

PATHFINDER ADVENTURE PATH: FISTS OF THE RUBY PHOENIX

PATHFINDER SOCIETY SANCTIONED ADVENTURE PATH

PATHFINDER ADVENTURES

Pathfinder Adventure Path: Fists of the Ruby Phoenix can be run or played to gain specific benefits for the Pathfinder Society Organized Play campaign.

KEY DIFFERENCES FROM SCENARIOS

Pathfinder Adventure Paths have variable playtimes. They don't contain specific faction-related elements, nor are they designed for play by characters over a wide range of levels. Sometimes they include pregenerated characters tailored and themed to the adventure. While not required, we recommend using the provided characters, as they strengthen players' immersion in the story.

Thematically, Pathfinder Adventure Paths don't assume the characters are members of the Pathfinder Society. *Fists of the Ruby Phoenix* is therefore offered outside of the standard Organized Play environment; characters don't need to conform to the standard Organized Play requirements laid out in the *Guide to Organized Play: Pathfinder Society*, and they do not receive the school benefits from Pathfinder Training listed in the Additional Character Options section of the Guide.

KEEPSAKES

Chronicle Sheets occasionally include a section for Keepsakes. A character can only acquire one keepsake per adventure; once a player has applied this Chronicle to a character and purchased a keepsake from the list, they must cross any other Keepsakes off of their Chronicle Sheet. The character doesn't have access to the crossed-off items, though they may later gain access to some of these items through other means (such as boons purchased through the Achievement Points system on paizo.com). A player can't purchase more than one copy of a keepsake item, unless that keepsake is a consumable item.

APPLYING CREDIT

Players who play through *Fists of the Ruby Phoenix*, as well as GMs who run the adventure, can apply the

adventure's Chronicle Sheet to any of their Pathfinder Society Organized Play characters. Players and GMs must decide which character to apply credit to when they receive the Chronicle Sheet. Each Chronicle Sheet gives 12 Experience Point(s), 12 Reputation with one faction, and 30 Treasure Bundles appropriate to a character of their level, applied in batches of 10 Treasure Bundles at each 4 XP interval. It also grants 24 days of Downtime. This adventure is not repeatable, therefore an individual may earn a chronicle once as player and once as GM for each volume of the adventure.

Players earn access to the items and options listed on the Chronicle Sheet through their actions during the adventure. If the PCs don't discover an item or fulfill the conditions described in the adventure to gain access to an option, cross that option off of each player's Chronicle Sheet. If a PC gains access to an option presented on the Chronicle Sheet that can only be obtained by one member of the party, they earn that option on the Chronicle Sheet for all members of their group.

ABOUT THE PATHFINDER SOCIETY

The Pathfinder Society is a worldwide fantasy living campaign that puts you in the role of an agent of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders of an ancient world beset by magic and evil. A Pathfinder's adventures explore the dark alleys and political intrigues of Absalom between far-flung travels to the most interesting and remote locales in the world of Pathfinder.

In an organized play campaign, characters exist in a common setting shared by tens of thousands of other gamers from around the world. Paizo's Organized Play programs, including Pathfinder Society and Starfinder Society, are campaigns produced by Paizo and used by a volunteer community of organizers and GMs in more than 36 countries on six continents.

Participants in the Pathfinder Society can take their

PATHFINDER SOCIETY ADVENTURE

characters to any public Pathfinder Society event anywhere in the world, and any Game Master can gather a group of players to run through dozens of different pre-made adventures. It's a great way to get in touch with other local gamers, meet new people, and play regularly without all the prep work and scheduling of a traditional campaign.

Players and GMs both earn special Achievement Points for participating, which they can use to buy special options for their characters on paizo.com. GMs earn double Achievement Points rewards for the games they run. For more information on the Pathfinder Society, on how to read the attached Chronicle Sheet, and to find games in your area, check out the campaign's homepage at pathfindersociety.club.



Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #:	-2	GM Name:	GM Faction:
Adventure #:		Adventure Name:	
Reporting Codes: (check when instructed, line through all if no conditions to report)			<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D
Bonus Faction Goal Achieved:	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Scenario-based Infamy earned?	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A
Reputation Earned:			

Character Name:		Faction:	
Org Play #:	-2	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Verdant Wheel
Level		<input type="checkbox"/> Slow Track <input type="checkbox"/> Dead <input type="checkbox"/> Infamy	

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Fists of the Ruby Phoenix #166: Despair on Danger Island

		2	
Character Name		Organized Play #	Character #
Adventure Summary			
You and your team came to Bonmu, known as “Danger Island,” to compete for entry into the Ruby Phoenix tournament. You battled the other teams and the dangers of the island to earn your silver feathers, impressed the judges, and saved Hao Jin from an assassination attempt.			
Boons		Rewards	
Congratulations on completing the adventure! You’ve earned Pathfinder Society (second edition) Achievement Points, a currency that can be redeemed on our website at paizo.com for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions. This adventure qualifies you for the following unique Achievement Point boons: Learn from the Competition , Tien Training , and Expanded Summoning .		XP Gained	
Reputation Gained		GP Gained	
Items		Purchases	
Bonmuan swapping stone (level 11+, 300+ gp; <i>Despair on Danger Island</i> 76) butterfly sword (advanced weapon; 2 gp; <i>Despair on Danger Island</i> 76) hook sword (advanced weapon; 2 gp; <i>Despair on Danger Island</i> 76) karambit (advanced weapon; 2 gp; <i>Despair on Danger Island</i> 76) kusarigama (martial weapon; 2 gp; <i>Despair on Danger Island</i> 76) leiomano (martial weapon; 2 gp; <i>Despair on Danger Island</i> 76)	Items Sold / Conditions Gained		
		TOTAL VALUE OF ITEMS SOLD Add 1/2 this value to the GP Gained Box	
		Items Bought / Conditions Cleared	
		TOTAL COST OF ITEMS BOUGHT	
Notes		Downtime	
FOR GM ONLY			
EVENT	EVENT CODE	DATE	GM Organized Play #



Fists of the Ruby Phoenix #167: Ready? Fight!

		2	
Character Name		Organized Play #	Character #
Adventure Summary			
As one of the eight teams who earned entry into the Ruby Phoenix tournament, you battled the other competitors for a shot at the title. However, before a winner was declared, a kaiju stormed through the city. When the dust cleared, the grand judge was nowhere to be found!			
Boons		Rewards	
Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that can be redeemed on our website at paizo.com for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions.		XP Gained	
This adventure qualifies you for the following unique Achievement Point boons: Ready? Feats! , Golden Enforcer , and Expanded Summoning .		GP Gained	
Reputation Gained			
Items		Purchases	
apricot of bestial might (level 16; 2,000 gp; <i>Ready? Fight!</i> 74) headbands of translocation (level 16; 10,000 gp; <i>Ready? Fight!</i> 74) stormbreaker fulu (level 16; 1,900 gp; <i>Ready? Fight!</i> 75) tusk and fang chain (level 16; 1,800 gp; <i>Ready? Fight!</i> 75)		Items Sold / Conditions Gained	
Keepsakes			
cape of the open sky (level 18; 22,000 gp; <i>Ready? Fight!</i> 74) sky-piercing bow (level 19; 40,000 gp; <i>Ready? Fight!</i> 74)			
		TOTAL VALUE OF ITEMS SOLD Add 1/2 this value to the GP Gained Box	
		Items Bought / Conditions Cleared	
		TOTAL COST OF ITEMS BOUGHT	
Notes		Downtime	
FOR GM ONLY			
EVENT		EVENT CODE	DATE
		GM Organized Play #	



Fists of the Ruby Phoenix #168: King of the Mountain

<hr/>		<hr/>		<hr/>	
Character Name		Organized Play #		Character #	
Adventure Summary					
In order to ensure a winner of the Ruby Phoenix tournament could be declared, you tracked down the missing grand judge to an island demiplane. There, you battled a rival team and their ancient patron to rescue Hao Jin herself and win the tournament.					
Boons				Rewards	
<p>Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that can be redeemed on our website at paizo.com for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions.</p> <p>This adventure qualifies you for the following unique Achievement Point boons: Touched by the Phoenix and Feather in Your Capstone.</p>				XP Gained	
				GP Gained	
Reputation Gained					
<hr/> <hr/> <hr/> <hr/>					
Items		Purchases			
		Items Sold / Conditions Gained			
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		TOTAL VALUE OF ITEMS SOLD Add 1/2 this value to the GP Gained Box		<hr/>	
		Items Bought / Conditions Cleared			
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		TOTAL COST OF ITEMS BOUGHT		<hr/>	
Notes		Downtime			
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FOR GM ONLY					
EVENT		EVENT CODE		DATE	
				GM Organized Play #	