

DOYO UNAGI 土用 日本鰻

"I wish we could live the rest of our lives on these rocks,' I said. 'Why isn't it possible to just live at the edge of both, the ocean, and the land?' Of course I knew why. The edge was an uncomfortable and dangerous place..."

The Pisces— Melissa Broder

Quote: Are you hungry, friend? Here... eat this. It is Ume... it begins with the letter U, yes? It is good for you. Now, what seems to have gotten you down on your luck?



There are 4 seasons that most Westerners are familiar with. Spring, Summer, Autumn, and Winter. But in the ultra-balanced Hsien cosmology, four season won't be enough. There are five elements, of course, five senses, five bodily systems, five flavors and five colors. Not to mention that four is an inauspicious number. To that effect, there are the Doyo days. These holidays are the period of 18 or 19 days

between seasons. These highly liminal times are tied to the elements of Earth. Surprisingly, it is an aquatic creature that serves as a protector for these times.

The Doyo Unagi is a Shinma of the Yaogui families of Good Animal Goblins. These Eel-Shinma serve a special role in protecting these auspicious times. Capable of having all and none of the Kwannon-Jin Fortunes as they see fit, the Eels are masters of slipping through boundaries –both magical and physical.

They best fulfill these responsibilities by dancing between the varied divisions of Shen, administering aid as they see fit. They can break bread with the Kamui Elemental Noble Courts, and afterwards enjoy a brawl with the local pack of Changing Breed Hengyokai. The Doyo Unagi have a special place in their heart for the local mortal populace, especially to those mortals in whom fate has dealt a bad hand. The Eel's purpose is to keep balance over-all, and they will do so in any way that they see fit.

Appearances: In *Hotei-Mien*, the Doyo Unagi are tall and long-limbed (some might call lanky) individuals with stern faces. There is a sense of austerity about them, and a stoicism that is hard to mistake for anything but. Most, if not all, are bald, a testament to their piscine nature.

In *Wani-Form*, their Animal form is revealed. Their skin is greenish-grey, sandy brown, or shiny bluish black with spots of stripes of all types. A sharp snout and beady unblinking eyes converts that stoicism into something unsettling.

In *Beast Form*, they are long eels, easily as long as they are tall and thick with slimy muscles. The colors are the same as there Wani form, but muted- the better to hide in the bottom of silty lakes and rivers.

Moray Eel

Strength: +2, Dexterity: + 4, Stamina: +1

Attacks: Bite: Str +1 Lethal

Attacks: Any Grapple attacks are at : -3 difficulty

The *Mask of the Shentai* manifests as a Dragon-Eel, bright gold and green, dozens of feet long. This dragon eel spouts great fonts of elemental power out of sharp snapping jaws. Jets of rich dark soil, fresh green foliage, iron filament, icy waters, and bright red flames all erupt in turn from their gaping gullet.

FIVE IS A MAGIC NUMBER.

As stated earlier, the Middle Kingdom has a particular way of maintaining cosmological balance. Five elements oppose and strengthen each other. Five colors, flavor profiles, body functions, and even seasons after a fashion make up the Univese. The Following is an extremely simplified model of these relationships. While not every Shinma has to deal with the mechanics of these cosmic checks and balances, it is the wise Doyo Unagi who at least makes the efforts to understand his place in these inner workings. Especially since his place is in the Doyo Season.

Element:	Season:	Flavors:	Body	Color	Replenishes:	Opposes:
Water:	Winter	Salty	Urinary	Black	Wood	Fire
Fire	Summer	Bitter	Circulation	Red	Earth	Metal,
Metal	Autumn	Spicy	Breathing	White	Water	Wood,
Wood	Spring	Sour	Endocrine	Green	Fire	Earth,
Earth	Doyo	Sweet	Digestive	Yellow	Metal	Water

Lifestyle: Much like their true purpose, the life of the Doyo Unagi is to go between. Not quite a Hirayanu, but much more than the Kamui suggest- the Eels walk between all the Families with equal ease. Yet they feel the most kinship with their fellow Yaoguai. One day they might be answering a summons to the Mahō Shōjo Hō-Ō magic girls slumber party, the next fighting crime with the Foo, the day after bringing a stack of pizzas to a local homeless community.

