

HOW TO BE A GREAT GAME MASTER **GM NOTES** 

## Homebrew Worldbuilding - Don't Skip This Step

Full video link: https://youtu.be/cQE2845W6-8

What do you think is the most important thing when designing your own world?

Today we are talking about homebrew worldbuilding.

Homebrew is the category that requires the most work from you as the GM. The most important step in designing a homebrew world or campaign is to figure out your goal.

- Step 1: What is your goal?
  - Figure out what your goals are.
  - $\circ$   $\;$  What do you as the GM want out of the game and from the world?
  - Make what you want this is your chance to do whatever it is that you want, so don't be shy.
  - Entrench your goals show don't tell!
  - Show your goal or want how will you show your goal or want to the players via your world space?

Notes:

