

Race the Sun

The Frankfeld Chariot Race

Introduction

A few hundred years ago, a Gnome named Frankfeld the Reckless was met by The Rainbow Queen, before she was known as The Rainbow Queen. Her body was the rainbow, Her voice was the chorus of birds rejoicing after a fresh rain. Her skin and eyes were the sunshine through the parting clouds. Just to be in Her presence was ecstasy and inspiration. Frankfeld dropped to his knees, humbled before Her.

She came to him, seeking one of the few things that mortals can uniquely provide. Only mortals can live out stories of heroism, of true risk, of cheating death, of facing impossible odds. These stories have a life and vigor that towers above the legends of gods and other immortals. It is these stories which help to build Elysium, and to satisfy the celestials of the Promised Land. The Rainbow Queen needed such a tale to bring into the Promised Land, to nourish inspiration and joy and bring souls together.

She dared Frankfeld to stand, and to design an act so daring, so impossible, that it would capture the imagination of all who hear of it. Frankfeld sat in deep thought for a time, and then stood up and declared the impossible: He will race the sun to the end of the world and win!

The Rainbow Queen laughed with delight, and the music of her laughter was so sweet that Frankfeld staggered in a wave of bliss, unable to draw breath. Clinging to a nearby sapling for support, he heard her reply:

"You shall build a chariot fit for purpose. You shall find beasts of this land that can overcome the most treacherous of terrain and lash them to this chariot. Then at dawn you shall race to the end of the Earth before nightfall. You will race through dangerous lands. Mountains reaching to the sky will block your path, but you shall not stop. Great rivers and lakes will block you but you shall not stop. Savages and monsters from your worst dreams shall descend upon you, and you shall race on! When you have reached the end of the earth, without ever having seen the night, then you will have done the impossible. Little mortal, I dare this task upon you if you think yourself worthy!"

Frankfeld, enamored by this celestial queen, consumed by inspiration, and by the vain hope that she would embrace him, took the dare. Then the Rainbow Queen promised - if he did this, she would visit him again. Then she vanished, like the morning dew on a warm afternoon.

Frankfeld traveled far and wide, studying under the greatest masters until he became a great charioteer, a great artisan of chariots, a great beast tamer. He returned to his homeland and studied the beasts before selecting the beautiful multicolored lizards of the warm forests. These lizards could climb sheer cliffs at a great pace, swam swiftly, and gained great vigor from the sun on their backs. He captured and tamed a host of these lizards, and trained them to race and to pull a chariot. Then he built a mighty chariot. A chariot that could crash against rocks and not splinter. A chariot that could race up a mountain. A chariot that could skim atop a lake. A chariot that could race faster than the sun. A chariot to the Promised Land, where he could feel the warm touch of his Rainbow Queen.

The Process

Official Sequence

1. Construction Phase: 179 days, ends with the eve before the race
 - I. Capture the beasts: It is the rule to capture the beasts, not buy them.
 - Tracking and survival
 - Defeat nonlethal
 - Transport
 - II. Tame the beasts
 - Break them
 - Domesticate them
 - Build a simple training chariot
 - Train the beasts
 - III. Build the racing chariot
 - Tough body
 - Land (wheels)
 - Climb speed
 - Water speed
 - Race officiants affix the provided Sun-chaser rune (makes Chariot immobile from dusk to dawn)
2. Planning Phase: 9 days, ends with the eve of the race
 - I. Starting point
 - Explore a 5km route from East to West.
 - Secure a clearing for the starting point.
 - II. Checkpoint Placement
 - Place the starting post
 - Travel (5 km and 10km, exactly Westward) to place the first and second checkpoints
3. Race (32 hours, fixed, ends at dusk of the final day)
 - I. Route Lottery - Each team gets a random route, except their own.
 - II. Get to starting post before previous dusk
 - III. When dawn arrives, race to each checkpoint, collect tokens until dusk

Ubiquitous Activities

- Subterfuge: spy, sabotage, perhaps even kidnap or blackmail or assassinate rival team members
- Counter-subterfuge: defend against subterfuge
- Study: rival teams, racing routes, etc.
- Training: practice races, fight hostile neighboring groups