

# COARSE

## — SNOW BOAR —

Coarse is a battle-trained snow boar who lost his rider when Misgrown attacked them while they were patrolling the Barren Hills. Ever since then he has sought a rider who can give his life purpose again: the hunt across frozen wastes on the tail of fleeing enemies!

Coarse is a big and sturdy snow boar and unswervingly loyal to his rider. He is accustomed to going wherever he pleases and there are few who are strong enough to stop this stubborn beast once he has made up his mind.

**STRENGTH 6, AGILITY 2**

**SKILLS:** Melee 4, Scouting 3

**MOVEMENT:** 2

**ATTACKS:** Tusks (Weapon Damage 1, blunt)

# WYLDA

## REINDEER

Wylde was trained by the Redrunner Rohimdril to carry him through all the perils of the Bitter Reach. On light and swift legs the two flew across mountains and snow until her master fled from a ferocious Nanuik and was forced to leave his friend behind. Wylde is a very fast mount but can only carry the lightest of kin: elves, half-elves, halflings and goblins. She has an excellent danger sense and can smell a Nanuik coming long before seeing it. Wylde only listens to verbal commands and refuses reins.

**STRENGTH 3, AGILITY 5**

**SKILLS:** Endurance 4, Move 5, Scouting 5

**MOVEMENT:** 3

**ATTACKS:** Antlers (Weapon Damage 1, stab)

# IRONJAWS

— WOLF —

A primal force who has escaped the Field of Swords where he was being trained to fight in the arena. Ironjaws is best described as a combination of ragged fur and sharp teeth. He is constantly full of aggressive energy and anyone wishing to be his master must overcome this with love and a firm hand. The one Ironjaws bonds with will gain a friend for life but also a jealous companion who growls and yaps at everyone who wants to come near his rider.

**STRENGTH 4, AGILITY 4**

**SKILLS:** Melee 4, Scouting 4

**MOVEMENT:** 2

**ATTACKS:** Bite (Weapon Damage 1, slash)

# FRIGHT

## SLED-DOG

Despite her name, Fright is a happy and friendly soul. She is always willing to play or cuddle and snuggle. She is a trained sled-dog and is at her happiest when she is pulling a sledge on her own or together with other canine friends. If she isn't allowed to work or play as an outlet for her energy she becomes anxious or sad. Fright has been abandoned several times and is very afraid of being alone.

**STRENGTH 3, AGILITY 4**

**SKILLS:** Melee 2, Scouting 3

**MOVEMENT: 2**

**ATTACKS:** Bite (Weapon Damage 1, slash)

# MIDNIGHT

## POLAR BEAR

The polar bear Midnight got her name from the streak of black fur that runs along her spine. When the scout Harga found Midnight the bear cub's mother had been slain and skinned by trappers and the scout couldn't stand to leave the little one to perish in the cruel wilderness. Many years have passed since then and Midnight is now a fully grown polar bear who has lost her friend to the passage of time. She can't get by in the wilderness on her own, however, and is now looking for a new friend to explore the frozen wastes with.

**STRENGTH 6, AGILITY 2**

**SKILLS:** Melee 4, Scouting 3

**MOVEMENT:** 1

**ATTACKS:** Paw (Weapon Damage 2, slash)

# ASSARE'S HARPOON

*A huge harpoon carved from a single piece of bone from an unknown monster. The weapon is several meters long and adorned with motifs depicting the legendary wolfkin whaler Assare's life and deeds.*

**EFFECTS:** The harpoon has Gear Bonus +2, Weapon Damage 2 (stab wound), LONG range, and is *heavy*. If the harpoon causes damage, it gets stuck in the prey. If you win a MIGHT against MIGHT opposed roll, you can pull your prey to within ARM'S LENGTH. If the target wins, it tears itself loose. Each round the harpoon is lodged in its prey and you tug at it, the prey suffers one point of damage (stab wound).

# BJARKE'S WARMING FLAGON

*A small clay jug, barely bigger than two closed fists. It is adorned with the runes of the four elements: fire, water, air and earth. The jug is sealed.*

**EFFECTS:** If shaken on a starlit night, the flagon heats up from an inner glow, which provides heat equivalent to a small campfire for a Quarter Day. You don't have to be outside – it is enough that the light of the stars shines on the snow covering the Bitter Reach.

