



## Planning Your RPG Campaign - 3 Ways to Start

Full video link: <https://youtu.be/a7kjUaaajAo>

Where do you start when starting a new game?

There are 3 ways that you can start when thinking of planning your next campaign:

1. Start with a campaign idea
2. Start using a pre-made world
3. Using homebrew

Here are the pros and cons of each of these when planning a new game.

- **Campaign idea**
- **The pros:**
  - Got a big idea? A final scene? A line of dialogue?
  - By doing this first, you are now free to start choosing your goals. You can choose ANY goals you like.
  - We have unlimited creativity – there are no rules or requirements.
  - We can change anything – no expectations exist in our space yet.
- **The cons:**
  - Campaigns limit constraints – you have no constraints to help guide you initially.
  - You will eventually need a world space – so you will have to choose eventually.
- **Pre-made world** - using an existing world space or setting/campaign
- **The pros:**
  - Gives us expectations – we get lots of expectations when using a pre-made world.
  - Lots of pre-generated material – there is tons of material available to you.
  - We are free to focus – our efforts are on our plans, not on our world space.
- **The cons:**
  - You need to remember it all. You will have to keep it all in your head.
  - Players may take advantage if their knowledge is better than yours on the pre-gen world. You can however rely on your players and their knowledge to help you make the world better and richer.
- **Homebrew** – making your own world space
- **The pros:**
  - You can build anything – as you imagine it, you can add to it, expand, destroy – anything you like.
  - You are free to fill it with anything and populate your world space as you like.



- It is easier to apply your tone to your own world than it is in a pre-generated world.
- **The cons:**
  - You must create everything. It all rests on your shoulders.

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