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West marches campaign

This week, I thought of sharing some quick lessons I learned to perform my first Western Marche campaign (link for an overview of what it means). Most of these can apply to more than just Western brands, so feel free to use my advice for your campaigns, whatever style they may be. Lesson 1: You still have to prepare. Just because the campaigns of the Western Marches do not have a standard plot does not mean that you do not have to make any planning. Of course you should have some interesting plots and places in mind for PC adventures. But beyond that, you should also develop a beautiful additional resource cache to make your life easier. Maybe you did a random meeting table, but did you search for images/tokens/mini to represent them? Have you found some maps that can be used for general meetings, such as a meeting in a forest? One of the things I understood from managing my first Western Marche campaign is that I did not prepare enough at the beginning. Fighting meetings went very slowly when I needed to find/design maps, tokens and the like. A bit of prep can make the difference between a fun and smooth campaign and a disorderly disaster. Save yourself a headache and make sure you put the effort in advance. Lesson 2: Take the Hands-Off Approach seriously. When I started my campaign in the Western Marches, one of the most difficult things for me was fighting the urge to establish the law and organize our session game time and the like. One of the principles of a Western Marche campaign is that it is the responsibility of players to let GM know when they want to play and what are the plans of their PCs. You're running a campaign that requires a lot of effort to manage. Do not let players throw planning concerns of you, too. For my part, if my players didn't give me 48 hours notice on when they wanted to play a session and what they wanted to do, I told them they were out of luck. Doodle can be a very useful tool for those situations. Doodle is awesome that allows you to organize events, and gives you options to select only some day and time slot combinations. We used it to check which dates/times worked best for the group, and players would schedule our sessions around that. It made my life and those of my players much easier. Lesson 3: Just start with a couple of aces. Despite all my research and learning effort on Western Marche countryside, one thing I wasn't sure was what would be a good size map to start. I learned this the difficult way when I did my Hex Map 12x12 6-mile comes out. I thought it was a realistic dimension to a region, but no matter how realistic it was, I shouldn't have started so great. There is only one way too much space to cover and you will be stressed trying to find interesting encounters in most if not all those axes. Instead, I suggest starting with 3 axes of 1 day, period. Having some ready plots that will give them a strong incentive to travel back and forth between those hexes, and have people and places in those executions react to developments in the other. While the textures develop and/or as you do more prep and feel more comfortable, you can start adding new hexades. Even if your players decide to walk a path undefeated at once, at least you can focus on developing a hexagonal at a time instead of worrying about 4 travel exaggerations per day. Do you have thoughts or questions about the article or suggestions for future content? Leave a comment below or leave me a line at jdlimino@d2radio.com. Comments Recommendation:campaign prepschedulingwest marches Looking for a reliable D&D game but can't engage in a regular campaign? Do you want to be able to play as often or not as you want? The Savage Frontier is the perfect campaign for you in a live and respiratory world where the actions of players shape the narrative and the world around them, the ongoing Savage Frontier campaign has a community of 27 active players, runs 3-5 sessions of four hours a week, has a flourishing Discord. Discord is constantly evolving. We do 3-5 sessions per week, with most falling between 8 and 9:00 GMT. What is a game of Western Marches? A game of Western Marches is a game played in a persistent world shared among more players, characters and parties. Rather than having a set plot to follow, players instead make their own decisions on which areas to explore, organize their own session time (about a DM time.) and organize a party to go and take any mission they have established. Every month, new missions are published to inspire and attempt would-be heroes. It is a gritty version, based on Dungeons & Dragons exploration where players dictate the pace of the game while the DM creates the world around them. Sessions can often be as 2-5 times a week or as rare as once a month, with your character (i) rest and recovery in the city between adventures. If you want more information, do not hesitate to shoot me a message or a message below! A little me today! My name is Chris and I have been games of DMing of Dungeons & Dragons for 24 years. This will be my first time managing a Wests Marches campaign, but I successfully brought more paying parties through Tomb of Annihilation and Rappan Athuk in recent months. I'm also running Nights below, Frostmaiden Rhymes, Curse of Strahd and Annihilation Tomb. Currently DM for ten games each week, seven of which are paid groups who are adventurers with me for several months. This is not an obstacle for me - this is what I do to live. Not only do I have a pro subscription on Roll20, but I also have all the major rules books currently available on Roll20, as well as a number of Kobold Press titles, including Deep Magic. In addition, I have a large collection of tokens, a massive collection of high quality battle maps, state tokens and a truly colossal collection of third-party reference materials (in more than 1,000 titles.) How it works: Looking for a player who