DRAGON WRITERS'

GUIDELINES

THE GROUND RULES

With few exceptions, submitting an article to DRAGON requires these important steps:

1. Review these guidelines.
2. Send a query. Send an outline if it's requested.
3. Submit the manuscript if approved.
4. **Wait patiently.**

The Guidelines

The Writers' Guidelines outline what we expect as far as format and style, but they also give specific advice about how to write certain kinds of articles. Before sending any query, review these guidelines for information about what we're looking to see and on how to write the kind of articles you'll propose in your query. Forearmed with such knowledge, your queries and articles have a much greater chance of being accepted.

These guidelines do not address one of the most important subjects any writer should know: the proper way to prepare and submit a manuscript for possible publication. You can check out any number of resources for manuscript preparation, but we don't care much about specific format except for two things: Your manuscript must be easy to read, and it must follow D&D style. Note that all rules articles should be written for the current edition of the DUNGEONS & DRAGONS game. See Writing for DRAGON for more details.

The Query

Query us with an email to **dragon@paizo.com** before you submit an article manuscript; that way, we can tell you which articles we're most likely to accept. Please send queries in the body of your email and not as an attachment. We do not accept unsolicited articles.

We recommend you list a few possible article ideas with each query. Write a brief description of each article and the game content you'll include in the article. If we're interested, we'll ask you to send in the article or to email an outline.

An outline should give more detail, providing a description of every part of the article. For instance, if you want to write an article containing new magic items, your outline should tell us about the items and what special powers each will have.

You don't need to have the whole article written before you send a query or outline, but you should be able to give us a good idea of what the final article will look like. Give a rough estimate of each article's length, which should be less than 5,000 words in most cases. Certain types of articles have specific word counts they must meet, and longer articles of those types have little chance of being accepted. See the Familiars section of the Writers' Guidelines for more details.

Also, it's frustrating for the editors to see proposals for articles similar to articles that have already been printed. If you subscribe to the magazine and are familiar with its content, you'll save yourself and the editorial staff time by not submitting ideas for articles that have already been published, and you're more likely to write the article in a style appropriate to the magazine.

Send queries to: **dragon@paizo.com**. It may take about a month for us to review and reply

to your proposal.

The Submission
After you have received a request to write an article, email the completed submission to **dragon@paizo.com** as a Word document (preferably) or in rich text format. There are two important rules for your submission:
1. Always include your name, current email address, home address, and word count on the first page of your article. Articles without this information will automatically be rejected. If either address changes before you receive a response, send an email to **dragon@paizo.com** noting the address change and the article or articles to which the change is relevant so we can send a response to the appropriate place.
2. Always include a standard disclosure form. You'll find the standard disclosure from attached to these guidelines. You can scan the form with your signature, mail a signed copy, or include it in the file at the end of the article.

The Waiting
An editor should reply to your emailed submission within two weeks to let you know the article was received. We might need as long as twelve weeks to make our evaluation of your submission. If you have not heard from us after this much time, feel free to inquire by email about the status of your material. While you wait, feel free to send more queries. Do not contact us by phone to ask about the status of your manuscript.

Revisions
If your article is acceptable, expect to do some revision. We often ask for changes to articles to adjust style, game balance, length, or focus. Send your revision in Word (preferably) or rich text format attached to an email to the editor who requested it or to **dragon@paizo.com** if no email address is provided. Put "revision" in the title of your email and give a brief description of the article in the body of your email. When we ask for a revision, it is not a guarantee of acceptance of the article. If you are unwilling or unable to revise your work as we require, we will not print your article. Again, we might need as long as twelve weeks to make our evaluation of your submission. Please do not contact us about the status of you submission until that time has passed.

Rejections
Your article might be deemed unacceptable, even after revisions, and we will not often have time to provide you with an explanation. Although we would like to help writers improve their skills and better inform our freelancers of how to get articles accepted, the quantity of articles we receive already exceeds our ability to respond to them in a timely manner. If you receive a form rejection letter, please save your article for future inspiration and query us about new article ideas.

