

Power Components (DMG & WH)

The optional rule allowing Power Components to replace the XP cost for some spells is in use.

Additionally, Power Components can be used to enhance the power of a spell being cast in Circle or ritual magic. Individual Power Components may add anywhere from 1 to 5 levels to the effects of a spell.

Power Components cannot be used to enhance the effect of a spell and avoid paying the XP cost at the same time.

Ritual Magic (WH)

Ritual Magic extends the time and material components required to cast a spell in order to enhance its effects. Ritual Magic creates “Bonus Levels”, which may be applied to increase various factors (and combinations of those factors).

Bonus Levels

Bonus levels may be used to:

Apply a metamagic feat to a spell

Increase your effective Caster Level for the spell

Limits on Bonus Levels

A spell can be enhanced only up to the highest spell level the caster can use. This is to say that, if a caster can use 8th level spells, the total of the original spell level plus any bonus levels cannot exceed 8.

Performing the Ritual

Casting a spell using ritual magic requires a base time depending on the spell’s normal casting time. Multiply this base time by the number of bonus levels applied to the spell.

Example: Casting Cure Light Wounds with 4 bonus levels takes 20 rounds (2 minutes). That is because 1 standard action converts to 5 rounds, multiplied by the 4 bonus levels.

Normal Casting Time	Ritual Casting Time
Free/Swift action	1 round
1 standard action	5 rounds
1 round	5 minutes
Other	10x normal casting time

If the ritual’s total time is over an hour, you must make a Concentration check with a DC of (10 + the spell’s level) for each hour or fraction thereof that the ritual takes. The DC increases by +1 for each previous success (so it gets harder as you go along). A failed Concentration check means the ritual has failed and the spell is lost. A failure by more than 5 means the spell goes awry in some way (see Ritual Mishaps, following).

The ritual also requires material components in addition to those normally required by the spell, with a cost

of 25 gp per bonus level. So the Cure Light Wounds spell in the previous example would require additional material components worth 100 gp when cast as a ritual.

Ritual magic follows the usual rules for spellcasting in other ways, such that interruptions require Concentration checks, etc.

Ritual Enhancements

When the ritual is complete, you can use the bonus levels you have applied to enhance the effects of your spell. Any bonus levels not used to enhance the effects of the spell in some way are lost. Bonus levels may do any of the following:

- A bonus level can increase your MER by 1, to a maximum of 30. The spell’s normal limits apply (so fireball is still capped at 10 dice of damage).
- A bonus level can increase the save DC of the spell by +1 (to a maximum of +5)
- You may apply metamagic feats to the spell. These cost bonus levels equal to the normal level increase of the metamagic feat, so applying Empower Spell costs 2 bonus levels. This does not increase the actual level of the spell that you cast. You may combine a spell already prepared with metamagic feats with the bonus levels from ritual casting. You must possess a metamagic feat in order to apply it to a spell with ritual magic.

Ritual Mishaps

A Concentration check for a ritual casting that fails by more than 5 may indicate that something has gone seriously wrong with the spell, at the DM’s discretion. The spell may go out of control, having unintended side effects and consequences.

Circle Magic

Circle Magic takes the idea of the Ritual and extends it to allow multiple casters to work together. Circle Magic also allows more bonus levels to be employed than can be used in a solo ritual, because there are others helping in performing the ritual. Circle magic also allows other enhancement options that a solo ritual does not.

Circle magic is most effective with groups of spellcasters of the same class (such as all Witches, or all Clerics of the same deity), but the Circle can include spellcasters of different classes or even nonspellcasters. Nonspellcasters contribute much less to the effect of the Circle, however.

The Circle

The group, or Circle, can consist of any number of participants, although circumstances may limit the size. Larger Circles require more time, and there is also a limit to how much power you can draw from a Circle, regardless of its size (see below).

Bonus Levels

A Circle grants you a number of bonus levels that you can assign to your chosen spell. The bonus levels are based on the class of each participant, as follows:

Class	Bonus Levels
Same as leader	+1 per 3 class levels
Same magic type (arcane or divine)	+1 per 4 class levels
Different magic type	+1 per 5 class levels
Nonspellcaster	+1 per 10 class levels
Place of Power	+ place's level
Time of Power	+ time's level
Power Component	+ component's level

Count the levels in each category, apply the bonus levels modifiers, drop any fractions (any total of less than 1 does not grant any bonus levels), and total the results. Multiclass characters count their various bonus levels separately.