is interested in a campaign that is less than a pre-written form and more about the emotion of exploration. While the world is mapped and exists, your characters explore it and shape it through these explorations. The sessions are organized by players who select time from my availability, choose the destination and select the party of 3-6 daring adventurers eager to explore. Once this is all blocked, the session is prepared by me and continues until the characters return to the city, are defeated, or require a long rest. You should be comfortable with both role play, fighting, and exploration column, as well as being respectful of other people's time and effort. What you have to do for your money: Your \$20 not only gets you an expert DM with a huge set of resources at its disposal, but also goes towards buying additional content as needed. This includes the permanent Roll20 Pro subscription and other battle maps, source folders and content that will be used to add to the campaign. I prepare high-quality and dynamic (where necessary) enabled battle maps, create a fully interactive landing page, and will have a specially built Discord server for both OTT and gaming chat. Finally, we have a country wiki that is constantly updated with search journals, location information and more! WORLD TESTS Below, you will find some testimonials of both past and present players. I am currently running seven more successful campaigns (a homebrew, four Tomb of Annihilation, a Night below, and a Rappan Athuk). Del (payable player) Suspect as many people, I was designed to try D&D after seeing performances as Critical Role. Having played for the last time some RP games in the years 80/90of in-person options and was designed for roll20 as a chance to immerse my feet in the world. I tried many (many) free games successfully mixed. I had a good time, but never really hard or satisfying games. Players (and DMs) fled and I was thinking about stopping. I thought of trying another shot and signed for a paid game with Chris running "Tomb of Annihilation". I couldn't be happier with that decision! From the beginning, Chris was welcoming and helpful, speaking the group through any question and engaging everyone. It is so well prepared, with NPC incarnate, places and events that it is easy to be engaged immediately. It allows players to build their characters and the dynamics of the party while moving history subtly - decisions have ramifications but I always feel like I'm responsible for the fate of my character! I can not recommend Chris enough - it is worth the price for preparation and synthesis alone, not to mention its excellent content management. Josh (paying player) I joined Chris almost six months ago, and I'm really grateful I did. My previous experiences with Roll20 were less than exciting, and finding an enthusiastic DM that was worth money and investment over time seemed impossible. . Then Chris came, and in the jungle of Chult I went. Half a year later, I became part of her newly-brained Steampunk-style Princes of Elemental Evil campaign, and I love every moment. Chris is an extremely talented and organized DM that is always ready to improvise when things get nervous. It has a lot of accents and different voices on sleeves, thousands of sessions in its resume, and manages all three D&D pillars equally superbly. And if all this is not enough, it has a wonderful community of discord rich in goodness and other game opportunities. 15/10 will continue to play. Richelle I've been playing with Chris for about three years, and it's such a great DM. It really took so much time and effort to make every session an experience. When I joined I was new to D&D and Chris always did so that I felt supportive and confident and never did feel stupid to ask questions or need extra help. I've had it. Play Tomb of Annihilation with him TWICE, the first time through, and now again for a second time with a new group. While I absolutely loved the first round, this second game is even better! It is really ironed all the relatives of the prescribed adventure and added its content to make the game even more exciting. I also play in another of his home-brew games, which is fantastic as well. Honestly I am so impressed by the amount of time and work that puts in not only adventure, but dynamic lighting maps, tokens and NPC charges. Chris also loves you to have some characters in the flesh, and if you put yourself in the effort, so he will! You will be sure to fall Easter eggs only for your character and pull into elements of your history, and current desires and ambitions. Chris is always adapting the adventure to the needs and wishes of the party, which I think is amazing and makes the game a lot more fun! Surya (paying player) Chris puts an incredible effort in each session. You will feel sincerely as if you are playing a sandbox no matter what campaign it is, or how much of a WLD/CARD your party has. I feel like its value definitely for money with the quality of entertainment you will find in these sessions. Chris helped me with the development of a more fun character concept very genuinely MANY times while playing a meat grinder campaign! He always works with his players to bring a fun story to life, and he has a great understanding of the rules to deliver this to his players. The summary you do for each session really reads as a diary of your adventure, and you can happily look back on it long after the session is over. Richard (paying player) I am a paying player, at the beginning of 40 years married to children, a professional, and played RPG for almost 30 years. I tried GMs since I joined Roll20 at the beginning of the C19 block, and I am stuck with CWB as return charges required me to Back up. CWB is in time, prepared, respectful, enthusiastic, and manages a great session - interesting adventures, voice acting, facilitates RP among the characters as well as with NPC, reflective fighting, manages difficult