

MISTS OF AKUMA



DOMAINS



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MISTS OF AKUMA

EASTERN FANTASY NOIR STEAMPUNK FOR FIFTH EDITION.

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With your help we'll craft a 200+ page tome filled to the brim with evocative, **original** artwork from a host of talented illustrators, truly breathing life into the dying world of Soburin! A score of races, nearly two dozen major clans and prefectures, a host of new backgrounds, loads of new class options, and much more await you!

Either way, please enjoy this small sampling of the diverse and exotic world of *Mists of Akuma*!!

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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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Utsukushī urged herself to grip onto the bucking dragonfly kite's wing even harder, hisses of steam billowing from the steel augmetics where her arms used to be. It formed into clouds that hung around the rampway adjoined to the building's top floor, turning the panoply of Sanbaoshi's countless lights into a kaleidoscope gradually suffocated by the exhaust the damnable piece of Uso technology was coughing into the Koshaji Mercantile House. The evening had not gone as she had planned, though the Masuto Bengoshi was right—Gairo Koshaji was certainly guilty of something.

As per the powerful government official's orders (and on pain of death for failure or refusal, she thought dryly), Utsukushī and her companions left the Apple Blossom Teahouse with full bellies only to be waylaid by a group of thugs swathed in black. Fortunately they were no match for her steel or Omoomoshī's thunderous blasts (and certainly not Shibōnotoko's uncanny knack for striking opponents where they were weakest) but when the Imperial Guard arrived her allies collectively decided that it would be easier to abscond rather than explain the situation, fleeing down alleyways until the tanuki thief could lure their pursuers into a dead end and rapidly climb away to safety. Undeterred by the cutthroats they continued on to the Peasant's Ward, wary of any sign of the authorities along the way.

Looking in through a window in the back alley behind the Koshaji Mercantile House, Utsukushī had spotted a figure fiddling with something on the thick, worn oak countertop, urging Shibōnotoko to be as quiet as possible as they broke into Gairo Koshaji's place of business. Though they had managed to slip into the shop and remain beneath his notice, when confronted combat broke out almost immediately and a half dozen thugs—dressed in the same fashion as those from not an hour before—descended into the room. Behind the crashing of cheap, knockoff antiquities that followed in the brutal melee, Utsukushī's artificial ears (one of her many ceramian relics) had picked out the cough of an engine on the second floor and she sprinted up to find the trader strapped into the flying contraption, about to flee and take her freedom (or possibly her life) with him.

That wasn't going to happen.

Over the raucous noise of the engine Utsukushī could hear him screaming to let go but she wouldn't have it; the thunder of Omoomoshī's magic had ceased, meaning that only aid or death lay behind her. Suddenly Gairo's ranting ceased, replaced by a chanting she recognized as a spell only as she realized how good of a friend this man might turn out to be—after all, he clearly had connections. Letting her resistance drop just a little and grabbing onto his outstretched hand, the duo exploded out of the steam and exhaust to soar out above the streets of Sanbaoshi. Momentarily taking in the sight of the Imperial Prefecture's capital, Utsukushī looked oddly at Gairo as her new companion released his grip on the apparatus with his left hand to work at something on the arm holding her up, twisting away metal from his skin. With a sickening lurch she realized what the dastardly merchant was doing (and what he'd done to her mind) just as his forearm fell away, clenching and unclenching its fist mindlessly as she dropped onto a rooftop thirty feet below, breaking some of her fall with a roll. The dragonfly kite flew onward, belching black smoke behind it in a trail until it was nothing but a silhouette against the pale moon.

Then it was gone.

Hefting the sophisticated prosthetic in her own crude, steel hands, Utsukushī looked out on Sanbaoshi's rooftops with rage rising inside her. Gairo Koshaji might have escaped her grasp tonight but he would not enjoy his victory for long and she vowed to herself then and there: the next time they meet, that merchant was getting beaten to death with his own fist.

MISTS OF AKUMA

A creature inside a square occupied by the Mists of Akuma makes a Dignity saving throw (DC 8 + 1 per previous save in the last minute) at the end of its turn or accrues 1 point of Haitoku (this does not reduce their Dignity score).

NEW CONDITION: MISTED

Exposure to the Mists of Akuma can cause long-term effects, leading to a special condition called misted. Misted is measured in eight levels. An effect can give a creature one or more levels of misted, as specified in the effect's description. A creature has a number of misted levels equal to their Haitoku attribute bonus (a creature with a Haitoku score of 26 or more dies.)

