

Table of Contents

**Draft SRD Introduction** ..... 2

**Draft OGL 1.2** ..... 3

**Draft Wizards of the Coast VTT Policy**..... 6

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Introduction to System Reference Document 5.1

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## **Wizards of the Coast LLC - Virtual Tabletop Policy**

Version 1.0

As gamers and big fans of VTTs, we are announcing this new VTT Policy as part of the rollout of OGL 1.2.

### **Why does Wizards need a VTT Policy?**

We support the role VTTs play in the tabletop space. The ability to game remotely means more people can game, and it's wonderful that people thousands of miles apart can share a space as though sitting around a table. But as VTTs advance, their functionality will raise tricky questions. Where is the line between a VTT and a video game? When does a VTT become more than just a replacement for the traditional tabletop? Those questions require thoughtful answers.

Answering them will take time, and we want this policy to reflect your input. So we'll be asking for feedback and talking to you about our goals as that discussion advances and new technology emerges.

### **What is permitted under this policy?**

Using VTTs to replicate the experience of sitting around the table playing D&D with your friends.

So displaying static SRD content is just fine because it's just like looking in a sourcebook. You can put the text of Magic Missile up in your VTT and use it to calculate and apply damage to your target. And automating Magic Missile's damage to replace manually rolling and calculating is also fine. The VTT can apply Magic Missile's 1d4+1 damage automatically to your target's hit points. You do not have to manually calculate and track the damage.

What isn't permitted are features that don't replicate your dining room table storytelling. If you replace your imagination with an animation of the Magic Missile streaking across the board to strike your target, or your VTT integrates our content into an NFT, that's not the tabletop experience. That's more like a video game.

### **May I make my VTT Owlbear token look like the one from the Monster Manual?**

No. We've never licensed visual depictions of our content under the OGL, just the text of the SRD. That hasn't changed. You can create a creature called an Owlbear with the stat block from the SRD. You cannot copy any of our Owlbear depictions. But if you've drawn your own unique Owlbear, or someone else did, you can use it.

### **What about OGL 1.0a? Does this policy apply to that?**

Yes. You can upload your already-licensed content to a VTT.

### **I own or operate a VTT. How does this affect me?**

If you are a VTT owner or operator who supports OGL products on your platform, you have the same obligations for VTT content that any other website owner or operator has for copyrighted content under the DMCA.

### **You say this is a conversation. Does that mean this policy can change?**

Yes! We need your feedback as the tabletop space evolves. The potential of VTTs is tremendous and exciting, and we don't want to harm their development.