



CIRCLE OF
WORLDBUILDERS

Submit your work!



WELCOME GAME MASTERS!

If you want to submit your work, please exclusively use the submission form that we have sent to all contacts on our CoW newsletter list.

GreatGM

Using the process outlined in 'Designing an Adventure from Scratch' masterclass fill in the [form "5 Steps"](#) **excluding the section - what did you seed.**

- Name your form with your **username** on social media so I can call it out on the stream for a more personal experience.
- Make sure you answer each of the 10 sections - the Social and Combat section. Remember to answer: Who, what, where, when, why, and how for each of the sections so that we get a clear impression of your adventure.
- Focus on triggers and events, not on prose or overly dramatic descriptions.

Remember: This is a general outline of your adventure. The technical details will be added later and in a different process.

World Anvil

- Answer the questions to build a **Foundation Article** for your world ([use this article as an example](#))
- Answer the questions to **Set your Scene** ([use this article as an example](#))
- Create **ONE Geographic Location article** using the Geography template for your campaign setting, drawing from your Foundation and Scene.

Tomorrow we'll be examining how much your location characterises and epitomises your foundation and scene!



DungeonFog

Using the 5 scene concept from the workshop, create your own version of the creepy Alchemist's mansion:

Following today's class:

- Create your room layout
- Add decoration to your rooms, preferably from the new Dark Lord set by Caeora
- And use brushes to refine your map

*Don't go overboard - we can always add more later!
You can start with lighting already, but we will touch this part in the upcoming Sunday's workshop.*

If you want to submit your map for review:

- [Login to the DUNGEONFOG dashboard](#), click on the little arrow beneath your map preview and select "Private Share Link".
- Copy the link and paste it in our submission form.