RULE 0 – Having Fun

The rules of Asylum exist as guidelines to help you, the Narrator, create a fun and exciting story and campaign for the players. As the Narrator, you enforce these rules at your own judgment and leisure. Don’t be afraid to bend or ignore the rules to benefit the story and players. For example, if a character is about to receive a third and lethal wound, but killing this character is not what you or the players really want, feel free ignore the three wounds rule. The Asylum system is merely a tool for you and the players. It can’t replace a Narrator’s judgment for what’s right for the players, so try to use it wisely.

That said, many experienced Narrators also avoid being heavy handed or arbitrary about their interventions. If every action is dependent on the Narrator’s decisions players can feel like they have less control over their situation. The way you learn when to intervene is a combination of intuition, experience and honest communication with the players. If you don’t know what would be more fun to the players then don’t be afraid to ask them. It’s also your responsibility as a Narrator to have fun yourself. Be willing to discuss your intentions whenever a player seems confused or at odds with your desires. Almost every roleplaying campaign requires some compromises between what the Narrator and the players want out of the game.