Survey of Dungeon World and Other TTRPG Players

The results in this report are from an online survey of 445 respondents from 33 different countries. (Fourteen individuals took the survey twice, typically starting but not finishing filling out the questionnaire then later coming back and completing it. Their shorter response was deleted.)

This survey is not representative of all who play tabletop role-playing games (TTRPGs). It is designed to be representative of engaged Dungeon World players; it does not do a good job of capturing the opinions of people who played Dungeon World in the past but no longer play it.

Respondents were recruited from four sources:

- 285 responses (64%) are from the Dungeon World subreddit
- 91 responses (20%) are from the PbtA subreddit
- 68 responses (15%) are from a panel of video-game RPG fans
- 3 responses (1%) are from Twitter.

Thanks to everyone who took the survey!

The survey was not weighted.

Version 1.02 of this report, 2020-07-22.

Results Summary

TTRPGs Played

- *Which, if any, of the following table-top roleplaying games (TTRPGs, any edition) have you ever played or GMed?*
  - DW players: Dungeon World (100%); D&D (86%); Fate RPG, Blades in the Dark (36% each).
  - Everyone else: D&D (70%); Call of Cthulhu (21%); Monster of the Week, Star Wars: Edge of Empire (20% each).
- *Please rank the top three of these games, with the absolute best at the top.*
  - DW players: Ranked #1 Dungeon World, #2 D&D, #3 Blades in the Dark.
  - Everyone else: Ranked #1 D&D, #2 Star Wars: Edge of Empire, #3 Call of Cthulhu.
- *Which, if any, of the following games have you played in the past four weeks?*
  - DW players: Dungeon World (57%), D&D (33%), Monster of the Week (11%).
  - Everyone else: D&D (40%), Masks (13%), Star Wars: Edge of Empire (10%).
- *Which of these TTRPG games that you haven't played do you most want to try?*
  - DW players: Blades in the Dark (19%), Apocalypse World (10%), Night Witches (4%).
  - Everyone else: Apocalypse World (10%), Dungeon World (7%), Blades in the Dark (6%).
- *Of the following, which format do you prefer for the core books of an RPG system?*
  - DW players: Everything in 1 book (79%), 2 books by role (12%), 4+ books (4%).
  - Everyone else: Everything in 1 book (43%), 2 books by role (20%), 2 books by level (17%).

Results Summary (2 of 7)

Dungeon World Attitudes

- *How satisfied are you with the support you've seen from the publisher since Dungeon World was first published in 2012?* Completely satisfied (17%), Very satisfied (26%).
- *How would you like to see Dungeon World evolve?* Second edition from LaTorra and Koebel (50%), Second edition from an established author of a Dungeon World supplement or hack (38%), Community development of a revised edition [an independent fork] (36%).
- *What should the goals be for a new edition?* Reflect Dungeon World as it is actually played (53%), Improve tools for improvisation (52%), Provide lots of options for different settings & classes (39%).

Existing Sequel

- *Do you think there's an existing game that would complete the following sentence...? "There is no need for a new Dungeon World because _____ already exists."* No (87%), Yes (13%).
- [If Yes] *Which game most removes the need for a new Dungeon World?* Dungeon World (7 mentions); Fellowship, Homebrew World, Stonetop (3 mentions each).

Results Summary (3 of 7)

New Edition Interest

- *How interested are you in an official second edition of Dungeon World?* Extremely interested (34%), Very interested (28%).
- *How interested are you in an unofficial second edition of Dungeon World by one or two individual designers?* Extremely interested (14%), Very interested (24%).
- *How interested are you in a community edition of Dungeon World (an independent, consensus fork)?* Extremely interested (14%), Very interested (22%).
- *What is the most you are willing to pay (in U.S. dollars) for a second edition of Dungeon World?* $30 would maximize the revenue opportunity.

House Rules

- *Which, if any, of the following house rules have you used when playing Dungeon World?* Any race can be any class (63%), Drive instead of Alignments (44%), Alternatives to Race (43%).
- *Besides those above, do you use any other house rules?* No (60%), Yes (40%).
- *Which Dungeon World rules have you never used or decided not to use anymore?* Steadings (43%), Hirelings (42%), Encumbrance/Weight (41%).

Results Summary (4 of 7)

Supplements

- *Which, if any, of the following supplements have you used when playing Dungeon World?* The Perilous Wilds (53%), Class Warfare (35%), Dungeon World Guide (35%).
- *What materials, if any, would you like to see integrated into a new edition?* The Perilous Wilds (64%), Class Warfare (35%), Dungeon World Guide (34%).
- *Who would you like to see involved in the evolution of Dungeon World?* Sage LaTorra [Dungeon World] (69%), Adam Koebel [Dungeon World] (54%), Vincent Baker [Apocalypse World] (46%).

Classes

- *Which of the following classes have you ever seen played in your games?* Druid (69%), Barbarian (65%), Bard (65%).
- *Which classes would you include as base classes in a revised edition?* Druid (67%), Fighter (61%), Bard (60%).

Results Summary (5 of 7)

Race

- *Which, if any, of the following terms would you prefer be used instead of "race"?* Background (50%), Ancestry (38%), Heritage (35%).
- *Which ancestries/backgrounds/cultures/... would you include in a revised edition?* Elf (88%), Human (88%), Dwarf (87%).

Moves

- *Are there any Moves that you would remove from the game or change?* Don't know (40%), Yes (37%), No (23%).
- *Which, if any, of the following Moves would you remove from the game?* Carouse (22%), None of the above (18%), Elf [Ranger] (12%), Human [Paladin] (12%).
- *Which, if any, of the following Moves would you change?* Aid or Interfere (40%), Defend (31%), Parley (29%).
- *What do you think about the number of moves that Dungeon World has overall?* Just the right amount of moves (73%), Too many moves (15%), Not enough moves (12%).

Results Summary (6 of 7)

Experience Playing

- *Did you fund the Dungeon World Kickstarter?* No, I did not fund the DW Kickstarter (90%); Yes, I funded the DW Kickstarter (10%).
- *How much, if anything, have you spent on Dungeon World materials?* $0 (8%), $1-$10 (9%), $11-$99 (77%), $100+ (7%).
- *How many sessions of Dungeon World have you played?* 1-9 (31%), 10-99 (63%), 100+ (6%).
- *When was the last time you played Dungeon World?* Past month (55%), Past year or so (38%), Years ago (7%).

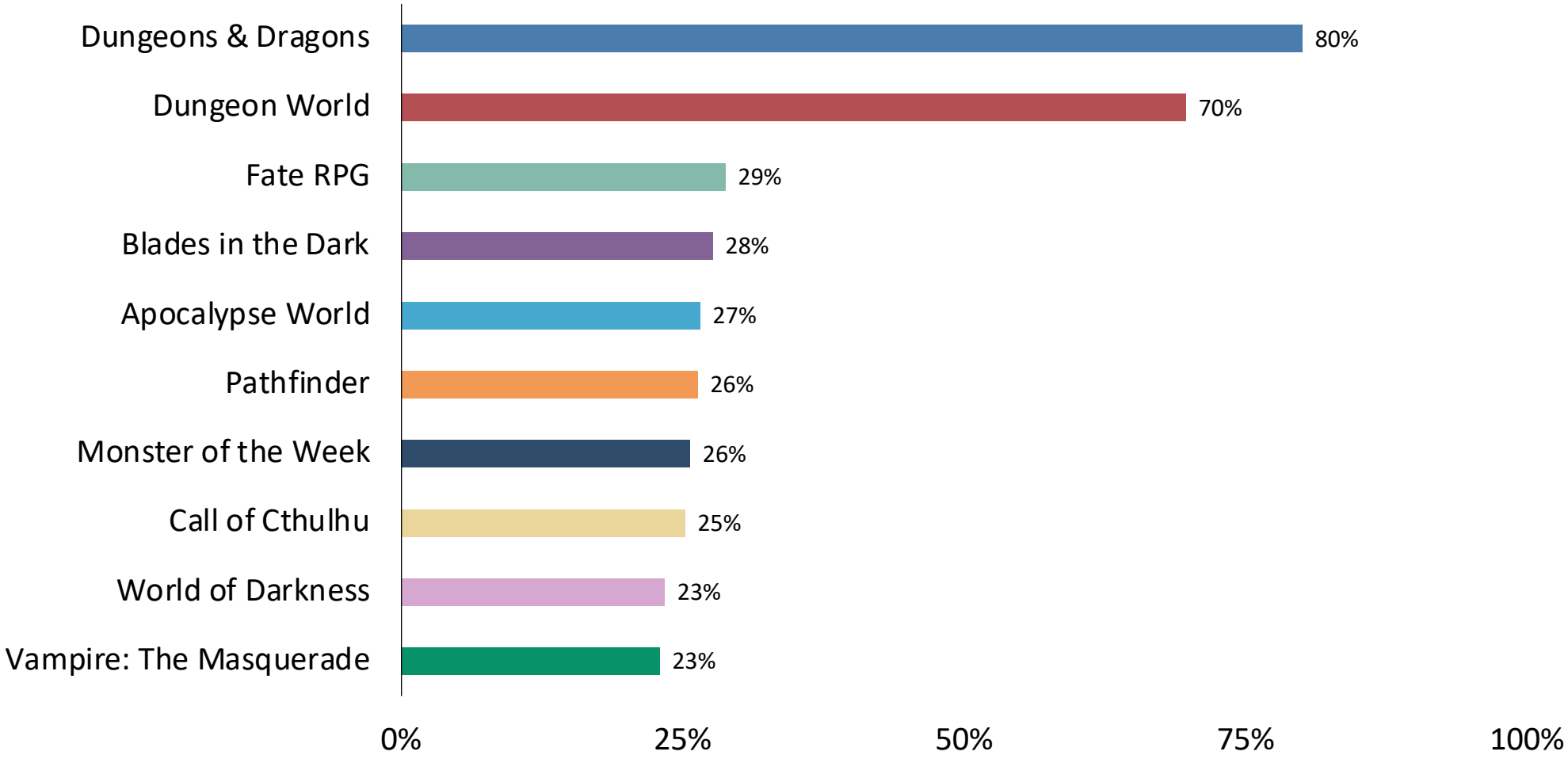
Results Summary (7 of 7)

Demographics

- *Country:* United States (63%), United Kingdom (6%), Canada (6%).
- *Age:* Under 20 (3%), 20s (31%), 30s (40%), 40s (18%), 50s (7%).
- *Ethnicity:* White (77%), Hispanic (9%), Black (5%).
- *Gender:* Male (77%), Female (13%), Non-binary (10%).

Detailed results follow.

Which, if any, of the following table-top roleplaying games (TTRPGs, any edition) have you ever played or GMed? - Top 10



Sample Size: 445 (All Respondents)
Note: Respondents could select multiple options.

Which, if any, of the following table-top roleplaying games (TTRPGs, any edition) have you ever played or GMed?

