

Waves and

Mountains An

OWbN Hengeyokai Packet

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Overview The purpose of this Packet is to create a greater understanding of what exactly a Sentai is (and is not) and to briefly explain the various roles within them. The hope is that this will better enable use of them for PCs or as NPC structures within OWbN Chronicles. This packet will create a universal base-line concerning this building block of Hengeyokai culture.

What a Sentai Is A Sentai is the Hengeyokai equivalent of a Garou Pack. It is a group of individuals who have been unified under a single Spirit in order to accomplish a goal or purpose.

Like Packs, a Sentai may exist in one of two forms: “temporary” (Wave) or “permanent” (Mountain).

A Sentai is, at its core, a War Party. Their primary role is the defense of a Dragon’s Nestⁱ and the vanquishing of the enemies of the Beast Courts. Without Sentai, many of the Hengeyokai would be unable to uphold their peaceful ways of life. As a result, a great deal of respect and honor is placed upon the individuals who pick up such a mantle.

Members of a Mountain Sentai are excused from most Court duties and roles. The leadership of the Court (called Gai’nan) does not serve in such roles, instead assuming the responsibility of the more bureaucratic affairs of the Court. Courtiersⁱⁱ also do not join Mountain Sentais (though they may occasionally be called upon to serve in a Wave Sentai) in order to focus on the regular and necessary tasks which must be handled.

Another way in which a Sentai differs from a Pack is that the Rite which forms a Pack (Rite of the Totem) makes no allowance for other Changing Breeds to be included; while the Garou are social creatures, they are also an insular group. Garou did not allow for the possibility of including those who were outside of their own structure to be a part of it. Rite of the Harmonious Journey was created specifically to allow multiple types of Changing Breeds to unite together.

Some of the various Breeds which call the Beast Courts of the Emerald Mother home typically utilize some form of Pack or equivalent unit formed through their own Rites (Hakkenⁱⁱⁱ, Stargazers^{iv}, Same-Bito^v, Nezumi^{vi}, Nagah^{vii}, etc.), a Sentai is formed any time that such a unit would include a member of another Changing Breed. More independently-operating Breeds (Zhong Lung^{viii}, Tengu^{ix}, Kitsune^x) use the Rite of the Harmonious Journey whenever they must form groups at all, even ones consisting solely of their own people.

Within a Sentai, there are five roles, referred to as Auspices. This is largely due to their rough correspondence with the Auspices of the Garou. Because these are roles with specific obligations and duties to the Sentai, it is generally expected that a Sentai should consist of five members, particularly if they are a Mountain Sentai. An explanation of each of the roles can be found [here](#).

Also like a Pack, a Sentai has a patron Spirit who unites the Hengeyokai. Generally, this Totem is chosen as an extension of the Sentai’s purpose. This process always involves a pilgrimage through the Umbra to the Court of the desired Spirit where negotiations can occur. The only Spirits which may patron a Sentai are those Spirits who have such homes in the Umbra of the lands controlled by the Beast Courts.

Wave Sentai A Wave Sentai reflects the transient and fluctuating nature of the name. Where Mountain Sentai offer greater stability, a Wave Sentai offers flexibility. In exchange for being able to follow their own respective codes of Renown, the members of a Wave Sentai are not bound by a common Totem; it is their designated task which binds them together. Only such a Sentai may include non-shifters, such as the Namebreakers^{xi}, hsien^{xii}, or the occasional Kuei-jin^{xiii} (provided that the need is great enough).

Typically, a Wave Sentai is formed from Changing Breeds who come from different Dragon's Nests in order to serve in a single mission or a limited defense. Sentai rolls are assigned, keeping each individual within their own area of expertise as much as possible. It is not unheard of for members of such Sentais to serve in positions which are not their usual role, but as such a service is temporary, Rite of the Second Face^{xiv} is never used for such a situation.

A Wave Sentai is also one of the times where a Courtier or one of the Gai'nan may step into a needed role in order to support the needs of the Court.

