**Chariot Race**

The driver must attempt the check for all Nature checks to Handle an Animal or Driving Lore checks. Otherwise, any character in a chariot may attempt the check. Each card represents one round and there are two obstacles present. A character attempting one obstacle requires two Interact actions while attempting both requires three Interact actions.

**Critical Success** The character automatically succeeds against the next obstacle.

**Success** The character moves on to the next card. If both obstacles for a single card are attempted and are successes (whether by one character or two), the chariot moves forward three cards.

**Failure** The chariot stops moving for that round and must face the obstacle again next round. If both obstacles for a single card are attempted and one is a failure while the other is a success, the chariot still stops moving for that round.

**Critical Failure** If the chariot has two characters, they must both fail (not necessary for both to critically fail) the check. The driver must attempt a DC 21 Nature check to Handle an Animal or Driving Lore check to avoid crashing. Characters inside a crashing chariot take 5d10 bludgeoning damage (DC 23 basic Reflex save).

**Winning the Race**

To win the race, the party must complete the race in 10 rounds. Each obstacle is a round, and as there are 13 obstacles, if only one card is completed each round, the character will lose the race. A character, or if there are two characters in the same chariot, must be willing to overcome both obstacles.

**Treasure**

The prize for the winner of the race is a gem-encrusted gold camel statuette worth 200 gp, and their light chariot worth 10 gp and a racing camel worth 20 gp.

**Story Award**

If the party wins the race, they earn 120 XP. If they don’t win but still earn additional time in the library, they earn 60 XP.

1. **Crowded Start**  
   **Jockey for Position:** DC 19 Nature to Handle an Animal or Driving Lore  
   **Scream and Dash**: DC 21 Intimidation
2. **Excited Spectators  
   Make Way!:** DC 23 Intimidation  
   **Entertain the Crowd:** DC 21 Performance
3. **Bridge Under Construction**  
   **Find an Alternate Route:** DC 21 Tephu Lore, Navigation Lore, or similar lore  
   **Jump the Gap:** DC 26 Nature to Handle an Animal
4. **Skullduggery!**Two Forgotten Pharaoh cultists in a chariot join the race. Emerging from a side alley at full tilt, they try to run one of the party’s chariots off the road.  
   **Something’s Not Right Here:** DC 23 Perception to Sense Motive  
   **Knock ‘Em Off the Road:** DC 23 Athletics to Shove
5. **Quiet Neighborhood  
   Low Laundry Lines:** DC 19 Perception  
   **Housewife Emptying a Chamber Pot:** DC 21 Reflex save
6. **Steep Steps  
   Whip the Camel:** DC 15 Strength  
   **Don’t Get Bounced Out!:** DC 23 Acrobatics
7. **Tricky Maneuvers  
   Sharp Corner:** DC 26 Nature to Handle an Animal or Driving Lore  
   **Hidden Shortcut:** DC 23 Perception
8. **Rooftop Snipers**Two Forgotten Pharaoh cultists hide on the rooftops overlooking the race route. As the party passes by, the cultists fire poisoned crossbow bolts at them.   
   **Dodge a Crossbow Bolt:** DC 26 basic Reflex save (Damage 1d10+4 piercing)  
   **Poisoned Bolt:** DC 23 Fortitude save (*giant scorpion venom*, Lv6 CRB p.551)
9. **Crowded Market  
   Smoky Confusion:** DC 21 Perception  
   **Cut Through the Crowd:** DC 23 Intimidation
10. **Camel Souk  
    Dodge the Fat Merchant:** DC 23 Nature to Handle an Animal or Driving Lore  
    **Spitting Camels:** DC 21 Fortitude save
11. **I Can’t See!  
    Sand in the Eyes:** DC 23 Reflex save  
    **Sun in the Eyes:** DC 23 Perception
12. **Cultists in the Crowd**Two Forgotten Pharaoh cultists wait in the crowd just before the finish line, firing volleys of crossbow bolts at the party as they race by.  
    **Outrun Them:** DC 26 Nature to Handle an Animal or Driving Lore  
    **Fire Back:** Ranged Strike at -4 against AC 22
13. **Finish Line  
    Fake Out the Competition:** DC 26 Deception  
    **Charge Ahead:** DC 26 Nature to Handle an Animal or Driving Lore