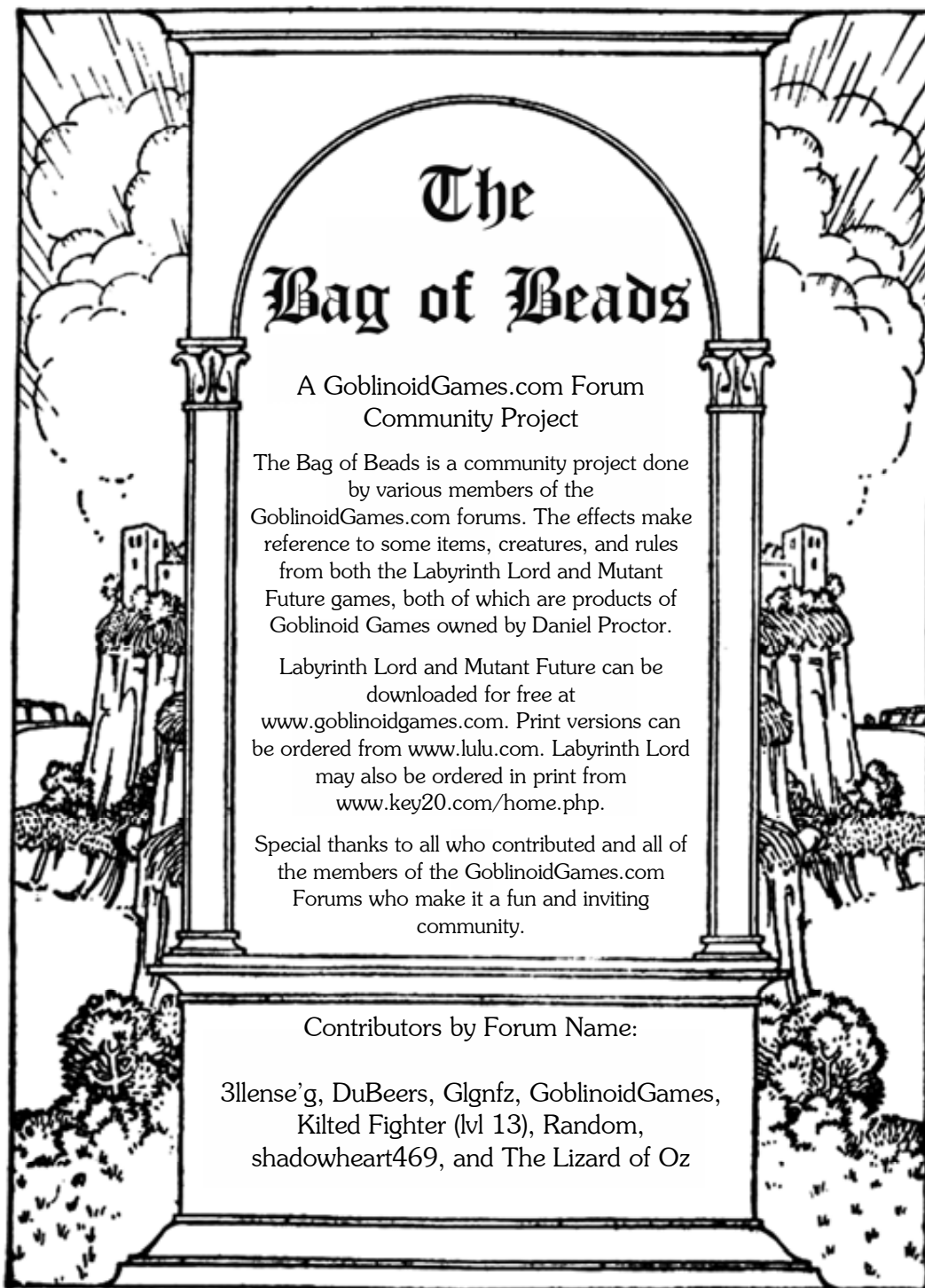


The Bag of Beads





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The Bag of Beads is a small magical leather pouch, tied closed with draw strings. To use the item, a person need only open the bag, reach in and pull out the glass bead inside and break it on the ground. What happens next is up to chance and fate as each bead drawn and broken will create a random effect. Only one bead can be drawn at a time.