Mountain Sentai A Mountain Sentai is a Sentai which is devoted to the martial work of a single Court. This is almost always their dedicated purpose: to ensure the defense and safety of the Dragon's Nest. As most of the Hengeyokai prefer peace, such service is accorded great honor. While they still stand below the Gai'nan, members of a Mountain Sentai are often considered amongst the greatest of their Court. Each Mountain Sentai is expected to be sworn to the service of the Court that they are a part of. No Mountain Sentai may exist without being in this manner of service.

The expectation of a Mountain Sentai is that, for the duration of their service, they put aside the needs and expectations of their own Breeds and serve the greater need of the Court and, more importantly, the Emerald Mother. The members of a Mountain Sentai follow the renown that is common to the Beast Courts. These Sentai are a source of great stability for the Courts.

What a Sentai Is Not At the end of the day, a Sentai is not a Pack. There are several important things which should be understood in regards to a Sentai:

- Where a Pack is much like a family unit, and may move from one cause to another, a Sentai always exists for a specific purpose. Should that purpose be completed, the Sentai is considered to be no more. A new one may form with the same members and the same Totem, but it is – as far as the Courts are concerned, a new entity.
- While a Pack is frequently chosen by the Totem, this is never the case for a Sentai. The Sentai must purposefully journey to the Court of the Totem, and honor the Totem with the proof of their desire and dedication.
- A Sentai is not a path to leadership; taking up a role within a Sentai means that a character is setting aside the roles which they would normally hold as a part of a Court, and focusing solely on the obligations of defending the Dragon's Nest.
- A Sentai is not a casual calling. As a war party (something that most of the Hengeyokai wish there was less need for), the act of taking up arms is seen as a burden. Those who are overly eager to fight and kill are often seen as the worst candidates to do so.

The Roles of a Sentai The Tasks The Leaf The role

of the Leaf in the Sentai is to drift upon the breeze, blending in to the environment and obtaining all of the information that they are capable of. The eyes and ears of the Leaf are expected to be everywhere. Their wits and guile serve them better than martial skill or weapons. The Leaf is the primary source of information for the Sentai, gathering it from networks and sometimes from the lair of the enemy itself. As a result, they are the most important member of the Sentai.

The Mirror The role of the Mirror is to serve as a reflection for the rest of the members. They represent and are concerned with the Spiritual activities of the Sentai. It is the role of the Mirror to work with the Totem and various spirits that the Sentai may have dealings with. Just as a mirror is necessary for crossing into the Umbra, so

too is a Mirror necessary for the Sentai to work with that world. This makes them the most important member of the Sentai.

The Lantern The role of the Lantern in the Sentai is to provide a guiding light to the rest of the members. When things are darkest or the most complicated, the Lantern is expected to keep the Sentai moving forward. They are tasked with thinking about the future and the long-term plans of the Sentai. A good Lantern serves as both a guide and a source of hope and vision. As such, they are considered the most important member of the Sentai.

The Pillar The role of the Pillar in the Sentai is to support the other members. This may be support in battle or in emotional turmoil. They are expected to most firmly embody the Emerald Mandates and the laws of the Court to which the Sentai is sworn. Pillars are anticipated to be firm, unshakeable members – unwavering in their duties and what is expected of them. This steadfastness makes them the most important members of the Sentai.

The Fist The role of the Fist in the Sentai is to defend the Sentai. While many outsiders see this as the “combat job,” this is a misconception. It is true that the Fist is expected to take the lead in battles, a Mountain Sentai in particular is a War Party – all of the members are combatants. Rather, it is the expectation that the Fist be the member of the Sentai responsible for determining when to fight, and most importantly, when not to fight. Such a difficult responsibility makes the Fist the most important member of the Sentai.

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The Directions North

Representation: The Black Tortoise

Role: Listening, Planning

The individual in the Sentai who takes on the direction of the North is responsible for listening to the other members of the Sentai. It is their role to act as the confidant, and to take the lead on planning for the future. This should be the member with the greatest ability to set aside their own desires in order to consider the good of the Sentai and their sworn Court.

