

D20 WORLD (OF DUNGEONS)



RULES SUMMARY

Rolling the Dice

When you attempt something risky, roll a d20 and add one of your attribute scores based on the action you are taking.

A total of 9 or less is a miss. Things don't go well and the risk turns out badly

10-19 is a partial success. You do it but there's some cost, compromise, retribution, harm, etc.

A total of 20 or more is a full success. You do it without complication.

Regardless of the scores added, a **natural 1** on the d20 is always a miss and a **natural 20** is a full success. If you have **advantage**, you roll two d20s and take the higher result, if you have **disadvantage** you roll two d20s and take the lower.

Character creation

Roll attributes. Choose a background. Then choose two skills and two special abilities from the list below. If you need guidance on skills and special abilities, look to the archetypes section below.

Attributes. You roll 4d6 and total the highest three dice for each. Subtract 10 from the total. That is your score for **Strength**. Do the same thing for **Dexterity**, **Constitution**, **Intelligence**, **Wisdom**, and **Charisma**. These are the six attributes that form the core of your abilities. If you don't want to roll, use the following, +6, +4, +3, +2, +0, and -1. Randomly assign or arrange as you see fit.

Hit Dice. You have 1 Hit die (d6) + extra hit dice equal to your CON divided by 3 (round down). Roll all your hit dice and keep a number equal to your level to determine your hit points (HP). When you rest and consume a ration you may re-roll your HP. If a healer attends you, roll an extra hit dice.

Background. What did your character do in the before times? Roll 2d6, write down your character's background, and think about what it all means. Be creative. You roll with **advantage** when you make checks that involve your background.

d66	1	2	3	4	5	6
1	Painter	Hermit	Accountant	Miner	Jeweler	Butcher
2	Urchin	Sage	Dockworker	Priest	Occultist	Miller
3	Criminal	Herder	Glassblower	Paige	Tailor	Furrier
4	Musician	Scullion	Bricklayer	Brewer	Barber	Scribe
5	Farmer	Soldier	Herbalist	Poisoner	Teamster	Bailiff
6	Noble	Sailor	Woodcutter	Gambler	Peddler	Mason

Archetypes. Use the archetypes below if you want to fill a specific role. All choices get an additional skill beyond those granted. Special Abilities are explained below.

Class	Skill	Special Abilities (choose two)
Fighter	Athletics	Skirmish, Tough, Slay, Hardy
Thief	Stealth	Backstab, Lucky, Reflexes, Tinker,
Cleric	Decipher	Bless, Cure, Turn, Vision
Wizard	Lore	Magic, Cantrips, Command, Ritual
Ranger	Survival	Pet, Scout, Volly, Wild
Paladin	Heal	Tough, Hardy, Turn, Cure, Bless

Skills. If you have an applicable skill or background you roll with advantage. Choose from the list below or make your own.

Athletics	Awareness	Deception
Decipher	Heal	Leadership
Lore	Stealth	Survival

Special Abilities. These are the major powers of your character.

Backstab. Attack from concealment and do +3 damage

Bless. With holy water, you can anoint items so they are

considered holy and magical, +3 damage vs. evil, for a short time

Cantrips. You know three simple magical powers: Candle, Shadow, and Throw Voice

Command. You can attempt to command any spirit, demon, etc

Cure. You can attempt to neutralize poisons, remove curses, and heal wounds with a touch.

Hardy. + 6 HP

Lucky. One per day, turn a miss into a partial success

Magic. You can cast magical spells and get two random spells.

Pet. You have a loyal and effective animal companion

Reflexes. You always go first and can react when suddenly surprised

Ritual. You may perform occult rituals, detailed in ancient tomes and scrolls, and begin with two known rituals

Scout. When you scout ahead, you always spot the target before it spots you.

Skirmish. +1 damage and +1 armor when wearing light or no armor

Slay. +2 melee damage

Tinker. You can attempt to quickly pick a lock, pick a pocket, or disarm a trap.

Tough. +1 armor

Turn. You can attempt to hold the undead at bay with the power of your faith and holy symbol

Vision. Drink holy water to commune with your deity for divine guidance

Volly. +2 ranged damage

Wild. You can converse with and attempt to command animals

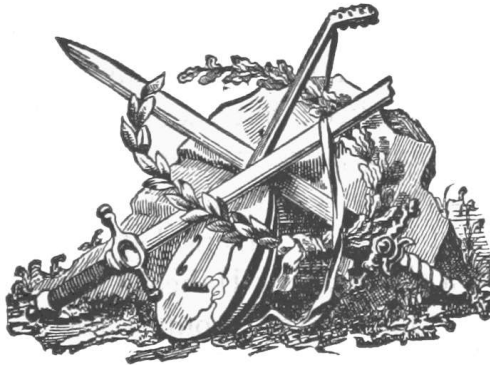
LEVELING UP

As you level up you get rewards according to the table below

Level	Hit Dice	Skills	Attributes	Abilities	Damage	XP
1	1+(CON/3)	2	--	2		0
2	+1		+1			1,000
3		+1	+1	+1		3,000
4	+1		+1			6,000
5			+1		+dice	10,000
6	+1	+1	+1	+1		15,000
7			+1			21,000
8	+1		+1			28,000
9		+1	+1	+1		36,000
10	+1		+1		+dice	45,000

You get 1XP for each silver piece of treasure or coin you loot. You also get XP for defeating enemies and completing quests (10XP for something easy up to 200+ for a really tough one) but mainly it's about the looting. A defeated enemy is not necessarily a killed enemy.

Damage impacts damage from all sources, weapons, magic, or otherwise. No **attribute** can be higher than +10.



GEAR

You start with 60 silver pieces (s).

Melee Weapons

Type	Light (d6)	Medium (d8)	Heavy (d12)
Axe	Handaxe	Axe	Great axe
Sword	Dagger	Sword	Great sword
Mace	Hammer	Morning Star	Flail
Spear	Javelin	Spear	Halberd
Price (s)	10	30	40

Axes. Slashing with some weight behind it. Risky and violent. Exploding dice for damage. The Axe and Great axe can use 2d4 and 2d6 respectively.

Swords. General all-around good weapon. +1 to attack.

Maces. Sometimes all you need is a bat. Piercing 2 (ignores 2 levels of armor). Probably your best bet for knocking someone out.

Spears. Pointy and effective. Deal damage when an enemy initially approaches.

Crossbows. Require twice as much time to **reload** as other ranged weapons.

Light weapons can use strength or dexterity for attack and can be thrown up to 30 feet. **Heavy** and **Ranged** weapons require two hands.

Ranged Weapons

Weapon	Damage	Price (s)
Shortbow, sling, etc	1d6	10
Longbow	1d8	30
Crossbow (Extensive reload time)	1d10	60

Armor

Reduces incoming damage. If you don't have the required strength, it's very hard to run, move quietly, swim, leap, etc.

Armor	Price (s)	Armor	Requirements
Leather Armor	30	1	
Chain Armor	60	2	+4 Strength
Plate Armor	200	3	+7 Strength
Shield	10	+1	+2 Strength, free hand

Other Stuff

Consumables (2s each): Generally used and forgotten. Arrows, Ball bearings, Bandages, Bolts, Caltrops, Iron Spikes (10), Parchment, Torches, Rope 50ft, Travel Rations (for you), Wineskin.

Tools (5s each): Can be used multiple times, if you are lucky. Animal Trap, Collapsible Pole, Crowbar, Fishing Pole, Grappling Hook, Herbalism kit, Lockpicks, Leatherworker's tools, Pickaxe, Shovel, Writing Kit.

Alchemist/Ritual Components: (10s each): Probably helpful for magic; divine or arcane. Acid (vial, one use), Alchemist's fire (pint, one use), Book on a specific subject, Blood, (vial, one use), Pouch of Bone Dust, Healing potion, Holy symbol, Holy Water (vial, one use), Hour Glass, Incense, Quicksilver (per dose).

Room and Board. 10s a day. **Getting drunk.** 3s.

Hirelings

Torch Bearer. (2s/day) 3HP, Knife

Guide. (5s/day) 6HP, Knife Lantern, Rope

Armsman. (20s/day) 12HP, Spea, Shield, Light Armor

Expert. (20s/day) 6 HP, 4 skills, Dagger, Bow

Champion. (60s/day) 18 HP, Chain, Haberd, Sword, Shield,

MAGIC

The names of spells should be randomly determined. Characters should know just the name of the spell. Magic is a fickle beast.

Determining spell effects

The title of the spell should inform what the spell does. For example, *Fireball* should include a *ball of fire* whether it is hurled at enemies, attached to the end of a weapon, or used to start a lamp. “I gaze in the fire for answers” might be something that allows a character to divine an answer out of a *fireball* spell. Magic is individual and *results should determine use*. If a caster is casting a spell for the first time, and it fails, perhaps the caster just can’t use the spell in that way.

