

# ADVANCED CLASSES

Keeping with the JRPGs that inspired *Keep of the Kobold Queen*, this adventure introduces the concept of advanced classes to bring some of the tropes and mechanics of those games to D&D 5e. Apart from story based prerequisites, advanced classes follow all the normal rules of multiclassing except that they cannot be taken at 1st level.

## CERULEAN SAGE

You have rediscovered the unique magical tradition of the ancient city-state of Cerulea. Practitioners of this magical style, which now include you, are able to magically replicate the special abilities of monsters they encounter. In Cerulea it is said a great zoo housed all the various creatures such sages could learn their magic from but such a resource has long since vanished from the world and now cerulean sages must travel the world to collect the various spells they wish to learn.

### THE CERULEAN SAGE

Level	Features	– Spell Slots per Spell Level –				
		1st	2nd	3rd	4th	5th
1st	Cerulean Spellcasting, Azure Eye	2	–	–	–	–
2nd	Encyclopedia Monstrous	3	–	–	–	–
3rd	Sagacious Recovery	4	2	–	–	–
4th	Ability Score Improvement	4	3	–	–	–
5th	Azure Eye improvement	4	3	2	–	–
6th	Speak With Monsters	4	3	3	–	–
7th	–	4	3	3	1	–
8th	Ability Score Improvement	4	3	3	2	–
9th	–	4	3	3	3	1
10th	Azure Eye improvement	4	3	3	3	2

## PREREQUISITES

In order to gain levels as a cerulean sage, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing classes):

- Constitution 13. To channel the monstrous energy of cerulean magic, your body must be hale and hearty.
- Recover the Knowledge of the Ancients. To become a cerulean sage you must recover the knowledge of their forgotten ways. You might do this by finding and defeating a known cerulean sage, acquiring an ancient tome of cerulean origin, or tutoring under the spirit of an ancient.

## CLASS FEATURES

As a cerulean sage, you gain the following class features.

### HIT POINTS

**Hit Dice:** 1d8 per cerulean sage level

**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per cerulean sage level

### Proficiencies

**Armor:** Light armor, medium armor, shields

**Weapons:** Simple weapons, long swords

**Tools:** None

**Saving Throws:** None

**Skills:** None

### EQUIPMENT

Becoming a cerulean sage does not grant you any special equipment.

## SPELLCASTING

You have rediscovered the magic of the ancients and can cast cerulean magic. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting and the end of this appendix for the cerulean sage spell list and spells.

### SPELL SLOTS

The Cerulean Sage table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these cerulean sage spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *self-destruct* and have a 1st-level and a 2nd-level spell slot available, you can cast *self-destruct* using either slot.

### SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the cerulean sage spell list.

Each time you gain a cerulean sage level, you learn one cerulean sage spell of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

### SPELLCASTING ABILITY

Constitution is your spellcasting ability for your cerulean sage spells, since your magic stems from your ability to physically channel the essence of monsters. You use your Constitution whenever a spell refers to your spellcasting ability. In addition, you use your Constitution modifier when setting the saving throw DC for a cerulean sage spell you cast and when making an attack roll with one.

$$\text{Spell save DC} = 8 + \text{your proficiency bonus} + \text{your Constitution modifier}$$

$$\text{Spell attack modifier} = \text{your proficiency bonus} + \text{your Constitution modifier}$$

## AZURE EYE

---

Also starting at 1st level, you can use a bonus action on your turn to open your azure eye and fixate it upon a chosen creature you can see within 120 feet. When you do, an iconic blue eye appears on your forehead and, if the chosen creature is reduced to 0 hit points within the next minute and it has a trait, action, or other quality that serves as the prerequisite for a cerulean sage spell, and the spell is of a level for which you have spell slots, you learn the cerulean sage spell. This effect ends early on the creature if you use this ability again.

At 5th level, while your azure eye is fixated on a creature you deal an additional 1d8 damage to the creature the first time you deal damage to it with a weapon attack on a turn. If the creature has a trait, action, or other quality that serves as the prerequisite for a cerulean sage spell, the additional damage increases to 1d12. This damage increases again at 10th level, to 2d8 or 2d12 if the creature has a trait, action, or other quality that serves as the prerequisite for a cerulean sage spell.

