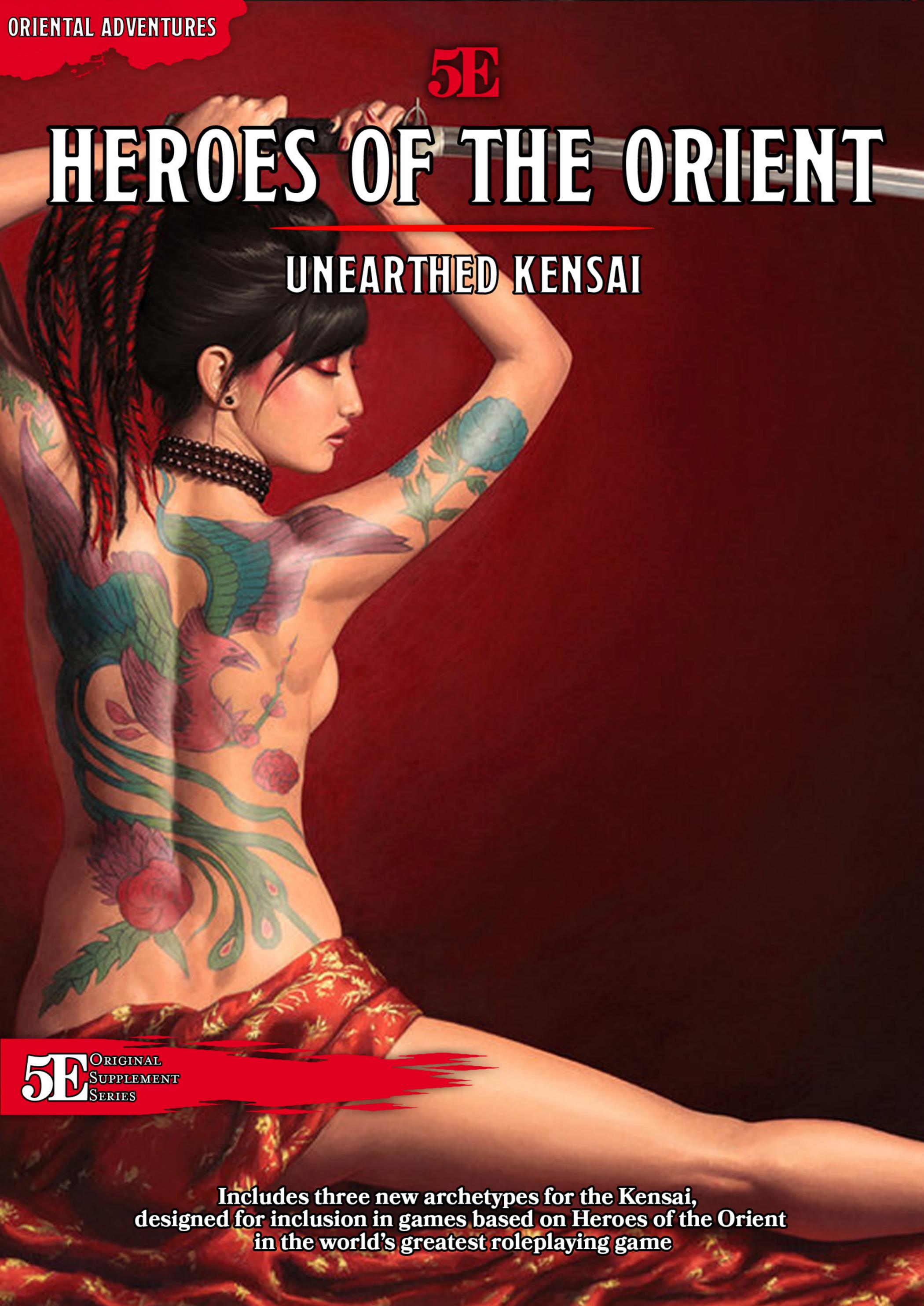


ORIENTAL ADVENTURES

5E

HEROES OF THE ORIENT

UNEARTHED KENSAI



5E ORIGINAL
SUPPLEMENT
SERIES

Includes three new archetypes for the Kensai,
designed for inclusion in games based on Heroes of the Orient
in the world's greatest roleplaying game

UNEARTHED KENSAI

CREDITS

LEAD DESIGNER, CONCEPT, WRITING, AND ART DIRECTION

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BALANCE, FLAVOR, AND PLAYTESTING

Marc Altfuldisch

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CREATED FOR

Dungeons & Dragons 5th Edition by Wizards of the Coast
Heroes of the Orient, a 5th edition supplement

ARTWORK

The artwork in this handbook is all created by Yannick Bouchard. A huge thanks goes out to him, for allowing me to include his illustrations herein.

