



ARCBOUND: Global Ritual Library – v1.1

The **Global Ritual Library** is a sector-wide metaphysical archive of **codified ritual**, accessible via secure Relay nodes. Managed by neutral Archivist Threads embedded across The Lattice, it houses both ancient rites and modern constructs—some public, some redacted, many dangerously misunderstood.

Characters may **submit unique codified rituals** to the Library. Once reviewed and stabilised, these may be made available for wider access.

Ritual Access Rules

- Rituals from the Global Ritual Library may be **accessed or invoked** during either the **Interaction Step** or the **Gambit Submission Step** of a phase.
- Unless explicitly stated otherwise, **invoking a ritual requires:**
 - **Ritual Invocation** to perform the Codified Metaphysical Ritual
- All rituals listed in this document are considered **Library** standard, meaning they may benefit from known synergies, shard effects, or special character roles.

The Library does not judge. It only remembers.
What you do with its contents... becomes part of the Relay.

General Rituals		
Item Name	Effect	Cost
Rite of Dissonant Stillness (SPARK)	Target Character has all actions CLOAKED until the end of the phase. 50% Chance of CONSEQUENCE . Symbology: Shatter, Echo Cost: 500 Essence	1,000 Credits
Echo Chain Binding (SURGE)	Link two target Characters. If one suffers a negative effect in this phase (e.g. CONSEQUENCE , loss, etc), the other shares it. Symbology: Resonance, Link Cost: 2,000 Essence	3,000 Credits
The Bloomward Flame (SURGE)	Protects an Arcship from UNSTABLE effects for one phase. Symbology: Sanctum, Embers Cost: 1,500 Essence	3,000 Credits
Threadwalker's Gate (FLUX)	Target an Arcship, move it from one sector to any other, ignoring NAV requirements. Symbology: Weave, Slip Cost: 3,000 Essence & 1 CONSEQUENCE	8,000 Credits
Veil-Sync Communion (FLUX)	Target two Arcships. For one phase, they may act as if they share SENS values. Symbology: Harmony, Lattice Cost: 2,500 Essence	8,000 Credits
Solarian Judgement Coil (BREAK)	Select one Arcship. All their active CLOAK or deception-based effects are burned off. They gain the REVEALED tag until the end of the phase. Symbology: Purge, Radiance Cost: 5,000 Essence	20,000 Credits

Community Rituals		
Item Name	Effect	Cost

FORM Rituals		
Item Name	Effect	Cost
Bastion Mark (SPARK)	Target an Arcship. Create a temporary boundary through which the target Arcship finds it more difficult to move, until the end of phase. It is considered to have -2 NAV to a minimum of 1. Symbology: FORM , Anchor, Seal Cost: 500 Essence	1,000 Credits
Wall of Intent (SURGE)	Generate a metaphysical barrier in your sector. The next Protocol targeting your Arcship is absorbed. Symbology: FORM , Shield, Ward Cost: 1,500 Essence	3,000 Credits
Chrysalis of Fixed Shape (FLUX)	Target a Character. They undergo a controlled metamorphosis, becoming a Form-Bound Construct known as a: Myomeric Shardborn - The target is considered no longer fully biological, but a creature of adaptive structure, reactive composition, and fixed intention. Reactive Composition: The character may ignore the first movement-inhibiting effect that targets their Arcship each phase (e.g., NAV reductions, barriers, gravity traps). Metaphysical Resilience: Gain 80% resistance to UNSTABLE . When a source would inflict UNSTABLE , reduce its duration to 1 round	8,000 Credits

	and ignore all secondary effects. Gain the tag: ESSENCE-WROUGHT . Your actions can never be CLOAKED . Symbology: FORM , Chrysalis, Emergence Cost: 3,000 Essence	
Latticeframe Bloom (BREAK)	Create a metaphysical structure — a temporary node, wall, or shield that can hold one item or threat in stasis until the next phase. Symbology: FORM , Stasis, Shell Cost: 6,000 Essence	20,000 Credits
Throne of Definite Shape (ASCENDANCE)	Permanently rewrite the metaphysical boundaries of a target Arcship. Lock or unlock its ability to be moved. It is considered to have a NAV of 0. Symbology: FORM , Edict, Gravemind Requirement: FORM Specialism Cost: 12,000 Essence + Unknown Disadvantage	40,000 Credits