Casting Spells

A character’s spell casting ability is intelligence. When you **cast a spell** state the name of the spell, describe how it looks, and choose one below,

- You **harm someone** (1d6 elemental damage, blind them, etc.)
- You **ensorcell a person** (they fear you, believe your lies, won’t threaten you, etc.) until you leave their presence, prove otherwise, or end the spell
- You **create a small illusion** for a few hours or until you end the spell.
- You **enchant a mundane object** (+3 to hit, +1 Armor, +1 dmg, make it answer a question or open, etc.) for a few minutes or until you end the spell
- You **empower an ally** (become a shadow, see in the dark, fly, walk through fire, turn into a cat, etc.) for a few minutes or until you end the spell.
- You **bewitch an area** (make it dark or bright, ward it against a creature, set an alarm, etc.) for an hour or less if you end the spell.
- You **divine an answer** to a question with a few words and roll+INT.

On a **20+** you get 2 **Power** to spend on the power list.

On a **10-19** get 1 **Power** and select one from below

- Your spell will have some undesirable side effect or limitation (1d6 damage to yourself or an ally, that orc is now invisible, etc.)
- You take 1d4 intelligence burn
- You garner unwelcome attention (the gm will tell you how)
- Forces of magic prevent casting that spell again for a day
- You cast spells at disadvantage until you can refocus yourself for a few minutes

Spend your power on **Spell powers** below (most can be chosen twice). The spell can:

- Target an additional person or item,
- Make the effect bigger or more substantial
- Increase damage by +1d6 or ignore armor
- Increase duration or add another effect

While a spell is ongoing, you have **disadvantage** to casting additional spells.

Increasing Spell Power

Before they cast their spell, casters can increase the **power** of their spell through two methods. They can take a dose of **quicksilver** (a dangerous, addictive, and expensive drug) or **burn 3 ability points** as a blood offering to the fickle forces of magic. Descriptions about how the quicksilver is dosed or the blood is offered are important. These options only increase the power of the spell, not its chances of success.

CONVENTIONS

More rules to use at your discretion.

Attribute Burn/Damage. Before a roll, characters may burn their 3 from an attribute score to roll with advantage. When casting a spell, magic users can burn 3 from an attribute score to gain additional power. Attributes may also be damaged through normal play or monster attacks.

Ability Damage	Description
1	Minor
1d4	Significant
1d6	Serious
1d8	Major

If any attribute falls to -10, the character dies instantly. Attribute scores heal at the rate of one per day.

Import Moves. While d20 World (of Dungeons) only has a single move, Referees should look to other fantasy PbtA properties for inspiration like *Dungeon World*, *Freebooters on the Frontier*, *Stonetop*, *Ultimate Dungeons*, etc. Moves like Hack and Slash, Volly, and Last Breath can help create the game structure you want.

Temporal economics. As a guide, 1 silver equals \$10 U.S. dollars. However, comparisons between pseudo-medieval economies with magic and modern manufacturing are difficult.

Where you land in the world. Characters with a +4 in an attribute are better than 68% of the general population, +7 is 95% and a +10 is better than 99.5%

TELL ME THE ODDS

2d6 to D20 Conversions. Conversions are approximate to PbtA and close enough that players at the table shouldn't notice. In general, using a d20 leans into the partial success result.

	2d6		d20	
Result	Odds	Modifier	Modifier	Odds
Miss	58%	-1	-2	55%
Partial	33%			40%
Success	8%			5%
Miss	42%	+0	+1	40%
Partial	42%			50%
Success	17%			10%
Miss	28%	+1	+4	25%
Partial	44%			50%
Success	28%			25%
Miss	17%	+2	+7	10%
Partial	42%			50%
Success	42%			40%
Miss	8%	+3	+10	5%
Partial	33%			40%
Success	58%			55%

In general, a +3 on a d20 is equivalent to a +1 on 2d6.

Die of fate. You can use the chart above to act as an Oracle. Depending on the odds of success, select the appropriate modifier (e.g., a +4 on a d20 gives equal odds of success or miss, a +1 leans toward a miss, and a +7 is likely to succeed), and roll the dice.

WORKS/HERITAGE

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Influences. Products that influenced this design:
Dungeon Crawl Classics by Joseph Goodman
Freebooters on the Frontier by Jason Lutes
Wolves Upon the Coast by Luke Gering

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