East Representation: The Azure

Dragon Role: Virtue, Justice

The direction of the East is associated with the ideals of justice and virtue. This individual should be the guide for the Sentai about what their moral obligations are. The decision between what is right and wrong should be clear to such individuals, and the rest of the Sentai is well advised to take their recommendations to heart.

South Representation:

The Red Bird Role:

Knowledge, Happiness

The member of the Sentai associated with the direction of the South takes on the responsibility of cultivating knowledge and happiness. This requires them to obtain any required information on threats or other matters pertaining to the Sentai and their obligations. This individual should also concern themselves with the happiness of the members of the Sentai, and be willing to aid them in finding a lasting joy.

West Representation: The

White Tiger Role:

Righteousness, Protection

The direction of the West is concerned with protecting the Sentai. This does not always mean from external threats (as this is the responsibility of the Fist), but also from themselves and from their own failings. They are responsible for ensuring that the actions of the Sentai are justifiable and in keeping with the Way of Emerald Virtue.

Center Representation: The

Yellow Dragon Role: Benevolence,

Creation

Just as the Center direction is associated with the act of creation, so too is the individual in this role responsible for holding the Sentai together. Their responsibility is to look after the needs of the Sentai, such as housing, food, equipment, and other immediate concerns. This member should be capable of putting the needs of the many ahead of the needs of the self.

The Elements Wood

Season: Spring **Color:** Green

Planet: Venus **Sensory Organ:**

Eyes

The element of Wood represents the ideals of creativity and luxury. The member of the Sentai who takes on this role should embody the creative approach to their tasks. This should be the member who thinks outside of the box and is willing to take novel approaches to old problems.

Relations Generating:

Wood fuels Fire.

Just as fresh wood added to a campfire will make the fire burn longer and brighter, so to should the member of the Sentai who embodies Wood help feed the drive of the one who is aligned with Fire. The creativity of this member should be used to help Fire find ways to fulfill their role.

Overcoming: Wood separates

Earth

Tree roots penetrate and grow through the dirt and rocks of the earth. Likewise, the Wood member of the Sentai should examine the actions of the Earth member and ensure that the stability offered by tradition does not prevent the change necessary for the Sentai to adapt to new situations.

Fire Season: Summer

Color: Red **Planet:**

Jupiter **Sensory**

Organ: Tongue

Fire represents enthusiasm and passion. For the Sentai, this means that the member chosen to align with Fire should have fervent belief in the purpose of the Sentai and be capable of keeping the other members moving towards that purpose. Such a member should be of a high devotion to the ideals of the Beast Courts.

Relations Generating:

Fire forms Earth

In nature, the role of fire is most evident in volcanoes, forest fires, and ash. Through these forces, fire creates new space or clears old space for earth to form and exist. In a similar manner, the Fire member of the Sentai is expected to support the Earth member and help ensure that the goals and purpose of the Sentai remain true and stable.

Overcoming: Fire melts

Metal

Like the heat of the forge shaping metal into useable tools, the Fire member of the Sentai is responsible for keeping the Metal member upon the path of the Sentai. While Metal is the driving force behind the progression, Fire should ensure that the progression follows the road to achieving the

objectives of the Sentai.

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Earth Season: Change of Seasons (last month of each season) **Color:** Yellow **Planet:** Mercury
Sensory Organ: Mouth

The attributes of Earth are nurturing, stability, and security. Whichever member of the Sentai takes on this element should be capable of caring for the others. They must be the rock that provides the foundation and shelter for the others in the Sentai. It is helpful if that member finds joy in caring for others.

Relations Generating: Earth contains Metal

While the values and roles of Metal are important, they are difficult to do without the stability and security offered by the Earth. It is the foundation provided by Earth that enables Metal to do what they need to. Without Earth, Metal would have no base to rely on.

Overcoming: Earth absorbs Water

Where Water bends and flows around issues, Earth must remain constant. The mental gymnastics that the Water member of the Sentai may engage in should not force Earth to change for the sake of change. Rather, Earth should ensure that Water is free to do as they must by remaining constant.