This is a reusable item. The bag only needs to be retied and then opened again and the user will find the bead replaced by another one.

Roll a d% to determine the effect of the bead.

01. When the bead is broken on the ground, a chicken materializes out of a puff of smoke. It will cluck once at the players, lay an egg, and then it will explode into a shower of feathers. The feathers are just normal chicken feathers, but the egg, if eaten, will provide all the nourishment a person would need for 24 hours. But, if the egg is taken care of, in 1d8 days a tame chick will hatch the will grow rapidly reaching full maturity in hours and will have the ability to lay the same nourishing eggs. A valuable chicken indeed.
02. When the bead strikes the ground, it splits into several hundred (non-magical) beans of similar size, which (if possible) roll in various directions causing creatures moving in the immediate area to slip and fall.
03. Nothing seems to happen, but in reality, everyone present will be covered in a hardly detectable, but non-offensive scent. It clings to the skin for 1d8 days, no matter the amount of bathing, and will repel all insects regardless of size.
04. When the bead is broken, 1d4 Ghouls appear. If the players run, the Ghouls will hound them day and night until they are dealt with. When a Ghoul is slain, its body falls apart and 1 round later, 2 zombies will form from the parts and attack the players. When a Zombie is dispatched, one round later 2 skeletons will rise from the corpse. Once a skeleton is destroyed, it will collapse into a pile of dust. The dust has the potential to be magical. Roll a d4 to determine its nature.

1. *Dust of Appearance*

2. *Dust of Disappearance*

3-4. No magical properties

05. A 4' tall tornado appears and envelops the player. It causes no damage. Instead it turns all gold coins carried by the player in to copper pieces.
06. A brilliant flash of light blinds all onlookers, and is immediate followed by an earthquake of moderate magnitude.
07. If the user is of Lawful or Neutral alignment, this bead will cause a lightning bolt to strike him, causing him to become Chaotic for 1d8 days. If he is normally Chaotic, he will become Lawful.
08. An orc appears and asks whoever broke the bead if he or she is "A friend of Gary's". If the answer is yes, the orc attacks. If the answer is no, the orc disappears in a puff of smoke and is replaced by a hobgoblin who asks the same question. Each "no" answer yields progressively stronger foes until the summoner answers "yes" and fights the summoned monster.
09. An extremely slow moving, long-lived turtle appears and tells the players to "Follow me to the world's greatest treasure". The turtle then heads of in the treasure's direction. The only problem is that it will take more than the life time of an elf for the turtle to make it there. If anyone tries to prod or pick up the turtle to help it, it will retreat into its shell until left alone. Admonishing the players for "being rude".

Any questions asked will receive only vague responses. Like "Not far now" and "We'll be there soon".

10. A rusted and pitted long sword appears, tip embedded in the ground. Though the sword appears to be worthless, it is actually a long sword +2 (+3 vs. Chaotic) with powerful illusion cast on it that is unable to be dispelled. It is only usable by Lawful characters. Any who is Neutral that touches the sword will take 1d6 damage, Chaotic aligned characters take 2d6 damage.
11. Smoke flows from the broken bead, forming into a spectral hound dog. It is only visible to the one who broke the bead and only that person can hear and command it. The hound will stand guard, follow simple commands, and attempt to warn of danger. It cannot attack nor be damaged and is immune to all magic.

At the time of the sunrise on the 7th day from when it was first formed, the hound dematerializes into harmless smoke.

