

THE ULTIMATE BAG O' BEANS

This bag, constructed of heavy cloth, is about two feet wide and four feet long (the size of any large bag or sack). A character who opens it will find several large, pebble-like objects inside. If dumped out of the bag, these objects explode for 5d4 points of damage each. All creatures within a 10 foot radius must successfully save vs. spell or suffer full damage. To be removed safely, the beans in the bag must be taken out by hand - telekinesis won't prevent them from exploding, nor will working them out with tools. If placed in dirt and watered, each pebble-like bean will "sprout". Only a few beans are beneficial most are dangerous or useless.

Just roll 1d100 to get a bean. If the bean rolled has already been picked then use the one after it or the one before it.

Unless noted otherwise, all items and beings created by a bean are permanent and can be destroyed or slain normally. Also, the beans will always be destroyed unless noted otherwise.

A wild magic mage has a 50% chance to control the bag. Thus, he/she can pick the bean he/she wants. Page 5 of the TOME OF MAGIC discusses wild mages and has the rule of the random objects used by wild mages.

Some DMs may want the bag contain less than 100 beans since a bag probably had previous owners who no doubt used some of the beans. Therefore, the number of beans in the bag should be 75-100 (5d6 + 70). The DM will have to decide which beans should be removed from the bag.

In every case, the DM may make any adjustments to these results he feels is appropriate.

1. A tree grows from the ground. Roll on A for size. Roll on B for type. There is a 25% chance that the tree begins to spew seeds within a 50 foot radius. These seeds grow into trees within 1 round. These trees spew seeds as their parent and more trees grow. This process continues for 59 rounds. If this process isn't stopped, a forest of tress could span approximately 2950 foot radius from the original tree.

TABLE A: Size (1d6)

1	Tiny	1/4 normal size
2	Small	1/2 normal size
3-4	Normal	normal size
5	Large	double normal size
6	Gigantic	quadruple normal size*

* DM's Option - The tree grows to such a height that it will no longer be able to support itself and it collapses in a random direction.

TABLE B: Type of Tree (1d8)

1	Broad-Leaf Tree	roll on Table C
2	Needle-Leaf Tree	roll on Table D
3	Fruit Tree	roll on Table E
4	Edible-Nut Tree	roll on Table F
5	Resource Tree	roll on Table G
6	Ornamental Tree	roll on Table H

7 Tropical Tree roll on Table I
8 REROLL

TABLE C: Broad-Leaf Trees (1d20)

01 Alder	08 Ash	15 Aspen
02 Birch	09 Butternut	16 Box Elder
03 Chestnut	10 Cottonwood	17 Elm
04 Eucalyptus	11 Gum Tree	18 Hackberry
05 Ironwood	12 Locust	19 Maple
06 Mulberry	13 Oak	20 Sweet Gum
07 Sycamore	14 Willow	

TABLE D: Needle-Leaf Trees (1d20)

01 Balsam Fir	08 Beefwood	15 Box
02 Cedar	09 Cycad	16 Cypress
03 Douglas Fir	10 Evergreen	17 Fir
04 Gymnosperm	11 Hemlock	18 Juniper
05 Larch	12 Laurel	19 Myrtle
06 Pine	13 Redwood	20 Sequoia
07 Spruce	14 Yew	

TABLE E: Fruit Trees (1d20)

01 Apple	08 Apricot	15 Avocado
02 Banana	09 Cherry	16 Crab Apple
03 Date	10 Fig	17 Grapefruit
04 Guava	11 Lemon	18 Lime
05 Mango	12 Mulberry	19 Nectarine
06 Olive	13 Orange	20 Papaya
07 Peach	14 Pear Plum	

TABLE F: Edible-Nut Trees (1d10)

01 Almond	05 Brazil	08 Butternut
02 Cashew	06 Coconut Palm	09 Hazel
03 Hickory	07 Pecan	10 Pistachio
04 Walnut		

TABLE G: Resource Trees (1d10)

01 Balsa	05 Calabash	09 Carob
02 Cinnamon	06 Clove	10 Coffee
03 Cork	07 Kola Nut	11 Nutmeg
04 Palm	08 Rubber	12 Sassafras

TABLE H: Ornamental Trees (1d8)

1 Dogwood	4 Hawthorn	7 Holly
2 Magnolia	5 Mimosa	8 Pepper Tree
3 Redbud	6 Rhododendron	

TABLE I: Tropical Trees (1d4)

1	Baobab	3	Mahogany
2	Mangrove	4	Teak

2. Liquid spews out of the ground where the bean was planted. Roll on Table A to find out how much will come out of the ground. Roll on Table B to get the duration that the liquid will spew. Roll on Table C to get the type of liquid.

TABLE A: Rate of Liquid (1d4)

1	Stream	pours out 1 gallon per round
2	Fountain	5' long stream at 5 gallons per round
3	Geysir	20' long stream at 30 gallons per round

TABLE B: Duration (1d8)

1	1d20 round
2	1d12 turn
3	1d10 hour
4	1d8 day
5	1d6 week
6	1d4 year

TABLE C: Type of Liquid (1d12)

01	Fresh Water	see note below
02	Salt Water	see note below
03	Mineral Water	see note below
04	Holy Water	
05	Unholy Water	
06	Sweet Water	Dungeon Master's Guide
07	Vinegar	
08	Ammonia	
09	Poison	Dungeon Master's Guide
10	Alcohol	The Complete Guide To AD&D Alcohol, Getting...Booze
11	Oil	Roll on Table D and Table F
12	Magical Liquid	Roll on Table E and Table F

TABLE D: Type of Oil (1d6)

1	Normal	
2	Oil of Fiery Burning	Dungeon Master's Guide
3	Oil of Fumbling	Dungeon Master's Guide
4	Oil of Impact	Dungeon Master's Guide
5	Oil of Slipperiness	Dungeon Master's Guide
6	Oil of Timelessness	Dungeon Master's Guide

TABLE E: Type of Magical Liquid (1d30)

01	Potion of Clairaudience	Dungeon Master's Guide
02	Potion of Clairvoyance	Dungeon Master's Guide
03	Potion of Delusion	Dungeon Master's Guide

04	Elixir of Health	Dungeon Master's Guide
05	Elixir of Madness	Dungeon Master's Guide
06	Elixir of Youth	Dungeon Master's Guide
07	Potion of ESP	Dungeon Master's Guide
08	Potion of Extra-Healing	Dungeon Master's Guide
09	Potion of Fire Resistance	Dungeon Master's Guide
10	Potion of Flying	Dungeon Master's Guide
11	Potion of Gaseous Form	Dungeon Master's Guide
12	Potion of Giant Strength	Dungeon Master's Guide
13	Potion of Growth	Dungeon Master's Guide
14	Potion of Healing	Dungeon Master's Guide
15	Potion of Heroism	Dungeon Master's Guide
16	Potion of Invisibility	Dungeon Master's Guide
17	Potion of Invulnerability	Dungeon Master's Guide
18	Potion of Levitation	Dungeon Master's Guide
19	Potion of Longevity	Dungeon Master's Guide
20	Philter of Glibness	Dungeon Master's Guide
21	Philter of Love	Dungeon Master's Guide
22	Philter of Persuasiveness	Dungeon Master's Guide
23	Philter of Stammering...	Dungeon Master's Guide
24	Potion of Polymorph Self	Dungeon Master's Guide
25	Potion of Rainbow Hues	Dungeon Master's Guide
26	Potion of Speed	Dungeon Master's Guide
27	Potion of Super-Heroism	Dungeon Master's Guide
28	Potion of Ventriloquism	Dungeon Master's Guide
29	Potion of Vitality	Dungeon Master's Guide
30	Potion of Water Breathing	Dungeon Master's Guide

TABLE F: Potency of Magic (1d20)

01-04	Loses magical ability in 1d20 round
05-07	Loses magical ability in 1d12 turn
08-10	Loses magical ability in 1d10 hour
11-13	Loses magical ability in 1d8 day
14-16	Loses magical ability in 1d6 week
17-19	Loses magical ability in 1d4 year
20	Maintains magical ability permanently

NOTE: There is a 25% chance that a Water Weird (AC 4; MV 12; HD 3+3; hp 27; #AT 0; Dmg nil; THAC0 15; MC2) is presence in the water and will attack.

3. The bean turns into a gem in 1d4 rounds. Roll on Table A to get the class and value of the gem.

There is a 30% chance that a bird flies down out of the sky, snatches the gem, and flies off. Unless the DM has a specific bird in mind with its own stats, then the bird is a normal bird (AC 8; MV 4 FL 18(B); HD 1/2; hp 4; #AT 1; Dmg 1; THAC0 20).

TABLE A: Class and Value of Gem (1d100)

01-25	Ornamental	10 gp
26-50	Semi-precious	50 gp
51-70	Fancy	100 gp
71-90	Precious	500 gp
91-99	Gems	1000 gp

4. Gas pours out of the ground where the bean was planted at a rate of 1 cubic foot per round. (There is a 25% that bubbles containing gas pour out of the ground instead of just gas.) Roll on Table A for duration. It is harmless. The only effect is that it has a very strong odor (roll on Table B).

TABLE A: Duration (1d4)

- 1 1d12 turns
- 2 1d8 hours
- 3 1d6 days
- 4 1d4 weeks

TABLE B: Odors (1d20)

- | | |
|----------------------|------------------------|
| 01 acrid smell | 11 bubble-gum smell |
| 02 chlorine smell | 12 cooked turkey smell |
| 03 dank, moldy smell | 13 earthy smell |
| 04 grape smell | 14 lemon fresh smell |
| 05 manure smell | 15 metallic smell |
| 06 ozone smell | 16 gasoline smell |
| 07 pine smell | 17 putrid smell |
| 08 rotting smell | 18 salty, wet smell |
| 09 smokey smell | 19 stale, fetid smell |
| 10 sulphurous smell | 20 urine smell |

5. This bean will sprout into a tree in 1d10 turns and bloom in another 1d6 turns. The blooms of this tree when plucked will be some sort of clothing, Table A, made of a material from Table B.

