

Pathfinder Rpg Gamemastery Guide

Nobody cheats death. A warrior haunted by his past, Salim Ghadafar serves as a problem-solver for a church he hates, bound by the goddess of death to hunt down those who would rob her of her due. Such is the case in the desert nation of Thuvia, where a powerful merchant on the verge of achieving eternal youth via a magical elixir is mysteriously murdered, his soul kidnapped somewhere along its path to the afterlife. The only clue is a magical ransom note, offering to trade the merchant's successful resurrection for his dose of the fabled potion. But who would have the power to steal a soul from the boneyard of Death herself? Enter Salim, whose keen mind and contacts throughout the multiverse should make solving this mystery a cinch. There's only one problem: The investigation is being financed by Neila Anvanory, the dead merchant's stubborn and aristocratic daughter. And she wants to go with him. Along with his uninvited passenger, Salim must unravel a web of intrigue that will lead them far from the blistering sands of Thuvia on a grand tour of the Outer Planes, where devils and angels rub shoulders with fey lords and mechanical men, and nothing is as it seems... At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Erkunde die magischen Welten von D&D In deinen Händen hältst du ein einzigartiges Handbuch über furchteinflößende, finstere und wilde Kreaturen aus den Welten des am meisten geliebten Rollenspiels, Dungeons & Dragons. Hier findest du nicht nur viele neue Illustrationen, sondern auch tiefe Einsichten von Experten des Spiels. Monster & Kreaturen beleuchtet die Bestien, die die Helden jagen, plagen oder einschüchtern – von finsternen unterirdischen Höhlen bis in wilde Wälder, felsige Gebirge und sogar die endlosen Weiten des Himmels. Wenn du selbst darauf brennst, deine eigenen D&D-Abenteuer zu entwickeln, bietet dir dieses Handbuch den perfekten Einstieg in die Welten der Fantasy und epischer Geschichten.

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!

A fantastic expansion to the kingdom-building rules for the Pathfinder Roleplaying Game. If your characters are building a kingdom, this is a product you cannot miss! Created by the designer of the kingdom-building system presented in Pathfinder Roleplaying Game Ultimate Campaign to perfectly complement those rules while expanding them in amazing directions, Ultimate Rulership contains a dazzling array of new options including new Edicts for royal commissions and endowments, espionage and festivals, militarism and recruiting new armies. It adds nearly 20 new buildings for your cities from Aeries to Bordellos, Hanging Gardens to Crematoria, with full-color tiles for every building large and small. You will also find guidelines for population and military recruitment, and for integrating settlement attributes, kingdom events, and danger levels; noble titles and precedence; and naturally advantageous sites and exotic city locales from cliff dwellings to treetop towns to cities under the sea! Ultimate Rulership provides a wealth of options for expanding your domain and forging a kingdom that will long be remembered. This product is part of the Ultimate Plug-Ins line from Legendary Games, offering the very best support products for the Pathfinder Roleplaying Game. This product and a host of other great Ultimate Plug-Ins and Adventure Path Plug-Ins are available in PDF format from Legendary Games at www.makeyourgamelegendary.com. Whether you use published adventure paths like those from Paizo Publishing, LLC or other campaigns featuring themes like Gothic horror, the alien Lovecraftian mythos, epic journeys to the Far East, exploration of the fey-haunted wilderness, righteous crusades against the demon hordes, or swashbuckling pirates, Legendary Games has amazing products for you. Adventures, rules expansions, monstrous bestiaries, character compendiums, rogues galleries, spells, magic, and terrible grimoires full of secrets man was not meant to know: you'll find all these and more. Every product from Legendary Games is in lush full color with premium layout, robust hyperlinks, fantastic artwork, and the creative talents of a team of authors that you already know and trust from their extensive contributions to the core rulebooks, adventure paths, and companion and campaign setting supplements for the Pathfinder Roleplaying Game. Make Your Game Legendary! 2018 ENnie gold winner of Best Game and Product Of The Year, this revised edition features an all-new layout, rules clarifications, and errata updates from 2018. WELCOME TO GRIM & PERILOUS GAMING Featured on Forbes.com, ranked one of the best-selling fantasy tabletop role-playing games at DriveThruRPG, and having sold over 90,000 copies worldwide, ZWEIHÄNDER