Auditory and visual effects only appear at certain times but they are frequent and obvious.

Mild Auditory Effect. A disembodied voice whispers on the very periphery of one's hearing, echoing anything the character says.

Mild Visual Effect. A monk flows with spectral red flames exploding from his fist as he scores a critical hit.

Severe Auditory Effect. As the samurai draws her katana and slashes in one smooth lightning fast motion there is a crack of thunder that echoes around the square.

Severe Visual Effect. His ire raised, the master thief looms over a merchant, his visage flickering in a strange way that makes him seem like a much larger, far more demonic creature than he truly is.

Table: Misted Effects

| LEVEL | EFFECT |
|-------|---|
| 1 | Mild Auditory Effect |
| 2 | Mild Visual Effect |
| 3 | Speed +10 feet during combat; Disadvantage on Dignity ability checks |
| 4 | Severe Auditory Effect |
| 5 | Severe Visual Effect |
| 6 | Visible physical mutation: +1 to two attributes, -1 to one attribute, disadvantage on Dignity saving throws |
| 7 | Ignore first 3 points of damage from each attack or spell |
| 8 | Death and transformation into Adeddo-Oni* |

* A creature cannot increase its Haitoku score above 20 through poor behavior or augmetics.



HAITOKU

Haitoku means “fall from virtue” and represents a character’s gradual embrace of the dark methods, immoral ethics, and fell powers that have encroached upon and consumed Soburin (and everyone within). Characters with a high Haitoku score will do whatever is necessary to achieve their goals—endangering children and the infirm, sacrificing the lives of others, committing a settlement to bloody reprisal from a rival town, or even dooming a region by disrupting a powerful relic for their own gain—and it taints their soul. This severe disposition can be recognized by others who share a willingness to be cutthroat, and some truly embody their depravity to unlock powerful abilities beyond the ken of mortal men.

Haitoku can be raised with normal ability score increases and the installation of augmetics without lowering a character’s Dignity. Otherwise, the GM can choose to increase Haitoku (lowering Dignity) based on how a character acts. At the end of a gaming session, if a character was seen breaking the law, engaging in wanton violence, or has otherwise committed an immoral act, the GM can increase the character’s Haitoku by 1.

Haitoku Checks. Haitoku checks can be used much like Wisdom, when how despicable a character is plays an impact on a social situation. Generally, if the Intimidate skill is applicable, Haitoku may be used with it.

The GM might also call for a Haitoku check in the following instances:

- A character is unsure of whether they are going to endanger others with their direct actions.
- A character wants to know another character’s Haitoku score (DC 20 - character’s Haitoku modifier).
- A character wishes to unlock the secrets of a powerful item, activating it with the implacable and unending perseverance of their spirit.
- A character wants to influence another character by revealing how depraved they are willing to be and that no consequence or measure can stop them.

Haitoku Saving Throws. Haitoku saving throws are used against Dignity-driven abilities or when a character pushes their body and mind beyond their limitations.

The GM might also call for a Haitoku saving throw in the following instances:

- A character can resist unconsciousness by dipping into their deepest reserves of unyielding resolve (DC 8 + damage from last attack). This takes their reaction and the character gains a level of the exhausted condition, but they may activate this ability even while unconscious (and before they make a Death Save). A character may do this a number of times equal to their Haitoku modifier (minimum 1) before they require a long rest. At the end of any day this ability is used at least once, the character gains a point of Haitoku.
- A character encounters a truly unnatural horror that would shatter the mind of a less resolute being. When an effect would cause insanity (such as the symbol spell or to resist madness) a character may make a Haitoku saving throw in place of a Wisdom or Charisma saving throw. They may make this Haitoku saving throw with advantage by gaining a level of the exhausted condition.
- A character breathes the Mists of Akuma.

NEW ATTRIBUTE: HAITOKU

SHAMELESS COMBATANT

Prerequisites: Haitoku 13

Your words and mannerisms bite deeply, driving an enemy that you insult to attack the target of vitriol that you desire.

- You may make a Haitoku check as a bonus action to provoke an attacking creature to target a creature of your choosing so long as the target is one of its enemies (usually you or an ally). The creature you provoke makes a Dignity saving throw opposed by the results of your Haitoku check. You may only provoke a creature to target one of its enemies if it is able to move and attack the target on its next action. A creature that cannot understand or hear you cannot be provoked. You may provoke a creature a number of times equal to your Haitoku modifier (minimum 1) before you require a short rest.

