Dragon Warriors
Call for Submissions

This is a call for submissions for a forthcoming *Dragon Warriors* supplement with the working title 'Friends or Foes'.

The book will be a collection of profiles of notable NPCs from the world of *Dragon Warriors*. Some will be people already mentioned in the rulebook or game-supplements but not given full descriptions (e.g. King Hadric, Baron Aldred or Maxim Le Cloche), others will be characters who will make great patrons, adversaries or villains, and some who will be interesting, useful or amusing recurring characters. Each will get one or two pages of text (approximately 500 or 1000 words). Some but not all will get an illustration.

Part of the point of these profiles is to expand the background and atmosphere of the game-world, just as the 'Lore of Legend' chapter of the rulebook details magic items and artefacts that cast light on the history and mythology of the world. So we're not after generic NPCs or fantasy staples: please no beggars who turn out to be the most powerful fence in the town or the missing prince of Clichelia, or an orphanage-mistress who's actually a Fagin-like master of thieves. The characters don't have to have twists or secrets as long as they're interesting or useful in their own right.

What We're Looking For

We're after a wide variety of characters from all ends, corners and depths of the Lands of Legend. Some of these characters could appear just once in the game, as interesting background colour. Some will appear as the central figure in an adventure. Some will be recurring characters that the adventurers encounter in their travels: travelling merchants, perhaps, or pilgrims, or minstrels, or vagabonds and nomads. Others the PCs will never meet at all, but will be talked about and may have influence over the lives of others and the course of history: barons, kings, powerful wizards, even long-dead characters whose influence continues to be felt long after their death..

It is assumed that you know the *Dragon Warriors* rules and background. *Dragon Warriors* is not generic fantasy; it has a distinctive flavour, and these characters should feel as if they belong in its world.

Characters don't have to be human—we're interested to see submissions for interesting 'personality' monsters, like Ned the Hobgoblin from *The Elven Crystals*. Perhaps one of the faerie races who is protecting or terrorising a village; or a bear that has grown cunning in its old age and, no longer able to defend its old territory from younger interlopers, has developed a taste for human flesh. On the other hand, if you want a merchant to be a Dwarf or an Elf just because it would make them more interesting then you're probably missing the point.

Each complete profile should contain the following information (not as a bullet-pointed list):

- Name
- Place of birth
- Physical description

- Personality
- Level of wealth and notable possessions
- Where they're likely to be met
- How to use them in the DW game
- Stats block (note: not all NPCs need to be part of one of the DW Professions)

and, if relevant:
- Languages spoken
- Personal history, including parents and siblings
- Secrets (if any)
- One-paragraph adventure seeds
- Links to other characters, either in this book or in the rest of the DW world.

Not every character needs to fit within the seven Professions given for player-characters in the Dragon Warriors rulebook: if they don't then assume that they're basic humans with the appropriate stats. Please do not introduce new rules or character professions with your descriptions, and keep things like new spells or magic items to a minimum.

For contractual reasons we cannot use characters introduced in the *Bloodsword* game-books or the *Chronicles of the Magi* novels.

What We Need From You

For your pitch, we require one paragraph of text per proposed character. In fact, the fewer words the better: give us a great high concept and we'll trust you to fill in the blanks. Also say whether this is a 1- or 2-page piece.

Sample pitch (which may or may not appear in the book):
Thierry, Lord Proust, is the wastrel brother-in-law of one of the player characters, the youngest son of an impoverished noble family. Charming and clueless, he is perpetually getting caught up in dodgy schemes and the machinations of evil, and must be rescued before he digs himself in any deeper (500 words).

Because we don't want any writers to dominate the book, you may propose no more than four characters at this stage. If we really like what you've come up with, we may ask you for more. If you've not written for Magnum Opus Press, Hogshead Publishing or James Wallis before then we also need to see at least 1000 words of your non-mechanical, non-dungeon-description RPG writing—either published or unpublished is fine.

Deadline, Payment and Copyright

The deadline for pitches is Monday 1st June 2009.
If accepted, the deadline for final copy will be Wednesday 1st July 2009.

We are paying US$30/1000 words, and we buy all copyrights and associated intellectual properties. You will be credited as author and will also receive one copy of the published book.

Submissions must be in .rtf, .doc or .pdf format, and sent to james@magnumopuspress.com