Metal Season:
Autumn **Color:**
White **Planet:** Mars
Sensory Organ:
Nose

Ambition, determination, and persistence are important parts of the element of Metal. The member of the Sentai who corresponds with this facet is responsible for driving the Sentai forward at all costs. They should be the individual who is setting the expectations and helping others to live up to them.

Relations Generating: Metal carries Water

Buckets, pipes, cups, and pots all carry water and give it shape. Like these objects, the Metal member of the Sentai provides the course for the Water member. They should help Water to determine where to

go, and provide the persistence for when the Water member struggles.

Overcoming: Metal penetrates
Wood

In a manner similar to a nail driving into a board, the Metal member must help turn the creativity of the Wood member into something more. Creativity alone does not serve a purpose, but when combined with ambition, it can help the Sentai grow to new heights.

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Water Season:

Winter **Color:** Black

Planet: Saturn

Sensory Organ:

Ears

The member of the Sentai who aligns with Water should possess mental flexibility, a bright attitude, and a strength of will. Their purpose is to flow around obstacles and help the others to navigate the pitfalls that may lie ahead. Even when things are difficult, this member must find the way forward.

Relations Generating:

Water feeds Wood

All living plants require water in order to grow and survive. Likewise, the Water member of the Sentai should help the Wood member find new solutions. By lending their agile mind, Water should encourage and enable Wood to fulfill their responsibilities.

Overcoming: Water quenches
Fire

Just as rain will douse a camp fire, it is the role of the Water member to temper the passion of the Fire member. Passion is a good thing, so long as it does not blind the Sentai to necessary changes or new solutions. It is the responsibility of the Water member to ensure that this does not happen.

Rite of the Harmonious Journey Description The Court's Ritemaster performs this Rite for a group of Hengeyokai who wish to form a Mountain Sentai. Usually enacted by moonlight, the Ritemaster begins this Rite by announcing each participant by direction, task and element. After the new Sentai's members have been presented, the Ritemaster leads the entire group into the Mirror Lands as if "treading the mountain's shoulders."^{xv}

The journey through the Umbra leads to the Court of the Sentai's desired Totem Spirit where the group petitions the Spirit for patronage. When the Totem Spirit has bestowed its blessing, the new Sentai re-emerges into the physical world. If the Rite is roleplayed correctly and with the appropriate attitude of seriousness, the Storyteller may waive the necessity for any tests. Otherwise, the players may need to make a Static Social Challenge against the Totem Spirit (difficulty is seven Traits; retest with Rituals). Each member of the Sentai must purchase the Totem Background prior to the enactment of the Rite.

Sentai Totems This section details some of the Totems which are appropriate for a Sentai to be dedicated to. Each one also includes a sample Realm/Court that PCs may visit in order to entreat the Totem. Actual access to the Totem's Court always requires some sort of test or the solving of a riddle. While chiminage or other gifts are appreciated, such things will not bypass this requirement.

Note that this list is not exhaustive, and Storytellers are encouraged to build appropriate Totems (and their courts) for Sentais in their game.

Bear

Cost: 5

Description: Bear's first children, the Okuma, perished during the War of Shame. Now, he watches as thoughtless humans and malevolent Wyrms creatures destroy the lands that he was created to heal. Bear's love of ritual makes him a wise and thoughtful teacher of Rites, but his anger often outweighs his patience. Bear chooses Sentai predisposed towards healing and protection, yet capable of unleashing their anger. Others treat Sentai patronized by Bear with respect but caution, since their presence shames them with memories of the deaths of the Children of Bear.

Benefits

:

- Ability: Medicine x3
- Each member of the Sentai receives the Trait: Brawny as a permanent advantage (so long as they continue to follow Bear).
- Each member of the Sentai may use the Gift: Mother's Touch once per day.
- Sentai members may hibernate for up to three months without needing food or drink.
- When a member of the Sentai first receives a wound in any combat, each member immediately gains 2 Rage. This benefit only occurs once per Sentai per combat.