WILL Rituals		
Item Name	Effect	Cost
Rite of Singular Intent (SPARK)	Target a character. The next Standard Protocol they use cannot be interrupted or redirected. Symbology: WILL , Focus, Thread Cost: 500 Essence	1,000 Credits
Veil of Conviction (SURGE)	Target a character. They cannot be affected by coercion, fear, or mind-altering effects (narrative or mechanical) until the end of the phase. Symbology: WILL , Resolve, Aegis Cost: 1,500 Essence	3,000 Credits
Oath-Bound Vector (FLUX)	Target a Character. Their next Standard Protocol +1 power level. Symbology: WILL , Oath, Choice Cost: 3,000 Essence	8,000 Credits
Dominion Strike (BREAK)	Target a Character. Their next Gambit is treated as if it had unbreakable priority—it resolves before all other actions in the Tactical Supremacy step unless blocked by ASCENDANCE . Symbology: WILL , Command, Breakpoint Cost: 6,000 Essence	20,000 Credits
Forge of Immutable Will (ASCENDANCE)	Declare one course of action. For the next phase, nothing may prevent you from completing it. Diplomacy, protocols, CONSEQUENCES—all bend to its fulfilment. Symbology: WILL , Dominion, Fate Requirement: WILL Specialism Cost: 12,000 Essence + 100% CONSEQUENCE	40,000 Credits

MEMORY Rituals		
Item Name	Effect	Cost
Mnemonic Link (SPARK)	Target 2 characters. The next INTEL they receive will be instantly shared with each other. Symbology: MEMORY , Thread, Reflection Cost: 500 Essence	1,000 Credits
Recollection Chain (SURGE)	Target a Module on a Target Arcship. The module becomes ACTIVE . Symbology: MEMORY , Echo, Spark Cost: 1,500 Essence	3,000 Credits
Archive Pulse (FLUX)	Target a Character. Gain access to a snapshot of their character sheet, this is INTEL . Symbology: MEMORY , Spy, Glimpse Cost: 2,500 Essence	8,000 Credits

Memory Reweaver Vault (ASCENDANCE)	Rewrite the known past. You may declare 1 diplomatic arrangement did not occur, and retroactively substitute a new version. Symbology: MEMORY , Rewrite, Veil Requirement: MEMORY Specialism Cost: 12,000 Essence + Unknown Consequences	40,000 Credits
---	---	----------------

VOID Rituals		
Item Name	Effect	Cost
Quieting Shroud (SPARK)	Prevent all INTEL gathering on target Arcship for the rest of this phase (e.g. seeing arcship sheet, or current resource stockpiles). Symbology: VOID , Veil, Hush Cost: 500 Essence	1,000 Credits
Last Whisper Binding (SURGE)	If your Arcship is destroyed during this phase, it automatically transfers all resources and credits to a target ally. Symbology: VOID , Whisper Inheritance Cost: 1,000 Essence	3,000 Credits
Nullpulse Mantle (FLUX)	Your Arcship becomes invisible and thus resists any INTEL with SENS lower than yours. Symbology: VOID , Shadow, Senses Cost: 3,000 Essence	8,000 Credits
Abyssal Trigger Bloom (BREAK)	The next Standard Protocol targeting your Arcship this phase is CANCELLED . Your Arcship gains UNNATURAL for the next phase. Symbology: VOID , Bloom, Rift Cost: 6,000 Essence	20,000 Credits
Oblivion Crowned Silence (ASCENDANCE)	Select one item or module. It is wiped from all in-universe memory, past and present. Only those linked metaphysically may even recall it existed. Symbology: VOID , Silence, Unmake Requirement: VOID Specialism Cost: 15,000 Essence + 100% CONSEQUENCE chance	40,000 Credits

