

# FREEBIE ME

5

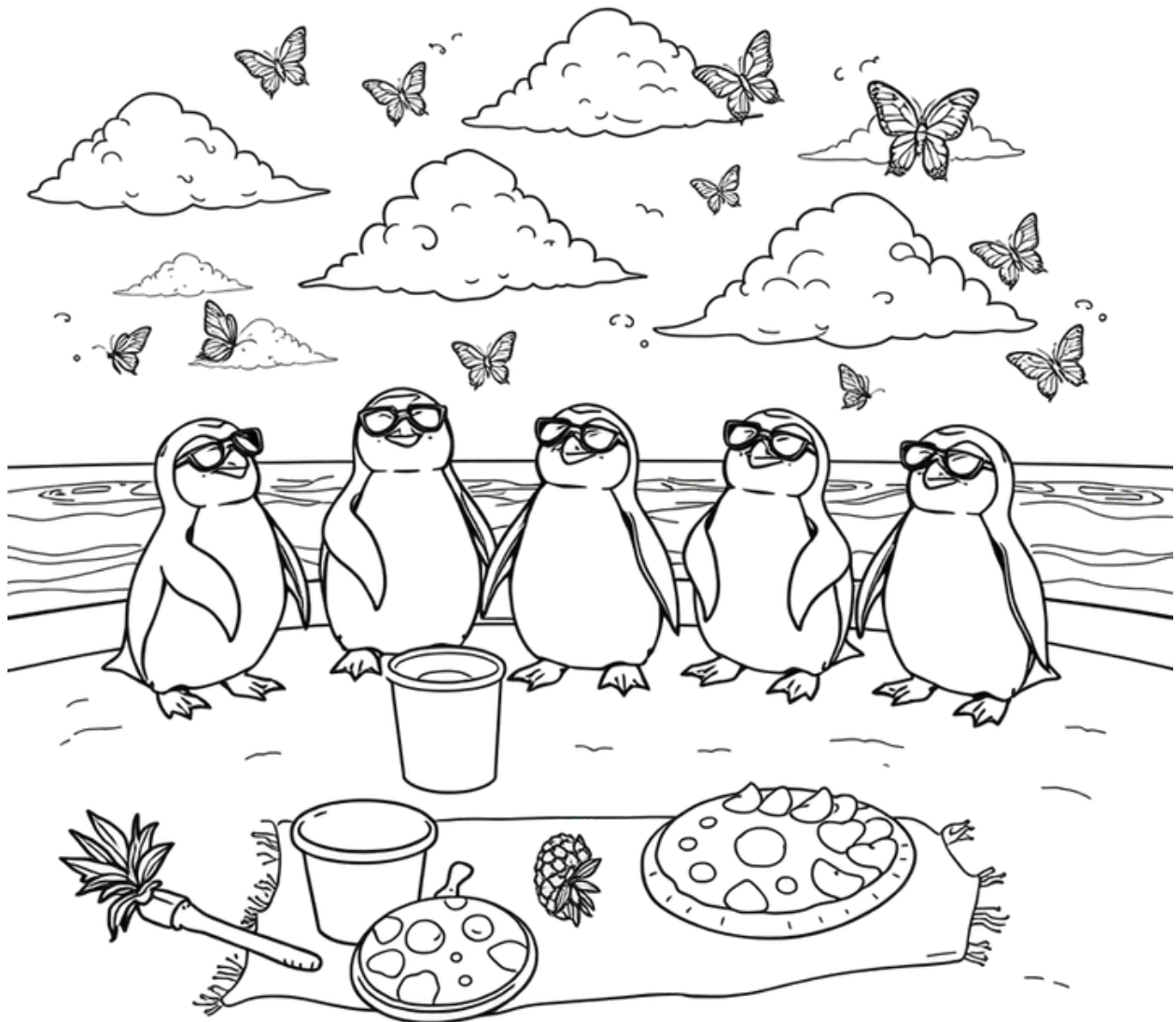


M.E. Steward

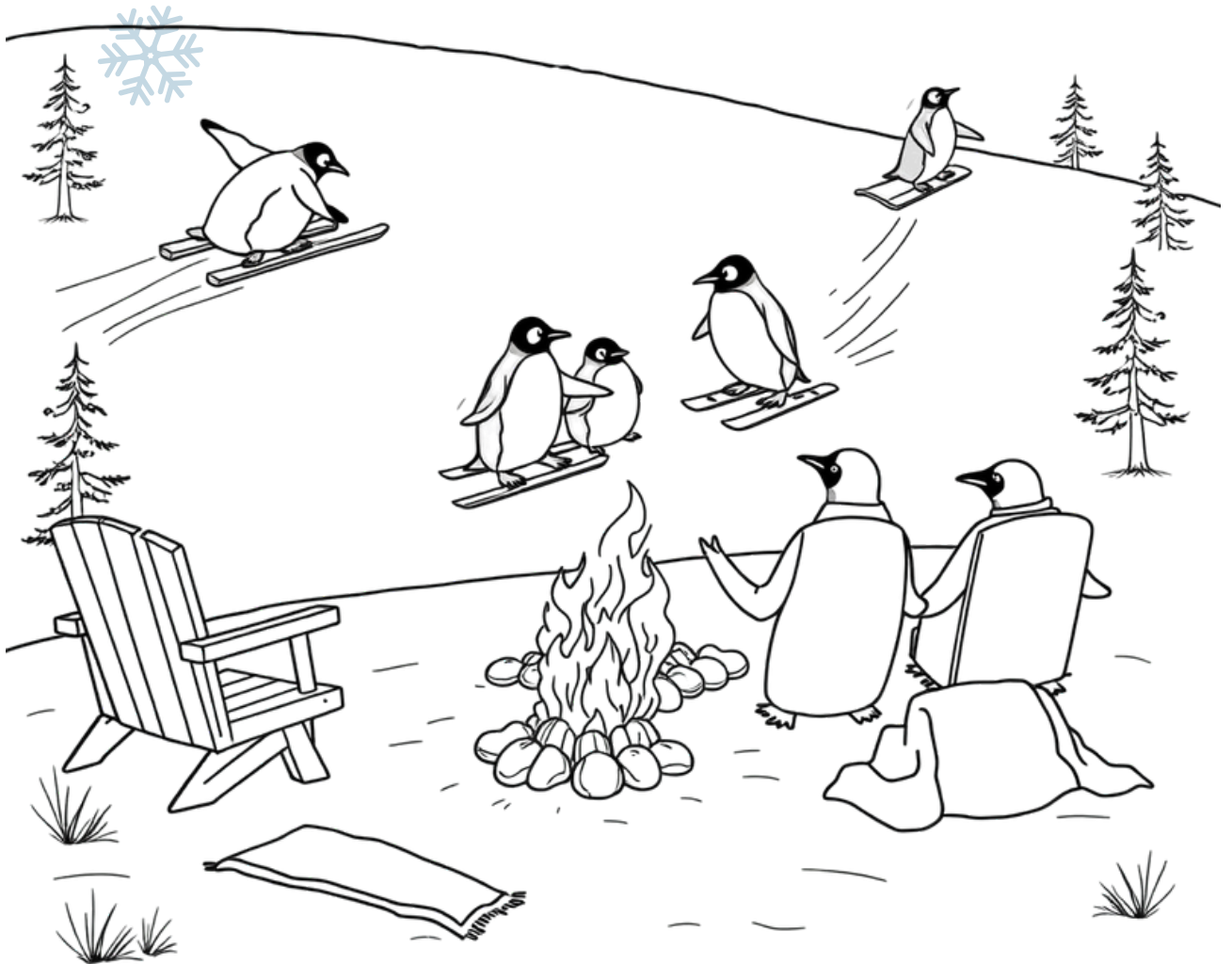


# australia

**Roo**



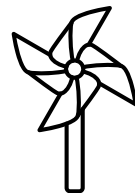
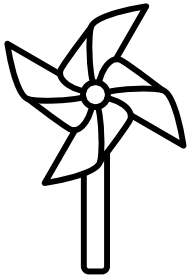
