

HOW TO WRITE STORIES FOR ROLEPLAYING GAMES



01



World Building

One of the most important aspects of any story is the world in which it takes place. Your world is the foundation upon which your story will be built. Without a well-constructed setting, your tale is likely to crumble.

02



Plot Development

Now that you have a firm grasp on the world in which your story takes place, it's time to start developing the actual plot. In order to do this, you need to create conflict and resolution.

03



Character Building

Flawed characters are more interesting than perfect ones. Give your characters flaws and weaknesses. This will make them more relatable and sympathetic to your players.

04



Storytelling Plotting

As you develop your story, keep in mind that it should have a beginning, middle, and end. If you can manage a central theme, it can give your story a sense of cohesion and make it more memorable.

05



Creative Improvisation

Leave room for improvisation. No matter how much you plan, there will always be things that don't go according to plan. Be prepared to improvise and go with the flow.

06



Feedback

If you're uncertain you've done a good job putting your campaign story and narrative together, get feedback. Find someone you trust and work with their critique to improve your RPG campaign.

07



Run Your Campaign

Now that you've written an amazing story, it's time to put it to use!