Articles are most often rejected because of poor writing quality, imprecise game mechanics, failure to present information in D&D styles, poor formatting and organization, clichéd approaches to topics, or differences between the query and the final article. These are problems that all freelancers should be aware of and looking for in their writing. We strongly recommend that you have another person or several others review your work before you send it in. Another person's point of view can often reveal problems or missed opportunities invisible to you.

Acceptance
Once your article is accepted an editor will contact you and explain our plans for it. Although we tentatively place accepted articles into future issues, the challenges and changes inherent in producing a monthly magazine prevent us from saying with assuredness exactly when most articles will see publication. Contracts for articles will be sent to authors in the month we begin working on the issue your article is slotted for, which is roughly two months before the issue's

publication date. Even at this point articles have the potential to be bumped to future issues. Authors should also expect changes to be made to their articles for the purposes of game balance and to better suit the needs of the magazine.

WRITING FOR DRAGON

Writing for *DRAGON* can be an easy, exciting experience, but you must do your homework before writing and familiarize yourself with *DRAGON*'s guidelines and the D&D system.

What Do We Want?

We usually don't assign specific article ideas to freelance writers. It's easier and almost always better to write about subjects that interest you. Still, there are some generalities about the articles we prefer that you should keep in mind.

   D&D Focus: *DRAGON* magazine serves D&D players, *DUNGEON MASTERS*, and fans of the game in general. Our favorite articles include some things for players on both sides of the DM screen, with compelling writing and inspiration to satisfy even general readers who may not be D&D experts.

   New Rules: Articles that provide new feats, races, spells, magic items, equipment, or prestige classes are welcome additions to *DRAGON*, although all articles should have compelling backgrounds that inspire the new rules. Stories, backgrounds, and inspiration for new rules should be interesting enough to stand alone without their rules element. Articles that present rules almost exclusively might make better "Familiars," as we call our regular articles, than features. See the Familiars section of the Writers' Guidelines.

   We also like new rules systems that deal with new concepts in the game or rules that cover certain aspects of game play that the current D&D rules might gloss over. Ensure that your rules article adds to the existing D&D game rather than replacing parts of it.

   Unearthed Arcana: *DRAGON* has a history of presenting new rules systems and alternative play methods for the D&D game, much like in the book *Unearthed Arcana*. Thus, articles that seek to present such new rules systems make welcomed feature articles. These features should follow the standards applied to all features and strive to have equally strong stories and inspirational elements in addition to the new mechanics.

   In addition, being the official DUNGEONS & DRAGONS magazine, *DRAGON* has the ability to present articles other publications cannot. In few other places do writers have the opportunity to discuss and detail creatures like beholders and mind flayers, familiar names like Bigby and Vecna, or exciting campaign worlds like the FORGOTTEN REALMS or EBERRON.

   Published Worlds: We don't mind reviewing articles that stem from a published world, but we're not interested in presenting articles that are deeply rooted in any particular setting. An article describing a race from SPELLJAMMER that is useful in all D&D games without requiring the SPELLJAMMER setting or ships-in-space motif is fine, but an article that delves deeply into the politics of a region in GREYHAWK or the rites of a religion in the FORGOTTEN REALMS is not useful enough to most readers.

   Iconic Topics: When submitting your article ideas to *DRAGON*, remember that the closer your ideas are to the core experience of playing D&D, the more they'll appeal to the majority of readers and the more likely they will be accepted.

   No New Columns: We are not looking for any new columns.

Format and Style

Article manuscripts should use the current style of D&D game products. For instance, the names of magic items and spells should be italicized, and feat names should be capitalized. See the Rules Content section for more information about how to present game elements.

   Note that we will not publish an article written in the first person. This means that you should not use the words "I" or "my" in your article unless some character other than yourself is saying them. If you must refer to some example from personal experience, do not use the first person to do so.

   If your article begins with a narrative vignette or piece of example dialog, it should

be no more than 200 words long. Being more concise pieces, Class Acts should not include such length introductions.

A full page of text in DRAGON contains about 750 words. **Submissions should not exceed 5,000 words or the specified word count for the Familiars article unless the editor specifically responds to a query that a longer article is desired.**

Use proper bibliographic style when listing book and magazine references in your article. If your article quotes material verbatim from other sources, identify the sources (including page numbers) and be sure that each quote is written exactly as it appears in the original source.