TABLE A: Clothing (1d100/2)

- | | | |
|--------------|--------------|-------------------|
| 01 apron | 18 belt | 35 blouse |
| 02 boot | 19 bra | 36 cap |
| 03 cape | 20 cloak | 37 coat |
| 04 coif | 21 dress | 38 frock/pinafore |
| 05 gauntlets | 22 girdle | 39 glove |
| 06 gown | 23 hat | 40 habit |
| 07 hood | 24 hose | 41 jerkin |
| 08 jupon | 25 kerchief | 42 kirtle |
| 09 leggings | 26 mantle | 43 pantaloons |
| 10 doublet | 27 drawers | 44 undershirt |
| 11 underwear | 28 petticoat | 45 pouch/purse |
| 12 robe | 29 sandals | 46 scarf |
| 13 shawl | 30 shorts | 47 slipper |
| 14 smock | 31 sock | 48 stockings |
| 15 surcoat | 32 toga | 49 trousers |
| 16 tunic | 33 veil | 50 vest |
| 17 wallet | 34 wrapper | |

TABLE B: Material (1d6)

- 1 silk
- 3 cotton
- 4 wool
- 5 polyester
- 6 leather

6. A small hole appears (6 inch diameter) and a strange noise comes from the bottom (10 feet deep). The noise has no physical source and merely is a permanent, magical, constant sound. Roll on Table A for sound.

TABLE A: Noises (1d100)

01	animal growling/roaring	37	banging
02	bellowing	38	birds chirping
03	bones snapping	39	bong
04	buzzing	40	chains rattling
05	chanting	41	chiming
06	chirping	42	clanking
07	clashing	43	clicking
08	coughing	44	creaking
09	crying	45	drumming
10	fighting	46	flushing (like toilet)
11	footsteps	47	gibbering
12	giggling	48	gong
13	grating	49	Gregorian chanting
14	grinding	50	groaning
15	grunting	51	hissing
16	hooting	52	howling
17	humming	53	jingling
18	knocking	54	laughter
19	moaning	55	murmuring
20	music	56	rattling
21	murmuring	57	music
22	ocean waves breaking	58	perverse sex acts
23	steady rain	59	rattling
24	ringing	60	roaring
25	rustling	61	scratching/scrabbling
26	screaming	62	scuttling
27	slithering	63	snapping
28	sneezing	64	sobbing
29	splashing	65	splintering
30	squawking	66	squealing
31	talking	67	tapping
32	thumping	68	thunder
33	ticking	69	tinkling
34	twanging	70	whining
35	whispering	71	whistling
36	wind blowing	72-00	REROLL or CHOOSE

If the sound is from a person(s), the race of the person(s) making the sound can be determined using the random languages table in the DMG, p. 102. The language is generally difficult to understand, but the content may be determined by the DM as desired.

7. After the bean is planted, it will wiggle back up out of the ground. It radiates powerful magic, and could easily be confused when under detection spells to have amazingly beneficial powers (DM's choice, of course) if planted and allowed to sprout. The trouble is that beans won't grow unless planted, and this little sucker just won't stay put! The bean will never grow into anything. The only magical power is its ability to boar to the surface. The fun is watching characters (and players) tearing their hair out trying to figure out how to make the #!\$* bean sprout.

8. A 5' X 5' horizontal portal of shimmering, glittering, rainbow light appears on the ground above the location of the bean. The portal is a gateway to another place/plane (75% chance of it being one-way). Roll on Table A to decide where it leads to. The duration of the portal is the DM's decision.

TABLE A: Where?

- 1 Another location on Prime Material Plane*
- 2 Ravenloft
- 3 Ethereal Plane
- 4 Astral Plane
- 5 Outer Plane, roll on Table B
- 6 Elemental Plane, roll on Table C

* Different continent, different world, different crystal sphere, different time (past or future), etc.

TABLE B: Outer Planes (1d20)

- | | |
|--------------------------|--------------------------|
| 01 Seven Heavens | 10 Twin Paradise |
| 02 Elysium | 11 Happy Hunting Grounds |
| 03 Olympus | 12 Gladsheim |
| 04 Limbo | 13 Pandemonium |
| 05 Abyss | 14 Tarterus |
| 06 Hades | 15 Gehenna |
| 07 Nine Hells | 16 Acheron |
| 08 Nirvana | 17 Arcadia |
| 09 Concordant Opposition | 18-20 REROLL or CHOOSE |

TABLE C: Elemental Planes (1d12)

- | | |
|-------------|----------|
| 01-02 Air | 09 Dust |
| 03-04 Fire | 10 Heat |
| 05-06 Earth | 11 Vapor |
| 07-08 Water | 12 Ice |
-

9. A 3' X 3' wooden door appears on the ground. The door is locked and a thief has -20% of picking it. If open, the characters will see stairs leading downward. The stairs lead down to a dungeon. The information on the dungeon is left up to the DM. Since most DMs have a surplus of useless dungeons that have no purpose and are completely random, this bean is away to get rid of the DM's library of these dungeons. This also allow a DM to do anything he wants in a dungeon without worrying about background, plot, story-line, or anything else that is time- consuming. Also

note that Appendix A on page 169-173 of the 1st edition DMG is a random dungeon generation.

10. The bean changes the fertility of the soil in a 1d4 mile radius for 1d2 years. Roll 1d100. A roll of 1-50 indicates that the area around the bean becomes completely infertile. All vegetation will die within a few weeks and turn the land into a virtual wasteland. A roll of 51-100 indicates that the area around the bean becomes extremely fertile. Vegetation will grow in abundance within a few weeks and turn the land into a virtual rain forest. To help speed up the growth process, the DM may allow a plant growth (as in spell) effect to stimulate the area of effect.

11. The bean transmutes the natural rock around the bean into another substance. Roll on Table A.

TABLE A: What Happens? (1d4)

1: Natural rock of any sort within a 100 cubic foot area of the bean turns into an equal volume of mud. Creatures unable to levitate, fly, or otherwise free themselves from the mud sink at the rate of ten feet per round and suffocate, except for light-weight creatures that could normally pass across such ground.

2: Natural rock of any sort within a 100 cubic foot area of the bean turns into an equal volume of fresh water thus creating a lake 100 feet deep.

3: Natural rock of any sort within a 100 cubic foot area of the bean turns into an equal volume of air thus creating a canyon 100 feet deep.

4: Natural rock of any sort within a 100 cubic foot area of the bean turns into an equal volume of manure.

12. EARTHQUAKE !!! A local tremor of fairly high strength rips the ground. The shock is over in 1d4+1 round. The earthquake affects all terrain, vegetation, structures, and creatures in its area of effect. The area of effect of the earthquake is circular with a diameter of roughly 1 mile.

Solidly built structures with foundations reaching down to bedrock sustains one-half damage; one-quarter damage if they score above 50% on a saving throw. An Earth Elemental in the area of effect can negate 10% to 100% (roll 1d10 * 10) of the effect. Other magical protections and wards allowed by the DM may also reduce or negate this effect.

After the quake, there is a 50% chance that an Earth Elemental (AC 2; MV 6; HD 12; hp 96; #AT 1; Dmg 4-32; THAC0 9; MC1) comes up through a nearby crack to seek revenge on those that irritate the earth. The elemental will be relentless in its task to destroy the planter of the bean and anybody who engages in combat with it.

13. TWISTER !!! A tornado rises from the ground. Winds are in excess of 300 MPH. It has a duration of 5-50 hours. The DM must make the decision if the tornado will dissipate or continue based on the environment it's in. One inch of precipitation will fall per hour. Only strong stone buildings will be undamaged. Travel is impossible. The range of normal and infravision vision is cut by 3/4. No tracking is possible. There is a +40% chance of getting lost if in unfamiliar territory. No missile fire is permitted. All non-magical weapon attacks are at -3 to hit: 20% per attack that any

weapon will be torn from the wielder's grip by the wind. Dexterity bonuses to AC are cancelled. No creatures can fly, except those from the Elemental Plane of Air.

There is a 50% chance that an Air Elemental (AC 2; MV FL 36 (A); HD 12; hp 96; #AT 1; Dmg 2-20; THACO 9; MC1) follows the tornado out of the ground to seek revenge on those that summoned it. The elemental will be relentless in its task to destroy the planter of the bean and anybody who engages in combat with it.

14. A nice windy updraft flies out of the ground which will hurl matter upward upon passing over the bean. Consult the following:

500+ lbs	no effect
300-500 lbs	up 10' then outward
200-300 lbs	up 20' then outward
100-200 lbs	up 40' then outward
020-100 lbs	up 80' then outward
000-020 lbs	good luck finding it again!

Option: Loosely tied/held objects need to be treated separately.

15. A magic mouth appears and asks the planter of the bean, "what item do you wish?" After the character makes a wish, an exact duplicate of the character will come into being, and this opposite will immediately attack the character. Note that the duplicate will have all items and powers of the original (including magic), but upon the defeat or destruction of either, the duplicate and its items disappear completely. The only exception is the item that the character wished for. It is carried and used by the duplicate and will remain after the destruction of the duplicate. Note that the item can not have an experience point value above 10,000.

16. Wooden spears with extremely sharp heads randomly shoot up from the ground within a 1d10+10 radius. All creatures within the area of effect must save vs. paralyzation to avoid the spears or suffer 1d6 points of damage.

