

The Binding And Drawing of Power:

One Guide to Outsider Contracts

Enclosed find my ritual for summoning an Outsider.

This Ritual is intended for at least 2 people.

One of you will be making yourself into a Vessel for the Outsiders Will.

The other will be Binder seeking to use the Outsiders power.

I've built this Ritual to maximise ease and flexibility of use, as well as safety.

The Outsider will be sampling the memories of the Binder in order to asses their worthiness, and determine if they will lend you their power.

They will normally do this using the Vessel's voice.

The Ritual will allow you to offer specific memories to the Outsider so as to present the best version of yourself.

This Ritual calls for the use of objects as memory foci for you and the Outsider.

The Outsider will use these objects, and some questioning to draw the memories out from you.

Analysing them, and you, in order to judge your suitability for the power you seek.

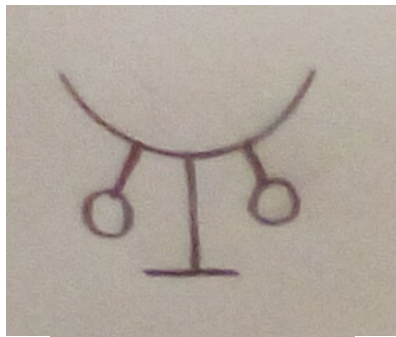
If you are true to yourself, the Outsider will give you what you need, and leave the Vessel in peace.

To perform the ritual follow these steps:

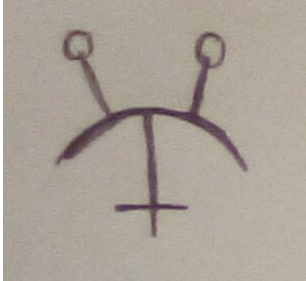
1. Gather the objects that will serve as your memory foci
2. Gather those willing to help you with the ritual
3. Choose a safe, secluded space
4. Elect a Vessel
5. Secure the Ritual Diagram to an altar, or transfer the diagram to a flat surface
6. Place your memory foci in the small circles around the outer edge of the ritual diagram
7. In the centre of the diagram, mark the element you wish to invoke using the provided glyphs
8. Place a token of that element atop the glyph
9. Binder and Vessel now place a hand inside the circle, or if they are able, stand fully inside it together.
10. Read the words around the edges of the ritual to call the Outsider into the Vessel.

The Outsider will then introduce themselves and begin reading your memories.

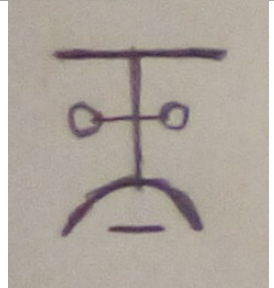
The Ritual ends when anyone removes themselves from the ritual circle. Even the Vessel has this power.



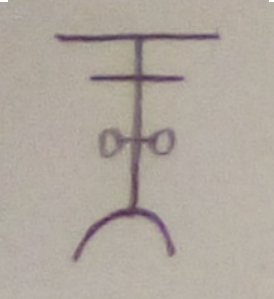
Fire - burn the memories away
clear your mind of them
gain power now.
The Vessel will need a means of burning the foci.



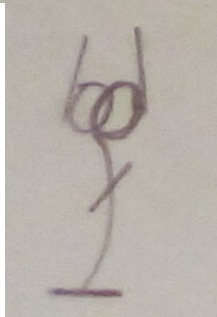
Water - purify your memories
wash away the intensity of them
distil your power into a potion to use later.
You will need to submerge the memory foci in water.



Earth - Put your memories to rest
bury them somewhere safe
You will retain your power as long as your memories are buried.
A shovel will spare the Vessels fingers.



Air - Build your altar somewhere close to the sky.
Leave your memories there to serve as lessons to others
Gift your power to the future
for those that follow



Plant - Place your memories in the soil
and at the centre a plant
Your power will grow as the tree does
and last as long as it stands