Grim & Perilous RPG is a bloodier, grimmer, and grittier version of classical tabletop role-playing games. This revised edition is published in celebration with Andrews McMeel Publishing and features a refreshed layout, new artwork, rules clarifications, color plates by Dejan Mandic, and errata. ZWEIHÄNDER Grim & Perilous RPG is a game where your characters will: Live in a gritty, "realistic" fantasy world Make morally grey decisions & enact vicious reprisals Uncover insidious plots & political intrigue Take part in heart-pumping chase scenes Venture into the wilderness & survive its perils Desperately fight in clandestine & open field combat Defend themselves from injuries, madness, & mutations Encounter sanity-blasting creatures & their minions Using the Powered By ZWEIHÄNDER d100 game engine, you will create grim characters, write perilous adventures, and build your own low fantasy & dark fantasy campaigns. These rules are a perfect fit for Renaissance and medieval-styled adventures, too. You can also use this book to create your own home-brewed worlds, whether inspired by the works of Andrzej Sapkowski's The Witcher, George R.R. Martin's Game of Thrones, Glen Cook's Black Company, Myke Cole's The Armored Saint, Robert E. Howard's Solomon Kane, Scott Lynch's Gentlemen Bastard series, or other "grimdark"-inspired media. This all-in-one game includes most of what you need to play: a character creation guide, game mastery rules, and a bestiary brimming with creatures both fair & foul. All that's left are a few friends, pencils, and a handful of dice. ZWEIHÄNDER Grim & Perilous RPG awaits, and the fate of your grim & perilous tale hangs in the balance!

Genießen und drücken Sie Ihre Kreativität aus, indem Sie diese unglaublichen Designs ausmalen. Sie können jedes Design mit den gewünschten Farben färben und Ihrer Fantasie freien Lauf lassen. Dieses Buch ist ein wunderbares Geschenk. Was Sie in diesem Buch finden: - Einseitige Designs. Designs befinden sich nur auf einer Seite der Seite. - Einzigartige Designs zum Ausmalen. Es gibt keine doppelten Designs. - Seite zum Testen der Farben. Enthält eine zusätzliche Seite zum Testen von Farben. - Abmessungen. 21.59 x 27.94 cm. - Betonung auf Details. Alle Bilder wurden sorgfältig für ein besseres Farberlebnis entworfen. Holen Sie sich dieses Buch jetzt und haben Sie Spaß. Wenn Sie jemanden kennen, der dieses Buch gerne ausmalen würde, machen Sie ihn glücklich, indem Sie ihm auch eines geben.

Whether you are a new Game Master or experienced storyteller, you can always find new ways to hone your craft. This 256-page Pathfinder Second Edition rulebook contains a wealth of new information, tools, and rules systems to add to your game. Inside you will find handy advice for building your own adventures, designing towns, and creating vibrant characters alongside rules systems for dramatic chases, thrilling tournaments, and deadly duels. This book also includes more 40 pages of sample nonplayer characters, from the simple town guard to the vile cultist, presented to make your job as GM that much easier! The Pathfinder Gamemastery Guide includes: * Rules, advice, and guidelines to build adventures, campaigns, and the denizens and treasures that lurk within, from

settlements to nations to infinite planes! * Creative variant rules to customize the rules to make the game your own, including variant bonus, feat, and magic item progressions, characters gaining the power of multiple classes at once, and more! * All sorts of new and variant magic items including intelligent items, cursed items, artifacts, quirks you can add to items, and a brand new type of item called a relic that scales with your character! * A catalog of subsystems to handle unique situations, from thrilling chases to researching mysteries to vehicle combat to elaborate duels to sandbox-style "hexploration" and more! Plus, a universal victory point system to help you design your own subsystems! * More than 60 new NPCs to use in your game, designed for maximum usefulness to all Pathfinder campaigns!

"Dungeon Queen of Mars!" The unrivaled warrior Red Sonja must work with Cave Girl and King Rex to escape a dungeon with a religious icon of Issus, Goddess of Death and Life Eternal, to use as a bargaining chip in the grim political war of the Worldscape!

Adventure in the world of Everglow, nestled in delicate balance between the elemental planes. It is a world of magic and mystery, where the fey are in control and the humanoid races are secondary. Foremost of the fey are Ponykind, who rallied behind their Queen to form the greatest empire Everglow had ever seen. We've brought ponies, griffons, felines, and other strange creatures to life in a world all of their own, where they are the primary PCs. Don't want to run a game all about ponies? That's alright! Use our post-empire suggestions to add ponies to any other existing world. Many spells, archetypes, and bloodlines are also usable by non ponies or other settings. New godsNew spellsNew class archetypesNew equipmentNew bloodlinesNew races

This definitive sourcebook for the Pathfinder Roleplaying Game provides tons of new character options for all seven "core" player character races, from archetypes that allow elf characters to explore their connection to nature and magic, to feats and spells that let a dwarf character carry on the legacy of his multi-generational clan, or a gnome explore her connection to the First World or delve deep into her weird obsessions. Additionally, the Advanced Race Guide offers meaty sections on a dozen "spotlight" races that make interesting and exciting player character options, such as goblins, aasimar, tieflings, dhampyrs, drow, the elemental races from Bestiary 2, and several others, and, for the first time, allows players to create and play characters like merfolk, grippli, duergar, stryxx, and every other appropriate monster currently in the Pathfinder game. Lastly, the Advanced Race Guide includes an extensive section that allows players and GMs to build their own custom races, either to emulate more powerful creatures that already exist in the game or to create wholly original characters unique to their campaign.

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