Ban: Bear forbids his children to use their natural weaponry against other Hengeyokai, even Kumo^{xvi}, lest any more of the Mother's Children perish. Bear does not prohibit the use of Gifts or weaponry against any who oppose the Emerald Mother or Her creatures.

Court: The court of the Sun Bear is found among the thick branches of the trees which form a vast jungle. These branches are wide enough for many people to walk abreast, and nests have been woven for the spirits and visitors to stay in. Despite his name, Sun Bear is only present during the night when he holds court over his domain. The spirits of his realm are comprised of both fearsome warriors and caring mothers.

Bya-akko, the White Tiger **Cost:** 6

Description: Bya-akko is a sleek and swift hunter, moving like a fast wind. But he is a saddened creature, for his own fleshy kin of albino tigers are largely gone from Gaia's flesh, and he alternates between periods of sadness and anger. He can be calm and wise one minute, but bloodthirsty and manic in the next. Bya-akko has identified the enemy who he believes has destroyed his children – the Weaver.

Benefits

:

- Trait: *Nimble*
- +3 Traits on all attacking or defensive tests involving claws or teeth (no melee weapons).

Ban: Followers of the White Tiger must not own tools of the Weaver. Items with more than one moving part or electronic devices are the ones that earn Bya-akko's ire. Simple objects (Klaives, clothing, crowbars, etc.) don't particularly anger him.

Court: Bya-akko makes his home in the furthest reaches of the western Umbra. His Court can be most easily found by following the winds to their source; there seekers will find the sturdy tower of the White Tiger. His favor is bestowed only upon those who prove themselves to his satisfaction.

Dog

Cost: 4

Description: Loyal, patient, and watchful, Dog nevertheless does not receive much respect from wild creatures. Unlike most beasts, Dog has formed a bond with humanity and teaches other creatures that humans can prove themselves worthy of respect and love. While few Middle Kingdom Sentai select Dog for their patron, those that contain Hakken or Tengu sometimes opt for this steadfast and trustworthy Totem. Sentai loyal to Dog are most often found in Japan.

Benefits

:

- +4 Temporary Wisdom
- Gift: Beast Speech
- Trait: *Alert* x3

Ban: Dog wishes for members of Sentai that honor him to refrain from killing humans whenever possible.

Court: The Court of Dog is a large tower, surrounded by many homes matching human construction. It is at the large door found at the base of this tower that the challenge or riddle is posed to those who would treat with Dog. The spirits found throughout this village and in the tower are comprised of

humans, dogs, and amalgamations of the two; Dog sees his role as a blending of two societies and his followers and children reflect this belief. Notably, in accordance with ancient legends, even the canine spirits here are capable of speaking in human languages.

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Genbu, the Black Tortoise **Cost:** 7

Description: A wizened old tortoise, as black as obsidian, Genbu is a slow but powerful thinker. He is often mistaken for a Totem of Wisdom because of his reliance on thought to solve problems, but he also enjoys using thought to outwit his enemies. He is a cunning enemy, ordinarily underestimated, and his elaborate schemes are often bizarre and unpredictable. The children of Genbu are much the same – seemingly sedentary beings waiting until the right moment to spring their long-designed trap.

Benefits

:

- Trait: *Beguiling*
- A free retest on all Stealth and Subterfuge Tests when trying to avert attack or other danger

Ban: The Black Tortoise asks that his children take pains to think before acting.

Court: It is in the northernmost reaches of the Umbra that the Court of the Black Tortoise can be found. High among the cliffs and mountains there, a short but well-built tower exists. Genbu calls this place home, and he will host those who come to seek his patronage. The denizens of this place consist of both Umbral Spirits, and the spirits of the dead – who seem to take advantage of the closeness of the two realms in this place.

