

# MISTS OF AKUMA

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# IMPERIAL DRAGONS





# MISTS OF AKUMA

EASTERN FANTASY NOIR STEAMPUNK FOR FIFTH EDITION.

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Either way, please enjoy this short PDF about some of the imperial dragons in the *Mists of Akuma*!

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**Author**

Mike Myler

**Graphic Artist**

Mike Myler

**Layout Artist**

Mike Myler

**Cartography**

Michael McCarthy





# THE MISTS OF AKUMA CAMPAIGN SETTING

*It has been three and a half millennia since the dawn of mankind; monsoons have become more and more common since the roiling, demon-spewing Mists of Akuma first appeared, and the sun's light grows duller with every day that passes after the end of the War of Kaiyo more than a century ago. A pall of darkness has fallen on Soburin and even its greatest heroes are mired in the petty intrigues and never-ending slights of aggressive clans. Spellswords and mercenaries cross the countryside in search of fortune, leaving the poor and meek to fend for themselves or die in the harsh reality of a broken world where technology has been either abandoned as heresy or perilously embraced.*

## What will you find in the complete *Mists of Akuma 5th Edition* campaign setting?

- Scores of beautiful, brand new illustrations from several talented artists to truly depict the unique world of Soburin in all of its dark, gritty glory
- Detailed workings of Sanbaoshi, the capital of Soburin and home to the Imperial Palace of the Masuto Dynasty
- Information on the Star of the North, Chikan, one of the unique scientific prefectures of Soburin
- A section on Nagabuki, Gem of the South and one of Soburin's most traditional states
- The 23 great clans of Soburin, each with statistics for a unique Bengoshi (government agent) and henchman
- Five different imperial dragons and over a dozen oni, filling your game with exciting new monsters especially suited for eastern fantasy
- A treasure trove of new class options!  
Bushibot Martial Archetype, Circle of Blight, Circle of Shifting, Clockwork Adept Arcane Tradition, College of the Gun Priest, Detective Rogue Archetype, Herbalist Rogue Archetype, Kami Divine Domain, Mage Arcane Tradition, Martial Artist Monastic Tradition, Ninja Rogue Archetype, Priest Monastic Tradition, Samurai Sacred Oath, Tattooed Monastic Tradition, Shinobibot Archetype, Tsukumogami Hunter Ranger Archetype, Wu-Jen Warlock Pacts (with four patrons for every season of Soburin)
- New races for players in Soburin!  
Humans (Soburi, Ceramian, and Ropaeo), Bakemono, Enjin, Hengeyokai (of the Cat, Dog, Monkey, Rat, Crane, Fox, and Spider varieties), Kappa, Mutants, Necroji, Oni-Touched, Psonorous, Pyon, Shikome, Steametic, Tanuki, Tengu, Umibo
- Dozens of new feats for spellcasters, warriors, and deadly martial artists
- Eastern armor and weapons, and a retinue of steampunk equipment
- Two new attributes to instill flavor into your game: Dignity and Haitoku



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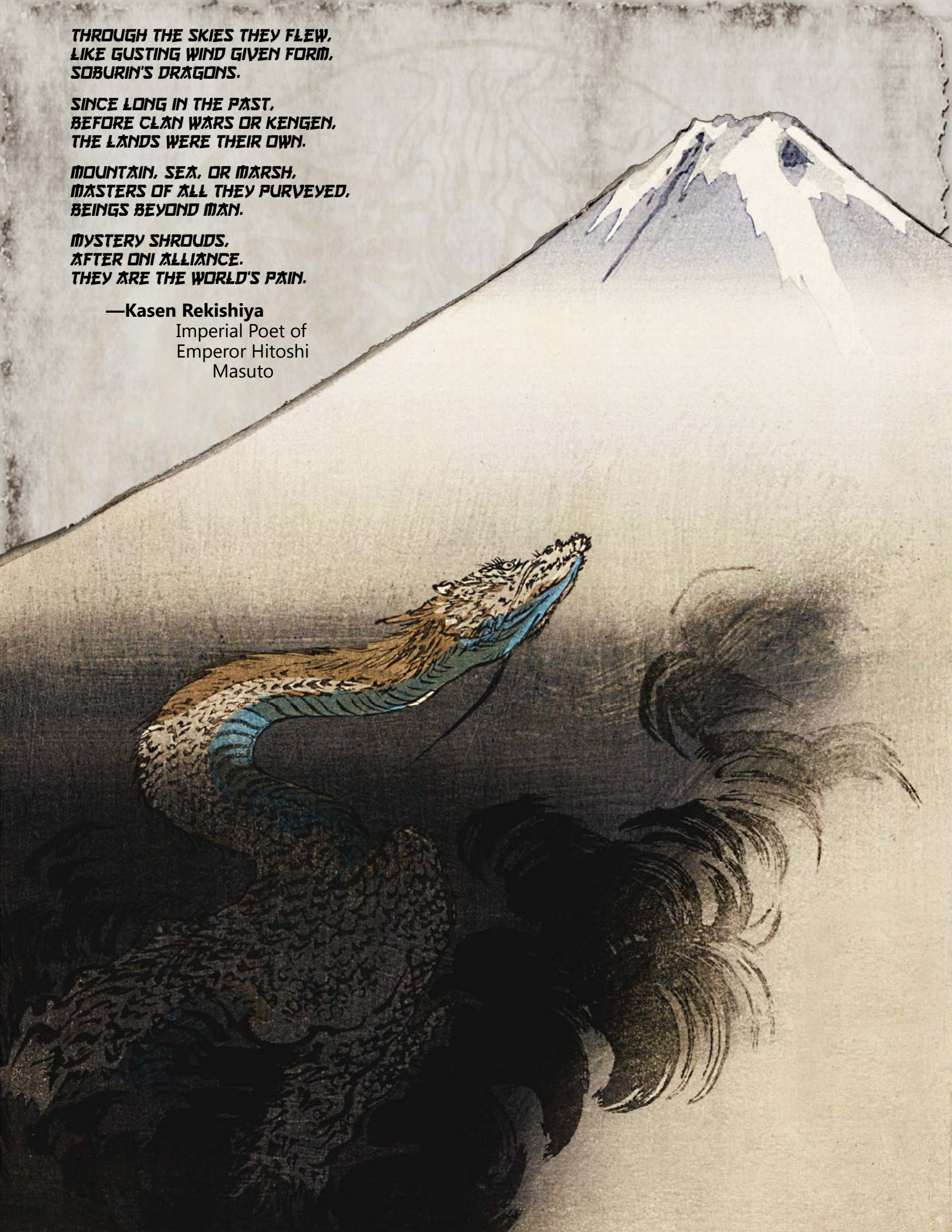
**THROUGH THE SKIES THEY FLEW,  
LIKE GUSTING WIND GIVEN FORM,  
SOBURIN'S DRAGONS.**

**SINCE LONG IN THE PAST,  
BEFORE CLAN WARS OR KENGEN,  
THE LANDS WERE THEIR OWN.**

**MOUNTAIN, SEA, OR MARSH,  
MASTERS OF ALL THEY PURVEYED,  
BEINGS BEYOND MAN.**

**MYSTERY SHROUDS,  
AFTER ONI ALLIANCE,  
THEY ARE THE WORLD'S PAIN.**

—Kasen Rekishiya  
Imperial Poet of  
Emperor Hitoshi  
Masuto





# IMPERIAL DRAGONS

Long ago in Soburin's ancient past—prior to the Mists of Akuma or the Kengen occupation, well in advance of the idyllic rule of the original Masuto Emperors, and millennia before even the Ichizoku Wars—majestic creatures ruled over the realm, grand serpents unmatched in prestige and power.

The Imperial Dragons of Soburin, though they were not known as such then.

In the earliest historical records there are only great miracles and horrible atrocities attributed to these powerful entities: vengeful Kutabare slaughtering and destroying Wasure Island; the aquifer of Fukanō borne aloft through the will of Subarashidesu; Sunēkuman slithering across the earth to form the marshes of Supai. For countless years the enormous serpents were the ultimate authority in the lands of Soburin, the arbiters of final justice and virtually unopposed saved by one another for untold centuries. Only when the first Imperials rose to power nearly four millennia ago—twenty-two brothers and sisters if the stories are true, each a master of both magic and blade—were the dragons confronted by beings that matched them in power.

## THE IMPERIAL SIBLINGS

Unbearable violence descended onto the realm as the Imperial Siblings waged war on the serpents of the land, sea, and sky. Overwhelming supernatural onslaught forced the humanoid races to band together under these martial legends, engaging en masse in conflicts with death tolls that left hundreds of soldiers dead for every dragon slain. The mythical creatures eventually relented, striking agreements with their foes for tribute and territory in exchange for the cessation of hostilities. In victory each of the Imperial Siblings came to rule over their own region of Soburin, creating the prefectures that still stand today.

## SERPENTS OF THE ICHIZOKU WAR

Newly named and shown great deference by the peoples they once slaughtered, the Imperial Dragons watched with growing amusement as the years passed and the plans of their enemies faltered. The children of the Imperial Siblings grew apart with every decade, losing respect for one another and increasing in avarice with every generation until the first skirmishes of their forces quickly exploded into the Ichizoku Wars. For over two thousand years the clans waged bloody war with one another, engaging in alliances as quickly and often as betrayal, churning through the citizens under their rule at a steady rate that fluctuated only slightly as new generals replaced the old.

Bribed by great hoards of treasure some of the Imperial Dragons did not abstain from the Ichizoku Wars, but nearly all worked in tandem "against" one another. The death tolls of the battles they fought in were greater even than when the Imperial Siblings faced them down, and now they are the subjects of epic ballads, poems, and plays all over Soburin (often aggrandizing the great serpents as much as the soburi heroes that survived them). Though to many it is nary a rumor, the most educated and insightful scholars suspect that the end of the Imperial Dragons' involvement in the Ichizoku Wars—and the rise of the 23rd family, the merchant ancestors of Emperor Hitoshi Masuto—are not unrelated events.

These historical theories are cemented by the long and enduring peace that came after the clans finally ended their conflict, their leaders thought to have been persuaded to recognize the authority of the Masuto by the serpents that so easily slaughtered their warriors. The Imperial Dragons retreated to the mountains and far-flung wilderness of Soburin to live among the oni driven back by the blades and spells of the prefectures, largely divesting themselves of public tribute and becoming a myth to most soburi.





## COWED BY THE KENGEN

Though they may once have been the masters of the skies over Soburin, even the Imperial Dragons were undone by the fleets of airborne technological wonders of Ceramia. Responding to a summons from Emperor Masuto, the majestic serpents fought valiantly in the Battle of Gyakusatsu before it became clear that the sheer number of pilots arrayed against them meant inevitable defeat. Retreating back into the mountains and calling on their neighboring monstrous lords for protection only proved to the oni that they too would be undone by the invaders, and a new alliance was struck.

In exchange for using their mythical powers to craft shrouds against the occupying soldiers left by the Ceramian military, the oni lords offered the lives of their servants to fight off any of the occupiers that penetrated the serpents' enigmas. Hidden from discovery by the Imperial Dragons for over a century, the other supernatural denizens of the wilderness and mountains survived the Kengen occupation, but their alliance failed to hold when the danger finally passed. After Emperor Hitoshi rose to rule over Soburin, the Imperial Dragons have become emboldened, staking out new territories for themselves in the wilds often in the face of their monstrous former allies.

Now the Imperial Dragons have fallen back on their old ways, shrouded still in mystery and practically a myth to most of Soburin—but not all. In the regions farthest from the influence of the Imperial government a few of the enormous serpents demand tribute and obedience once more, carving out fiefdoms of their own once again. The rare heroes that stand against them all inevitably fall, and it is only a matter of time before a reckoning comes: either by ancient claw or enchanted blade.

## RIVALRY OF KINGS

The Imperial Dragons have always been at odds with not only the descendants of the Imperial Siblings, but the greatest oni lords as well—the Yai Kings. These masters of the elements have always chafed at the mere presence of the great serpents, jealous of their power and hateful of their immunity to the most powerful oni of Soburin's worldly abilities. Even the appearance of Ceramia's military failed to persuade these opposing forces to bury their rivalry and throughout the Kengen Occupation the few Imperial Dragons that the invaders were able to find only did so thanks to the manipulations of the Yai Kings. More than anything else, the Imperial Dragons seek to tear down these powerful oni lords and watch their grand fortresses crumble, falling once and for all to serpentine might. Many a soburi has gone to seek them out, agreeing to help remove the Yai Kings from power, but those who do are almost always fools; the Imperial Dragons do little that truly benefits anyone but themselves and most of these interlopers lose their lives as petty distractions to much grander schemes (ploys that some think may span centuries).



## IMPERIAL ALIGNMENTS

Unlike their chromatic cousins, Imperial Dragons are not beholden to any one alignment—only predisposed to fall towards evil or rise to nobility (though most are of the former variety). Truly legendary underworld dragons, like Tsuki the Rising Moon, are lauded as heroes in Soburin's history, valuing the lives of all the clan's retainers as well as their serfs. Usually an Imperial Dragon settles on an alignment around adulthood, rarely deviating from it after it is established.



# WYRMILING UNDERWORLD DRAGON

Large dragon (imperial), Neutral

**Armor Class** 18 (4 natural)

**Hit Points** 136 (16d10+48)

**Speed** 40 ft., burrow 30 ft., fly 60 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	17 (+3)	16 (+3)	14 (+2)	15 (+2)

**Saving Throws** Strength +6, Constitution +6, Wisdom +5, Charisma +5

**Skills** Arcana +6, Perception +5, Stealth +7, Survival +5

**Damage Vulnerabilities** radiant

**Damage Resistances** acid, fire; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** cold, necrotic

**Condition Immunities** charmed, frightened

**Senses** blindsight 15 ft., darkvision 60 ft., passive Perception 15

**Languages** Common, Draconic

**Challenge** 6 (2,300 XP)

**Amphibious.** The dragon can breathe air and water.

**Change Shape.** The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice). In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

**Rock Eater.** The dragon can burrow through solid rock.

## ACTIONS

**Multiattack.** The dragon uses its frightful presence then makes either one bite, two claws, and one tail slap attack.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8+4) piercing damage.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 7 (1d6+4) slashing damage.

**Tail Slap.** *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target.

*Hit:* 10 (1d12+4) bludgeoning damage.

**Frightful Presence.** Each creature of the dragon's choice that is within 120 feet and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's frightful presence for the next 24 hours.

**Underworld Breath (Recharge 5–6).**

The dragon exhales roiling otherworldly mist in a 20-foot cone. Each creature in that cone must make a DC 14 Dexterity saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one. For every 50 points of necrotic damage a creature suffers from this attack, they gain one level of exhaustion that remains until the hit point damage is healed.





# ADULT UNDERWORLD DRAGON

Huge dragon (imperial), Neutral Evil

**Armor Class** 20 (4 natural)

**Hit Points** 189 (18d12+72)

**Speed** 50 ft., burrow 40 ft., fly 80 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	22 (+6)	19 (+4)	18 (+4)	16 (+3)	17 (+3)

**Saving Throws** Strength +9, Constitution +8,

Wisdom +7, Charisma +7

**Skills** Arcana +8, Perception +7,

Stealth +10, Survival +7

**Damage Vulnerabilities** radiant

**Damage Resistances** acid, fire; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** cold, necrotic

**Condition Immunities** charmed, frightened

**Senses** blindsight 30 ft., darkvision 90 ft.,

passive Perception 17

**Languages** Common, Draconic

**Challenge** 12 (8,400 XP)



**Amphibious.** The dragon can breathe air and water.

**Change Shape.** The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice). In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

**Legendary Resistance (3/day).** If the dragon fails a saving throw, it can choose to succeed instead.

**Mythical Creature.** All of the dragon's attacks count as magical and it has advantage on saving throws against spells and other magical effects.

**Rock Eater.** The dragon can burrow through solid rock.

## ACTIONS

**Multiattack.** The dragon uses its frightful presence then makes one bite, two claws, and one tail slap attack.

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 17 (2d10+6) piercing damage.