players, violence is not the solution to all meetings. Ayla (Pagator) I'm playing with Chris as a DM for about 5 months in modular and western marches style campaigns. I can honestly say that there has never been a boring or boring game. Chris is an expert in intense and fun games every time with wonderful building world and characters to interact with. If this is not enough, he brought together a wonderful community of people who win in and out of play. Chris has definitely opened his eyes to the full potential of what a RPG can really be, and I hope I can continue playing with him for years to come. James (paying player) More Nerdgasm is a terrific DM, and the person to start. He made my first real D&D raid an absolute explosion. His perfect mix of patience, guidance, humor and preparation cemented my desire to continue playing and engage in multiple adventures. In my opinion, his rates are well worth paying, each session is well planned, strongly adapted for each character of the party members and stimulant. Steve (paid player) I started playing D&D in 3.5 and enjoyed many campaigns like a player and as a DM. In recent years, I have managed a campaign with my friends, using miniatures and traditional esa mapping. However, COVID made it impossible to meet in person. We tried to pass our group to Roll20, but after many hours of preparation, I found too bulky to use effectively for our group, so we decided to take a break until we can meet again. However, I discovered Chris on Roll20. It advertised as an expert DM make roll20 behave fun for its players. I decided to try his group as a player, even if sitting at someone else's table can be for someone accustomed to being behind the screen. I found Chris' style to be very welcoming. Especially, it's right. I had the pleasure of sitting with three different groups in different times in different campaigns. Everyone tasted like a group was very heavy RP, another was very noobish with few experienced players, and another was balanced, with experienced players using RP to improve the game. These are very different groups, and like a DM, it takes skill to make each of these open, cozy and fun tables look like each other. Chris makes each of these different group dynamics work. This skill is priceless for a DM. Use Sand rules with some home rules, but it was opened to the implementation of things that the group wants - as long as the impact is not destructive or game-breaking. No matter if you're new to 5e or a D&D veteran, I think you'll find Chris' style open, safe and fun. It does not force the action to go in a certain way, and in-game decisions have consequences: Just ask anyone about his salt-de-de-wall that suffered a catastrophic PC death! I learned a lot that I can bring with DM other groups, and sincerely support Chris as a super DM. Reuben Chris can turn a simple book game into a great voice visual masterpiece that acts for perfect descriptions that will have you in full immersion. out of its way to give great character hooks and new character options for any campaign. His knowledge as a rule is incredible, it is rare for him to meet something that does not know the direct rule for but if this happens it is always right on a judgment. 9.5/10 because Matt Mercer could not get a 10 Matt I first played D&D with Chris in 2017 when I joined a group for which he was already DMing and more recently has DMs for a new group with some beginners. His knowledge of the game helped beginners to and play as if they had played many times before. Chris' style builds a great atmosphere the game with excellent fighting scenes, as well as accumulation and travel within history, keeping each session a joy of playing and makes you look ahead to the next. A highly recommended DM. Dave. Chris is a natural narrator with world-class improvisation skills. Chris games are a perfect balance between humor and sincerity/gravity. After 20 years, Chris is still able to surprise me with his talent and originality. Robert CWB designed and organized my RPG lifestyle for over 5 years. Provides regular sessions for both experienced players and neophytes, using both custom materials and sources to meet the wishes of players. CWB is an incredible GM, navigating smoothly its players through campaigns with equity and compassion. Long or short, shared games with CWB is time well spent. Byron Chris performed our campaigns now for over 6 years, during this time he put on awesome session after awesome session on a fifteen-day basis. They offered me other DM campaigns, but don't accumulate until the dive Chris adds to our games. I really find it hard to play with other DMs. He is always right in his decisions and gives the perfect balance of role play + rolling dice. 10/10 would play again." David & Lina We've been playing D&D with Chris for over a month. This is my first time playing D&D, and Chris is a great DM, especially for beginners. He is always well prepared with interesting stories and missions, planning very early so we are always prepared for each session, but his improvisation during the sessions always introduce fun and exciting twists. Because of his years of experience as DM, his knowledge is limitless, as well as his patience and kindness. I couldn't have asked for a better DM for our first game! Tim Chris is DM/GM offering an immersive experience for its players. It is a skilled builder of the world and involves its players with colored voices, and adaptable gameplay. Most of all, put the effort into his games and puts a priority on his players to have fun. Clarissa I've been playing with Chris since 2016 and I can't recommend it enough. He is patient with beginners, happy to allow you to change skills and classes to satisfy your character and I look forward to a DnD session with him. The adventures we go on are unique, full of laughter and a good balance of game roll, aggressive fight and problem solving

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