



Throw the Dice! Let's GM – The Art of Campaign Design

Full video link: <https://youtu.be/rzAVwEN-rml>

The art of campaign design – how do we as the GMs stop doing all of the work and watch as the system we put into place does the work for us.

We want to remove the burden of being the GM and add the joy. How do we do that? This “Throw the dice” series gives some insight on how to do this.

An important detail to note is that everything in your campaign can die. Plots, NPCs, locations, histories, encounter plans, names, ideas – everything in game is subject to change!

- Prep versus improv
 - What do we NEED versus what makes us comfortable?
 - We should prepare maps. Maps make the world real – we can see and touch a map, not a history.
 - Maps rule everything. Put effort into your map and it will tell you everything you need to know.
 - Whatever you use – make maps. A good map is going to be a huge help to you.

- NPCs
 - Design NPCs you need when you need them. How can you design before you know?
 - NPCs use OGAS. OGAS is more useful than stats, because stats are hidden mechanics the PCs don't see.
 - There are free stat generators. Stats only help you in combat, which should be less common than social interaction. So get them when you need them.
 - The system tells you – once you are used to the system, it tells you the outcome, instead of you having to figure it out.

- Encounters
 - There must be a reason for them, otherwise they are just a waste of everyone's time.