Hare

Cost: 6

Description: Hare thinks and acts quickly, possesses great speed and revels in his cleverness. Sometimes, however, Hare's impulses prove too clever for his own good. Hare has little wisdom to impart to any Sentai seeking his patronage, expecting them instead to learn to think for themselves and act quickly to overcome dangerous circumstances. Hare maintains a delicate relationship with the

Kitsune, so individual werefoxes who belong to a Sentai loyal to Hare may have to put forth extra effort to gain equal standing with their Totem.

Benefits

:

- Gift: Speed of Thought
- +4 Gnosis Traits per story (for the Sentai as a whole)
- A free retest on challenges towards entering (but not exiting) the Umbra
- Trait: *Clever*

Ban: Hare asks his Sentai to protect children of all kinds and expects members to have children of their own.

Court: Among the brush and trees of the lowlands of the Umbra can be found the Court of the White Rabbit. Here, hares of all colors run here and there, ceaselessly carrying the various messages and gifts that cross the lands of the Celestial Bureaucracy. The tower which houses the Court of this spirit reaches skyward to staggering heights. At the very top of this tower, White Rabbit's workshop can be found. Here, he is rumored to produce herbs, teas, and poultices for the various ministers of the Celestial Bureaucracy, and perhaps even for Luna herself.

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Koryu, the Yellow Dragon Cost: 6

Description: First among the five Spirits which comprise the Four Symbols, Koryu served to bring together Genbu, Bya-akko, Seiryuu, and Suzaku; indeed, it was he who gave them purpose and form. However, in more modern nights, the Four Symbols have operated largely without his direct involvement. It would seem, though, that this has not stopped the Yellow Dragon from continuing to hold them together and oversee the changing from one season to the next.

Benefits

:

- Trait: *Wise*
- Ability: Tactics x 2
- Once per story, the Sentai may beseech their Totem for guidance, and be placed upon the “correct path” by the Storyteller. Of course, they may deviate from this, but they will be pointed in the correct direction – “correct” according to Koryu, of course; the Sentai may not always see the wisdom in the

path that he chooses for them.

Ban: Koryu requires that his children guide those around them, without permitting their involvement to be directly seen. He insists that they act to guide others, ensuring that the right people are in the right places at the right times.

Court: Unlike most Courts, the home of Koryu has no set path to reach it. Those who would find it must travel inward, towards the “center” of the Umbra, through whatever method or means makes the most sense to that individual or group. The first test of the Yellow Dragon is to solve this mystery. Once done, however, the path leads to a walled city and tower, with four roads radiating away from it like a wheel.

Mongoose

Cost: 4

Description: Mongoose specializes in the quick kill and the preemptive strike. She views dealing out death to one’s foes as an art and teaches those who look to her patronage to avoid an opponent’s blows while waiting for the opportune moment to strike. Though Mongoose shares a war-philosophy with the Nagah, she refuses to act as a Totem to wereserpents; likewise, Nagah have a low opinion of Sentai that claim affinity with Mongoose.

Benefits

:

- Gift: Fatal Flaw
- Gift: Resist Toxin
- Ability: Dodge x3

Ban: Mongoose requires that her children never show fear.

Court: Far from the reach of most serpents, the Court of Mongoose is located among the clouds of the Eastern Umbra. Spires branch off of a tower, with narrow corridors and doorways. As a result, even once the Sentai has proven their worth at the door, they must navigate this maze-like structure in order to reach the chamber where they may entreat Mongoose.

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Narukami, Lord of Thunder **Cost:** 7

Description: Known to Western Shadow Lords as Grandfather Thunder, Narukami invokes as much fear as respect from those who honor him. He excels in patience and subtlety, though when necessary, he

can unleash his tremendous anger on friend and foe alike. Narukami prefers to send his stormcrow servants as messengers to Sentai which honor him.

Benefits

:

- +5 Willpower Traits per Story (for the Sentai as a whole)
- Trait: *Intimidating* x2, when the Sentai invokes Narukami by name
- +1 Honor Renown
- Ability: Etiquette x2
- Hakken find Sentai which honor Narukami interesting and keep an eye on them for potential alliances

Ban: Children of Narukami need only be truthful to those who they respect, i.e., those who they cannot intimidate or dominate.