12. The bead will cause the creature who used it to be transported 2d4 rounds into the future, where he/she will arrive naked (all possessions having been left in the past and likely sitting on the ground upon arrival).
13. When the bead is broken, it sends a small tremor through the ground which will attract a Purple Worm. It will arrive in 2d10 rounds and attack.

The tunnel the Purple Worm leaves in its wake, if followed deep enough, will lead to a dungeon. This also means that anything in the dungeon can use the Purple Worm's tunnel as well.

14. The bead bounces off the ground, turns black, and expands to about three feet in diameter. It acts as a *sphere of annihilation*, but disappears in 1d6+1 rounds.
15. A thick, 7'x4', metal-banded oaken door appears out of the smoke. A note is pinned to the door that reads "No one home". If a player tries opening the door, there is a chance that it will topple over on him. The player must save vs. Breath Weapon modified by Dexterity bonus/penalty to avoid the falling door. Failure results in 1d6 damage and the player being pinned under the door.

The door is magical and with the proper command words can be shrunk down to 7"x4" or enlarged to fill an opening of up to 100 total square feet. The command words are conveniently located on the back of the note.

16. This bead expands into an aromatic loaf of bread, warm as if right from the oven. Consuming the entire loaf cures 2d6+3 points of damage. Only one person may be cured thusly, and he or she must consume the entire loaf to gain this benefit. If the loaf is consumed by a person at maximum hit points, he or she gains a permanent +1 to their total hit points.
17. The bead splits in two, and enlarges into a pair of identical open capsules, spacious enough for one larger humanoid or possibly two halfling-sized humanoids to occupy.

One capsule causes disintegration of any occupant, and then is disintegrated itself.

The other capsule bestows a permanent +1 bonus to a random ability score of any occupants, and then is disintegrated (leaving any occupants unharmed).

18. Multicolored smoke swirls around everyone within 20 feet. A powerful illusion is placed upon everyone in the area of effect. To each other and themselves, they will appear normal and nothing will seem amiss but to anyone else they will appear as orcs. The illusion will persist until dispelled by *Dispel Magic*. The illusion is considered to be 10th level for dispel purposes.
19. After the bead is broken, 1d6 Harpies manifest 1d8 yards away from the party. They will advance rapidly towards the party, but they will only attack them when threatened. Otherwise they'll protect the group for 1d4 days with their lives.
20. A Giant Rattler appears out of the smoke. It will only attack if bothered; otherwise, it will just warn the players by rattling its tail. The venom, instead of causing damage, will cause anyone bitten to go into a euphoric state for 1d8 +4 rounds unless a save vs. Poison is made. While in this state, the player is unable to do much of anything except walking around in a state of bliss. Any attacks made against an affected player receive a bonus of +4 to hit.

If the snake is defeated, its venom sacs can be harvested and will have 1d4 doses of the bliss causing venom each. There is also 1d4 +3 gems, worth 100 gp each, contained in its rattle.

21. The characters are enveloped in a fog as they begin to feel different, other-worldly forces are guiding their action. The fog dissipates and they feel changed.

The Players should now take their character sheets and pass them to the player to the left and that person will play that particular character. The effect lasts until the end of the current adventure, at which time, the players can switch back.

22. When the bead is broken, a miniature version of the user appears from a tiny puff of smoke. The miniature has all the memories and abilities of the original (including spell use), but ages unnaturally at the rate of one year per actual day.

The bead does not reproduce material possessions, so the miniature will be quite nude.

The miniature will only know it's not the original because of its size and its rapid aging.

23. An enraged Gorgon appears and immediately attacks the bead breaker. If defeated, one of its horns will be a *Horn of Blasting*.

