

# MISTS OF AKUMA



SUPPORT US ON  
**KICKSTARTER**

# TSUKUMOGAMI





# MISTS OF AKUMA

EASTERN FANTASY NOIR STEAMPUNK FOR FIFTH EDITION.

Please enjoy this free promotional product from the *Mists of Akuma* Kickstarter!

If you like what's contained within these pages, consider getting the other three PDFs (*Imperial Dragons*, *Tsukumogami*, and *Martial Arts Feats*) and stopping by the [Kickstarter page](#) to back the project and help us make the campaign setting book a beautiful reality!

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 and class options, and much more await you!

Either way, please enjoy this short PDF about the tsukumogami of *Mists of Akuma*!

**Open Content:** Subject to designation as Product Identity (see below), the only portion of this Storm Bunny Studios product designated as Open Game Content is the rules content (creature stat blocks and names of skills, etc., taken from the SRD) as defined in the Open Game License version 1.0a Section 1(d). The front and back cover, back matter, introduction and Credits page, as well all other parts of this product including all text not specifically designated as Open Game Content is not Open Game Content. No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

**Product Identity:** The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: Storm Bunny Studios, the Storm Bunny Studios Logo, *Mists of Akuma*, as well as all trademarks, registered trademarks, proper names (including the names of each character, location, item or monster unique to this product), dialogue, plots, storylines, locations, characters, artworks, and trade dress, but excluding any content that is Product Identity of Wizards of the Coast. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Reference in non-Open Game Content (thus not covered by the Open Game License) in this work to content owned by others is not a challenge to their ownership and is used under Fair Use.

SUPPORT US ON  
**KICKSTARTER**

**Author**

Mike Myler

**Custom Illustration**

Nathanael Batchelor

**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

[Help us make this project the best it can be by pledging to the Kickstarter campaign!](#)





# TSUKUMOGAMI

On the 100th birthday of an item there is a chance that it might suddenly animate of its own accord, growing a combination of limbs, eyes, and sometimes a mouth, along with a disposition that matches how well it has been treated in its century of existence. With all of the magic throughout Soburin these creatures have always been a part of the realm but after the coming of the Mists of Akuma they have become practically omnipresent.

Within the fell fog an item can decay far more quickly than normal, accruing its years in mere moments; a pair of sandals only a week old might animate after spending only minutes in the Mists of Akuma. Worse yet are the relics from the War of Kaiyo. Many of the Ceramian's weapons and machines for waging war are reaching their 100th birthdays, and the years have rarely been kind to them. These tsukumogami are feared and hated, often cited as the primary reason for the Masuto Decree against technology of all kinds.

A tsukumogami is not always violent or vengeful however, and those that experienced respect and kind treatment—frequently the possessions of people that have lived peaceful lives—are often benevolent creatures highly valued by society at large. Helping those who once owned them in bizarre and sometimes initially misunderstood ways, these animated objects are protected by the persons that know them, looked upon as signs of good fortune.

**Consoling Tsukumogami.** Many priests and sages make their daily coin by performing rituals to appease spirits, be they kami or yōkai or tsukumogami. Fortunately the expertise of exacting rites is not completely necessary to comfort a tsukumogami's spirit—even peasants are able to say the appropriate prayers and make the correct gestures.

Consoling a tsukumogami before it awakens takes an uninterrupted hour and a DC 10 Dignity or Charisma (Culture) check. Consoling an awakened tsukumogami is a Dignity or Charisma (Culture) check with a DC of 10 + the tsukumogami's CR. At the GM's discretion, some tsukumogami cannot be consoled no matter how high the result of the ability check.

## MITSUYU GYŌSHA CONSORTIUM

Keen to the accelerated rate at which tsukumogami were manifesting, some of the crime lords of Soburin's cities saw an opportunity rather than new obstacles. These rapidly appearing creatures were intelligent and able to blend in with their surroundings in a way that even a master shinobi could not—what if their talents could be harnessed?

