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Writing dnd campaign

This post was closed. You can still view previous posts, but you can't send new answers. I have a great world I've been working on for a while and now that I feel that it's developed enough, I'm about to start a campaign. My problem is, even though I have a plot that I really like, I don't know how to involve the players' characters. My original idea was something like "everyone of them is cursed randomly/infected by different methods and they meet and find that, to cure it, they have to do this" but I don't know if this feels too cliché or not. However, what are some tips to write a good intro story for a campaign? It depends if you are going to "railroad" them on a single story or not. I would suggest you create different "hooks" that lead to different mini adventures that fall all in your main plot one way or another. You can use this It's a good reading, but without too much swelling. There are a lot of imbedded links to other articles if you decide to dig deeper into a particular topic. If you have an old magic: collecting cards... Here is an idea to generate random plot hooks: