Pacing Long-Term Campaigns

Sessions 1-3: Establish Stakes

- Introduce settlements, factions, key NPCs
- Focus on simple missions (caravan escort, salvage, resource gathering)
- Let players experience core mechanics without overwhelming complications
- Build investment in community or faction

Sessions 4-6: Escalate Tension

- Introduce faction conflicts, political intrigue
- Increase environmental hazards (superstorms, predator attacks)
- Begin long-term mystery threads (ancient structures, psychic phenomena)
- Force difficult choices (rescue vs. profit, loyalty vs. ethics)

Sessions 7-10: Crisis Point

- Major catastrophe threatens settlement or region
- Multiple factions mobilize, players caught in middle
- Ancient mysteries begin revealing connections
- Resource scarcity reaches critical levels
- Boss encounters (rogue weatherworker, feral creature pack, corporate army)

Sessions 11+: Resolution and New Beginning

- Immediate crisis resolved but consequences remain
- Political landscape shifts based on player actions
- New threats emerge from resolved plots
- Players establish legacy (settlement founded, faction leadership, legendary status)

Revision #6
Created 2025-11-28 13:28:14 UTC by zeruhur
Updated 2025-11-28 14:56:12 UTC by zeruhur