

SANCTUM SPELLS



Mystical Fortifications for PCs and DMs alike

SANCTUM SPELLS

DEFENDING YOUR LAIRS, STRONGHOLDS, AND TEMPLES

Introduction: Lair actions are particularly brilliant and under utilized piece of design space in 5th Edition. This book seeks to expand out some general options for both PCs and NPCs to gain access to spells and effects that can grant lair actions. Thematically, challenging a powerful spellcaster in his domain is a dangerous and risky endeavor, but there are very few built-in rules to represent this.

A LIBRUM OF SORCERIES, ENCHANTMENTS, AND CHARMS FOR YOUR SANCTUM

BY CHRISTOPHER DORNAN



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THE SANCTUM

It is a dangerous thing to confront a wizard in his tower, the druid in a pristine grove, or a priest in a temple to his god. A spellcaster when attuned to a place of power, is a mighty foe indeed. Unfortunately, there are no mechanics to represent this in the core rules. The purpose of this supplement is to lay out some general themes and mechanics to provide a framework for your games to represent the strength the attuned can draw from shrines, temples, nodes, cairns, ley lines, and other sources of external power and mystical might. Sanctum Spells represent this by granting lair actions or legendary actions to your spellcasters while they are within their strongholds.

USES IN A CAMPAIGN

There are several different reasons you might consider including Sanctum Spells in your campaign. The primary one will be as a way to fortify your Big Bad Evil Guy spellcasters. Adventurers are usually the ones on offense, and when fighting in an organized and tactical manner, they can level positively ridiculous amounts of damage at single targets even at lower levels of play. And assuming your spellcaster survives to even take his first turn, a single action is often not enough to threaten a party.

Sanctum Spells supply a ready made option to add durability and action economy to your major villains by providing a both a template, and a thematic in game explanation for the source of their power. And if special locations can grant powerful abilities, it also creates ready made plots for a crafty Dungeon Master to use, as there will always be factions squabbling over sources of power.

While there is nothing stopping an enterprising DM seeking better balance in combat encounters from simply adding these abilities to existing spellcasters without the explanation for their source, it is often beneficial for a campaign setting to have a valid explanation for such power as immersion often benefits from the feeling that both the PCs and the NPCs loosely play by the same rules. It also provides a new potential reward for DMs to provide their players: places of power to claim for themselves.

And by offering such a reward, you have also introduced potential plot hooks and quests for the future, as the PCs now have locations important to them that may require defending.

EFFECTS ON CHALLENGE RATING

Generally speaking, all of the spells included here are intended to raise the challenge rating of your NPC by 1 to 2. While these options often increase the durability of a spellcaster significantly over prolonged encounters, relatively few encounters actually last that long. The real boost comes in the form of action economy, given your villains more opportunities to drop interesting and fearsome powers in a shorter time span.

EFFECTS ON GAME BALANCE

In the overwhelming majority of adventuring scenarios, it is the adventuring party that is playing offense. Save the princess. Loot the dungeon. Explore the ruin. Chase the bad guy. And so on. Almost all of these scenarios involve the PCs being the active party, they are the ones adventuring after all.

Thusly, there is a very small possibility that including these spells in your game will disrupt class balance, simply because the casting time and requirement to attune to a place of power leaves control of when the party can use these abilities entirely in the hands of the DM. In well over 99% of adventuring scenarios, it will be absolutely irrelevant if a party has access to Sanctum Spells.

In defensive scenarios on the other hand, these spells are unapologetically unbalanced. It is highly encouraged that DMs make use of this fact rather than retreat from it when designing encounters involving the PCs defending their Sanctum. It is their home base, their place of power, and they have the defensive advantage. Sanctum spells feeling powerful is not necessarily a bad thing.

Variety is the spice of life, and a proper siege should allow all classes the opportunity to shine, even with Sanctum spells included in your game. Martial classes should be leading your militia and common folk. Rogues should be setting traps and priming ambushes. And spellcasters should be preparing big flashy defensive rituals.

SANCTUM SPELLS

Sanctum spells are rituals of a grand nature that forge a bond between the caster and an external, usually immobile, source of mystical power. Such places of power are almost always obviously mystical in nature, with blatant effects on the surrounding landscapes.

PLACES OF POWER

The exact form a place of power takes is entirely up to the DM, but it is recommended that they be stark and imposing settings, leaving little doubt as to the raw power that courses through their very foundations. Examples could include:

- An elemental conflux allowing the energies of the elemental plane of fire to seep into the mortal realms.
- The heart of a great forest, a place so ancient that the immortal lords of the fey have crafted ley lines passing through its heart.
- A small tropical atoll with unnaturally large trees and jagged cliffs that in actuality lies on the back of a massive hibernating sea turtle.
- An abandoned keep where the unmarked graves of tens of thousands lie, nameless and forgotten, the cause they fought for lost to the ages with only the haunted and corrupted waste remaining to mark their passing.

Regardless of the specific form the place of power takes, a few general themes should probably be set as guidelines. A Sanctum Spell should not be used to bind a spellcaster to just any place of power. The essence of a place defines how its power may be used.

A cursed graveyard would be ideal for a necromantic Sanctum spell. Attempting to do use the same spell to bind a fertile oasis, a font of life and vitality, would require despoiling and destroying it first. Likewise, attempting to create a Sanctum of life and light out of a corrupted wasteland would require replanting and purifying the region first.

Some places may bound to multiple different kinds of Sanctum Spells. A windswept volcano on an island atoll, overgrown with vibrant trees could easily be bound by druidic magics or any of the four elements. With a desolate glacier on the other hand, there may be nothing a caster can do to attune it to become the focus for a fire aligned Sanctum. Final adjudication, as always, is up to the DM, but following common sense and erring on the side of generosity is encouraged.

One last thing to consider: most such places of power also have features and resources that even those not seeking to craft a Sanctum may be interested in. Life-aligned Sanctums are often surrounded by incredibly fertile lands that teem with life and vibrancy. Crops grow unnaturally fast, diseases and plagues always seem to bypass such places. Wild and overgrown forest Sanctums may attract all manner of rare and exotic flora and fauna, example treasures might include giant bees whose honey can be brewed into meads that mimic magical potions. Elemental sanctums have rich veins of crystals and ores. And so on. It is not just rival spellcasters that may seek to steal away such treasures.

UNIVERSAL SANCTUM MECHANICS

There are a couple of key differences between how Sanctum Spells and regular spells operate, because of the nature of the link between the spell caster and the place of power he seeks to claim.

THE FOCUS

First, the focus of a Sanctum Spell must be at least Medium size and prominently displayed within the Sanctum. If it is fully obscured or behind total cover, such as an altar buried and encased fully in stone and rock, the spell will cease to function. Symbolism is a key feature of a claimed Sanctum, its true nature is extremely difficult to hide or obscure. The nature of how this is expressed will vary according to the nature of the Sanctum. One dedicated to the dark gods might have wisps of shadow bleeding off it as if smoke, whereas one dedicated to healing and protection might be eternally highlighted in a ray of light from high above.

Furthermore all foci for a Sanctum have an AC of 17, and 50 hit points (100 at mid tier, 150 at the highest tier.) If a focus is destroyed, the Sanctum Spell's duration is reduced to 1 minute.

THE CLAIMING OF A SANCTUM

The magical power granted by a Sanctum is not unlimited. Only one spellcaster at a time may claim a Place of Power. Claiming a Place of Power by casting a Sanctum Spell dispels any other Sanctum Spell drawing power from it.

DISPELLING A SANCTUM SPELL

Sanctum Spells are incredibly resistant to being dispelled. They can not be affected by *Dispel Magic* unless it is cast at least 7th level (8th for mid tier, 9th at the highest tier) or the Focus has been destroyed.

RITUAL MAGIC

Sanctum Spells count as Rituals. While this cannot reduce the casting time, which remains 24 hours regardless, it is important for the purposes of abilities that allow you to learn Rituals such as the Warlock's Book of Ancient Secrets.



GREATER SANCTUMS

Particularly powerful Places of Power may have additional effects when a spellcaster binds them with a Sanctum Spell.

