

#OPENDND FREQUENTLY ASKED QUESTIONS

The looming changes that Wizards of the Coast (WotC) is imposing on the Open Gaming License (OGL) have left creators and gamers with a lot of questions. This document should clarify some points on which Wizards would rather leave you in the dark.

Questions from Fans

WHAT IS THE OPEN GAMING LICENSE (OGL)?

The OGL is a legal framework that allows you to expand and adapt roleplaying games for your own products. [To learn more about the OGL, click here.](#)

WHO DOES THE NEW OGL AFFECT?

WotC's new OGL has the potential to decimate the tabletop gaming industry.

- Under the new OGL, virtual tabletops (VTTs) cannot operate. Content creators can no longer create materials for any VTTs.
- It revokes the previous OGL, and with it, the legal foundation for games such as 13th Age and Pathfinder.
- It imposes a large enough tax to make big Kickstarter campaigns and in-store books impossible.

With these changes, thousands of game developers will lose their jobs and you will lose access to your favorite content.

DOESN'T THE NEW OGL BAN NFTS?

The new OGL only prevents **you** from making D&D-related NFTs. Wizards of the Coast can mint as many NFTs as they like.

WHAT CAN I DO TO STOP THIS?

Let Wizards of the Coast know that you won't accept anything less than an **#OPENDND**! Tell your favorite creators to make a stand for an open future.

Questions from Creators

WHAT HAPPENS IF I SIGN THE OGL 1.1?

The license contains what is called a "poison pill" clause. If you sign the license for any reason, you forever forfeit your rights to use the existing 1.0 Open Gaming License and share content freely. This applies even if WotC loses its case to destroy the 1.0 OGL.

IF I SIGN THE NEW OGL, WHO OWNS MY WRITING?

Legally, you own your content. However, the license gives WotC explicit permission to use it and profit off of it, forever, without asking your permission. You can never gain control of your content back from WotC.

CAN'T I JUST USE THE OLD OGL?

The new OGL revokes the previous 1.0 OGL, and with it, the legal foundation for games such as Pathfinder and Call of Cthulhu. As the license is written, WotC will drive the most popular publishers in the tabletop industry out of business.

CAN I STILL DO D&D-ADJACENT STUFF?

The new OGL blocks basically every form of artistic expression that uses Dungeons and Dragons as a non-trademark-infringing framework. Miniatures, novels, t-shirts, stickers, pins, songs, and dances, are prohibited.

WHAT CAN I DO TO STOP THIS?

First and foremost **#DONTSIGN** their new OGL on DnDBeyond.com. Tell your fans and tell other creators that we need an **#OPENDND** to continue doing what we love!