

The following rules are my expansions to the goddess Digradia's entry (*Hubris*, p. 201-202):

Note: As a deity, Digradia takes much more interest in hurting than healing; therefore She always extracts Her blood tithe from Lay on Hands attempts, whether the Cleric tries to heal himself or someone else. In effect this means a -1 HD to Lay on Hands results, for a minimum of 0 HP regained (e.g. a Cleric of Digradia uses Lay on Hands on a wounded Warrior of the same alignment and gets a check total of 15. This means that the Warrior regains 3d12-1d12 HP; minimum of 0).

LAY ON HANDS SIDE-EFFECTS

The recipient rolls 1d12 + their Luck modifier:

≤ 2. Call of the Void: The recipient has a 57% chance of suffering, roll 1d6: (1-2) Minor; (3-5) Major; (6) Greater Corruption. Otherwise treat as #3-5 below.

3-5. There will be blood: Recipient must slay 1d4 HD's worth of creatures during the next 1d24 turns, or forfeit the healing received.

6-8. Blood will follow blood: A sacrifice must be made by another in order for the healing to work: the hit points, set bone, eyesight, or whatever is being healed in the patient will be taken from a target...recipient's choice who is the "lucky" donor (within line of sight).

9+. Usual healing: Digradia is currently too entwined in shadow play to bother with side-effects.

DIGRADIA'S DISAPPROVAL

Roll 1d4 x disapproval range, minus the Cleric's Luck modifier:

1. Cleric must consult with shadow entities about what to do for the next 1d6 turns.
2. Until the Cleric kills something and takes a part of its corpse as a trophy, he suffers -1 to all spell checks.
3. Cleric must slay an Unholy Creature by next sunrise or take a -1d3 penalty to all spell checks on the following day.
4. The surrounding shadows dance horribly; the Cleric takes a -3 penalty to all spell checks for the next 24 hours.
5. At the next display of hedonism, the Cleric must respond with violence, or else he will forfeit his ability to Turn Unholy for the rest of the day.
6. Cleric must sacrifice 1d2 HD in self-inflicted wounds to appease Digradia.
7. A Void-demon inside the Cleric comes to the fore, causing him to only glare wickedly, growl, and attack anyone who comes near him with rage (for +2 to attack and a -2 AC penalty) for the next 2d5 rounds. He can resist this effect (DC 11 Will save), but then might lose access to some of his spells (51% chance for each one) until the next dusk.
8. Shadows whirl maddeningly around the Cleric; he writhes on the ground and counts as being helpless for 1d7 turns.
9. Digradia's wrath encloaks the Cleric, causing him to suffer a Minor Corruption (*DCC RPG*, p. 116).
10. From now on, whenever the Cleric fails a Will save, he also resorts to acting like his personal conception of a demon: speaking strangely, having bizarre mannerisms, attacking all in sight and otherwise acting "infernally" for 1d6 rounds. Subsequent rolls of this result causes the psychosis to last for longer amounts of time: minutes, hours, days, etc.
11. Umbrous! If the disapproval roll resulted from a spell check, the Cleric experiences misfire (*DCC RPG*, p. 120) instead of simple failure. In any case, he loses access to 1d4+1 random spells, including Lay on Hands and Turn Unholy for the rest of the day.
- 12-17. Scream bloody gore! The Cleric permanently loses 1d3 points from (roll 1d5): (1-2) Str; (3-4) Sta; (5) Agi; as he vomits forth his life essence in a torrent of brackish blood.
- 18+ Prove your love to me! A Shadow (*DCC RPG*, p. 425) appears and attacks the Cleric.

CLERIC SPELLS

Clerics of Digradia have access to the following spells:

1st Level (1d10): Darkness, Detect Good, Paralysis, Protection from Good, Second Sight, Word of Command, Ekim's Mystical Mask*, Magic Missile*, Manipulate Fire*, Unseen Servant*

2nd Level (1d10): Banish, Curse, Lotus Stare, Neutralize Poison or Disease, Restore Vitality, Snake Charm, Enlarge*, Fire Resistance*, Invisible Companion*, Scare*

3rd Level (1d5): Spiritual Weapon, Binding*, Consult Spirit*, Dispel Magic*, Invisibility*

4th Level (1d4): Affliction of the Gods, Desecrate, Vermin Blight, Demon Summoning*

5th Level: Summon from the Void*

*Treat as the Wizard or Patron spell in parenthesis, except for any changes noted, as well as using Disapproval in the case of a spell check of natural 1.