If you find his artwork intriguing, you should check out his gallery here: yannickbouchard.deviantart.com. If you'd like to commission him, you can contact him here: yannick@illusorydreams.com.

THANK YOU!

This book is made as a **Pay What You Want** title in celebration of the massive support *Heroes of the Orient: Player's and DM's Companion* has received from the community.

My sincerest thanks to the DMsGuild community. Your support and feedback has been much more than I ever could have hoped for.

I would also like to thank Wizards of the Coast and OneBookShelf for creating a platform where content creators, DMs and players can be a part of a worldwide community and help shape ideas and adventures all around the world. Thank you all.

- Marc Altfuldisch



ON THE COVER

In this beautiful illustration by artist Yannick Bouchard, a young kensai spends her morning bonding with her weapon.

BY



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MARTIAL DISCIPLINES

SOULKNIFE

A soulknife recognizes his own mind as the most beautiful - and the most deadly - thing in all creation. With this understanding and through extended practice, a soulknife learns to forge his mental strength into a shimmering blade of semisolid psychic energy. Each soulknife's personal blade, referred to as a mind blade, differs in color and shape according to his personality, mental strength, and even mood. Although no two mind blades look alike, all share the same lethal qualities. Because soulknives turn the power of their minds to such weaponry, they are notorious for their violence.

While caution and forethought go into a soulknife's preparation for adventure, most have a hard time restraining their natural bravado and showmanship. After all, how many adventurers can dispatch opponents with a blade materialized from pure thought? Thus, for many soulknives, adventuring presents an opportunity to do what they love most: Wield the idealized blade wrought of their innermost desires.

MANEUVERS

You can choose your maneuvers from the Legacy Maneuvers list, detailed at the end of the kensai class description in *Heroes of the Orient*, and the Psionic Maneuvers list detailed at the end of this class description. Psionic maneuvers that let you cast a spell neither require verbal nor material components.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

MINDBLADE

Using a bonus action, while not bonded to a physical weapon, you can create a semisolid blade composed of psychic energy distilled from your own mind that extends from your forearm. Once you learn to bond with a weapon, this blade counts as your bonded weapon, and gains all the bonuses a bonded weapon does. You do not need to maintain a bond with this weapon. A mindblade cannot be coated with poison or similar substances.

The blade dissipates if you drop to 0 hit points, fall unconscious, become stunned, or dissipate it yourself as a bonus action.

The blade deals 1d6 psychic damage on a successful hit. It's damage increases as you gain levels in this class, and can manifest a sharper blade. Once you reach 5th level, it's damage increases to 1d8, at 11th level it increases to 1d10, and at 17th level it increases to 1d12.

You use your Charisma in place of Strength for your attack and damage rolls with your mindblade.

Additionally, beginning at 6th level, you can manifest your mindblade as a free action by expending 1 Ki point.

You cannot have more than one mindblade active at any one time.

THROW MINDBLADE

Starting at 6th level, when you take the Attack action you can throw your mindblade with a range of 30/60. The mindblade disappears as soon as it hits a target.

KNIFE TO THE SOUL

Starting at 10th level, when you hit a creature with your mindblade, you can expend 2 Ki to strike at the target's soul. The target must attempt a Charisma saving throw against your maneuver save DC. On a failed save, until the beginning of your next turn, the creature loses one type of damage resistance of your choice except bludgeoning, piercing, or slashing.

THOUGHT SHIELD

Starting at 15th level, your thoughts can't be read by telepathy or other means unless you allow it. You also have resistance to psychic damage, and whenever a creature deals psychic damage to you, that creature takes the same amount of damage that you do.

KI-GUIDED BLADE

Starting at 18th level, when you would miss an attack with your mindblade, you can expend any number of Ki points to increase your attack roll by 2 for each Ki point expended.

SPELLFIRE INCANTER

Spellfire incanters are kensai that have a deep and pure connection to the Weave, dedicating themselves to combating dark magic such as maho or the twisted Jigoku-fuelled magic performed by oni. Spellfire incanters don't cast spells themselves, but they do deal with magic in its raw form, shaping it according to their own desires rather than any external laws of magic. The spellfire teachings they follow are used to alter their immediate surroundings in remarkable and unique ways with powerful incantations, to ignite their weapon, or to increase their speed immensely.

