A two-player game about myth, sacrifice, and otherness.

DAVID

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STORYBREWERS ROLEPLAYING
“I will strike you down; and I will give your dead body this day to the birds of the air and to the wild beasts of the earth.”

— The Book of Samuel

“We view things not only from different sides, but with different eyes; we have no wish to find them alike.”

— Blaise Pascal

**The People**

David must slay them—that monster! That giant beast as old as myth who crushes our fields afoot and haunts our nightmares. Who will be the one to strike the blow? It must be David.

My child, had you dreamed to face a creature so large? And yet it can be done. Climb, from the tips of his feet that crush the dusty rocks, to the crown, the crown that sways as the creature lumbers. Therein plunge your spear, David, and listen for the dying gasp.

**The Storyteller**

Once you are done, it is the second player’s turn. They shall be our first **Storyteller**.

The Storyteller is a wrinkled old soul puffing on a pipe and staring into the flickering candlelight. They have a job to do. They must tell us about Goliath.

**Storyteller**, find the question listed next to Goliath’s feet, and answer it by telling us a tale. Tell it as a tale told so often, that as it starts, you feel you must already know how it ends.

The first player sheds the role of **David**, and becomes a listener to this story.

A small wide-eyed child clutching a tiny wooden sword, or a traveller shovelling spiced rice into their mouth.

Be a good listener—gasp and snort and smile—and ask questions, if you have any, about this titan.

**The Climbing**

Once the **Storyteller** is done, it is **David’s** turn again.

**David** is a hero, a warrior. But so too are they one of the common people like you and me. **David** has a home and a family and a story all of their own.

The Storyteller’s tale reminds David of a story from their own life. One that echoes the themes, morals, or meanings of the Storyteller’s words.

**David**, tell us this story now. It may be gleeful or mournful, thrilling or mundane, but it must be a tale close to your heart.

Once **David** is done, both forget who you were.
David becomes the Storyteller. The Storyteller becomes David.

David moves forward, upwards, onwards, towards the top of the colossus.

David, move to the next part of Goliath’s towering form, choosing your path if you can. Then, tell us of this new, shuddering aspect of the titan’s body.

Thus, the circle of tales begins again.

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SLAYING GOLIATH

Can you believe that you have come this far? The journey you have taken, the things you have seen, remembered. And now is the moment. When myth becomes reality. And reality becomes the myth.

David, tell us, what is it like up here upon the thinking, feeling crown of a monster?

David, tell us, how you kill Goliath.

Then Storyteller, for this moment only, you are not a wrinkled orator in a room thick with eager listeners. No, for this moment, you are Goliath.

Goliath’s mighty form begins to sway, and swirl and fall, like a thousand-year-old statue loosed from its foundations, or a tree sliced in two before its time.

Goliath, tell us a story. From your own life. Just one. You choose.

Now, there is a warm and lifeless husk upon the ground. And there is just one more story to be told.

David, you are not David anymore. You are the memory of David, the legend of David, and then, the myth of David.

And so you must tell us one final story. Tell us the story of how David killed Goliath.
Climbing Goliath

David climbs the titan’s form. Hours fly by, or has it been days or weeks?

Starting from the feet, make your way up Goliath. Where the paths diverge, David can choose which path to take.

Mark your path as you go.

How did Goliath come to be?

How does Goliath bring their enemies to their knees?

For what does Goliath hunger?

What holds Goliath strong?

What burdens does Goliath bear?

What does Goliath protect?

What will Goliath never hear?

What will Goliath never see?

What will Goliath never say?

What will Goliath never hear?
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