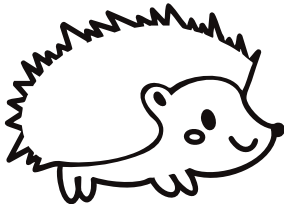
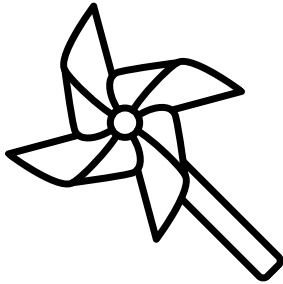
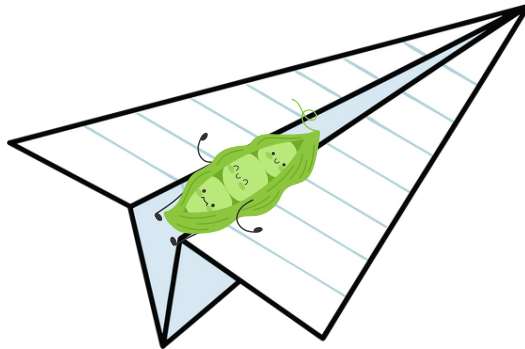






**BEAR**

# asia





os

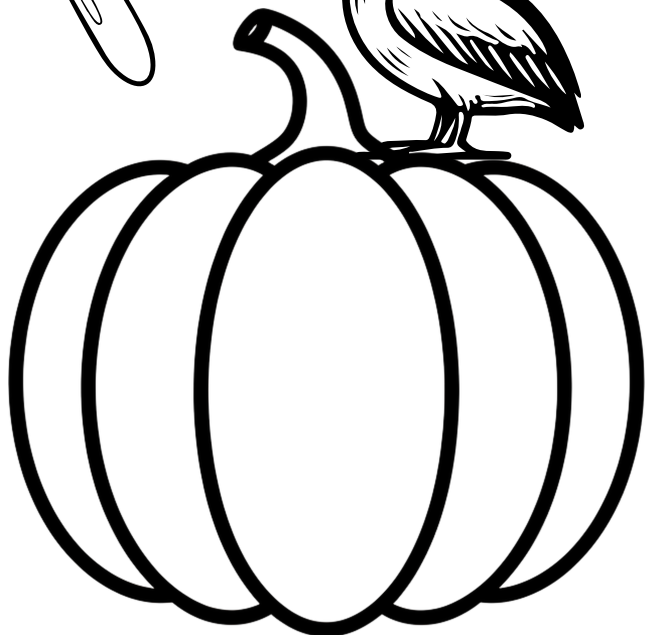
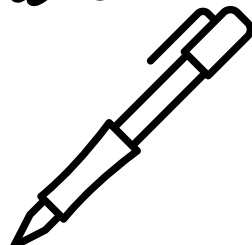
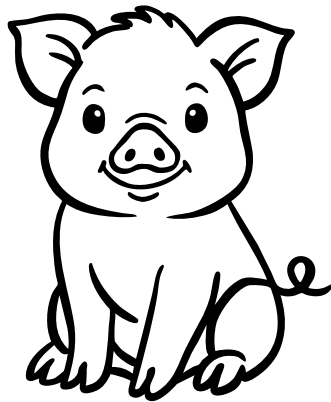
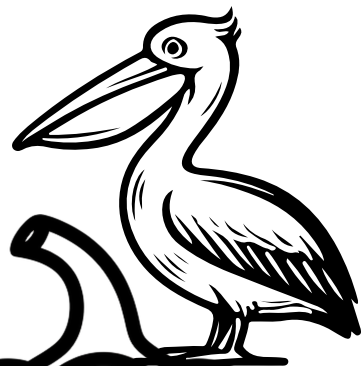
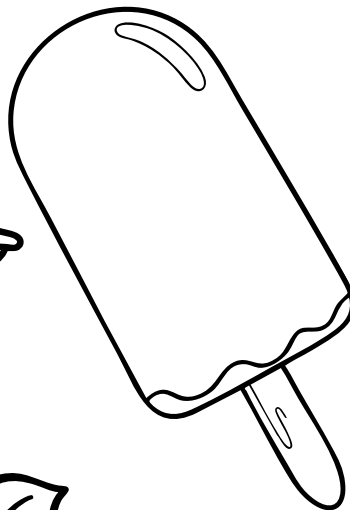
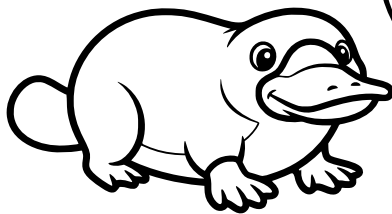
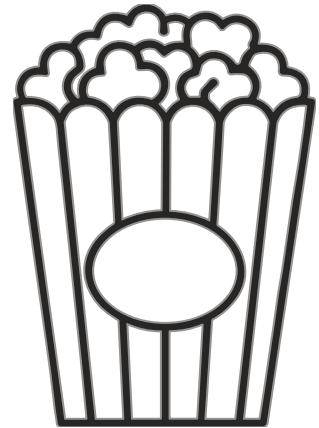
africa