Option	Rank	Response %
Dungeons & Dragons	1	80%
Dungeon World	2	70%
Fate RPG	3	29%
Blades in the Dark	4	28%
Apocalypse World	5	27%
Pathfinder	6	26%
Monster of the Week	7	26%
Call of Cthulhu	8	25%
World of Darkness	9	23%
Vampire: The Masquerade	10	23%
Shadowrun	11	20%
Masks	12	17%
Savage Worlds	13	16%
Star Wars: Edge of the Empire	14	15%
GURPS	15	15%
Monsterhearts	15	15%
Urban Shadows	17	14%
Ironsworn	18	13%
The Sprawl	19	12%
World of Dungeons	20	10%

Option	Rank	Response %
City of Mist	21	9%
Mutants and Masterminds	22	8%
Homebrew World	23	6%
Uncharted Worlds	24	6%
Beyond the Wall	25	6%
World Wide Wrestling	25	6%
The Veil	27	5%
Fellowship	28	4%
Night Witches	29	4%
The Sword, The Crown, and The Unspeakable Power	29	4%
Urban/Modern/Fantasy	31	4%
Worlds in Peril	31	4%
Bluebeard's Bride	33	4%
Legacy: Life Among the Ruins	33	4%
Murderous Ghosts	33	4%
Dream Askew	36	3%
Ghost Lines	36	3%
The Warren	36	3%
Kult: Divinity Lost	39	3%
Epyllion	40	3%
Legend of the Elements	40	3%
tremulus	40	3%
Worlds of Adventure	40	3%

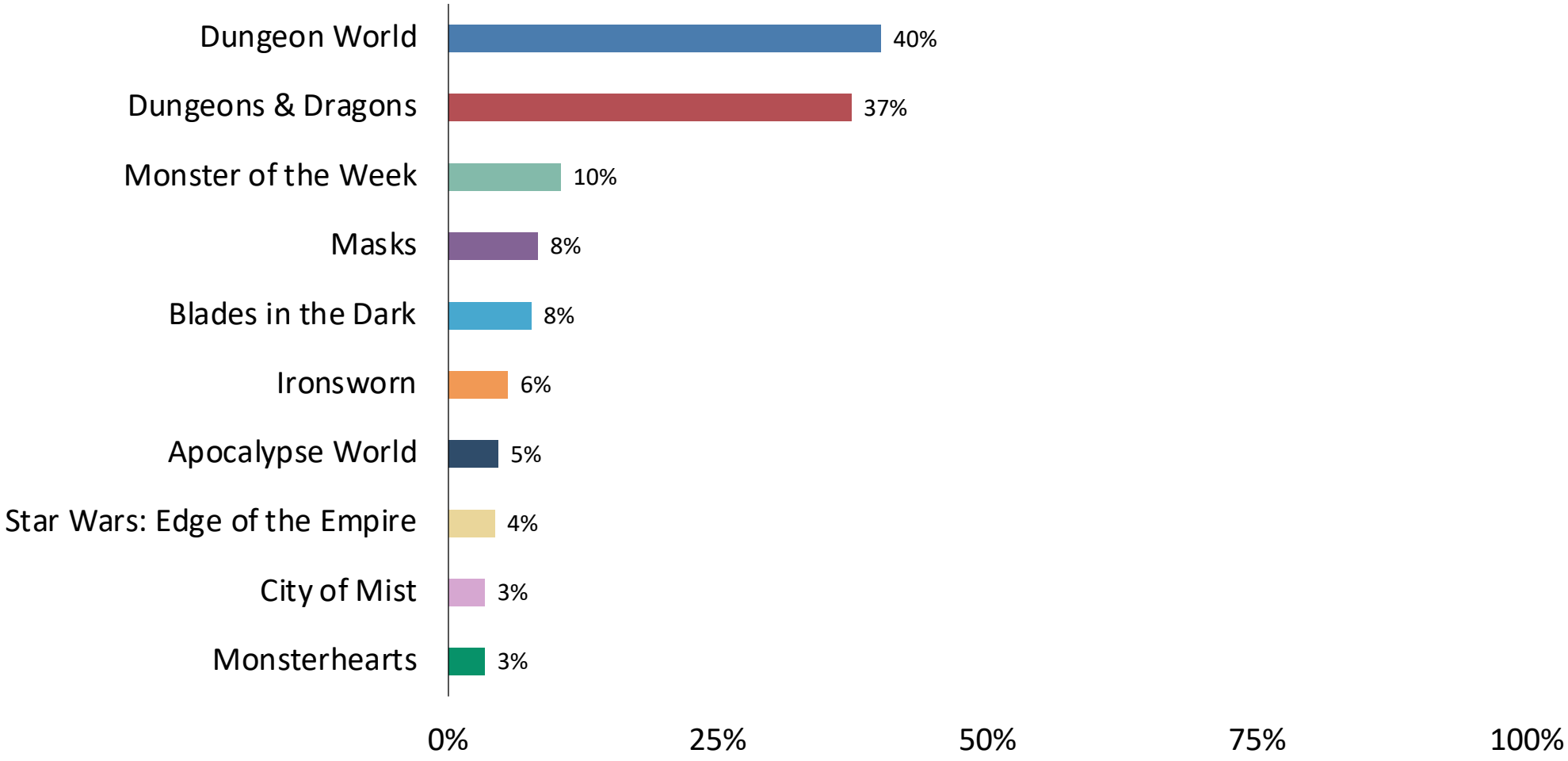
Sample Size: 445 (All Respondents)
Note: Respondents could select multiple options.

Please rank the top three of these games, with the absolute best at the top.

	Overall Rank	#1	#2	#3	#4-21	Unranked
Dungeon World	1	28%	15%	8%	5%	45%
Dungeons & Dragons	2	14%	17%	11%	14%	44%
Blades in the Dark	3	6%	5%	5%	4%	80%
Apocalypse World	4	7%	4%	5%	3%	81%
Monster of the Week	5	5%	6%	2%	5%	82%
Fate RPG	6	3%	3%	6%	5%	82%
Pathfinder	7	<1%	3%	5%	7%	85%
Call of Cthulhu	8	3%	2%	3%	6%	86%
Masks	9	6%	4%	1%	1%	87%
Vampire: The Masquerade	10	<1%	1%	2%	8%	89%
World of Darkness	11	<1%	1%	3%	7%	89%
Star Wars: Edge of the Empire	12	3%	2%	2%	4%	90%
Ironsworn	13	1%	3%	3%	2%	91%
Monsterhearts	14	3%	2%	2%	2%	91%
Shadowrun	15	1%	2%	1%	5%	92%
Savage Worlds	16	1%	1%	1%	6%	92%
Urban Shadows	17	0%	3%	1%	3%	93%
GURPS	18	1%	0%	1%	6%	93%
The Sprawl	19	1%	1%	1%	3%	94%
World of Dungeons	20	2%	1%	1%	2%	94%

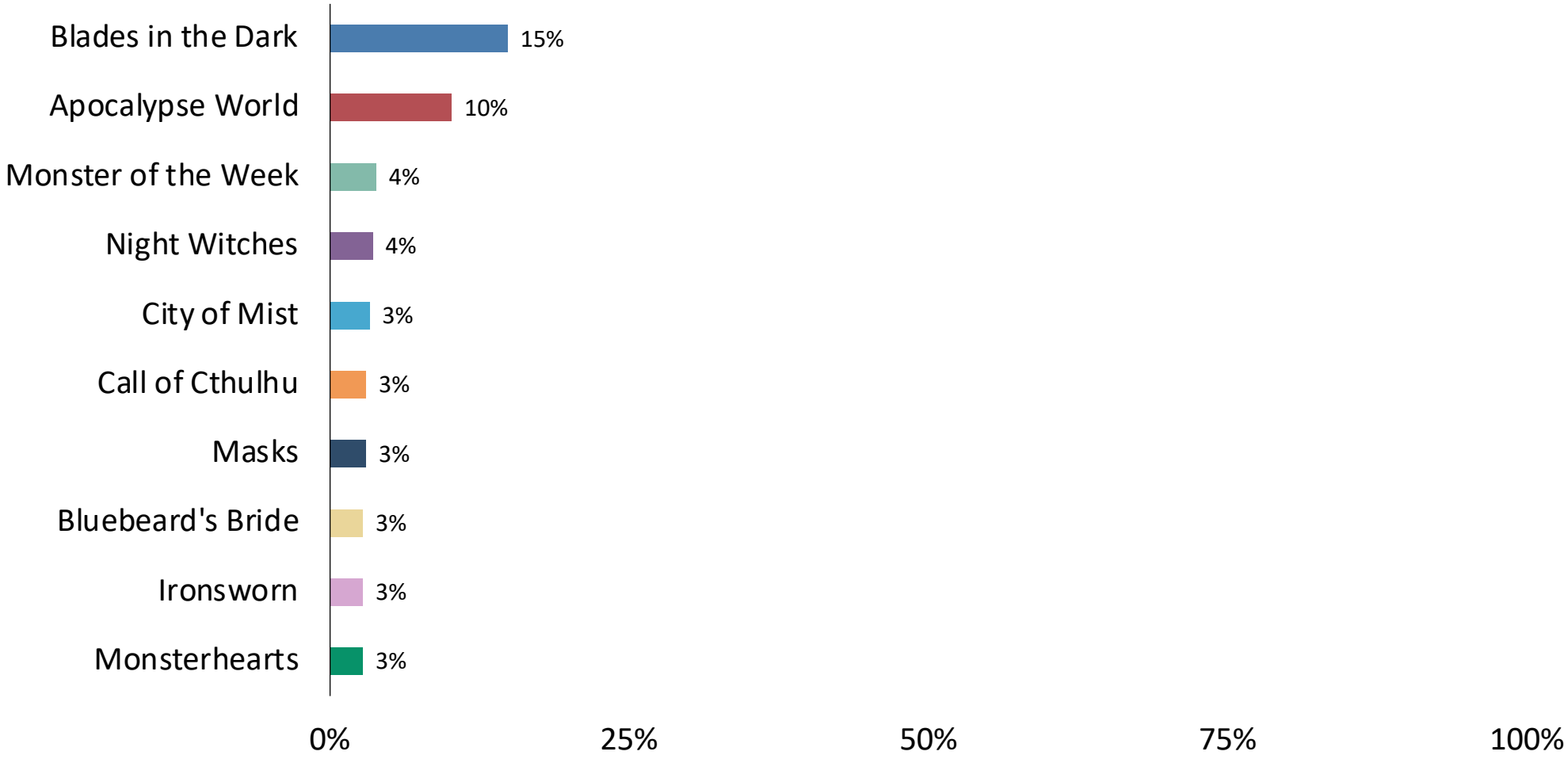
Sample Size: 355 (80% of Respondents)

Which, if any, of the following games have you played in the past four weeks? Top 10



