

TO ALL ADVENTUROUS SOULS

FOR THE GLORY OF OUR EMPIRE

FIRST OPPORTUNITY TO SETTLE NEW ISLE IN OVER 100 YEARS!

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### THE ISLE OF ASYLUM

IN THE INTEREST OF EXPANDING THE TERRITORIES OF OUR GREAT EMPIRE OF HARDESTAANDS, HOMESTEADS ARE BEING MADE AVAILABLE ON THE FLEDGLING ISLE OF ASYLUM. ASYLUM, THE NEWEST SHINING JEWEL IN THE CROWN OF THE EMPIRE, WILL BE YOUR NEW HOME AND "SAFE HAVEN" WHEN YOU ARRIVE.

WALK AMONG LUSH, BEAUTIFUL FORESTS AND FLORA. SPEND IDYLIC DAYS HUNTING THE LOCAL FAUNA. EXPLORE THE RICH HISTORY AND CULTURE OF THE INDIGENOUS PEOPLE KNOWN AS THE ELOSZIVARA; WHO HAVE LIVED IN THE SAME WAY FOR HUNDREDS OF YEARS. YOU'LL BE ONE OF VERY FEW WHO HAVE HAD THE PRIVILEGE OF MEETING THESE PEOPLE AND VIEWING THEIR COLORFUL DRESS AND THE CELEBRATION OF THEIR ANCIENT TRADITIONS AND LAVISH SPIRITUAL CEREMONIES.

ASYLUM TECHNOLOGY HAS DETERMINED THE MEASURE AT FOUR, MAGICAL RESEARCH HAS PLACED THE DEGREE AT TEN, AND THE PSIONTIFIC ANALYSIS HAS ASSIGNED A GRADE OF EIGHT. AS WITH ALL NEW ISLES, NEW SPELLS, RECIPES, AND LORE WILL BE RESEARCHED. THOSE WITH A THIRST FOR KNOWLEDGE AND ADVENTURE NEED LOOK NO FURTHER.

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SO READ THE INITIAL IMPERIAL DECLARATION THAT OPENED UP THE NEW ISLE ASYLUM FOR COLONIZATION. THE HARDESTAAN EMPIRE HAS A LONG HISTORY OF EXPLORATION AND EXPANSION. EVER LOOKING FOR NEW WORLDS, CALLED "ISLES", TO ADD TO THE LIST OF IMPERIAL COLONIES, THE EMPIRE REWARDS AND ENCOURAGES ITS MANY AND DIVERSE CITIZENRY TO JOIN THE COLONIZATION PROJECTS AND HELP THE EMPIRE BY HELPING THEMSELVES TO A NEW AND PROSPEROUS LIFE.

ASYLUM, THE LATEST COLONY PROJECT, WAS RECENTLY DISCOVERED, ESTABLISHED AND IS CURRENTLY IN FULL STAGE COLONIZATION. ENTRY GATES ARE BEING OPENED SEVERAL TIMES EACH WEEK. IMPERIAL REPORTS SAY IT IS A WORLD WITH A TEMPERATE CLIMATE, RICHLY FORESTED AND POPULATED BY FRIENDLY, RECEPTIVE NATIVES. THEY SAY THERE ARE STILL DOZENS OF HOMESTEAD CLAIMS AVAILABLE AND SURVEY REPORTS INDICATE THERE ARE AMPLE OPPORTUNITIES IN A WIDE VARIETY OF NATURAL RESOURCES. THE REPORTS SAY THE RUINS OF AN ANCIENT CIVILIZATION, LONG DEAD, ARE YIELDING FASCINATING STORES OF LOST LORE AND KNOWLEDGE RIPE FOR SCHOLARLY INVESTIGATION. THE GUILDS HAVE RATED ASYLUM WITH HIGH DEGREES OF MAGIC AND PSIONICS, MAKING IT A TREASURE TROVE FOR EXPERIMENTS IN THOSE DISCIPLINES.

EVERYTHING ABOUT ASYLUM SOUNDS IDYLIC AND PERFECT – THE IDEAL ISLE TO START A NEW LIFE AND BECOME WILDLY SUCCESSFUL. THE COLONIZATION NUMBERS ARE STILL FAIRLY LOW, MEANING SIGNING UP NOW WOULD ALMOST GUARANTEE YOU A PRESTIGIOUS ROLE IN THE NEW COLONY...

ARE YOU READY TO EXPLORE THE UNKNOWN?

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As a Hardestaan citizen and colonist, there are a number of things you can expect to be aware of upon joining the new Colony. When you reach the Gate Debarcation point, you will be given a colonist's stipend to purchase any goods, raw materials, herbs, components or weaponry you might feel you would like to take with you. After all, colonists should always be prepared to be as self-sufficient as possible while getting themselves established.

After your Gate Transfer to the Asylum colony, you will be met by the appointed welcoming committee and escorted to the colony's main establishment. There you can stake out new living quarters and get yourself set-up. Perhaps you will have the opportunity to visit the local tavern, sample the native cuisine, and become acquainted with the other colonists.

Perhaps your first order of business will be to become familiar and introduce yourself to the local Guildheads, establishing your membership in your chosen Guild. Every Imperial citizen knows that supporting the Guilds is the fastest way to advancement in the Empire – even in a colony!

The Guilds and the Imperial Survey First-In team will have already established the rules and local governing body to ease the necessities of the early stages of organization. While you can naturally expect the First-In team to follow standard colonial procedure and serve in a governmental capacity for the colony's first year, the Guildmasters will also be keeping their eyes on colonists who show leadership potential. What better way to do well for yourself in the colony than to impress your talents and abilities on the Guildmasters and position yourselves for recommendation to the Town Council or even aspire to Prefect! The Empire naturally assumes that by the time the colony is well established, it will be a prosperous and self-governing province highly supportive of its local Guildhouses and a valuable addition to the Empire. Loyalty and talented service in the smooth functioning and administration of the colony will not escape notice, and will likely not escape mention in official Guild reports.

As a new colonist you will probably want to establish a claim on the local resources that best support your profession. Whether you are a hunter or crafter, farmer or herbalist, smith or scientist, you will only further your position and financial success by making claims and establishing connections to those areas and peoples that will let you prosper in your chosen trade.

Here, again, the Guilds and the First-In team can be valuable allies and sources of information. They will be happy to help you get started. The First-In team will have survey maps and native data reports that will provide you with the best and most reliable information as to how to get yourself set up. The Guilds will be happy to establish accounts for you to access expertise and equipment that will let you turn your resources into useful tools, items and exports. In no time, with a little dedication, you will probably find yourself in a happy, prosperous new home with an entire horizon of bright possibilities laid out before you.

So, welcome to the Asylum colony, your new home and refuge, where YOU can make your dreams of a promising future come true.