Hsien-Tsu Unagi are honorable and spirited. They can also become over-zealous. They realize early on what their Shinma existence calls for and are eager to test their mettle against the world. They abhor injustice and try to leave for adventure as soon as they are able. If no one prevents them from doing so, they will take the path of a vigilante, and can get hurt in the process.

Hsien-Jin Unagi have lost none of their youthful over-zealous nature but are now aware of how to best apply it. A lifetime of struggle and the injustices they have witnessed has honed their moral compass, and experience has sharpened their wits.

Glamour Ways: Doyo Unagi regain Glamour/Yugen by serving as unwitting aides to mortals and answering prayers behind the scenes. Especially those cast-off mortals who fell between the cracks of society. The Poor, down-trodden, and mad- no one gets left behind. If these services are rendered during the *Doyo No Ushi No Hi* Holidays... (See above) than twice as much Glamour/Yugen is to be had.

Unleashing: Cantrips cast by the Doyo Unagi are accompanied by whatever element the Unagi is wielding at the moment. If

water then a salt-spray tang plays across the tongue. If Fire then a wave of drying heat plays across the skin. Metal sounds like the swish of a sword, Earth smells like fresh loam, wood paints the scene with a warm greenish hue...

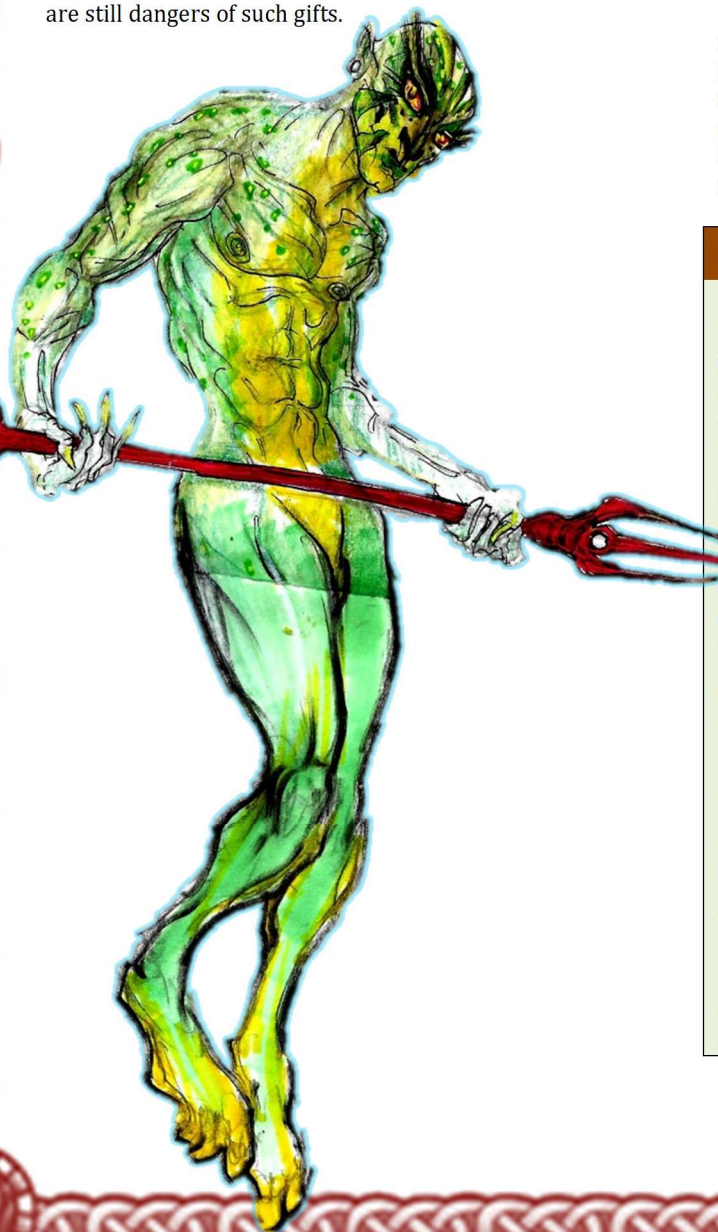
Kwannon Jin Fortune: Any and All, but only one at a time.