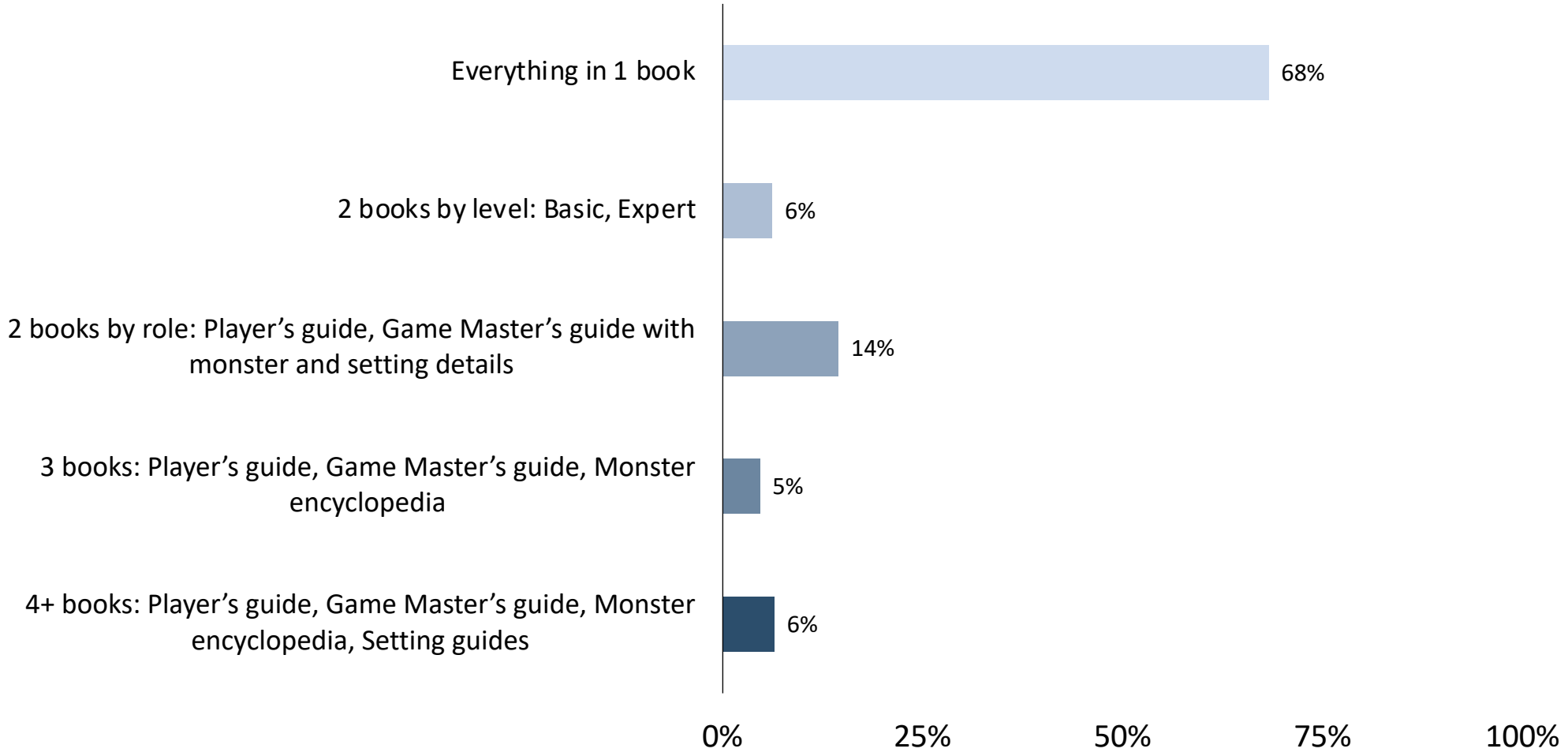
Sample Size: 327 (73% of Respondents)
Note: Respondents could select multiple options.

Which of these TTRPG games that you haven't played do you most want to try? Top 10



Sample Size: 364 (82% of Respondents)

Of the following, which format do you prefer for the core books of an RPG system?



Sample Size: 387 (87% of Respondents)

What, if anything, do you like about TTRPGs (Tabletop Role Playing Games)?

What, if anything, do you like about TTRPGs (Tabletop Role Playing Games)?

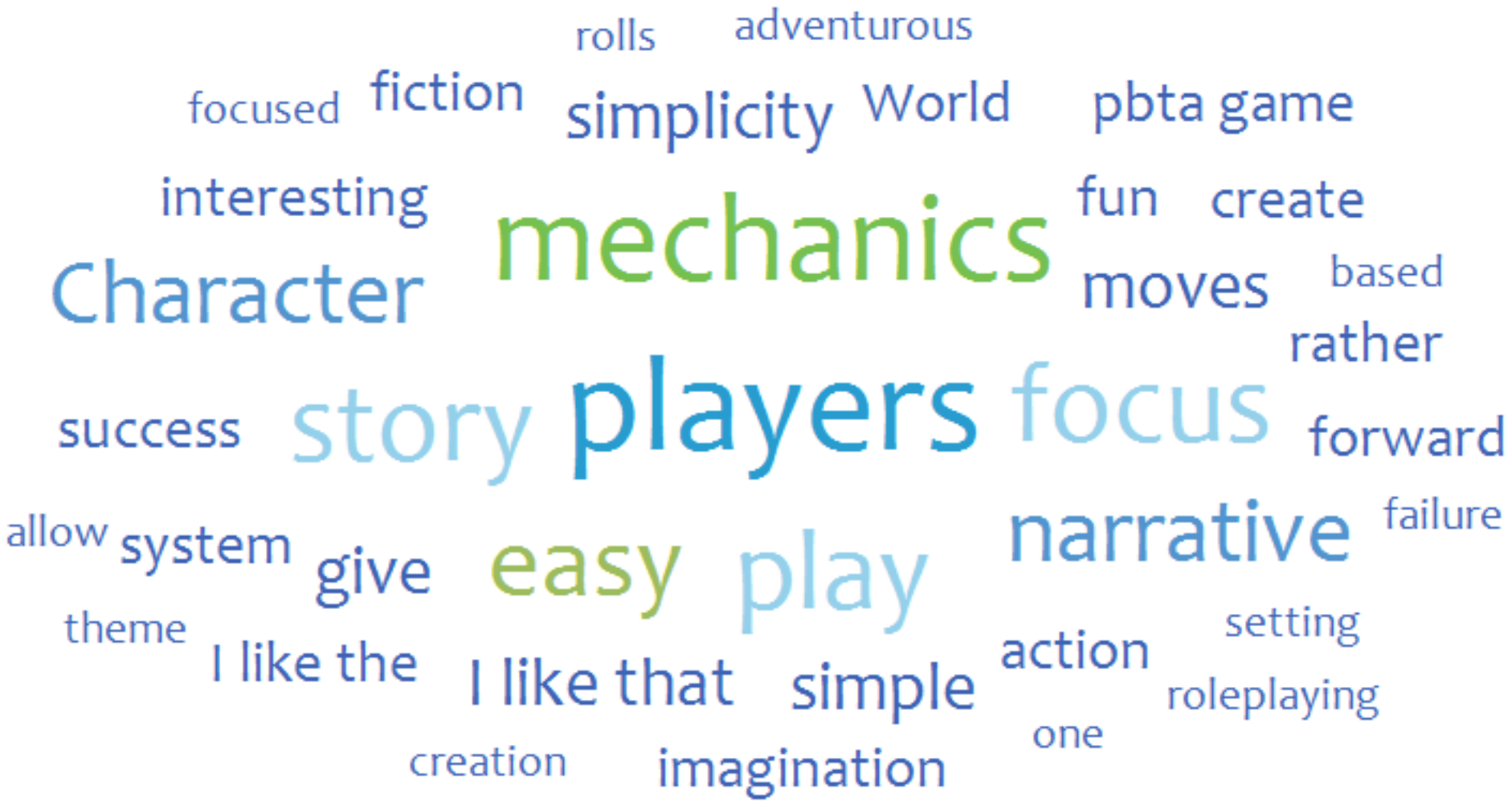
Word	Count	%	Example Quote
Friends	6	21%	"Story and immersion. I love shared storytelling with friends. Been playing a long time. I don't have the patience to learn super crunchy systems like I used to."
Adventure	3	10%	"Every adventure, group, GM, and world can be completely unique and rules can be tailored to suit every group's needs and wants."
Time	3	10%	"I like being able to immerse myself in an alternate universe for a time."
Fun	3	10%	"Gathering with friends and having fun.”
Imagination	3	10%	"I like that it forces to use your imagination and I think it is a good way for friends to get together."
Love	3	10%	"I love the intensity of them as it's so close to real life."
World	3	10%	"The open world to explore."
Immersion	3	10%	"I like being able to immerse myself in an alternate universe for a time."
Story	3	10%	"We're sharing our consciousness for the fun of the story. Many angles for the same destination. Also love acting and trying to understand people and the world beyond me."
Social	3	10%	"The openness is better than anything digital, not to mention the social aspect."

What, if anything, do you dislike about TTRPGs?

What, if anything, do you dislike about TTRPGs?

Word	Count	%	Example Quote
Games	5	17%	"How fun it is depends a lot on the group, interpersonal drama and toxic people, having to learn many rules, I don't like when games like DnD prescribe a lot of lore."
Play	5	17%	"The limitations! But that's up to the people that I play with, so nothing really..."
Time	4	13%	"They take a lot of coordination to set up and require a dedication of a lot of time."
People	4	13%	"I dislike having to get into character sometimes. It can be awkward if the people you are playing with are new."
Players	3	10%	"Hard to find other players on the same level."
Hard	3	10%	"Prep can be stressful, can be hard to balance everyone's needs."
Rules	3	10%	"Rules can severely limit you."
A lot of	3	10%	"They take a lot of coordination to set up and require a dedication of a lot of time."

What, if anything, do you like about PbtA (Powered by the Apocalypse) games?



What, if anything, do you like about PbtA (Powered by the Apocalypse) games?

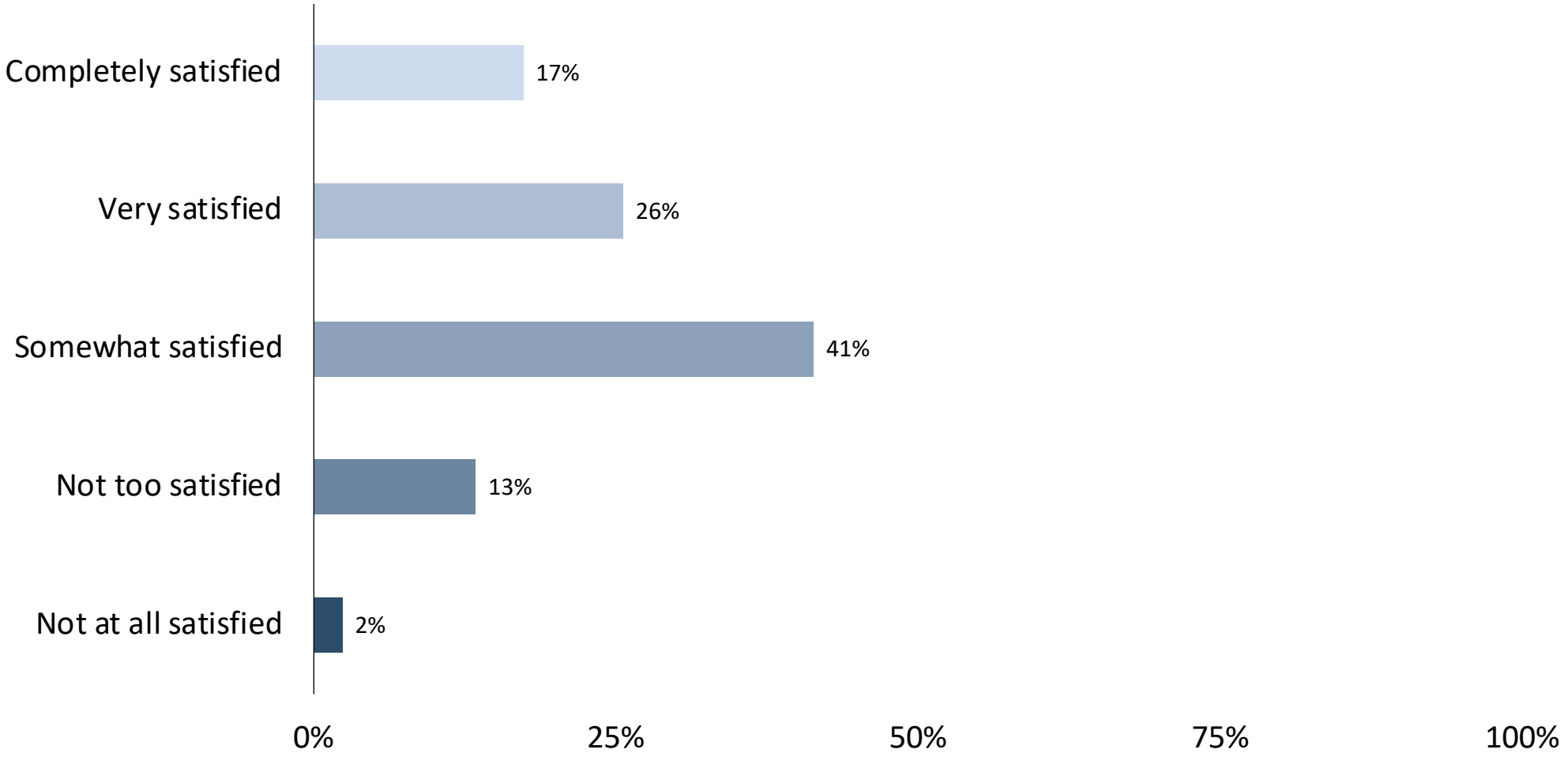
Word	Count	%	Example Quote
Players	11	17%	"I like that players perform actions and rather than determining a success or failure you roll to see how the situation resolves. It gives the space more Roleplay potential and focuses less on stats and power gaming."
Mechanics	10	15%	"There isn't really anything like a failure in games like DnD, everything pushes forward the narrative rather than just being 'no you don't do it, try something else.' The three levels of success as opposed to the binary pass/fail of DnD and similar systems helps push forward that. I enjoy how simple everything is and how elegantly all the mechanics work together."
Play	9	14%	"I enjoy PbtA games a lot. It is my favorite system. I like that rolls happen only when there are stakes and make sense fictionally. I like that rolls move the story forward and can create interesting outcomes. I like that you don't need to prep any sort of story and that it just unfolds as you play."
Story	9	14%	"Character creation is generally easy, and the mechanics are simple enough that you get to spend the vast majority of the time you invest actually telling a story, rather than resolving mechanics and searching for rules."
Focus	9	14%	"The story focus, the ability to give players multiple outcomes to choose from, the simplicity for new players while still being powerful enough to allow for compelling stories."
Easy	8	12%	"They fit perfectly with my GMing and play style. It is easy to strike the right balance for me between narrative and gameplay mechanics. Overall, they have been by far the most successful games that I have run or played."
Narrative	7	11%	"I like the narrative focus, the simplicity of the moves, and the fact the game enables players to use their imagination in a way different than other games."
Character	7	11%	"Freedom how to the character. Easy binding characters together in session 0. Fluff with some crunch to back it up, GM and player working hand in hand to create the story."
Moves	5	8%	"I really like how each of the different games have different types of moves based on the specific setting of the game, like the combat moves of Dungeon World and the collecting moves of Apocalypse World."
Give	5	8%	"They follow the fiction first and don't stop the action for a long time as people make dozens of combat rolls, and they give the GM tools and support to improvise as needed."

What, if anything, do you dislike about PbtA games?

What, if anything, do you dislike about PbtA games?

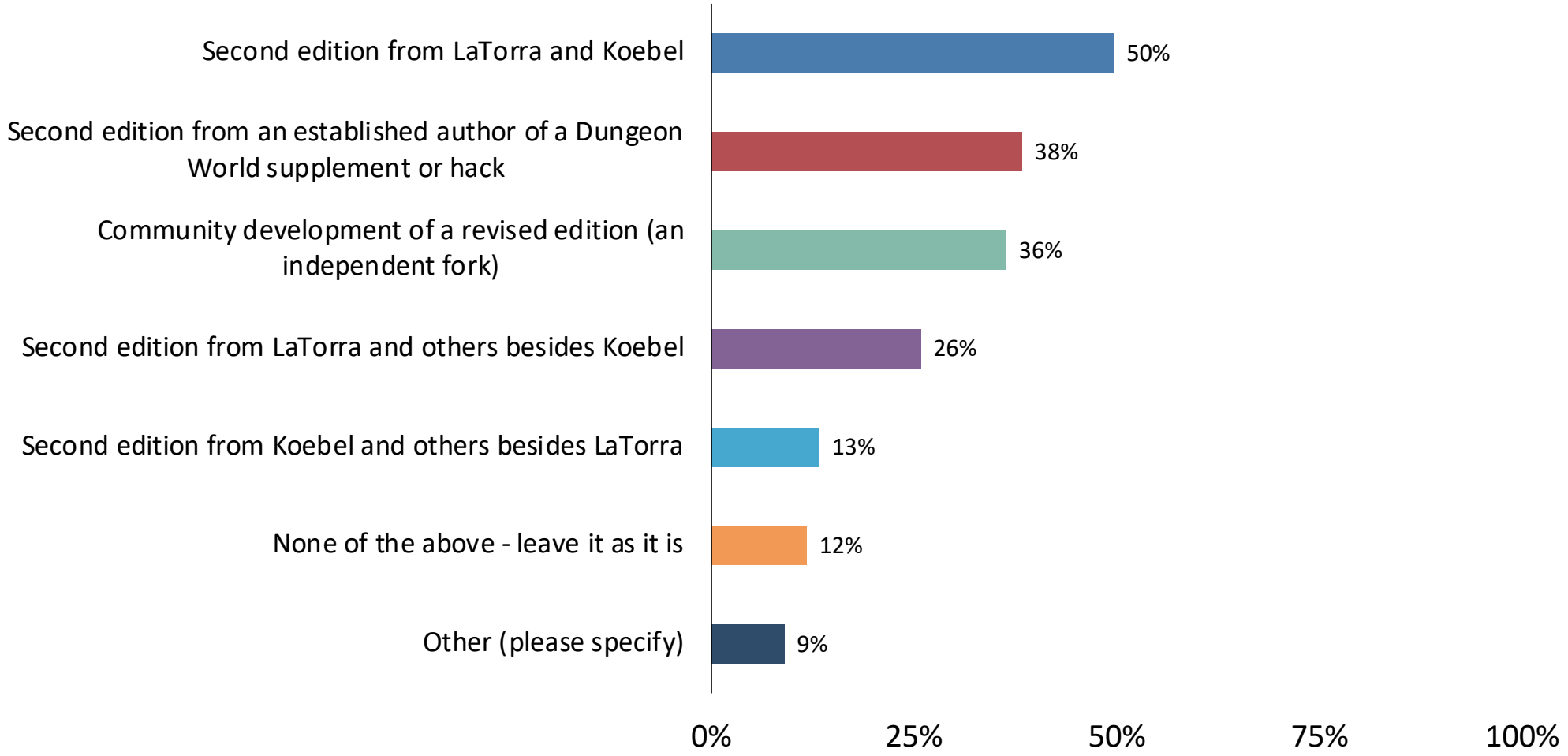
Word	Count	%	Example Quote
Sometimes	9	16%	"Sometimes the moves are vague enough that you have to debate with yourself or players what move it is they trigger. I don't like to world build, but often find myself GMing. I wish there were more straight forward modules, instead of just various jumping off points. I wouldn't mind ideas for a campaign rather than a smattering of NPC ideas & no direction."
Feel	7	12%	"Some of the shorter or one-page PbtA games like Dream Askew aren't as interesting for me because they don't quite feel like a full game. They work fine as one-shots but trying to cram in all of the great playbook and move mechanics into such a small game doesn't make sense to me when you could just as easily go with a more mechanic-lite game like Honey Heist or Roll for Shoes."
Characters	7	12%	"There isn't much I dislike about PbtA games. I do find that it is hard to transport existing characters into a game, so you can't really revitalize old campaigns from a different system into a PbtA game easily."
Players	7	12%	"The unspoken expectation that despite the ease with which games can be modified, it is improper for players and DMs to do so because it undermines the designer's intended themes. The contradiction between valuing unpredictability in play while being highly predictable in outcomes and restrictive in themes. Tendency to avoid GM rolls through use of Agenda and Principles."
PbtA game	7	12%	"Since I don't live in an English-speaking country, it's a lot more work to translate player-facing materials in PbtA game (compared to RPG games in which all players share identical character sheets and they don't contain their moves)."
System	6	11%	"I don't dislike anything about the system in general, but there are individual PbtA games that I dislike: Dungeon World (for trying too hard to marry D&D mechanics with PbtA), games that are bloated with moves, etc."
Moves	6	11%	"So far they seem to lend themselves to shorter term games, and while one-shots are fun, my group tends to prefer longer campaigns. Usually there are a limited number of moves or improvements to unlock, and a character ends up earning all the abilities the player is interested in very quickly."
Like	5	9%	"The only reason I like D20 games is for tactical combat, something PbtA simply cannot offer. This is the only thing that would be a fun addition, but it does defeat the purpose."
Hard	5	9%	"It has enough similarities with D&D that it can be hard sometimes to get new players to not play it like D&D."
Play	5	9%	"Many are TOO simple and have less structure than necessary. The community is also weirdly more rigid about how to play than with more traditional games like D&D."

How satisfied are you with the support you've seen from the publisher since Dungeon World was first published in 2012?



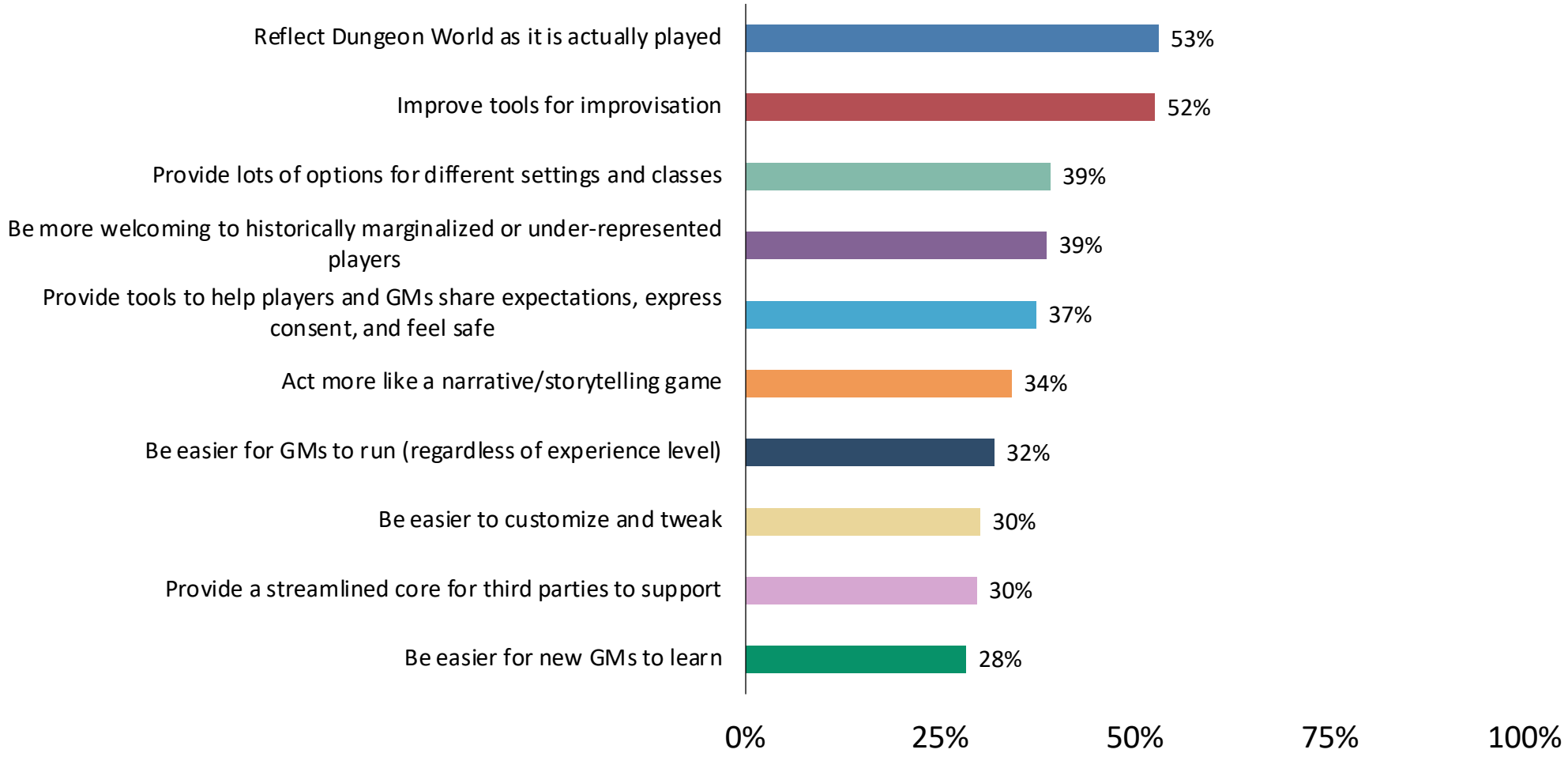
Sample Size: 254 (57% of Respondents)

How would you like to see Dungeon World evolve?



Sample Size: 256 (58% of Respondents)
Note: Respondents could select multiple options.

What should the goals be for a new edition? - Top 10



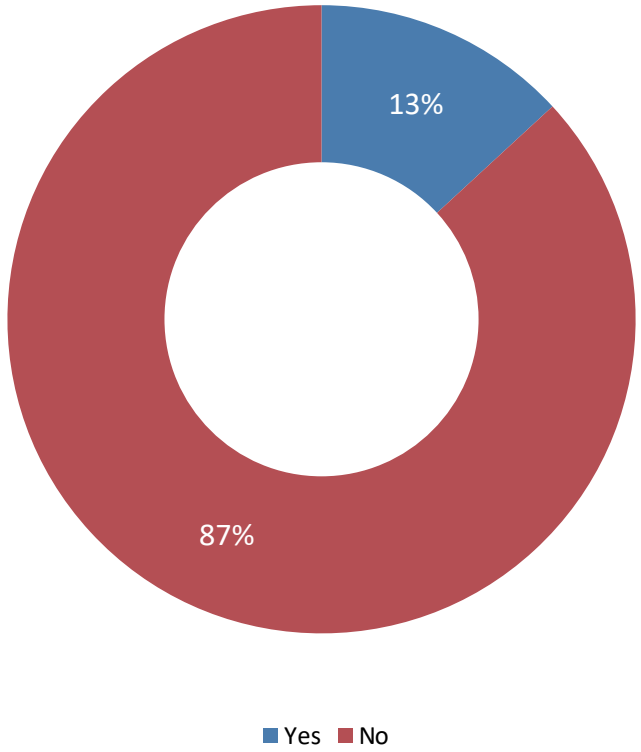
Sample Size: 223 (50% of Respondents)
Note: Respondents could select multiple options.

What should the goals be for a new edition?

Option	Rank	Response %
Reflect Dungeon World as it is actually played	1	53%
Improve tools for improvisation	2	52%
Provide lots of options for different settings and classes	3	39%
Be more welcoming to historically marginalized or under-represented players	4	39%
Provide tools to help players and GMs share expectations, express consent, and feel safe	5	37%
Act more like a narrative/storytelling game	6	34%
Be easier for GMs to run (regardless of experience level)	7	32%
Be easier to customize and tweak	8	30%
Provide a streamlined core for third parties to support	9	30%
Be easier for new GMs to learn	10	28%
Remove Vancian magic	10	28%
Maintain compatibility with existing supplements	12	27%
Be easier for new players to learn	13	20%
Other (please specify)	14	14%
Act more like an "old school" adventure game	15	13%

Sample Size: 223 (50% of Respondents)
Note: Respondents could select multiple options.

Do you think there's an existing game that would complete the following sentence...? "There is no need for a new Dungeon World because _____ already exists."



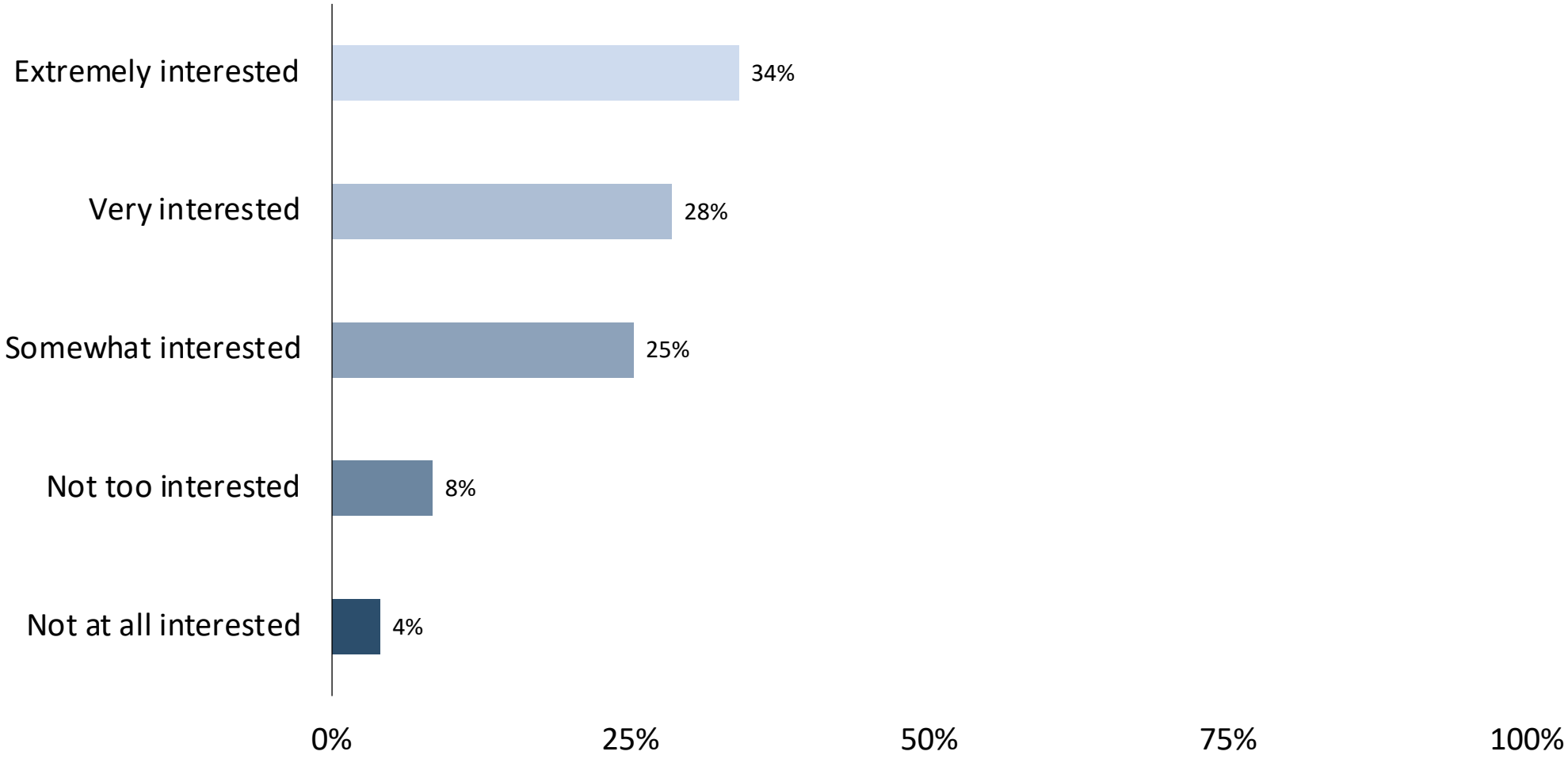
Sample Size: 251 (56% of Respondents)

[If Yes] Which game most removes the need for a new Dungeon World? - Top 10

Category	Mentions
Dungeon World	7
Fellowship	3
Homebrew World	3
Stonetop	3
Ironsworn	2
World of Dungeons	2
Worlds of Adventure	2
Alas for the Awful Sea	1
Alone on Silver Wings	1
Apocalypse World	1

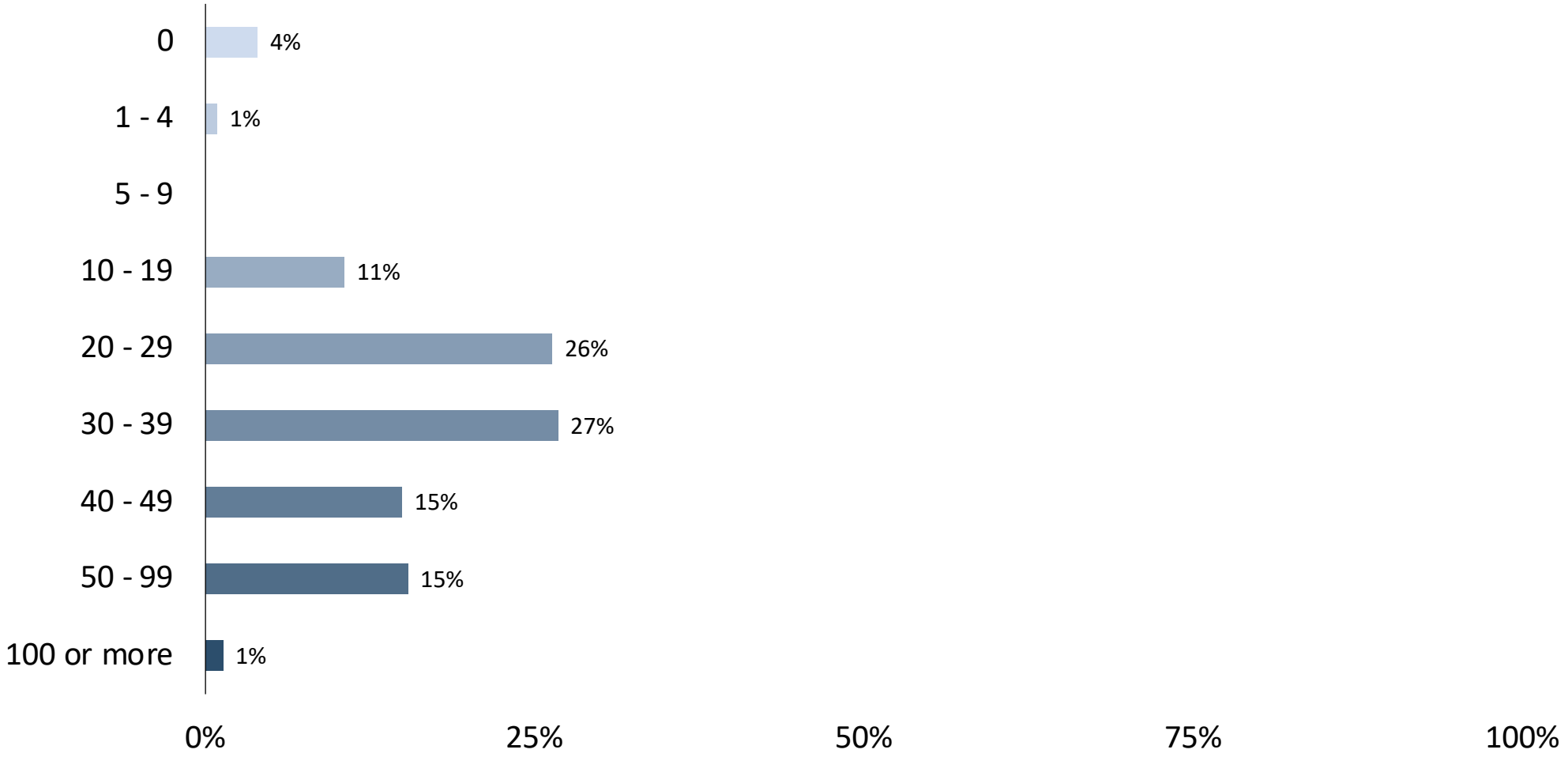
Sample Size: 29 (7% of Respondents)

How interested are you in an official second edition of Dungeon World?



Sample Size: 250 (56% of Respondents)

What is the most you are willing to pay (in U.S. dollars) for a second edition of Dungeon World?



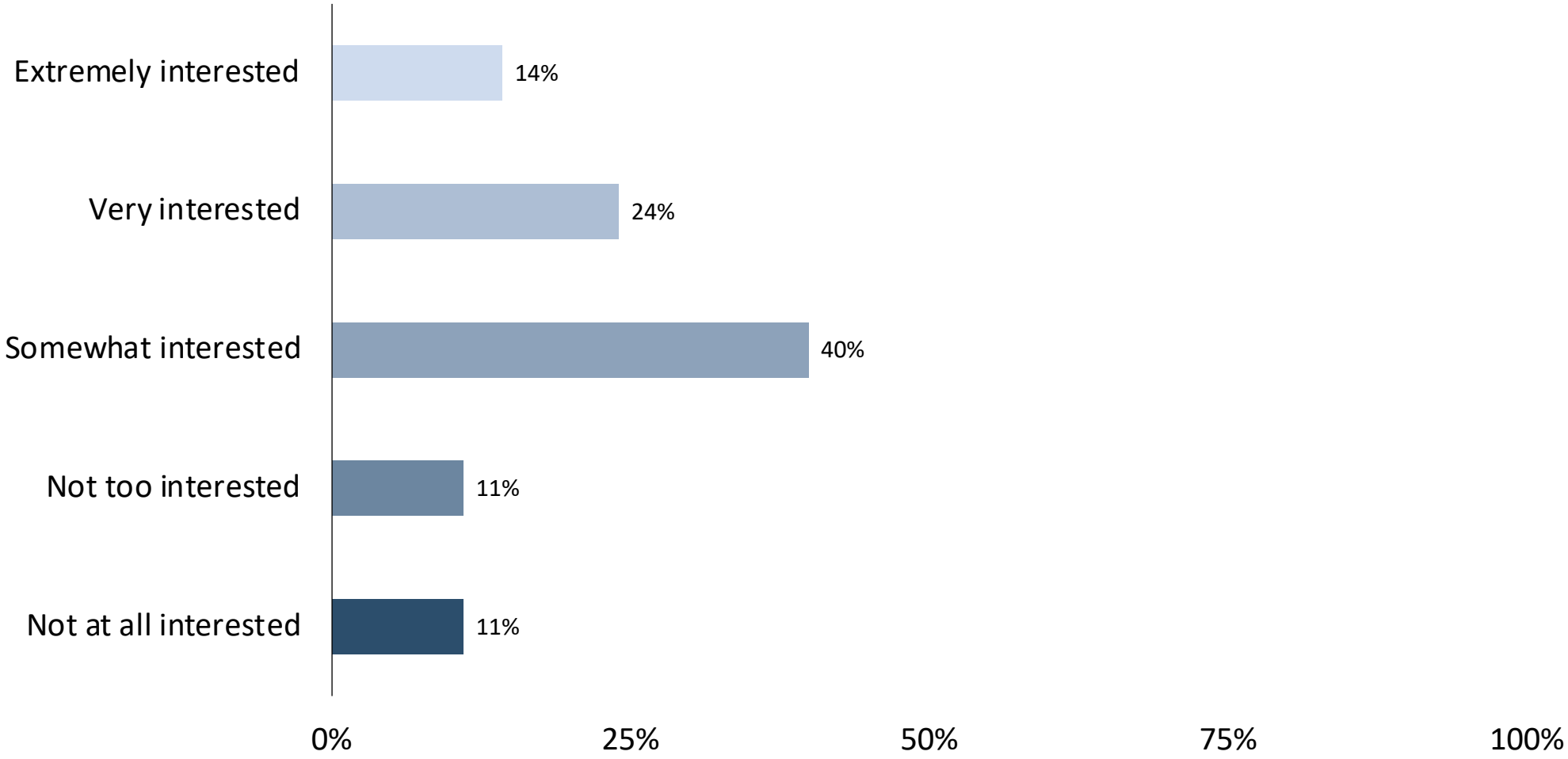
Sample Size: 228 (51% of Respondents)

What is the most you are willing to pay (in U.S. dollars) for a second edition of Dungeon World?

Top 10 Prices	Cumulative %	Revenue Opportunity (per 100 prospects)
$60	7%	$395
$50	17%	$833
$40	32%	$1,263
$35	36%	$1,243
$30	58%	$1,750
$25	71%	$1,765
$20	85%	$1,693
$15	89%	$1,336
$10	95%	$952
$0	100%	$0

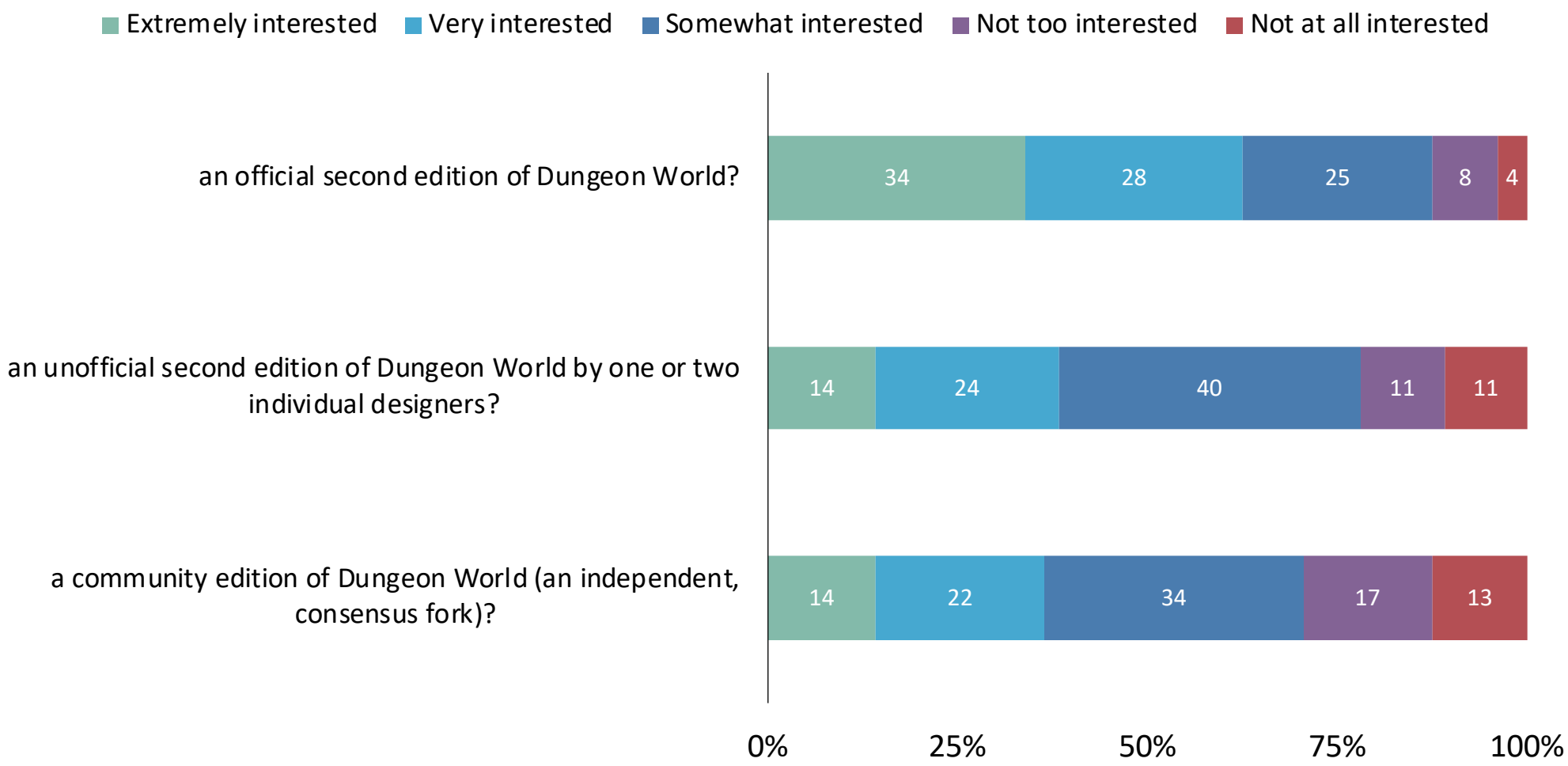
Sample Size: 228 (51% of Respondents)
Note: Revenue opportunity is a relative estimate of the potential sales at a given price point.

How interested are you in an unofficial second edition of Dungeon World by one or two individual designers?



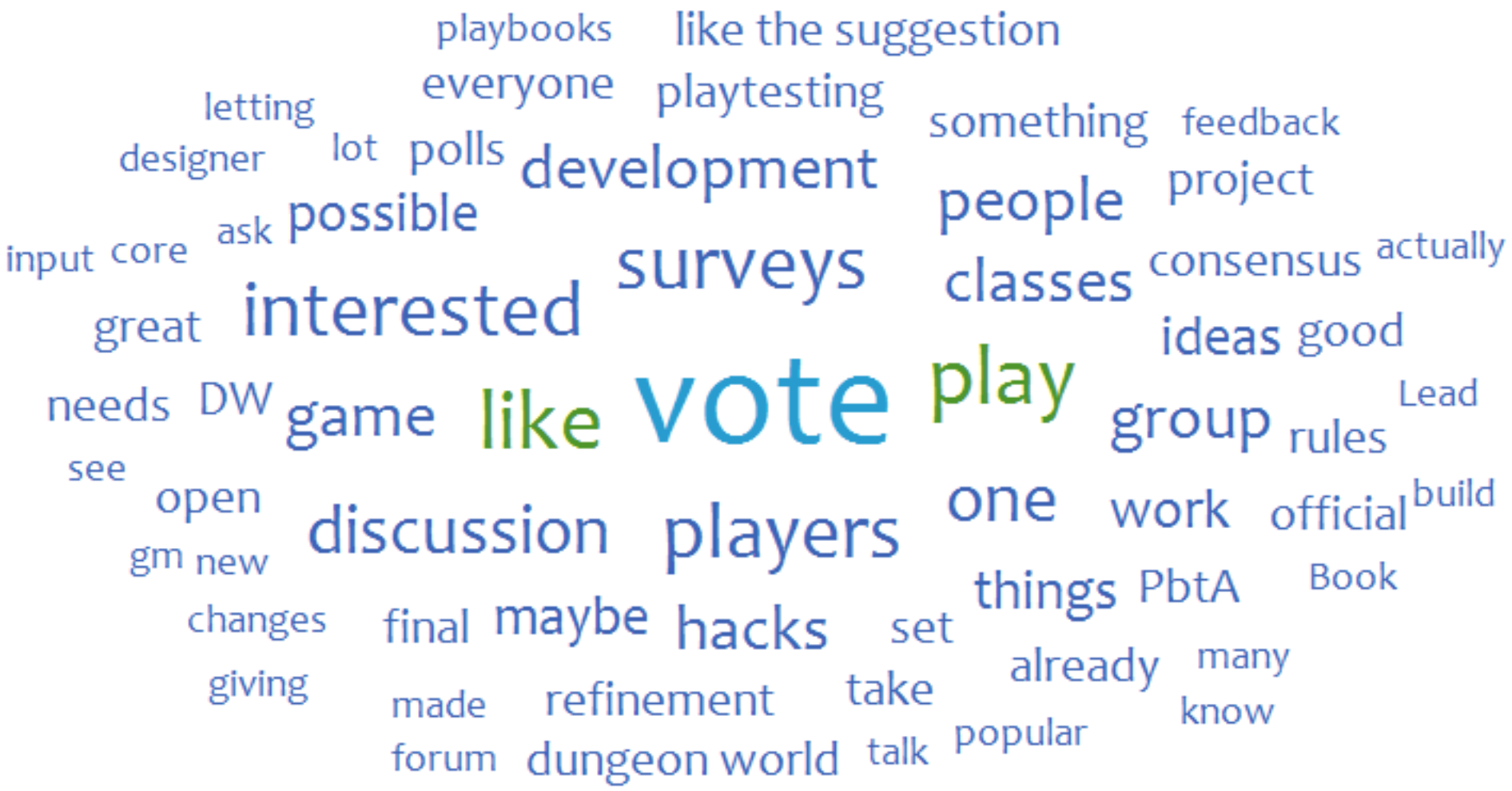
Sample Size: 246 (55% of Respondents)

How interested are you in…?



Sample Size: 246-250 (55-56% of Respondents)

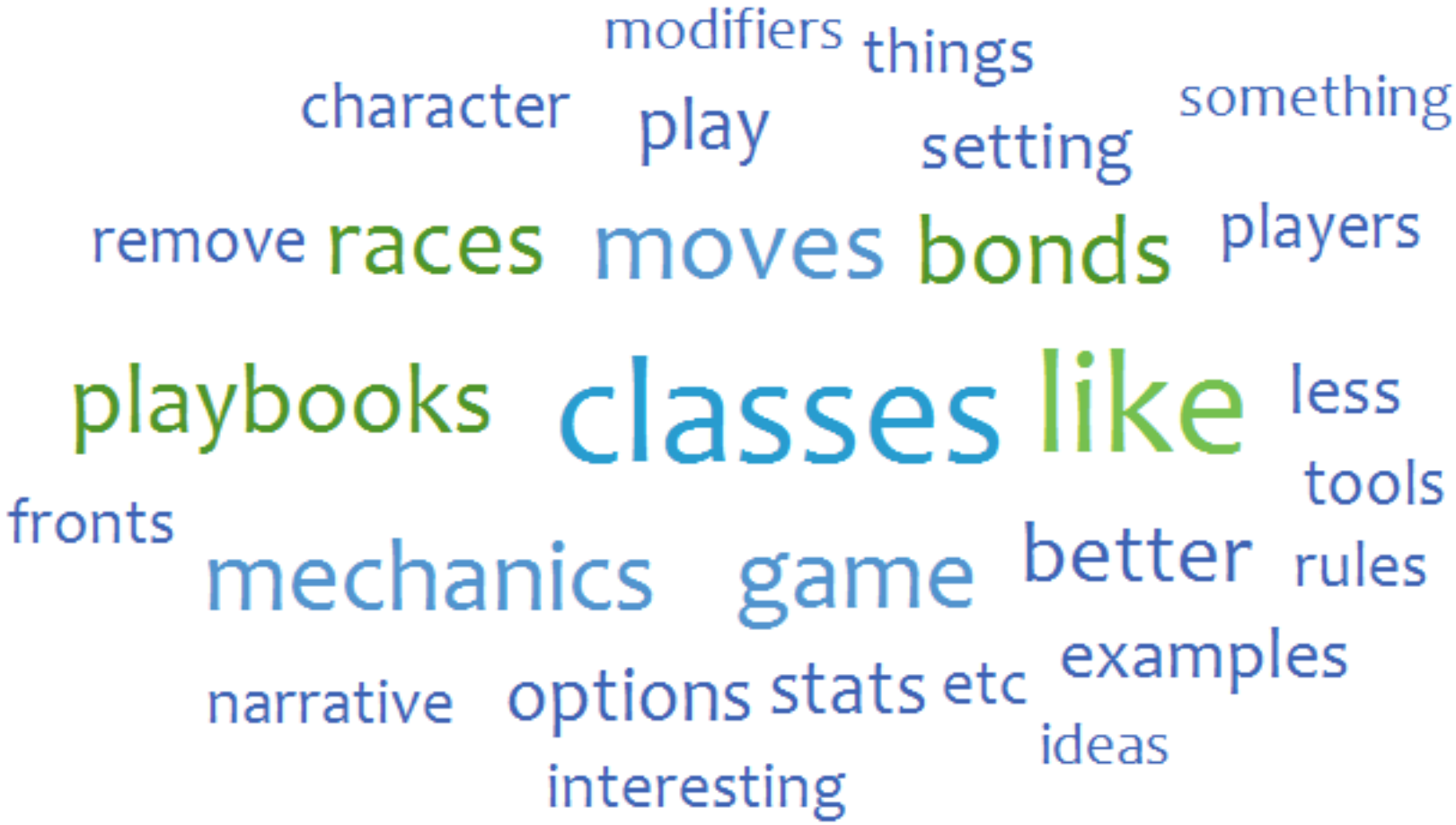
How should the community decide what to include, exclude, and revise in the community fork?



How should the community decide what to include, exclude, and revise in the community fork?

Word	Count	%	Example Quote
Vote	16	18%	"One or two directors, and people can submit ideas and vote on which they like most. The vote options could be like: * I like the suggestion * I like the suggestion, but needs refinement * I don't like the suggestion, but it is in the right direction/some of it is OK. * I do not like the suggestion."
Like	9	10%	"By polls like this one. I also want to make the game more welcoming to folks who are historically marginalized and underrepresented, and folks who don't normally play tabletop RPGs. It seems that polling folks from those categories to ask how to make the game more welcoming would be useful."
Play	9	10%	"Don't get hung up on current political correctness. Focus on how the game is actually played, having fun, promoting creative and interesting play."
Surveys	8	9%	"Not sure. It would need a core editing and development body, maybe Koebel and LaTorra, but with ideas drawn from the community. That could be arranged as an online brainstorm followed by a series of refining surveys. Or possibly by the central editing/developing body reaching out to the creators of the most popular 3rd party books for 1e and bringing them onboard for a broader dev team."
Players	8	9%	"A forum of gm and players talk about the things dungeon world is lacking. The foundation is there... We have to build something that will enhance dungeon world with the apocalypse engine."
Interested	8	9%	"No idea. Quite frankly I want to see as many of the rule-based D&D-isms (stats, classes, hit points) excised from the game as possible while retaining that old-school feeling. I'm also very interested in seeing something more along the lines of Ironsworn, where there is no playbook (or rather, a single playbook); Baker's vision of a playbook-less PbtA game is intriguing."
Discussion	7	8%	"200,000 words of discussion on the DW Discord about Parley, combining stats, what rangers and barbarians should be, how HP and attacking work together, etc... with community voting on major variants. Or voting on a group of representatives to work together, with subsequent community approval. Hell, I don't know."
One	7	8%	"It's really not clear to me how they would, which is why I said I'm only somewhat interested. Various community-made hacks already exist. Maybe we could just vote on which one we're going to call the official unofficial second edition?"
Classes	6	7%	"DW must have something between a 100 and a 1000 hacks, third party playbooks and other fan-made supplements. If there ever is a second edition, it should make sure all these projects are still viable without updating and where possible, integrate some of them. I can get you 50 classes right now that would be way better to include than The Immolator."

What would you most want to see in a new edition of Dungeon World?



What would you most want to see in a new edition of Dungeon World?