LEGENDARY RESISTANCE

The spellcaster gains Legendary resistance while within the Sanctum, usable 1 / 2 / 3 times per day depending on which tier the spell is cast at.

LEGENDARY ACTIONS

It is possible that the spellcaster may gain 1 (for lesser and medium tier castings) or 2 (for highest tier castings) Legendary Actions that be used for any of the Sanctum spell's actions instead of using them with a Lair action. Be careful with allowing this with certain abilities (such as ones that gain temporary hit points), as it may be far stronger than intended.

SANCTUMS AND EXISTING LAIR ACTIONS

The use of a Sanctum spell grants additional options for a creature in regards how it would like to use its Lair Action. It does not grant an additional Lair action per turn.

CASTING MULTIPLE SANCTUM SPELLS

A location can only ever support one casting of a Sanctum Spell concurrently. A spellcaster may be the master of multiple Sanctums at once, however he only gains the benefits from whichever Sanctum he happens to be within at the time.

OTHER USES AND BALANCE NOTES

The primary purpose Sanctum Spells serve is to toughen up a NPC so that they are more versatile threat and have a more flexible action economy to confront the adventuring party. As such there are several things you should consider:

USE THEM AS A TEMPLATE

There is nothing saying you have to treat these as spells. You can simply treat this book as a list of thematic templates to increase the challenge of any foe the PCs might face. There is nothing at all stopping a DM from dropping the *Sanctum of Necromancy* spell on a wraith as a template to make it a greater challenge and a unique fight. Things to consider when doing so:

- Consider whether or not you wish to apply the actions as Lair actions or grant the creature them as Legendary actions instead
- Consider whether or not to grant the creature between 1 and 3 uses of Legendary Resistance.
- Try to maintain a coherent theme to what kind of template you are applying to a creature. Giving a **Balor** or other demon access to the abilities of *Concecration of Light* will seem inappropriate without a very convincing in-game explanation.
- Creatures with Legendary actions are meant to be rare, and work best thematically as a set piece in the climax of an adventure, not to be used as random encounters.

USE THEM SPARINGLY

On that note, if every bad guy is special, none of them are special. Likewise, if every single village, goblin camp, roadside shrine, and inn hosts a Sanctum or a Place of Power capable of being bound to one, they will not feel special when your adventuring party encounters one. They are meant to be a rare and coveted resource, the type of thing that powerful priests and mages might wage open war over.

POLITICS AND THE BALANCE OF POWER

While it is possible for some Places of Power to be lost and forgotten, the grand majority of them are going to be claimed by someone. Allies of the party may control Sanctums as well, and are a good way to introduce them to the party before throwing a powerful NPC spellcaster at them as an antagonist.

THEY ARE NOT INTENDED TO BE FAIR

They are specifically designed to make an encounter far more difficult. Some Sanctum Spells are easily worth a 1 to 2 level increase in Challenge Rating. Sanctum Spells are purposefully imbalanced, but done so in a way that should almost never disrupt party balance when the PCs inevitably get a hold of one.

OTHER MEANS OF DEFENSE

A Sanctum spell is almost never the only method used to defend a Place of Power. Mechanical traps, *glyph of warding*, minions, and every other variety of defensive spell and enchantment, these are all likely to be used to fortify and protect a Sanctum.

SPELLS

This section lists each of the Sanctum Spells and their effects, beginning with a list of which spells each class has access to by default, and following with the detailed abilities of each spell in alphabetical order.

SPELL LISTS

BARD SPELLS

3RD LEVEL

Sanctum of Divination
Sanctum of Enchantment
Sanctum of Illusion

CLERIC SPELLS

3RD LEVEL

Consecration of the Faithful
Consecration of the Light
Consecration of the Night
Consecration of the Profane

DRUID SPELLS

3RD LEVEL

Circle of the Claw
Circle of the Seed
Dominion of the Flame

Dominion of the Sea
Dominion of the Stone
Dominion of the Storm

PALADIN SPELLS

3RD LEVEL

Consecration of the Faithful
Consecration of the Light
Consecration of the Night
Consecration of the Profane

RANGER SPELLS

3RD LEVEL

Circle of the Claw
Circle of the Seed

SORCERER SPELLS

3RD LEVEL

Dominion of the Flame

Dominion of the Sea
Dominion of the Stone
Dominion of the Storm
Sanctum of Abjuration
Sanctum of Conjunction
Sanctum of Divination
Sanctum of Enchantment
Sanctum of Evocation
Sanctum of Illusion
Sanctum of Necromancy
Sanctum of Transmutation

WARLOCK SPELLS

*Extra Spells Known based on patron.

3RD LEVEL

Sanctum of Abjuration
Sanctum of Conjunction
Sanctum of Divination
Sanctum of Enchantment

Sanctum of Evocation
Sanctum of Illusion
Sanctum of Necromancy
Sanctum of Transmutation

WIZARD SPELLS

3RD LEVEL

Dominion of the Flame
Dominion of the Sea
Dominion of the Stone
Dominion of the Storm
Sanctum of Abjuration
Sanctum of Conjunction
Sanctum of Divination
Sanctum of Enchantment
Sanctum of Evocation
Sanctum of Illusion
Sanctum of Necromancy
Sanctum of Transmutation

BALANCE CONSIDERATIONS

For the classes with a limited number of spells known, such as Bard, Sorcerer, or Warlock, it is suggested that for balance purposes some Sanctum Spells learned do not count against spells known. Give Warlocks 3 Sanctum Spells according to their Patron (List below), and any other class 1 of their choice from their class list.

CLERIC DOMAINS

ARCANA

Sanctum of Abjuration

CITY

--

DEATH

Sanctum of Necromancy

FORGE

Dominion of the Flame

GRAVE

Sanctum of Necromancy

KNOWLEDGE

Sanctum of Divination

LIFE

--

LIGHT

Dominion of the Flame

NATURE

Circle of the Claw
Circle of the Seed

ORDER

Sanctum of Enchantment

PROTECTION

Sanctum of Abjuration

TEMPEST

Dominion of the Storm

TRICKERY

Sanctum of Enchantment
Sanctum of Illusion

WAR

--

WARLOCK PATRONS

A Warlock adds 3 Sanctum spells to their spells known, based on which Patron they have selected.

THE ARCHFEY

Rites of the Seelie Court
Sanctum of Enchantment
Sanctum of Illusion

THE CELESTIAL

Consecration of the Faithful
Consecration of the Light
Sanctum of Abjuration

THE FIEND

Consecration of the Profane
Rites of the Infernal Below
Dominion of the Flame

THE GREAT OLD ONE

Consecration of the Night
Rites of the Stars Beyond
Sanctum of Divination

THE HEXBLADE

Consecration of the Faithful
Sanctum of Abjuration
Sanctum of Necromancy

THE UNDYING

Sanctum of Abjuration
Sanctum of Divination
Sanctum of Necromancy



CIRCLE OF THE CLAW

3rd-level Transmutation (ritual, sanctum)

Casting Time: 24 hours

Range: Personal

Components: V, S, M (focus worth at least 2,000 gp, such as a carved totem or sacred altar, no smaller than Medium size)

Duration: Permanent

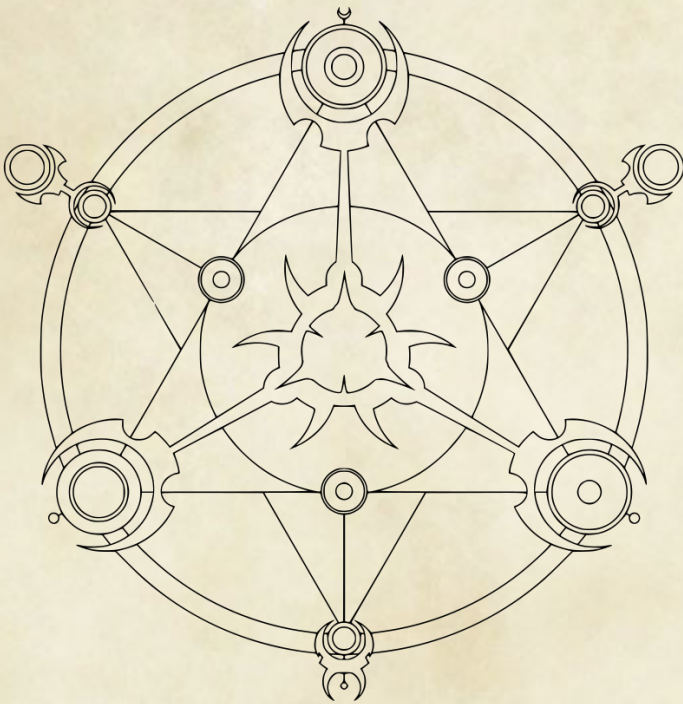
Raw animalistic fury and strength floods through them as they attune to the call of the wild. They seize control of the place of power, replacing any prior masters. While they are within their Sanctum, they gain access to the following lair actions at their first tier.