Consistently poor spelling, grammar, and sentence structure will almost certainly cause an article to be rejected. We don't insist that manuscripts be perfect, but we prefer those that require little editing. Especially avoid passive writing, particularly "to be" verbs, and always spell check your work.

Do not submit any manuscript simultaneously to DRAGON and to any other magazine, website, or d20 publisher. Do not copy material from another source and pass it off as your own (i.e., commit plagiarism). Authors will bear full legal responsibility for such actions.

Drawings and sketches may accompany your article if they are necessary to illustrate important points. Such pictures need not be for publication as drawn but should still be clearly and neatly rendered. We can sometimes use photographs, but they must be clear, crisply focused, and high in contrast.

Rules Content

D&D is precise and consistent. This precision makes the game-stalling and argument-provoking questions of other games and previous editions a thing of the past. The designers of the game put a lot of thought into how the various rules and game elements interact and are balanced. DRAGON articles must be held to this high standard. If there is one thing you must remember when creating new game elements for D&D, it is this: **Be precise.**

The more work you do to adhere to the rules and the formats presented in the rulebooks, the greater the chances that we'll be able to accept the article you write and the less revision you will be required to do. When you've gotten the go-ahead to write an article that contains rules, make sure that you have a good grasp of any other similar rules that exist and that you use all the resources you have available.

If you plan on creating new rules elements, you should be aware of other such rules elements that have been published in DRAGON and other D&D products. It's a good idea to keep a library of these materials so that you do not duplicate content. Unique new game elements garner our attention; highly derivative or duplicated rules will not be published. The other benefit is for comparison. When creating new rules elements be sure to check your work against similar existing rules. For example, spells should be checked for power against other spells of the same level, while magic item costs should be compared to existing ones to fine-tune values.

Book References: If your article uses rules elements from D&D products other than the *Player's Handbook, DUNGEON MASTER's Guide*, or *Monster Manual,* reproduce the integral elements in your article for readers' reference. You will not be paid for those words, and too much reprinting of such information will make an article unacceptable. It's to your advantage and the readers' to provide content that can be used with just the three Core Rulebooks.

Show Your Work: When you calculate the skill points for a monster, figure out the cost of a magic item, or set the level of a spell, provide the calculations or the thought process behind the decisions you made. Notes to the editor should be noted in red colored text within the body of your work at the relevant point. Documents that don't allow for colored text should include notes at the end of the article.

Standard Text: When you give an established ability (such as scent or sneak attack) to a monster or prestige class, use the full text from the most recent product available. If your article would repeat that text many times, use the full text just the first time, and note in later instances that the earlier text should be used. Copying rules language from published Wizards

of the Coast products for our needs is not plagiarism, but rather adheres to the game's precision. It should also be understood that specific words and formats have specific meanings in D&D and writers should be watchful for and use the styles presented in *Dragon* and Wizards of the Coast products. For example, the word "enchanted" refers only to creatures under the effects of a spell of the enchantment school, while the names of size categories are always capitalized (a spider eater is a Large monstrous beast).

d20 Resources and References: Do not use or reference material produced in d20 products by companies other than Wizards of the Coast, even if it is labeled as open game content. In certain rare circumstances, the editors might grant permission to reprint or reference certain d20 content, but for the most part *Dragon* is devoted to giving readers new official D&D elements for their games.

Sidebars

Your article might include a number of sidebars (text set apart from the main body of the article). When you include a sidebar, it's helpful if you indicate its presence with text in brackets, such as: [[begin sidebar]] and [[end sidebar]]. If you present a table, use the same indicators.

There are a couple sidebars that appear regularly in *Dragon*, and you should always check if your article would benefit from the inclusion of one or more of them. Unless otherwise noted, sidebars should consist of no more than 300 words long.

New Feats, Equipment, Rules, Spells, Etc: These sidebars present new useful rules elements to players related to the topic of the article (nonmagic weapons, armor, alchemical items, spells, feats, tools, magic items, etc).

How-To: This sidebar explains how readers might construct something from your article. For instance, if you devise a new kind of quality for a magic item, you might explain how to arrive at that quality's cost and thereby how to create other similar properties.

