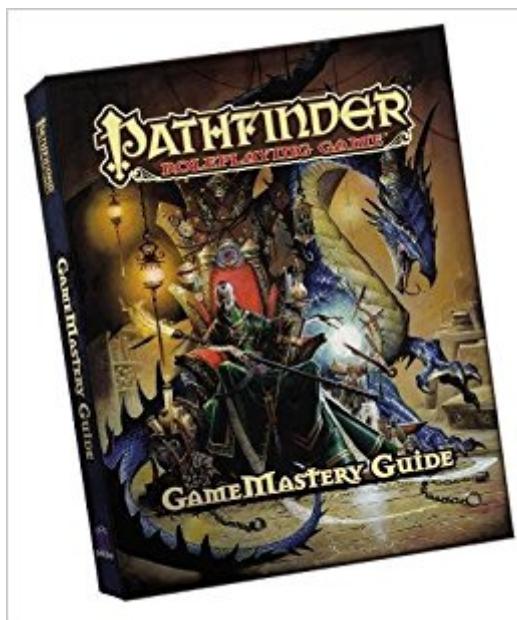


The book was found

Pathfinder Roleplaying Game: GameMastery Guide Pocket Edition



Synopsis

Players may be the heroes of the Pathfinder Roleplaying Game, but whole worlds rest on the Game Master's shoulders. Fortunately for GMs, the Pathfinder RPG GameMastery Guide is here to back you up. Packed with invaluable hints and information, this book contains everything you need to take your game to the next level, from advice on the nuts and bolts of running a session to the greater mysteries of crafting engaging worlds and storylines. Whether you've run one game or a thousand, this book has page after page of secrets to make you sharper, faster, and more creative, while always staying one step ahead of your players. The 320-page Pathfinder RPG GameMastery Guide is a must-have companion volume to the Pathfinder RPG Core Rulebook. This imaginative tabletop game builds upon more than 10 years of system development and an Open Playtest featuring more than 50,000 gamers to create a cutting-edge RPG experience that brings the all-time best-selling set of fantasy rules into the new millennium. The Pathfinder RPG GameMastery Guide includes:

- Tips and tricks for preparing and running a better game, suitable for beginning GMs and battle-hardened veterans.
- Step-by-step walkthroughs for creating campaign worlds, cities, cosmologies, feudal systems, and alternate dimensions.
- Difficult player types, and how to handle them gracefully.
- New rules for subsystems like hauntings, chase scenes, fortune-telling, gambling games, mysteries, and insanity.
- Charts to help you generate everything from interesting NPCs and fantastic treasures to instant encounters in any terrain.
- Advanced topics such as PC death, game-breaking rules, overpowered parties, solo campaigns, and derailed storylines.
- Sample NPC statistics for dozens of common adventuring situations, such as cultists, guardsmen, barmaids, and pirates.
- ... and much, much more!

Book Information

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Customer Reviews

I have been GMing for years before a 22 years lull and I am now back in the fray for my kids' sake. I have seen a number of these "how to" guides, starting with the Dungeon Master Guides from D&D and AD&D back in the 80's and I have to say this one is one of the best out there. I bought it on a whim and I do not regret a cent of it. It starts with the classic how-to sections (preparation, rewards, etc.) and quickly gets into very interesting and rarely seen sections about for instance the types of players you will encounter as a GM (and you DO encounter them) and how to address the group dynamic between the players. This section is absolutely excellent and a must read. Another great section is a collection of predefined NPCs at the end of the book - this saved me a number of times when the PCs take a surprising turn and start down an uncharted path. There are collections of tables to randomly determine the background of NPCs (or PCs), the types of societies and their characteristics, what the party finds on the side of the road, etc. etc. etc. All in all this is a very interesting, well thought-through read.

I bought this thinking it would be the equivalent to AD&D's original Dungeon Master's Guide, but I was mistaken. If you're an experienced DM/GM and you already own the Pathfinder Core Rulebook, you don't NEED this book. It's a Gamemastery book, meaning its main purpose is to help GM's manage their games better. That being said, there are a number of goodies added to appeal to experienced players (e.g., pre-generated NPCs, expanded treasure tables). It wasn't really the book I was hoping it would be, but it's a decent book just the same.

Well drawn and well put together. I bought it to complete the collection. It's not that it's 'bad' in any way, and is in fact quite useful in others. This is just the sort of book, that if you're a GM, you likely know most of the stuff. If not, 'reading' it from a book won't really get you there. It's useful to have some things spelled out straight up for you though and no one would be 'hurt' by reading it. It's just a touch pricy for information you either pick up naturally or.... probably aren't going to pick up at all. :) I like the book but I'm not sure it's ---needed---

great for your D&D gamers

Exactly what I needed. It has great go-to chapters for mid-campaign questions and even a large list of essential keywords you should know as a GM.

The right price for a very underrated book in Paizo's line. Useful for any GM.

Great book for any fantasy RPG. The content is clear and concise, and it presents many useful tips and advice. I really like the random tables in this book, too.

provides some of the best ideas from DM advice books such as the original DMG and the Complete Book of Villains, with considerable original useful and original ideas

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