Court: The Court of Narukami is located atop a mountain, the peak of which has been fashioned into a mighty fortress. From this nigh-unassailable location, Narukami may govern his realm and send his agents (stormcrows) out to be his eyes, ears, and mouthpieces wherever he may require them. As may be expected, the sky here is filled by a constant storm with rain, lightning, and billowing winds, making an approach (or retreat) by air particularly dangerous.

Ox

Cost:

5

Description: Though not the brightest of Totems, Ox possesses a steadfastness as solid as the mountains and a peaceful nature that can soothe the most savage of beasts. Ox bestows his favor on children of gentle strength, and those with pure hearts, and teaches them the ways of patience and endurance.

Benefits

:

- 4 Physical Traits (2 Strength and 2 Stamina, of the Sentai's choice) to distribute amongst the members
- +3 Willpower Traits per Story (for the Sentai as a whole)
- +2 Temporary Virtue Renown
- Ability: Empathy

Ban: Ox asks his children to respect their underlings, never overburdening servants, beasts, or others under their authority.

Court: The Court of Ox is a simple place: a high wooden wall encircling a collection of thatched homes and the large building where he dwells. Outside of this wall can be found lush farms and peaceful homes. In this place, visitors will find that cooperative efforts work more efficiently, and that the denizens are all too ready to lend a hand to peaceful causes.

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Prince Inari **Cost:** 5

Description: Prince Inari, the hero of the Kitsune, is the lord of foxes, rice, plenty, benevolence, and justice. His teachings state that true nobility requires not just honor and bravery, but cunning and generosity. Many Kitsune claim Lord Inari as their personal Totem and this spirit also favors any Sentai willing to learn his lessons of grace and cleverness.

Benefits

:

- Gift: Cooking (which produces rice and not gruel)
- Trait: *Clever*
- Kitsune react with favor to Sentai honoring their hero, treating them as honored cousins at the least, equals at best

Ban: Prince Inari forbids his children from bringing harm to fox kits in particular and children in general. Members of a Sentai belonging to him may not kill a fox if doing so will leave behind a litter of motherless kits. Many children of Inari donate some of their time to tending local fox families. Inari does not forbid the killing of evil or corrupt humans who have families, but he does expect the Sentai to make provisions for the care of such families.

Court: An elaborate temple houses the Court where Prince Inari rules. Statues of foxes and Kitsune decorate the stairs, walkways, and rooftops. At the far end of the complex, a multi-leveled pagoda looks over the affairs of this Court. It is here that Prince Inari may usually be found. Occasionally, he will present himself to the Sentai in another guise: perhaps that of a servant or guard, in order to see what they are truly like.

Seiryuu, the Azure Dragon **Cost:** 8

Description: Seiryuu is an ancient sea dragon, as primordial and old as water itself, and is cousin to Uktena. He travels the deepest dark of the eldest oceans and from there is able to plumb the depths for lost secrets and the answers to forgotten riddles.

Benefits

:

- Add Permanent Gnosis rating to any Enigmas Tests
- May breathe underwater freely.

Ban: Seiryuu asks that his children bathe twice a day

Court: Beneath the waves of the eastern Umbral ocean lies the home of Seiryuu. There, the skies are filled with constant rain, and his tower rises from the waves. By descending from the docks that can be found on the surface level, prospective Sentais may eventually reach the domain of the Azure Dragon and beseech him for his patronage.

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Suzaku, the Red Bird **Cost:** 5

Description: Suzaku was one of the first birds who claimed allegiance with the Emerald Mother, and as such was able to take a place of prominence and leadership among all other birds. This avian empress is haughty and disdainful to those who aren't with her; but all who follow her as her children are accorded much favor. She teaches her children to be highborn and always strive to be the "better" individual. Suzaku has a rivalry with Falcon and his followers.

