

An attempt to define

A campaign is a series of connected adventures or missions. Often it is played by the same GM's & players playing a constant group of characters.

I know of two broad types of campaigns: the so-called sandbox and the story arc campaign.

Story-Arc-Campaigns involve a minimum of one overarching plot but mostly there are several. A GM needs to slightly nudge the players through the plot, playing an active role. Most published campaign-books by WOTC are story arc campaigns.

Sandbox has no plot and the GM is mostly reacting to the players actions, trying to stay just one step ahead of them in terms of preparation.

Campaign-planning

- Want to run prewritten? read the thing. DONT RUN WOTC CAMPAIGNS, THEYRE HUGE
- Dates? Fixed days? Playing how often?
 - can influence the campaign type, a heavy political campaign is hard to run when you only play once a month
- Decide on style & theme.
 - If story arc:
 - central conflict,
 - write down plot points,
 - plan different story arcs:
 - three arc structure: immediate, narrative, campaign.
 - use A plot, B plot (more during campaign)
 - Main Faction's motivations & goals and how they try to achieve this
 - if sandbox: generate minimum a very small part of the world, it's npcs and THEIR PROBLEMS. generate more locations etc ONLY IF ITS FUN! ->WWN
- Decide on the ending. What condition has to be met?
- **Most important: MAKE YOURSELF EXCITED ABOUT YOUR CAMPAIGN**
- Bsp: PoA, Arcanor, RHoA, CoS

Introducing players: the pitch

- Make it exciting. No once upon a time but NOW!
 - There is war in the Dwarflands! Everybody hates the elves!
- Include few facts about the setting, make them gameable or relevant. (i did a very bad job about this in Arcanor).
- CharGen: player options, lvl-ranges, LIMITS on player options
- Include theme & style and what players are expected to do
- approx length of campaign

Session 0

- set expectations
- plan logistics: dates, how to handle missing players
- discuss safetytools
- maybe generate characters and establish PC-connections
- are players supposed to write summaries?

First session planning

- do NOT do a choose your first adventure-style, setup the first adventure in the session 0 or the pitch
- use a VERY SIMPLE first adventure
- if story-arc-campaign, somehow introduce the big campaign arc in the first few session (for example introduce the main villain, if there is one, either via lieutenant or themselves and let them do evil stuff)
- include minimum of 3-5 hooks per session
- at the end, ask players what they plan to do next

Continuity

- After the game, write down new facts. Keep them in your campaign bible:
<https://theangrygm.com/how-to-run-a-biblical-campaign/>
- plan your next session right AFTER your last one, i suck at this