Example: A Circle made up of three 4th level Witches, one 3rd level Wizard, one 4th level Sorcerer, two 5th level Clerics, and one 1st level Witch/3rd level Ranger is aiding a 10th level Witch leader in casting Cure Moderate Wounds.

There are 13 assisting Witch levels (3x4th and 1x1st), which generate 4 levels (13/3, drop the fraction). There are 7 different class but same magic type (the Sorcerer and the Wizard), adding 1 in the end (7/4, drop the fraction). There are 13 of a different magic type (2 Clerics and the Ranger), which provide 2 levels (13/5, drop the fraction). In all, the Circle adds 7 bonus levels (4 + 1 + 2).

Optional rule: The DM may allow the discarded fractions from one category to add to the next category down, potentially boosting it enough to get another level out of it.

The Ritual

The leader of the Circle chooses a spell to cast. It can be any spell that the leader has prepared (for Witch, Wizard, and other arcane casters) or knows and has an appropriate slot available to cast it (for Divine casters and Sorcerers). The spell's normal casting time determines how long the ritual's base casting time will be.

Normal Casting Time	Base Circle Casting Time
Free/Swift action	1 round
1 standard action	5 rounds
1 round	5 minutes
Other	10x normal casting time

This base casting time is multiplied by the level of the spell, and the number of assisting participants (leave out the leader). As with solo ritual casting, a ritual that requires longer than 1 hour to perform requires each participant

(including the leader) to make a Concentration check each hour, with a DC of 10 + spell level + 1 per previous success. Failure means that participant was unable to maintain the ritual. If the leader fails, the ritual is broken and the spell is lost.

Example: The Circle described above is composed of 8 participants. The spell is a 2nd level spell with a normal casting time of 1 standard action. The base time, then, is 5 rounds. The ritual's actual time is that 5 rounds x 8 participants x 2nd level spell = 80 rounds or 8 minutes.

The ritual also requires additional material components over any that are required for the normal spell. The cost is 10 gp x the spell's level x the number of assisting participants.

Example: The Circle above would need 10 gp x 2nd level spell x 8 assistance, or 160 gp in additional material components to perform the ritual.

The Circle casting follows the normal rules for spellcasting. If an assisting participant is distracted, s/he must make a Concentration check (DC 10 + spell level) to remain in the Ritual. Failure means that the participant makes no contribution when calculating bonus levels. If the leader is distracted or interrupted, s/he must make a Concentration check to keep the ritual together. If that check is failed, the spell is lost and the ritual wasted.

Enhancements

When the ritual is complete, you can use the bonus levels you have applied to enhance the effects of your spell. Any bonus levels not used to enhance the effects of the spell in some way are lost. Bonus levels may do any of the following:

- A bonus level can increase your MER by 1, to a maximum of 30. The spell's normal limits apply (so fireball is still capped at 10 dice of damage).
- A bonus level can increase the save DC of the spell by +1 (to a maximum of +5)
- You may apply metamagic feats to the spell. These cost bonus levels equal to the normal level increase of the metamagic feat, so applying Empower Spell costs 2 bonus levels. This does not increase the actual level of the spell that you cast. You may combine a spell already prepared with metamagic feats with the bonus levels from ritual casting. You do not have to possess a metamagic feat in order to apply it to a spell with Circle magic.

Places of Power

Certain places attuned to certain types of magic. Casting spells while at these places can enhance the effect of the spells.

Places where magic has been performed for long periods of time take on auras that can enhance the use of ritual magic there. Source manifestations, Temple holdings,

and similar sites can have this effect. Such sites add a number of bonus levels to spells cast there with ritual magic. Some are also natural, spontaneous sites.

Tapping the power of a site makes the site count as an additional assisting participant in a Circle. That means a single caster can use a place of power to cast Circle magic.

Some places may only be tapped for certain type of spells, and/or by certain types of casters. The most rare and highly-desired sites are those which add to any caster and any type of spell. The most common sites are usable by only 1 type of caster or for 1 type of spell.

