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HOW TO BE A GREAT GM: RUNNING ROLE PLAYING GAMES WITH EXCELLENCE



Createspace, United States, 2011. Paperback. Book Condition: New. 203 x 127 mm. Language: English . Brand New Book ***** Print on Demand *****.This book is a How-to on running great Role Playing games. This is not the fool s guide. It is a text for making genuinely interested GMs into great GMs. The material can be implemented a chapter at a time to help a GM enhance an ongoing gaming experience without starting over. The book includes chapters on various...

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- Authored by Daniel Stevenson
- Released at 2011



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