

The following rules are my additions to the god Bailey's entry (*Hubris*, p. 197-198):

LAY ON HANDS SIDE-EFFECTS

The recipient rolls 1d12 + their Luck modifier:

- ≤ 1. **Not so fast:** Bailey decides that the recipient should be punished for requiring healing...in 1d16 minutes he has a freak accident, taking 4d5 damage.
2. **Unfortunate:** Recipient suffers -2d2 to his Luck score, which returns to normal after 2d24 hours.
3. **Trickery!** No healing really happened; recipient realises this after 3d5 rounds - if he is still alive.
4. **Bailey's special:** Recipient's next attack roll or spell check is treated as being a natural 1.
5. **Cleptomaniac:** From now on, the recipient must make a DC 7 Will save to avoid stealing valuables left unattended. Also, each time he is affected by spells by a Cleric of Bailey, the DC goes up by one.
6. **Everything but the truth!** When prompted, the recipient must lie about everything (even trivial things) for the next 1d14 hours.
7. **Money in the bank:** 1d7 coins in total disappear from the purses of targets within 30' of the recipient and re-appear in his purse. Roll randomly for coin type. If nobody in the radius has any coins, they get taken from the recipient instead to Bailey knows where. Should the recipient himself possess no coins, Bailey settles for that many fingernails, which are instantly extracted and vanish causing the recipient 1 point of damage each.
8. **Lucky you:** The Grinning God grants the patient 1d2 Luck points to use before next nightfall.
- 9+. **Usual healing:** Bailey is too busy causing mischief elsewhere to bother with side-effects now.

BAILEY'S DISAPPROVAL

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

1. Cleric must do nothing but plan mischief for the next 2d6 rounds.
2. Until the Cleric tricks someone or steals something, he suffers -1 to all spell checks.
3. Cleric must steal things worth at least 1d4 x 100 gp by the next sunrise or take a -1d3 penalty to all spell checks on the following day.
4. Cleric takes a -3 penalty to all spell checks until the next day, wondering how Bailey tricked him!
5. At the next display of love, the Cleric must respond with deadly force, or else he will forfeit his ability to Turn Unholy for the rest of the day.
- 6-7. Cleric must start a quarrel, whether between himself and another or between at least two others. Until he does so, the Cleric loses access to 1d3+1 spells that he knows, including possibly Lay on Hands and Turn Unholy, or until the next nightfall.
8. A theft is in order...but the victim must know that the Cleric did it. Failure to do so causes the Cleric to lose access to some of his powers, as per result #6-7 above.
- 9-10. Bailey is deceitful indeed: 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.
11. Bailey's wrath soils the Cleric, causing him to suffer a Minor Corruption (*DCC RPG*, p. 116).
- 12-13. Cleric must spend at least 10 x 1d20 gp or equivalent barter on the next merchant he meets. Until doing so, he loses access to 2d3+1 random spells, including Lay on Hands and Turn Unholy.
- 14-15. Cleric permanently suffers -1d6 to his Luck score.
16. As per result #9-10 above, plus the Cleric's irises change to resemble gold coins. This is permanent, but incurs no adverse effects, apart from ruffians constantly trying to steal his eyes...
17. Cleric permanently suffers -2d5 to his Luck score.
- 18+ Cleric dies in an improbable accident; Bailey does not suffer incompetence...but in His fickleness He does grant the rest of the party members a Luck score increase of 1d2 each!

CLERIC SPELLS

Clerics of Bailey have access to the following spells:

1st Level (1d9): Darkness, Paralysis, Word of Command, Cantrip*, Choking Cloud*, Color Spray*, Ropework*, Sleep*, Ventriloquism*

2nd Level (1d10): Curse, Divine Symbol, Stinging Stone, Forget*, Invisibility*, Levitate*, Magic Mouth*, Mirror Image*, Phantasm*, Scare*

3rd Level (1d5): Bolt from the blue, True Name, Breathe Life*, Demon Summoning*, Emirikol's Entropic Maelstrom*

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

5th Level (1d2): Mind Purge*, Replication*

*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.