Note for standard DCC rules users: any mentions of Wrath Dice can refer to the dice you roll on the divine disapproval table (we roll one die that grows in our game). Idolater is our word for cleric. I used a few other terms that might pique your curiosity. They are from this DCC rules hack. Basically, Str=Prowess, Pers=Charisma, Int=Wits, Sta=Constitution, Dex=Coordination.
If you want to roll big dice with a tweak to your standard DCCs, just roll a d3 for the first infraction of the day, 1d7 for the second, 1d14 for the third, and so on, rolling weird dice from the die chain and including the d50, d60, and d120.

Lots of the results mention quests. If you are on a holy quest already, a new one is *not* generated. Instead, improvise something the god might do.

1. *The gears of the gods art busy and wilt get back to you about crushing you later:* +1d to Wrath Die.
2. *There ist a beam in thine eye*: You are struck with a malady for a short time, probably a 10 minute turn.
    a. Law: Blindness. If this result came about while sinning, seeing that particular sin in the future will cause hysterical blindness.
    b. Neutral: Deafness. You can invest into curing this with gold coins in your ears; these obols will be picked up by the obol faerie while you sleep, at which point you will be fine again.
    c. Chaos: You are afflicted with a form of tongues that only allows you to blurt out people's sins for a day. You can still pray.
3. *More mindfulness ist required of thou*: -1d to do holy things until 10 minutes of fervent and very loud prayer is undertaken.
4. *Why dost thou kick against the pricks?*: Comical pain in your buttocks until you hail a certain saint important to your faith loudly ten times.
5. *Dost thou even love me*: You feel compelled to create a little shrine on the spot. It will be judged by the gods for artistic merit and relative value. Making pilgrimages back here could be the subject of future quests.
6. *Meditatest thou on mine majesty:* Pray for 10×(your last holy roll) in minutes RIGHT NOW SINNER. If you fail to do so your Wrath Die will grow one size for each turn you put it off.
7. *Thou art not earnest enough:*
    a. Law: For the rest of the day, the idolater can make no falsehoods nor lies of omission. If an untruth is said and the cleric doesn't correct it, they gain 1 size to their Wrath Die.
    b. Neutral: Every truth you tell today must be followed by a lie, lest you gain +1d Wrath for each thing.
    c. Chaos: For each statement you hear this session and do not endeavor to pervert to be untrue somehow, you gain +1d Wrath. The game judge can cut this one off after a few times to cut sweating players some slack.
8. *Bringest me new sheep:* A new convert to the gods' religion must be found

before the next sunset, lest the cleric incur -2d to do holy things for a day.
    a. Law: The convert must forswear something.
    b. Neutral: The convert must promise to do something for your gods.
    c. Chaos: The convert must promise to join you for enough time to deface the next shrine, fane, or eidolon you encounter that is not part of the pantheon's purview. You will help them do it.
9. *A blood debt hast been incurred:* until the next dawn, holy ministrations are weird:
    a. Law: The idolater must anoint the target of their ministrations with the idolater's own blood. before any beneficial effects can happen. Blooder takes 1 Con/Stamina damage.
    b. Neutral: A third party's blood must be used; enough exsanguination to reduce Con/Sta die one size.
    c. Chaos: A recently vanquished foe's entrails must be used.
10. *Flog the debt from thy soul:* -1d to do holy things until you flog yourself thoroughly, doing 2 HP and 3 CON damage.
11. *How faithful art thou? Let us see:* Your Prow, Coord, and Con scores are damaged to the point where they use -1d lower action dice. If you bear this trial well, your god will let you heal them at the usual rate.
12. Gather mine flock: -1d to holy things until you convert 3 people to your gods. They willingly swear fealty to your gods and have the symbol of them burned into the flesh of their bosoms with a brand you hold
    a. Chaos: They don't have to be willing, so long as they are branded and their spirits broken.
13. You lose the ability to turn unholy creatures until dawn. If you roll this result again while in this state, you the duration is until you kill an anathema.
14. *Wyrd things lay in store:* You are given a glimpse of your fate. It is onerous, and attempts to defy fate are always at -1d, but if you manage to overcome fate somehow, the wyrding ends.
    a. Law: You will be plagued by shades until you [quest].
    b. Neutral: You will be given three tasks by three women: a crone, a mother, and a maiden. Carry them out.
    c. Chaos: You will die fighting a [boss monster of that adventure the Judge has been eying, or a beloved pet, cuz chaos].
15. Waxeth strong, or thou wilt wanest in iniquity: Until the next dawn, you cannot heal anyone.
16. Thee shanst do that like again for a tide: Whatever thing you did to trigger this roll (that particular spell, lay on hands, turning, etc.) is unavailable to you for the rest of the day or session, whichever comes last.
17. They may spit at thee: A scarlet letter burns bright above you head. All who see it know your sin(s).
    a. Law: Angels and the like will refuse to traffic or palaver with you.
    b. Neutral: The dead will babble

your sins, but can be bribed to shut up with offerings.

18. Whatever thing you did to trigger this roll (that particular spell, lay on hands, turning, etc.) is unavailable to you. The time interval is a week or 2 sessions.
19. Wrath Die does not reset as usual during the coming dawn. Grow it if this result is rolled again.
20. Whatever thing you did to trigger this roll (that particular spell, lay on hands, turning, etc.) is unavailable to you. The time interval is until a new or full moon or 3 sessions.
21. A representative of your gods will appear to watch you and make sure you aren't besmirching their names. It will first abraid, then later whip, and finally slay you if you can't behave.
    a. Lawful: It will watch until you complete a quest.
    b. Neutral: It will watch you until it has seen you do one lawful and one chaotic act of significance.
    c. Chaos: It will watch until bring blood blood for the blood god, sex for the sex god, or whatever for the whatever god.
22. Whatever thing you did to trigger this roll (that particular spell, lay on hands, turning, etc.) is unavailable to you. The time interval is until a quest is complete.
23. A limb is taken from you!
    a. Lawful: It is given to an invalid. This person will be grateful should they meet you and offer their help somehow.
    b. Neutral: It is swapped with a random NPC you haven't met yet. They won't like this.
    c. Chaos: It is given to a monster. Want it back? Kill the monster and take it, if thou be worthy.
24. Whatever thing you did to trigger this roll (that particular spell, lay on hands, turning, etc.) is unavailable to you. The time interval is until you visit a site holy to your gods make oblations.
25. *Others couldst use these*: The gods take something from you. Maybe a magic item, maybe your eyes. They give it to someone far away to help them. You might be able to get your possession back...
    a. Lawful: You can choose what is taken. If the game judge deems your contribution stingy, they may make you roll the Wrath Die again.
    b. Neutral: You can counter the gods' seizure with 100x your level in gold...
    c. Chaos: Something is taken from a companion whom you choose.
26. *Thy gifts art used frivolously*: A spell is taken from the cleric until a quest is completed
27. *Blood must be spilled:* You cannot do a certain, randomly-determined holy thing until the blood of a sinner is spilled by you to make up for their crime. If they turn out to be innocent, your gods will ask for your life as well.
    a. Chaos: You *have* to kill an innocent.
28. *Thy deeds art being weighed carefully, child*: Whenever you roll a Wrath Die today, roll two dice instead and take the worst result, but if either of them roll higher than your action die, you

incur wrath. When rolling on this table, you take the higher result, as that is worse.

29. *Persistent! Learneth thou humility:* -1d to any action die rolled with a Wrath Die this day. +2d to your Wrath Die.
30. All holy abilities gone for a day or a session.
31. This other god hast a beef with thou: Another god's representative manifests and accuses you of a sin real or imagined, and demands penance of some sort.
32. All holy abilities gone for a month or 3 sessions.
33. All holy abilities gone, *and* -1d to all actions, for a month or 3 sessions.
34. Your gods name a new stricture or taboo. If you violate it, you roll a d30 Wrath die immediately. If you roll this result with it, you are struck dumb and deaf until someone saves your soul.
35. *Tellest Stan I am not talking to him:* You have to summon an intermediary between you and your gods to bargain with them over the right to cast your next spell. This requires a spell check, takes a while, and will be at -1d when on unconsecrated ground.
36. *Thou art a speck on a mote:* You lose a level until you complete a quest.
37. *Others canst make use of this*: A spell is taken from you permanently.
38. *Prove thyself strong*: A bronze-skinned duplicate of you appears. It battles you to the death and can only be harmed by you and your spells. If it slays you, you cannot cheat death.
    a. Law: The duplicate will explain the rules of itself to you.
    b. Neutral: The duplicate can be placated with oblations and a promise to visit a shrine immediately. It will watch you until you do so.
    c. Chaos: The duplicate shares its pain with your allies; they take the same damage as it, -1.
39. *The number thou hast dialed ist temporarily out of service*: Two of your spells are gone until the next sunset.
40. A silver-skinned duplicate of you, but +1d to everything you can do, appears. It battles you to the death and can only be harmed by you and your spells. If it slays you, you cannot cheat death. It follows other duplicate conventions detailed as per alignment above.
41. The cleric has -4d to all holy works until they sacrifice the roll×10 in gold to a holy site (roll assets die once for every 100 gold spent). Roll the Wrath Die again.
42. A golden duplicate of you, but +1d to everything you can do, appears. It battles you to the death and can only be harmed by you. You cannot find the words to invoke holy works against it. If it slays you, you become a curst undead thing, doomed to wander the earth. It follows other duplicate conventions detailed as per alignment above.
43. *View mine ineffable wrath given flesh*: Your gods sends an avatar. All that can see it must save or go blind until the party completes a holy quest. The avatar will stick around until someone fails a save, so keep rolling.
44. *This form be'est unsuitable to an annoyance such as thou.* You are forced to reincarnate as per any rules you Judge deems suitable for such things.
45. *Lot of disappoint, son:* All in the area

hear “Look away from him/her” as you turn into a pillar of salt. Any who look upon you within the next turn also become pillars of salt. Salt is not alive.

46. *Then to hell with thee!:* Cast down to into tartarean prison guarded by devils within and angels without. Hey, look at this as an opportunity to have a great underdog comeback, but don’t expect your god to help you until you’ve learned a very special lesson. Your friends can see the hellmouth lingering open after you are sucked in, and may be foolish enough to join you.
47. *The gods must be mad*: Your god does something kinda crazy to teach you a lesson.
    a. Law: Your head is attached to someone else in the party. Your body follows you around like a zombie, and someone has to feed it. You can get it back after you finish a quest.
    b. Neutral: You are doomed to spend nights as an animal. Forever.
    c. Chaos: The ol’ switcheroo: Everyone passes their character sheet to the left. You keep your personality, but everything else goes, including class abilities.
48. *Thou hadst one job. Now have another:* Your group is transformed into fantastical guardians of a holy site. As this takes your group out of commision, rolling up new characters may be in order.
    a. Law: You are eidolons watching over a sealed away titan. You are reincarnated maybe hundreds of years in the future, after the titan has been released and your stone bodies were destroyed in the process. Twist: It’s all the fault of your next characters, and the group can vote on which set of PCs to play.
    b. Neutral: You are changed into magical beasts guarding an expanse of terrain. You are reincarnated after a couple decades, once murder hobos have found ways to kill you.
    c. Chaos: Your party’s flesh is stitched together into a living gate that lets the legions of your dark gods march forth from planes most dank. Your suffering ends when the world does.
49. The Sphinx dost hunger: A holy boss monster arrives on the scene, and challenges you. If you manage to answer its riddle, it will allow a roll of the wrath die to decide a possibly more lenient fate for you. Otherwise, it tries to eat you, and anyone that gets in the way.
    a. Law: A sphinx or angel that asks a standard riddle.
    b. Neutral: A daemon that asks how much you got (it wants a bribe).
    c. Chaos: A chaos lord that asks you a riddle and then eats you anyway. You knew chaos was a bad career choice!

50+. Rocks fall, everybody dies.