## **Dwarven Forge - Dwarven Forge** Generated: 22 July, 2014, 15:41 Bad DMs! Posted by Guest - 2004/04/16 09:41 Well, Its only fair. There are a few of these creeping around. Bad DMs! Posted by Thor - 2004/04/16 10:08 I had a DM once who only used the same plot in every game he Dm-ed. It was "Escape from Thunder Dome". Chez! We Always found/crashlanded/got captured etc. Only to find our PC fighting in a metal cage while Tina Turner looked on. Really, We did this like 8 times! We only had a couple og minis back then so I have probably fought at least a 100 hydras :rolleyes: Bad DMs! Posted by MrThou - 2004/04/16 23:42 me... I cant keep concentraited for long campaigns:( and i kill players like a phreak... My dice roll crits like NO ones business. CRAZY! Bad DMs! Posted by Thor - 2004/04/20 14:20

- Good DM games:

Trapped on Treasure Island

**Dungeon of Gold Pieces** 

The City with too many potion stands.

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- Bad DM games:			
Homo: The buggering (From the disfunctional gamer site!!)			
Yer, magic don't work here boy			
Million-man Lizard man march.			
You know it's going to be a long day when your DM says, "Now, How many Orc minis do I have":(			
Bad DMs! Posted by Thor - 2005/11/10 21:11			
More "bad DMs"			
He has every Monster Manual ever made, never bought "The big book of Happy Magic Items"			
He wears a walkman at games and just holds up fingers for your damage			
Oh wait, You want real stories about real bad DMs???			
There can't be any bad DM's only those with out players			
grin			
Bad DMs! Posted by Kradlo - 2005/11/11 18:27			

My first experience with Call of Cthulhu RPG was a GM whose descriptive abilities were as follows: "He's got black hair, dark eyes, and yadda, yadda, yadda." I kid you not. I guess that flavor text must have negatively affected his powers of concentration.

His game was a better cure for insomnia than Reader's Digest. Borrrrring.

Another experience with a pair of bad GMs was at a convention game, running AD&D 2nd Edition with the Player's Option: Combat & Tactics rules. There were some good ideas in that book, but they ran a six-hour game that was literally ten melee rounds in length, start to finish. They so micro-managed every split-second of game time, gave the player whose turn it was all day long to decide on an action, and then let him re-think it and start over when he made a mistake. The GMs were nice people, but obviously did not know how to run a game, particularly for a large group of players, and especially in an arena combat scenario.

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Kradlo