

BAG OF CRUDE WEAPONS

Wondrous item, rare

Whenever a creature holding this item makes an attack, it may first reach into the bag, if it is onhand, acquiring a crude weapon on the brink of obliteration. The weapon has no magical properties except that it disappears in an hour. Attacking with the weapon destroys it.

Retrieving an item from the bag uses one charge from the bag. The bag has a maximum of 36 charges and recovers 3d12 charges at dawn. The bag becomes a nonmagical bag until the next dawn if all charges are expended.

When reaching into the bag, roll 1d100 on the Common Weapons table to determine the item retrieved.

COMMON WEAPONS

Roll	Weapon
01 - 25	A dart
26 - 45	A club
46 - 65	A dagger
66 - 85	A greatclub
86 - 00	A handaxe