

OLAF ^{HITS THE} DRAGON ^{WITH HIS} SWORD

A microgame for one or two players, by **David J Prokopetz**; design & layout by **Natalie Ash**; illustration by **Madeleine Ember**

WHAT YOU'LL NEED

OLAF HITS THE DRAGON WITH HIS SWORD is a game for one or two players. If there are two players, one of you is OLAF, and one of you is THE DRAGON. If you are alone, play both parts.

Gather up four dice in each of six colours: red dice of **BLOOD**, black dice of **IRON**, gold dice of **AMBITION**, blue dice of **SORROW**, green dice of **ENVY**, and white dice of **DEATH**.

THE PRELUDE

The dice pool starts empty. Answer these questions, each after your part:

OLAF, why have you come?

- ▶ You come in wrath. Add one red die of **BLOOD** to the pool.
- ▶ You come bringing justice. Add one black die of **IRON** to the pool.
- ▶ You come seeking glory. Add one gold die of **AMBITION** to the pool.
- ▶ You come for revenge. Add one blue die of **SORROW** to the pool.
- ▶ You come coveting riches. Add one green die of **ENVY** to the pool.
- ▶ You come to die. Add one white die of **DEATH** to the pool.

Speak your legend, and add the indicated die to the pool.

As for THE DRAGON, what is your nature?

- ▶ You are War. Add one red die of **BLOOD** to the pool.
- ▶ You are Tyranny. Add one black die of **IRON** to the pool.
- ▶ You are Pride. Add one gold die of **AMBITION** to the pool.
- ▶ You are Loss. Add one blue die of **SORROW** to the pool.
- ▶ You are Greed. Add one green die of **ENVY** to the pool.
- ▶ You are the End. Add one white die of **DEATH** to the pool.

Speak your legend, and add the indicated die to the pool.

THE GAME

Once the questions have been answered, OLAF approaches THE DRAGON's lair. A brief conversation precedes the fatal blow. In each exchange, OLAF speaks first, and THE DRAGON responds.

OLAF, on your turn, choose one:

- ▶ Threaten THE DRAGON with terrible punishments. Add one red die of **BLOOD** to the pool.
- ▶ Denounce THE DRAGON's crimes against your people. Add one black die of **IRON** to the pool.
- ▶ Boast of your own greatness. Add one gold die of **AMBITION** to the pool.
- ▶ Recount the sacrifices you've made to come here. Add one blue die of **SORROW** to the pool.
- ▶ Demand what you believe THE DRAGON owes you. Add one green die of **ENVY** to the pool.
- ▶ Muse on how you hope to be remembered. Add one white die of **DEATH** to the pool.

Act your part, and add the indicated die to the pool. You cannot choose the same option more than once.

As for THE DRAGON, choose one:

- ▶ Proclaim your strength and majesty. Add one red die of **BLOOD** to the pool.
- ▶ Mock OLAF's frailty and foolishness. Add one black die of **IRON** to the pool.
- ▶ Offer OLAF back-handed praise. Add one gold die of **AMBITION** to the pool.
- ▶ Bemoan the futility of all striving. Add one blue die of **SORROW** to the pool.
- ▶ Tempt OLAF with your worldly riches. Add one green die of **ENVY** to the pool.
- ▶ Speak prophecy of OLAF's doom. Add one white die of **DEATH** to the pool.

Act your part, and add the indicated die to the pool. You cannot choose the same option more than once.

THE FATAL BLOW

After three exchanges, after each party has had three opportunities to speak, OLAF HITS THE DRAGON WITH HIS SWORD. Roll all of the dice in the pool together, and find the colour with the single highest die. If multiple colours are tied, discard all dice showing the highest result and compare once more until a single colour emerges victorious, or until the dice pool is emptied.

If BLOOD dominates,

OLAF becomes a greater monster than ever THE DRAGON was. OLAF, speak of the horror you've become. DRAGON, speak of the lesson his story teaches.

If IRON dominates,

OLAF prevails, but victory tastes like ashes. OLAF, speak of the work that remains. DRAGON, speak of why it will never be complete.

If AMBITION dominates,

OLAF subjugates THE DRAGON to his will. OLAF, speak of the great things you go on to achieve. DRAGON, speak of the atrocities committed along the way.

If SORROW dominates,

OLAF is left broken by his trials. OLAF, speak of your wretchedness. DRAGON, speak of what comfort remains.

If ENVY dominates,

OLAF takes THE DRAGON's place, lording over a mouldering hoard. OLAF, speak of the gifts you bring to your people. DRAGON, speak of why these gifts are hollow.

If DEATH dominates,

neither OLAF nor THE DRAGON are ever heard from again. OLAF, speak of how you're remembered. DRAGON, speak of how those remembrances are wrong.

If the dice pool is emptied and no colour dominates, THE DRAGON eats OLAF.

