

D&D STANDARDS

The following standards apply to D&D products created by Wizards and its partners. These standards are based on a review of existing policies as well as standards used to determine ratings in other media, such as television and film. These standards can apply to text, art, or both.

Abortion and Pregnancy. Don't depict abortions or put pregnant women in danger.

Abuse. Don't depict the abuse or torture of animals, children, or defenseless adults.

Glamorization of Evil. Don't glamorize evil actions and ideologies. Villains can be sympathetic, but their evil should be called out as awful and wrong. Avoid depicting evil heroes.

Iconic Characters. Don't alter iconic D&D characters without approval. Examples of such characters include Drizzt Do'Urden and Kitiara Majere.

Likenesses. Don't use likenesses of real people, living or dead, famous or otherwise.

Nudity. It's okay to show bare skin, but it must be tasteful. Avoid gratuitous nudity and objectification.

Other Brands & IPs. Don't coopt proprietary content from other brands and intellectual properties.

Photographs. Don't incorporate photographs into your art unless those photos are yours. Nothing in your work must be recognizably another person's property.

Plagiarism. Don't plagiarize other people's work. Give credit where credit is due.

Profanity. Don't use profanity.

Rape and Incest. Don't depict rape, and avoid themes of rape and incest.

Sexual Acts. Don't depict individuals or creatures having sex.

Stereotypes. Avoid stereotypes. Don't attach specific traits or attributes to all members of a particular people, culture, religion, or sexuality.

Substance Abuse. Don't glamorize substance abuse.

Real-World Symbols. Don't use symbols that represent real-world religions, organizations, or movements. That includes real-world religious costumes, peace signs, pentagrams, and hate symbols.

Religion. Don't use real-world religions as analogs for evil religions in D&D.

Tokenism. Avoid tokenism. It's good to depict characters of different origins, ages, genders, body types, and sexualities, but give them the equal weight they deserve. Don't confine representatives of a marginalized people to marginal roles.

Violence and Gore. It's okay to depict gore or scenes of violence, but avoid excessive gore and gratuitous violence. Don't portray cannibalism in a positive light.

D&D's "RATING"

D&D is, for the most part, a G-rated game. When it deals with mature themes or features scenes of graphic violence, it slides toward being a PG-rated experience. However, PG-rated content allows things we normally don't, such as nudity and profanity.

D&D products can violate certain standards, but not without approval. The *Rick & Morty* boxed set, which contains profanity and glamorizes substance abuse, is an example of just such a product. It is rated PG-13.