Benefits

:

- A free retest in all Leadership Challenges
- +1 Pure Breed, up to a maximum of 5

Ban: Suzaku demands that all Sentai members who follow her must spend all of their efforts (in other words, at least one-third of their experience points) in improving their social skills (which may be Attributes, Abilities, or social Gifts; Storyteller's prerogative).

Court: Far to the south of the Umbra can the home of the Vermillion Bird be found. Her tower is large and elaborate, decorated in five different hues of red. Eternal summer reigns here, with warm winds, long days, and bright skies. All manner of birds come to roost in her Court, and many display colors more vivid than those of their Tellurian counterparts.

Teanoi

Cost: 6

Description: Also known as the Great Shark Spirit, Teanoi embodies swiftness, silence, and deadliness – the best and worst qualities of sharks. Teanoi does not expect his children to love him; rather, he only needs for them to accept their own predatory natures above all. He demands that those who honor him act as predators, without regret or joy in killing. Sentai rarely choose Teanoi as their totem unless, for some reason, the members are all Same-Bito.

Benefits

:

- Ability: Stealth x2
- Trait: *Tough*

Ban: Teanoi's children may never take pleasure in killing, neither do they regret taking life. They must hold no grudges.

Court: It is in the deep parts of the Umbral ocean where the Court of Teanoi can be found. His sunken tower requires diving lower and lower, rather than climbing to the top. At the bottom, nearly lightless level, the ruler of this realm can be found and bargained with. Of course, in order to even reach the tower, the Sentai must have the means of surviving the harsh cold and lack of air that dominates the Umbral ocean.

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Tiger

Cost: 8

Description: An emperor among beasts, Tiger represents the unleashed fury of war, yet he also represents the honorable warrior. Lately, however, the plight of his tiger children has driven him to the edge of fury and his wrath is often terrible to behold.

Benefits

:

- +3 Rage Traits per story (per member)

- +1 Glory Renown and +1 Virtue Renown
- Ability: Brawl x2 (to divide among the members)
- Ability: Survival x2 (to divide among the members)
- Ability: Melee x2 (to divide among the members)
- Khan favor Sentai loyal to Tiger, and the Emerald Courts have great expectations for such groups

Ban: Tiger demands that his children work to save his tiger kin. Children of Tiger may not show cowardice in the performance of their duties or they risk the anger of their patron.

Court: Tiger's palatial estate may be found deep among the bamboo groves. Here, armed guards patrol the walls and elaborately dressed courtiers share news and gossip in the gardens. Large feasts and entertainment may greet prospective Sentais who have proven their worth through Tiger's tests and rituals.

ⁱ **Dragon's Nest** – the Hengeyokai equivalent of a Caern ⁱⁱ **Courtiers** – sometimes called “the sixth auspice,” these are individuals who dedicate their lives to the day-to-day activities of maintaining a Dragon's Nest ⁱⁱⁱ **Hakken** – eastern equivalent of Shadow Lords, most frequently found in Japan ^{iv} **Stargazers** – a Tribe of Garou who left the Garou Nation to join the Beast Courts ^v **Same-Bito** – eastern equivalent of the Rokea – weresharks ^{vi} **Nezumi** – eastern cousins of the Ratkin, typically found in Japan ^{vii} **Nagah** – mysterious and enigmatic wereserpents ^{viii} **Zhong Lung** – eastern breed of the Mokole – weredragons ^{ix} **Tengu** – the eastern Corax – wereravens ^x **Kitsune** – the werefoxes, tricksters and sorcerers ^{xi} **Namebreakers** – mages or other “human” sorcerers ^{xii} **Hsien** – eastern faeries, elementals, and other assorted local “gods” ^{xiii} **Kuei-jin** – an eastern variation on vampires which feed on yin/yang energies rather than blood ^{xiv} **Rite of the Second Face** – the Rite used to change an individual's Auspice; unlike the

Rite of Renunciation, this does not carry dishonor with it. ^{xv} **Treading the Mountain's Shoulders** – The process known to the Garou as “opening the way” ^{xvi} **Kumo** – eastern werespiders, almost all of whom are in service to the Centipede (the Wym)