INSTINCTUAL KILLER

Prerequisites: Haitoku 15

With your gaze you can instill fear in your opponent, showing them in your mind’s eye what true ruthlessness is before a blade is even drawn.

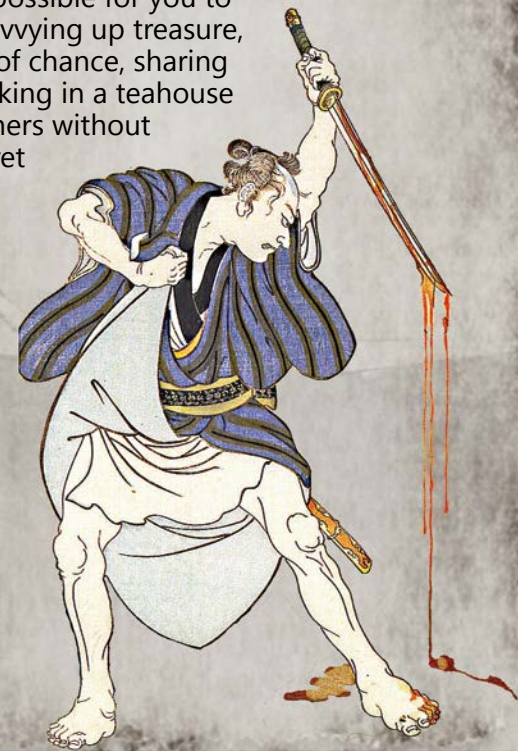
- You may make a Haitoku check as a bonus action to grant a creature that can see you the frightened condition until the end of your next turn. The creature you frighten makes a Dignity saving throw opposed by the results of your Haitoku check. You may frighten a creature a number of times equal to your Haitoku modifier (minimum 1) before they become immune to this ability for 24 hours.

UNBRIDLED AVARICE

Prerequisites: Haitoku 17

Your endless desire for more power has unlocked a darkness within you, but that darkness beckons magic and allows you to utilize more enchanted items.

- You may have four attuned items instead of three.
- Whenever it is possible for you to do so—while divvying up treasure, playing games of chance, sharing potions, or drinking in a teahouse—you cheat others without remorse or regret (this includes your allies).



RONIN

You were once an honorable warrior devoted to a lord of Soburin, but you were either dismissed or they died, leaving you masterless. You roam the prefectures in search of glory, revenge, or simply to find your next meal.

When you take this background your Dignity score decreases by 1d4.

Skill Proficiencies: Athletics, Medicine

Tool Proficiencies: Gaming Set, Herbalism Kit

Languages: Two of your choice

Equipment: Katana*, robes, 20 gp, travel orders to two prefectures

FEATURE: INDOMITABLE ENDURANCE

When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead by expending all of your remaining hit dice. You must have a number of available hit dice equal to at least half of your level to use this ability.

ROUSTABOUT

The will to fight drives you. It doesn't matter who you are fighting—allies, enemies, guards, criminals, farmers, wild ox, sea serpents—you just want to fight. Your dream is to find a combatant who is truly worthy of ending your life, honing your own skills with each bloody victory you achieve.

When you take this background your Haitoku score increases by 1d4 and your Dignity score decreases by 1d4.

Skill Proficiencies: Athletics, Intimidation

Tool Proficiencies: Gaming Set, Disguise Kit

Languages: Two of your choice

Equipment: One weapon worth less than 26 gold, a sake bottle, travel orders to three prefectures

FEATURE: NEVER STOP

Your Haitoku score does not increase when you use the attribute ability to avoid going unconscious.

SHINOBI

You have been trained in the most ancient techniques of ninjutsu and are a true practitioner of the art, a genuine shadow warrior of Soburin. At the behest of your clan (almost always at the will of a lord) you infiltrate fortresses, sabotage military campaigns, spy on rival prefectures, and even poison or assassinate those you are ordered to kill.

When you take this background your Haitoku score increases by 1d4 and your Dignity score decreases by 1d4.

