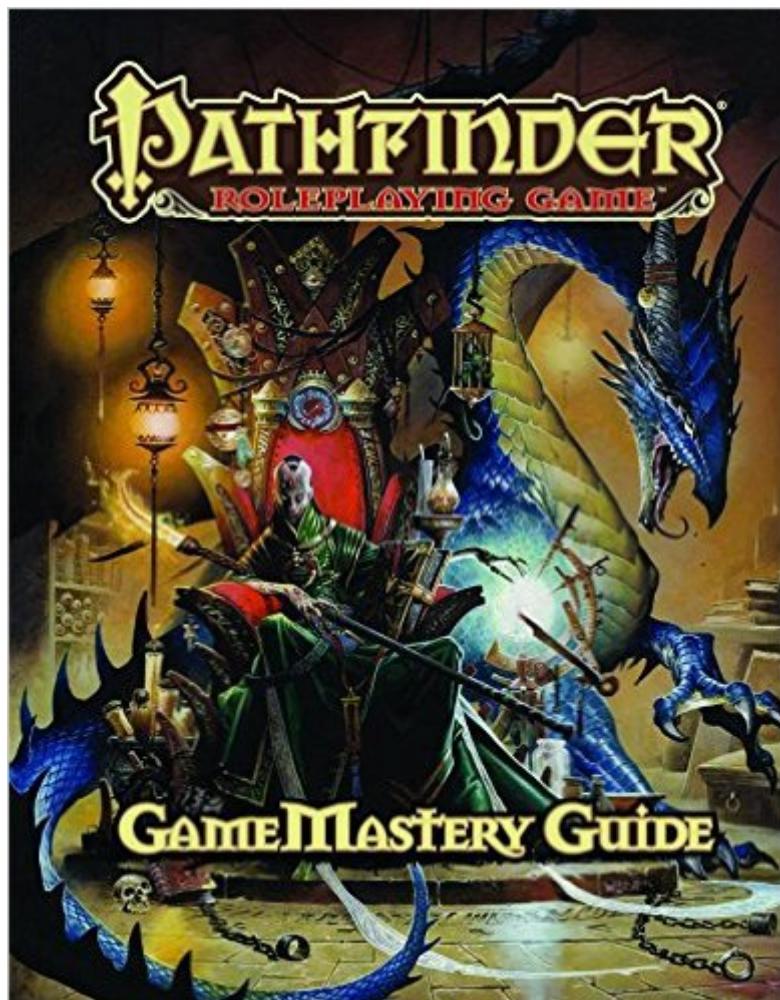


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Pathfinder Roleplaying Game: GameMastery Guide



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 playing D&D and other RPGs for around thirty years now. So, technically I didn't need this book - but it contains many nuggets of information on world building, handling difficult players, treasure distribution, etc. so I got it nonetheless. The book is wonderful, well-written, concise, and beautifully laid out. I especially like the dozens of pre-made NPCs included. They form a list of the various commonly encountered NPCs that every GM will need during the course of a given game night - characters like the barmaid, street thief, cultist, and bandit, all rendered in glorious detail. The only complaint I have is the treasure tables. I was hoping for a quick treasure generator, something to come up with non-magic, non-gold piece treasure in detail - the old D&D 3.5 DMG had such tables, and I use them often. But this is a small concern, and easily overlooked. This is an excellent resource material for any budding GM. Buy this now.

This book is supposed to be useful for both veteran GMs with three bookshelves of 3.5 material and new Pathfinder GMs who don't have such experience nor library. It's hard to do a good book for both those audiences, and I think that Paizo pulled it out perfectly. A veteran will likely find some of the GMG material "old story", while a newbie will never use some of the advice on more advanced world building topics, but this book is useful for both. The NPC gallery is alone worth the asking price, as are new rules for settlements (city statblocks that actually mean something more than telling you that 89.5% citizens are human). Also, random tables. You can't have enough of these. And finally, the "words every DM should know" page is golden. Especially for non-native English speakers who can bump their Linguistics skill up by a rank just by learning all the words on that page.

This book has already proved its value to me. My characters did something unexpected and I needed fully fleshed out NPCs to battle (city guards) and the book's NPC list provided everything for me to tweak seamlessly in-game. That alone makes the book worth it. The other reviews hit on all the positives of this book fairly well. Keep in mind that this is not a Game Master's guide (that is included in the Core book); it is a **MASTERY GUIDE**--or how to be a better DM. One thing to be aware of: Paizo has different printings of their books. For example, the Core book is on the fourth printing. I think the Game Mastery is on the second printing. Anyway, if you buy an early printing of a book then there will be content and typographical errors in it. Paizo is kind enough to provide free PDFs on their website to fix any mistakes that may be in the books in case you don't have the latest printing. Before you buy anything you should check Paizo's site see what printing the book is on. Unfortunately I could not find a way to verify what printing I would get from . I purchased the Core, Advanced Players Guide, Game Mastery Guide, and Beastiary from . After I received the products I realized I had to update/fix the AP Guide and Game Mastery Guide. The other two were the latest printings. It was a pain. If you buy from Paizo you don't need to worry but it is more expensive. I highly suggest either shows the copyright page or identifies what printing you are purchasing so consumers don't get stung, or at least are making informed decisions. That inconvenience is why I took off one star, but it really is a five star book.

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---

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.

I am new to roleplaying games for the most part and the book is full of great thought exercises and ideas for GMs. I can see how this book would be redundant for experienced RPGers but even the NPC gallery in the back seems like it would be a great resource. The last 50 pages of the book is full of pregenerated stat blocks and suggested alternate builds for different NPCs. The campaign I ran this summer would have been far more successful had I had this resource to inspire me and it fleshes out the collection nicely. Not to mention most of the artwork is on par with the core rulebook. Overall a nice package.

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