MANEUVERS

You can choose your maneuvers from the Legacy Maneuvers list, detailed at the end of the kensai class description in *Heroes of the Orient*.

SPELLFIRE BLADE

Using a bonus action, you can set a weapon ablaze, dealing fire or radiant damage (your choice) until the start of your next turn.

SPELLFIRE INCANTATIONS

Starting at 6th level, whenever you would learn a kensai maneuver, you can learn a spellfire incantation in its place. You can choose from the various incantations listed below. Spellfire incantations add, twist or weaken magical effects near you.

While wielding your bonded weapon and capable of speech, as an action you can expend 2 ki to utter a spellfire incantation. The incantation lasts for 1 minute, or until you utter another incantation. The effect may also end early if you lose concentration (as if concentrating on a spell), if you drop your bonded weapon, if you become unconscious, or die.

MENTAL REDOUBT

You utter a mystical incantation, creating a 15-foot sphere of protective energies around you. There sphere grants you and friendly creatures within range resistance to psychic damage and advantage on Intelligence, Wisdom, and Charisma saving throws.

PLANAR WARP

You utter an alien incantation, distorting planar boundaries in a 15-foot sphere around you. Within the sphere, the Ethereal plane blends into your current plane. Any creatures on the Ethereal plane within 10 feet of you are visible to all on your plane. The incantation has no effect if used while on the Ethereal plane.

RING OF FIRE

You utter an incantation, conjuring forth a 10-foot diameter, 10-foot high, 1 inch thick opaque ring of fire around you which moves with you.

When the ring appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 4d8 fire damage, or half as much damage on a successful save.

Any creature that ends its turn within 5 feet of the ring's outside takes 4d8 fire damage. A creature takes the same damage when it enters the ring for the first time on a turn or ends its turn there. The inside of the ring deals no damage.

SEARING RADIANCE

You utter an incantation, conjuring forth thin and wispy flames to wreath your body and bonded weapon. You shed bright light in a 10-foot radius and dim light for an additional 10 feet. You gain resistance to cold damage, don't suffer any negative effects from cold weather, you are immune to diseases, and your bonded weapon is set ablaze as with your Spellfire Blade feature.

Additionally, whenever a creature within 5 feet of you hits you with a melee attack, the flames erupt with flame, dealing 2d8 fire damage to the attacker.

SHIMMERING MIRAGE

You utter an unintelligible incantation, bending the very air around you into a shimmering mirage shaped like a 15-foot sphere. Any creature outside the mirage has disadvantage on attack rolls on creatures within the mirage, and creatures within the mirage have disadvantage on attack rolls against creatures outside and inside the mirage. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

SPELLFIRE WARD

You utter an ancient incantation, granting you and friendly creatures within 5 feet of you resistance to damage from spells.

SPELLFIRE RESILIENCE

Beginning at 10th level, you learn to use spellfire energy to speed up your natural healing. At the start of each of your turns, you gain temporary hit points equal to your Charisma modifier, provided that you have at least 1 hit point.

DIAMOND SOUL

Beginning at 15th level, your mastery of ki and arcane understanding grant you proficiency in all saving throws.

SPELLFIRE SURGE

Beginning at 18th level, as a bonus action, you can gain an additional action this turn. That action can be used only to take the Attack (one attack only), Dash, Disengage, Hide, or Use an Object action. Additionally, your walking speed increases by 10 feet this turn.

You can use this feature a number of times equal to your Charisma modifier. You regain all expended charges when you finish a long rest.

ZERTH ELOCATER

The core of zerth studies involve strict meditation on the nature of time and the body's movements through it, culminating in a martial art known as zerthin. Zerthin was first used at a special githzerai monastery called ZerthAd'Lun, located deep in the chaos-boil of limbo. The choral art has since been disseminated more widely, however,

Zerthin teaches that though the passage of time allows events to become chaotic and uncontrolled, a disciplined mind can view the time stream as just one more dimension of space. This privileged point of view allows a zerth to see a moment or two into the past and future, thereby gaining insight as to where to place the next blow and how best to dodge incoming attacks. Practitioners of zerthin claim to be able to peer into the future, enhancing their martial expertise to unmatched heights, surprising foes with their sudden opportunistic attacks and then darting away before foes are able to retaliate.

MANEUVERS

You can choose your maneuvers from the Legacy Maneuvers list, detailed at the end of the kensai class description in *Heroes of the Orient*, and the and Zerth Maneuvers list detailed at the end of this class description. Zerth maneuvers that let you cast a spell do not require somatic nor material components.

