soon as they're not in immediate danger.
2	The cleric must spend a full hour in silent and immobile prayer starting as soon as they are out of immediate danger. Failure to begin the prayer within 70 minutes incurs a -1 penalty to all spell checks until prayer is complete.
3	The cleric incurs Mwepesi's ire: they suffer a -1 to spell checks for a day, and they are constantly excruciatingly thirsty for the duration of the effect.
4	The cleric must teach Mwepesi about 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.
5	The cleric incurs an immediate -1 to all spell checks until they plant Mwepesi's strange seeds in a suitable location; the seeds mysteriously appear in their possession.
6	The cleric must increase Mwepesi's power with a new follower. They incur a -1 penalty to spell checks until they convert a new follower to the faith.
7*	The cleric must endure the test of repentance and regrowth. They suffer 1d7 points of damage to their STR, AGI or STA (roll d3). The damage heals at the normal rate, but cannot be healed in other means. Their body heals to resemble the tendrils of their deity, and their body takes on vine-like qualities after the process.
8	The cleric must teach Mwepesi about pride. They cannot obey any direct commands given to the for a day, and are prone to arguments and obdurate stubbornness. Failure to do so results in loss of all spellcasting ability including healing for the remainder of the day.
9	The cleric immediately incurs a -2 penalty to all spell checks until the next day. They are disoriented for the duration, as if their roots had been ripped from the ground.

10	The cleric loses access to one randomly determined spell until they plant Mwepesi's strange seed in a suitable location; the seeds gruesomely appear in their possession.
11	The cleric is ordered to meditate upon their own humanity. The cleric incurs a -7 penalty to all spell checks. The only way to lift the penalty is to meditate: each full day of meditation the cleric can make a DC 15 Will save to remove the penalty.
12	The cleric is must feed Mwepesi's hunger for knowledge directly. For the rest of the day they do not gain XP, as all of their learning is funneled to the eldritch deity.
13	Mwepesi is not pleased and pulls away from the cleric. The cleric's disapproval does not reset the following day. The next day things reset as normal.
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 must be used to seed new earth with Mwepesi's growth.
15	The cleric loses access to three random spells until they bring three new followers to Mwepesi's embrace. Each time a new follower is gained Mwepesi returns one spell to the cleric.
16*	The cleric's ability to lay on hands is restricted for 1d7 days. During this time Mwepesi draws upon their body, causing it to transform to more resemble the strange plant deity itself.
17*	The cleric loses access to 1d4+1 spells for an equal number of days; each day a single spell is returned to the cleric. During the period of the effect Mwepesi studies and transforms the cleric's internal organs to be more in line with its understanding of life.
18*	The cleric is temporarily unable to turn creatures, the effect persists for 1d7 days. During this time Mwepesi links with the nerves and muscles of the cleric, gradually changing them to better become a host of the plant-mind of the Slow God.
19*	Mwepesi withholds the cleric's healing powers for 1d7 days. During this time the cleric is wracked with horrid internal pain, as the Slow God dissects and transforms them from within.
20 or more*	The cleric has broken against the Slow God one time too many, and the deity is of the opinion that more may be learned through simply dissolving the bodily form of its servant. The cleric must roll seven Fort saves in succession, the DC of each save varies (roll d3 for each: (1) DC 7; (2) DC 14; (3) DC 21). Each failed save indicates another bodily transformation towards becoming a skeletal husk filled with plant matter and a true extension of Mwepesi's will.
<p>* : Many of Mwepesi's disapproval effects cause the cleric to take on the plant-like countenance of their deity. While these are cosmetic for the most part, the effect is cumulative. The Judge should require the cleric to track the number of such transformations: every 7<sup>th</sup> such effect changes the cleric in a more concrete way, and the 21<sup>st</sup> such effect finally merges the cleric with the alien consciousness of their deity wholly, leaving behind a plant-automaton husk. The exact details of this transformation are left up to the Judge.</p>	