17. A sphere of a magical power (Table A) covers the area around the location where the bean was planted. The sphere will be partly above ground and partly below ground. The top hemisphere will be above ground and the bottom hemisphere will be below.

Note the bean no longer exists. (Some characters may try to find the bean in hopes of carrying it around with its special ability). The magical power is unique to the area where the bean was planted.

TABLE A: Effects (1d8)

1: A permanent 50-foot radius sphere of continual light immediately appears. The light is as bright as full daylight and lasts until negated by magical darkness or by dispel magic power. DMs may want to give the light a certain color to jazz it up.

2: A permanent 50-foot radius sphere of total, impenetrable darkness immediately appears. Infravision is useless. Neither normal nor magical light unless it is a light spell or dispel magic power.

3: A permanent 50-foot radius sphere of invisibility immediately appears (or should it be vanishes). Absolutely everything in the sphere is totally invisible. For

example, the characters can't see the ground, rocks, trees, or themselves. Not even combat will make people appear. Nothing can break this invisibility except for dispel magic powers.

4: A permanent 50-foot radius sphere of complete silence immediately prevails. All sound is stopped: conversation is impossible and no noise whatsoever issues from or enters the area. Dispel magic powers will disperse this magical effect.

5: A permanent 50-foot radius sphere of complete protection from evil immediately prevails. See Protection From Evil spell for effects. Dispel magic powers will disperse this magical effect.

6: A permanent 50-foot radius sphere of complete protection from good immediately prevails. See Protection From Evil spell for effects. Dispel magic powers will disperse this magical effect.

7: Roll twice ignoring this result and 8.

8: Roll thrice ignoring this result and 7.

18. Within 1d12 seconds of planting the bean, two 1-inch diameter rainbow orbs fly out of the ground and will land with 10d10 feet apart. An ellipsoid will be formed with the two spheres as the foci of the rotated ellipse. The ellipse is formed as if drawn on the ground and the axis of rotation is the line which passes through the two foci. The formed force cleaves though all things in its path. The ellipsoid of force and all things within it are rotated 180 degrees and set down. The force then disappears.

This strange force is named after Sophlereli, the first person to encounter this phenomena. Sophlereli was a little slow in grasping the applications of this force (i.e. transportation across huge distances, movement of forces in battles, creation of mountain passes, destruction of castle walls and even killing of large creatures).

A small problem with these spheres is that the radius is varying. The field of force may extend from 10 to 100 yards beyond the foci. This pretty much ensures the planter will remain inside of the field. Sadly Sophlereli was killed when he attempted to plant a bean and run for the border of the field. He was cleaved in lengthwise and one of his halves was transported via the field a distance of six miles.

19. A 10-foot radius ring of grass will grow surrounded by mushrooms. The mushroom have magical effects on persons who eat them. A DM may opt to make all mushroom have the same effect or have each mushroom be individual in its effect. For those that must have percentages make the choice a straight 50-50 chance. Roll on Table A to get the result of eating a mushroom.

TABLE A: Results (1d4)

- 1: If a person eats this mushroom, he will be delighted in its wonderful steak-like taste. The mushroom will be equal to eating one full nutritious meal.
- 2: If a person eats this mushroom, he will be beset by visions and must roll a save versus poison or go insane.
- 3: If a person eats this mushroom, he must save vs. poison or become totally passive, unable to do anything. The affected person only observes; he is unable to perform any action even if attacked. The duration if this effect is 1d15 rounds.
- 4: This mushroom, if eaten, has a wonderful curative property, and can cure most diseases as a cleric casting Cure Disease of 12th level.
- 5: This mushroom, if eaten, will heal 1d10 points of damage that a character may have.

6: This mushroom, if eaten, will cause violent hallucinations to the eater if he fails a save vs. poison. The hallucinations last 1d15 turns. Hallucinating creatures react as follows (1d20):

01-10: Cower and whimper.

11-15: Stare into nothingness.

16-18: Flee shrieking in a random direction.

19-20: Try to kill the closest creature.

20. A 6 foot tall rod grows out of the ground. The rod shimmers with a bright, blue, florescent light and will do 1d6 points of electrical damage to those that touch it. The light summons a cloud of normal insects to attack all beings within 300 feet of the light. The insects will arrive in 1d4 rounds. The exact insects are bees, biting flies, hornets, wasps, mosquitos, etc.. The attacked creatures sustain 2 points of damage if they do nothing but attempt to flee or fend off the insects during the time they are attacked; they suffer 4 points of damage per round otherwise. If the insects are ignored, a victim fights with a -2 penalty to his attack roll and a +2 penalty to his Armor Class. If he attempts to cast a spell, an initiative roll should be made for the insects to see if the damage occurs before the insects arrive. If it does, the victim's concentration is ruined and the spell is lost.

Insects will disperse if the victims enter thick smoke or hot flames. Besides being driven off by smoke or hot flames, the swarm might possibly be outrun, or evaded by plunging into a sufficient body of water. If the insects are killed, they will return in 1 turn, and add 2d6 hours to the total. Otherwise these nasties will remain for 2d20 hours in the area of effect.

21. Building materials start to fly out of the ground to create a building-type structure. Roll on Table A to get the type of structure.

TABLE A: Structure (1d4)

1: A 50 foot high, 20-foot radius circular tower with 5 stories appears. The tower's occupant are 24 mean goblins (AC 6; MV 6; HD 1-1; hp 7; #AT 1; Dmg 1-6 (by weapon); THACO 20; MC1) who wish to protect their home. The DM should stock the tower with various appropriate items. A DM may opt to add more deadly monsters.

2: A permanent 100 ft. Leomund's Secure Shelter as in the spell appears.

3: A brick outhouse appears. The hole in the outhouse is 20 foot deep. In the bottom of the hole there is a mushy muddy mixture that resembles crap but is a gold compound worth approximately 1000 gold pieces.

4: Deep, dark clouds appear within 4 rounds. Then an extremely solid, cubical, steel 10' X 10' structure appears. The prisoner within is a vampire (AC 1; MV 12, FL 18(C); HD 8+3; hp 67; #AT 1; Dmg 5-10; THACO 13; MC1). He will be very deceitful in attempts to escape his confinement.

22. A 5 cubic foot area where the bean was planted becomes vary sensitive to pressure. Whenever more than 50 pounds of pressure is applied in the area an effect something happens. Roll on Table A for the effect.

TABLE A: Effects (1d6)

1: It tells the weight that is on it. For example, a person stands on the area and it says, "Your weight is 250 pounds." DMs may add extra remarks like "You're fat!"

2: It continuously screams, "Owwee, owwee, owwee!"

3: It screams, "Hey, get the hell off me!"

4: It throws everything out of the area.

5: It says, "Don't tread on me."

6: The area blows up like a land mine and causes 5d10 points of damage to those in the area.

23. This dangerous bean, when planted, will burrow 20 feet per day straight down - without stopping - right through everything (bad news). It creates a hole with a diameter of about 6 inches. It doesn't burrow sideways if it is put on the side of a mountain; it seeks the center of gravity, and once it is there (ex. the center of the planet), it retreats away from it.

This could be interesting in "gravity planes" on some other planes of existence or in a Spelljamming environment.

24. The lucky person who pulls this bean out of the bag never gets to plant it. In fact, it will abhor him to even think of burying this beautiful object in the ugly, dirty ground. The puller of the bean becomes completely enraptured by it. It becomes his favorite object -- he will never part with it. He must have it with him at all times, even when sleeping (which could become a problem if he is *ahem* accompanied). He values no person, deed, or possession over this bean (paladins watch out). He will often be found simply holding his bean lovingly and staring at it.

He is offered no saving throw, and effects are immediate. The effects are broken by either a remove curse spell, or if the bean is planted. For it to be planted, someone else must steal the bean from the owner (no small task for something so precious) and plant it in soil. However, once watered, two very perturbed hell hounds (AC 4; MV 12; HD 7; hp 56; #AT 1; Dmg 1-10; THAC0 13; MCII) appear, and they're hungry. If not watered, the original owner of the bean will feel resentment and hatred for the person who stole and buried it (no remove curse will help here) until the bean is watered. Just to clarify, the stealer of the bean is not effected because the effects only occur when the bean is pulled from the bag itself.

25. A brilliant rainbow shoots out of the ground where the bean was planted. It illuminates the area within 30 feet. The illumination is a luminous glow, equal to sunlight. See the light spell (PH, p. 127).

The rainbow also affects everybody within 30 feet and lasts for 1d6+4 turns. Roll on Table A to get the additional effect of the rainbow.

TABLE A: Effects (1d4)

1: Color spray. A vivid, fan-shaped spray of clashing colors springs forth from the rainbow. All creatures in the area of effect are effected. All creatures above 6th level or 6 hit dice are entitled to a saving throw vs. spell. Blind or unseeing creatures are unaffected. Creatures not allowed or failing saving throws, and whose hit dice or levels are less than or equal to 12, are struck unconscious for 2d4 rounds; those with hit dice or levels of 13 or 14 are blinded for 1d4 rounds; those

with hit dice or levels of 15 or more are stunned (reeling and unable to think or act coherently) for one round.

2: Shimmering arrow-shaped missiles fire from the rainbow. All creatures must make 1d6+1 dexterity ability checks. For each failed check, the creature will suffer 2d6 points of damage.

3: The rainbow turns into a glowing, rainbow-hued band of interweaving patterns. Creatures in the area of effect may become fascinated and gaze at it as long as the effect lasts. Each creature gets a save vs. spells to negate the effect otherwise it is hypnotized for 1d6 turns.

4: Everybody within the area of effect is cured of blindness (normal or magical), cured of all poisons, cleansed of any curses, and healed of all damaged.

5: The other end of the rainbow will land approximately one mile away. At that end will be a pot of gold containing 10000 gold pieces. Vindictive DMs may have a clan of leprechauns waiting there as well.

6: The rainbow is normal and has no effects except for its natural beauty.

26. A modified clone of the planter appears. He will be 1d10+10 years older and 1d6+6 levels higher than the planter. In all other aspects he is identical (including possessions, experiences, personality, and thought). Roll on Table A to get the clone's purpose.

TABLE A: Clone's Purpose

1: The clone wishes to destroy the planter and take the planter's place in society. He will not be open about his plans. He will carry out his plans in a clever, subtle fashion over a period of time so as not to arouse suspicion. His alignment is evil in respects to good, neutral and evil; he will remain lawful, neutral or chaotic depending on what the planter is.

2: The clone offers to serve the planter in exchange for a vow, such as "Never kiss a beautiful girl," or "Never drink anything in a public place," or "always give a 10% tithe to charity," etc.. If the planter disagrees to the condition, the clone leaves and vows to seek revenge on the planter someday. The clone could be a pivotal NPC for clever DMs.

3: The clone leaves the planter in hopes to seek his own fame and fortune (or whatever the planter's hopes and dreams are).

4: The clone considers himself equal to the planter and will become close friends with its twin.

27. A small sapling grows where the bean was planted -- the wood type is unidentifiable. It is very straight, and the tree will never grow more than 2' tall. If the sapling is made into an arrow shaft, it will be an Arrow of Slaying.

28. A small sapling grows emerges. It is of animal intelligence and after one week may move about. It is a baby treant, and will grow to maturity over the next decade (about 3 to 5 times as fast as it should). DMs should consider that it will make an interesting recurring NPC, or a strange PC.

29. A tree resembling a maple tree springs up. The blooms of the tree will open in 1d4 rounds, they will smell like a fruity alcohol. The sap of the tree will be alcoholic and have a fruity taste. Drinking the sap will put a person into a state of

great intoxication (reference The Complete Guide To Alcohol). The sap can only be gather by making a hole in the tree and letting the fluid flow out.

30. A bean plant springs from the ground; nothing else. It just sits there. It radiates magic from its growth. The bean plant grows at a magically accelerated rate, but is otherwise normal. If the characters harvest it, the beans can be used to make a heckuva good pot of chili (or baked beans, or whatever).

31. When planted the bean will grow a very simple tiny plant with one flower. It is a simple dull flower, though if enough love is given to the plant the flower will turn into a beautiful flower. If this flower is given to a person of the opposite sex, it will cause the person to fall in love with the one who gave love to the plant. The plant radiates slight enchantment/charm magic if looked for.

32. A small plant with blue flowers grows from the bean. The plant is three feet tall, has 1d8 buds, and 1d6 open flowers. Each time a spell is cast, a charge from an item is used, an innate ability which is a defined spell, or a scroll is read within 60 feet of the plant, the plant absorbs the energy. The magic fails to happen, but one flower drops off the plant and the plant increases in height by one foot.

Each round, 1d2 buds open. Each time a bud opens, it casts a random wizard or priest spell of level 1d6+1. If the spell is to be cast vs. a creature, a random creature within 50 feet is picked. If it is area effect, it is cast at ground zero to the plant but the plant itself is unaffected. All creatures that are mentally controlled by the plant are ordered to protect it and help it grow (by using magic). Each time a bud opens, it becomes a flower, and another bud forms.

The plant is immune to all physical attacks, is immune to all magic (it absorbs), and has no mind (no mental attacks). It cannot be pulled from the ground, burnt, frozen, etc.. If the dirt around the plant is dug up, the plant can be moved however (but digging automatically opens 3d4 buds). The plant can be destroyed in two ways - if all the flowers fall off or it dies. If it reaches 20 feet, it falls over and dies. The plant's parts can be used as components in any spell which requires appropriate plant matter as a material component. The spell will function at x2 effectiveness in all respects.

33. A classic beanstalk with a 25-foot diameter rips out of the ground and grows straight up into the air. Characters that are above the 25 foot area will be lifted into the air on top of the beanstalk. They must make a dexterity check to keep from falling off. The beanstalk grows at a rate of 50 feet per round to maximum of 1000 feet. The DM has a few options. He may opt to let the characters relive the Jack-and-the-Beanstalk story (or a variation*) if he wants to take the time to create the castle in the clouds and its occupants. A variation, an Air Elemental city would also be very exciting. For the DM that doesn't want to take the time, he can just have the characters looming 1000 feet in the air with no hope of getting down easily.

* Here is some suggestions for a AD&D variation of the Jack & the Beanstalk story.

As the climbing characters pass through the clouds, they see a not just a large castle, but actually a giant-sized one, seemingly resting on the clouds. The characters find that they can walk on the cloud as if it were solid, and there's even a giant-sized forest growing out of the clouds.

If the characters enter the castle (and why wouldn't they if they've just climbed a very big beanstalk?), they find that it is the domain of an extra-powerful Cloud Giant (or not so extra-powerful if it's a lower-level party). They may also find golden eggs (each worth 200 gold pieces) laid by an unusual goose, and maybe even a talking harp. If they run into the giant, well, you can figure out what he says (Fee, Fie, Fo, Fum...).

The beanstalk can be cut through by normal weapons in 50 rounds (1 round per foot). Other, faster ways of destroying the beanstalk are also possible. Once the beanstalk is completely severed in one place, the castle, cloud, forest, etc. disappear.

34. The bean instantly grows into a small bush. On this bush are small roughly 1d20+10 berries. Roll on Table A to get the type of berries on the bush. Note that the DM may opt to make a variety of these berries on the bush and roll for each individual berry.

TABLE A: Results (1d4)

1: The berries are goodberries. These berries either enable a hungry creature of approximately man-size to eat one and be as well-nourished as if a full normal meal were eaten, or else cure 1 point of physical damage from wounds or other similar causes, subject to a maximum of 8 points of such curing in and 24-hour period.

2: The berries are rotten badberries. These berries appear wholesome but each actually delivers 1 point of poison damage (no saving throw) if ingested.

3: The berries are Mr. Yech green berries. Anyone who eats even a single berry must save vs. poison at -2 or become addicted, and attempt to eat all the berries on the bush. Obviously, if several people become addicted, there could be problems. Some may even try to cultivate the bush and create many bushes with these addictive berries.

4: These berries are Smurf berries. Other than being real yummy, the only effect they have is making the eater feel flighty. In fact, the eater may start singing a "La la la la la la" song.

35. A bush grows from the ground. It grows beautiful flowers and 4d4 colored fruits. The fruits taste bad but give a lot of color. For example, if you eat a blue fruit your whole mouth will turn a beautiful blue. The colored effect will eventually wear off in 1d4 weeks. A more useful use for the fruit is to smash them. Smashing these fruits will give a beautiful creamy paint which can be applied as make-up.

36. A small thorn bush grows from the bean. In five rounds, the bush begins to grow very rapidly covering 10 cubic feet per round. The result is a thicket of thorny wood that entwines and entangles everything. The thicket has a strength of 10 for purposes of bursting through doors, walls, etc.. Creatures suffer 1d6 points of damage from thorns once the thicket entangles them. Creatures must hack and slash through at a movement rate of 10 feet per round (or 20 feet per round for larger-than-man-sized creatures). The thicket will continue to expand until it reaches a water source of at least 10 gallons or it can't reach a source with 24 hours (ex. the thicket fills up a dungeon searching for water but can't escape the dungeon; thus it dies in 24 hours). Once it comes in contact with water it will never grow again. It will continue to live if a supply of water is present but otherwise will die.

37. Vines grow out of the ground at a rate of 5 feet per round. They attempt to entangle all creatures with 50 cubic feet. Any creature in the area of effect is subject to this entanglement. A creature that rolls a successful dexterity check can escape, moving at only 10 feet per round. He must make a check each round until out of the effected area.

Besides immobilizing creatures, the vines have 5-20 rot grubs (AC 9; MV 1; HD 1; hp 1; #AT 0; Dmg Nil; THAC0 Nil; MC2) that attack creatures entangled.

Also, when the vines are cut, they will begin screaming and wailing. After getting out of this messy situation, creative characters may attempt to cultivate these vines into a wonderful alarm system.

38. Many rubbery, black tentacles grow out of the ground and grow to a length of up to 30 square feet. A tentacle has an armor class of 4 and requires 30 points to destroy. Any creature within 30 feet is subject to attack. The target of a tentacle attack must roll a successful dexterity check. Success indicates that the target suffers 1d4 points of damage from contact with the tentacle, and then the tentacle is destroyed. Failure indicates that the damage inflicted 2d4 points, the ebon member is wrapped around its subject, and damage will be 3d4 points on the second and succeeding rounds. Since these tentacles have no intelligence to guide them, there is the possibility that they entwine any object - a tree, post, pillar - or continue to squeeze a dead opponent. A grasping hold established by a tentacle remains until the tentacle is destroyed by some form of attack or until it disappears in 10 hours.

39. As soon as the bean is planted, a small rain cloud appears 30' above the ground (or lower, if the ceiling is too low). One round later, it releases a lightning bolt for 8d8 damage to anyone standing within 10' of where the bean was planted. It then pours down rain for 1d10 rounds, before disappearing without a trace.

40. A cloud gushes out of the ground and rises to a position above the where the bean was planted. After completing its forming which takes 1d6+1 rounds, the cloud spans a 20-foot radius. From the cloud it rains (so to speak). Roll on Table A to see what it rains. The rain lasts for 1d10+20 rounds.

TABLE A: Rain (1d4)

- 1: One-hundred, small, multi-colored, rubber balls fall per round. All in the area that attempt to move must make a successful dexterity check or trip and fall. The balls remain, causing further checks every round until they are removed.
- 2: 1d20+10 cats and dogs fall from the cloud per round. All in the area must make a successful dexterity check or suffer 1d10 points of pet damage. Note that the animals are of a variety of types and can be quite a bother in the end.
- 3: Great hail stones pound down. All in the area will suffer 3d10 points of damage.
- 4: Sleet falls from the cloud. The sleet blinds creatures within its area for the duration. The ground in the area becomes icy, thus slowing movement by 50%, and making it 50% probable that a creature trying to move in the slips and falls.

41. A tombstone springs up from the ground. The only writing on it is "Ashes to Ashes, Dust to Dust". Heavy dark clouds form in the sky, a brisk wind begins to blow, and a loud deep-sounding bell resonates throughout the area. The DM should assign a number to all creatures with above animal intelligence that are in a 50 foot radius of the tombstone. Then he should roll a die or dice that will randomly pick one of these creatures.

Within three rounds of the tombstone's emergence, a skeleton with a hooded black robe appears beside the tombstone. The skeleton says in a deep voice, "For whom the bell tolls, it tolls for thee!" and points to the tombstone on which the picked creature's name appears. The skeleton cannot be harmed or touched, it will only stand there in silence waiting until the soon-to-be-fought battle is over and then fade away. (Note that everybody hears the skeleton in their own native language.)

One round later, a venerable Shadow Dragon (AC -10; MV 18, FL 30(D), Jp 3; HD 18; hp 144; #AT 3+special; Dmg 1-6/1-6/3-18; THAC0 19; MCGA) dives out of the sky. It will focus its attacks on the creature that has been marked for death. The dragon will fight until the death of itself or the marked creature. If the dragon kills the marked creature, the marked creature (and all its possessions will disappear) and the dragon will vanish after making a dramatic exit. If the dragon dies, the marked creature's name fades from the tombstone and the dragon vanishes. All magical effects that the tombstone created will dissipate. The only thing that remains is the tombstone.

42. A stone 6' X 6' column rips out of the ground where the bean was planted, and rises to a height of 33'. Thirteen 6' X 6' columns raise to a height of 13' and form a circle around the larger center column.

At sunset the next day, the columns will shatter, releasing EVIL demons. The main column holds a Nabassu (AC 4; MV 15, FL 15; HD 5; hp 42; #AT 3; Dmg 2-8/2-8/3-12; THAC0 15; MMII p.40) and the thirteen smaller columns hold Type III Demons (AC -4; MV 9; HD 10; hp 80; #AT 5; Dmg 2-12/2-12/1-3/1-3/2-5; THAC0 11; MM p.18).

The demons will not necessarily attack the people in the immediate area preferring to get on with their destruction/conquest of the Prime Material Plane. Its all up to the DM. The characters may decide not to worry about the demons if the demons avoid them, but the DM should make them feel guilty and responsible for releasing such terrible evil into the world.

43. A small wooden sign pops up out of the ground. It reads, "Look Up!" Whenever anybody looks up, an item will fall on him no matter where he is standing. This effect will happen to anybody within 500 feet. Also, nothing will happen after an hour goes by. Roll on Table A to see what item falls and what damage it will cause.

TABLE A: Falling Item (1d6)

1: egg	none
2: pillow	none
3: cream pie	none
4: small table	1d6
5: big rock	2d20 and constitution check for unconscious
6: anvil	10d10 and constitution check for unconscious

44. A bright flash of light temporarily blinds everybody for 1 round. When they recover their sight, everything they see is in black and white. Also, a sharply dressed man with an articulate voice stands in front of them. He is from another dimension - not just a dimension of sight and sound but of mind, the characters next stop is The Twilight Zone. This man (referred to as Rod Serling) has no substance, he is merely an image. He greets the characters and gives them an excellent introduction to where they will be taken.

The place they will be taken is another dimension. Everything they see will be in black and white. The place will have boundaries and limitations, but this will become obvious to the DM because the characters are entering... TV Land. The DM can pick the show he wants the characters to enter. Preferably, the show will be one that the DM is knowledgeable about, and of course it must be in B&W. Table A lists a few suggestions that the DM may consider. The DM can have the characters enter an actual plot from one of these shows or he can just let them roam around and soak it all in... whatever the DM wants, after all this is The Twilight Zone.

The DM can leave the characters in the dimension for as long as he wants. When they return though, they will only have been gone for 30 minutes.

TABLE A: Television Shows

01	The Andy Griffith Show	06	Leave It To Beaver
02	I Love Lucy	07	My Three Sons
03	The Lone Ranger	08	Bewitched
04	Dragnet	09	Gilligan's Island
05	Gomer Pyle U.S.M.C.	10	Perry Mason

NOTE: Some of the shows can be found in color. In fact, in some the majority of shows were in color, however early shows were in black and white and are therefore listed.

45. A wishing well springs up out of the ground. A wooden sign on it states, "one copper per wish". Any character that throws a copper piece in the well receives a wish as per the wish spell. DMs should be mischievous and twist the wish into something that the characters don't expect. The well will lose its magical ability to give out wishes after 4 wishes have been made.

46. A magnificent table, chairs, service, and a great feast that serves 1d10+5 people fly out of the ground. The feast take one full hour to consume and the magical effects do not set in until after this hour is over. Roll on Table A to get the type of feast. Roll on Table B to get the magical effect of eating the feast. Everything remains after the feast except what was consumed.

TABLE A: Type of Feast (1d2)

- 1: A normal feast of normal food and drink.
- 2: The feast is a bean feast (i.e. everything has a basis of beans). Some of the foods are baked beans, bean dip, soybean burgers, bean curd, jelly beans dessert, chili, bean pie, and bean salad. Some drinks are bean wine, bean milkshake, and bean juice. Besides the magical effect from Table B, the eaters will have a terrible (and noisy) gas problem.

TABLE B: Magical Effects (1d4)

1: Just a normal feast, but an hour later everybody is hungry.

2: Those partaking of the feast are cured of all diseases, are immune to poison for 12 hours, and are healed of 1d4+4 points of damage after imbibing the beverage that is part of the feast. Also, the feast raises their attack dice rolls by +1 for 1d6 hours. Furthermore, during this same period, the people who consumed the feast are immune to fear, hopelessness, and panic.

3: Those partaking of the feast will SWELL up to the maximum weight for their race and gender (like the bratty kid who ate the blueberry stuff in Charlie and Chocolate Factory and swelled up into a big blueberry). Dexterity is lowered by 5, strength by 3, and constitution by 1. They could either lose the weight by exercise, fasting, or a Remove Curse spell.

4: The participants in the feast are poisoned and must save vs. poison or suffer 5d6 points of damage.

47. The ground immediately swells, then gives birth to a 20 foot radius sphere of Earth. The miniature planet is identical to Earth. Currently it is as it was billions and billions of years ago. If characters watch carefully, they should see the evolution of the Earth.

Among other things, it quickly turns green with tiny vegetation. Then, it has tiny lizards (dinosaurs) slithering around and eating each other. Then, the planet covers with ice then the ice melts. To continue, miniscule versions of the known races come to cover the planet, having wars, etc.. Then, tall square buildings pop up all over the land. Machines take orbit and little missiles fly all over the planet and burst into tiny fireballs over the entire globe.

The DM can have the planet demise if he wants. Of course, some players may want to miniaturize their characters and let them visit this new world. This world can be just something fun to watch for a while or it could lead to a lot of exciting adventures.

48. A golem (Table A) rises up, wearing the bean on a necklace. Roll on Table B to find out what action the golem will take.

TABLE A: Type of Golem

- 1: Flesh Golem (AC 9; MV 8; HD 9; hp 40; #AT 2; Dmg 2-16(2-8)/2-16(2d8); THACO 11; MC1)
- 2: Clay Golem (AC 7; MV 7; HD 11; hp 50; #AT 1; Dmg 3-30(3d10); THACO 9; MC1)
- 3: Stone Golem (AC 5; MV 6; HD 14; hp 60; #AT 1; Dmg 3-24(3d8); THACO 7; MC1)
- 4: Iron Golem (AC 3; MV 6; HD 18; hp 80; #AT 1; Dmg 4-40(4d10); THACO 3; MC1)

TABLE B: Action (1d4)

- 1: The golem is devoted and under the command of the planter.
- 2: The golem attacks the planter and anybody who combats it.
- 3: The golem wanders off because it has no true master and thus has no direction or purpose.

4: The golem has intelligence of 12 and will act accordingly. The golem could become a PC or henchman if the DM allows it. The golem is probably more suited as a unique NPC.

49. A residence grows from the ground. It grows in stages.

Stage 1: Within one hour, the bean grows into a nice lean-to capable of holding three people.

Stage 2: After 1d4 hours, it transforms into a 10' X 10' bamboo hut.

Stage 3: After 1d6 hours, it transforms into a small, comfy bungalow.

Stage 4: After 1d8 hours, it transforms into a a delightful large home.

Stage 5: After 1d12 hours, it transforms into a pleasant manor.

Stage 6: After 1d20 hours, it transforms into an extensive villa.

The transformations will not harm people and items. People and items in the area of effect will just end up inside the residence. Vindictive DMs can populate the residences with nasty things. Interesting scenarios can develop if the characters claim ownership, especially if it is on somebody else's land.

50. Jelly Bean. Within a round after the bean is planted, a hole appears in the ground approximately one foot in diameter. One round later, an ochre jelly (AC 8; MV 3; HD 6; hp 48; #AT 1; Dmg 3-12; THAC0 15; MC1) gushes up from the hole.

51. Pinto Bean. This Bean causes the sudden appearance of a pinto. The soul owner of the pinto is the planter, the certificate of ownership will be with the pinto(s). Roll on Table A for the type of pinto.

TABLE A: Pintos (1d6)

1: A fine, white with brown patches, pinto horse named "Pinto" gallops over the horizon to the planter.

