PATHFINDER SOCIETY OPEN CALL

Do you have a great idea for a Pathfinder RPG adventure? Do you hope to one day see your name in print as the author of a fan-favorite Pathfinder product? Pathfinder Society Organized Play is currently conducting an ongoing open call for Pathfinder Society Quests, the perfect medium for you to show us what you've got! Paizo also uses this open call to find new talent for our other product lines—maybe that new talent is you!

What is a Pathfinder Society Quest?

Pathfinder Society Quests are 2,000-word mini-adventures designed to run in an hour or less. Quests are available on paizo.com, in game stores and at conventions, and in such publications as Kobold Quarterly. They provide a great way for players to try out the Pathfinder Roleplaying Game or Pathfinder Society Organized Play, are an excellent chance for new GMs to get acquainted with running a game, and are perfect time fillers between other adventures at conventions and game days. For example Pathfinder Society Quests, please visit **http://paizo.com/pathfinderSociety/products/quests**.

Designing a Quest

While Pathfinder Society Quests are similar in many ways to all adventures published by Paizo, they also come with their own design parameters that all open call submissions must abide by. A submission's failure to meet any of the following requirements will result in the submission's rejection.

• Pathfinder Society Quests are restricted to 2,000 words or less, including statblocks.

• Quests should be scaled to allow for a range of character levels to play the adventure. Scaling should follow the tier structure established in the Pathfinder Society Organized Play campaign. Available tiers for submissions are: Tier 1–5, Tier 3–7, Tier 5–9, and Tier 7–11. For more information on tiers and subtiers, see the *Guide to Pathfinder Society Organized Play*.

• Pathfinder Society Quests do not include new or custom cartography, and must utilize a single map taken from the GameMastery Map Pack or GameMastery Flip Mat lines. All submissions must indicate what map is used within the adventure.

• All enemies (monsters and NPCs) must be represented by either a Pathfinder Battles miniature (**http://paizo.com/pathfinder/battles**) or a Pathfinder Pawn (**http://paizo.com/pathfinder/pawns**).

Submission Guidelines

Before submitting a Pathfinder Society Quest for consideration in this open call, please read the following guidelines thoroughly and ensure that your submission meets all listed requirements. Failure to follow directions will result in your submission being rejected.

• Your submission should be a 2,000-word Pathfinder Society Quest, complete with an adventure background, information on getting started, a tiered encounter (or two, if you've got space), and a conclusion. Each submission should exhibit the best of your writing talents, your creative storytelling approach, and a clear understanding of encounter design and the mechanics of the Pathfinder Roleplaying Game.

• Your submission should be set in the Pathfinder campaign setting and be justifiable as an adventure that members of the Pathfinder Society would undertake. Submissions not set in the Pathfinder campaign setting will not be accepted.

• Do not include anything considered "adult" in nature in your submission (keep it PG-13). Also keep in mind that the Pathfinder Society is neither evil- or good-aligned, and that evil characters are not allowed in Pathfinder Society Organized Play.

• Only send in your best and best written submissions. You may send more than one Quest, but each must be its own email and attachment.

• Your submission must be in .doc, .rtf or .txt format and the file name must be named in this format: LASTNAME_ TITLE.EXTENSION. You are encouraged to use bold and italic text to conform to the style and formatting standards of the Pathfinder RPG, but please do not use additional styles or artificial means of recreating horizontal lines (such as those in statblock headers or section breaks); these will be added by Paizo prior to publication of accepted submissions.

• You must include your full legal name, physical mailing address, email address, and a contact phone number on the

top of the first page. These elements do not count against your total word count.

• Additionally, you must include a signed copy of the Submission Agreement located at **http://paizo.com/pathfinderSociety/getInvolved** with your submission. Submissions received without this legal release will be rejected outright without review of the contents of the submission.

• Once you're ready to send in your submission, please send it to **opencall@paizo.com** with the subject labeled as LASTNAME TITLE.

Submission Tips

While the list of advice on crafting a winning submission could go on endlessly, the following three pointers were compiled after years of receiving open call submissions. Keep these tips in mind when writing your Pathfinder Society Quest.

• Use our setting details to make your own story, but don't cram your story so full of our canon that it reads like a Frankenstein's monster of another authors' work and your own.

• Do not include Easter Eggs. What is an Easter Egg? Anything that is an intentional reference, in-joke, or allusion to another form of media or world. If Easter Eggs are found in your submission, it will be automatically rejected. Please also keep in mind that Paizo is not interested in comedy submissions.

• Do not submit a query pertaining to past, current, or future metaplots. These are concepted and mapped out in house. We want stand-alone adventures from new authors, not best guesses of what we need to tell our overarching story.

After Submitting

After your have submitted your Pathfinder Society Quest for consideration, please allow 72 hours for a response before resubmitting. Allow for more time on a holiday weekend (US bank holidays) or during or near major industry conventions.

We will read queries as quickly as possible and respond appropriately. Depending on submission volume and other factors, some submissions may wait several months in the review queue. If we receive one that meets our needs, we will likely give that author a contract and pay him or her for the adventure. If we receive one that we like or that shows potential but isn't quite there yet, we will likely ask that author to rewrite elements and resubmit for possible future publication. There is no guarantee at any point in this process that we will give you a contract and pay you for your work.