

NAMEIA'S CRIMSON TOME COLLECTIVE RITUAL CASTING



**NEW RULES TO ADD COLLECTIVE
RITUAL CASTING INTO YOUR GAMES**



NAMEIA'S CRIMSON TOME

COLLECTIVE RITUALS



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ON THE COVER

Alexandros Balatsouras illustrates the sangromancer Nameia and her simulacrum performing a collective ritual through the powers of the Philosopher's stone.

Disclaimer: We are not responsible if Nameia finds out you have her notes in your possession and turns you into a pile of grey ash or use your lifeforce to replenish the power of her Philosopher's stone.

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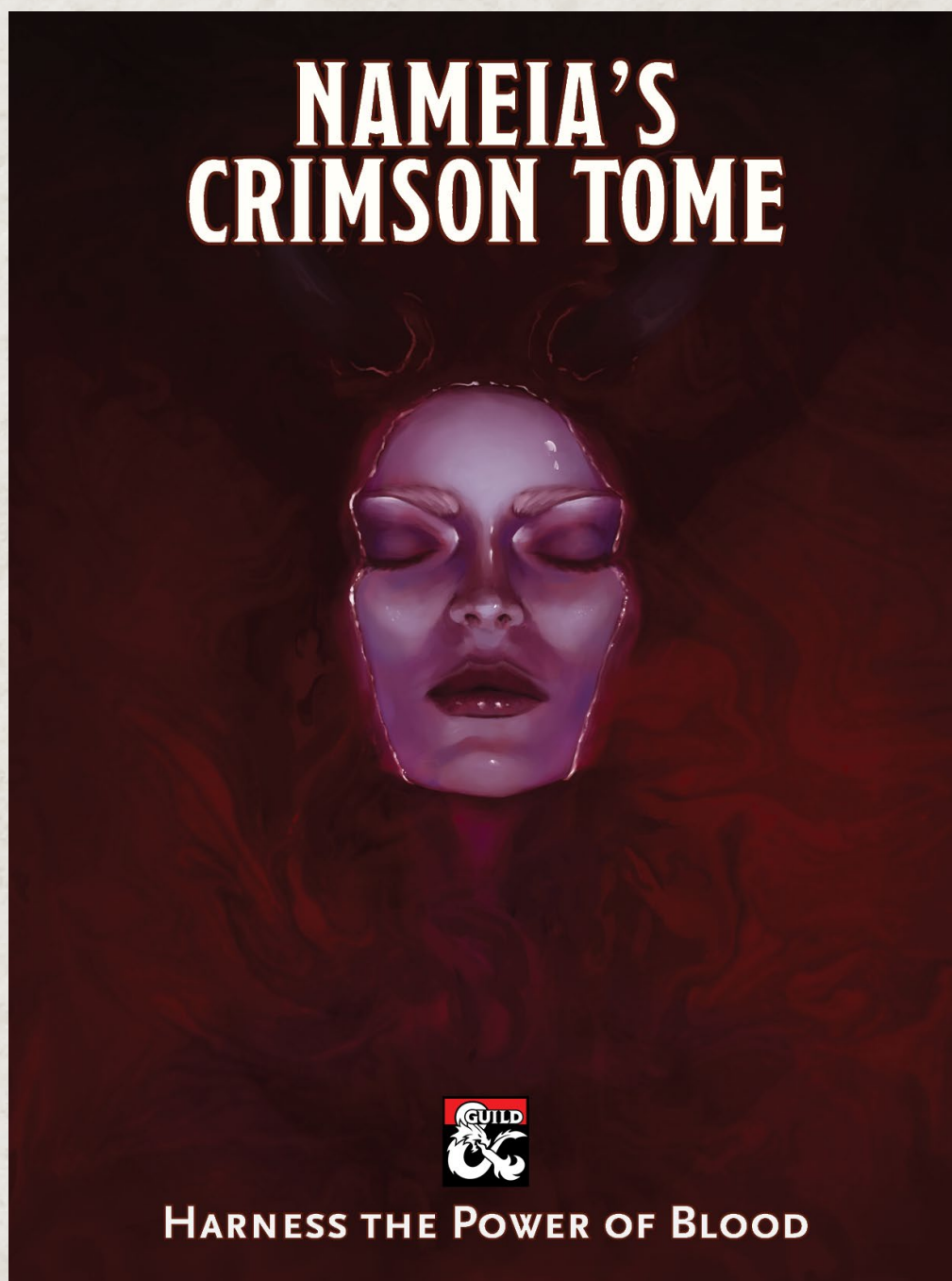
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COLLECTIVE RITUAL CASTING

