

## Novel Submission Guidelines

Thank you for your interest in publishing with Wizards of the Coast, Inc. We will happily consider unsolicited and unagented submissions, but only if they follow the guidelines below.

### Book Lines

Wizards of the Coast is well-known as a publisher of successful shared-world series. We are currently releasing new novels in the following book lines:

FORGOTTEN REALMS®—(sword and sorcery)

DRAGONLANCE®—(epic high fantasy)

MAGIC: THE GATHERING®—(high fantasy)

LEGEND OF THE FIVE RINGS®—(Asian fantasy)

DUNGEON & DRAGONS®—(sword and sorcery)

### Before You Send Us Anything

If you plan on submitting your work to us, please be familiar with the novels we currently publish. The Book Department maintains book lists for each of Wizards of the Coast's lines of novels, available upon request. For more information consult the Wizards of the Coast website at [www.wizards.com](http://www.wizards.com).

### Writing in Wizards' Shared Worlds

The novels in each of the shared-world book lines are written on a work-for-hire basis. This means that Wizards of the Coast contracts with authors to write the books on a royalty (or in some instances flat-fee) basis and retains all rights to the characters, settings, and stories we publish in these lines.

We do not consider for publication any unsolicited manuscripts set in these worlds. Neither can we send you reference materials about a shared-world setting for a manuscript you may be working on. Please realize that it is quite difficult to maintain consistency within series as large and complex as these. The outside manuscripts and proposals we receive unfailingly conflict in some way with what the editors and designers have planned for the lines or with what has already been published.

If you are interested in writing for hire, please submit a writing sample to us. Short stories can make acceptable writing samples, and first-time authors are most often asked to submit short stories for one of our anthologies before being considered for a full-length novel. If you wish to write for a specific line, write a story that relates to that line. If you want to show your writing ability, write about anything. Be aware that we will be evaluating your writing, not your story proposal, at this stage.

Your work should be typed, double-spaced, with one-inch margins, and 10 pages (max) in length. The pages should be numbered consecutively, with your name and an abbreviated title somewhere on each page. Check your grammar, spelling, and usage very carefully. If you're using a computer printer, be sure the ribbon is new so that the copy you send to us is dark. With your sample, please include a cover letter that notes your writing credentials and a brief description of the story. Include a self-addressed, stamped envelope so we may respond. We will not accept a sample on computer disk or by electronic mail.

Keep in mind that there are not always openings in each line every year, and some years there are no openings at all. The DRAGONLANCE and FORGOTTEN REALMS lines especially fill up quickly with established authors. We are actively looking for new authors, but the competition is fierce.

A select few authors whose samples most closely match the style, tone, and writing standards of our shared-world lines will be asked to (1) audition for a specific book line; (2) send us another sample; or (3) allow us to hold the sample until we have an opening in the appropriate line, at which point we will re-evaluate the sample.

### Copyright/Trademark Information

Please note that all the books Wizards of the Coast publishes are protected by copyright. No one can write original material using the characters, place names, etc., from these worlds except—in the case of Wizards of the Coast-owned worlds—for publication by Wizards of the Coast on a work-for-hire basis. This exception also allows prospective authors to send exclusively to us writing samples set in Wizards of the Coast's worlds. If you're not under contract with Wizards of the Coast or working on a writing sample, we can't give you permission to include in your work characters, place names, monsters, etc., that are protected under our shared-world trademarks.

If you enjoy writing fantasy, it is best to invent your own worlds and characters, to avoid trademark and copyright restrictions. Any monster, place, or character found in classical literature or mythology is not covered under Wizards of the Coast trademark and, therefore, may be used. However, be careful not to copy characteristics that are specific to Wizards of the Coast's descriptions.

We generally take 12 to 18 weeks to reply. Please don't call to check on the status of your submission. Instead, drop us a note, and we'll get back to you as soon as possible.

Again, thank you for your interest in publishing with Wizards of the Coast. If you have questions not answered here, please include them in your query letter. We look forward to hearing from you!

Book Submissions

Wizards of the Coast

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