

The Bronze Statues
by
Fred Kremlitz
a
Proposed Article
for
Some Role Playing Gaming Magazine

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this is part of my
Broken Stories Unfinished Dreams
series

It is pretty much finished, just sort of rambling.
Don't feel like posting with the short stories, so here it is.
Actually quite enjoyed it when I read it just now.
The intended audience is Role Playing Gamers.
They'll understand

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(The following contains privileged information for the Dungeon Master only. If you are not a Dungeon Master, DO NOT READ.)

Look, it's for your own good. You know you're not a DM and I know your not a DM, so give it up. Stop reading.

(.....)

Good. We're all alone now. No more meddling players who only goal is to cheat by obtaining unfair advantage...
Wait. They're still reading. Of all the...

Look, if you read this reference work, you'll know the plot line, know where all the goodies are hidden, there will be no surprises.

Why is that bringing a devious smile to your eyes?

(.....)

OK. Fine. That's the way they want to play. Then OK. We go to all the work of designing a fun adventure full of unique hooks, and what do they do? They blow it. They go out first thing, buy the stinking adventure, and memorize it all. Find out there's hidden treasure at the bottom of the well, and all of a sudden it's, "I'm thirsty, does the well work." The player couldn't tell you how old his character is, the color of his hair, and never even bothered to purchase a water bottle, but all of a sudden he's role-playing. "I'm trying something new." B.S. They're cheating. So what do you do. You kill them that's what you do. Dirty, rotten players. Death's too good for them. Try to explain to some bleeding heart judge how you were making some punk eat his loaded twenty sider and you spend the rest of your life in prison...

Oh, but you can plot, you can scheme, you got time, TIME I tell you, time on your hands. The players are out of reach, double row of 50' barbed wire fences and a bull in the sky with a laser scoped 50 caliber. Don't even get me started about the food, but time; You've got all the time in the world now.

Time to make those players pay. Kill 'em all, every last one of 'em, until their sick of rolling up new characters. Till you win!

(.....)

Which brings us back to the beginning, how do we kill all those players? You can add characters to the last sentence if you're the squeamish sort.

How to kill 'em all, but on the up and up. Holding to HMPA standards. We don't want 'em coming back like some mongrel troll, whose stumps you forgot to put to the torch. Make it count. Take it from me, keep it legal.

Which brings us back to;

The Bronze Statues

by

Fred Kremlitz

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For all you aspiring writers out there, that's how you do it. Ya start over, and presto, you get your name up there again. Take it from the Master, live and learn.

So, like from the title, we know this here article at some point is going to have something to do with bronze statues. Ya, think? You and I know it, so that means the stinking miserable low life scum players know it as well. So, maybe we got to be tricky. Switch it up a little

Table 1, d10, The Hook

- 1) Bronze Statues
- 2) Stone Statues
- 3) Marble Statues
- 4) Wax Sculptures

See, that last one could be a statue, could be a sculpture, maybe a casting, a doll, a marionette. Hey, maybe it's a painting, Picasso

- 5) Incredibly Life Like Paintings, or even like those
- 6) Abstract Artsy Fartsy things, that only a commie or a hippie could love.

But that's not good enough. 'Cause those players, they're out to get you. They'll get into your head, make you stay up at night. Sure you changed the Red dragon to a Copper dragon, and you even let the Copper get that patina crap on it, so you said it looked Green, but somehow they still knew the exact spell to cast. Heck, I don't even know what spell you cast to knock out a Red, Copper, or a Green Dragon, but through the tangle the player manage to squeeze it out. So, sure enough, the next time you're dealing with artwork, or stamps, or whatever, the players are going to realize it had something to do with this article. One of them is bound to say, "You said the barkeep has beer steins on the mantle?" (whispering, to his co-conspirators) "Hey guys, I think I read this in an article, this is what we got to do..." Nuts to that, we won't give 'em the edge,

- 7) _____
- 8) _____

see what I did there, blank spaces. Fill them in with whatever; keep the players looking behind themselves, till their nervous wrecks never know where or when, but certain that death will find them. Read it and weep ya cheaters,

- 9) A boulder comes out of the sky and crushes d4 players into purply goo

That's right, you see them beer steins now, you know to run, but them boulders are fast.

10) Player finds a gold piece on ground

To keep it even (and up to HMPA code) we got to make it fair. 50-50 chance of Good versus Bad. What could be fairer? But, we can't just go giving gold away so.

Table 1a, d6, Thieving Players Steal a Gold Piece

Players see gold piece on ground. Modify as appropriate depending upon player actions, but pretty much they're (read you're) screwed no matter what. Pick it up, ignore it, run like hell, it don't make no difference fancy smancy player boy, you're a goner.

- 1) Nothing happens, (Fat Chance)
- 2) City Guard, Forest Patrol, Dungeon Delvers Association, whatever, accosts party as thieves. Type and level as appropriate
- 3) Little girl, poor little innocent girl, accuses players of stealing her allowance, runs and gets daddy who is a Table 1ai, (as in Aiii!), d4 Random Parent
 - a. 40th level Arch Mage
 - b. Black Hearted Evil, Evil, 40th level Arch Mage
 - c. Slightly Crazy, but still likable, 40th level Arch Mage, who is having an off day, and would just feel better if he wasted a player or two
 - d. 39th level Arch Mage, who only needs one more kill to level up
- 4) _____
- 5) _____

I just hope you know what to do with those blank spaces.

- 6) Coin opens a portal in sky out of which falls a boulder upon boulder, squashing 1d4 characters into strawberry colored goo.

