

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.



2023 E. A. Bisson
FANGED MOON GAMES

Iron Tiger

An iron tiger is often stalwart and unbending, prone to meditations on life and the necessary, at times, change, preparing for a better future.

* 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

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.



Amber Fox

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.



Bronze Cat

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.



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 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.

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.