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# IMPROVISED WEAPONS



INN

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## BOILING CAULDRON

- ◆ Throw the boiling water in a cone that is 4 meters in both length and width.
- ◆ Everyone within the cone suffers 2D6 damage.
- ◆ The attack can be dodged, but not parried.
- ◆ Armor has no effect.


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# IMPROVISED WEAPONS



INN

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## BUCKET OF SOAPY WATER

- ◆ Throw the soapy water in a cone that is 4 meters in both length and width.
- ◆ Everyone within the cone falls down.
- ◆ The attack can be dodged, but not parried.



# IMPROVISED WEAPONS





## BURNING FIREWOOD

- ◆ Hit an enemy within 2 meters with the firewood.
- ◆ Requires one free hand.
- ◆ The attack hits automatically and inflicts 2D6 fire damage plus damage bonus.
- ◆ The attack can be dodged or parried.
- ◆ The firewood can then be used as a torch.



# IMPROVISED WEAPONS





## RUMMAGING PIG

- ◆ Make a **BUSHCRAFT** roll to agitate the pig and make it attack an enemy of your choice within 10 meters.
- ◆ The attack hits automatically and inflicts 3D6 bludgeoning damage.
- ◆ The attack can be dodged but not parried.
- ◆ Then the pig storms off.




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# IMPROVISED WEAPONS



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## WINE BOTTLE

- ◆ Hit an enemy within 2 meters with the bottle.
- ◆ Requires one free hand.
- ◆ The attack hits automatically and inflicts 2D6 bludgeoning damage plus damage bonus.
- ◆ The attack can be dodged or parried.
- ◆ The enemy gets wine in their eyes, which stings so bad that it gives a bane on all actions until your next turn.

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# IMPROVISED WEAPONS




INN

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## CHANDELIER

- ◆ Swing yourself from the chandelier and perform a melee attack.
  - ◆ You can take a normal movement action without triggering free attacks.
  - ◆ The melee attack must be unarmed, but cannot be dodged or parried.
  - ◆ If the attack fails, you fall to the ground and take D6 bludgeoning damage.
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# IMPROVISED WEAPONS



CAVE

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## STALACTITE

- ◆ Shove an enemy within 2 meters into the sharp rock formations hanging from the ceiling.
- ◆ The attack hits automatically and inflicts 2D6 piercing damage plus damage bonus.
- ◆ The attack can be dodged but not parried.
- ◆ Armor has no effect, except helmets.

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# IMPROVISED WEAPONS



CAVE

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## TORCH

- ◆ Grab a torch from the wall and strike an enemy within 2 meters.
- ◆ Requires one free hand.
- ◆ The attack hits automatically and inflicts 2D6 fire damage plus damage bonus.
- ◆ The attack can be dodged or parried.
- ◆ You may then keep the torch.



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# IMPROVISED WEAPONS



CAVE

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## STALAGMITE

- ◆ Shove an enemy within 2 meters into a tall rock formation on the cave floor.
- ◆ The attack hits automatically and inflicts D6 bludgeoning damage plus damage bonus and knocks the enemy to the ground.
- ◆ The attack can be dodged but not parried.

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# IMPROVISED WEAPONS



CAVE

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## PUDDLE

- ◆ Roll to trip the enemy (page 48 in the Rulebook).
- ◆ If you succeed, the enemy must spend one action and make an **ACROBATICS** roll to get back up.


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# IMPROVISED WEAPONS



CAVE

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## CREVICE

- ◆ Roll to trip the enemy (page 48 in the Rulebook).
- ◆ If you succeed, the enemy falls into a 2D6 meter deep crevice and suffers falling damage.
- ◆ Climbing up requires an **ACROBATICS** roll.

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# IMPROVISED WEAPONS



CAVE

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## BATS

- ◆ Make a **BUSHCRAFT** roll to agitate the bats and make them attack an enemy within 10 meters.
- ◆ For stats, see page 99 in the Rulebook.
- ◆ The bats keep attacking the enemy for D3 rounds.
- ◆ If your **BUSHCRAFT** roll fails, the bats attack you instead.




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# IMPROVISED WEAPONS



FOREST

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## LOW BRANCH

- ◆ Swing yourself from the branch and perform a melee attack.
- ◆ You can make a normal move without triggering free attacks.
- ◆ The melee attack must be unarmed, but cannot be dodged or parried.
- ◆ If the attack fails, you fall to the ground and take D6 bludgeoning damage.

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# IMPROVISED WEAPONS




FOREST

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## WASP NEST

- ◆ Roll BUSHCRAFT to pick up the wasp's nest and hurl it at an enemy within 10 meters.
  - ◆ The enemy gets badly stung, which inflicts 2D6 damage and gives them a bane on all actions for a Shift.
  - ◆ The attack can be dodged but not parried.
  - ◆ Armor has no effect.
  - ◆ If your BUSHCRAFT roll fails the wasps sting you instead.
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# IMPROVISED WEAPONS



FOREST

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## GNARLED ROOTS

- ◆ Roll to trip the enemy (page 48 in the Rulebook).
- ◆ If you succeed, the enemy must spend one action and make an **ACROBATICS** roll to get back up.


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# IMPROVISED WEAPONS




FOREST

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## BOULDER

- ◆ Make an **ACROBATICS** roll to jump up on the boulder and throw yourself at an enemy within 2 meters.
  - ◆ The attack inflicts 2D6 damage (bludgeoning) plus damage bonus and cannot be dodged or parried.
  - ◆ If it succeeds, both you and the enemy drop to the ground.
  - ◆ If your roll fails, only you fall over and suffer D6 damage.
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# IMPROVISED WEAPONS




FOREST

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## VIPER



- ◆ Roll **BUSHCRAFT** to pick up the snake and throw it at an enemy within 10 meters.
  - ◆ The enemy gets bitten, which inflicts D6 damage and a lethal poison with Potency 12 if the bite pierces armor.
  - ◆ The attack can be dodged but not parried.
  - ◆ If your **BUSHCRAFT** roll fails, the snake bites you instead.
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# IMPROVISED WEAPONS



FOREST

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## PATCH OF DIRT

- ◆ Throw dirt in the eyes of an enemy within 10 meters.
- ◆ The enemy suffers D6 damage (armor has no effect) and gets a bane on all actions for the rest of the combat.
- ◆ The attack can be dodged but not parried.