



PATHFINDER MODULE: THE RUBY PHOENIX TOURNAMENT

This Chronicle Certifies That

Player Name _____ A.K.A. _____

Character Name _____

Pathfinder Society # _____

Faction _____

Has Completed This Scenario.

Items Found During This Scenario

TIERS

All

World Renowned: Not only did you win the tournament, but your name has spread to the many corners of Golarion. To commemorate your victory, you decorated your skin with a tattoo of the Ruby Phoenix's iconic sigil. When you display the tattoo, you gain a +2 bonus on Bluff, Diplomacy, and Intimidate checks against the people of Tian Xia and other Pathfinders.

If you used the optional performance combat rules when playing the adventure and ended the scenario with at least three victory points per PC in the party, you may select one of the three following boons. After making your selection, or if you did not use the performance combat rules or did not end with at least three victory points per PC, cross all unearned bonuses off your Chronicle sheet. The three additional boons are:

Merchant Boon: +2 morale bonus on all Day Job checks.

Signature Move: +2 morale bonus to any one Combat Maneuver of your choice (once you have selected a Combat Maneuver you can not change your selection).

Signature Spell: choose one spell you can cast at the time of receiving this boon; you cast this spell as if you were a caster 2 levels higher when determining duration and level-based variables.

+1 adamantite spell storing staff (11,000 gp)
+1 blinding heavy steel shield (4,170 gp)
+2 greataxe (8,320 gp)
+2 Large orc double axe (8,320 gp)
+2 spiked full plate (5,700 gp)
+2 studded leather armor (4,175 gp)
+3 hide armor (9,165 gp)
amulet of mighty fists +1 (5,000 gp)
amulet of natural armor +2 (8,000 gp)
belt of giant strength +2 (4,000 gp)
belt of incredible dexterity +2 (4,000 gp)
belt of incredible dexterity +6 (36,000 gp)
belt of mighty constitution +2 (4,000 gp)
belt of physical might +2 [Str & Con] (10,000 gp)
bracers of armor +2 (4,000 gp)
bracers of armor +3 (9,000 gp)
cloak of resistance +2 (4,000 gp)
cloak of resistance +3 (9,000 gp)
cloak of resistance +4 (16,000 gp)
crimson hood (650 gp; poison — ingested; DC 16; onset 4 hours; 1/hour for 24 hours; 1d2 Dex and 1d2 Str damage; 2 saves; limit 1 dose)
elixir of vision (250 gp)
gray bag of tricks (3,400 gp)

headband of alluring charisma +2 (4,000 gp)
headband of vast intelligence +2 (4,000 gp)
incandescent blue sphere ioun stone (8,000 gp)
kukri of life stealing (25,708 gp)
lesser bracers of archery (5,000 gp)
lesser silent metamagic rod (3,000 gp)
merciful amulet of mighty fists +1 (20,000 gp)
monk's robes (13,000 gp)
periapt of wound closure (15,000 gp)
potion of barkskin (900 gp; CL 9th, limit 1)
potion of stoneskin (2,500 gp; CL 15th, limit 1)
ring of animal friendship (10,800 gp)
ring of blinking (27,000 gp)
ring of feather falling (2,200 gp)
ring of protection +2 (8,000 gp)
ring of protection +3 (18,000 gp)
scroll of heightened hold person (375 gp; CL 3rd, limit 1)
scroll of heroism (375 gp)
scroll of stoneskin (950 gp)
scroll of wall of stone (1,125 gp)
slaying arrow (2,282 gp)
slippers of spider climbing (4,800 gp)
stone of luck (20,000 gp)
wand of lightning bolt (12 charges, 2,700 gp)
wand of lightning bolt (20 charges, 4,500 gp)
wand of ray of enfeeblement (CL 6th, 14 charges; 1,260 gp, limit 1)

Scenario Chronicle # _____

☐ Slow ☐ Normal

LEVEL 10-12 11,787 23,574

MAX GOLD

EXPERIENCE

Starting XP

+ GM's Initial

XP Gained (GM ONLY)

Final XP Total

FAME

Initial Fame Initial Prestige

+ GM's Initial

Prestige Gained (GM ONLY)

Prestige Spent

Final Fame Current Prestige

GOLD

Start GP

+ GM's Initial

GP Gained (GM ONLY)

+ GM's Initial

Day Job (GM ONLY)

+ =

Subtotal

-

Items Bought

=

Total

Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD
Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #