



**T**he Pathfinder Society is based in a teeming metropolis called Absalom. Known as the City at the Center of the World, Absalom is the largest city in the Pathfinder Chronicles campaign setting and is the economic and social capital of the world.

An independent city state, Absalom is desired by many, not the least of which are the five nations nearest to it. Additionally, other groups desire to use it's influence for their own agendas. Having infiltrated the Society, they use it as a cover to retrieve missives, steal objects, and more.

Though only a minority of Pathfinders are secretly faction members, in Pathfinder Society Organized Play every character belongs to one of several factions. Forced to work together by the society and often at odds because of their factions, these Pathfinders have a truly monumental task ahead of them!

Pathfinder Society is about playing a great game in a friendly social environment. There are a few things we can all do to make it more fun and easier for all involved. If you have questions, contact your local coordinator, visit our web sites and join our mailing list:

[groups.yahoo.com/group/bayareapathfinder/](http://groups.yahoo.com/group/bayareapathfinder/)  
[BayAreaPathfinder.com](http://BayAreaPathfinder.com)

Pathfinder Society Organized Play is a constantly evolving mega-campaign played by thousands. The adventures you experience are shared by players around the world.

Those familiar with Living Forgotten Realms or Living Greyhawk will recognize the living campaign format and D&D players will find the rules familiar as it is based on D&D 3.5.

New players will find many friendly and experienced gamers happy to help you on your way in the Pathfinder Society. We want to expand the local Pathfinder Community and that starts with you!



## How should I prepare?

*As a Pathfinder you are a member of an elite team, and should be prepared with more than just sword and spell. Your fellow Pathfinders offer the following advice for a successful future:*

### **The only person responsible for healing is you.**

Have a potion of curing and try to keep up with your level; replace when needed. By your third scenario, have a wand of cure light wounds. **Never expect that healing is someone else's job.**

### **Have a way to deal damage at range.**

Have a ranged weapon, a spare scroll, a wand, whatever. A single magic missile is not enough; neither is a single arrow.

### **Have a way to deal with swarms.**

PFS scenarios are swarming with swarms. Alchemist fire flasks work best most often, but you may want something else. Diversify as you can, some swarms have different resistances.

### **Have effective backups to your primary ability.**

Melee characters, have a backup weapon; spellcasters, a backup spell component pouch/ holy symbol – "just in case".

### **Be reasonably balanced.**

Budget about 10% of your gained wealth for consumables. Potions, scrolls, wands - all these things will give you a quick jump toward self-sufficiency. They can be the difference between life and death.

### **A few general expectations.**

Have a smokestick/fog effect and a way to create fire and light. If you're prone to poisoning, have an antitoxin. If you fight with a weapon, have ways to deal with DR (damage reduction) bludgeoning, slashing, and piercing.

**Remember:** A little preparation can be the difference between a regrettable death and a future of Fame & Fortune.