COLLECTIVE RITUAL SPELLCASTING ALLOWS multiple spellcasters (that are able to cast spells as rituals), to channel their magic in order to cast even more potent ritual spells. These rituals require the spellcasters involved, to have access to the spell, either by having it written in a spellbook or a scroll. Collective rituals are often found inscribed in long forgotten artifacts or murals of the past.

While performing the collective ritual spell, each spellcaster must spend their action each turn casting the spell and maintain their concentration while doing so. If one spellcaster involved loses concentration on the spell, the rest of the spellcasters have to make a Constitution saving throw with disadvantage to maintain the spell.

The DC equals 10 or half the damage the caster takes, whichever number is higher.

If more than one spellcasters lose concentration on the spell, the spell fails. If the casters want to try casting the spell again, they must start over.

COLLECTIVE RITUAL LEVELS

Every collective ritual has a level from 1 to 7. This kind of spells consume a spell slot from each separate caster involved, depending on the level of the collective ritual. The spell slots required for each level of collective ritual are detailed in the table below.

Level of Collective Spell	Level of Spell Slots Required
1st	3rd
2nd	4th
3rd	5th
4th	6th
5th	7th
6th	8th
7th	9th

Choosing a Ritual Leader. Before any collective ritual starts, a ritual leader has to be assigned. If the ritual leader loses concentration, the spell fails. A ritual leader is usually the most experienced among the spellcasters. Some of the ritual spells often require the ritual leader to wear a pendant that indicates it's authority (usually in spells that summon creatures that requires orders).

Collective Ritual Spell DC. The collective ritual spell DC is equal to the spell save DC of the ritual leader.

Collective Ritual Spell Attack Rolls. The attack bonus with a spell attack from a collective ritual spell, equals to the spell attack bonus of the ritual leader.

LIST OF COLLECTIVE RITUAL LEVELS

The collective ritual spells are presented in alphabetical order.

CLERIC SPELLS

5TH LEVEL

Conjure Greater Celestials^R (conjunction)

6TH LEVEL

Prayer of Renewal^R (necromancy)

Swords of Holy Light^R (evocation)

DRUID SPELLS

1ST LEVEL

Conjure Animal Spirits^R (conjunction)

4TH LEVEL

Call Lightning Storm^R (evocation)

Conjure Fey Companions^R (conjunction)

7TH LEVEL

Create Island^R (transmutation)

Fierce Winter^R (conjunction)

Verdigris Tsunami^R (conjunction)

WIZARD SPELLS

1ST LEVEL

Conjure Swarm of Demons^R (conjunction)

2ND LEVEL

Summon Elementals^R (conjunction)

3RD LEVEL

Conjure Elemental Servants^R (conjunction)

4TH LEVEL

Create Greater Undead^R (necromancy)

Fireblast^R (evocation)

Summon Blood Elementals^R (conjunction)

5TH LEVEL

Summon Blood Elementals^R (conjunction)

6TH LEVEL

Crimson Cataclysm^R (necromancy)

Hell Orb^R (evocation)

Summon Greater Blood Elementals^R (conjunction)

7TH LEVEL

Summon Balor^R (conjunction)

Summon Elder Elemental^R (conjunction)

Tribute to the Blood Lord^R (necromancy)

CALL LIGHTNING STORM

4th-level collective ritual conjuration

Spellcasters Needed: 5

Casting Time: 1 minute

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes.