## ENCYCLOPEDIA MONSTROUS

---

Starting at 2nd level, choose two types of creatures that you are particularly familiar with: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead.

You have advantage on Wisdom (Insight) checks to determine the mood and intention of chosen creatures, as well as on Intelligence checks to recall information about them.

Whenever you gain a level in the cerulean sage class, choose an additional type of creature.

## SAGACIOUS RECOVERY

---

Starting at 3rd level, you learn the ability to replenish your access to cerulean magic. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your cerulean sage level (rounded up), and none of the slots can be 6th level or higher.

For example, if you're a 4th-level cerulean sage, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

## SPEAK WITH MONSTERS

---

Starting at 6th level, you can understand the speech of, and be understood by, any creature of a type you have chosen with your Encyclopedia Monstrous feature, provided that creature knows at least one language.

## CERULEAN SPELLS

Cerulean spells work similar to other spells except for two differences. The first difference is that cerulean spells can only be learned by those with the Cerulean Spellcasting feature. The second is that each spell has a "Learned From" entry. This entry indicates which property a creature has to have in order for a cerulean sage to learn the spell by using their Azure Eye feature.

### ADDITIONAL ATTACKS

#### *3rd-level cerulean*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** S

**Duration:** 10 minutes

**Learned From:** Creatures with the Multiattack action trait

While this spell persists, whenever you take the Attack action you can make two weapon attacks, instead of one.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, while the spell persists whenever you take the Attack action you can make three weapon attacks, instead of one.

### BURROW

#### *2nd-level cerulean*

**Casting Time:** 1 action

**Range:** Self

**Components:** S

**Duration:** 1 minute

**Learned From:** Creatures with the Burrow speed (ex. bulettes)

For the duration of the spell, you have a burrow speed of 30 feet.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the burrow speed granted by this spell increases to 60 feet.

### ECHOLOCATION

#### *1st-level cerulean*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V

**Duration:** 1 minute

**Learned From:** Creatures with the Echolocation trait (ex. giant bats)

When you cast this spell, you shriek loudly and listen intently as it reverberates off of your surroundings. For the duration of the spell, you have blindsight to a range of 60 feet while you are not deafened.

## EXSANGUINATING PEST

*1st-level cerulean*

**Casting Time:** 1 action

**Range:** 60 ft.

**Components:** V, S, M (a proboscis)

**Duration:** 1 minute

**Learned From:** Creatures with the Blood Drain action (ex. stirges)

You point at a creature within range and a spectral stirge streaks towards the target in a crimson blur. The creature takes 1d6 piercing damage and the stirge attaches to the creature. At the start of each of the creature's turns while the stirge is attached to it, the creature loses 1d6 hit points. The stirge remains attached to the creature until the spell ends or the stirge is reduced to 0 hit points. The stirge has 1 hit point, an AC of 12, and is immune to psychic damage.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you create one additional stirge per slot level above 1st. You choose a target creature within range for each additional stirge you create.

## EYE RAY ROULETTE

*5th-level cerulean*

**Casting Time:** 1 action

**Range:** 120 ft.

**Components:** V, S, M (ten eyes)

**Duration:** Instantaneous

**Learned From:** Creatures with the Eye Ray action (ex. beholders)

When you cast this spell, ten spectral eye stalks appear around you and three fire rays at one, two, or three targets of your choice within range. To determine the effect of each of the rays, roll 1d10 three times and consult the list below, rerolling duplicates.

1. Charm Ray. The targeted creature must succeed on a Wisdom saving throw or be charmed by you for 1 hour, or until you harm the creature.
2. Paralyzing Ray. The targeted creature must succeed on a Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
3. Fear Ray. The targeted creature must succeed on a Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
4. Slowing Ray. The targeted creature must succeed on a Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at

the end of each of its turns, ending the effect on itself on a success.

5. Enervation Ray. The targeted creature must make a Constitution saving throw, taking 5d8 necrotic damage on a failed save, or half as much damage on a successful one.
6. Telekinetic Ray. If the target is a creature, it must succeed on a Strength saving throw or you may move it up to 30 ft. in any direction. It is restrained by the ray's telekinetic grip until the start of your next turn or until you're incapacitated. If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 ft. in any direction.
7. Sleep Ray. The targeted creature must succeed on a Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.
8. Petrification Ray. The targeted creature must make a Dexterity saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.
9. Disintegration Ray. If the target is a creature, it must succeed on a Dexterity saving throw or take 6d8 force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust. If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.
10. Death Ray. The targeted creature must succeed on a Dexterity saving throw or take 6d10 necrotic damage. The target dies if the ray reduces it to 0 hit points.

