

PFS 7–18 The Infernal Inheritance

Chase Cards

Ascalaphus

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1 The Bloody Nail

This is the starting point for the chase and does not have any special opportunities for the PCs to cause delays.

2 Free Meal

Asmodean priests hand out free food to queues of hungry pedestrians.

- Request food and toss it to the hungry!
Diplomacy
- Snatch food trays!
CMB
- Toss an alchemical item in the cooking pots!
ranged to-hit

3 Parade

You cross a parade with floats, banners and dancers.

- Shoot the decorations!
ranged attack to do damage
- Barge through!
Acrobatics
- Summon speedbumps!
Cast a L1+ Conjuraton spell.

4 Supply Delivery

A wagon loaded with supplies for the celebrations.

- Panic the draft animals!
Handle Animal or Wild Empathy
- Unhinge the wagon and send it rolling down the street!
Disable Device
- Throw the supplies everywhere!
Strength

5 Asmodean Service

An Asmodean religious rite begins at a major intersection.

- Sabotage the service!
Bluff or Knowledge (religion)
- Climb over the impromptu altar!
Climb
- Invoke other gods!
Channel positive energy or cast L1+ Enchanment spell.

6 Street Performance

A crowd watches a streetside band playing Chelish anthems.

- Crash the performance!
Perform
- Weave through the crowd!
Dexterity
- Upstaged!
Cast L1+ Illusion spell.

7 Fighting Pit

You cut through a taven with a boxing match in the fighting pit. This could devolve into a massive brawl...

- Call them names!

Intimidate

- Punch someone!

attack for nonlethal melee damage

- Spellfire!

Cast a L1+ spell that damages a single target.

8 Docks

You're at the docks, almost at the rendezvous point!

- Take a wet shortcut!

Swim

- Get there unnoticed!

Stealth

- Sprint the distance!

Constitution

9 Rendezvous Point

The chase ends at the end of the phase when the PCs reach this point.