Skill Proficiencies: Deception, Stealth

Tool Proficiencies: Disguise Kit, Poisoner's Kit

Languages: Two of your choice

Equipment: Six kunai or shuriken*, disguise kit, five days rations, smoke bomb*, and 15 gp

FEATURE: BLEND IN

So long as materials are available, you are able to craft a disguise in 1 minute. Spending an hour or more crafting a disguise grants you advantage on the check. You may craft a disguise to blend in with your surroundings that allows you to hide without cover in a specific 5 foot square, but you must already be familiar with where you intend to hide in plain sight and have specific materials (such as various paints, foliage, references for symbols or artwork, and so on) that allow you to make accurate camouflage.

YAMABUSHI

Though the great spirits behind nature have fallen to dark entities, enough of their power remains to imbue the truly devoted with a shred of their divinity. You have forsaken society and lived in accordance with nature in the disparate wilderness of Soburin, meditating on what can possibly be done to heal the world before its death becomes inevitable.

When you take this background, your Dignity score increases by 1d4 and your Haitoku score decreases by 1d4.

Skill Proficiencies: Nature, Religion

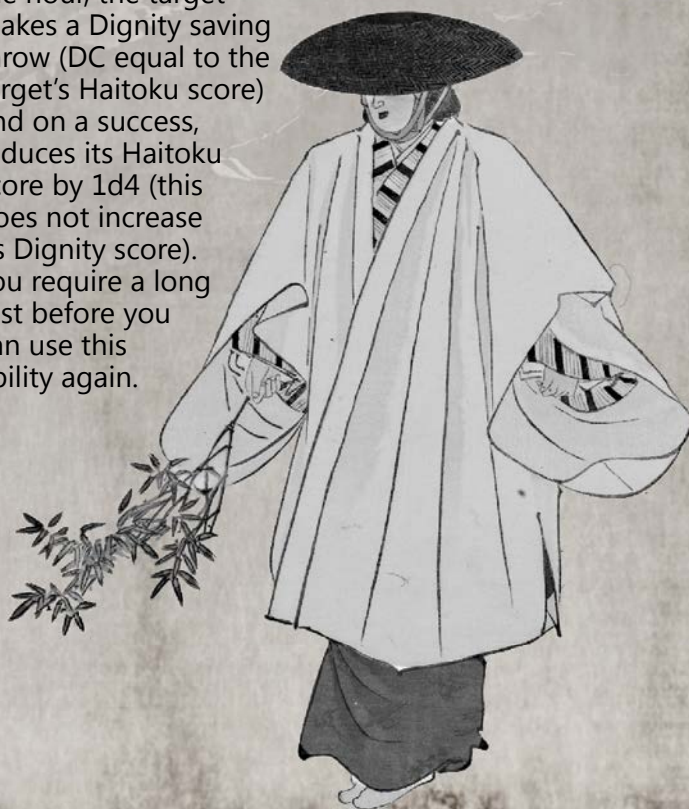
Tool Proficiencies: Herbalism Kit, Musical Instrument

Languages: Two of your choice

Equipment: Holy symbol, herbalism kit, incense, 5 gp

FEATURE: CLEANSING FIRE

You may spend an hour meditating and preparing an intricate ritual that can relieve a creature of some of its corruption. This ritual requires an amount of incense equal to the target's Haitoku score x 20 gp. At the end of the hour, the target makes a Dignity saving throw (DC equal to the target's Haitoku score) and on a success, reduces its Haitoku score by 1d4 (this does not increase its Dignity score). You require a long rest before you can use this ability again.



* In the Equipment chapter of *Mists of Akuma*.

HUMAN TRAITS

Your human character has an assortment of inborn abilities, many of which are determined by your ancestry, both whether you are from Soburin or the destroyed continents of the world across the Great Divide.

Ability Score Increase. Your Constitution score increases by 1 and your Wisdom score increases by 1.

Age. Humans on Soburin reach adulthood in their mid-teens and live for almost a century.

Alignment. Humans do not tend towards any particular alignment. Those that feel remorse for the treatment of their peoples might find goodness within themselves, but many are only scornful after the Kengen occupation and fall to evil.

Size. A fully grown human is rarely shorter than 5 feet or taller than 7 feet, weighing between 120 and 250 pounds, but regardless of height or weight your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common and one extra language of your choice.

Subrace. Humans certainly share many common physical and mental traits, but those descended from foreigners inherit abilities and talents slightly different from the natives of Soburin. These are the only race options for humans in *Mists of Akuma* (there is no variant and the standard race from the core rulebook is not available).

CERAMIAN

As a Ceramian, your ancestors came from across the Great Divide. The teachings and methods developed by their masters of machines have been passed down to you, giving you an edge with technology that sets you apart from your peers.