PULSE Rituals		
Item Name	Effect	Cost
Stutterstep Weave (SPARK)	Delay the next Standard Protocol targeting you by one phase. Symbology: PULSE , Delay, Ripple Cost: 500 Essence	1,000 Credits
Slipstream Braid (SURGE)	Symbology: PULSE , Cost: 1,000 Essence	3,000 Credits
Phase Momentum Script (FLUX)	Target a Character. Their last Standard Protocol action is copied. It resolves against the same target and at the same power level as the original action up to the power level of this ritual. Symbology: PULSE , Loop, Reverb Cost: 3,000 Essence	8,000 Credits
Temporal Crash Vector (BREAK)	Interrupt all ongoing passive effects in a sector (e.g., rituals, barriers, echo loops). They are suppressed for this phase only, as time fractures locally. FORBIDDEN without faction approval. Symbology: PULSE , Fracture, Nullflow Cost: 6,000 Essence	20,000 Credits
Pulse of Eternal Surge (ASCENDANCE)	Select one moment in this phase. That moment becomes repeatable, able to be accessed again once more as if the universe had bookmarked it. Symbology: PULSE , Loop, Echopoint	40,000 Credits

	Requirement: PULSE Specialism Cost: 12,000 Essence + A cost taken by PULSE (based on what narratively is being accessed again)	
--	---	--

MIND Rituals		
Item Name	Effect	Cost
Insight Burst (SPARK)	Target an action you know to have occurred against a target. You gain INTEL on that action. Symbology: MIND , Glimpse, Trace Cost: 500 Essence	1,000 Credits
Cognitive Drift Sync (SURGE)	Target a character you can change the target of their next action. Symbology: MIND , Drift, Override Cost: 1,000 Essence	3,000 Credits
Neural Clarity Flame (FLUX)	Target a Character. They are REVEALED for the rest of this phase and cannot CLOAK their actions. Symbology: MIND , Clarity, Flame Cost: 3,000 Essence	8,000 Credits
Mind Shard Implant (BREAK)	Target a character. You can change 5 words on their Gambit submission. Symbology: MIND , Fracture, Seed Cost: 6,000 Essence	20,000 Credits
Fractured Self Reflection (ASCENDANCE)	Select one moment in this phase. That moment becomes repeatable, able to be accessed again once more as if the universe had bookmarked it. Symbology: MIND , Mirror, Reframe Requirement: MIND Specialism Cost: 13,000 Essence	40,000 Credits

ESSENCE Rituals		
Item Name	Effect	Cost
Sigil of Becoming (SPARK)	Target a single item or character this phase with UNSTABLE . Symbology: ESSENCE , Shift, Mark Cost: 500 Essence	1,000 Credits
Probabilistic Threading (SURGE)	Declare two possible actions of your next Gambit. GT will secretly determine which becomes real. The unused option becomes an ECHO that may resurface later. Symbology: ESSENCE , Fork, Chance Cost: 1,500 Essence	3,000 Credits
Bloom of Unreal Futures (FLUX)	Target a character. Invent and submit a minor unique Protocol. GT will approve a one-phase version of it that may recur if narratively appropriate. Symbology: ESSENCE , Fiction, Bloom Cost: 3,000 Essence	8,000 Credits
Paracausal Debt Transfer (BREAK)	Transfer a CONSEQUENCE , UNSTABLE , or ILLCIT tag from one character to another or one Arcship to another. Symbology: ESSENCE , Tether, Slip Cost: 6,000 Essence	20,000 Credits
Vessel of Living Potential (ASCENDANCE)	Transform a target character into an Essence-Born Entity — a metaphysical being no longer fully bound by time, biology, or material consequence. This is a permanent metaphysical evolution. The target gains: The tag: ESSENCE-WROUGHT , Immunity to CONSEQUENCE and UNSTABLE unless triggered by other metaphysical effects, You can use Core Metrics in place of any Essence for on a 1 core metric for 5,000 Essence. Your physical body becomes a construct of probability. You cannot die in a conventional way, but may be unmade through CONSEQUENCE , collapse, or forced compression into a fixed fate.	40,000 Credits

	Symbology: ESSENCE , Becoming, Infinity Requirement: ESSENCE Specialism Cost: 13,000 Essence	
--	--	--