24. A full length mirror in a silver frame appears before the bead breaker. In it can be seen a demonic creature. As the creature and player lock stares, they hear a voice in the mind telling them "I know you now". At which time the creature roars and the mirror shatters, send glass flying. All those in front of the mirror and within 10 feet suffer 1d8 points of damage from the glass. The bead breaker, for the next month, suffers a -2 penalty to all saving throws. The silver frame is worth 120 gp.
 25. The bead explodes as a fireball (20' radius) dealing 1d8 six-sided dice worth of damage.
 26. A bear wearing a brimmed hat appears and explains the dangers of fire to the players. He will then stamp out any fires and confiscate any torches or other fiery items the players might be carrying before wandering off. Strangely, the players will not resist or argue with the bear because he speaks with a commanding tone that they can't help but respect. The bear will also attack any nearby fire-based monsters, attacking as a Cave Bear.
 27. When the player attempts to break the bead, nothing happens. Instead, it just bounces like it is made of rubber.
 28. At the spot the bead is broken, a campfire ringed with stones appears. Cooking over the fire is three large rabbits. The cooking rabbits smell delicious and have a 1 in 6 chance of attracting and wandering monster.
 29. The bead is extremely bouncy and leaves a 10' radius spherical trail of thick black smoke behind it as it bounces. The smoke will hang in position in the air (even if wind is present) for one hour, at which point the bead also vanishes. The bead (which is strangely easy to find in the smoke) can be thrown multiple times during the hour of its existence.
 30. A wave of healing energy is released for 40' in all directions. All living creatures within the area of effect area healed for 2d8 hit points, while all undead take 2d8 points of damage. Constructs are not affected.
 31. The nearest creature to the bead becomes trapped inside (as per the demi-lich).
 32. A cloud of butterflies is released, dissipating quickly.
 33. A mysterious plant grows in spot the bead was broken. One round later it begins to burn, giving off a pungent smoke that smells rather pleasing. All those with 20' are over come with a euphoric feeling but suffer the following penalties for the next 8 hours; their movement rate is reduced by one third; they consume double rations, and suffer -2 to both DEX and INT.
 34. An elderly gray haired dwarf appears. He is wearing a thick coat, a knit scarf, and a fur hat. Despite his apparel, he is shivering and complains of being "freezing cold" as he serves each player a cup of steaming mulled wine. If there is a female, either elf or human, with a charisma of greater than 15 he will give her his fur hat. If the players attempt to question the dwarf he will brush their questions aside, insisting they have a drink. After serving each PC and NPC in the party or if he is attacked, he will vanish.
 35. A smallish hole appears in the ground and two gnomes pop half way out, investigating their surroundings. One pulls out a map, while the other berates him, and after studying it momentarily says "I knew we should have taken that left turn at *Insert Town Name*". At which point they disappear back down the hole and burrow away.
- Note: They will ignore any questions posed to them by the players. In fact, they will not acknowledge the characters at all. If anyone attempts to snatch or attack them, they bolt back down into the hole.
36. Whoever broke the bead will be teleported (*with* their possessions) to the spot where the bead was broken.
 37. The bead bursts, splattering a bright fluorescent paint in all directions, coating everything within a 10' radius.

Roll a six-sided die to determine color the of the paint:

- 1: Red
- 2: Orange
- 3: Yellow
- 4: Green
- 5: Blue
- 6: Violet

38. A massive beanstalk will grow wherever the bead was broken, reaching into the sky no matter what barriers may be in the way.

The beanstalk leads to the manor of a hungry giant in the clouds, who owns an enormous chicken that lays golden eggs!

If no sky exists in the world (elemental earth, for example), then the beanstalk will spiral madly in all directions, crushing and suffocating all creatures within a 100' radius.