2: A merchant ship with "Pinto" carved in its side flies from the sky and plops down beside the planter. Note that the ship is normal and will not be able to fly after its arrival thus the planter must somehow get the ship to water if he wants to use it properly. A flag on the mast states in golden letters "Columbus is a weenie!".

3: A mysterious glass & steel horseless carriage drives up to the planter. Unfortunately, after its arrival the fuel gauge indicates empty (its out of gas) and the planter will probably not be able to get gasoline in a medieval setting. Vindictive DMs may have the vehicle spontaneously combust in 1d20 rounds, treat as Delayed Fireball.

4: A normal pinto bean falls from the sky. Then another and another until a rain shower of pinto beans fall from the sky. This shower will last for 1d4 hours.

52. Refried Bean. After this bean is activated, the temperature of the 50' X 50' square plot of land around the bean increases by 30 degrees per round for five

rounds. After this, the ground cools at the same rate to normal. This cycle repeats three times (thus the name).

53. String Bean. Truly sadistic, this bean emits string-instrument music at a punishing volume. All within 50 feet save vs. fear or flee for 4d6 rounds. The DM should make the music his favorite song keeping in mind that it must be from all string instruments. It is suggested that "Duelling Banjos" would be very, very effective.

54. String Bean. A many-layered mass of strong, sticky strands similar to spider webs but far larger and tougher fly out of the ground. These masses anchor to solid and diametrically opposed points. The web covers an area of eight 10' X 10' X 10' cubes and the webs are at least 10 feet thick. Creatures caught within the webs, or simply touching them, become stuck among the gluey fibers.

When the webs shoot out of the ground, everybody in the area of effect must roll a saving throw vs. spell with a -2 penalty. If successful, he jumps free. If unsuccessful, he is caught.

Creatures with Strengths between 13 and 17 can break through one foot of webs per round. Creatures with 18 or greater Strength can break through two feet per round. Also note that the webs are flammable.

See the Web spell for more information.

55. String Bean. 1d4 rounds after the bean is planted, a small bush will grow out of the ground. The bush will produce a continuous rope (Table A) at the rate of 1d4 feet per day. Cutting the rope will not affect future rope growth.

TABLE A: Type of Rope

- 1 Hemp Rope
 - 2 Silk Rope
 - 3 Nylon Rope
 - 4 Twine
-

56. Green Bean. The planter's skin takes on a dark green hue. Roll on Table A the duration.

TABLE A: Duration (1d4)

- | | | | |
|---|-----------|---|------------|
| 1 | 1d8 week | 3 | 1d6 months |
| 2 | 1d4 years | 4 | permanent |
-

57. Garbonzo Bean. An egg pops up and immediately hatches. The chick (1/10th hit point) from the egg naturally thinks the planter is its mother and will act accordingly. Good-aligned characters may have a responsibility to keep it alive! (And try keeping it quiet and fed!)

58. Snap Bean. A Bonesnapper (AC 4; MV 6; HD 4; hp 32; #AT 2; Dmg 1-8/1-4; THAC0 17; MCGA) emerges from the ground and roams around. Of course with adventurers, combat is sure to ensue.

59. Coffee Bean. This bean causes everything in a 40 cubic foot area to move at double their normal movement and attack rates. They also gain a -2 to initiative. This haste effect last 10 rounds.

60. Chili Bean. A cone-shaped area of extreme cold that originates from the ground and extends outward in a cone five feet long and ten feet in diameter. It drains heat and causes 1d4+10 points of damage.

61. Baked Bean. A fireball bursts out of the ground. It flies around in a low roar and will strike the planter within 1d4 rounds. Roll on Table A to get the result of the fireball.

TABLE A: Results (1d4)

1: Upon contact, it does 10d6 points of damage (save for 1/2 damage) to everybody (including the planter) within a 20-foot radius of the planter.

2: Upon contact, it explodes doing no damage but leaving a large (20-foot radius) cloud of black, sulfuric smoke. The smoke is harmless unless contained in a small environment (ex. dungeon) where it can't disperse in which case characters could suffer inhalation damage (DM's prerogative).

3: Upon contact, it explodes into a large pile of bat guano. No damage will be inflicted on the people affected, but to be covered with bat guano shouldn't be exactly pleasant for the characters.

4: Upon the non-damage contact, a Fire Elemental (AC 2; MV 12; HD 12; hp 96; #AT 1; Dmg 3-24; THAC0 9; MC1) appears. He cannot return to his home plane until the planter or he is destroyed. The elemental will be relentless in its task to destroy the planter of the bean and anybody who engages in combat with it.

62. Kidney Bean. Roll on Table A to get effects of this bean.

TABLE A: Effects (1d4)

1: A big sack of kidney beans pops out of the ground.

2: A 10th level fighter with 80 hit points and 19 strength pops out of the ground. His only form of attack is a kidney punch that does 5 points of damage with a 5% chance of a knockout.

3: 10d10+10 actual kidneys from actual creatures start falling from the sky. Accept for being really disgusting, nothing special happens (of course some characters may want to cook them).

4: A platinum kidney stone passes out of the ground. The value is approximately 100 gold pieces.

63. Red, Black, Green, or Navy Bean. This bean creates an illusion of a dragon. Roll on Table A to get the type.

Table A: Bean & Dragon

1	Red	Adult Red Dragon
2	Black	Adult Black Dragon
3	Green	Adult Green Dragon
4	Navy	Adult Blue Dragon

64. Lentil Bean. A billowing mass of nauseous vapors rises from the ground up to 30 yards into the air with an area of effect of 20-foot cube and lasts 1d10+10 rounds. Any creature caught within the cloud must roll a successful saving throw vs. poison or be reeling and unable to attack because of nausea, for 1d4+1 rounds after leaving the cloud. Those who make successful saving throws can leave the cloud without suffering any ill effects, although those remaining in the cloud must continue to save each round. These poisonous effects can be slowed or neutralized by appropriate magic. The cloud duration is halved in a moderate breeze (8-18 m.p.h.) and is dispersed on one round by a stronger wind.

65. Jumping Bean. Roll on Table A to get effects of this bean.

TABLE A: Effects (1d2)

1: Everybody within 20 feet of where the bean was planted begins to dance, complete with feet shuffling and tapping. This dance makes it impossible for the victim to do anything other than caper and prance; this cavorting worsens Armor Class by -4, makes saving throws impossible except on a roll of 20, and negates any consideration of a shield.

2: Everybody within 20 feet of where the bean was planted can leap for 1d4+10 rounds. Leaps can be up to 30 feet or straight upward or 10 feet backward. Horizontal leaps forward or backward have only a slight arc - about two feet per 10 feet of distance traveled. Note that landing can be very dangerous.

66. Jumping Bean. After the bean is planted, it will wiggle back up out of the ground. Then, it will begin jumping around from six inches to eight feet off of the ground. The jumping bean will follow the planter of the bean around bouncing and bobbing being a nuisance. Roll on Table A to get the duration. There is a 25% that the bean has verbal capabilities. If it does then the bean will gripe about the planter, loudly complaining about him, and being generally obnoxious.

TABLE A: Duration (1d4)

1	1d12 day
2	1d8 week
3	1d6 months
4	1d4 years

67. Jumping Bean. In 1d6 rounds, a small quivering bush appears with several beans on it. Once removed from the bush, a bean will bounce 1-2 inches from the ground. This effect will last forever.

If eaten, a bean gives the eater powers just like Boots of Striding and Springing for 1d10 turns.

There will be 2d6 such beans on a bush. If the bush can survive in its environment, it will produce 2d6 beans every year.

68. Bean Pole. Roll on Table A to get effects of this bean.

TABLE A: Effects (1d2)

1: A 10d10 foot pole emerges from the ground. Roll 1d6 on the following to get the material the pole is made of:

- 1 wood, soft
- 2 wood, hard
- 3 metal, common (iron, lead)
- 4 metal, valuable (gold, silver, platinum)
- 5 stone
- 6 ice

2: A tall, slender, skinny, human appears. Details are left to the DM.

69. Bean Sprout. A carnivorous plant sprouts from the ground. Roll on Table A to get the type.

TABLE A: Carnivorous Plants (1d6)

- 1: Choke Creeper (AC 6 vine/5 stalk; MV 1/2; HD 25; hp 200; #AT 8 or more; Dmg 1-4; THAC0 7; MC2 "Plant, Carnivorous")
 - 2: Hangman Tree (AC 3 /5 appendages; MV 0 effective; HD 6+; hp 50; #AT 3; Dmg 1-3; THAC0 7; MC2 "Plant, Carnivorous")
 - 3: Mantrap (AC 6; MV nil; HD 9; hp 72; #AT 5; Dmg special; THAC0 -; MC2 "Plant, Carnivorous")
 - 4: Sundew, Giant (AC 7; MV 1; HD 8; hp 64; #AT 6 per target; Dmg 1-3; THAC0 12; MC2 "Plant, Carnivorous")
 - 5: Tri-flower Frond (AC 9; MV nil; HD 2+8; hp 24; #AT special; Dmg special; THAC0 16; MC2 "Plant, Carnivorous")
 - 6: REROLL
-

70. Beanstalk. An Invisible Stalker (AC 3; MV 12; HD 8; hp 64; #AT 1; Dmg 4-16; THAC0 13; MM p. 55) rises from the ground. It's mission is to destroy the planter and anything or anybody that interferes.

71. Beanstalk. A strange beanstalk grows, but not the classic story type. The beanstalk grows to 10d10+100 feet high. Roll on Table A to get the type.

TABLE A: Type of Beanstalk (1d4)

1: The beanstalk grows to be a very strange colored stalk. Roll 1d6 on Table B to get the color. The bean will bend towards magnetic north.