Important, don't forget. If it's a random encounter, the DM has to roll, but if it's a planned encounter it's DM's choice. My advice, "Go for the goo."

So, now you have bronze statues or whatever. That's not much of a story hook. Players demand, and they deserve, a well thought out plot as to why and how their characters got squashed into

Table B(est), d4, Player Goo Color

- 1) Purple
- 2) Strawberry Colored
- 3) Un-Identifiable, or
- 4) Hideously grotesque

Goo. Sure, it was the boulders, but why boulders, and where did they come from?

So, we got the bronze statues, or whatever, I'm just going to go with bronze statues cause that's the title. But it can be whatever. So, bronze statues catch the player's eyes. But where, when? To solve this dilemma, we got another one of those helpful tables.

Table 2, d6, Location, Location, Location

- 1) Surrounding a little cottage in the forest. Quaint, nice, homey; smells of danger, waaay too easy. You one of those Monty Hual types, just giving it away to the players, go with this one, otherwise
- 2) At a shop in town
- 3) Strapped to the back of camels in a caravan. Well, lets be honest about this one. It was a caravan, the players got wind

of it, and said caravan is now a bunch of dead bodies. Too bad the players weren't very discriminating in their kill frenzy. Dead camels don't pack much out. Anyhow, the statues are still there.

4) At a crossroads tavern

Table 2A, d4, Bronze Statue at Bar Sub Table for DM's who need every last possibility spelled out for them, Table

a. Inside behind bar

b. Above sign

c. Outside by road

d. With a patron who is having a drink in the corner

5) _____

6) The last thing the player sees out of the corner of his eye, after one of those boulders crushes the life out of his miserable body. The player notes with a wistful, melancholy, the irony that the most beautiful thing they should see, would be at the very end of their worthless and wasted lives

Table 2B, d2, Irony

1) Statues Catches Players Eye, Player gets crushed into (see table B(est)) goo, and Ironically, as players eyes roll across ground, the statue catches players eyeballs.

Ironical, Comical, great way to end and adventure

2) Eyeball rolls off into ditch, not as ironical, equally satisfying

Now you're supposed to be a DM. And, if we assume you are a good, quality, competent DM, you don't really need to read any further...

But, hey! How big is this party, anyhow, and how many boulders does it take to crush?

I like that, it's like a joke or a riddle.

Table 3, d4, Gratuitous Riddle Monster

- 1) Sphinx
- 2) Type (d10) Demon or Devil (d2)
- 3) Little Girl who doesn't like to lose riddle contests (see Table Aiii!)
- 4) _____, (though I recommend, a Titan, or some sort of large stone throwing Giant)

Creature asks party, "How many boulders does it take to crush a player into (Table B(est)) goo?"

If player answers zero (or any other stupid answer, like "Tuesday" or "Not again!"), they are clearly wrong, and d4 boulders drop gracefully from the heavens, elegantly altering their course to hit the player no matter which direction the player should run. Sort of like cruise missiles, or smart bombs, but really just like magically guided rocks. Ironically, a word players should come to loath, the riddle monster might be wrong, as Table B(est) must be consulted to see which color goo the players actually turn into once the boulders connects.

If a player answer any number, that is the number of boulders which drop gracefully from the heavens... Since, the players are correct, it is only fitting the riddle monster is as well, and Table B(est) need not be consulted again.

The plot so far is bronze statues surrounding a cottage in the woods. But I really must reiterate, if the players got past the riddle monster, you're not doing your job as a DM. It's DM's like you who enable characters to make 2nd level or higher. You're weak. Get a grip man. Get control of your game. Those players are not your friends. They've killed everything you've ever created. It's time for some vengeance.

Table 3, d6, Vengeance

- 1) Theives Guild sends out a squad of enforcers to collect their share of treasure from Party. This may appear to outside observers as a large group of assassins attacking in the dead of night
- 2) King sees the benefit of a progressive income tax. Small (no, scratch that, bad thought), rather a large squad, no better yet, large army descends upon players to collect taxes, fines, and interest.
- 3) Obscure religious order some player scratched onto his character sheet to provide color (big mistake, BIG mistake) requests by means of Geas Spells or just plain ole curses that party complete a meaningless task. Task should be dangerous and any treasure must be given to the religious order.

Table 3a, d3, Religious Quests

- 1) A nice shrubbery. Something Multi-leveled. Comical, hilarious. Don't neglect the harsh and violent reaction from the Treants, Rangers, and Druids. They'll probably form an alliance bent on destroying the players. Pretty much any animal, monster, or being who lives in, around, or has even just visited the forest, can be enlisted to wipe the players off the face of Whatever World. Players going to just off and make a shrubbery? Not without consequences they're not going to.
- 2) Get rid of Balzebub, he's up to no good again. Equip the characters with holy water.
- 3) Clean up all the boulders in the Kingdom, which keep falling from the sky. I'm sure the boulder throwing Sky Goddess will not look kindly on those meddlesome players cleaning up her hard work. This is really like shooting players in a barrel. Go into a field which is full of boulders which have fallen from the sky. D4 boulders fall onto players; and then; d4 fall again.

You know, now that I think about it all you DM's are to blame for all these players reading these articles. If it wasn't for your type, leaving your reference works around for anyone to read....

About the Author: Mr. Kremlitz is busy doing time, hard time. He keeps himself occupied rolling up characters and then killing them off and talking to his pet rat "squeaky" when not fighting 'the man' and seeking to overthrow his numerous criminal convictions.

Ironically, this is the only 'article' I have from Mr. Kremlitz; but then, to be honest, I did not keep up my end of the correspondence...