A storm cloud appears in the shape of a cylinder that is 20 feet tall with a 120-foot radius, centered on a point you can see 100 feet directly above you. The spell fails if you can't see a point in the air where the storm cloud could appear (for example, if you are in a room that can't accommodate the cloud). When you cast the spell, choose three points you can see within range. Three bolts of lightning flash down from the cloud to the points you designated. Each creature within 10 feet of the points must make a Dexterity saving throw. A creature takes 4d10 lightning damage on a failed save, or half as much damage on a successful one.

On each of your turns until the spell ends, you can use your action to call down lightning in this way again, targeting the same points or different ones. If you are outdoors in stormy conditions when you cast this spell, the spell gives you control over the existing storm instead of creating a new one. Under such conditions, the spell's damage increases by 2d10.

At Higher Levels. When you cast this spell using a 5th-level collective ritual or higher, the damage increases by 2d10 for each collective ritual level above 4th-level.

CONJURE ANIMAL SPIRITS

1st-level collective ritual conjuration

Spellcasters Needed: 5

Casting Time: 10 minutes

Range: 60 feet

Components: V, S, M (a wooden pendant)

Duration: Instantaneous

You summon fey spirits that take the form of beasts and appear in unoccupied spaces that you can see within range.

Choose one of the following options for what appears:

- Three beasts of challenge rating 2 or lower
- Six beasts of challenge rating 1 or lower
- Twelve beasts of challenge rating 1/2 or lower
- Twenty-four beasts of challenge rating 1/4 or lower

Each beast is also considered fey, and it disappears when it drops to 0 hit points.

The summoned creatures follow the commands of the caster that is wearing the wooden pendant. The summoned creatures are friendly to you and your companions. Roll initiative for the summoned

creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise, take no actions. The DM has the creatures' statistics.

At Higher Levels. When you cast this spell using certain higher-level collective rituals, you choose one of the summoning options above, and more creatures appear twice as many with a 3rd level collective ritual and three times as many with a 5th level collective ritual.

CONJURE ELEMENTAL SERVANTS

3rd-level collective ritual conjuration

Spellcasters Needed: 5

Casting Time: 10 minutes

Range: 90 feet

Components: V, S, M (burning incense for air, soft clay for earth, sulfur and phosphorus for fire, or water and sand for water, a silver pendant)

Duration: Concentration from the ritual leader, up to 24 hours.

You call forth four elemental servants. Choose an area of air, earth, fire, or water that fills a 10-foot cube within range. Four elementals of challenge rating 5 or lower appropriate to the area you chose appear in an unoccupied space within 10 feet of it. For example, fire elementals emerge from a bonfire, and earth elementals rise from the ground. The elementals disappear when it drops to 0 hit points or when the spell ends.

The summoned elementals follow the commands of the caster that is wearing the gold pendant. The elementals are friendly to you and your companions for the duration. Roll initiative for the summoned elementals as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to the elementals, they defend themselves from hostile creatures but otherwise takes no actions.

If your concentration is broken, the elementals don't disappear. Instead, you lose control of the elementals, they become hostile toward you and your companions, and they might attack. Uncontrolled elementals can't be dismissed by you, and they disappear 1 day after you summoned them. The DM has the elemental's statistics

At Higher Levels. When you cast this spell using a 5th-level collective ritual or higher, the damage increases by 2d10 for each collective ritual level above 4th-level.

CONJURE FEY COMPANIONS

4th-level collective ritual conjuration

Spellcasters Needed: 5

Casting Time: 10 minutes



CONJURE ANIMAL SPIRITS

Range: 120 feet

Components: V, S, M (a wooden pendant)

Duration: Concentration from the ritual leader, up to 24 hours

You summon four fey creatures of challenge rating 6 or lower, or four fey spirits that take the form of four beasts of challenge rating 6 or lower. They appear in an unoccupied space that you can see within range. The fey creatures disappear when it drops to 0 hit points or when the spell ends.