39. Where the bead was broken, a portal opens to the Elemental Plain of Bead. It unleashes a tidal wave of non-magical beads at a rate of 100 bead/sec, until a *dispel magic* spell is used to close it.
40. The human or demi-human nearest the burst point of the bead becomes stark, raving, bark-at-the-moon mad for 1d6 turns.
41. As the smoke clears, a solid white kitten can be seen and it will do the cutest things to gain the attention of the players. If anyone touches the kitten and it is direct skin to fur contact, they must make a saving throw vs. Death. If the saving throw is failed, that character dies instantly. But if they succeed their save, they are immune to the death effect of contact with the kitten from that point on.
42. When the bead hits the ground, it turns into a glass jar with a small yellow fish inside. If any character puts this fish in his ear, he is magically able to understand any form of sentient communication. The fish will stay inside the character's ear indefinitely unless removed.
43. The nearest ten creatures are all transformed into dwarves (their ability scores changing to meet class minimums if necessary).
44. A torch appears. When lit, it burns with a bright green flame. The torch is normal in all other respects, including weight and duration of light.
45. Wherever the bead lands, a giant foot stomps from above!
46. The bead strikes the ground, nothing apparently happening, the looks to be just a normal, every-day bead. But the bead, now activated, emits a *dead magic zone* 20' around it. All magic in the area of effect ceases to function. This includes magic items and spell-like abilities. All magic cast into the *dead magic zone* will also not function. The bead is a permanent item and there may or may not be a way to shield its effect.
47. The bead cracks open, revealing a small strip of paper inside. On it is written the bead breaker's fortune (to be made up by the LL), which is near impossible to change.

The fortune is either good (50%) or bad (50%).
48. When the bead is struck against any surface, it breaks open, spilling out a small gem. The first person to touch the gem immediately becomes bonded to it and knows of its power. Anyone in possession of the gem, other than who it is bonded, is granted complete control over them. This control spans any distance, even planes. The gem makes that person a puppet as long as concentration is maintained to control the bonded's actions.

Simply possessing the gem will not inform others of its power over a bonded person. But simple, off-handed thoughts could make the bonded do outrage things. The bonded will always know the location of the gem. As long as the bonded remains in possession of the gem, all will be well.
49. The bead vanishes with a spark and a twinkle, revealing a magic feast (enough for at least a dozen humanoids) that when consumed sustains the body for one week with no other food or liquids required.
50. The bead emits a *web*, similar to the spell of that name.
51. The bead expands until it's the size of a horse. It can then be ridden much like a flying carpet.
52. The bead generates a massive magnetic field, causing nearby metal objects to be catapulted towards it.
53. When broken, the bead transforms into the very first thing that the bead breaker thinks of.
54. All creatures within a 25' radius fall into a deep magical slumber (save vs. spells at -2 to avoid), and do not awaken until the bead is picked up, at which point they go berserk and attempt to slay whoever picked up the bead.
55. The bead stops cold when it hits the ground, makes a loud "pop" sound, flashes brightly, and does nothing for several seconds, after which it slays (no save) any creature looking at it.

56. The bead breaks and releases a cloud of smoke that quickly clears to reveal three Jesters in nondescript peasant outfits, one with a dark black bowl-cut hairdo, one with a tangled mass of curly hair, and one bald.

They can be attacked (they have AC10) but take no damage. They will however feel and react to the pain, usually by retaliating against the character or monster that launched the attack. However their attacks involve thrown pies, twisted noses, and the like that do no damage (though are highly distracting nevertheless).

If the Jesters are not attacked in a round, they will begin to argue amongst themselves, hitting and taunting one another, throwing pies (though in most cases the target Jester ducks, resulting in a random character or monster getting hit instead), poking one another's eyes, and the like.

The Jesters remain indefinitely, only leaving once no one remains in the location that they appeared.

57. The bead does nothing, but roll into a crack, crevice, or hole where it cannot be retrieved.

1d6 weeks later, a mysterious man approaches the character that threw the bead, handing it back to that character, saying "You dropped this."

The bead becomes inert after this, and if tossed again has no effect.

58. The bead appears to stop just before hitting the ground. In fact, everyone and everything except for the character that threw the bead has stopped. This character gets 3 rounds of free action, after which the bead falls to the ground, and normal actions may be resumed by all.

