

The following rules are my expansions to the god The Corpulent One's entry (*Hubris*, p. 199-200):

LAY ON HANDS SIDE-EFFECTS

The recipient rolls 1d12 + their Luck modifier:

- ≤ 1. **Hubris:** The recipient heals 1d7-4 extra HPs (a negative result means he gets hurt instead).
2. **Lack:** Recipient's food turns to excrement at touch for 1d2 days, maybe forcing him to diet...maybe.
3. **Want!** Recipient feels an overwhelming need to obtain something someone nearby has. He must make a DC 15 Will save to not be compelled to take that thing by force.
4. **Distraction:** The Cleric keeps going off for snacks: the healing takes an extra 1d20 rounds to finish.
5. **Binge:** Recipient's stomach fills with hundreds of small maggots and he immediately collapses into a bloated stupor, sleeping for 2d16 minutes as the maggots get digested. Recipient does not need to eat for 3d7 hours afterwards.
6. **Ruthless:** Recipient suffers -1d4+1 to all rolls related to judgment and has much less compunctions. This state lasts for 1d5+1 hours.
7. **Fat Chance:** Feeling euphoric, the recipient takes 1d3 temporary loss to his Intelligence and Agility scores, but thinks his Personality has maxed out!
8. **Hedonism:** From now on, the recipient must make a DC 6 Will save to avoid gorging on food to incapacitation. Also, each time he is affected by spells by a Cleric of His Corpulence, the DC goes up by one.
- 9+. **Usual healing:** The Corpulent One is too indulged in excess to bother with side-effects.

THE CORPULENT ONE'S DISAPPROVAL

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

1. Cleric must do nothing but chill out for the next 1d10 minutes.
2. Until the Cleric overeats, he suffers -1 to all spell checks.
3. Cleric must humiliate an Unholy Creature by next sunrise or take a -1d3 penalty to all spell checks on the following day.
4. For under-indulging himself, the Cleric takes a -3 penalty to all spell checks until the next day.
5. At the next display of abstinence, the Cleric must respond with violence, or else he will forfeit his ability to Turn Unholy for the rest of the day.
6. Praise His Corpulence, intense euphoria overcomes the Cleric! He immediately loses 3d4+1 Agility and Intelligence, and lacks nearly all compunctions for 1d5+1 hours, as he burps loud hymns to the God of Excess.
7. Cleric has a revelation and decides that footwear is blasphemous, as His Corpulence does not require such! The Cleric will refuse to wear shoes, boots or even slippers from now on. Exquisite socks or lavish sandals might still be acceptable. Subsequent rolls of this result mean that he will attempt to steal and dispose of a random individual's footwear who is within 110', at his earliest opportunity. He will also be unable to cast 1d3+1 of his spells (including possibly Lay on Hands and/or Turn Unholy), until either he is successful or the next dawn arrives.
8. As per result #7 above, except that now trousers etc. are anathema.
9. The Corpulent One's wrath anoints 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 a humanoid maggot: speaking strangely, having bizarre mannerisms, striving for gluttony, and even believing himself to be the lord of all maggots for 1d6 rounds. Subsequent rolls of this result causes the psychosis to last for a longer amount of time: minutes, hours, days, etc.

11. Lack of want! 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.

12-14. Cleric must eat raw a creature of his size, dead or alive. In order to do so, he must succeed in a total of three DC 13 Will saves, each taking one Turn. Failing at a save means that the meal now comes with vomit sauce. Until the creature is completely eaten, the Cleric loses access to 3d4 random spells, including Lay on Hands and Turn Unholy.

15. Cleric must immediately organize a brief passion play to honor His Corpulence. Any individual within 100' who does not go along with the lewd and excessive play for the next 4d5 rounds will certainly earn the Cleric's and his god's ire and be refused any magical aid for the remainder of the day.

16. Cleric must overeat properly, requiring a DC 16 Fort save. On a success, he stopped just short of his stomach rupturing. On a failure, he did not and falls unconscious to 0 HP, requiring rapid magical aid or die a horrible and glorious death from internal bleeding, choking on vomit & blood-poisoning. Until this overeating, the Cleric's abilities and spells remain unavailable.

17. Legless excess: to prove his faith, the Cleric must amputate one of his legs and eat it. Make a Luck check; on a success cut at the knee, on a failure cut at the pelvis. Wound must be treated with mundane or magical means...hopefully there is another Cleric in the party or the subject himself manages to roll above his disapproval range! In any case, the leg can be cooked, fried, seasoned etc. to actually provide a tasty (ah, pork...) meal. Subsequent rolls of this result obviously mean losing the other leg too, but beyond that treat as #16 above. Gain +1 to Per for spellcasting purposes for each lost leg...as the god is pleased by the Cleric's *imitatio Corpulentiae*.

18+ Cleric dies and dissolves into a large pool of reeking vomit; The Corpulent One does not stomach failure...but the surviving party members can opt to eat the pavement pizza, be somewhat fattened and gain +1 Stamina each!

CLERIC SPELLS

Clerics of The Corpulent One have access to the following spells:

1st Level (1d12): **Blessing** (requires food), **Darkness** (accompanied by the sounds of eating), **Detect Magic**, **Food of the Gods**, **Holy Sanctuary**, **Paralysis**, **Resist Cold or Heat** (if sufficiently stuffed), **Second Sight**, **Charm Person***, **Color Spray*** (accompanied by the sound of maggots), **Magic Shield*** (as long the recipient is full), **Sleep***.

2nd Level (1d10): **Banish**, **Curse**, **Cure Paralysis**, **Lotus Stare**, **Neutralize Poison or Disease**, **Restore Vitality**, **Maggot Charm** (as Snake Charm), **Magic Mouth***, **Ekim's Mystical Mask***, **Ropework***.

3rd Level (1d6): **Remove Curse**, **Forget*** (requires getting the subject gorged), **Levitate***, **Monster Summoning*** (maggots, slugs, brain grubs etc. only), **Phantasm***, **Scare***.

4th Level (1d4): **Affliction of the Gods**, **Breathe Life***, **Make Potion*** (which is also strong alcohol: DC 15 Fort save or lose 2d4 Agility & Intelligence, and act in a quite uninhibited way for 2d7+1 rounds), **The Dreaming*** (requires the caster to become so full that time itself seems to stop for him).

5th Level (1d2): **The Feast of Righteousness** (as **Righteous Fire**, but manifests as slug acid essence, causing ½ damage, but also brings confusion, making those affected move slowly in a random direction for 1d7+2 rounds and being unable to take any other actions), **Polymorph***.

*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.