Thus the Mitsuyu Gyōsha was born. The humanoid members of this ultra secretive organization of thieves, spies, and smugglers are accompanied at all times by a tsukumogami either bribed or bound to serve them, usually hiding in plain sight as a regular mundane piece of equipment. The criminal guild's collective power and influence isn't known for certain but most suspect they have as much of an impact on Soburin as any of the prefectures (and possibly rival even the imperial family in clout).

## TAKARA TSUKUMOGAMI

Enchanted relics from the distant past of Soburin—crafted during the two millennia long Ichizoku Wars and perhaps even before—can also become tsukumogami. Unlike the machines from the War of Kaiyo or a commoner's umbrella, these powerful magical items are even more potent when they become animated, with an ego to match. Though once only legend takara tsukumogami have become a horrifying reality for many citizens of Soburin after the coming of the Mists of Akuma. Triggered to awaken after their 1,000th birthday, they are often megalomaniacal, seeking to control entire settlements or even a prefecture through influence, fear, and violence if necessary. Takara tsukumogami are known to possess a warrior or mage to enact their will, but the most dangerous of these creature are those insane few that seek out alliances with the many kaiyo tsukumogami that wander on the other side of the Great Divide, aiding vast hordes of the animated death machines to cross the energy field and wreck havoc on the realm.

## MASUTO TSUKUMOGAMI

Items owned by Emperor Masuto, his close relatives, and the highest government officials are treated with great care and carefully monitored. With the valuable information one of these objects might offer once animated and properly persuaded, the punishment for stealing or abetting in the theft of a personal effect owned by one of these individuals is death. As with any crime in Soburin however, there's always someone able (or foolish enough to believe themselves to be) and willing to risk their lives for the sake of coin, and the offers for a genuine Masuto Tsukumogami are great indeed.



# AKUNOMŌFU

Medium monstrosity (tsukumogami), Chaotic Evil

**Armor Class** 18 (4 natural)

**Hit Points** 104 (16d8+32)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	15 (+2)	9 (-1)	13 (+1)	12 (+1)

**Saving Throws** Strength +6, Intelligence +2

**Skills** Stealth +7

**Damage Resistances** acid, cold, fire, lightning, radiant, thunder; bludgeoning, piercing, and slashing damage from magical weapons

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

**Condition Immunities** charmed, exhaustion, frightened, poisoned

**Senses** blindsight 30 ft., darkvision 60 ft., passive Perception 11

**Languages** Common

**Challenge** 5 (1,800 XP)



## ACTIONS

**Multiattack.** The akunomōfu makes two dark claw attacks and one smother attack each turn or three dark claw attacks each turn.

**Dark Claw.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8+4) slashing damage and 9 (2d8) necrotic damage.

**Smother.** The akunomōfu moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the akunomōfu enters a creature's space, the creature must make a DC 15 Dexterity saving throw. On a successful save, the creature can choose to push the akunomōfu 5 feet back or to the side. On a failed save, the akunomōfu enters the creature's space, and the creature takes 13 (3d8) necrotic damage and is smothered. The smothered creature can't breathe, and at the start of each of the akunomōfu's turns, takes 27 (6d8) necrotic damage and one level of exhaustion. These levels of exhaustion continue to accrue until the creature is no longer smothered, at which point they disappear at a rate of one level per round. A smothered creature can try to escape by taking an action to make a DC 15 Strength check. On a success, the creature escapes and shoves the akunomōfu into a space of its choice within 5 feet.

Akunomōfu were often once the blankets of soldiers, soiled by countless nights in the dirt, used to pack equipment, or otherwise abused. Of all the tsukumogami native to Soburin, these are viewed as the most despicable and evil, a sign of foreshadowing for terrible events on the horizon and hated by all.

# CHŌCHIN-OBAKE

Small monstrosity (tsukumogami), Neutral

**Armor Class** 14 (2 natural)

**Hit Points** 44 (8d6+16)

**Speed** fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	15 (+2)	12 (+1)	18 (+4)	13 (+1)

**Saving Throws** Intelligence +3

**Skills** Perception +6

**Damage Vulnerabilities** acid, thunder

**Damage Resistances** cold, fire, necrotic, radiant

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Languages** Common

**Senses** darkvision 60 ft., passive Perception 16

**Challenge** 1 (200 XP)

**Float on the Wind.** Melee attacks against the chōchin-obake are at disadvantage and the chōchin-obake does not suffer disadvantage when making ranged attacks while within an opponent's reach.

