



THE COSMOS SPEAKS

Lo, traveler! (*the fourth wall warps and dissipates*) I am the Cosmos. I will and it is. I speak and it is. Listen, and tremble:

1. The only rule is "I make the rules. I am the Cosmos." I overrule the rulebook, but I'll usually follow it as is.
2. You can try anything. ANYTHING. You may not succeed, but you can try anything. This is the biggest difference between this world and a video game. You want to create a new spell? Push an annoying townspeople into a well? Usurp the governorship? Build a castle? Go for it! Go! @#\$ing nuts. If you fail miserably at some grandiose task, but you're determined to succeed, then ask around. Maybe someone else in this world has information that will help you achieve your goal.
3. ...however, there may be consequences. If you kill a villager, be on the lookout for guards. If you bang the blacksmith's wife, you're not getting a discount (unless he's into some weird cuckold stuff).
4. Try not to metagame too much. Specifically, don't go out of your way to gather information that your character wouldn't have. If you encounter a zombie, and you're not sure if it's weak to necrotic damage, ask. Maybe your character knows, maybe he doesn't; I'll let you know which—usually with a dice roll.

5. ...also if you think there's a good reason your character should get a favorable dice roll, let me know; I'll consider it. If your character grew up among giants, he's probably better at arguing with giants than the average Joe.
6. Finally, try not to move your token around willy nilly because I'm going to experiment with dynamic lighting. You might accidentally reveal things you're not meant to see.

Lo! I am the Cosmos. I have spoken, and it shall be thus. (*the incredibly handsome face of the Cosmos fades into nothing as the fourth wall becomes impenetrably corporeal once again*)

