

“SPEECH TO THE PLAYERS” by Alexander Lee-Rekers

ANTHONY, dungeon master of a table-top role-playing game, lays down the law for his unruly players.

ANTHONY: Do you not understand how this works, yet? How you are utterly, completely at my whim when we gather at this table? Friends, players: I am the master of this world. I control the people you meet, the battles you fight, the weather above you. Every time we play, you walk past towns and cities full of characters I've invented out of nothing. I'm ready to voice each and every one of them to bring them to life. I put you on a path with a quest-giver on one end and a quest at the other. And every single time I do, the four of you stop and tug at the seams of this reality I'm *barely* holding together in my head! But it won't help. Know that, at least. No matter what you idiots try to do, my world will swallow you up every time. I will bring these realms down upon your heads. Roll for initiative.

Performance Notes:

- *Anthony's (a little bit) the villain of his own story. Think about his motive, his objective, and how that might justify his anger and the words of this monologue.*
- *Likewise: how do the given circumstances of this scene contribute to the character's discomfort. Is it late at night? Where are they? What's come before this that might provoke Anthony into anger?*
- *This piece is firmly rooted in the comedy genre; however, avoid making fun of Anthony, or letting on how ridiculous you might think his fervour is. For him, this has to be one hundred percent serious. Find his tragedy and you'll nail the comedy.*