59. Poof! A mad genie appears, forcefully grabs the nearest humanoid by the throat (no save), and demands that it declare a wish to be granted.

If the victim can't come up with a wish quickly to squeeze out of its choked throat, then the genie will strangle it to death and afterwards vanish.

If the creature does come up with a wish, then the genie will grant it instantly, but will afterwards still choke the victim to death before vanishing (unless the wish was to not be choked, or to be let go, or for the genie to vanish immediately, etc.).

60. The bead bounces, flying high into the air, even underground, inside a building (it simply flies through the roof) or in an environment with no clear "sky" (it will fly off in a random direction). The next target the thrower of said bead attacks will have said bead come down onto them with tremendous force (having bounced into low-earth-orbit or such). The target must make a save vs. death or be killed instantly (and messily as the bead hits the target at terminal velocity). Again, this effect occurs even if indoors or underground.

61. The bead expands into a hollow glass sphere about 8" in diameter. Inside is a small furry creature resembling a bipedal hamster, wearing purple robes and a pointy wizard hat. He shoots the summoner an apologetic look before rolling the ball away. About 20' from the party, the ball disappears with an audible "pop"!

62. The bead morphs into an exceptionally ornate +1 melee weapon of the type the user employs most often in combat.

63. The bead turns into a tiny brass hammer. This item will allow a cleric to cast "spiritual hammer" thrice per day

64. The bead becomes a flask of cure light wounds potion, containing enough potion for 5 uses.

65. The bead causes a silver bell to appear and begin ringing, causing an immediate wandering monster encounter.

66. The bead generates a mystic force that draws all creatures in its "line of sight" into it (no save).

All creatures entering the "line of sight" of the bead during the next few hours (before the teleportation occurs) are also drawn in and trapped (but are allowed a saving throw vs. magic to avoid this).

The trapped creatures are magically expelled a few hours later in some (totally different) dangerous location.

(It is recommended that the DM put away the current module or adventure, grab another, flip to a random page, and stick the previously trapped creatures into a random room.)

Before the teleportation takes place, a dispel magic or wish or similar means can disable the bead and free the trapped creatures.

67. The bead isn't a bead at all, but a quivering eyeball, gazing pathetically in the hand of the bag holder! It vibrates endlessly as if in great agony (for an eyeball), but has no other special properties.
68. The bead emits a 10' cubic cloud of smoke. Any creatures inside the cloud are teleported to random nearby locations (out of sight, though).

When the cloud clears, a slightly smoking skeleton remains for each teleported creature (even though the creatures are fine).

69. The bead becomes a cheap and rather battered tin whistle.
70. At the point where the bead lands, a one-way gate from an alternate planet or plane (LL's choice) opens up and expels a resident before closing.

This resident could be a demon, a klingon, a kender, Steven Colbert, etc., just whatever the LL desires at the moment.

71. The bead explodes and showers weapons in all directions.

Creatures take damage and receive saving throws depending on distance from the explosion. Successful saves reduce damage by half.

10': 16d6 save at -4
20': 8d6 save at -2
30': 4d6 save at +0
40': 2d6 save at +2
40'+: no damage

Weapons will include battle axes, swords, daggers, maces, etc.

About 50-100 weapons will be usually present in total, but more is always possible.

Roll percentile on the following table twice for a special weapon that may appear.

1-80: No special weapon
81-90: Magical Weapon (no swords)
91-95: Magical Sword
96-98: Sapient Sword
99-100: Firearm

72. Roll percentile. Every creature within 15' of the bead either ages (50%) or de-ages (50%) by this amount of years.

Aging past a creature's maximum lifespan causes death, but this death can be reversed (and the normal age restored) by means of a *wish*.

De-aging before a creature's birth (but after conception) causes death, but this death can be reversed (and the normal age restored) by means of a *wish*.

De-aging before a creature's conception causes a cessation of existence for the creature which cannot be reversed, except possibly by the **direct intervention** of certain god-like beings.