2: The top half of the beanstalk is an illusion. Characters climbing higher than that point will suddenly find themselves "without a grip" and must make a successful dexterity check or fall back to earth. The illusion remains as long as the beanstalk is alive.

3: The beanstalk has an elevator in it. It will take its occupants to the top and back down.

4: The beanstalk whips around in the air at extraordinary speeds. Things in the air should make a dexterity check or be hit.

TABLE B: Color (1d6)

- 1 bright red
 - 2 flora yellow
 - 3 light blue
 - 4 deep purple
 - 5 silver
 - 6 transparent
-

72. Pork & Beans. Boars begin to pop out of the ground and attack everybody. Roll on Table A to get the type.

TABLE A: Boar (1d4)

- 1: 2d10 normal, harmless pigs.
 - 2: 1d12 Wild Boars (AC 7; MV 15; HD 3+3; hp 27; #AT 1; Dmg 3-12; THAC0 17; MC1)
 - 3: 2d4 Giant Boars (AC 6; MV 12; HD 7; hp 56; #AT 1; Dmg 3-18; THAC0 13; MC1)
 - 4: 1d6 Warthog (AC 7; MV 12; HD 3; hp 24; #AT 2; Dmg 2-8/2-8; THAC0 17; MC1)
-

73. Beanie. A small cone-shaped hat with red and yellow stripes and a red propeller on top pops out of the ground. Roll on Table A to get what the beanie's powers replicate.

TABLE A: Magical Head-Gear

- 1 Normal
 - 2 Hat of Disguise
 - 3 Hat of Stupidity
 - 4 Helm of Comprehending Languages and Reading Magic
 - 5 Helm of Opposite Alignment
 - 6 Helm of Telepathy
 - 7 Helm of Teleportation
 - 8 Helm of Underwater Action
-

74. "It's bean nice but I you gotta go." All occupants within a 10 foot radius are teleported without error 1d8 miles in a random direction (Table A).

TABLE A: Direction (1d6)

1 up	3 east	5 north
2 down	4 west	6 south

75. "Bean seeing you." Random people (DM's decision) become invisible as in the spell Improved Invisibility for 3d4 rounds.

76. "It's bean a long time." A time-stop field is created within a 10 foot radius for a duration from Table A. This field stops time in the area, nothing ages or moves in this field. Anything that enters the field will halt as well.

TABLE A: Duration (1d8)

1 1d12 rounds	5 1d8 turns
2 1d6 hours	6 1d4 days
3 1d12 weeks	7 1d8 months
4 1d6 years	8 1d4 decades

77. "You has bean." Roll on Table A to get effects of this bean.

TABLE A: Effects (1d4)

- 1: All magic within a 30-foot cube is neutralized or negated as the dispel magic at 12th Level.
- 2: A green ray sweeps a 10-foot cube area and disintegrates all physical non-living material.
- 3: The planter must save vs. spell or turn into a bean. As a bean, he will still be the same size, abilities, and powers. He will just be a big bean with arms, legs, and a face. A remove curse or wish will remove this effect.
- 4: The planter becomes his formal self of 1d10 years ago. In other words, however the planter was 1d10 years ago is what he is now. For example, if he was a 1st level character before, then he is transformed to that level once again. Also, his age, attributes, etc. will change. All current possessions remain, only he personally changes, not material things.

78. "You've been beaned." Three-foot orbs fly out of the ground (one for each creature). They automatically hit. The effect each orb has is separate. Roll on Table A to get effects of each orb.

TABLE A: Effects (1d4)

- 1: This orb cause 4d4 points of damage on impact.
- 2: This orb causes the victim to be held (like a hold spell) for 1d10 hours.
- 3: This orb slimes the victim with a disgusting bean slime.
- 4: This orb bursts into colorful lights that say "Eat at Joe's".

79. "Beans always give ya gas." A jet of natural gas shoots up from the place where the bean was planted for 1d20 rounds. Note that the natural gas has no order but this gas will have that disgusting smell that is added to natural gas in the "real" world. If in a closed area, the gas will suffocate everyone in 2d6 rounds. Also, any fire will ignite the gas. BOOM!

80. Honey Beeeeeeean. After planted, the bean will grow into a bee- hive cone. Roll on Table A to get the contents.

TABLE A: Contents of Cone (1d4)

1: The cone contains normal honey. It is excellent food and equal to iron rations.

2: The cone contains royal jelly. It is equal to 2-5 potions of extra-healing with a side of effect of cure disease for each. It also can be made into sufficient unguent to treat aging. The unguent preserves a youthful look for up to 1 year and 2-5 such preparations can be made from royal jelly. Charisma will remain unaffected by age when the unguent is used continually without interruption.

3: The cone contains 4d4 golden beans. Each bean will sustain a consumer for one day, equal to one day's worth of food & water. The bean will not make any difference with stamina (i.e. if one is tired and eats it, he'll not be hungry or thirsty, but still tired).

4: The cone contains mad bees. Roll on Table B to get the type of bees.

TABLE B: Bees (1d4)

1-2: 1d10 worker honeybees (AC 6; MV 9, FL 30; HD 3+1; hp 25; #AT 1; Dmg 1-3+poison; THACO 17; MMII page 17)

3: 1d4 soldier honeybees (AC 5; MV 12, FL 30; HD 4+2; hp 34; #AT 1; Dmg 1-4+poison; THACO 17; MMII page 17)

4: 1d4 bumblebees (AC 5; MV 6, FL 24; HD 6+4; hp 52; #AT 1; Dmg 1-6+poison; THACO 15; MMII page 17)

81. Beans! Beans! Beans! Beans! Beans! Beans! Beans! Beans! BEANS!

When this bean is planted, a flowering bush will grow immediately. Then, after one day, it will grow ripened fruits. The fruits have a hard shell, but when cracked open they contain 2d4 more beans inside. If these beans are planted, more of the pretty, flowering bushes will grow bearing more fruits. This can cause some real havoc if these beans are continually planted given there fast reproductive rate.

If one of the beans is consumed, the following effects will occur. (Note the beans are much tastier if cooked over an open fire with some brown sugar and water rather than eating them dry.) The eater of the bean begins to fluctuate prolifically. Gas erupts from their hindquarters at least once per minute, starting 3 minutes after consumption. Charisma is reduced by 6 until effects are removed. All attacks are made at -1 to hit because of the violent jolts (it's a bad case of the butt hiccups). All reaction results also have a -3 penalty. This affliction can only be removed by a remove curse, or the cure disease ability of a Paladin (the cure disease spell will not work).

82. Bigbean's Hands. 10d10+10 hands from 5 feet to 15 feet (1d10+5 for each hand) long rise up from the ground within 100 square feet. Each hand has an armor class of 0 and hit points of 2d10+10. A hand vanishes when destroyed and otherwise is permanent. Note that hands have a reach/range of 10 feet when attacking. Roll for each hand on Table A to see what the hand does.

TABLE A: Hands (1d6)

- 1: The hand does nothing.
- 2: The hand only makes a gesture by making a clenched fist and raising its middle finger.
- 3: The hand waves.
- 4: The hand punches nearby targets causing 4d6 points of damage and stunning the victim for three rounds.
- 5: The hand grasps any nearby target and squeezes the victim. During the 1st round the victim suffers damage of 1d10 points, 2nd round & 3rd round 4d10, the 4th and beyond 4d10 points.
- 6: The hand begins to snap its fingers and crack its knuckles. The sound is magically enhanced, causing everybody within 15 feet to go deaf for 1d4 rounds.

83. Trouble with Tribbles. When activated, tribbles (from the Star Trek show) begin popping up from where the Bean was planted. They surface at the rate of six tribbles per round. In addition, those on the surface immediately begin eating any available plant matter, and these tribbles asexually reproduce at the rate of one per round per two tribbles.

There are only two known ways to stop this process. One way, dig up the bean and quickly devour it (gulp!) thus exposing the bean to stomach acid. The second option is to scream in the vicinity of the bean "Dammit Jim, I'm a doctor, not a botanist!"

No monster record sheet is necessary for the tribbles just watch Star Trek to learn about these nasties. Tribbles are multicolored 4-inch diameter furballs. They reproduce for as long as they are alive and plant matter is available. The existing tribbles have an armor class of 10 and 1 hp each, but continue multiplying.

84. A factory-type whistle pops out of the ground and blows really loudly for 1d10+10 rounds. The whistle will not cause any permanent deafness but everybody will not be able to hear one another until the whistle stops blowing (though they may have a slight ringing in their ears for a few days). The whistle summons a monster(s). The DM should roll on his favorite Monster Summoning Table to decide what monster(s) appear. For those that want specifics, roll 1d8 to decide what monster summoning level should be used. The monster(s) will arrive in 1d10 rounds and will attack everybody except the planter (unless the planter engages in combat).

85. An old, wooden coffin comes out of the ground. If a character doesn't open it within 5 rounds, it will slowly open on its own. It contains an undead creature. Roll on Table A to get the type.

To make things a little more exciting (especially for high-level characters), the DM can have 1d10+10 coffins pop out of the ground within 100 square feet.

TABLE A: Undead

01	zombie	07	ghoul
02	shadow	08	wight
03	ghast	09	wraith
04	mummy	10	spectre
05	vampire	11	ghost
06	lich	12	special*

* Choose a unique undead not listed or a creature from the Lower Planes.

86. Upon planting the bean, the earth begins to shake. Three rounds later, out of the ground steps Merlon Olsen. He is holding a bouquet of roses with a card that says FTD. He walks over to a random person and says "These are for you from (planter's name)". He then disappears.