## BUR'S BOOTS

*A huge pair of boots made from thick leather and lined with warm fur on the inside. They are knee high and the soles of tanned hide are unusually wide. The boots are treated with whale oil and lard, making them soft but also protects them from moisture.*

**EFFECTS:** The boots adjust in size to your feet and provide +2 Gear Bonus and a D8 Artifact Dice to LEAD THE WAY rolls and ENDURANCE rolls to resist cold. Additionally, you can spend one Willpower Point to walk on water. The effect lasts for a Quarter Hour for each WP spent. Also, the boots make you a great dancer when wearing them. The boots count as clothes and don't encumber you.



# LERGE'S HAMMER

*An unassuming silver hammer. It has two heads, one flat and one pointed. When used the strikes of the hammer are soft and quiet, as if its blows were landing on soft leather.*

**EFFECTS:** Despite its small size and unassuming appearance, the hammer works like a warhammer with a D8 Artifact Die. It also gives a +2 Gear Bonus and D8 Artifact Die to MOVE rolls when climbing.

# THE WINGS OF MARUDAK

*Marudak's gloves are sewn from black leather taken from the soft belly of a Wyvern. The gloves are adorned with patterns sewn in silver thread that show flying Gryphons and Dragons.*

**EFFECTS:** The Wings of Marudak grant a +2 Gear Bonus and a D10 Artifact Dice to all MOVE rolls when jumping. If you leap from a tower or a cliff, and spend one Willpower Point, you can glide for a Quarter Hour. When gliding using the Wings of Marudak, you risk being seduced by the experience. For more information, the GM should read the relevant section of Chapter 10 of *The Bitter Reach*.

# NAMTAREL'S BLACK ARROW

*A long arrow with a shaft made from an unknown black material. The tip is made of black star metal and is always covered by a black, oily film of poison. The feathers of the arrow are from a black gryphon.*

**EFFECTS:** If you hate your target with a fervent passion, you gain a D12 Artifact Dice to an attack using this arrow. If damage is dealt, the victim also suffers from a lethal poison with Potency 9. If you spend one Willpower Point, the arrow returns automatically. Due to the poison afflicting its victims, the arrow is not suitable as a hunting weapon.

# RAMMAN'S THUNDERING DRUM

*A soft skin taken from a Frost Dragon has been stretched over a framework of whale bones. Clouds and thunderbolts are painted on the. If you thrum on the skin with your finger and then hold your ear against it, you hear a rumble as if from distant thunder.*

**EFFECTS:** The drum can be used to create thunderclaps that make the ground tremble. The effect works like the EARTHQUAKE spell. The drum may be used once per Quarter Day to trigger a Power Level 3 spell. You need to spend Willpower Points and roll for magical mishaps as usual. The effect may only be summoned outdoors and only when the weather is cloudy or stormy.

# FERENBLAUD'S STAR

*A piece of silver jewelry shaped like a star, adorned with a clear ice crystal. The amulet hangs from a thin iron chain. If you peer into the crystal, you glimpse visions of distant lands in ages past.*

**EFFECTS:** The stone gives you the same ability as the FARSIGHT spell. You need to spend Willpower Points and roll for magical mishaps as usual. For further information about this item, the GM should read the relevant section in Chapter 10 of *The Bitter Reach*.

# TARIK'S MYSTERIOUS CAP

*A garish cap made of red and blue fabrics that are decorated with leaves and bells of silver. The cap has large earflaps to protect the wearer against sudden sounds and keep them warm and toasty all through winter.*

**EFFECTS:** When you spend one Willpower Point, roll on the table below to determine what spell the cap triggers. Power Level is always 1. Roll for magical mishaps as usual. For further information about this item, the GM should read the relevant section in Chapter 10 of *The Bitter Reach*.

D6	EFFECT
1	Serenity
2	Animal Speech
3	Intuition

D6	EFFECT
4	Telepathy
5	True Sight
6	Invisibility one Quarter Hour