73. The bead generates an extremely loud "crack" sound, and then emits a permanent *silence 15' radius*.
74. The bead expands until its diameter is about 10 or 12 feet, and appears to be very thin and translucent (like a balloon) and filled with some sort of smoky gas.

It can then be rolled around easily, but once punctured (which is relatively easy with a knife, sword, arrow, etc.) the gas inside will transform into a hard and heavy substance, and the bead will be rather immovable thereafter, creating a boulder-like obstacle.

75. Once drawn forth, the bead sprouts a hook-like projection, immediately taking a sample of flesh from the wielder's palm.

The flesh drops from the wielder's palm and the bead unfolds, covering the flesh in a semi-translucent, fleshy sack. A clone begins to grow, as the magic-user spell *clone*, but at a highly accelerated rate. The clone is fully formed in 1 turn, and breaks free from the leathery womb like a butterfly from a cocoon.

No competitive compulsion exists between the clone and the original, as in the spell *clone*, and the clone will seek to do anything the original desires, up to and including self harm. The clone will carry out any instructions, but will implode into a mass of self-digesting goo in 4d4 turns.

76. A bead is drawn forth and...nothing seems to happen.

Once the apparently worthless bead is tossed on the ground, it lies there unmoving until the one who drew it forth wanders off out of sight. Then the bead transforms into an amphibian embryo, and after 1 round a 1' tall bipedal frogman forms.

The little frogman will pursue the one who drew the bead forth, scolding him or her for abandoning him and demanding retribution in the form of no less than 1001 live flies. It will scream most annoyingly, attracting potential wandering monsters, until it has received its just deserves. Should it be attacked, it has an AC of 5, hp 6, and it does not strike back but cries and pleads for its life. Very loudly. If at any point the frogman is killed, its body emits a putrid gas that clings to the bodies of all within 50' and increases the likelihood of wandering monsters by 100% for 6 turns.

77. A gelatinous cube lands on top of the character completely engulfing the character who threw down the bean.

78. A mighty voice booms: "Ph'nglui mglw'nafh Glnfz R'lyeh wgah'nagl fhtagn"!

Nothing else happens.

79. Once the bead is broken, a small storm cloud forms 1' above the character's head and proceeds to rain on that character for 10 turns. It will follow the players regardless of any attempts to avoid it. After 10 turns has elapsed and the cloud dissipates, the character will be healed to full health and feel completely refreshed, receiving a +1 bonus to all saving throws for the next 24 hours.

80. The hologram of a beautiful female cleric appears before you and moans: "Bargle!!! He has killed me!"

81. A spidergoat falls from the sky inflicting 1d10 points of damage to the tallest character. After one round it has shaken off the confusion and it starts attacking random characters.

82. The bead transforms into a spidergoat that is effectively *charmed* by the bead thrower.

83. When the bead is broke, it will cause a 60' x 60' area, centered on the bead, to become a thick gooey mess. Travel through the goo is reduced to a third.

84. The bead transforms into a giant disembodied hand and sinks into the ground.

If any creatures are standing near a wall (assuming there are walls nearby), the hand comes out, grabs them (attacks as an 8th level fighter), and jerks them into (inside of) the wall. If the hand misses, it goes back into the wall, and repeats this process next round.

The hand will haunt that particular area until *dispelled*.

Any creature so grabbed is deposited by the hand at an entrance to the labyrinth (if in a labyrinth), or else will deposited at the entrance of some other labyrinth.

85. The bead, when thrown, turns into a spellbook in mid-air. This spellbook has all the level 1 spells in it, but is very easy to damage. There's 50% chance that it's ruined on impact.

86. When the bead is removed from the bag, a strong wind arrives. After a few seconds, a man clad in blue and with a red cape flies above the party. If a battle is in progress, he will help out the "good" side (chosen by the LL), then wave with a smile, and fly away without a word.

