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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 and class options, and much more await you!

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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.

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• 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
• 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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**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 creatures 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 wreak 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.

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

**Skills** Stealth +7

**Damage Resistsances** 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.

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**Chōchin-Obake**

*Small monstrosity (tsukumogami), Neutral*

**Armor Class** 14 (2 natural)

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

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

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**Saving Throws** Intelligence +3

**Skills** Perception +6

**Damage Vulnerabilities** acid, thunder

**Damage Resistsances** cold, fire, necrotic, radiant

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Languages** Common

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

**Challenge** 1 (200 XP)

**Actions**

**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

**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.

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<td>8 (–1)</td>
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*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.

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**Kasa-Otake**

Small monstrosity (tsukumogami), Neutral Good

*Armor Class* 15 (3 natural)

*Hit Points* 65 (10d6+30)

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

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*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, learning a secret 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).
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