



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?
 - 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?
 - 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.