**Spellcasting.** The chōchin-obake's is a 5th level spellcaster that uses Wisdom as its spellcasting ability (spell attack +6, spell save DC 14). The chōchin-obake can cast the following spells, requiring no material components:

At will: *sacred flame*  
 3/day each: *charm person, sleep*  
 1/day each: *fear, misty step*

## ACTIONS

**Fiery Spit.** *Ranged Weapon Attack:* +4 to hit, range (30/100), one target. *Hit:* 7 (1d6+4) fire damage.

Of all the tsukumogami of Soburin, the most common type created by its peoples are chōchin-obake, paper lanterns cast away from settlements in rituals known as *Loi Krathong*. These elaborate festivals culminate with the release of many lanterns into the sky and out to sea in an attempt to appease the entire spirit world with a legion of united gestures. While the vast majority of lanterns meet their end in the waters, some awaken and return, haunting souls for reasons known only to the mysterious tsukumogami.





# KAIYO HORROR

Huge monstrosity (tsukumogami), Chaotic Evil

**Armor Class** 18 (5 natural)

**Hit Points** 157 (15d12+60)

**Speed** 30 ft., hopping blast 100 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	18 (+4)	8 (-1)	16 (+3)	13 (+1)

**Saving Throws** Dexterity +7, Constitution +8

**Skills** Athletics +8, Perception +7, Survival +7

**Damage Vulnerabilities** lightning

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

**Damage Immunities** poison

**Condition Immunities** charmed, frightened, poisoned

**Senses** darkvision 500 ft., passive Perception 17

**Languages** Ceram, Ropaeo

**Challenge** 10 (5,900 XP)

**Hopping Blast.** As bonus action, the kaiyo horror can move 100 feet in a straight line.

**Piercing Gaze.** As a bonus action the kaiyo horror sets its sight on a creature it can see within 100 feet. The target makes a DC 15 Wisdom saving throw or gains the frightened condition for 1 minute. At the end of each of its turns, the frightened creature can make a saving throw to remove the condition. After successfully saving against this effect a creature cannot be frightened by the kaiyo horror for 24 hours.

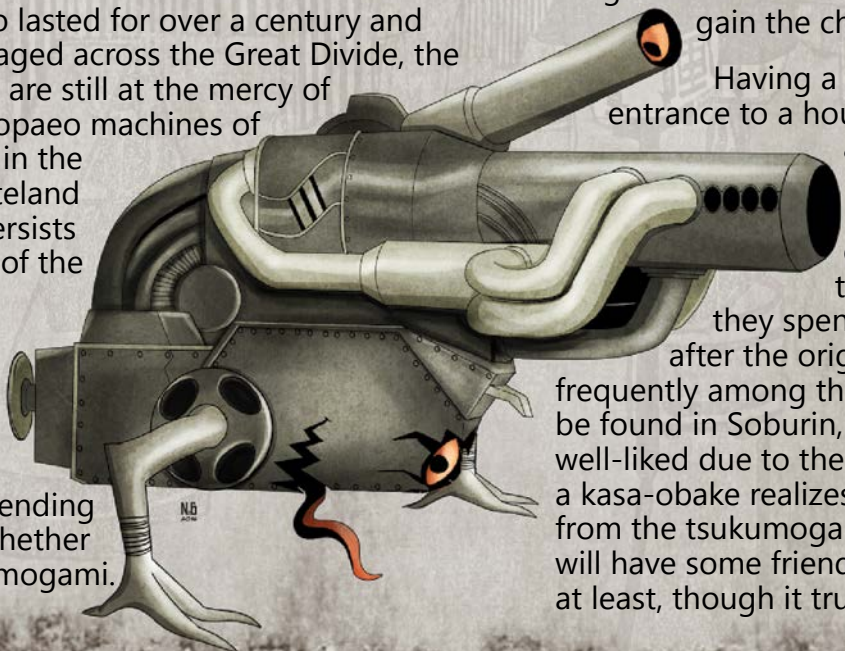
## ACTIONS

**Multiattack.** The kaiyo horror can make one cannon attack and one barrel slam attack each turn.

**Cannon.** Ranged Weapon Attack: +7 to hit, range (100/1,000). The kaiyo horror makes an attack roll against each creature within a 10-foot radius of a point within range. *Hit:* 43 (8d8+7) force damage.

**Barrel Slam.** Melee Weapon Attack: +8 to hit, reach 20 ft., one target. *Hit:* 26 (4d10+4) bludgeoning damage.

The War of Kaiyo lasted for over a century and though it was waged across the Great Divide, the lands of Soburin are still at the mercy of Ceramian and Ropaeo machines of war. Left behind in the apocalyptic wasteland that is all that persists across the edge of the world, these contraptions have awoken and wander in search of enemies to unleash their unending malice upon—whether human or tsukumogami.



# KASA-OBAKE

Small monstrosity (tsukumogami), Neutral Good

**Armor Class** 15 (3 natural)

**Hit Points** 65 (10d6+30)

**Speed** 30 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	17 (+3)	12 (+1)	15 (+2)	16 (+3)

**Saving Throws** Intelligence +3, Wisdom +4

**Skills** Insight +4, Perception +4, Stealth +4

**Damage Vulnerabilities** fire

**Damage Resistances** cold, necrotic, radiant

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common

**Challenge** 2 (450 XP)

**Knowing Gaze.** By spending an action or bonus action, a kasa-obake can force a target creature that can see it to look into its eye and make a DC 13 Charisma saving throw. On a failed save the target gains the paralyzed condition for 1d4 rounds.

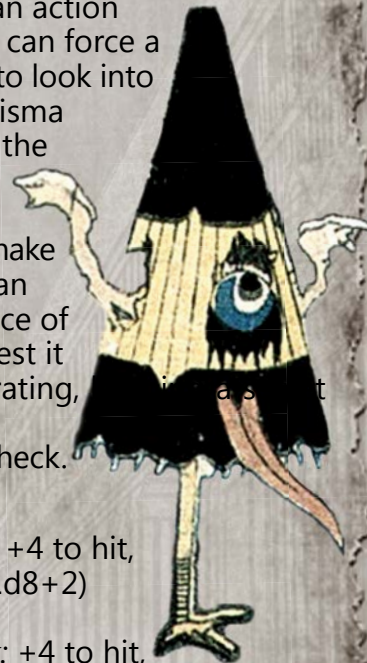
**Open Ears.** A kasa-obake can make a DC 15 Intelligence check as an action to know an obscure piece of myth or lore. Once per short rest it may spend a minute concentrating, piece of information with a successful DC 20 Intelligence check.

## ACTIONS

**Talons.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) slashing damage.

**Tongue.** Melee Weapon Attack: +4 to hit, reach 10 ft., one target. A creature hit by a kasa-obake's tongue must make a DC 13 Charisma saving throw or gain the charmed condition for 1 hour.

Having a place of prominence near the entrance to a house during their inanimate years as umbrellas, kasa-obake are insightful and keen to the doings of humanoids. Once one of these tsukumogami awakens they usually remain in the home they spent the most time in, even long after the original owner dies. Kasa-obake are frequently among the most friendly living objects to be found in Soburin, though they are not always very well-liked due to their love for gossip. Anyone that a kasa-obake realizes does not like them gets a lick from the tsukumogami, ensuring that the creature will have some friendly companionship (for a while, at least, though it truly does enjoy making friends).





The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

Mists of Akuma: Tsukumogami © 2016, Mike Myler published under license by Storm Bunny Studios; Author Mike Myler

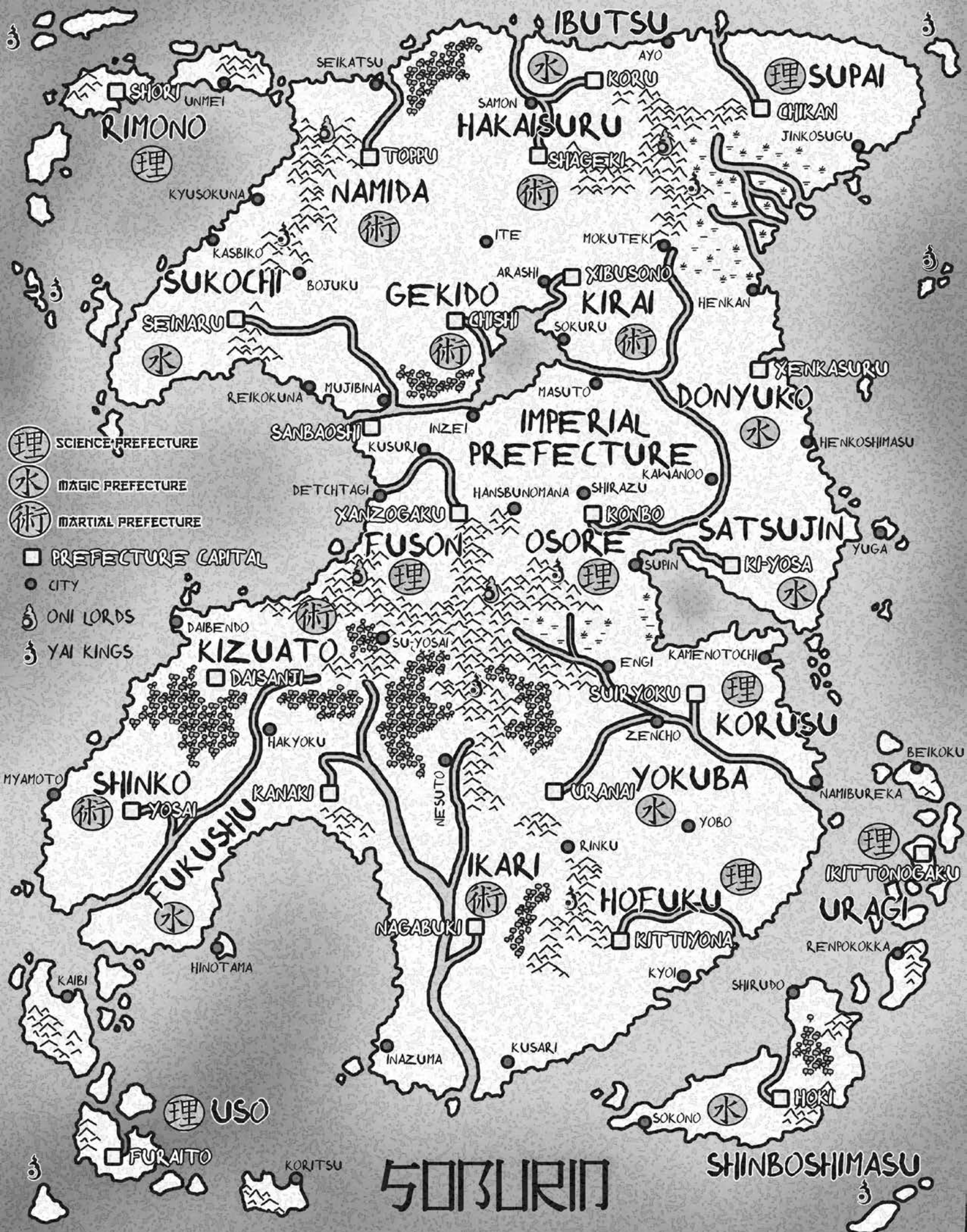
System Reference Document. © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

The Hypertext d20 SRD. © 2004, Jans W Carton.

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.





- SCIENCE PREFECTURE
- MAGIC PREFECTURE
- MARTIAL PREFECTURE
- PREFECTURE CAPITAL
- CITY
- ONI LORDS
- YAI KINGS

# SOBURIN

RIMONO

HAKAISURU

SUPAI

SUKOCHI

GEKIDO

KIRAI

IMPERIAL  
PREFECTURE

FUSON

OSORE

SATSUJIN

KIZUATO

SHINKO

FUKUSHU

IKARI

YOKUBA

HOFUKU

URAGI

USO

SHINBOSHIMASU