**Claw.** *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 10 (1d8+6) slashing damage.

**Tail Slap.** *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 15 (2d8+6) bludgeoning damage.

**Frightful Presence.** Each creature of the dragon's choice that is within 120 feet and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's frightful presence for the next 24 hours.

**Underworld Breath (Recharge 4–6).** The dragon exhales roiling otherworldly mist in a 20-foot cone. Each creature in that cone must make a DC 16 Dexterity saving throw, taking 54 (12d8) necrotic damage on a failed save, or half as much damage on a successful one. For every 50 points of necrotic damage a creature suffers from this attack, they gain one level of exhaustion that remains until the hit point damage is healed.

## LEGENDARY ACTIONS

The dragon can take 3 legendary actions. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

**Magic Detection.** The dragon makes a Wisdom (Perception) check. This check is made as if the dragon had cast *detect magic*, though it does not require an action to see magical auras.

**Spectral Wings (Costs 2 Actions).** The dragon beats spectral wings that emerge from its sides and back. Each creature within 15 feet must succeed on a DC 17 Wisdom saving throw or take 12 (2d6 + 5) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

**Tail Attack.** The dragon makes a tail slap attack.



# HAKANOKISHI, ANCIENT UNDERWORLD DRAGON

Gargantuan dragon (imperial), Neutral Evil

**Armor Class** 22 (4 natural)

**Hit Points** 310 (20d20+100)

**Speed** 60 ft., burrow 50 ft., fly 100 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	26 (+8)	21 (+5)	20 (+5)	18 (+4)	19 (+4)

**Saving Throws** Strength +13, Constitution +11, Wisdom +10, Charisma +10

**Skills** Arcana +11, Perception +10, Stealth +14, Survival +10

**Damage Vulnerabilities** radiant

**Damage Resistances** acid, fire; bludgeoning, piercing, and slashing from magical weapons

**Damage Immunities** cold, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

**Condition Immunities** charmed, frightened

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 20

**Languages** Common, Draconic

**Challenge** 18 (20,000 XP)

**Amphibious.** Hakanokishi can breathe air and water.

**Change Shape.** The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice). In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

**Legendary Resistance (3/day).** If Hakanokishi fails a saving throw, it can choose to succeed instead.

**Mythical Creature.** All of Hakanokishi's attacks count as magical and it has advantage on saving throws against spells and other magical effects.

**Rock Eater.** Hakanokishi can burrow through solid rock.

## ACTIONS

**Multiattack.** Hakanokishi uses its frightful presence then makes either one bite, two claws, and one tail slap attack or one underworld breath attack each turn.

**Bite.** *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 21 (2d12+8) piercing damage.

**Claw.** *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 14 (1d12+8) slashing damage.

**Tail Slap.** *Melee Weapon Attack:* +14 to hit, reach 25 ft., one target. *Hit:* 19 (2d10+8) bludgeoning damage.

**Frightful Presence.** Each creature of Hakanokishi's choice that is within 120 feet and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Hakanokishi's frightful presence for the next 24 hours.

**Underworld Breath (Recharge 3–6).** Hakanokishi exhales roiling otherworldly mist in a 20-foot cone. Each creature in that cone must make a DC 19 Dexterity saving throw, taking 72 (16d8) necrotic damage on a failed save, or half as much damage on a successful one. For every 50 points of necrotic damage a creature suffers from this attack, they gain one level of exhaustion that remains until the hit point damage is healed.

## LEGENDARY ACTIONS

Hakanokishi can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Hakanokishi regains spent legendary actions at the start of its turn.

**Magic Detection.** Hakanokishi makes a Wisdom (Perception) check with advantage. This check is made as if Hakanokishi had cast *detect magic*, though it does not require an action to see magical auras.

**Spectral Wings (Costs 2 Actions).** Hakanokishi beats spectral wings that emerge from its sides and back. Each creature within 30 feet must succeed on a DC 21 Wisdom saving throw or take 16 (2d8 + 7) bludgeoning damage and be knocked prone. Hakanokishi can then fly up to its flying speed.

**Tail Attack.** Hakanokishi makes a tail slap attack.





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# SOBURI