## FIRE BREATH

*3rd-level cerulean*

**Casting Time:** 1 action

**Range:** Self (30-foot cone)

**Components:** V, S

**Duration:** Instantaneous

**Learned From:** Creatures with the Fire Breath action (ex. gold dragons, red dragons, manticores)

You exhale a billowing cloud of flame. Each creature in a 30-foot cone must make a Dexterity saving throw. A target takes 5d10 fire damage on a failed save, or half as much damage on a successful one.

#### GIGANTISM

*2nd-level cerulean*

**Casting Time:** 1 action

**Range:** Self

**Components:** S, V

**Duration:** 1 minute

**Learned From:** Giant type creatures

Your size doubles in all dimensions, and your weight is multiplied by eight. This growth increases your size by one category - from Medium to Large, for example. If there isn't enough room for you to double your size, you attain the maximum possible size in the space available. Until the spell ends, you have advantage on Strength checks and Strength saving throws. Your weapons also grow to match your new size. While these weapons are enlarged, your attacks with them deal 1d4 extra damage.

#### GOLEMIC RESILIENCE

*4th-level cerulean*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** S, V

**Duration:** 1 minute

**Learned From:** Creatures with resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't adamantite from (ex. clay golem, flesh golem, iron golem)

For the duration of the spell, you have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't adamantite.

#### MIMIC OBJECT

*3rd-level cerulean*

**Casting Time:** 1 action

**Range:** Self

**Components:** S, V

**Duration:** Concentration, up to 8 hours

**Learned From:** Creatures with the False Appearance (Object Form Only) trait (ex. mimics)

When you cast this spell, you turn into a nonmagical object of your choice that is one size larger than you or smaller. While you are an object, you have resistance to all damage and are indistinguishable from a normal object except by creatures with true sight, *detect magic*, or a similar sense. While an object, you cannot speak, take actions or bonus actions, or use your reaction but you can still use your normal senses to perceive your surroundings.

#### MYCORRHIZA MIND MELD

*1st-level cerulean*

**Casting Time:** 1 action

**Range:** 10 feet

**Components:** S

**Duration:** 1 hour

**Learned From:** Creatures with the Rapport Spores action (ex. myconid sprout, myconid adult)

You release a cloud of psychoactive spores, infecting all creatures within range with an Intelligence of 2 or higher that aren't immune to disease. Infected creatures can communicate with one another telepathically, provided they are within 30 feet of one another. This infection ends when the spell does.

**At Higher Levels.** If you cast this spell using a spell slot of 2nd or 3rd level, the duration of this spell increases to 8 hours. If you cast this spell using a spell slot of 4th level or higher, the duration of this spell increases to 24 hours.

#### PETRIFYING PECK

*1st-level cerulean*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** S

**Duration:** Instantaneous

**Learned From:** Creatures with a melee weapon attack that can inflict petrification status (ex. cockatrices)

When you cast this spell a translucent apparition of a cockatrice appears and attacks one creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d6 piercing damage and its speed is reduced to 0 until the end of its next turn. If this damage reduces a creature to 0 hit points or fewer, it is petrified.

**At Higher Levels.** If you cast this spell using a spell slot of 2nd level, the damage increases by 1d6 for each slot level above 1st.

#### POUNCE

*1st-level cerulean*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

**Learned From:** Creatures with the Pounce trait (ex. lions, tigers, pseudodrakcs)

When you cast this spell, you can move up to your movement speed then make a melee weapon attack. On a hit, you deal 1d8 additional damage and, if you moved 15 feet or more in a direct line towards the creature before making the weapon attack and the creature is one size larger than you or smaller, the creature is knocked prone.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

PSIONIC WAVE  
*4th-level cerulean*

**Casting Time:** 1 action  
**Range:** Self  
**Components:** V, S  
**Duration:** Instantaneous  
**Learned From:** Creatures with the Mind Blast action (ex. mind flayers)

You release a wave of psychic energy in a 30 foot cone. Each creature within the affected area must succeed on an Intelligence saving throw or take 6d8 psychic damage and be stunned until the end of their next turn.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

REGENERATION  
*3rd-level cerulean*

**Casting Time:** 1 bonus action  
**Range:** Self  
**Components:** S  
**Duration:** Concentration, up to 1 minute  
**Learned From:** Creatures with the Regeneration trait (ex. shield guardians, slaad)

When you cast this spell and at the start of each of your turns while the spell persists, you regain 5 hit points.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the healing increases to 10.

