

HORSES ON THE BRINK!

"They can but bring horse to the water brink

But horse may choose whether that horse will drink"¹

ABOUT

Horses on the brink! is a supplement for SPORTS HORSE² providing exciting new HORSE LOCATIONS mysterious and engaging HORSE PLOTS and mystical magical HORSE MAGIC.

The content provided herein is enough to get you started with a game of SPORTS HORSE. But it doesn't tell you *everything* you need to know. The finer details of the HORSE LOCATIONS and the resolution of your HORSE PLOT are left up to you. You must *play to find out*.

HORSE MAGIC

Behold the wonderous wonders and mysterious mysteries of horse magic!³

Here's the deal with horse magic. Roll on TABLE 1 from two columns of your choice at the beginning of each session.

For example, I just rolled for *adjective noun* and got a 12 and a 3. That's *shady whip*. Spooky!

Now it's all about interpreting the spell's meaning, and negotiating its impact and effect.

¹*Narcissus*, 1602.

<https://archive.org/details/narcissus00leeuoft>

²<https://dozens.itch.io/horse>

<https://dozensanddragons.neocities.org/44>

³The most "unique" verbs, adjectives, and nouns from *Black Beauty*⁴ according to Temmon/Bibliomantic_Oracles⁵

⁴<https://www.gutenberg.org/ebooks/271>

⁵https://github.com/Temmon/Bibliomantic_Oracles

D20	YERB	ADJECTIVE	NOUN
1	pat	stable	cab
2	gallop	tight	rein
3	trot	smart	whip
4	clean	troubled	stable
5	whip	careless	groom
6	temper	strained	stall
7	stroke	vicious	colt
8	neigh	sore	rider
9	strain	restless	hostler
10	whistle	cheery	harness
11	bleed	uphill	hay
12	flog	shady	bridle
13	stumble	hoof	oat
14	harness	thoughtful	hedge
15	fret	airy	coachman
16	chuck	plucky	farrier
17	heal	timid	bran
18	rein	uncommon	mash
19	lash	lazy	halter
20	shy	lame	luggage

TABLE 1: HORSE MAGIC

Horse magic is freeform. The only rule is that it costs dice from your SPIRIT pool. A minor effect probably costs 1 or 2 SPIRIT. A medium effect, 3 or 4. A large effect could cost 6 or more!

You can roll for a new horse spell at the beginning of each session, or when the fiction calls for it. e.g. after a momentous event, after a significant rest, etc.

Optionally roll twice, and then choose any one word from each of the rows that you rolled.

HORSE PLOT

Ways to use TABLE 2:

1. **Straightforward:** Roll d6. Read the WHO the WANTS and the BUT from left to right. This is the plot for your game.
2. **Randomized:** Roll d6 three times. Once for WHO, once for WANTS, and once for BUT. This creates a more random, zanier plot for your game.
3. **Imaginative:** Do any or none or both of the above. Look at the results and let them spark your imagination. Come up with your own characters, motivations, and complications.

HORSE LOCATIONS

THE OLD WATERING HOLE: There is a wise old farmhand here. What a glorious mustache they have. The old watering hole is shady and cool and its muddy banks are welcoming to all creatures, tame and wild. There is a large, large tree here, its branches reaching out over the water.

THE PASTURE: Green, green grass as far as the eye can see. Troy, a retired show horse, can be found here and will happily reminisce about their glory days to anybody who will listen.

THE STABLES: Where the horses are stabled and groomed. The farrier shoes the horses out back.

THE RACETRACK: Kids and spectators crowd the fences to see the horses race by. Small fortunes are made and lost each afternoon. Three-Fingered Gerald, a local gambling enthusiast, has experienced the highest highs and the lowest lows at this track. Horse sports of all varieties are held in the infield.

THE VET: Where horses go to get better. Dr. Arizona Chance is working on perfecting her groundbreaking horse massage technique.

D6	WHO	WANTS	BUT
1	stableboy	impress the stablemaster	secretly terrified of horses!
2	farmhand	create a new breed of underwater horses	can't swim!
3	farrier	a date to horse prom	a leprechaun stole all the horseshoes!
4	photo-journalist	take first prize at the competition	is a werewolf!
5	groomer	replace jockeys with robots	camels?
6	veterinarian	develop new technique	sabotaged by a bitter rival!

TABLE 2: HORSE PLOT

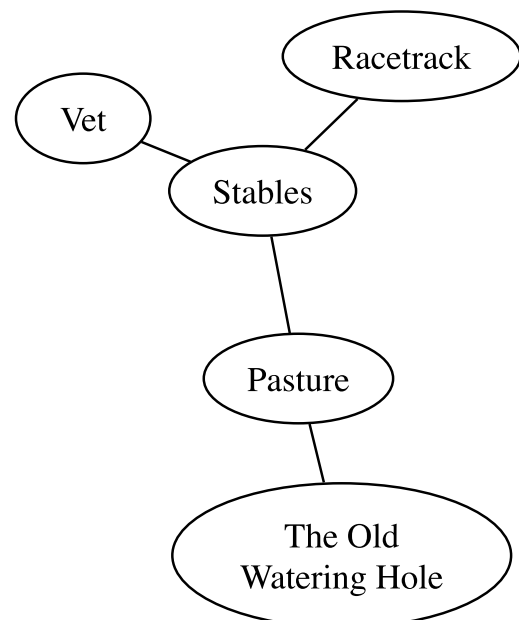


Figure 1: HORSE LOCATIONS