87. Upon planting the bean, the earth begins to shake. One round after the bean is planted all unsheathed weapons (includes rods, staves, wands) become Jello Pudding Pops (magical weapons get a saving throw). Three rounds later, a really nice black man with a 1d6+4 kids emerges from the ground. They sing jello songs, tell jokes, laugh, and ask if the party like their jello pudding pops. Eventually they will wonder off in search for Willy Wonka and Candyland (the DM might want to turn this into an fun and elaborate adventure if the characters follow).

88. Upon planting the bean, paperback novels begin to grow from the ground within a 100 mile radius. Roll for each novel a person picks up on Table A to get the kind of novel it is.

TABLE A: Type of Novel (1d4)

1	Western
2	Detective
3	Sci-Fi
4	Fantasy
5	Love
6	Adventure

Novels continue to grow until the entire area of effect is completely covered. All of the books are truly poor-reading novels and the only way to stop the growth is to pick one up and read the entire thing (ugh!). Whomever reads a paperback novel must make a saving throw vs. magic or permanently lose 1d4 points of intelligence.

89. After the bean is planted, a large red and white tent begins to grow out of the ground. It is a square tent of the typical marketplace type. After a full round, the tent is fully erected. Anyone looking in the tent can see shelves full of all sorts of wondrous items, rare, beautiful, magical, and antique.

Seconds later, a tanned face appears with a long dark moustache, and a puffy white turban around his head. He greets the characters saying, "Greetings most worthy sirs

and madames, my name is Omalar! What magical delight may I serve thee today?" He smiles broadly and rubs his hands expectantly.

The adventurers may then ask for and purchase any magic item that the DM offers. The DM is advised to sell only non-violent magical items or those that have a small experience point value. Also, artifacts should be excluded. A DM should be careful not to allow too much power to fall in the hands of the characters.

Each item costs double the price listed. Vindictive DMs may take half of the experience point value of the item and subtract it from the purchaser's experience.

Note that the shop cannot be entered. If the shopkeeper is attacked or molested in any way that is even partially unfriendly, the shop instantaneously disappears and Omalar the Wondrous Shopkeeper turns into an Yaggnodaemon (AC 1; MV 18; HD 13+13; hp 117; #AT 1; Dmg 1-10+12; THAC0 7; MMII p.31) or other lesser demon.

90. A bunch of material flies out of the ground to form a nice campsite. The center of the campsite contains a fire (it will need fuel after the ten hours).

The fire is surrounded by 1d4+4 tents. Each tent contains a bedroll, four day's worth of iron rations, a novel of excellent quality, one bottle of excellent wine, a jug containing two gallons of excellent ale, a barrel containing two gallons of excellent beer, a new random weapon, a change of clothes (shirt, pants, socks, underwear), a lantern, and an extra wool blanket.

Oats for 1d4+4 horses is in the campsite. There is also a stack of wood good for ten hours of burning.

91. This bean produces a rich mineral vein in the ground. Roll on Table A to get the type of mineral vein. The vein will yield approximately 100d10 bars of the mineral. A typical bar is equal to 100 pieces based on the mineral (as in gold pieces, silver pieces, etc.).

TABLE A: Type of Mineral Vein (1d6)

- 1 Gold
- 2 Silver
- 3 Copper
- 4 Lead

92. This bean grows into a small beanstalk (1 foot). The beanstalk will uproot and follow the planter as a dog would follow its master. The beanstalk (AC 10; MV 4; HD 1/2; hp 4; #AT 1; Dmg 1 bite; THAC0 20) has a bipedal form and animal intelligence. It must be watered once every two days for approximately two hours or else it will die. Also, the beanstalk has a bond with the planter. If the planter takes more than 5d10 points of damage (roll once), the beanstalk will immediately wither and die.

93. This bean causes a 100 cubic feet area to be strangely effected. Roll on Table A to get the strange effect that has taken place in the area and roll on Table B to get the duration of the effect.

TABLE A: Strange Effect (1d6/2 round up)

1: Time Stop. The flow of time is stopped in the area of effect. All creatures (except for those of demigod and greater status or unique creatures) and everything else are frozen in their actions, for they are literally between ticks of the time clock. Nothing can enter the area of effect without being stopped in time also.

2: Magic Dead. The area of effect is magic dead. No magic will work. It won't destroy things like magic items or memorized spells, these things will just not work in the area of effect.

3: Wild Magic Zone. The area of effect is a wild magic zone (see Tome of Magic). In addition, 1d4 times per day a random spell chosen from the Wild Magic school (mage) or the Chaos sphere (priest) affects the area.

4: Blessed/Sacred Ground. The area becomes holy land. Any acts of violence done in the area of effect will cause the offenders to suffer 1d10+10 points of damage. There is a 25% chance that the land may gain the attention of a good deity.

5: Cursed Ground. The area becomes cursed land. Evil creatures are attracted to the area. The chance of encountering evil creatures is quadrupled. There is a 25% chance that the land may gain the attention of an evil deity.

TABLE B: Duration (1d4)

- 1 1d20 hours
- 2 1d12 day
- 3 1d10 week
- 4 1d8 months
- 5 1d6 years
- 6 1d4 centuries

94. After being planted and watered, the bean will sprout and grow within 1d4 rounds into a rather large bush with beautiful flowers and round colorful fruit the size of grapefruit. The entire bush (including leaves, flowers, and fruit) is completely edible, being entirely made of a sweet candy like substance(s) rather reminiscent of the "plants" in Willy Wonka and the Chocolate Factory. The plant will continue to produce fruit, leaves, etc. as long as it is watered (preferably sugar water).

95. When the bean is planted and watered, a 10 foot long, 3 foot diameter metallic rod grows from the ground. The rod attracts all metal within a 100 foot radius. A strength of 18+ is the only thing that could keep metal from flying to the rod.

The rod drips an acidic-fluid to dissolve the metal it attracts. Magical items get a saving throw.

The rod will continue to function until it receives 100 points of damage.

96. The bean grows into a normal looking bean plant with one abnormally large pod. When the pod splits open (in one turn or by a person), there is a six month old child inside. Roll on Table A to get the race of the child. Roll on Table B to get the gender of the child.

TABLE A: Race (1d6)

- 1 Dwarf
- 2 Elf
- 3 Half-Elf
- 4 Gnome
- 5 Halfling
- 6 Other (Orc, Goblin, Demon, etc.)

TABLE B: Sex (1d2)

- 1 male
- 2 female

97. A thick, white, swirling fog rises from the ground and spans a 100 foot radius. Vision is reduced to 3d4 feet. Roll on Table A for the effect of the fog.

TABLE A: Effects (1d4)

1: Within 5 rounds after the arrival of the fog, sounds of a coastal region can be heard. Among other sounds, there is a fog horn, sea gulls, and the clanking of bells. Searching through the fog finds nothing and is uneventful, there is only the sounds. If the party is high level, vindictive DMs may have a pirate, ghost ship appear containing an undead crew. The fog will dissipate in 1d6 days.

2: The fog will choke all living creatures. Each creature will suffer two points of damage per round unless they leave the fog. The fog will dissipate in 1d100 rounds.

3: The fog is the mystical fog synonymous with Ravenloft. The Ravenloft plane is reaching out for the characters. And so a new adventure begins in a new land. DMs not familiar with Ravenloft may have the fog teleport the characters somewhere else like another continent, the Outer Planes, the Lower Planes, etc.. The fog dissipates once the characters are trapped in Ravenloft.

4: All creatures in the fog will start hallucinating. Each person perceives their friend and comrades as their enemies or some dangerous monsters (ex. minotaurs, lesser demons, lesser devils, demons). This can cause some serious problems if everybody engages in combat. When somebody is attacked, they perceive the attack as a natural/normal attack of the attacker (ex. a fighter may be viewed by a friend as a troll, when the fighter attacks, his attack will be viewed by the friend as a troll's clawing attack). DMs should handle the combat so that the players don't know they are fighting each other. The DM might tell the players that the party seems to have magically separated in the fog and now each character stands before a number of enemies/monsters (equal to the number of other party members of course). The DM must fake combat rolls for the "enemies". Also, he must be manipulative with the presentation of damage to the characters so that the players won't realize what really is going on. For example, if character A just hit an enemy (really character B) for 6 points of damage, then the DM can't just yell out that character B receives 6 points of damage from his enemy (character A) because what really is happening will be obvious. The fog dissipates in 1d10+10 rounds.

98. A faerie(s) pops out of the ground. Roll on Table A to get the type.

TABLE A: Type of Faerie (1d4)

- 1: A Spelljamming ship of the Elven Armada (DM's choice).
- 2: 2d10 faerie elves (AC 10; MV 12; HD 1+1; hp 9; #AT 1; Dmg 1-10 weapon;

THACO 19; MC1).

- 3: A homosexual, human male. He will fall in love with the first male (any race) he sees.
- 4: 100 beautiful butterflies.

99. A 5 foot long, thin metal rod grows from the ground. Suddenly, thunder booms through the sky. 1d4 rounds later, lightning strikes all living beings for 1d6+4 points of damage each.

In addition, lightning randomly strikes the ground. The lightning leaves 1d6+10 Javelins of Lightning.

100. Bean Bag. A bean bag falls from the sky. Roll on Table A to get the type.

TABLE A: Type of Bean Bag (1d6)

1: A bean bag (50 foot radius sphere) falls from the sky and causes 1d20+20 points of crushing damage to anybody under it.

2: A small paper sack falls from the sky. It contains 100 jelly beans of various colors. Yum! Yum!

3: A huge bean falls from the sky and causes no damage. The bean is not edible. It is quite soft and manipulative. It could be quite easy to use the bean as a comfortable chair.

4: A burlap sack containing normal eatable beans falls from the sky. The DM may have the bag hits somebody on the head for 1d10+10 points of damage.

5-6: Another Bag O' Beans identical to this one (except its completely full) falls from the sky.

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