ASYLUM:

**Asylum is. . .**

A table top role-playing game featuring the first installment of a rich, multi-layered fictional universe created by Carlos Coral and Ben Reinhart

**Set in. . .**

A modern day earth where the creatures of myth, legend and folklore blend into society; sometimes at the lonely fringes, sometimes in the limelight of fame and fortune!

**You are. . .**

The beings of this fictional universe who try to make a good life on Earth, or try to understand an enormous universe filled with magic, or dedicate themselves to a nation or pantheon swearing to uphold its honor and fight its enemies.

*“Asylum is a game of modern fantasy and magical realism where old and powerful themes and images combine with the slick style of noir crime drama and spy thrillers.”*

PLACES IN ASYLUM:

**Inside**

The world as we know it.

**Outside**

The rest of the universe; alien worlds, spirit realms and stranger things.

**Sideways**

Strange near-Earth shards not quite Inside and not quite Outside.

*“The world we know is the world of man. We live* ***Inside****.  There are worlds beyond we only half-remember as dreams, legends, and faith. They are* ***Outside****.  In between those are the places made from thoughts and pure magic.  They are* ***Sideways****.  It wasn't always that way, so it's probably not going to stay that way forever. There are Outsiders that want to come in. They've learned this world is a haven. There are others who want to get out. They'll learn this world is also a prison.”*

IN THIS GAME YOU PLAY:

**Humans**

*Awakened, Cursed and Scions*

More than just natives of Inside, humans are the Earth’s chosen. Humans have the uncanny ability to push themselves farther and harder than most other beings. Just as the Earth fascinates Outsiders, so does humanity.

**Fairest**

*Anima, Therians and Titans*

The fairest come from established and powerful realms Outside. They have visited Earth often and under many names. They are the Tuatha, the Oni, the Xian, the Jotun, the Orisha and a million others.

**Chimera**

*Behemoths, Forgotten and Exalted*

Further still from the human experience, chimera have forms and outlooks that are bestial and wild. The species of the chimera range from simple, untamed fauna to cunning ancient creatures.

**Ephemera**

*Incarna, Shades and Legacies*

These rare beings have arisen from thoughts and energy. Without a physical form, they instead embody concepts, memories and points of view.

In Asylum you live in a world that has adapted to the subtle presence of the supernatural. That adaptation has taken on many forms. Magical detectives investigate Outsider crimes, Human ambassadors meet with demigods and fey royalty, helpful gnomes run restaurants and tenement buildings and mermaids dream of becoming Broadway stars. The world teems with strange innovations and points of view. All beings, Insider and Outsider alike, combine their efforts to succeed. . .

**The Independents**

*Power and Purpose, Hunting and Hiding*

Driven by goals and ambition, characters in Asylum form friendships, businesses, cells, cults and every other kind of organization imaginable. On the local arena, these groups constantly shift and strive; all driven by that essential need to build a better life.

*Exploring and Enamoured, Enlightenment and Eros*

Characters in Asylum are made by establishing not only the limits of their mental and physical abilities, but the core things that define their identity and soul. These core tenets are called Foundations and determine how your character acts and the toll that a harsh world takes on them.

**The Red Market**

*A Shop of the Fantastic*

The red market is the place to trade and sell everything imaginable. Find this legendary bazaar, and treasures of all the worlds can be yours for the right price. In the Red Market, everything has a value and every little piece of you can be traded away.

*Souls for Sale*

An unprepared buyer can often end up selling everything from pieces of their bodies to their very souls. Would you like memories of Heaven? How about Dragon’s Breath? How about being able to walk again? How much are you willing to sell?

**The Mission**

*Reformed Inquisition*

The Mission began as a Catholic order dedicated to hunting Outsider threats. As the times changed and the church’s power waned, their martial focus softened and soon reached out to the Earth’s other major faiths to seek a better understanding of the world and of what the Outsiders mean to religion.

**The Bureau**

*Federal Service*

The United States Bureau of Outsider Affairs is responsible for regulating all Outsider activity such as immigration and business practices as well as establishing US identity and power in the wider universe Outside. On Earth, they leverage supernatural assets to further the government’s agenda and neutralize threats to US power.

**Cirque**

*Enlightened Bureaucracy*

Formerly Circus, Great Britain’s supernatural intelligence and analysis service, Cirque is the Outsider social service and naturalization arm of the European Union. Europe’s patchwork of Insider/Outsider hybrid cultures makes for an incredibly complicated and difficult set of challenges. Just as the EU itself, Cirque may well shatter if its constituents can’t find something to agree on.

**The Committee**

*Supernatural Cartel*

At the end of the Cold War, Russia’s Outsider government branch went rogue. The Committee established itself with powerful Outsiders and the country’s new billionaire Oligarchs to gain more power than it ever knew before. And even that isn’t enough.

**The Ministry**

*Social Order*

In China, Korea, Mongolia and Japan understanding with the Outsiders dates back so far that it has become bound into the fabric of society. Guided by knowledge and traditions thousands of years old, The Ministry is something between a governing body, a religion and a state of mind. This same stability has made it ill prepared to meet the constant acceleration of the modern age.

Most players will belong to this organization:

**Asylum**

*Asylum is a political movement.*

Beginning early in the last century, beings both Inside and Outside began to see changes in the world and imagined what implications those changes would have on the society of the future. They envisioned a place where the differences between Inside and Outside could be erased. A world where all beings could peacefully coexist, cooperate and learn from one another.

*Asylum is a secret society.*

Beyond its public face, Asylum does have an elite core who determines the direction and action the group will go in. They misdirect and deny their existence whenever possible.

*Asylum are idealists.*

Asylum’s political action and community groups do good work all over the world. Anyone willing to commit to the ideal of an open and enlightened society can be a part of Asylum.

*Asylum is not telling you the truth.*

Meanwhile, its shadowy leaders field highly effective cells of humans and supernatural beings on mysterious missions, often while pretending to be a part of the other organizations. Sometimes these missions bring peace or justice where there would have been none. Sometimes these missions sanction or destroy.

Asylum only has one real enemy:

**The Host**

*Overwhelming Sentient Force*

The Host act exclusively to destroy and destabilize Outsiders who make too many changes on Earth. The Host hold to a view of earthly reality called the System of the World. Violate the System and they will come for you.

*Deus ex Machina*

The Host seems able to savagely rip apart and reassemble the world into a more sterile, normal shape. The power of their magic is so great it even wipes away the memories and traces of their actions – and for that reason no one else believes the Host even exists. Only the members of Asylum seem immune to this power.