Ability Score Increase. Your Intelligence score increases by 1.

Technological Adept. You gain advantage on checks made to activate, build, conceal, hide, or understand technology.

Foreigner. You are at disadvantage when making Wisdom or Charisma checks against non-Ceramians that are aware of your heritage.



ROPAEO

As a Ropaeo, you are a descendant of foreigners from far across the Great Divide, the monolith that made war with Ceramia. Though few of them ever reached Soburin, those that did were well-versed in their lands' cunning intrigue, something you've inherited.

Ability Score Increase. Your Charisma score increases by 1.

Social Adept. You gain proficiency with two of the following skills: Deception, Insight, Intimidation, Performance, or Persuasion. You are never at disadvantage when making checks with one of your chosen skills.

Foreigner. You are at disadvantage when making Wisdom or Charisma checks against non-Ceramians that are aware of your heritage.

SOBURI

As a pointy-eared Soburi, you are the son or daughter of a family that was drafted into war, taught either the magical or martial arts. The intensity of their training was so great that it has become hereditary, granting you the ability to land deadly strikes or utilize magic power infused into your form.

Ability Score Increase. Either your Strength increases by 1 or your Dexterity increases by 1.

Choose one of these traits:

Unarmed Savant. Your unarmed strikes damage increases by one step as shown in the Martial Arts column of the Monk table (to a maximum of 1d12). You also gain proficiency in the Athletics skill.

Magical Savant. You learn one cantrip, using Wisdom as your spellcasting attribute. You also gain proficiency in the Arcana skill.



SHIKOME TRAITS

Your shikome character has an assortment of abilities inherited by from the Mists of Akuma, granting you power that make you truly formidable.

Ability Score Increase. Your Strength increases by 2.

Age. Shikome manifest in adulthood and live for two centuries before gradually turning into stone.

Alignment. Most shikome have an evil alignment, but not all—a select few rise above their baser nature to achieve glory.

Size. Shikome are powerful, tall, and lean, between 6 and 8 feet in height but very lanky, weighing between 100 and 200 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. As an offspring of the dark things tearing into the Heavens above Soburin, your senses are able to see far more than the average human. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Martial Advantage. Once per turn, you can deal an extra 5 (2d4) damage to a creature you hit with a weapon attack if that creature is within 5 feet of an ally of yours that isn't incapacitated.

Hated. You are at disadvantage when making Wisdom or Charisma checks against non-bakemono, non-oni-touched, and non-shikome, but you never suffer disadvantage on Intimidation checks.

Subrace. Shikome are a reflection of the innermost nature of souls lost to the Mists of Akuma, either blessed or cursed by the supernatural phenomena.

BLESSED SHIKOME

As a blessed shikome, your mind and body were given form by the soul of a benign beast that lived a nonviolent life, like an herbivore or intelligent plant.

Ability Score Increase. Your Constitution increases by 1.

Dignified. When your Haitoku increases, your Dignity does not decrease.

CURSED SHIKOME

As a cursed shikome, the soul that molded your body and mind belonged to a vicious animal that left some of its bloodlust with you, tainting your essence with primal ruthlessness.

Ability Score Increase. Your Dexterity increases by 1.

Corrupted. You cannot die from exposure to the Mists of Akuma regardless of how high your Haitoku attribute is.

BLESSED
SHIKOME



CURSED
SHIKOME



TANUKI TRAITS

Your tanuki character has an assortment of inborn abilities, as much a part of you as your bushy tail.

Ability Score Increase. Your Dexterity score increases by 1 and your Intelligence score increases by 1.

Age. A tanuki reaches adulthood at the age of 14 and generally live into the middle of his or her first century.

Alignment. Tanuki are chaotic by nature; those that live within the cities of Soburin tend to fall towards evil, while those in the Bunki-Mura of the forests gradually regain some of the benign nature they once embodied before the coming of the Kengen.

Size. Tanuki are usually between 3 and 4 feet tall, and weigh about 30 pounds. Your size is Small.

Speed. Your base walking speed is 30 feet.

Climb. You have a climb speed of 20 feet. You must have at least one of your hands free in order to climb.

Ancient Talents. You learn the *minor illusion* cantrip, using Intelligence as your spellcasting attribute.

Brave. You have advantage on saving throws against being frightened.

Tail. You have a tail. You are unable to carry a weapon or shield with your tail, nor can you manipulate fine objects, but you gain advantage when passing secret messages or otherwise communicating using your tail.

Acid Vulnerability. The detrimental effects of detainment by the Kengen have warped the very essence of tanuki throughout Soburin. You gain vulnerability to acid damage.

Subrace. While the tanuki are still one race of sentient humanoids, there are important differences between those who live with the humans of Soburin and those who don't.

URBAN TANUKI



FOREST TANUKI

As a forest tanuki, you are part of a treetop Bunki-Mura and very much at home in the wilderness. Though most of your people are only now returning to the forest and the ways of your ancestors, the transition has been easier than expected.

Ability Score Increase. Your Dexterity score increases by 2 (instead of 1).

Keen Senses. You gain proficiency with Perception.

URBAN TANUKI

As an urban tanuki, you've found a place somewhere in the cities of Soburin. During the Kengen occupation the Ceramians forced your ancestors into unnatural living conditions and they suffered discrimination (and worse). As a result you've inherited a talent for surviving in a thriving settlement, even when you are not wanted.

Ability Score Increase. Your Intelligence score increases by 2 (instead of 1).

City Slicker. You gain advantage on Stealth checks made in urban environments.

FOREST TANUKI



SAMURAI SACRED OATH

The most potent and disciplined warriors of Soburin wield both magic and steel—you are one such warrior, a master of the blade and magically empowered by the spirits of your ancestors.

SAMURAI DOCTRINE

The Samurai Doctrine binds a paladin to the seven codes of Bushido. These warriors are also commonly bound to a feudal lord, doing as their masters bid throughout the prefectures of Soburin (though not all; ronin are masterless, doing as they see fit and able to travel freely). Samurai hold themselves to the highest codes of conduct, treating the code of Bushido as inviolate law, frequently warping their interpretations to the limit in order to match their needs.

There are usually strong traditions among samurai families that encourage daughters and sons to master the blade as well as the power of their ancestors, making some family names legendary in Soburin. To serve the code of Bushido and die a glorious death are the highest and most important tasks any samurai can hope to achieve.

TENETS OF THE SAMURAI

- **Benevolence:** In victory you are capable of mercy, and in defeat you are capable of humility.
- **Courage:** You resist fear, bravery your constant companion.
- **Honor:** Mindful of your own standing in society, you respect the abilities, talents, and (most importantly) station of others.
- **Loyalty:** You never abandon your allies or knowingly refuse the orders of your lord.
- **Righteousness:** Your beliefs are as strong as steel.
- **Self-Control:** You are always in control of yourself, resisting desire and the influence of your emotions even in the most difficult situations.
- **Sincerity:** You do not needlessly conceal your desires or motives.

OATH SPELLS

You gain oath spells at the paladin levels listed.

- 3rd *expeditious retreat, shield of faith*
- 5th *find steed, protection from poison*
- 9th *dispel magic, haste*
- 13th *death ward, resilient sphere*
- 17th *geas, legend lore*

ANCESTRAL WEAPON

Samurai do not gain the Channel Divinity ability and instead receive the Ancestral Weapon feat for free at 3rd level.

IAIJUTSU STRIKE

Beginning at 3rd level when you choose this archetype, you learn to draw and strike in one deadly flourish. So long as your weapon is not drawn at the beginning of your first turn of combat, the first creature you attack with your weapon takes 1d8 additional damage per point of your proficiency bonus. You require a short rest before you can use this ability again.

DASHING STRIKE

At 7th level, you can charge forward and through an enemy, making a devastating blow only truly felt after you have rushed past them. When you move at least 15 feet, make a single melee weapon attack, and move at least 10 feet again before the end of your action, if your attack successfully hit it becomes a critical hit and you do not provoke attacks of opportunity from that opponent until the beginning of your next turn.

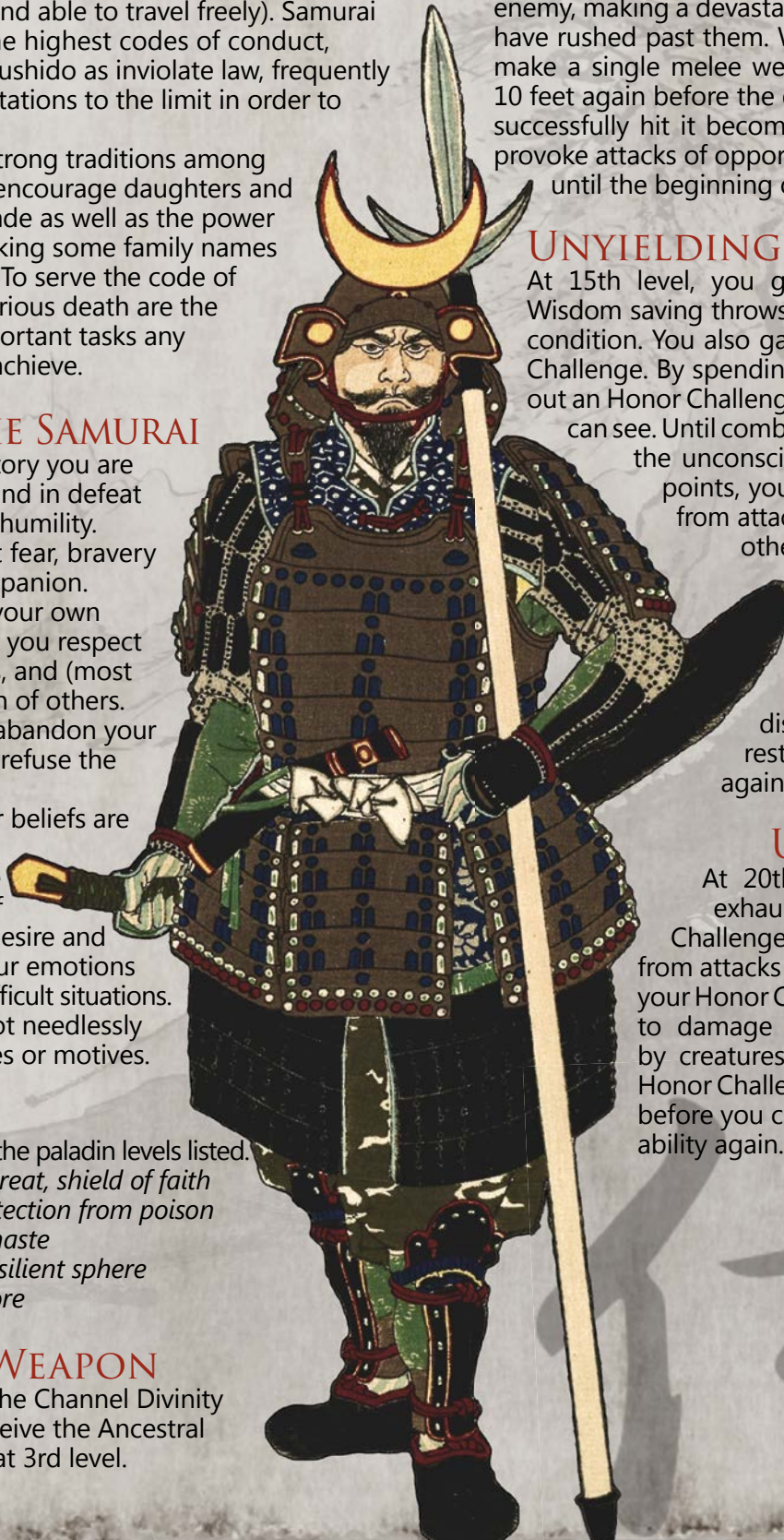
UNYIELDING WILL

At 15th level, you gain your proficiency bonus to Wisdom saving throws and immunity to the frightened condition. You also gain the ability to make an Honor Challenge. By spending a bonus action, you can shout out an Honor Challenge against an enemy creature you can see. Until combat ends or one of you either gains the unconscious condition or drops to 0 hit points, you receive resistance to all damage from attacks and spells made by creatures other than the target of your Honor Challenge.

Any attacks you make against creatures other than your Honor Challenge deal half damage and are made at disadvantage. You require a long rest before you can use this ability again.

UNYIELDING BODY

At 20th level, you gain immunity to exhaustion. When you make an Honor Challenge, you gain resistance to damage from attacks and spells made by the target of your Honor Challenge, and you gain immunity to damage from attacks and spells made by creatures other than the target of your Honor Challenge. You now require a short rest before you can use this ability again.



WU-JEN WARLOCK PACT

The people of Soburin were once in touch with the natural world but their highest magical arts were subverted by the Kengen and militarized for use in the War of Kaiyo. In the absence of proper stewards dark powers subverted nature, and now those who seek an arcane path to better understand the cycle of life must sacrifice themselves to the entities that have seized on the machinations behind the elemental balance. Though the gifts you receive can force a practitioner to change how they go about their lives, the blessings granted to you are potent.

Focused or Seasonal. When selecting this warlock pact, the wu-jen either devotes themselves to one dark patron or changes their patron to match the current season.

Note. Wu-jen attain a greater understanding for the highest magics of their patron and treat a few select spells as one level lower than normal.

WU-JEN TABOOS

A wu-jen's devotion must be total and complete for their patron to grant them supernatural blessings. The wu-jen gains proficiency in the Nature skill but must live their life without breaking the taboos of their patron. Many of these forbidden activities may seem insignificant to others but should a wu-jen violate any of them, they lose the ability to cast spells (and cantrips) and lose any resistances or immunities granted by their pact until after the next dawn or dusk (whichever is further away). A wu-jen must choose two taboos at 1st level, and one additional taboo every time their proficiency bonus increases. At the GM's discretion, you may invent taboos of your own (though they should always be impactful restrictions on what your character can do).

- Cannot eat meat or take a pet (with the exception of using *find familiar*).
- Cannot own more than you can carry and you cannot carry platinum.
- Must make a daily offering such as food, flowers, incense, or money to one or more spirits.
- Cannot bathe and cannot cut your hair.
- Cannot touch a dead body and cannot accept or take items from the dead except for those recently deceased.
 - Cannot drink alcohol and cannot smoke any substance for pleasure.
 - Cannot sit or sleep while facing in a certain direction.

Mystic Arcanum Spells. A wu-jen does not select their own mystic arcanum spells

Summer. 6th—*delayed blast fireball*; 7th—*fire storm*; 8th—*incendiary cloud*; 9th—*meteor swarm*.

Autumn. 6th—*circle of death*; 7th—*finger of death*; 8th—*mind blank*; 9th—*storm of vengeance*.

Winter. 6th—*freezing sphere*; 7th—*wall of ice*; 8th—*antipathy*; 9th—*time stop*.

Spring. 6th—*instant summons*; 7th—*prismatic spray*; 8th—*earthquake*; 9th—*prismatic wall*.

NEW CLASS OPTIONS

SUMMER PATRON, NATSU ĪTĀ

Natsu Ītā is

The sunshine and sky consumed.

Summer is no more.

—Kasen Rekishiya

EXPANDED SPELL LIST

Natsu Ītā lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Table: Summer Wu-Jen Expanded Spells

| Spell Level | Spells |
|-------------|--|
| 1st | <i>burning hands, faerie fire</i> |
| 2nd | <i>flame blade, scorching ray</i> |
| 3rd | <i>fireball, protection from energy</i> |
| 4th | <i>fire shield (warm only), wall of fire</i> |
| 5th | <i>flame strike, sunbeam</i> |

HEAT OF THE SUN

Starting at 1st level, whenever you use the eldritch blast cantrip you deal 1d12 fire damage instead of 1d10 force damage and the range of the cantrip is reduced to 90 feet.

SUMMER ACCLIMATION

Starting at 6th level, you gain resistance to fire. If you already have resistance to fire damage, you ignore the first 5 points of fire damage you take from an attack or spell (after resistance is applied).

SUMMER RESILIENCE

Starting at 10th level, you gain resistance to cold. If you already have resistance to cold, you ignore the first 5 points of cold damage you take from an attack or spell (after resistance is applied).

SUMMER JAUNT

Starting at 14th level, when you hit a creature with an attack, you can use this feature to instantly transport the target through the warped home of Natsu Ītā, the entity that controls Summer. The creature disappears and hurtles through the corrupted landscape, scorched by the sun and troubled by what they've seen.

At the end of your next turn, the target returns to the space it previously occupied, or the nearest unoccupied space. If the target is not an elemental, it takes 5d12 fire damage and 5d8 necrotic damage as its body yields to your patron's ruinous powers.

Once you use this feature, you can't use it again until you finish a long rest.

Pact of the Chain. Your familiar is in tune with Natsu Ītā and takes the form of a magma mephit with an alignment that matches yours. The magma mephit loses its death burst, innate spellcasting, and fire breath abilities.

Pact of the Blade. Your weapon could be a scimitar with engravings of flames that dance along the handle and hilt, sizzling the air with each swipe.

Pact of the Tome. Your Book of Shadows might be a crimson red tome with a gold engravings of fire that is always warm to the touch no matter how cold the environment around it is.



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