

## Level Up Submission Guidelines

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Want to write for *Level Up*?

We're on the lookout for great new writers with interesting ideas and a strong understanding of Fourth Edition Dungeons & Dragons. The guidelines below detail how you should go about contacting us, writing your article, and what kind of articles we're looking for.

### First Things First: Send a Query

Got a great idea for a 4E article? Awesome! Send us a short outline of that idea to [aeryn@goodman-games.com](mailto:aeryn@goodman-games.com), and make sure to include the word "Query" in the subject line. Your query should detail, briefly, your article's subject, estimated word count, and anything else you think makes your article stand out. Please do not query more than two articles at one time.

I'll respond to your query within 45 days. If you haven't heard anything by then, go ahead and poke me with a polite email.

Make sure you read the rest of the guidelines below to give yourself the best chance of getting a query accepted and an article published in *Level Up*.

### What We Need

So what types of articles am I looking for? Well, generally, I'm looking for well-written articles that expand the scope of 4E, take the system in new directions, and are useful to players and Dungeon Masters. To get a more specific idea of the kinds of articles we are likely to publish, take a look at one of our issues, but avoid simply covering the same ground.

In addition, we publish a number of reoccurring features that use specific types of articles. If you're interested in writing an article for one of these features, please be sure to mention that in your query. Below is a short description of the types of articles we need for the reoccurring features that are open to submissions.

- **GM Gems:** This feature is aimed at Dungeon Masters. What I'm looking for are short, focused articles that feature both mechanics and advice useful for the 4E DM. This could include new monsters (including ecology articles), adventure ideas, or even advice on running a game. A GM Gems article should be around 2,500 words, although I will entertain longer articles if the idea and query are very strong.
- **PC Pearls:** For PC Pearls, I'm looking primarily for focused, crunch-heavy articles that present new options for 4E players. New races, feats, powers, magic items, paragon paths, and epic destinies are all possible subjects for a PC Pearls article. Generally, a PC Pearls article should be 2,500 words or less; however, I will consider queries on longer pieces, such as new warlock pacts or new classes, if the idea is really – really – good.
- **Roads to Adventure:** We publish one short adventure in each issue of *Level Up*. If you're interested in writing one of these adventures, it needs to be at or under

5,000 words, and conform to the formatting standards of the Dungeon Crawl Classics line. For more information on how to write a DCC, go to [www.goodman-games.com](http://www.goodman-games.com).

### **What We DO NOT Need**

Below is a list of things that are guaranteed to get your query rejected mere seconds after I read it. Read this section closely, and makes sure your query doesn't suffer from one of these issues.

1. *Poor grammar and spelling.* If your query is riddled with spelling and grammar errors, I can almost guarantee an instant reject, no matter how great your idea is. *Level Up* is a small magazine, and we don't have the time or the manpower to develop a poorly written manuscript.
2. *Queries for game systems other the Fourth Edition Dungeons & Dragons.* That's right; we are not looking for articles that use earlier editions of Dungeons & Dragons or OGL systems like Pathfinder. *Level Up* is a 4E magazine. Period.
3. *Queries for subjects that are not covered in the [4E SRD](#).* *Level Up* is published under the GSL, so make sure you are familiar with the [4E SRD](#), which can be downloaded from Wizards of the Coast. If you send me a query for an article on the ecology of beholders, it will be rejected. This also means we cannot publish articles focused on any of Wizard's published settings, so please don't send me queries for articles set in the Forgotten Realms, Greyhawk, or Eberron.
4. *Queries for any of our authored columns.* Certain features in the magazine are not open for submissions. This primarily includes the columns authored by Goodman Games staff, such as *Azagar's Advice for Adventurers*, *Blackdirge's Bestiary*, *Dear Archmage Abby*, and *Deities of Aereth*. This may change in the future, but for now, these features are not open to submissions.
5. *Fiction and poetry.* For now, we are not looking for fiction or poetry for *Level Up*.

### **Length and Formatting**

In general, I'm looking for articles under 2,500 words, but I will consider longer articles if the idea is strong, and the author mentions the extended length of the article in his or her query. Please, do not tell me your article is going to be 2,500 words and then turn in a 15,000-word novella – it's a guaranteed rejection.

If your query is accepted, you will receive a contract for your work. You must sign and return the contract before your article is officially commissioned. When you send in your work, send your complete article as a Word or RTF attachment, with your name, address, and the total word count of the manuscript in the header of each page. Please use page numbers, 10- or 12-point type, and either the Times New Roman or Arial font.

For 4E mechanical expressions, follow the guidelines in the 4E SRD for stat blocks, power blocks, trap blocks, and skill challenges.

### **Rights**

Goodman Games commissions manuscripts on a work-for-hire basis. That means that we pay you for all rights related to the manuscript we buy, and your payment is a flat fee

with no risk of low return if the manuscript proves unpopular. Our contract asks that you sell us your copyright in exchange for payment. You must assign all rights to us. Once you sign the contract, we own all rights to your submission. You will receive a contract by email, and you must sign the contract and return a hard copy by mail to the address indicated.

*Level Up* is currently a quarterly magazine, so once we have purchased your article, it might not appear in print for some time. We will do our best to keep you apprised of when your article will appear in the magazine.

### **Payment**

If we accept your article, you will be sent a contract. Sign the contract and send the hard copy back to the address above. Once we have the signed hard copy of your contract, you will receive a check within 60 days of publication. Standard payment is 3 cents per word.