The summoned creatures follow the commands of the caster that is wearing the wooden pendant. The fey creatures are friendly to you and your companions for the duration. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you), as long as they don't violate its alignment. If you don't issue any commands to the fey creatures, they defend themselves from hostile creatures but otherwise take no actions.

If your concentration is broken, the fey creatures don't disappear. Instead, you lose control of the fey creatures, they become hostile toward you and your companions, and they might attack. Uncontrolled fey creatures can't be dismissed by you, and they disappear 3 days after you summoned them. The DM has the fey creature's statistics.

CONJURE GREATER CELESTIALS

5th-level collective ritual conjuration

Spellcasters Needed: 10

Casting Time: 1 hour

Range: 90 feet

Components: V, S, M (a holy symbol of the deity you are devoted to)

Duration: Concentration from the ritual leader, up to 8 hours.

You summon 1d4 devas, which appear in an unoccupied space that you can see within range. The devas disappear when it drops to 0 hit points or when the spell ends.

The summoned devas follow the commands of the caster that is wearing the holy symbol. The devas are friendly to you and your companions for the duration. Roll initiative for the devas as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you), as long as they don't violate their alignment. If you don't issue any commands to the devas, they defend themselves from hostile creatures but otherwise takes no actions. The DM has the deva's statistics.

CONJURE SWARM OF DEMONS

1st-level collective ritual conjuration

Spellcasters Needed: 5

Casting Time: 1 minute

Range: 60 feet

Components: V, S, M (a vial of blood from five intelligent humanoids killed within the past 24 hours, an iron pendant)

Duration: Concentration from the ritual leader, up to 24 hours.

You summon up to a total of sixteen manes or dretches that appear in unoccupied spaces you can see within range. The manes or dretches disappear when they drop to 0 hit points or when the spell ends.

The demons are hostile to all creatures. Roll initiative for the summoned demons as a group, which has its own turns. The demons attack the nearest non-demons to the best of their ability.

As part of casting the spell, you can scribe a circle on the ground with the blood used as a material component. The circle is large enough to encompass the space of all the spellcasters involved in the ritual. The summoned demons cannot cross the circle or target anyone in it while the spell lasts. Using the material component in this manner consumes it.

At Higher Levels. When you cast this spell using collective rituals of 3rd level, you summon thirty-two demons. If you cast it using a collective ritual of 5th level, you summon sixty-four demons.

CREATE GREATER UNDEAD

4th-level collective ritual necromancy

Spellcasters Needed: 10

Casting Time: 10 minutes

Range: 150 feet

Components: V, S, M (one clay pot filled with grave dirt, one clay pot filled with brackish water, and one 300 gp black onyx stone for each corpse)

Duration: Instantaneous

You can cast this spell only at night. Choose up to five corpses of Medium or Small humanoids within range. Each corpse, becomes a wight under your control. The DM has game statistics for these creatures.

As a bonus action on each of your turns, you can mentally command any creature you animated with this spell if the creature is within 120 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creatures are under your control until they drop to 0 hit points or if you dismiss them as a bonus action, turning them into a pile of grey ash.

CREATE ISLAND

7th-level collective ritual transmutation



CREATE GREATER UNDEAD

Spellcasters Needed: 20

Casting Time: 8 hours

Range: 500 feet

Components: V, S, M (precious ores worth at least 35,000 gp, which the spell consumes)

Duration: Instantaneous

You raise a new island from out of the sea, bringing to the surface a sandy or rocky but otherwise barren protrusion that is solid, stable, and permanently established. The island is 200 feet in diameter. The spell only works if the ocean is less than 1,000 feet deep where the spell is cast.

CRIMSON CATAclySM

6th-level collective ritual necromancy

Spellcasters Needed: 10

Casting Time: 1 minute

Range: 400 feet

Components: V, S, M (a vial of blood, a skull of a humanoid killed in the last 24 hours)

Duration: Concentration from the ritual leader, up to 10 minutes

Warm, blood like liquid starts to fall from the sky in a 60 ft radius, 150 feet high cylinder at a point within range. When a creature enters the area for the first time or starts its turn there, it must a Constitution saving throw or take 14d10 necrotic damage on a failed save, or half as much on a successful one. You may use a bonus action on each of your turns to move the cylinder up to 30 feet to a point within range.

The ground in the area is covered with thick blood, making it difficult terrain.

In addition, if a creature is concentrating in the spell's area, the creature must make a separate successful Constitution saving throw against your spell save DC or lose concentration.

FIERCE WINTER

7th-level collective ritual conjuration

Spellcasters Needed: 10

Casting Time: 1 minute

Range: 300 feet

Components: V, S, M

Duration: Concentration, up to 24 hours

A hurling snowstorm forms centered on a point you can see and spread to a radius of 1 mile. The intense cold freezes water out of the air, causing constant snowfall and wind. The snow and wind produce a blizzard effect within the area. Each round you maintain concentration on this spell, the emanated snow deals 3d8 points of cold damage to every creature unless they are near a heat source that is protected by the extreme weather conditions. The area becomes difficult terrain and is heavily obscured.

Ranged weapon attacks in the area are impossible.

The snowstorm counts as a severe distraction to maintain concentration on spells.

Every spellcaster that takes part in this ritual, suffers 2 points of exhaustion for every 8 hours concentrating on this spell.

FIREBLAST

4th-level collective ritual evocation

Spellcasters Needed: 5

Casting Time: 1 minute

Range: 150 feet

Components: V, S, M (a red dragon's scale)

Duration: Instantaneous

A large ball of searing flames blasts to a point you choose within range. Each creature in a 30-foot radius sphere centered on that point must make a Dexterity saving throw. A target takes 30d6 fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a 5th-level collective ritual or higher, the damage increases by 5d6 for each collective ritual level above 4th-level.

HELL ORB

6th-level collective ritual evocation

Spellcasters Needed: 5

Casting Time: 1 minute

Range: 300 feet

Components: V, S, M

Duration: Instantaneous

A sun-bright orb of concentrated energy flashes to a point you choose within range and then blossoms into an explosion of acid, fire, lightning and thunder. Each creature in a 40-foot radius sphere centered on that point must make a Dexterity saving throw. A target takes 12d6 points of acid damage, 12d6 points of fire damage, 12d6 points of lightning damage and 12d6 points of thunder damage on a failed save, or half as much damage on a successful one. The explosion spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

Every spellcaster that takes part in this ritual, suffers 10d6 necrotic damage, due to the energy required to create such a destructive spell.

CRIMSON CATAclySM

6th-level collective ritual necromancy

Spellcasters Needed: 5

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a sprinkle of holy water and

diamonds worth at least 6,000 gp, which the spell consumes)

Duration: Instantaneous

You touch up to seven dead creatures that have been dead for no more than a century, that didn't die of old age, and that isn't undead. If their souls are free and willing, the targets return to life with all their hit points. This spell neutralizes any poisons and cures normal diseases afflicting the creatures when they died. It doesn't, however, remove magical diseases, curses, and the like, if such affects aren't removed before casting the spell, they afflict the targets on their return to life.

This spell closes all mortal wounds and restores any missing body parts.

Coming back from the dead is an ordeal. The targets suffer 3 points of exhaustion.

Every spellcaster that takes part in the ritual, can't cast spells again until they complete a long rest, due to the toll of bringing these many creatures back from the dead.

SUMMON BALOR

7th-level collective ritual conjuration

Spellcasters Needed: 15

Casting Time: 1 hour

Range: 60 feet

Components: V, S, M (a vial of blood from fifteen intelligent humanoids killed within the past 24 hours, an ivory pendant worth of at least 3000gp)

Duration: Concentration from the ritual leader, up to 8 hours

You summon a balor that appears in an unoccupied space you can see within range. The balor disappears when it drops to 0 hit points or when the spell ends.