At Higher Levels. If you cast this spell using a higher spell slot, use the middle tier (5th level), or the final tier (7th level). Alternatively, instead of upgrading to a higher tier, you can allow 2 (6th level) or 4 (8th level) additional creatures of your choice to gain the benefits of the first tier:

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the caster can take a lair action to cause one of the following magical effects; the caster can't use the same effect two rounds in a row:

- The spellcaster fortifies their life force with the energy of the land, drawing it in and gaining 15 / 25 / 40 temporary hit points.
- The spellcaster may make a Wisdom (Perception) check with Advantage as if using the senses and line of sight of every Beast within 60 / 120 / 240 feet.
- The spellcaster may cast *Conjure Animals* at 3rd / 5th / 7th level without using a spell slot. The beasts summoned act on initiative count 20 (losing initiative ties), and must remain within 120 ft. of the spellcaster.
- The spellcaster gains a either a climb or swim speed of 30 / 60 / 90 ft. until the following initiative count of 20, and may immediately move up to their speed without provoking attacks of opportunity.



CIRCLE OF THE CLAW

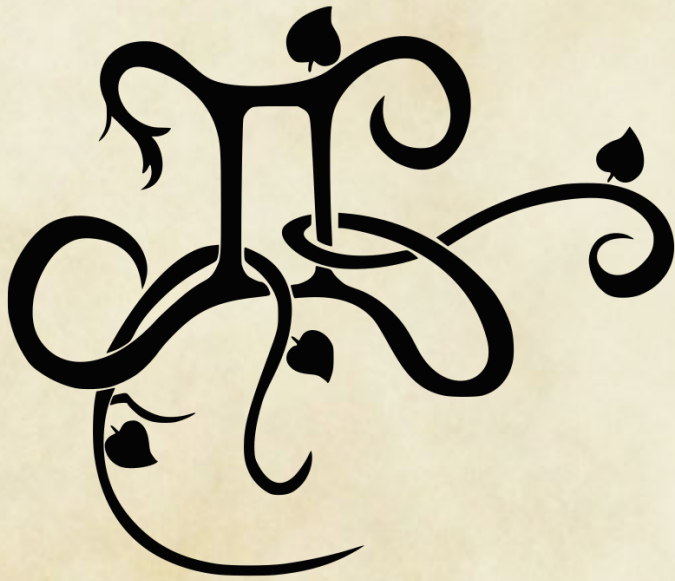
These Sanctums are often founded in the raw and untamed wilds of the world. Places civilization has left untouched, where the taste of violence hangs in the air, places where the predators roam, the prey takes flight, and the great circle of life continues as it has since the dawn of time unabated.

Prime examples would be a group of standing stones on a cliffside overlooking a vast savanna or prairie. Eagles and vultures circling above, vast herds of wild beasts grazing, and the scent of blood in the air as their stalkers move quietly through the grass, waiting for the opportunity to strike.

CIRCLE OF THE SEED

These Sanctums are usually founded in places overgrowing with natural life. Long before one can lay sight upon the Sanctum itself, you notice the abundance of life. The vitality coursing through the land itself, the fertility and health that seems to linger in the air. They are places of great calm and contemplation, serenity itself made manifest in the natural order.

An oasis in the middle of the desert. The heart of an ancient and mysterious forest. A coral reef and atoll along a desolate archipelago. All of these would be perfect candidates to host a Place of Power capable of binding such power.



CIRCLE OF THE SEED

3rd-level Transmutation (ritual, sanctum)

Casting Time: 24 hours

Range: Personal

Components: V, S, M (focus worth at least 2,000 gp, such as a carved totem or sacred altar, no smaller than Medium size)

Duration: Permanent

The strength of the woodlands flows into the caster. They seize control of the place of power, replacing any prior masters. While they are within their Sanctum, they gain access to the following lair actions at their first tier.

At Higher Levels. If you cast this spell using a higher spell slot, use the middle tier (5th level), or the final tier (7th level). Alternatively, instead of upgrading to a higher tier, you can allow 2 (6th level) or 4 (8th level) additional creatures of your choice to gain the benefits of the first tier:

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the caster can take a lair action to cause one of the following magical effects; the caster can't use the same effect two rounds in a row:

- The spellcaster makes up to 2 / 3 / 4 attacks with the *Thorn Whip* cantrip using any tree, shrub, or vine within 120 feet as the origin of effect. Each attack must have a different target and origin.
- An area of ground in a 20 / 40 / 80 foot square with 120 feet of the spellcaster becomes overgrown with bushes and vines, becoming difficult terrain until initiative count 10 on the round after next.
- A wall of brambles and wood 20 / 40 / 60 feet in length and 10 feet high grows at any point within 120 ft. If a creature is in the path of the wall, it is pushed to a side of your choice. Each 5 x 5 section of the wall has 15 / 25 / 40 hit points, and is vulnerable to slashing and fire damage. The wall persists until the initiative count 10 on the round after next.
- An explosion of pollen and rot explodes in a cloud with a 10 / 20 / 40 foot radius centered on a point within 90 ft. The effects of this cloud are identical to the *Stinking Cloud* spell except that the cloud disperses on initiative count 10 on the next round.

CONSECRATION OF THE FAITHFUL

3rd-level Evocation (*ritual, sanctum*)

Casting Time: 24 hours

Range: Personal

Components: V, S, M (focus worth at least 2,000 gp, such as a holy reliquary, statue, or sacred altar, no smaller than Medium size)

Duration: Permanent

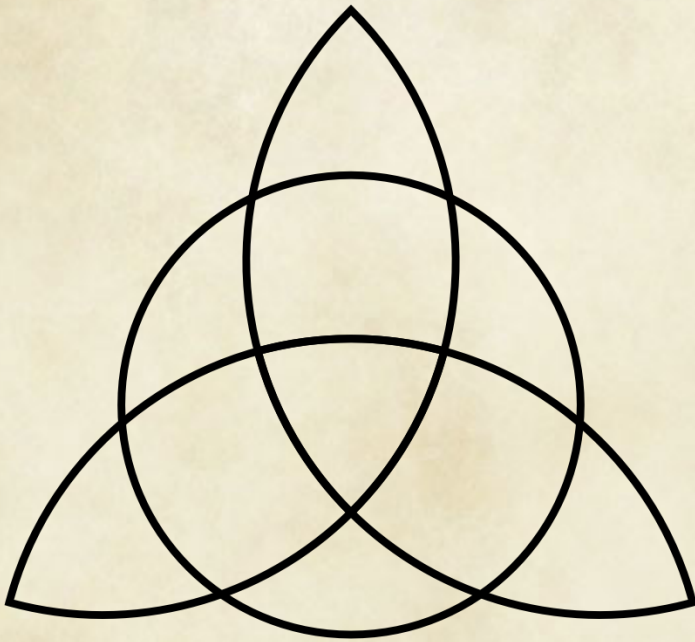
The grace of their god flows through the caster, fortifying them. They seize control of the place of power, replacing any prior masters. While they are within their Sanctum, they gain access to the following lair actions at their first tier.