Table Talk

Dragon has several standard articles that appear in the front section of the magazine. These articles have specific guidelines that you must follow in addition to those noted above. Adhering to these guidelines greatly increases your chances of having an article accepted.

Scale Mail (Up to 300 Words)

"Scale Mail" is *Dragon*'s letters column. It's a place for readers to give their opinions and let other gamers know their thoughts. We do not pay for letters sent to "Scale Mail," but we'd love to hear from you. Send emails to **scalemail@paizo.com**.

First Watch (Up to 300 Words)

"First Watch" features upcoming products or events of interest to D&D players. We do not pay for submissions to first watch, but if you have a product you'd like to see featured in the magazine, we'd be happy to review it for inclusion. Send product samples to: Dragon at Paizo Publishing; 2700 Richards Road, Suite 201; Bellevue, WA 98005-4200.

Under Command (2,600 Words)

The "Under Command" column is currently being retooled to a new format. If you are interested in the D&D Miniatures game and would like to write for this column, please show your interest by dropping a line to **dragon@paizo.com**. Full guidelines for this column will be available shortly.

Divine Inspiration (2,800 Words)

This new article combines and broadens the vision of the former "Novel Approach" and "Silicon Sorcery" articles. The purpose of these articles is to show how inspiration for D&D games can be taken from books, video games, comics, movies, television shows, manga, or any other

form of media. These articles are divided into at least three sections.

The first section is about 1,200 words on the work itself. This should summarize the plot, characters, and unique elements of the story without spoiling the story. If the work has an author, artist, or designer of note, a brief sidebar should mention why the creator is of interest, along with his other works. A 200-300 word sidebar in this section should also note what about the work appeals to D&D players and DMs.

The second section presents 800 words of thematic ideas for use in D&D. These might be new plot hooks, reasons to go adventuring, character concepts, ways to get groups of PCs together, etc. This section should not present new rules elements.

The last section should consist of approximately 800 words of new rules, magic items, spells, monsters, or similar modular rules elements. These rules elements should be inspired by the work being covered and cannot be wholesale interpretations into D&D rules. For example, we cannot publish official D&D rules for the One Ring, but an intelligent evil ring that grants *invisibility* at the risk of summoning 1d4 wraiths might be more acceptable. These new rules should be useful in nearly any D&D campaign.

Features

DRAGON's Features section presents longer articles on a diverse array of topics of interest to D&D players, DMs, and game enthusiasts alike. If you have an idea for an article that doesn't fit one of the other types noted in the guidelines, or you have an article like them that does not fit the specified word count, your article idea is a Features article. Typically, the Features section contains an advice article for players, a general interest article, an article that delves into detail about some aspect of the D&D (not a specific setting), and a couple rules articles. Sometimes the Features section contains fiction.

Advice Articles (up to 5,000 Words)
Longer advice articles make great articles for the Features section. Advice articles should be focused on players or DMs, while still offering useful information to the other side of the DM screen. Advice articles about elements central to adventuring or D&D play have the greatest chance of acceptance. Example topics include: surviving and fighting in a specific environment, developing a new campaign theme, picking or building a base of operations, creating better challenges, and deciding what class to play.

General Interest Articles (up to 5,000 Words)
General interest articles discuss something of interest to D&D players without necessarily discussing an aspect of D&D. Example topics include: the history of the crossbow, an encyclopedia of fantasy movies, elements of a typical castle, and a guide to plagues.

D&D Detail Articles (up to 5,000 Words)
This type of Features article takes an element central to the D&D game and describes it in greater detail. The "Ecologies" article are an example of doing this kind of thing for monsters. Example topics include: elven names and language, fostered dragons, the design of gnomish communities, and holidays of the core D&D races.

Rules Articles (up to 5,000 Words)
Longer rules articles make great articles for the Features section. Many rules articles will fit in other parts of the magazine. Rules elements that don't have a place in a recurring column make the best Features articles. These articles should include a rich and sustaining background, compelling enough to stand alone without the rules content. Example topics include: a knightly order, complete with hierarchy, prestige class, feats, and magic items, a group of new monsters, tied together by a similar theme, and a planar article detailing a few monsters, environmental effects, and magic items.

Fiction
***DRAGON* does not accept unsolicited fiction.** We publish just twelve issues a year, and not all of those issues contain a short story. In the past this meant an unfair competition between thousands of unsolicited fiction submissions and fiction solicited from established fantasy authors.

DRAGON will continue to feature great fiction, but *DRAGON* can't be the place for potential fiction authors and novelists to break into the industry. There are other outlets for short fantasy fiction better equipped to showcase a new author's work.

Familiars

DRAGON has several standard articles that appear regularly in issues. These articles have specific guidelines that you must follow in addition to those noted above. Adhering to these guidelines greatly increases your chances of having an article accepted.

Spellcraft (2,000 Words)

"Spellcraft" features original spells. **These articles present a unique named spellbook** and the new spells found within. The spellbook should provide a compelling backdrop for the spells and might even include its own unique rules (such as inflicting a curse upon its user or needing some extra check to decipher). It does not need to be a book per se, but it should be some collection of spells (either arcane or divine). When creating new spells, reread the Magic and Spells chapters in the *Player's Handbook.* Make sure you understand the divisions between the various schools of magic and that you use the proper formats for school, subschool, descriptors, level, components, casting time, range, area, effect, target, duration, and other spell description elements. Pay particular attention to the guidelines for how much damage a spell of a particular level should do. If you have them available, check out the spells sections of other D&D books like *Complete Arcane, Tome and Blood, Magic of Faerûn,* and *Defenders of the Faith.* The "Abuse Your Illusions" article in issue #292 is an excellent resource to learn how to design illusion spells. Present the spells with the proper formatting and include a "New Spells" sidebar including brief descriptions of each new spell (as at the beginning of chapter 11 of the *Player's Handbook*).

Do not design spells that are simply variations on standard themes, such as a *fireball* that deals acid damage or an entangle spell that constricts to damage foes. These are easy spells to design and can be represented by rules already in place.

On average, submissions that follow these guidelines will only present 5–8 new spells, which is perfectly acceptable.

Ecologies (3,000 Words)

An "Ecologies" article delves into greater detail about a particular monster from the *Monster Manual* or another Wizards of the Coast published bestiary. In general, an "Ecology" article should have a hunter's guidebook approach, although it should not be written "in voice." The purpose of these articles is both to make DMs excited about using these monsters and educate players on how to survive encounters with them. A number of sections must be included in each "Ecologies" article. **Remember: Don't describe new features of the creature or add to it in such a way that it would change game mechanics.**

Introduction: Draw a reader in with a strong introduction of only a paragraph or two. It should include something tantalizing, such as a cool or oft-overlooked feature of the monster that makes the reader want to continue with the article.

History or Origin Myths: Relate a brief version of the creature's history or origin myth as described in other D&D books. This is perhaps most important for intelligent creatures with complex societies, but unnatural creatures and constructs might also have interesting histories. It's important in this section that you rely on what has been written. We do not want a new origin story for a monster.

Knowledge Check Sidebar: This sidebar should offer sample bits of knowledge depending on the DC result of an appropriate Knowledge check. See the *Player's Handbook,* page 78, for

the different Knowledge skills and what type of Knowledge a monster falls into. This knowledge should scale from DC 0 to DC 30 (assuming there's enough interesting things to know about the creature) with DC 10 representing the limit of common knowledge and what PCs would know with an unskilled Knowledge check.

Physiology: Describe the creature in more detail than the *Monster Manual.* Include physical descriptions of adults and young. This is also the section to include a dissection-table analysis of the creature or a part of the creature. See the first chapter of the *Draconomicon* for some examples of what you might do.

Psychology and Society: Describe the creature's eating and sleeping cycles, procreation, hunting methods, lifespan, and other such information related to how the creature lives. Especially important for creatures with near-human or greater intelligence, this section details how the creature thinks and why it acts the way it does. Try to strike a balance between simplification and psychoanalysis. Many creatures have drastically different mentalities that are completely alien to humans. This is the place to explore those differences. Obviously, creatures without an Intelligence score don't have psychologies, and therefore don't need this section.

Additional Information/Abilities Sidebars: These sidebars highlight some element of the creature or its society in greater detail. This might be a description of a race's god, an examination of a lair, a new item or magic item uniquely relevant to a creature, examples of how to creatively use a specific ability, etc. This sidebar should be shorter than 300 words.

Vs.: This section explains tactics and tips for defeating the creature in combat. It should describe the creature's tactics and offer counter tactics that PCs should use. Each piece of advice or tactic should appear with a bold title at the beginning of the paragraph (much like this one for Vs.). Think about the mundane and magical equipment PCs should have to defeat the monster and which spells might prove especially useful. Avoid obvious basics such as "use magic," "use ranged weapons," or "wear armor."

Bazaar of the Bizarre (2,000 Words)

Bazaar of the Bizarre articles present new magic items for the D&D game. We prefer that each Bazaar of the Bizarre article follow a specific theme. If possible, a magic item for each "item slot" (see Magic Items on the Body on page 214 of the DUNGEON MASTER's Guide) or a magic item for each item creation feat (see the *Player's Handbook*) should appear. Items should be useful to player characters, and unless an editor has given you specific exception player characters should have the ability to buy or create the items (i.e. no artifacts). As with new spells, the best items have an interesting background and description. Each item should have at least one paragraph describing what it looks like and a sentence or two of its history.

Reread the Magic Items chapter in the DUNGEON MASTER'S Guide. Pay special attention to the rules for creating magic items for the game and how the costs for magic items are devised. **Magic items must have their aura, caster level, prerequisites, price, and weight listed.** Understand what these terms are and how their values are derived. Note that saving throws for magic item effects are usually calculated by the minimum ability bonus needed to cast the spell. Please show your work, in red text or in an accompanying file, of how you established the price for each item.

The easiest magic items to design are those that duplicate spell effects or that stack current magic item qualities. While an item that does this in a creative way might be acceptable, we prefer that you attempt something more difficult and ingenious. We will reject articles that feature magic items that are too derivative or that simply reproduce existing effects.

Class Acts (700 Words)

A Class Acts article presents 700 words for a single core class from the *Player's Handbook.* Each issue features one such article for each of the eleven classes. Class Acts articles should follow a "toolkit" approach, providing players (and DMs) of all experience levels something useful that they can immediately implement in their games. New class-specific feats, equipment, or magic items make good Class Acts articles. Alternative versions of a class (such

as those presented in *Unearthed Arcana*) or class-substitution levels (as presented in the *Planar Handbook*) also make solid Class Acts. **We are not currently looking for advice articles.**

Other topics to explore might include gear packages; alternative class starting packages (see the *Player's Handbook*); new or alternative animal companions, familiars, or mounts; new martial arts styles; societies and schools (with organization stat blocks); new combat styles; expansion of overlooked class abilities (see "Optional Special Abilities for Rogues" in Dragon #326); and so on.

Power Plays: "Power Plays" sidebars present a combination of feats, spells and feats, spells, magic items, or other game rules that results in a particularly puissant effect. They briefly show how a game element or a few game elements can be used by players to the greatest effect. "Power Plays" are accepted in groups of 700 words (usually 5 or 6 "Power Plays") and each should be no longer than 150 words long. These sidebars should be relevant to a variety of classes. "Power Plays" are not published as a single article but are divided through several Class Acts as they are required.

Prestige Classes (4,000 Words)

Generally speaking, we now solicit all of our prestige classes. However, if your longer submission includes a prestige class, **please make sure to use the new prestige class format (see *Races of Destiny* and Dragon #330).** Prestige classes using the older format will be sent back for revision and expansion. Note that the new format provides more background information and flavor to allow you to integrate the prestige class more fully into your campaign.

Prestige classes are fun to design, but they can be difficult to design well. Be especially careful when assigning a prestige class sneak attack damage, all good saves, a high Hit Die type, the fighter attack progression, or +1 level of existing class at each level for the purposes of determining spells per day; these are elements that can quickly make a prestige class too powerful. A prestige class should be better than a base class in some way, but not better at everything or so much better at one thing that everyone would take the prestige class.

The prestige class should have a consistent and unique feel; we don't want to see a better version of the barbarian or a prestige class with abilities that have nothing to do with its theme. Each level of the prestige class should tempt the player, but not necessarily because of the powerful ability that it grants. Ideally, a character who starts on the path of your prestige class will want to follow through on the whole thing, not switch to another class after gaining one particular ability at a low level of the prestige class. Look at all the D&D references you have for prestige classes and use them as examples of how your prestige class and its abilities should be presented.

A prestige class useful to multiple character types is better than one with highly specialized requirements or that is only good for one kind of character. The assassin is a great prestige class (because there are many ways to qualify for it), but a prestige class designed for dwarven druid/bards is not.

In general, we are largely no longer interested in submissions exclusively detailing prestige classes. That doesn't mean we won't look at them, but such articles face an uphill battle to acceptance.

RIGHTS

If we like your manuscript, we'll ask to purchase the rights to print it. Once we have accepted your article, be patient when waiting for contracts. Contracts are sent when we begin work on the issue in which the article appears, which might not be for several months. We will send three copies of a contract to you if we want to purchase the rights to your manuscript. Sign all three and return two. If you are under 18, a parent or guardian must sign or co-sign your contracts. Contracts are sent when work on an issue intended to contain an article begins, which may still be several months before an issue's release date.

PAYMENTS

Payments for most articles are made 30 days after publication of the issue in which the article appears, usually at a rate of about 5 cents per word. We pay a flat fee for the use of an article, and we do not offer royalties. If two or more persons collaborate on an article, send us a signed statement from all authors concerning the division of payments.

All authors must keep us up to date on any address changes. American writers (only) must also provide us with their Social Security numbers, for tax purposes. If you have not received a check 60 days after your article's publication, contact the editors by mail or email.

Good luck!

FAQ

Q: I've sent in twelve proposals and they've all been rejected. What am I doing wrong?
A: Putting out a magazine every month often means that our editorial staff can't spend much time detailing the specifics of all our editorial decisions. Between dozens of contributors, knowledge of past successes and failures, future plans, and simple personal preferences, it's likely that numerous proposals will be rejected before we ask to see one in more detail. Keep sending proposals and one is bound to take hold eventually.

Q: I've sent queries and haven't been responded to in over a week, what's up?
A: We *try* to respond to all queries soon after we receive them, but things can be pretty hectic at times (especially from December to February and the summer convention season). Please be patient and if you haven't heard back after a few weeks feel free to gently inquire.

Q: I haven't received my contract yet, should I be worried?
A: You will receive a contract when we begin working on the issue in which your article will appear. That might be up to a year from when we accepted the article.

Q: The article printed in DRAGON is different from the one I submitted. What happened?
A: DRAGON's editorial staff is more than just a team of copy editors, also being knowledgable game designers and developers. Any article that undergoes editing for inclusion in the magazine undergoes scrutiny not only by the DRAGON staff but Wizards of the Coast's R&D department. Every facet of each new rule is considered for balance and fairness as it relates to the entire D&D game. Thus, if an article is accepted it is possible that some rules element might need extensive revision. We may like the ideas and background, but sometimes the rules just need the professional treatment.

Q: How can I break into the industry?
A: You've got to be cool, suave, and sophisticated. Actually, you need to be persistent, deadline-oriented, knowledgeable about the game, and able to write well. Becoming a frequent submitter to DRAGON doesn't hurt.

Q: Does Wizards of the Coast look at what I write for DRAGON?
A: Yes. Wizards of the Coast approves everything we put in the magazine.

Q: Can I use stuff that isn't in the SRD?
A: Yes. Wizards of the Coast owns DRAGON so we can use anything in their IP.

Q: What is passive voice and why should I avoid it?
A: There is an excellent answer to this question here:
http://owl.english.purdue.edu/handouts/grammar/g_actpass.html

Q: I want to submit my artwork to DRAGON, who should I send it to?
A: Feel free to send a link to your website to **dragon@paizo.com**.

Q: Is it true that if I fly out to Bellevue and wash Mike's truck my article will be accepted?
A: It depends on whom you ask and what your article is.

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