The summoned balor follow the commands of the caster that is wearing the ivory pendant. Roll initiative for the balor, which has its own turns. You can issue orders to the balor, and it obeys you as long as it can attack a creature on each of its turns. If either of these conditions is not met, the balor immediately makes a Charisma check contested by your Charisma check. If you fail the check, the spell no longer requires concentration and the balor is no longer under your control. The balor automatically succeeds on the check if it is more than 1 mile away from you.

As part of casting the spell, you can scribe a circle on the ground with the blood used as a material component. The circle is large enough to encompass the space of all the spellcasters involved in the ritual. The balor cannot cross the circle or target anyone in it while the spell lasts. Using the material component in this manner consumes it.

SUMMON BLOOD ELEMENTALS

4th-level collective ritual conjuration

Spellcasters Needed: 5

Casting Time: 1 hour

Range: 90 feet

Components: V, S, M (a holy symbol and a vial of blood from four humanoids killed in the past 24 hours)

Duration: Concentration from the ritual leader, up to 24 hours

You call forth two greater blood elementals. Choose an area that fills a 20-foot cube within range. Two greater blood elementals appear in an unoccupied space within 10 feet of it.

The summoned blood elementals follow the commands of the caster that is wearing the holy symbol. The elementals are friendly to you and your companions for the duration. Roll initiative for the summoned elementals as a group, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the elemental, it attacks the closest life form it can see.

If your concentration is broken, the blood elementals don't disappear. Instead, you lose control of the elementals, they become hostile toward you and your companions, and they might attack. Uncontrolled elementals can't be dismissed by you, and they disappear 1 day after you summoned them, or when they drop to 0 hit points. The DM has the greater blood elemental's statistics.

At Higher Levels. When you cast this spell using a 5th-level collective ritual or higher, two additional blood elementals appear for each collective ritual level above 4th-level.

SUMMON GREATER BLOOD ELEMENTALS

6th-level collective ritual conjuration

Spellcasters Needed: 5

Casting Time: 1 hour

Range: 90 feet

Components: V, S, M (a holy symbol and a vial of blood from ten humanoids killed in the past 24 hours)

Duration: Concentration from the ritual leader, up to 24 hours

You call forth two blood elementals. Choose an area that fills a 20-foot cube within range. Two blood elementals appear in an unoccupied space within 10 feet of it.

The summoned blood elementals follow the commands of the caster that is wearing the holy symbol. The elementals are friendly to you and your companions for the duration. Roll initiative for the summoned elementals as a group, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the elemental, it attacks the closest life form it can see.

If your concentration is broken, the blood elementals don't disappear. Instead, you lose control of the

elementals, they become hostile toward you and your companions, and they might attack. Uncontrolled elementals can't be dismissed by you, and they disappear 1 day after you summoned them, or when they drop to 0 hit points. The DM has the blood elemental's statistics.

SUMMON ELDER ELEMENTAL

7th-level collective ritual conjuration

Spellcasters Needed: 15

Casting Time: 1 hour

Range: 150 feet

Components: V, S, M (incense from the elemental plane of air, clay from the elemental plane of earth, sulfur and phosphorus from the elemental plane of fire, or water and sand from the elemental plane of water)

Duration: Instantaneous

You create a portal to the elemental plane that corresponds to the materials used for the ritual. You call forth an elder elemental and the portal immediately closes. Choose an area of air, earth, fire, or water that fills a 120-foot cube within range. An Elder Tempest, a Leviathan, a Phoenix or a Zaratan appears in an unoccupied space within 60 feet of it. For example, a Phoenix emerges from a conflagration, and Zaratan rises up from the ground. The elemental disappears when it drops to 0 hit points.

The elemental is hostile to all creatures. It's sole purpose destruction. Roll initiative for the summoned elemental which acts on its own turns.

After casting the spell, there is a 25 percent chance that 2d4 casters taking part in the ritual, other than the ritual leader immediately die due to the immense strain of creating the portal.

The DM has the elder elemental's statistics.

SUMMON ELEMENTALS

2nd-level collective ritual conjuration

Spellcasters Needed: 5

Casting Time: 10 minutes

Range: 60 feet

Components: V, S, M (golden pendant worth at least 100g)

Duration: Instantaneous

You summon elementals that appear in unoccupied spaces that you can see within range. You choose one of the following options for what appears:

- Two elementals of challenge rating 3 or lower
- Four elementals of challenge rating 2 or lower
- Eight elementals of challenge rating 1 or lower
- Sixteen elementals of challenge rating 1/2 or lower

An elemental summoned by this spell disappears when it drops to 0 hit points.

The summoned creatures follow the commands of the caster that is wearing the gold pendant. The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise, take no actions. The DM has the creatures' statistics.

At Higher Levels. When you cast this spell using certain higher-level collective rituals, you choose one of the summoning options above, and more creatures appear twice as many with a 4th level collective ritual and three times as many with a 6th level collective ritual.

SWORDS OF HOLY LIGHT

6th-level collective ritual evocation

Spellcasters Needed: 5

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a holy symbol)

Duration: 1 hour

Ten swords of radiant energy appear 30 feet above you until the spell ends. You can use a bonus action to send up to two of the swords streaking toward two different creatures or objects within 150 feet of you. When you do so, make a separate ranged spell attack for each target. On a hit, the target takes 7d12 radiant damage. Whether you hit or miss, the sword is expended. The spell ends early if you expend the last sword. Each of the swords shed bright light in a 30-foot radius and dim light for an additional 30 feet. The light is sunlight.

The swords dispel any darkness in the area they hit if it was created by a spell.

TRIBUTE TO THE BLOOD LORD

7th-level collective ritual necromancy

Spellcasters Needed: 15

Casting Time: 1 hour

Range: 1 mile

Components: V, S, M (the powder of a crushed black pearl worth at least 5000 gp, a ruby pendant worth at least 5000gp)

Duration: Instantaneous

You utter prayers to the Haemnathuun, the Blood Lord offering lives in exchange for eternal servants. Each creature in a 100-foot radius sphere centered on each point you choose is overflowed with negative energy. If the creatures have 75 or fewer hit points they die instantly. Otherwise, the spell has no effect. The creatures that died by this effect rise after 1 minute, as Blood Fiends.

The summoned blood fiends follow the commands of the caster that is wearing the ruby pendant. You can



use a bonus action to mentally command the blood fiends you create with this spell, issuing the same command to all of them. To receive the command, a blood fiend must be within 300 feet of you. You decide what action the blood fiend will take and where they will move during their next turn, or you can issue a general command, such as to guard a chamber or passageway against your foes. If you issue no commands, the blood fiends do nothing except defend themselves against hostile creatures. Once given an order, the blood fiends continue to follow it until their task is complete.

VERDIGRIS TSUNAMI

7th-level collective ritual conjuration

Spellcasters Needed: 10

Casting Time: 10 minutes

Range: 300 feet

Components: V, S

Duration: Instantaneous

A tsunami of grass, shrubs, and trees that overgrows the area like a tidal wave, springs into existence at a point you can see within range, covering a 1-mile radius. The plant growth creeps and curls across every-thing in the area, ensnaring it and coiling around it as if it had been growing there for a century or more.

Creatures in the area must make a Dexterity saving throw to avoid the fast-moving growth. On a failed save a creature takes 20d10 bludgeoning damage, or half as much damage on a successful save, due to the crushing press.

Buildings and other constructions get completely engulfed by the vegetation and they take 20d10 bludgeoning points of damage as well. Buildings destroyed by the damage have their foundations uprooted and walls crumbled. The plant growth is permanent.

Every spellcaster that takes part in this ritual, suffers 2 points of exhaustion after its completion.

VARIANT RITUAL CASTING OPTION.

If two or more spellcasters have the same ritual spell prepared they can choose to assist one another, undercutting the spells casting time, times equal to the number of spellcasters involved.

For example if two spellcasters have the detect magic spell prepared and they are both able to cast it as a ritual, the casting time is reduced in half. If a third spellcaster had the same spell prepared and was able to cast it as a ritual, assisting the rest of the casters would allow them to cast it at a third of the time.
