POLYHEDRAL
SUBMISSION GUIDELINES

Articles

Articles are 'one and done' pieces. At 52 pages we are looking for 16 pages (~500 / page) worth of article content. Example titles:

- Forged Against The Machine / Age of the Apocalypse – A look at games using Forged In The Dark and Powered By The Apocalypse

- We're Doomed! – Post-apocalyptic settings.

- Fantasy In Space < > Sci–Fi – And other similar genre splicing content.

- Are We The Baddies? – Playing villains.

- Let's Celebrate – Share something good about the hobby. Games conventions, game stores, a club or community or something else entirely.

- One and Done – Why you should run more one-shots and less campaigns. Or vice versa.

- Bringing your extrovert to the table – Playing in games that are 'make believe' can help us act outside our comfort zone in a safe way.

- Behind the Camera – How to use NPCs, without them turning into the stars of the game.

- Pitch Perfect – Recruiting players advice.

These are all examples, there are many more that could be written!

- Things we don't want:

  - Edition Wars / Why X system sucks - We're not interested in clickbait style content.

  - Avoid anything that is entirely opinion based, unless in a review.

  - Avoid offensive material about gender, sexuality, physical appearance, body size, race or religion. In other words, any form of bigotry that in game would require the use of Safety Tools.

Columns

Columns are recurring themes, although not appearing in every issue. At 52 pages we are looking for 12 pages worth, most will be 1 page / ~500 words but some sprawl to ~1,500 words.

- Broken Seal: Reviews, not necessarily of the latest products. Spotlight what's interesting to you. Picked up an expansion for a game, tell us about it. What works, what doesn't etc.
- Gone Fishing: An adventure location, vehicle, puzzle, monster, equipment etc. Remember we can't publish content for all systems!
- I Cast "Cure Agony": A letters and help page. Got a game problem you want help to solve? We'll put them to the team and get you an answer, we can't promise it'll be a good one. Submissions **are unpaid**. Answers **are paid**.
- On Your Bookshelf: A retrospective on game books on your shelf, whether that's physically or digitally. Why did you buy it? Have you read it? Have you used it in a game?
- Oven Ready: A look at a published adventure and how to prepare to run it. This can be for any system or none. Think of it as a kind of review but more about the practical steps you've taken to prepare to run it.
- Notable News: Something caught your eye? Tell us about it. We're not interested in clickbait or the latest storm on social media.
- Scratch That Itch: Whether it's the discovery of a new game or testing out Quick Starts. This column is 'more assessment than review' of small press & 'big press' content that catches our eyes.
- Tabletop Tech: A look at which accessories help you run and play games in-person.
- Virtual Hacks: What tools and techniques do you use to enhance online play. Platform agnostic in the main but can focus on hints & tips for specific platforms.
- Game Brain: How do you manage your campaign, what tools do you use?
- Up and Running: How to get started as a GM, running session zero and game prep content.

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Adventures

How many per issue? At 52 pages factoring in artwork & maps:

- Two short: ~ 1,000 words / 2 to 3 pages
- One not short: ~ 2,000 - 3,000 words / 6 to 9 pages

As page count scales, so will adventure quantity.

Maps:

- If maps are provided by contributor, and are determined to be 'good enough' by the Managing Editor, then an additional payment will be agreed as part of the contract.
- If maps are not provided, decided by the Managing Editor, then a percentage of the art budget will be used to source these.
- As a guide, if the adventure involves some kind of crawl (dungeon / spaceship / warehouse / school etc) then some kind of map should be included.

Format of adventure:

- Outline of adventure: 200 – 400 words
  - Background / Prelude – What gets the characters involved
  - GM Overview – What does the GM need to consider to facilitate the adventure, what plot twists might need prep
  - Getting started – What hooks or prompts can a GM use to get things started.
- Part 1: 300 – 600 words – The initial encounter in the location of the adventure. Start fast. Includes map and map key.
- Part 2: 300 – 600 words – The action that ramps up towards the conclusion
- Part 3: 200 – 400 words - Wrap things up with an expected conclusion. Also includes any appropriate epilogue and rewards.

Additional guidelines:

- Avoid common tropes e.g. there's a bad guy that needs stopped => the characters stop them. That may be what happens but give the party a situation to manage or overcome, a problem or mystery to solve etc.
- Avoid a linear path e.g. a single route through a dungeon or Clue A leads to Clue B etc. Option paths provide a better experience.
- Don't assume the party will do a thing. Give the GM tools regardless of decisions made.
- Don't submit something we can't or won't publish. If you're unsure, ask us first. We have a list of things like Open Gaming Licenses and System Reference Documents *on our website*. We will use that to determine what we can and cannot accept content for.
- We want the experience of the reader to be "I can use that right now". Avoid reliance on something not core to the system you're writing for e.g. new monsters or similar. Submit to our "Gone Fishing" column instead.
- Don't create pregenerated characters. Provide guidance on character mix if appropriate. Adventures should be playable by most groups, so avoid making the desired character mix too unusual.
- Word count **includes** stat blocks. So, refer to monsters as per terms of appropriate SRD.

New RPGs

Polyhedral does not replace self-publishing.

If you have developed your own RPG that you want to publish you probably want to go down the self-publishing route for that instead of submitting it to us.

That said, if you have a **One Page RPG** (~500 words) we'd consider publishing that.

Artwork

What about artwork? Or cartography / maps?

Polyhedral will initially use Stock Art and Public Domain / Creative Commons artwork. For adventure maps we will initially focus on using tools such as Dungeon Scrawl and Inkarnate, as well as Map Packs that can be used commercially.

We will not be using any images (or anything else) generated by AI.

The Art budget for Polyhedral Issue #1 is tiered based on the number of backers.

- Up to 599 backers – £250
- Up to 899 backers – £350
- Up to 1,199 backers – £450
- Greater than 1,200 backers – £550

The budget will be used to:

- Buy Stock Art from artists on platforms like DriveThruRPG and itch.io
- Commission comic strip(s) exclusively for Polyhedral
- Support artists via their Patreons and other similar services.

If you have a favourite artist who has Stock Art or some other form of Royalty Free approach to artwork, then we would love to hear about them.

If you are an artist and you want to contribute something please get in touch.

Where the art budget has capacity to support the commissioning of art, including maps, we will incorporate that into our planning on an issue by issue basis.

Submission Process

1. Prior to providing us with the complete content of your submission, all submissions must provide a pitch using the form linked on our website.

SUBMIT

2. All pitches are reviewed by the Publisher and members of the Editor team for suitability.

3. If your pitch is something we want to develop further we will email you to:

   1. Send you a contract detailing the terms as listed in this document and confirm the fee structure for your submission.

   2. Confirm what your submission is and expected word count.

   3. Highlight expected delivery date of the submission and any associated penalties for late submission.

4. Once you have accepted the contract and agreed to the target delivery date, we will send you an invite to the Polyhedral Press Discord server. Use of this Discord is a mandatory requirement to develop your submission ahead of inclusion in the targeted issue of Polyhedral.

5. On delivery of your draft submission, a member of the Editor team will work with you to prepare it for publication.

6. Payment as per contract will be completed no later than 28 days after final submission is approved by Polyhedral Press Editor team.

POLYHEDRAL
SUBMISSION RIGHTS & RATES

Rights

1. You own your work.

2. You give Polyhedral Press (David Wright) permission to publish your work in Polyhedral magazine for an exclusive period of no more than six (6) months from the end of your contract or first publication whichever is soonest.

   1. The only rights that Polyhedral Press has to your work is to continue to publish it within the issue it was first published in.

   2. If Polyhedral Press wants to re-publish your work, say a Best Of, then Polyhedral Press will engage with you to make arrangements for that. The decision on whether to re-publish is a joint one between you and Polyhedral Press.

   3. If you or Polyhedral Press decide to withdraw from an issue prior to publication, all rights will revert to you. Withdrawal must be made before funding phase ends for the target issue. Requests after that will be assessed based on replacement content options.

3. Payment for contributions are based on the agreed contracts and will be made no later than 28 days after the end of the contracted period.

4. We will edit your work, developmentally and editorially. The final version will be jointly agreed between you and Polyhedral Press before publication. Your ownership pertains to all versions of your submission.

5. We will provide a hub for all contributors to interact and discuss ideas, this will be in the form of a dedicated Discord server. A Discord account is required to contribute.

Rates

Rates for submissions and other roles e.g. Editing, are based on word count. Contracts agreed during the Submission Process will confirm the fixed fee for the work contracted.

E.g. If the submitter plans to deliver a Short Adventure of approximately 1,000 words, the word rate for 1,000 words will apply regardless of final word count. Higher payments are at the discretion of Polyhedral Press.

Word rates for Issue #1 are on a sliding scale based on backers achieved via crowdfunding.

Issue #1 Rates

For pledges up to 500 backers we will pay £0.03 per word. This will increase by £0.02 per word for every 300 backers beyond that up to a ceiling of £0.10 per word.

- <= 499 backers – £0.03 per word

- >= 500 & <= 799 backers – £0.05 per word

- >= 800 & <= 1,099 backers – £0.07 per word

- >= 1,100 & <= 1,399 backers – £0.09 per word

- >= 1,400 backers – £0.10 per word.

If we exceed 1,400 backers by a significant margin we will revisit these word rates.

To roughly convert into US Dollars, multiply by 1.2. Payment will be in Pounds Sterling and will be made either via PayPal (Goods & Services) or via DriveThruRPG vouchers, the choice is yours.

Future Issue Rates

After the delivery of Polyhedral Issue #1, the Polyhedral Press team will determine rates for future issues and update this document accordingly.