At Higher Levels. If you cast this spell using a higher spell slot, use the middle tier (5th level), or the final tier (7th level). Alternatively, instead of upgrading to a higher tier, you can allow 2 (6th level) or 4 (8th level) additional creatures of your choice to gain the benefits of the first tier:

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the caster can take a lair action to cause one of the following magical effects; the caster can't use the same effect two rounds in a row:

- The spellcaster may cast the *Sacred Flame* cantrip up to 1 / 2 / 3 times, targeting a different creature with each casting.
- The spellcaster may cast *Bless* at 1st / 3rd / 5th level without using a spell slot.
- The spellcaster may cast *Cure Wounds* at 2nd / 4th / 6th level without using a spell slot.
- The spellcaster may cast *Detect Evil and Good* with the range increased to 60 / 120 / 240 feet, and then make a Wisdom (Perception) check.



CONSECRATION OF THE FAITHFUL

These Sanctums find home in places considered most holy and sacred by the followers of benevolent gods and righteous causes. Surrounded by an aura of calm and conviction, these places inspire awe and reverence.

A towering Cathedral where the faithful have gathered for centuries, dedicating said hallowed grounds to their god with prayer and sacrifice. A remote mountaintop shrine holding the tomb of a fallen saint or champion of righteousness. A sacred spring that overflows with purified water. Any of these could host such a Sanctum.

CONSECRATION OF THE LIGHT

Sanctums dedicated to the light are almost always found above the ground and with clear line of sight to the sun and stars. Surrounded by life, people, and vitality. While not necessarily aligned to good, they are usually aligned to law.

Wide open spaces beneath the endless sky, temples reaching to the heavens themselves with stained glass windows bringing down a myriad spectrum upon the supplicants gathered below. The crest of a mountain peak, touched by the rays of the morning light. All of these could host such a Sanctum.



CONSECRATION OF THE LIGHT

3rd-level Evocation (ritual, sanctum)

Casting Time: 24 hours

Range: Personal

Components: V, S, M (focus worth at least 2,000 gp, such as a holy reliquary, statue, or sacred altar, no smaller than Medium size)

Duration: Permanent

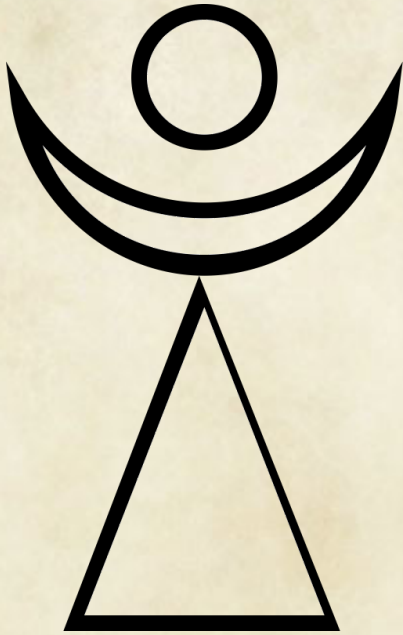
The power of light floods around the caster, filling them with strength and power. They seize control of the place of power, replacing any prior masters. While they are within their Sanctum, they gain access to the following lair actions at their first tier.

At Higher Levels. If you cast this spell using a higher spell slot, use the middle tier (5th level), or the final tier (7th level). Alternatively, instead of upgrading to a higher tier, you can allow 2 (6th level) or 4 (8th level) additional creatures of your choice to gain the benefits of the first tier:

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the caster can take a lair action to cause one of the following magical effects; the caster can't use the same effect two rounds in a row:

- The spellcaster may cast the *Word of Radiance* cantrip, originating from any square with 120 ft. The burst range is increased to 10 / 20 / 30 feet.
- The spellcaster may cast *Daylight* at 3rd / 5th / 7th level without using a spell slot.
- The spellcaster may cast *Blindness* at 2nd / 4th / 6th level without using a spell slot. The effect lasts until initiative count 20 on the next round.
- The spellcaster may cast *Clairvoyance*, creating 1 / 2 / 3 sensors.



CONSECRATION OF THE NIGHT

Sanctums dedicated to the night are often found in places where vision is oft obscured. While not necessarily inherently evil, they are often places that are not welcoming to civilization and aligned to the wilds and chaos.

Mist shrouded valleys, deep forests, labyrinthine caves, and arctic wastes untouched by the sun for months at a time could all be potential locations for such a Sanctum.

CONSECRATION OF THE NIGHT

3rd-level Evocation (ritual, sanctum)

Casting Time: 24 hours

Range: Personal

Components: V, S, M (focus worth at least 2,000 gp, such as a holy reliquary, statue, or sacred altar, no smaller than Medium size)

Duration: Permanent

The power of darkness surrounds the caster, strengthening them. They seize control of the place of power, replacing any prior masters. While they are within their Sanctum, they gain access to the following lair actions at their first tier.

At Higher Levels. If you cast this spell using a higher spell slot, use the middle tier (5th level), or the final tier (7th level). Alternatively, instead of upgrading to a higher tier, you can allow 2 (6th level) or 4 (8th level) additional creatures of your choice to gain the benefits of the first tier:

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the caster can take a lair action to cause one of the following magical effects; the caster can't use the same effect two rounds in a row:

- The spellcaster may cast the *Toll the Dead* cantrip up to 1 / 2 / 3 times targeting a different creature with each casting.
- The spellcaster may cast *Darkness* at 2nd / 4th / 6th level without using a spell slot. The spellcaster may see normally in darkness, both magical and nonmagical, out to 120 ft until initiative count 20 on the round after next.
- If in dim light or darkness, the spellcaster may cast *Dimension Door* without using a spell slot, exiting in a square that is also in dim light or darkness.
- The spellcaster is shrouded in wisps of darkness. Until initiative count 20 on the next round, all ranged attacks targeting them have disadvantage.

CONSECRATION OF THE PROFANE

Places steeped in blood and suffering, the choking aura of malevolence emanating in waves that drain the very color and joy from the world. Palpable terror clinging to the back of one's throat with every breath, there is little question that evil pervades the very core of such a place.

The blood stained grotto where centuries of death and pain have soaked into the very earth. The remnants of a battlefield desecrated and long forgotten, where only the bones serve to mark the passing of countless nameless and lost souls. A hidden shrine in the bowels of a dungeon that has served witness to the torture and execution of countless alleged enemies of the state. A fouled mire, polluted by arcane corruption stemming from countless alchemical experiments, or worse. Any of these could serve as such a Sanctum.



CONSECRATION OF THE PROFANE

3rd-level Evocation (ritual, sanctum)

Casting Time: 24 hours

Range: Personal

Components: V, S, M (focus worth at least 2,000 gp, such as a holy reliquary, statue, or sacred altar, no smaller than Medium size)

Duration: Permanent

Vile magics and power pour into the caster, filling them with strength and power. They seize control of the place of power, replacing any prior masters. While they are within their Sanctum, they gain access to the following lair actions at their first tier.

At Higher Levels. If you cast this spell using a higher spell slot, use the middle tier (5th level), or the final tier (7th level). Alternatively, instead of upgrading to a higher tier, you can allow 2 (6th level) or 4 (8th level) additional creatures of your choice to gain the benefits of the first tier:

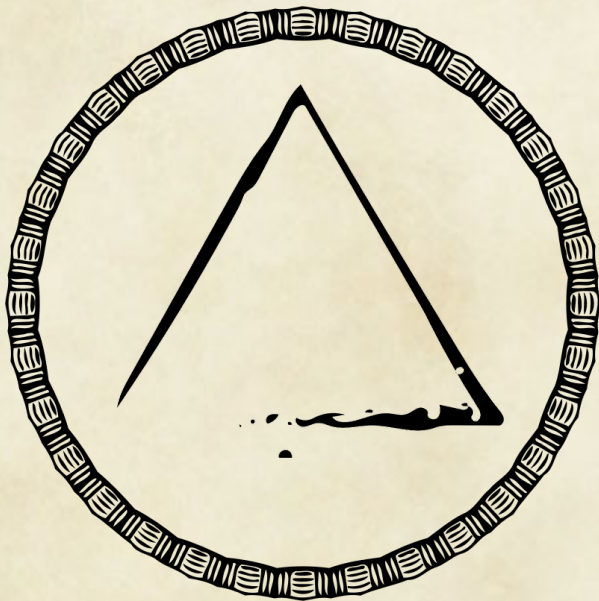
LAIR ACTIONS

On initiative count 20 (losing initiative ties), the caster can take a lair action to cause one of the following magical effects; the caster can't use the same effect two rounds in a row:

- The spellcaster may make a ranged spell attack targeting up to 1 / 2 / 3 creatures within 120 feet. Creatures hit take 10 (3d6) necrotic damage, and the spellcaster gains temporary hit points equal to the damage dealt.
- The spellcaster may cast *Bane* at 2nd / 4th / 6th level without using a spell slot.
- The spellcaster may target 1 / 2 / 3 creatures who make a Charisma saving throw against the spellcaster's spell save DC. On a failure, the creatures gain vulnerability to a damage type of the spellcaster's choice until initiative count 20 on the round after next.
- The spellcaster may target a point with 120 feet, the area in a 15 / 25 / 40 foot burst emanating from that point is filled with fiendish spirits as if summoned by a *Spirit Guardians* spell until initiative count 20 on the following round. Enemies have their speed halved with the area and on first entering the area or starting their turn there must roll a Wisdom save, on a failure taking 13 / 17 / 22 (3d8 / 4d8 / 5d8) necrotic damage, or half as much on a success.

DOMINION OF THE FLAME

Sanctums aligned to flame are found in places with strong elemental attunements. Live volcanos, hot springs, scorched wastelands and dunes. Any place the tang of sulphur and char hangs in the air can serve to found such a Sanctum.



DOMINION OF THE FLAME

3rd-level Conjuration (ritual, sanctum)

Casting Time: 24 hours

Range: Personal

Components: V, S, M (focus worth at least 2,000 gp, such as a brazier, altar, or massive crystalline shard no smaller than Medium size)

Duration: Permanent

Elemental magics flow through the caster filling them with the power of fire. They seize control of the place of power, replacing any prior masters. While they are within their Sanctum, they gain access to the following lair actions at their first tier.

At Higher Levels. If you cast this spell using a higher spell slot, use the middle tier (5th level), or the final tier (7th level). Alternatively, instead of upgrading to a higher tier, you can allow 2 (6th level) or 4 (8th level) additional creatures of your choice to gain the benefits of the first tier:

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the caster can take a lair action to cause one of the following magical effects; the caster can't use the same effect two rounds in a row:

- The spellcaster may cast the *Produce Flame* cantrip up to 1 / 2 / 3 times, each time targeting a different creature.
- The spellcaster may cast *Conjure Minor Elementals* at 4th / 6th / 8th level without using a spell slot. The elementals summoned must be fire aspected. They act on initiative count 20 (losing initiative ties), and must remain within 120 ft. of the spellcaster.
- The spell caster may create a barrier of flame. This ability acts like the *Wall of Fire* spell cast at 5th / 7th / 9th level without using a spell slot, except that it does not require concentration and persists until initiative count 20 on the round after next.
- The spellcaster draws elemental fire into their being. They gain 20 / 40 / 60 temporary hit points, and until the temporary hit points are depleted the spellcaster gains resistance to fire damage and vulnerability to cold damage.



DOMINION OF THE SEA

Freezing mists, towering glaciers, an oasis in the sands. A coral reef surrounded by crystals of sapphire spiraling up from beneath the waves. A temple on a thin cliffside precipice surrounded by waterfall on both sides. Anyplace where, even in the air, you can feel the surf upon your face and taste dew in the back of your throat, can host an conflux of elemental energies appropriate for a Sanctum aligned to water.

DOMINION OF THE SEA

3rd-level Conjururation (ritual, sanctum)

Casting Time: 24 hours

Range: Personal

Components: V, S, M (focus worth at least 2,000 gp, such as a scrying pool, altar, or massive crystalline shard no smaller than Medium size)

Duration: Permanent

Elemental magics flow through the caster filling them with the power of water. They seize control of the place of power, replacing any prior masters. While they are within their Sanctum, they gain access to the following lair actions at their first tier.

At Higher Levels. If you cast this spell using a higher spell slot, use the middle tier (5th level), or the final tier (7th level). Alternatively, instead of upgrading to a higher tier, you can allow 2 (6th level) or 4 (8th level) additional creatures of your choice to gain the benefits of the first tier:

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the caster can take a lair action to cause one of the following magical effects; the caster can't use the same effect two rounds in a row:

- The spellcaster may cast the *Ray of Frost* cantrip up to 1 / 2 / 3 times, each time targeting a different creature.
- The spellcaster may cast *Conjure Minor Elementals* at 4th / 6th / 8th level without using a spell slot. The elementals summoned must be water aspected. They act on initiative count 20 (losing initiative ties), and must remain within 120 ft. of the spellcaster.
- The spell caster may create a barrier of water. This ability acts like the *Wall of Water* spell and is cast without using a spell slot. The length of the wall is 30 / 60 / 90 feet, or if cast as a ring has a radius of up to 20 / 30 / 40 feet. It does not require concentration and persists until initiative count 20 on the round after next.
- The spellcaster draws elemental water into their being. They gain 20 / 40 / 60 temporary hit points, and until the temporary hit points are depleted the spellcaster gains resistance to cold damage and vulnerability to fire damage.

DOMINION OF THE STONE

Stone and dust, sand and silt, mud and magma, crystal and ore. From towering peaks overlooking the lands with view unobstructed horizon to horizon, to caverns and caves without bottom or end, any place the elemental energies gather about stone and edifice can host such a Sanctum.



DOMINION OF THE STONE

3rd-level Conjuration (ritual, sanctum)

Casting Time: 24 hours

Range: Personal

Components: V, S, M (focus worth at least 2,000 gp, such as a obelisk, altar, or massive crystalline shard no smaller than Medium size)

Duration: Permanent

Elemental magics flow through the caster filling them with the power of earth. They seize control of the place of power, replacing any prior masters. While they are within their Sanctum, they gain access to the following lair actions at their first tier.

At Higher Levels. If you cast this spell using a higher spell slot, use the middle tier (5th level), or the final tier (7th level). Alternatively, instead of upgrading to a higher tier, you can allow 2 (6th level) or 4 (8th level) additional creatures of your choice to gain the benefits of the first tier:

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the caster can take a lair action to cause one of the following magical effects; the caster can't use the same effect two rounds in a row:

- The spellcaster may immediately cast and make 2 / 4 / 6 ranged spell attacks as if using the *Magic Stone* cantrip.
- The spellcaster may cast *Conjure Minor Elementals* at 4th / 6th / 8th level without using a spell slot. The elementals summoned must be earth aspected. They act on initiative count 20 (losing initiative ties), and must remain within 120 ft. of the spellcaster.
- The spellcaster may conjure pillars of stone from the earth as if casting the spell *Bones of the Earth* without using a spell slot, however the caster may only summon 2 / 4 / 6 pillars, and they deal 2d6 / 4d6 / 6d6 bludgeoning damage. The pillars remain until initiative count 20 on the round after next, and then they crumble into rubble.
- The spellcaster draws elemental earth into their being. They gain 20 / 40 / 60 temporary hit points, and until the temporary hit points are depleted the spellcaster gains resistance to acid damage and vulnerability to lightning and thunder damage.



DOMINION OF THE STORM

Almost never found underground, but rather in places where the winds scream with ferocity untamed, the storms on the horizon always seem to be closing in, and shiver of anticipation as the hairs on the back of your neck rise in response to the coming thunder and lightning, these Sanctums are found such conditions. Floating islands, and windswept dunes. Towering mountain peaks, and canyons that channel a seemingly benign crosswind can roar into a

DOMINION OF THE STORM

3rd-level Conjuraton (ritual, sanctum)

Casting Time: 24 hours

Range: Personal

Components: V, S, M (focus worth at least 2,000 gp, such as a censer, thurible, altar, or massive crystalline shard no smaller than Medium size)

Duration: Permanent

Elemental magics flow through the caster filling them with the power of earth. They seize control of the place of power, replacing any prior masters. While they are within their Sanctum, they gain access to the following lair actions at their first tier.

At Higher Levels. If you cast this spell using a higher spell slot, use the middle tier (5th level), or the final tier (7th level). Alternatively, instead of upgrading to a higher tier, you can allow 2 (6th level) or 4 (8th level) additional creatures of your choice to gain the benefits of the first tier:

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the caster can take a lair action to cause one of the following magical effects; the caster can't use the same effect two rounds in a row:

- The spellcaster may immediate cast the *Shocking Grasp* cantrip up to 1 / 2 / 3 times, targeting a different creature each time.
- The spellcaster may cast *Conjure Minor Elementals* at 4th / 6th / 8th level without using a spell slot. The elementals summoned must be air aspected. They act on initiative count 20 (losing initiative ties), and must remain within 120 ft. of the spellcaster.
- The spellcaster may shape the very air around him at will. Immediately cast *Wind Wall* with a length of 50 / 100 / 150 feet. Additionally the spell caster may cast *Gust of Wind* once as a Reaction (without requiring Concentration) before initiative count 20 on the turn after next, pushing creatures affected back 15 / 30 / 45 feet. The *Gust of Wind* spell ends on the following initiative count of 20, and does not require Concentration.
- The spellcaster draws elemental air into their being. They gain 20 / 40 / 60 temporary hit points, and until the temporary hit points are depleted the spellcaster gains resistance to lightning and thunder damage and vulnerability to acid damage.

rites of the infernal below

Order at any cost. Serve or be destroyed. These Sanctums are oft founded in places with histories stretching into ages beyond memory of tyranny and suffering. Where the strong rule, the weak obey, and the law is twisted to serve those clever and sinister enough to navigate the byzantine web of alliances and treacheries needed to thrive in such a place.

While rebellion against such evil is oft inevitable, the very nature of the miasma and spiritual corruption emanating from such a place combined with the means necessary to overthrow such rulers, inevitably corrupts the overwhelming majority of such endeavors. And the end result? New boss same as the old.



rites of the infernal below

3rd-level Conjuration (ritual, sanctum)

Casting Time: 24 hours

Range: Personal

Components: V, S, M (focus worth at least 2,000 gp, such as a statue, altar, or massive crystalline shard no smaller than Medium size)

Duration: Permanent

The caster dedicates this font of power to their patron, receiving their blessings in return. They seize control of the place of power, replacing any prior masters. While they are within their Sanctum, they gain access to the following lair actions at their first tier.

At Higher Levels. If you cast this spell using a higher spell slot, use the middle tier (5th level), or the final tier (7th level). Alternatively, instead of upgrading to a higher tier, you can allow 2 (6th level) or 4 (8th level) additional creatures of your choice to gain the benefits of the first tier:

lair actions

On initiative count 20 (losing initiative ties), the caster can take a lair action to cause one of the following magical effects; the caster can't use the same effect two rounds in a row:

- The spellcaster may cast *Burning Hands* at 1st / 3rd / 5th level without burning a spell slot.
- The spellcaster may summon either 8 / 16 / 24 **lemures**, 2 / 4 / 6 **imps**, or 1 / 2 / 3 **spined devils**. This ability requires Concentration. They act on initiative count 20 (losing initiative ties), and must remain within 120 ft. of the spellcaster.
- The spellcaster draws strength from the blessings of their patron, gaining 15 / 25 / 40 temporary hit points. If they have the *Fiendish Vigor* invocation, they instead gain 25 / 40 / 60 temporary hit points.
- The spellcaster may cast *Darkness* at 2nd / 4th / 6th level filling up to a 15 / 25 / 40 foot radius sphere.



rites of the Seelie Courts

Eldritch, ancient, foreboding, and mysterious. Sanctums dedicated to Seelie Courts are the type of things that inspire all of the darker and more sinister Faerie Tales. They are places where your senses cannot be trusted, where illusion and enchantment hang in the very air. The shadows are deeper and full of terror, the lights almost blinding in their beauty and brilliance.

Such Sanctums are found in places older than civilization, yet somehow maintaining the veneer of civility. Forests ancient with golden towers. Mountains foreboding dotted with ancient ruins that when viewed out of the corner of your eye retain their former splendor. Lonely deserts that ring with the sounds of the bazaar and the bustle of life, but only seen are the slow gusts of wind blowing the scorching sand back and forth across the barren ground.

rites of the Seelie Courts

3rd-level Enchantment (ritual, sanctum)

Casting Time: 24 hours

Range: Personal

Components: V, S, M (focus worth at least 2,000 gp, such as a statue, altar, or massive crystalline shard no smaller than Medium size)

Duration: Permanent

The caster dedicates this font of power to their patron, receiving their blessings in return. They seize control of the place of power, replacing any prior masters. While they are within their Sanctum, they gain access to the following lair actions at their first tier.

At Higher Levels. If you cast this spell using a higher spell slot, use the middle tier (5th level), or the final tier (7th level). Alternatively, instead of upgrading to a higher tier, you can allow 2 (6th level) or 4 (8th level) additional creatures of your choice to gain the benefits of the first tier:

Lair Actions

On initiative count 20 (losing initiative ties), the caster can take a lair action to cause one of the following magical effects; the caster can't use the same effect two rounds in a row:

- The spellcaster may cast *Charm Person* at 1st / 2nd / 3rd level without using a spell slot.
- The spellcaster turns invisible and may teleport up to 60 / 120 / 180 feet to an unoccupied space they can see. They remain invisible until they make an attack, cast a spell, or until initiative count 20 on the following round.
- The spellcaster may cast *Conjure Woodland Beings* at 4th / 6th / 8th level without using a spell slot. They act on initiative count 20 (losing initiative ties), and must remain within 120 ft. of the spellcaster.
- The spellcaster may cast *Mirror Image* spell without using a spell slot, summoning 3 / 5 / 7 duplicates.

rites of the stars beyond

No naturally occurring node or ley line is natively attuned to become a Sanctum for such a rite. It must be done purposefully for cause beyond purpose or reason. Chill without cold, flame without heat, the skies bleed, the ground cracks, and the air grows strange with eldritch energies. Whether such a place springs into being by rite and ritual, or as a side effect of something terrible probing the borders between worlds.



rites of the stars beyond

3rd-level Transmutation (ritual, sanctum)

Casting Time: 24 hours

Range: Personal

Components: V, S, M (focus worth at least 2,000 gp, such as a statue, altar, or massive crystalline shard no smaller than Medium size)

Duration: Permanent

The caster dedicates this font of power to their patron, receiving their blessings in return. They seize control of the place of power, replacing any prior masters. While they are within their Sanctum, they gain access to the following lair actions at their first tier.

At Higher Levels. If you cast this spell using a higher spell slot, use the middle tier (5th level), or the final tier (7th level). Alternatively, instead of upgrading to a higher tier, you can allow 2 (6th level) or 4 (8th level) additional creatures of your choice to gain the benefits of the first tier:

Lair Actions

On initiative count 20 (losing initiative ties), the caster can take a lair action to cause one of the following magical effects; the caster can't use the same effect two rounds in a row:

- The spellcaster may cast *Arms of Hadar* at 1st / 3rd / 5th level without using a spell slot.
- The spellcaster may cast *Crown of Madness* targeting up to 1 / 3 / 5 creatures without using a spell slot. This effect lasts until initiative count 20 on the next turn, and does not require Concentration or actions to maintain.
- The spellcaster may cast *Hunger of Hadar* with a radius of up to 20 / 30 / 40 feet without using a spell slot. This effect persists until initiative count 20 on the round after next.
- The spellcaster may cast *Armor of Agathys* at 1st / 2nd / 4th level without using a spell slot.



SANCTUM OF ABJURATION

A sense of calm and serenity fills the air, as everything pervading this place radiates a sense of order and precision. The will of the caster brings an aura of permanence and protection to such a Sanctum.

SANCTUM OF ABJURATION

3rd-level Abjuration (ritual, sanctum)

Casting Time: 24 hours

Range: Personal

Components: V, S, M (focus worth at least 2,000 gp, such as a obelisk, altar, or massive crystalline shard no smaller than Medium size)

Duration: Permanent

Arcane wards weave protective magics that fortify the caster. They seize control of the place of power, replacing any prior masters. While they are within their Sanctum, they gain access to the following lair actions at their first tier.

At Higher Levels. If you cast this spell using a higher spell slot, use the middle tier (5th level), or the final tier (7th level). Alternatively, instead of upgrading to a higher tier, you can allow 2 (6th level) or 4 (8th level) additional creatures of your choice to gain the benefits of the first tier:

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the caster can take a lair action to cause one of the following magical effects; the caster can't use the same effect two rounds in a row:

- The spellcaster may cast the *Blade Ward* cantrip.
- The spellcaster may cast *Dispel Magic* at 3rd / 5th / 7th level without using a spell slot.
- The spellcaster may cast *Banishment* at 4th / 5th / 6th level without using a spell slot.
- The spellcaster may construct an Arcane Ward to protect themselves. The ward can absorb 10 / 20 / 30 damage, and recovers hit points every time they cast an abjuration spell of 1st level or higher equal to twice the level of the spell. If the spellcaster already has this feature from the Abjurer subclass, instead their current Arcane Ward's maximum is increased by 10 / 20 / 30 hit points, and it recovers hit points equal to four times the spell level of any abjuration spell cast. Using a Lair action to reinforce this ward automatically restores 10 / 20 / 30 hit points. If the Arcane Ward reaches 0 hit points, it can't absorb damage, but its magic remains.

SANCTUM OF CONJURATION

A sense of otherworldly danger fills the air, and there is a strange taste that lingers in the back of one's throat. The clash between the raw chaos of elemental sorcery and the ordered mind and intent of the caster leaves a raw electric sharpness hanging. The will of the caster anchors such a Sanctum into acting as a nexus of all manner of extraplanar energies and beings, and as such can leave physical manifestations of any manner of extraplanar influences.



SANCTUM OF CONJURATION

3rd-level Conjunction (ritual, sanctum)

Casting Time: 24 hours

Range: Personal

Components: V, S, M (focus worth at least 2,000 gp, such as a obelisk, altar, or massive crystalline shard no smaller than Medium size)

Duration: Permanent

Arcane wards weave protective magics that fortify the caster. They seize control of the place of power, replacing any prior masters. While they are within their Sanctum, they gain access to the following lair actions at their first tier.

At Higher Levels. If you cast this spell using a higher spell slot, use the middle tier (5th level), or the final tier (7th level). Alternatively, instead of upgrading to a higher tier, you can allow 2 (6th level) or 4 (8th level) additional creatures of your choice to gain the benefits of the first tier:

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the caster can take a lair action to cause one of the following magical effects; the caster can't use the same effect two rounds in a row:

- The spellcaster may cast *Cloud of Daggers* targeting 1 / 2 / 3 5x5x5 foot cubes without using a spell slot.
- The spellcaster may cast *Misty Step*. At the middle tier, the spellcaster may cast it again as a Reaction to any other creature's movement. At the final tier, the spellcaster may cast it as a Reaction to any other creature's movement and as a Legendary action. These benefits may be used once each, at any time before initiative count 20 on the round after next.
- The spellcaster may cast *Conjure Minor Elementals* at 4th / 6th / 8th level without using a spell slot. If the place of power is not aligned to the element type of the elementals chosen, summon half as many as normal. They act on initiative count 20 (losing initiative ties), and must remain within 120 ft. of the spellcaster.
- The spellcaster may cast *Evard's Black Tentacles* without using a spell slot, filling up to a 20 / 40 / 60 ft square. This does not require concentration, and the effect lasts until initiative count 20 on the round after next.



SANCTUM OF DIVINATION

Contemplative and quiet, such places usually have the ambiance of a tidy and well kept library or a meditation hall. It feels as if even speaking aloud might offend the spirits of such a place.

SANCTUM OF DIVINATION

3rd-level Divination (ritual, sanctum)

Casting Time: 24 hours

Range: Personal

Components: V, S, M (focus worth at least 2,000 gp, such as a obelisk, altar, or massive crystalline shard no smaller than Medium size)

Duration: Permanent

Arcane wards weave protective magics that fortify the caster. They seize control of the place of power, replacing any prior masters. While they are within their Sanctum, they gain access to the following lair actions at their first tier.

At Higher Levels. If you cast this spell using a higher spell slot, use the middle tier (5th level), or the final tier (7th level). Alternatively, instead of upgrading to a higher tier, you can allow 2 (6th level) or 4 (8th level) additional creatures of your choice to gain the benefits of the first tier:

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the caster can take a lair action to cause one of the following magical effects; the caster can't use the same effect two rounds in a row:

- The spellcaster may cast *See Invisibility* and make an immediate Wisdom (Perception) roll with advantage.
- The spellcaster may cast *Detect Thoughts* with a range of 30 / 60 / 120 feet and make an immediate Wisdom (Insight) roll with advantage against any Charisma (Persuasion) or Charisma (Deception) rolls made against them in the last minute.
- The spellcaster can anticipate incoming attacks, taking the Dodge action with the benefit lasting until the next initiative count of 20.
- The spellcaster may cast *Arcane Eye* without using a spell slot, creating 1 / 2 / 3 instances per casting. Additionally, while the eyes are within 300' of the spellcaster, they may cast any cantrips or divination spells they know using the invisible eyes as extensions of the caster, using them as the point of origin. After doing so, the eye is revealed until initiative count 20 on the next turn. Eyes have 5 hit points, and an AC of 10.

SANCTUM OF ENCHANTMENT

Imposing and domineering, order pervades the very essence of this place. It has a master, and they are not to be questioned. The weak willed can find it difficult to stay long in such a place, and often hesitate to even approach. For those that crave a place in the world however, it can offer a different danger: the allure of tyranny is deceptive, for many there is comfort in knowing all one must do is follow orders.



SANCTUM OF ENCHANTMENT

3rd-level Enchantment (ritual, sanctum)

Casting Time: 24 hours

Range: Personal

Components: V, S, M (focus worth at least 2,000 gp, such as a obelisk, altar, or massive crystalline shard no smaller than Medium size)

Duration: Permanent

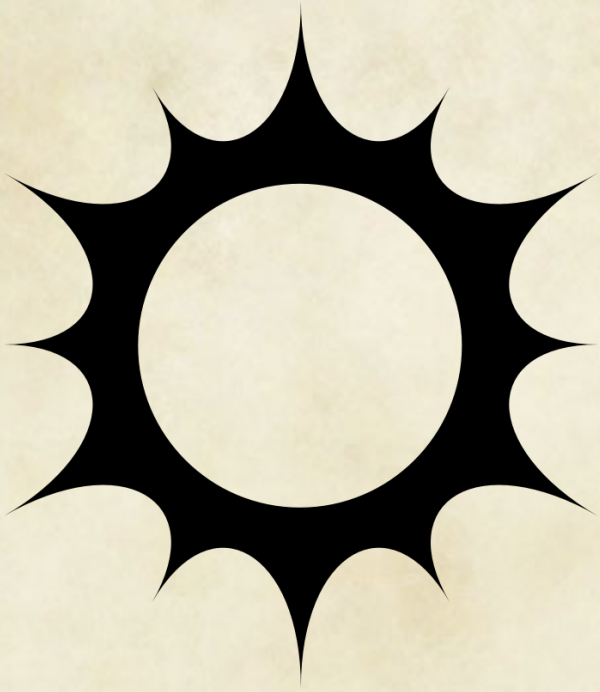
Arcane wards weave protective magics that fortify the caster. They seize control of the place of power, replacing any prior masters. While they are within their Sanctum, they gain access to the following lair actions at their first tier.

At Higher Levels. If you cast this spell using a higher spell slot, use the middle tier (5th level), or the final tier (7th level). Alternatively, instead of upgrading to a higher tier, you can allow 2 (6th level) or 4 (8th level) additional creatures of your choice to gain the benefits of the first tier:

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the caster can take a lair action to cause one of the following magical effects; the caster can't use the same effect two rounds in a row:

- The spellcaster may cast *Command* at 1st / 2nd / 3rd level without using a spell slot, choosing a different target with each casting.
- The spellcaster may cast *Confusion* at 3rd / 5th / 7th level without using a spell slot.
- The spellcaster may inspire great bravery and courage in themselves and others. 1 / 3 / 5 targets gain 5 / 10 / 15 temporary hit points and immunity to being frightened. The immunity lasts until initiative count 20 on the round after next.
- The spellcaster may exude an aura of majesty. Creatures within 30 / 60 / 90 feet approaching the spellcaster treat all terrain as difficult terrain. Immunity to the frightened condition grants immunity to this effect. The aura lasts until initiative count 20 on the following round.



SANCTUM OF EVOCATION

Power crackles and energy courses throughout the region. There is a faint taste of something metallic on one's tongue, and the hairs on the back of one's neck rise. The promise of power and the threat of destruction, raw elemental wrath and finely focused application of that might. The will of the caster binds and channels the flows of these arcane energies, often manifesting visible and violently when not applied with careful restraint.

SANCTUM OF EVOCATION

3rd-level Evocation (ritual, sanctum)

Casting Time: 24 hours

Range: Personal

Components: V, S, M (focus worth at least 2,000 gp, such as a obelisk, altar, or massive crystalline shard no smaller than Medium size)

Duration: Permanent

Arcane wards weave protective magics that fortify the caster. They seize control of the place of power, replacing any prior masters. While they are within their Sanctum, they gain access to the following lair actions at their first tier.

At Higher Levels. If you cast this spell using a higher spell slot, use the middle tier (5th level), or the final tier (7th level). Alternatively, instead of upgrading to a higher tier, you can allow 2 (6th level) or 4 (8th level) additional creatures of your choice to gain the benefits of the first tier:

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the caster can take a lair action to cause one of the following magical effects; the caster can't use the same effect two rounds in a row:

- The spellcaster may cast *Chromatic Orb* up to 1 / 2 / 3 times at 1st / 2nd / 3rd level without using a spell slot, choosing a different target with each casting.
- The spellcaster may cast *Otiluke's Resilient Sphere* at a range of touch / 30 / 120 feet without using a spell slot. It does not require Concentration, but only lasts until initiative count 20 on the following round.
- The spellcaster may cast *Thunderwave* at 1st / 2nd / 3rd level without using a spell slot. At middle tier, the cube has a range of 30 feet. At the highest tier, the cube has a range of 120 feet, and the spellcaster may choose the direction of the push freely.
- The spellcaster may cast *Fire Shield* without using a spell slot. At middle tier, it may deal acid (granting resistance to lightning damage) or lightning damage (granting resistance to acid) instead. At the highest tier, the spellcaster may switch the form of the shield as a Reaction.

SANCTUM OF ILLUSION

Mists and hallucinations fill the halls and grounds, guests are never quite sure what is real and what is merely a figment of their imagination, or a sign of designs darker still. Mysterious sounds and lights abound, only guided by the spellcaster's will.



SANCTUM OF ILLUSION

3rd-level Illusion (ritual, sanctum)

Casting Time: 24 hours

Range: Personal

Components: V, S, M (focus worth at least 2,000 gp, such as a obelisk, altar, or massive crystalline shard no smaller than Medium size)

Duration: Permanent

Arcane wards weave protective magics that fortify the caster. They seize control of the place of power, replacing any prior masters. While they are within their Sanctum, they gain access to the following lair actions at their first tier.

At Higher Levels. If you cast this spell using a higher spell slot, use the middle tier (5th level), or the final tier (7th level). Alternatively, instead of upgrading to a higher tier, you can allow 2 (6th level) or 4 (8th level) additional creatures of your choice to gain the benefits of the first tier:

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the caster can take a lair action to cause one of the following magical effects; the caster can't use the same effect two rounds in a row:

- The spellcaster may cast the *Minor Illusion* cantrip up to 2 / 3 / 4 times simultaneously, with a range of 30 / 60 / 120 feet.
- The spellcaster may cast *Mirror Image* spell without using a spell slot, summoning 3 / 5 / 7 duplicates.
- The spellcaster may cast *Phantasmal Force* at a 4th / 6th / 8th level without using a spell slot.
- The spellcaster may target a point within 120 feet. A burst of illusionary fog and smoke billows forth in up to a 20 / 40 / 60 foot radius, to all but the caster everything within counts as heavily obscured. Blindsight and true sight both negate this ability. The clouds persist until initiative count 20 on the following round.



SANCTUM OF NECROMANCY

Solemn. Foreboding. The quiet only broken by the faint tremors of a pulse long silenced yet nonetheless beating like a drum. This is not a welcoming place for the living, nor should it be. Even turned to noble causes, such a Sanctum is a constant reminder of the transience of mortality.

SANCTUM OF NECROMANCY

3rd-level Necromancy (ritual, sanctum)

Casting Time: 24 hours

Range: Personal

Components: V, S, M (focus worth at least 2,000 gp, such as a obelisk, altar, or massive crystalline shard no smaller than Medium size)

Duration: Permanent

Arcane wards weave protective magics that fortify the caster. They seize control of the place of power, replacing any prior masters. While they are within their Sanctum, they gain access to the following lair actions at their first tier.

At Higher Levels. If you cast this spell using a higher spell slot, use the middle tier (5th level), or the final tier (7th level). Alternatively, instead of upgrading to a higher tier, you can allow 2 (6th level) or 4 (8th level) additional creatures of your choice to gain the benefits of the first tier:

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the caster can take a lair action to cause one of the following magical effects; the caster can't use the same effect two rounds in a row:

- The spellcaster may cast the *Chill Touch* cantrip up to 1 / 2 / 3 times.
- The spellcaster may cast the *Vampiric Touch* spell at 4th / 6th / 8th level without using a spell slot.
- The spellcaster may target a Medium or smaller creature that casts a shadow. The target's shadow must be visible to the spellcaster and within 30 feet. If the target fails a Charisma saving throw, its shadow detaches from it and becomes a **shadow** that obeys the spellcaster's commands, acting on initiative count 20. A *greater restoration* spell or a *remove curse* spell cast on the target restores its natural shadow, but only if its undead shadow has been destroyed. The spellcaster may have at most 3 / 5 / 9 **shadows** at any one time, and they may must remain within 1 mile of the place of power at all times.
- The spellcaster may cast forth a cloud of necromantic energy, targeting a point within 120 feet. All creatures within 5 / 15 / 25 feet of the point chosen must make Constitution saves, on a failure becoming incapacitated until the end of their next turn and taking 9 / 13 / 18 (2d8 / 3d8 / 4d8) necrotic damage. On a successful save, they are not incapacitated and take half the damage.

SANCTUM OF TRANSMUTATION

An acrid stench of alchemical reagents pervades this place. A sense of order and precise methodology keeps a brimming wildness at bay, as the laws of nature and magic are twisted and stretched under the watchful eye of the spellcaster until the desired affects have been crafted.



SANCTUM OF TRANSMUTATION

3rd-level Transmutation (ritual, sanctum)

Casting Time: 24 hours

Range: Personal

Components: V, S, M (focus worth at least 2,000 gp, such as a obelisk, altar, or massive crystalline shard no smaller than Medium size)

Duration: Permanent

Arcane wards weave protective magics that fortify the caster. They seize control of the place of power, replacing any prior masters. While they are within their Sanctum, they gain access to the following lair actions at their first tier.

At Higher Levels. If you cast this spell using a higher spell slot, use the middle tier (5th level), or the final tier (7th level). Alternatively, instead of upgrading to a higher tier, you can allow 2 (6th level) or 4 (8th level) additional creatures of your choice to gain the benefits of the first tier:

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the caster can take a lair action to cause one of the following magical effects; the caster can't use the same effect two rounds in a row:

- The spellcaster may cast *Animate Objects* on one single target of Medium / Large / Huge size or smaller.
- The spellcaster chooses either a saving throw to gain proficiency in or a damage type to gain resistance to. This effect persists until initiative count 20 on the round after next.
- The spellcaster draws upon the strength of the elements, hardening their skin like stone. They gain 15 / 25 / 40 temporary hit points.
- The spellcaster may cast *Levitate* targeting 1 / 2 / 3 creatures.

FORTIFY EMPOWER ENCHANT

Sinister spellcasters in their spiraling towers wielding the ancient powers bound to the elemental nexus they constructed their tower upon. Dark priests drawing upon the powers of countless sacrifices made to their dark gods etched into the very stones of their dark temples.

Inside you will find templates and spells to grant thematic lair actions to your villains, to increase their durability and action economy, as to be a more effective solo encounter to challenge your adventuring party.