TUT

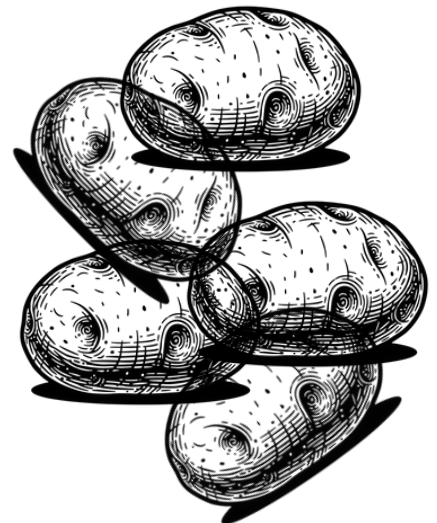
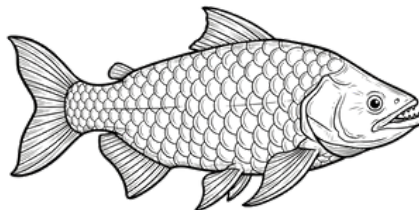
europa





# south america

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# north america

TEACHER



# Meet your Stewards

ROO



With oversized feet, a plump tail, and a smile that gleams with glimmering teeth, ROO radiates joy. From its magical glowing pouch springs whatever the journey calls for — maps, snacks, even a raft — making ROO a cheerful companion who always brings joy to the team.

PEN



Adorned with dark freckles, PEN carries the rare magic of trust, a gift bestowed by companions who believe in its brilliance. Ideas sparkle around PEN — clever plans and puzzle-solving wonders — while ROO joyfully opens the glowing pouch to bring forth whatever PEN's imagination requires.

OS



With a purple mohawk, elastic neck, and skinny legs, OS is a sight to behold. Its magic neck stretches skyward above the tallest trees, spotting danger or guiding lost adventurers. Ever playful, OS races with BEAR at every chance, turning rivalry into joyful camaraderie.

# Meet your Stewards

## BEAR



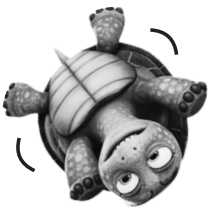
A little stinky and always pestered by three mischievous bees, BEAR flashes six neon claws on each paw with pride. Its magic lies in a body that can grow vast and mighty — strong enough to lift mountains, yet gentle enough to wrap trees in a colossal hug.

## IZ



Marked by a curious birthmark that lingers even when the rest of IZ disappears, IZ shimmers into any color or nearly vanishes when the moment calls. Lazy yet lovable, IZ often clings to TUT's shell during long journeys, sleeping but slurping with a lisp that makes companions smile.

## TUT



Born with a faded map of Europe upon its shell, which can also glow with any map the adventurers need, guiding them if lost. When TUT gets scared and holds its breath, it can increase in size or decrease to be pocket-size. TUT stutters and grunts, but treasures the bond it has with lazy passenger IZ.