

Welcome to the Community Content Section of Nat Twentea!

In Nat Twentea, **Community Content** encompasses any Assets, Homebrew, or Guides that community members have provided to assist anyone playing any of our games.

This is also where you'll find links to any of our **Shared Universe Folders**. These are games that are run on the Nat Twentea Discord Server, built for oneshots and shorter campaigns with the explicit purpose of being *beginner-friendly for first-time GMs*.

Community Content Rules:

Content placed in these folders is **free to use** for campaigns both on and off the Nat Twentea Server. Anyone can submit content to be added to these folders at any time through our form, but all content must adhere to the following rules:

- **Content should be your own creation. In the case that it is not, you must obtain explicit permission from its original creator.**

This is by far the most important rule!

- For commissioned work, you must obtain permission from the creator before submitting it and provide a text document crediting them however they prefer (e.g. their name, a link to their work, etc.)
- For work based on publicly available assets, such as sprites spliced together from Spriters Resource, there's no need to ask permission – but do credit the site in question.
- **Content that clearly is based on another user's work will be taken down**, unless you have been given permission to expand upon their work.
- We will **not** accept AI-generated work of any kind, as it uses various works without crediting their sources, and therefore, difficult to credit itself.

- **Content should be in a finished and playable form.**

When content is submitted to us, we make a copy of it and add it to our Community Content resource, which means you will no longer be able to edit it. Any further updates to your content must be resubmitted to us through the submission form so that any new or changed content can be reviewed accordingly. We will honor all requests to remove content prior submitted from our resource in a timely manner.

- **Premade Campaigns will be vetted for any questionable content.**

As our server is PG-13 at worst, we will not allow anything with more explicit content. We will also not accept any campaigns that depict harmful topics (ex: racism, sexism, etc) uncritically, positively, or otherwise distastefully.

With that in mind, if you want to submit Community Content to us, click the link below! Alternatively, you can check the following pages for advice on what we're looking for.

> [Community Content Submission Form](#) <

Content Checklist:

Here's a non-exhaustive list of guidelines for what to contain in your submission:

Preset Campaign:

These can be one shots or longer campaigns. For all campaigns:

- ☐ Create either an online folder to store everything, or a zip file to upload to the form.
- ☐ Add credit to any assets used in this campaign, such as through a Notepad file or Word document listing their name and website/social media
- ☐ Note where the players should be, advancement-wise, in this campaign. Is this a level 1 Heroes of Lite game, or Level 30? Should you be World 1 or 5 for The Masks We Wear?
- ☐ List the intended length. Is this a One-shot? Full-campaign? A single arc set with the idea that this is used to start a longer campaign?
- ☐ Provide details on which version the campaign is compatible with.
- ☐ (optional) List any lore about the game's setting, such as what the world is like.
- ☐ (optional) Provide a number of inspiration points, music theming, etc to help give the person in question an idea on the campaign's tone.

Assets:

Includes sprites, standalone maps, and other material that can be used for sessions.

- ☐ Create either an online folder to store everything, or a zip file to upload to the form.
- ☐ Add credit to the original creator/source if applicable, such as through a Notepad file or Word document listing their name and website/social media
- ☐ (optional) List how the asset in question is used, which may or may not include anything from how to size it correctly in Roll20 to specific guidelines for map/dungeon placement.

Homebrew:

Includes new rulings, expansion on content from the original handbook, and so on.

- ☐ If the Homebrew is based on something else, credit its inspiration/source.
- ☐ If your Homebrew requires multiple files, create either an online folder to store everything, or a zip file to upload to the form.
- ☐ Provide details on which version(s) of which system the Homebrew is compatible with.

Tools and Automation:

Includes generators, GM Screens, and other tools that assist game preparation.

- ☐ If the tool uses content (ex: code) from outside sources, credit all sources used.
- ☐ If your content has more than one file, create either a folder to store them (drive), or a zip file to upload to the form.

- ☐ Provide details on which version(s) of which system the tool is compatible with.
- ☐ Provide a guide for using the tool you're submitting.