

Dungeonball



RPG OBSESSION
WHERE PASSION MEETS INSPIRATION

Dungeonball

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Dungeonball follows the rules of American football and 5E D&D unless stated otherwise in these rules or by the DM. The biggest difference between most Dungeonball matches and football is that attacks, spells, and abilities are allowed (and expected). If a creature is knocked unconscious during play all attacks by the opposing team against the creature must cease; violators will incur a penalty and be ejected for the rest of the current quarter and the following quarter. All unconscious creatures automatically stabilize at the end of a play.

A Dungeonball game consists of 4 quarters of a predetermined time, with each quarter divided into plays, and each play made up of a series of combat rounds. Plays continue until the end of a quarter. At the end of each quarter there is a short break, during which any team members who were knocked unconscious or removed by a ref may return to play; all creatures may take a short rest during this time.

The team in possession of the ball is the **offensive** team and the opposing team is the **defensive** team. For professional games, all players are considered proficient in the Dungeonball Martial Weapon.

Before each play every creature may declare a readied action triggered by the **Snap**. All creatures roll initiative to determine the turn order for the rest of the play. Once readied actions are declared and initiative is determined, the ball is snapped to the **offensive QB** and all creatures take their readied actions. After the **Snap** round, the end of play occurs when a pass fails, the ball carrier is tackled or goes out of bounds, or a touchdown is scored; this also resets initiative.

The most common action along the offensive line is to **Grapple** a creature. Tackles are resolved by using the **Shove** attack to knock a creature prone; a roll of a natural 20 on a tackle check against the ball carrier causes an immediate fumble. If a **defensive** creature makes a grapple check against an **offensive** creature other than the ball carrier, it is considered **Holding** and carries a 10 yard penalty at the end of the play.

Additional game mechanics apply to Dungeonball:

- When a creature takes an attack of opportunity they may forgo the attack, instead taking the **Dash** action.
- To make a pass, an **offensive QB** makes a ranged weapon attack roll; the attack is made against either an AC 10 or the highest AC of a **defensive**

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the d8 result, with 1 corresponding to the shortest path to the opposing end zone from the fumbling ball carrier/receiver and counting clockwise around them. Any creature on the ball's landing location or along the path it takes may attempt a Dexterity save to gain possession of the ball, starting with the creature closest to the beginning of the ball's trajectory. A fumbled ball is still in play.

- All **offensive QB's** may also use **Aim**: As a bonus action, you give yourself advantage on your next attack roll on the current turn. You can use this bonus action only if you haven't moved during this turn, and after you use the bonus action, your speed is 0 until the end of the current turn.
- Kicking the Dungeonball is called for if the play is a **punt**, **field goal**, **extra point**, or **kickoff**. For **field goal** and **extra point** plays, resolve kicking the ball the same way you would for throwing it; for **punt** and **kickoff** plays, the kicker makes an attack roll and multiplies the total rolled by their Dexterity modifier to determine the number of yards the ball travels. An opposing creature within reach of the ball where it lands may catch the ball as a reaction.

Finally, there are special considerations to be made for the many fantastical abilities available to characters in D&D:

- To make measurement easier and more thematic, consider counting every 5 foot square as 2 yards, and convert all ranges to 2 yards for every 5 feet (divide by 2.5). While this is not mathematically accurate, it will not impact the balance of the game.
- Treat the boundaries of the field and the line of scrimmage as if they have an infinite height and depth. So while flight is not prohibited, a creature cannot fly over the line of scrimmage before the snap without being off-sides.
- Spells, spell effects, class abilities, and racial abilities are considered extensions of their originator, with the exception of any creature with a stat block (such as a summoned creature or animal companion) which are considered members of the same team as their controller. *Note: This means that a creature can temporarily change teams when under the effects of some enchantment spells and abilities.*
- When in doubt, think about how to fit an action or ability into the rules of Dungeonball rather than forbidding them. You definitely want to lean into the Rule of Cool when refereeing Dungeonball, so try to "Yes, and . . ." the players whenever possible.

Dungeonball (Martial Melee Weapon), **Damage:** 1d6 bludgeoning
Properties: Light, Finesse, Thrown (special range increment **30 x [Dex mod]/30 x [Dex+Str mod] ft.**)



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