Flying Man: [AL L, MV 120', AC 0, HD 10, hp 80, #AT 2, DG 1d2+5, SV 0 lvl human, ML 12] Flying Man fights with his fists. He does not fly while in battle.

87. The bead, when thrown, bounces 5 feet off the floor or ground and hovers, flickering faintly 3 times with a white light. After the 3rd flicker, the bead flashes brightly and vanishes. On the ground beneath the now departed bead lies a portrait of the astonished faces of the adventurers looking at the bead when it flashed. At least one of them will have his or her eyes closed; another's mouth will be open as if speaking. The portrait looks as real as a reflection from a mirror and is on a hand-sized square of very glossy paper. (hint: it's a Polaroid snapshot)

88. The bead vanished with quiet "pop" and, in its stead is a "Last Will and Testament" of the person throwing the bead. There is even an exact replica of that player's signature at the bottom of the document.

89. The skinniest goblin the players have ever seen appears. He is wearing no armor and wielding no weapon and is as harmless as he seems. He touches the bead caster and yells, "YOU'RE IT!" before vanishing.

90. The bead hits the ground with such force that the ground starts to crack and break, opening up a rather large chasm.

It will obviously create quite an obstacle, and any creatures falling into the chasm are forever lost (optionally, they can take part in a solo adventure through some hellish underworld).

91. The bead is replaced by a kitten that will forever be the pet of the bead thrower. The kitten is normal in all respects, and will grow into a cat which will also be normal in every respect, unless the caster is an illusionist or magic-user.

If the bead caster is a mage or illusionist, the kitten will grow into a full grown cat in 1d4+1 days and serve as a faithful familiar. The cat familiar will regenerate 3 hit points of damage per round even if reduced to zero hit points, re-growing severed limbs as needed, and will live twice as long as a mundane cat. The only way to kill this special familiar is to treat it as a troll.

92. The bead smacks the ground and immediately bounces directly into the thrower's mouth as a tasty jelly bean candy.

93. The bead expands and transforms into a small mechanical animal that will scurry about. If any creature should touch it, they will feel a sudden intense pain as large golden rings (one for each hit point the creature possesses) fly in various directions.

The rings will exist for one round before vanishing, and at the end of that round, the creature affected will lose one hit point for each ring not recovered. On average, a creature will be able to recover 2d20 minus 10 (minimum of zero) rings.

94. The bead transforms into a cloud of iron caltrops that fall to the floor, covering 200 square feet square of flooring and conforming to available space (for example: 10' x 20' or 40' x 5' in corridors, or 20' x 20' in a large room). The caltrops are permanent once generated and normal in every way.

95. A random article of clothing turns bright green and glows in the dark. The glowing is enough to remove any penalties for fighting in the dark but is not enough light to read or do much else. Depending upon the circumstances the PC finds him- or herself in, the glow may increase wandering monster checks and decrease chances of surprising opponents.

96. Roll 1d6.

1-3: All weapons carried by the bead caster double in weight and encumbrance, gaining +1 to hit and damage.

4-6: All weapons carried by the bead caster half in weight and encumbrance, becoming -1 to hit and damage.

97. All non-magical missile weapon ammunition and hurled weapons carried by the user become +4 to hit and cause double normal damage, but are consumed with use whether they hit or miss.

98. Roll 1d6. Coins of the indicated type carried by the user turn into tiny frogs.

1 = copper coins

2 = silver coins

3 = gold coins

4 = electrum coins

5 = platinum coins

6 = all coins

99. All magical items carried by the user are instantly and correctly identified ... any and all items that use charges are recharged to full capacity by the magic of the bead .

100. User's armor turns to gold and becomes +1, or if already magic gains and additional +1. If armor is already +5 it instead gains a special power. If the user is an unarmored character he or she gains a Ring of Protection +1, or an additional +1 to any currently owned Ring of Protection.