Circle of blight

While wu-jen make pacts with the dark entities that control the somber seasons of Soburin, there are those that worship these fel powers directly and revel in the malevolent decay of the world around them.

Blessing of Akinochisō

When you choose this circle at 2nd level, you gain resistance to necrotic damage. Additionally, you gain advantage on saving throws against the Mists of Akuma, and you require half as much food and water as normal.

Circle Spells

Your attunement to the dark powers that have overtaken nature infuse you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle of blight spells. Once you gain access to a circle spell, you always have it prepared, and it doesn’t count against the number of spells you can prepare each day. If you gain access to a spell that doesn’t appear on the druid spell list, the spell is nonetheless a druid spell for you.

Table: Blight Spells

3rd shatter, silence

5th fear, vampiric touch

7th banishment, blight

9th cloudkill, contagion

Blessing of Natsu Ītā

When you reach 6th level, exposure to the Mists of Akuma does not increase your Haitoku score or decrease your Dignity score. Additionally, you gain resistance to one type of energy, which changes depending on what season it is: summer—fire, autumn— thunder, winter—cold,

spring—lightning.

Blessing of Fuyu-Noyaban

Starting at 10th level, you gain immunity to necrotic damage. You no longer need to eat or drink.

Blessing of Haru-Oshōhi

When you reach 14th level, you gain immunity to the element determined by the season. By spending a bonus action, you can force a creature you can see to make a Wisdom saving throw against your spell save DC. On a failed save, its resistance to one of the elements you are immune to decreases by one step, from immunity to resistance, from resistance to no resistance, or from no resistance to vulnerability. This effect lasts for a number of rounds equal to your Wisdom modifier. You can use this feature a number of times equal to your proficiency bonus. You regain expended uses when you finish a long rest.

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