

A garnet raven is often riddling and evasive, with a taste for dramatic declarations.

\* As a raven, may be active up to 6 hours/day. If the raven consumes an eye, the 'owner's' last memory is learned; a heart, the deceased's last emotions and wish.

\* Grants the ability to sense emotions or presence of lies when conversing, but not the exact source.



**Garnet Raven**

A moonstone wolf is often cautious and quiet, preferring to pace alongside the activities of the world instead of disrupting them; a quiet philosopher.

\* As a wolf, may be active up to 2 hours/day; the wolf's teeth and claws dispel illusions by touch.

\* Grants the ability to ask a question of fate once a week, though the answer may be murky or unsettling.



**Moonstone Wolf**

A Jasper deer is often worldly-wise and world-weary in equal measure, with an air of having seen it all and surviving despite ill-fortune.

\* As a deer, may be active up to 4 hours/day; unable to be surprised or ambushed, with a chance to sense unseen traps.

\* Grants uncanny skill with ranged weaponry, even to one without innate skill at all.



**Jasper Deer**

A Jade crane is often gently critical, wishing to help improve one's life and lot with advice and inspiration; a keen taste for poetry and strategic planning.

\* As a crane, may be active up to 6 hours/day. In conflicts, can offer a keen insight into one adversary's weaknesses.

\* Grants grace and poise – a bonus to athletics and artistic endeavours as well as avoiding blows.



**Jade Crane**

# Beasts In Shining Beads

*\* a collection of companion charms \**



## Agate Mouse

An agate mouse is often inquisitive and reckless, trusting in and amused by being overlooked by its "betters".



- \* As a mouse, can be active for 12 hours/day, able to find hidden features, secret doors, concealed caches, etc on 2-in-6.
- \* Grants the ability to worry away at bonds, physical or otherwise; 1-in-6, increasing chances by 1 per two hours of effort.

## Lapis Ox

A lapis ox is often easygoing and jocular, with a fearsome knowledge of tales and folklore.



- \* As an ox, may be active up to 8 hours/day. Will not attack save for self-defense or defending another; can grant protection (as chain) to an ally.
- \* Grants twice one's strength for the purposes of carrying capacity, and twice one's endurance before growing tired.



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**FANGED MOON GAMES**

## Iron Tiger

*A large bead of lovingly shaped stone or simply-sculpted metal may conceal within itself the spirit of a wise – or whimsical – animal.*

*Murmuring to the heart of the one who wears or bears them, such an animal spirit may well become a staunch ally and fast friend.*

*The beast may even manifest a physical form when called upon by their chosen companion; or by their own will, if they feel the need.*



An iron tiger is often stalwart and unbending, prone to meditations on life and the necessary, at times, on life and the necessary, at times, change, preparing for a better future. As a tiger, may be active 12 hours/day; once every 3 hours, the frog can produce a sleep toxin. \* Grants the ability to move in water as on land, and to make small cosmetic changes to one's appearance such as hair length and colour.

\* As a tiger, may be active up to 2 hours/day; dense pelt protects as hours/day, and the tiger may intercept an attack meant for an ally by foregoing one of its own. \* Grants increased resistance to poison and mental influences.

## Turquoise Frog

*Beware the wrath of such a spirit torn from the corpse of their beloved companion.*

*Without compensation for such a crime, the beast may well turn their gifts against the one who committed such a sin.*

*Others may, in fact, be grateful for being freed from an unpleasant yoke.*

*All have their own wills.*

*Remember this.*



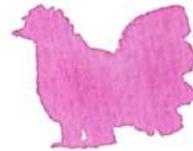
A turquoise frog is often patient and consoling, with words of encouragement and a dedication to change, preparing for a better future. As a frog, may be active 12 hours/day; once every 3 hours, the frog can produce a sleep toxin. \* Grants the ability to move in water as on land, and to make small cosmetic changes to one's appearance such as hair length and colour.

## Tourmaline Chicken

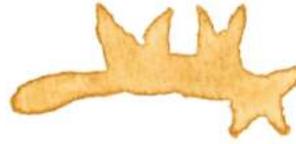
A tourmaline chicken is often particular and suspicious of outsiders, caustic until the stranger proves to be no harm.

\* As a chicken, may be active for 12 hours/day, demoralizing any it pecks. The chicken also supplies a daily egg that sustains like a meal.

\* Grants the ability to, once a day, spread a rumour that causes fear if heard by foes within 6 hours.



An amber fox is often protective out of all bounds of its size; a bearer of warnings, whether folktales or war-tales. As a fox, may be active up to 6 hours/day, creating light or warmth as harmless "flames". \* Grants the ability to communicate with animals and the wandering dead.



## Amber Fox

## Malachite Falcon

A malachite falcon is often serious and inquisitive in equal measure, holding itself to a professional standard known only to the falcon.

\* As a falcon, may be active up to 6 hours/day. Its talons can injure the undead grievously.

\* Grants spirit sight to detect the departed, their works, and passages to the underworld.



A bronze cat is often inquiring about others and aloof about themselves, alert for threats and soft as velvet towards their allies. As a cat, may be active up to 8 hours/day; capable of disappearing into a shadow and walking out of another shadow that was in visual range. \* Grants the ability to sense the presence of magic within eyeshot with a 2-in-6 chance.



## Bronze Cat