FIGHTING STYLE

Starting when you choose this martial discipline at 1st level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

SCORN EARTH

Starting at 1st level, when you choose this martial discipline, using a bonus action you begin to hover 1 foot above the ground, including liquids. While hovering you make no sound from moving and difficult terrain doesn't slow you down.

The effect ends if you spend a bonus action to end it, if you become prone, drop unconscious, or die.

NEAR FIELD ELOCATION

Beginning at 6th level, whenever you hit a creature with your bonded weapon while within 5 feet of your target, you can instantly disappear and reappear in another free space within 5 feet of the target that you can see. After elocating, you have advantage on your next attack, if you direct it against the same creature.

PRECOGNITION

Also starting at 6th level, you glimpse fragments of future events. By expending 2 Ki points, you can add a d4 to an attack roll, a damage roll, an ability check, or a saving throw.

At 11th level, this bonus increases to a d6, and at 17th level it increases to a d8.

TEMPORAL STRIKE

Starting at 10th level, once per turn you, when you hit a creature with your bonded weapon, you can expend 1 Ki point using an action to deal psychic damage, rather than slashing damage and affect the creature with your zerth psionics.

The creature must succeed a Wisdom saving throw against your maneuver save DC, or be propelled a number of rounds into the future equal to your Charisma modifier, reappearing at the end of its turn.

The creature can repeat the saving throw at the end of each of its turns, returning to the time stream if successful.

The target reappears in the same condition as before. For it, no time has passed at all. If the space from which it departed is occupied upon its return to the time stream, it appears in the closest unoccupied space.

You can use this feature a number of times equal to your Charisma modifier. You regain all expended charges when you finish a long rest.

BORROW LORE

Starting at 15th level, by expending 1 ki as an action, you can name one specific location in your mind. You learn a summary of the important lore regarding that place. At the DM's option, you also learn up to three secrets about it, such as the location of traps, passwords, or where treasure is hidden within it.

TRUE ELOCATION

Beginning at 18th level, by expending 2 Ki as a bonus action, you can teleport next to a creature within 60 feet that you can see. You can move and act freely after teleporting without provoking opportunity attacks, but at the end of your turn you return to the spot where you started your turn.

Once you use this feature, you cannot do so again until you finish a short or long rest.

KENSAI MANEUVERS

PSIONIC MANEUVERS

DETECT THOUGHTS

Your psionics let you access the thoughts of others.

Cost: 2 Ki

As an action, you cast the *detect thoughts* spell without expending verbal or material components.

DOMINATE PERSON

You forcefully attempt to gain control of a humanoid creature.

Cost: 6 Ki

As an action, you cast *dominate person* as a 5th level spell without expending verbal components.

JUMP

Through sheer focus your mind can assist your legs with impossible jumps.

Cost: 1 Ki

You cast the *jump* spell as an action, targeting yourself, without expending verbal or material components.

LEVITATE

You repel the ground beneath you, enabling you to levitate slightly.

Cost: 2 Ki

As an action, you cast the *levitate* spell, without expending verbal or material components.

PSI-MIND

Your training and mental endurance allow you to use your psi-powers to overcome the toughest mental challenges.

Cost: 2 Ki

When you fail an Intelligence, Wisdom, or Charisma saving throw, you can reroll the saving throw and use the new result.

TELEPATHIC SPEECH

You psionic powers enable to speak telepathically.

Cost: 1 Ki

By expending 1 Ki point as an action, for 1 hour, you can communicate telepathically with any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language.

FORCEWALL

Channeling your psionic powers, you create and sustain an invisible barrier harder than the toughest steel.

Cost: 5 Ki

You cast the *wall of force* spell as an action, without expending verbal or material components.

ZERTH MANEUVERS

ZERTH NAVIGATION

Channeling your ki into understanding the world around you, in your mind, the road in front of you almost beckons you in a certain direction - and you are convinced you are on the right path.

Cost: 5 Ki

Spending a minute in deep contemplation, you cast the *find the path* spell, expending no somatic or material components. Your concentration is broken when you finish a short or long rest.

ZERTH TRAVEL

Through intense focus and zerth understanding, you project both your body and mind to far away locations.

Cost: 10 Ki

As an action, targeting only yourself, you cast the *teleport* spell. You must have an "Associated object" when casting the spell in this way.

ZERTH WALKING

Having effortlessly uttered a few syllables, neither horizontal nor vertical ground proves difficult for you.

Cost: 1 Ki

As an action, targeting only yourself, you cast the *spider climb* spell, expending no somatic or material components.

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