

Creating a Mini-Campaign for any TTRPG

Full video link: https://youtu.be/qB_HEzHWxgo

Mini-Campaigns are 3-7 adventures long.

Linking a few mini-campaigns would make a single standard open campaign.

Here's how to create your own mini campaign – how to plan for it. Ask the following questions when planning your mini-campaign:

What is your goal?

- O Why do you want to make this mini campaign?
- Perhaps you want to test your ability to string along a bigger picture scenario, rather than just a short scenario of a single adventure.
- Making sure your shorter scenarios string together to form a bigger picture is a different challenge compared to a one-shot.
- Maybe you just want to run something that has a little more meat to it e.g. A battle that takes 5 adventures to play out. A series of adventures rather than one giant adventure.
- Thinking about your bigger story and breaking it down into smaller adventures will provide more focused mini wins – your game will be stronger for it.

What RPG system are you using?

- Experiment with other systems.
- Adopt something that has a lot of tutorials or information on it. Or go for a system that is simple to grasp and understand.
- Choose your system based on your campaign type. You must be comfortable with the system you're playing in.

What is your setting?

- o Pre-made or homemade.
- Don't spend too much time on planning this, as it is a small and self-contained space.
- The advantage is that you can really explore. Test some ideas the game won't last long, so feel free to try new things.
- Pre-made is easy you can choose a single spot and play within that area. There
 would be no need to learn the whole setting.



- Choose a starting location.
 - o Every game starts somewhere.
 - On the map location. Forest or nebula etc.
 - Why choose a specific place because it looks interesting to you.
 - Choose an interesting location any reason is acceptable, so long as it inspires you.
 - o Ask the 'What if' question. It will always lead you to your adventures just ask it!
 - By choosing a location you suddenly get adventures for free.
 - Then ask how or why the PC's will have goals or needs, you need to figure out what they will be.
- Important to note that the first adventure and the last adventure are linked together. It
 makes a neat circle and contains your mini campaign, preventing it from rambling and
 losing focus.
- Use the 5 step method discover plot, journey to plot, discover not the plot, journey to new plot, showdown.

Your task – design your own mini campaign.

Notes:			
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