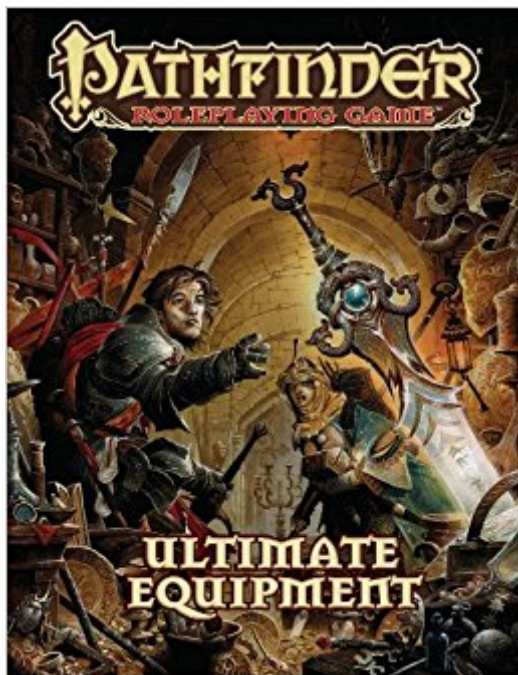


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Pathfinder Roleplaying Game: Ultimate Equipment



Synopsis

Gear up your Pathfinder RPG character in style with this massive catalog of thousands of magic items, alchemical equipment, weapons, and adventuring gear! Lavishly illustrated with hundreds and hundreds of full-color illustrations and organized in a new, easy-to-reference format that groups magic items by “slot,” Ultimate Equipment sorts all magical and mundane equipment released in the hardcover Pathfinder Roleplaying Game line to-date with tons and tons of new items to create the most comprehensive treasure resource ever created for the Pathfinder RPG! Perfect for players looking to kit out their characters or Game Masters looking to stock a dungeon with appropriate treasure, Ultimate Equipment is an excellent resource for every Pathfinder RPG campaign!

Book Information

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Customer Reviews

Gear up your Pathfinder RPG character in style with this massive catalog of thousands of magic items, alchemical equipment, weapons, and adventuring gear! Lavishly illustrated with hundreds and hundreds of full-color illustrations and organized in a new, easy-to-reference format that groups magic items by “slot,” Ultimate Equipment sorts all magical and mundane equipment released in the hardcover Pathfinder Roleplaying Game line to-date with tons and tons of new items to create the most comprehensive treasure resource ever created for the Pathfinder RPG! Perfect for players looking to kit out their characters or Game Masters looking to stock a dungeon with appropriate treasure, Ultimate Equipment is an excellent resource for every Pathfinder RPG campaign!

I've purchased equipment books for many RPGs including Pathfinder, and this one is easily the best. It simply collects every item ever published in any Paizo books and gives them a coherent index and random treasure generation tool. This book does one job and does it insanely well. The side-bars describing the section of the book are a nice touch. The source references for spells and abilities are extremely useful. One thing that's kind of odd is that the random treasure tables are separate from the listings, but I guess that makes it faster to look up if you're starting from scratch for a horde... not so good if you're looking for one random ring, so it's a tradeoff. Much of the art is recycled, but Paizo blends it all in beautifully. I want more, of course, since a picture of every item would be wonderful, but the book would be larger than the core rulebook! Overall, it's a worthy Pathfinder book, and stands tall next to the flagship books that are of equal quality: *Pathfinder Roleplaying Game: Core Rulebook* and *Pathfinder Roleplaying Game: Advanced Player's Guide*. I'd suggest buying this one either third or fourth depending on how much you intend to GM (if at all), with the other essential for GMs being *Pathfinder Roleplaying Game: The Pathfinder Bestiary*. The other Ultimate books are definitely lower on the priority list.

A book about equipment is never perceived as a priority for a GM or even players. GMs think they have all the equipment and items they need from many books and players know that buying a book that has a huge library of magic items which they might not see at all, well, they prefer to spend money in other books. *Ultimate Equipment* proves everyone wrong. This book is so well organized that makes the equipment and magic items section in the Core Book seem like outdated and not useful. The way it is presented is pretty straight forward. One section on arms and armor, one on adventuring gear, one on magic weapons and armor, one on staves, rods, rings and wands, another one on wondrous magic items and last, one for artifacts, cursed items and intelligent weapons. The great aspect about each section, specifically the magic sections, is how tables are organized, showing the low level magic items and moving all the way up to tables on the most powerful magic items. If you pair that with a magnificent treasure generator (can be a bit overwhelming at first), you can tailor your "random" treasure for your parties with such an ease that didn't exist before. This organization makes this book a perfect buy for any GM and even for players. It includes oriental weapons, firearms and some really unique weapons to spice up the game. The game provides nice pictures for many of the items presented, which is a plus. This is a magnificent tool and while I am sure it won't be popping up on most game nights, it will certainly make the GM's life a lot easier. Oh, and I love the quality of the paper. Some of the last books had some lower quality paper

(Ultimate Campaign, for example), but this one is great.

A must have for the Pathfinder gamers. I believe it will also cross over to other systems as well, but am having so much fun with PF I haven't even tried. LOTS of tables & SO much to choose from.... Simple Gear to Artifacts! Treasure tables! New tools, weapons & even poisons. Not just an expansion of magical items but also the mundane. You didn't know you needed them until they became available, & now your character can't do without them! Special materials & new magical abilities that allows millions of combinations of new magical creations to really customize your character or game. New mounts, animal companions & more. With the treasure generation tables you can easily pre-roll what adversaries have on them to use AGAINST the PC's, rather than killing a foe, then finding they had a Necklace of Fireballs Type V & a Broach of Shielding just sitting in a locked chest. Make that armory or weapons closet FULL! Have a treasure hoard for the taking, put together the ultimate town armory, blacksmith shop or general store. EVERYONE needs this one!

One of my favorite Pathfinder supplements! I would HIGHLY Recommend this book to anyone, but it's best for players who are looking to optimize a character instead for those looking to make one. Most of the items in this book are fascinating and unique, and I get a kick just out of leafing through it. Look up Tangleburn Bags, page 109. Hilarious and extremely effective!

Well, if you're going to be playing Pathfinder, you really ought to have a handy resource like this around. As a player, it's nice to have so you can get an idea of what cool stuff you can get. As a Game Master, it's even more important, since it means you can line the hoards of your dragons (and other monsters) more fully, and also equip the antagonists appropriately to challenge your players. With nifty tables for random treasure generation in the back, this book allows a return to some oldschool random treasure rolling if desired, which is some nice icing on the cake.

Great Resource

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