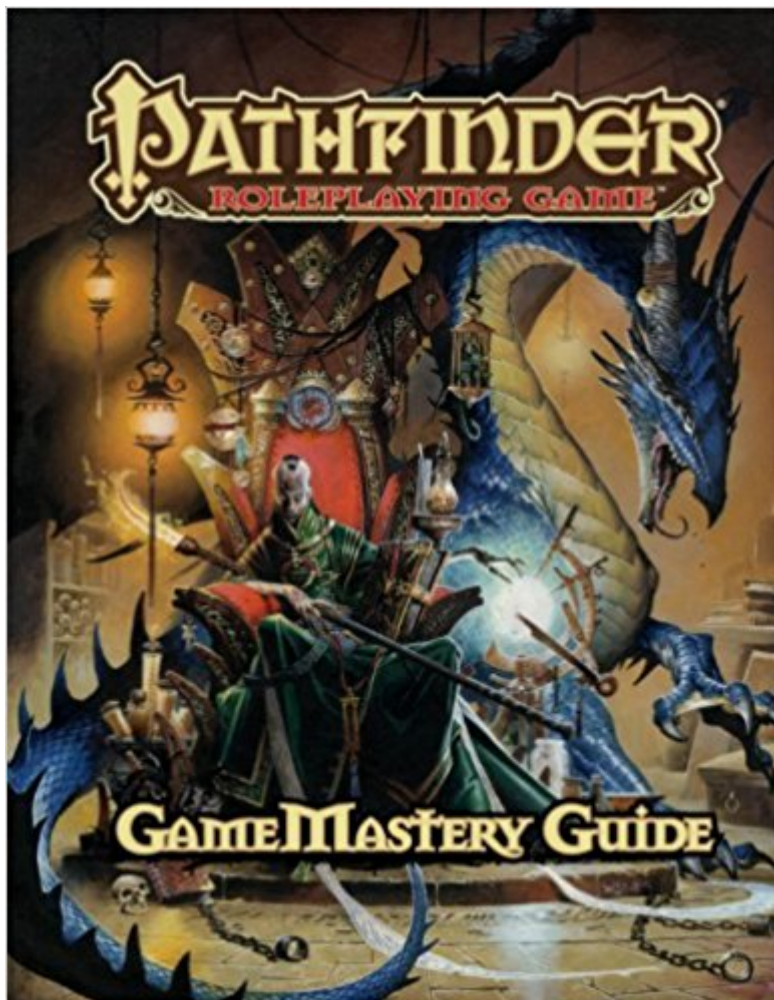


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Pathfinder Roleplaying Game: GameMastery Guide



Synopsis

This comprehensive guide to the art of Game Mastering goes beyond the Core Rulebook to offer tips, guidelines, and additional rules destined to take your Pathfinder Roleplaying Game campaign to the next level. Containing the accumulated knowledge and best practices of Paizo's award-winning creative staff and cadre of regular freelancers, this 320-page hardcover book is filled to bursting with encounter charts, idea lists, encounter design advice, tips for using and adapting published products to your personal campaign, and top-to-bottom guidelines for building a campaign from scratch.

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 infact 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 noone 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 advise. 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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