Detecting Places of Power

A detect magic spell can determine if a particular site is a place of power or not. The caster can tell if a site is a place of power, and can get a rough idea of the magnitude (how many bonus levels it grants). Analyze dweomer can provide more precise information, such as what class(es) it works for and/or what spell type(s). Otherwise, the only means of finding out is by trial and error.

Times of Power

Certain times, most notably the changes of season or the phases of the moons, can enhance the effectiveness of certain spells when cast ritually by a Circle.

Cycle of the Year

Soradis – beginning of Spring

Soradis is the beginning of spring, celebrated on the 1st day of the 3rd month of the calendar. Toruna's aspect of the maiden is empowered.

Bonus Levels: +2 to any rituals

Midspring

Midspring is the transition point, where the days and nights are of equal length (12 hours each). This marks the point where the dark nights of winter are finally past, and the Light is ascendant over Darkness.

Bonus Levels: +1 to all rituals. Spells with the Light descriptor gain an additional +1, while those with the Darkness descriptor are reduced by -1.

Loreldur – beginning of Summer

The 1st day of the 6th month of the year, Loreldur is when the hope of spring gives way to the full bloom of summer. Toruna's aspect as the mother as ascendant.

Bonus Levels: +2 for any ritual

Midsummer

Midsummer is the longest day (16 hours), and shortest night (8 hours), of the year. It is a time when the powers of light and life are at their peak.

Bonus Levels: +3 to all rituals. Spells with the Good and/or Light descriptors gain an additional +1 (+4 total). Spells with the Darkness and/or Evil descriptors are reduced by 1 (to +2).

Hurindon – beginning of Autumn

The 1st day of the 9th month of the year, Hurindon is the day of recognition that the bloom of summer must fade. Toruna's aspect as the matron takes on prominence.

Bonus Levels: +2 for any ritual

Midfall

Like midspring, the days and nights are of equal length at this point (12 hours each). This marks the transition point to where night lasts longer, and Darkness is slightly more potent than Light.

Bonus Levels: +1 to all rituals. Spells with the Darkness descriptor gain an additional +1, while those with the Light descriptor are reduced by -1.

Afradal – beginning of Winter

The 1st day of the 12th month of the year, Afradal is the day of remembering the dead. The year is growing old, and approaches its end. Toruna vanishes, to reappear in the spring as the Maiden.

Bonus Levels: +2 for any ritual

Midwinter

Midwinter is the shortest day (8 hours) of the year, and the longest night (16 hours). The dead are rumored to walk the earth, and all manner of dooms are expected to come to pass.

Bonus Levels: +3 to all rituals. Spells with the Darkness and/or Evil descriptors gain an additional +1 (+4 total). Spells with the Good and/or Light descriptors suffer a -1 adjustment (total of +2).

Cycle of the Witch Moons

Primus and Secundus, the first and second moons, are known in magical lore as the Witch Moons. The joint influences of these two moons on the magical energies of Urath are pronounced. The other two moons of Urath are not noted for having such effects, except in conjunction with these two moons.

Primus	Secundus	Bonus Levels
New	New	+2 for ritual spells of Conjunction or Illusion
Half	New	+1 for ritual spells of Transmutation or Illusion
Full	New	+1 for ritual spells of Enchantment or Illusion
New	Half	+1 for ritual spells of Conjunction or Divination
Half	Half	+2 for ritual spells of Transmutation or Divination
Full	Half	+1 for ritual spells of Enchantment or Divination
New	Full	+1 for ritual spells of Conjunction or Abjuration
Half	Full	+1 for ritual spells of

		Transmutation or Abjuration
Full	Full	+2 for ritual spells of Enchantment or Abjuration

Tertius: When the 3rd moon is also at a matching phase to one of the Witch Moons, the bonuses are also applied to the school of Evocation.

Kirolis: When the 4th moon is also at a matching phase to one of the Witch Moons, the bonuses are also applied to the school of Necromancy

Other Times of Power

In addition to the Cycle of the Year and the Cycles of the Witch Moons, other dates can have similar effects.

Divine casters can gain similar effects on the Holy Days of their faith. A Holy Day confers a +2 bonus level on ritual casting of spells related to that deity's portfolio (the DM has final say on what applies). A High Holy Day confers +4 bonus levels in the same manner.

Combined Effects

Circle casting, Places of Power, Times of Power, and Power Components can all be combined to boost the power of a spell greatly.