-or-
Affinity: Time or Scene
Yin: 2 **Yang:** 2

Luck:

Between the Cracks (*Kiretsu no ma*): The Doyo Unagi are quick and agile, able to slip not only between magical facets of the Dreaming, but between physical barriers as well. If they can fit at least their head in a space, then they can take a turn to also fit their whole body through. In addition, they are also quadruple-jointed, able to shift and turn their body as need be.

Auspicious Birth (*Engi no yoi shussej*): While most of Shinma have one Kwannon-Jin Fortune that they are born to upon their chrysalis- the Doyo Unagi have them all. By spending a point of Glamour/Yugen, they can switch one out for another. Water, Wood, Fire, Earth, Metal- the Eel is born of them all. Yet there are still dangers of such gifts.



Curse:

Auspicious Times (*Engi no yoi toki*): The Doyo Unagi can switch their Kwannon-Jin Fortune to suit their needs, true, but with these changes comes a detrimental allergy to that Fortune opposing element. If an Unagi changed their Fortune to *Fire*- then any damage that comes from *Water* counts as aggravated damage (be it drowning- even though an Unagi is obviously aquatic-) Even the bashing damage that comes from a fire-hose is treated as so much blessed jade and is aggravated. If *Metal* is the new Fortune, then any damage that comes from *Fire* counts as aggravated. And so on and so on. See *Side-bar above*.

Season's Decree (*Kisetsu no ryō*): Despite their seemingly obvious aquatic nature, the Elements of Earth and the Season of Summer are the default Facets of the Doyo Unagi's Shinma nature. In this lies a Dreaming prearranged mandate that ensures balance in all the Eel's actions. In something akin to the Celtic concept of Geasa, any flavor profiles that lie opposite of current Kwannon-Jin Fortune (i.e., if the current Kwannon-Jin Fortune is metal, then the opposite is fire which is Bitter) rattles the Unagi's magical aptitude.

If an Unagi eats any foods associated thusly, then any rolls that involve her fae nature (be it greymare, kenning, any Cantrips rolls, etc...) are at a +3 difficulty. This difficulty lasts until either the next seasonal interim... and can prove a detrimental hindrance to all actions. For this reason, most Unagi are careful to eat plain, humble (and sometimes boring) repasts to prevent such looming catastrophes.

Reo- neighbourhood hero and protector of the innocent, praises both allies and honorable foes alike.

Foo: The closest to brothers and sisters we have. You can always count on them in a fight.

Jin Chan: While everyone needs money now and again, it should never be the focus of a good life. Remember this and repeat it to the Jin Chan, and you won't worry for money again.

Imugi: Dragon saints and reptile warriors. If they weren't our friends, they would be our emperors...

Bulgae: None is fiercer, not even the Foo. For all of this, however, there are still elements of hubris that need to be dealt with.

Sudal: I don't know they are here. They are skulking and conniving, back-handed and venomous. Why don't they go home to India with their fellow Snake folk?

Mahō Shōjo Hō-Ō: Not that I don't trust magic-users, Gods know I do... but there Magic just seems so... peppy? As if it's not fit for our war, but a war against something just as peppy.

Gasin: The Good Goblin Folk are strange in their ways, and even stranger their results, they can be counted on as allies, but not overmuch as friends.

Obake: The Bad Animal Folks are family, in their way. They serve roles and challenge leadership. That doesn't mean that I like them.

Bakemono: The Bad Goblin Folks are fit to be fought. IN this I praise them. The Oni in particular are worth the fight and consistently earn my respect with every battle.

Kamuii: the Elemental Royal Courts are our leaders, and thus should be treated with deference. If their respect for us were reciprocated, that deference would be easier to give them.

Hirayanu: The Animal Servants have roles to fill the same as the Obake and Yaogui but do so with more finesse. I cannot fault them if I tried.

The Sunset People: Arrogant, Spiteful, Prone to Angry fits- they are very similar to us Shinma.