

## Fairy Corgi Steeplechase By [Varnished Truths](#)

*Fairies used to ride corgis into battle, but now they ride for fun and prestige. You're an up-and-coming trainer of racing teams, and this year you've been invited to the Cravat Crown races! Will your team win the glory?*

Needed to play: 1d10 per player, pencil and paper, a love of cute things

First, determine the length of the race. The standard racecourse is 3d10+25 fluffers long.

Next, players choose their corgi and fairy team. Each corgi and each fairy has an **ADVANTAGE** to deal with different kinds of encounters that can cost **MOMENTUM**. Some encounters are **DISTRACTIONS** and some are **OBSTACLES**.



### Corgi Advantages

Nipping (+2 to avoid distractions)  
Wiggling (+2 to avoid obstacles)

### Fairy Advantages

Focusing (+2 to resolve distractions)  
Magicking (+2 to resolve obstacles)

Once players have their team's advantages and the racecourse length recorded, play begins! Each round, players roll 1d10 to determine their **MOVEMENT**. Then check for **DISTRACTIONS** and **OBSTACLES** by rolling 1d10 for each type of encounter and applying their **CORGI ADVANTAGE** where appropriate. If a player rolls a 1, they face two encounters of that type. 2-9 is a single encounter, and 10+ means they face no encounter of that type this round. Each player can roll separately or all players can roll as a group, but either way, **CORGI ADVANTAGES** are applied separately.

### Distractions

children, grandmas, sausage carts,  
butterflies, sunbeams, tennis balls,  
squirrels, bunnies, cheese, The Queen

### Obstacles

branches, bushes, puddles, unclear  
directions, missing/misleading signs,  
cats, weather, stream, bicycles, hikers

Next, players have to resolve the encounters they face. Roll 1d10 to handle each encounter separately and add their **FAIRY ADVANTAGE**. A 1-5 means their corgi comes to a **FULL STOP** and they lose any **MOMENTUM** they have built up. A 6-9 means their corgi takes a **SWERVE** and they keep **MOMENTUM** without adding to it. A 10+ means they **KEEP GOING** and add to their **MOMENTUM** total.

Each round a player can **KEEP GOING**, players may gain **MOMENTUM** of 1 per encounter in which they **KEEP GOING**. If there are multiple encounters in a round, failures apply first, and then **MOMENTUM** (if any) is gained. When a player ends a round with **MOMENTUM**, add the total to their **MOVEMENT** roll. Continue playing rounds until someone crosses the finish line!