SELF-DESTRUCT  
*1st-level cerulean*

**Casting Time:** 1 action  
**Range:** Self  
**Components:** V, S  
**Duration:** Instantaneous  
**Learned From:** Creatures with the Self-Destruct action (ex. boomers)

When you cast this spell, steam and smoke begin to emit from your body. At the start of your next turn you can decide to self-destruct or not. If you self-destruct, you are immediately reduced to 0 hit points and flames erupt from your body. Each creature within 10 feet of you must succeed on a Dexterity saving throw or take fire damage equal to 1d6 + the number of hit points you lost. On a success, creatures take half damage instead.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the fire damage increases by 2d6 for each slot level above 1st.

SPLIT  
*2nd-level cerulean*

**Casting Time:** 1 bonus action  
**Range:** Self  
**Components:** S  
**Duration:** Concentration, up to 1 hour  
**Learned From:** Creatures with the Split reaction (ex. black pudding, ochre jelly)

When you cast this spell, you lose half of your current hit points and create a duplicate of yourself in an unoccupied space within 5 feet of you. Your duplicate's current hit points are equal to your own and it has its own copy of all of your nonmagical equipment and a nonmagical version of each piece of magical equipment you're carrying. You and your duplicate act on the same initiative. Each of you has your own movement but share the same action, bonus action, and reactions on each of your turns. When the spell ends, the duplicate and all copied equipment created with it turn to slime.

STUNNING SPORES  
*4th-level cerulean*

**Casting Time:** 1 action  
**Range:** 10 feet  
**Components:** S  
**Duration:** Concentration, up to 1 minute  
**Learned From:** Creatures with the Pacifying Spores action (ex. myconid adult, myconid sovereign)

Choose a creature that you can see within range. The target must succeed on a Constitution saving throw or be stunned for the duration. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target.

**At Higher Levels.** If you cast this spell using a spell slot of 5th level, you can target one additional creature for each slot level above 4th.

UNDEAD FORTITUDE  
*1st-level cerulean*

**Casting Time:** 1 reaction, when you take damage that isn't radiant or from a critical hit that would reduce you to 0 hit points  
**Range:** Self  
**Components:** V, S  
**Duration:** Instantaneous  
**Learned From:** Creatures with the Undead Fortitude trait (ex. zombies)

When you cast this spell, you must make a Constitution saving throw with a DC of 5 + the triggering damage. On a success, you have 1 hit point instead.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or 4th level, the DC of the saving throw becomes 5 + half the triggering damage. When you cast this spell using a spell slot of 5th level or higher, you automatically succeed on the saving throw.

#### WEAKENING BREATH

*2nd-level cerulean*

**Casting Time:** 1 action

**Range:** Self (30-foot cone)

**Components:** V, S

**Duration:** Instantaneous

**Learned From:** Creatures with the Weakening Breath action (ex. gold dragons)

You exhale a glimmering golden gas. Each creature in a 30-foot cone must succeed on a Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd or 4th level, the size of the cone increases to 60-foot. When you cast this spell using a spell slot of 5th level or higher, the size of the cone increases to 90-foot.

#### WINGED FLIGHT

*3rd-level cerulean*

**Casting Time:** 1 action

**Range:** Self

**Components:** S

**Duration:** 1 hour

**Learned From:** Creatures with a Fly speed (ex. dragons, flying snakes, ravens)

When you cast this spell, wings sprout from your back, damaging any garments you might be wearing that can't accommodate them. The appearance of these wings is determined by the creature you learned this spell from observing (if you learned it from a dragon your wings are leathery, if you learned it from a raven your wings are feathered, etc). You gain a flying speed of 30 feet for the duration of the spell.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the duration increases to 8 hours and the flying speed increases to 60 feet.