# Article information:

Systems Reference Document | Dungeons & Dragons
<https://dnd.wizards.com/resources/systems-reference-document>

# Article summary:

1. The Systems Reference Document (SRD) provides guidelines for publishing D&D content under the Open-Gaming License (OGL) or Creative Commons.

2. The Dungeon Masters Guild offers self-publishing opportunities for individuals and groups, as well as a platform to sell products in the D&D online marketplace and have content rated by players.

3. The SRD 5.1 is now available under both OGL 1.0a and Creative Commons Attribution 4.0 International licenses, with different benefits and restrictions for creators, and more content may be added in the future to keep up with the latest D&D rules.

# Article rating:

Appears moderately imbalanced: The article provides some useful information, but is missing several important points or pieces of evidence that would be required to present the discussed topics in a balanced and reliable way. You are encouraged to seek a more balanced perspective on the presented issues by exploring the provided research topics and looking at different information sources.

# Article analysis:

The article provides information about the Systems Reference Document (SRD) for Dungeons & Dragons and the different publishing opportunities available through the Open-Gaming License (OGL), Creative Commons, and Dungeon Masters Guild. It also includes a FAQ section that addresses common questions about the SRD and its licenses.

Overall, the article appears to be informative and unbiased in its presentation of information. However, there are some potential biases and missing points of consideration to note.

One potential bias is that the article is published on the official Dungeons & Dragons website, which may lead readers to view it as promotional content rather than objective information. Additionally, while the article mentions that use of D&D content in fan art, cosplay, and other fan content is permitted under Wizards’ Fan Content Policy, it does not provide any details or limitations on this policy.

There are also some missing points of consideration in the article. For example, while it notes that publishing original campaign worlds using fifth edition rules is only allowed under OGL and not Creative Commons, it does not explain why this distinction exists or what impact it may have on creators. Additionally, while the FAQ section addresses some common questions about the SRD and its licenses, it does not explore any counterarguments or potential drawbacks to using these licenses.

Overall, while the article provides useful information about publishing opportunities for D&D content creators, readers should be aware of potential biases and missing points of consideration when evaluating its content.

# Topics for further research:

* Limitations and restrictions of Wizards' Fan Content Policy for D&D content creators
* Differences between OGL and Creative Commons licenses for publishing D&D content
* Potential legal issues and risks associated with using the SRD and its licenses
* Impact of OGL and Creative Commons licenses on the commercial viability of D&D content
* Alternatives to using the SRD and its licenses for publishing D&D content
* Best practices for navigating the legal and ethical considerations of publishing D&D content.

# Report location:

<https://www.fullpicture.app/item/9c7d57cfa1f65019314828c35177718c>