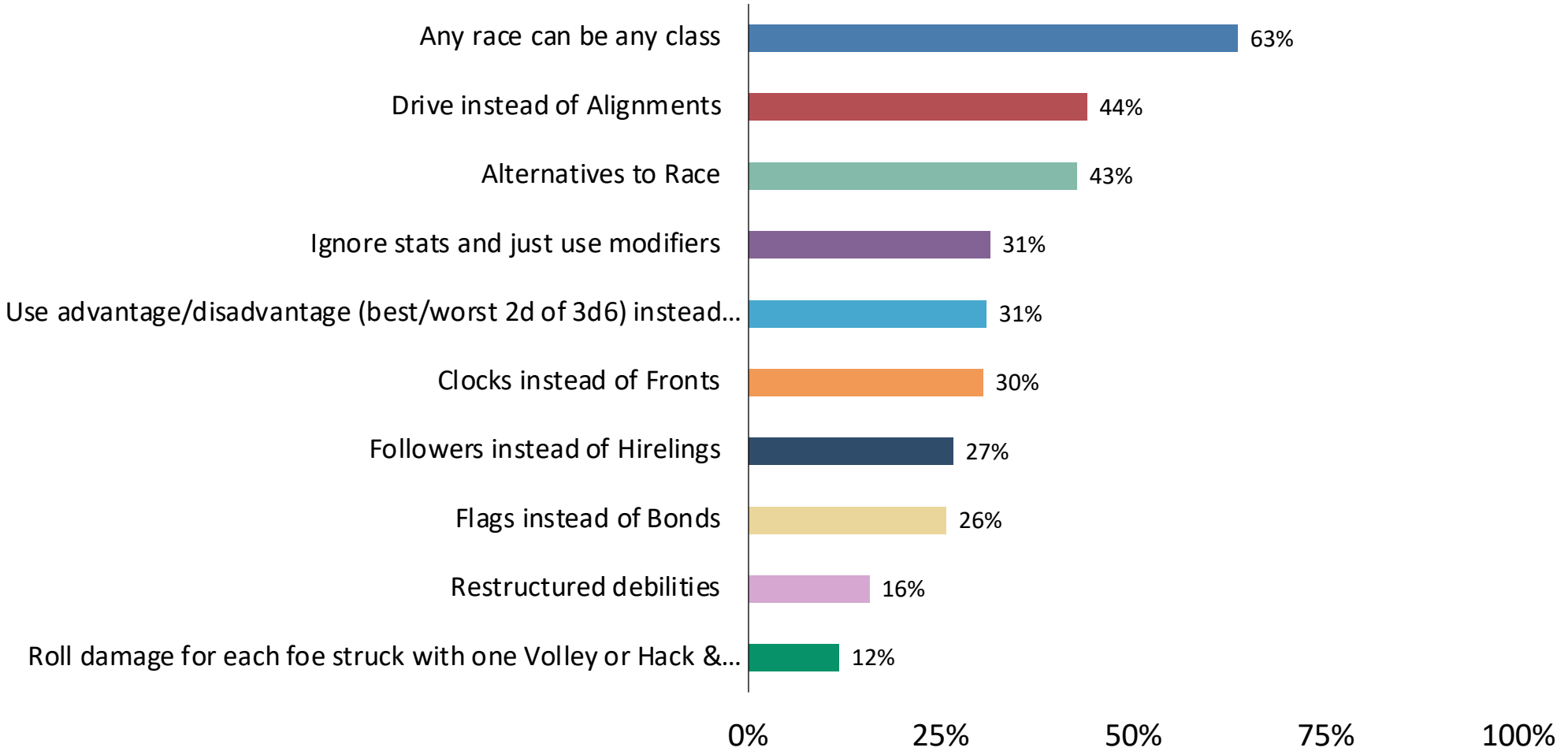
Word	Count	%	Example Quote
Classes	31	19%	"Both an expansion to setting and monster creation would be helpful, as well as a bundle of newer classes or expansion of move options without damaging the integrity of the playbooks. Otherwise just better tools for altering things, perhaps a look back over Discern Realities as a move."
Like	30	19%	"Treating it as a development toolkit. Broad chapters like how to develop a magic system (with several examples), how to develop moves, how to make a playbook, etc. tons of examples of each. I would still love to have a catalog of monsters, spells, and magic items, but more info on how to use those as building blocks or inspiration to make it really yours."
Moves	20	13%	"Drop bonds or find something that works Drop Defy Danger for proper moves More interesting Hack and Slash, cf Masks' Engage A Powerful Foe Is Volley even needed? Spout Lore doesn't trigger like other moves. You cannot really describe an actin in the fiction and have it trigger. Are D&D's abilities the right thing for the envisioned genre?"
Game	19	12%	"Threat map, like the one in apocalypse world Races beeing part of background and not mechanics of the game as done in Worlds of Adventure (Dungeon World mod) Spells not beeing prepared as done in Worlds of Adventure (Dungeon World mod) If possible change the 2d6 for a d20."
Mechanics	19	12%	"No spell-lists: let the magic be free. Allow for more creativity with magic, allow the players to shape how their magic is. Free races: don't lock races to classes. Maybe no hard mechanics for the races. Or if so, at least make it more open and allow for creativity."
Playbooks	18	11%	"More playbooks Expanded sections for DM advice, especially for improvising Built-in safety tools Tools for running less violent games (i.e. more built in social options instead of fighting) Revamping/reworking racism—less hard lines on race, more encouragement to build races and cultures as nuanced."
Bonds	18	11%	"Overhauled alignment and bonds. Include an entire chapter on the 15 HP dragon, fictional positioning, and why we roll dice to decide /narrative/ outcomes not to simulate reality (thus why you don't get a +1 just because something might be 'easier'). That is, communicate with the chunk of players that are coming from D&D, not just those coming from the PbtA side of the fence."
Races	18	11%	"Streamlined Fronts (or any other adventure management tool); Mana-based magic or any on-Vancian system; more tools to easily create races/backgrounds; Drives/Flags instead of Bonds and Alignment; just stat bonuses instead of stat number and stat bonus."
Better	15	9%	"A clearer explanation of the fronts system, A rework of hirelings, A system for dealing with exploring uncharted territories, Replacing character's 'race' with 'species' or something different, and a system to easily create your own, A better explanation (including more examples) on how to write bonds for players,"

What would you least want to see in a new edition?

What would you least want to see in a new edition?

Word	Count	%	Example Quote
Game	26	19%	"Pandering to modern trends like pushing too much on inclusivity or equality etc. While I like an inclusive and equal game, with rules and boundaries and things like veils etc. explained, maybe in the gm section, I don't like to be lectured or imposed a point of view or a political stance by a game. Suggestions and ideas are OK, political or idealistic statements are out of place."
Mechanics	16	12%	"The dice mechanics feel a little too simple. There's a 'yes' 'yes but' and 'no'. There's lots of other permutations that could come up and spice things up (yes and, yes, yes but, no but, no, no and). And I'm also a bigger fan of dice pool systems but that's because throwing big handfuls of dice is so much fun."
Rules	14	10%	"You don't have to change things too much, for my taste, so much as just give us a lot of tools and 'cool stuff' we can throw into the game without adding a lot of new rules. Don't 'crunch' the game -- keep it free flowing and loose and just give us tons of goodies for people to play with."
Moves	12	9%	"Complicated rules, bolted on and vestigial mechanics. Heck I'm not convinced the moves Make Camp and Undertake a Perilous Journey are needed."
Changes	12	9%	"Drastic changes to any major game concepts. DW occupies a perfect space between D&D and indie role-playing games, so it has a burden of upholding conventions that games like Cartel, Root, and Band of Blades do not require."
Classes	11	8%	"It would be terrible, in my eyes, if things went down the path of Class Warfare. The most interesting part of DW is the tight theming within character classes and the idea of their unique identity. It would also suck if the game went more high magic when, by default, everything is so small and relatable. Low damage numbers and few casters helps set it very far apart from 5e."
DW	10	7%	"More OSR-ish mechanics. DW is already a mix of D&D and PbtA, our group agrees that it should be slightly less D&D. Definitely not more, regardless of which D&D edition. Personally I'd be missing the monsters-by-area parts of the book if they were gone, as I feel it helps with improvising as a GM immensely."
PbtA	10	7%	"Making Dungeon World more like PbtA. New players that I have usually expect and want something like D&D--they're probably playing because D&D is so prevalent in pop culture--so things like HP, Damage, XP, Classes and Races are familiar to them. Dungeon World, in my opinion, should stay a mashup of Apocalypse World and D&D. There are plenty of PbtA fantasy adventure games."
Play	9	7%	"Something that really deviates from what's expected of the heroic fantasy genre. If I wanted to play DW 2ndE I would to still want to play narrative D&D with it...I just need tools to make it a better experience like what I'm having with Blades in the Dark or City of Mist."

Which, if any, of the following house rules have you used when playing Dungeon World? - Top 10



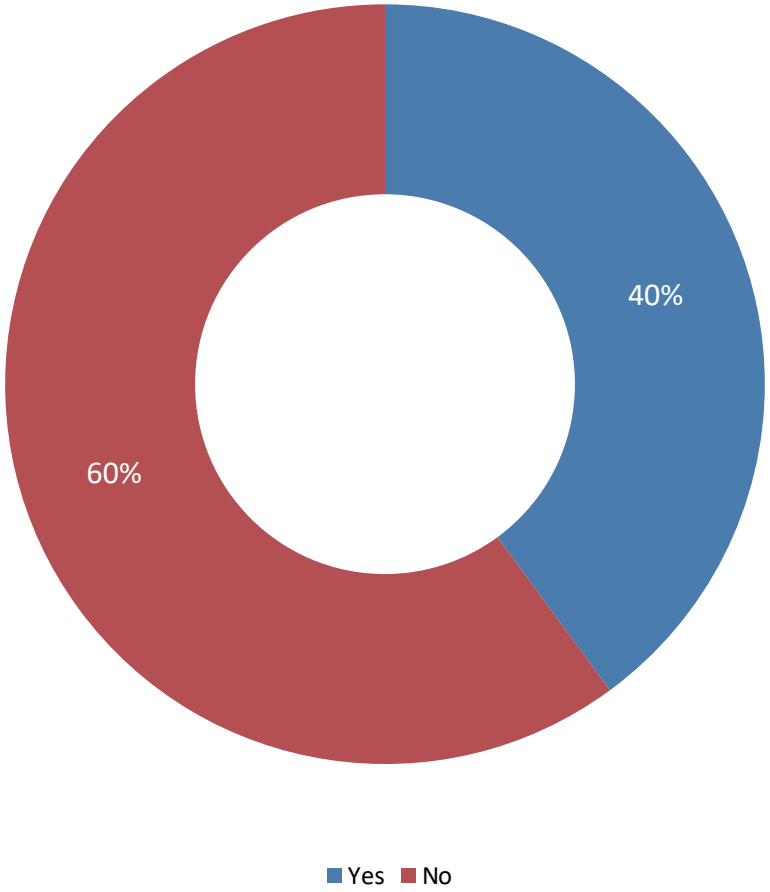
Sample Size: 230 (52% of Respondents)
Note: Respondents could select multiple options.

Which, if any, of the following house rules have you used when playing Dungeon World?

Option	Rank	Response %
Any race can be any class	1	63%
Drive instead of Alignments	2	44%
Alternatives to Race	3	43%
Ignore stats and just use modifiers	4	31%
Use advantage/disadvantage (best/worst 2d of 3d6) instead of +1/-1 forward	5	31%
Clocks instead of Fronts	6	30%
Followers instead of Hirelings	7	27%
Flags instead of Bonds	8	26%
Restructured debilities	9	16%
Roll damage for each foe struck with one Volley or Hack & Slash	10	12%
Factions and Tiers instead of Fronts	11	10%
Use d6 for damage (d4=d6-1, d8=d6+1, d10=d6+2, d12=d6+3)	12	9%
None of the above	13	17%

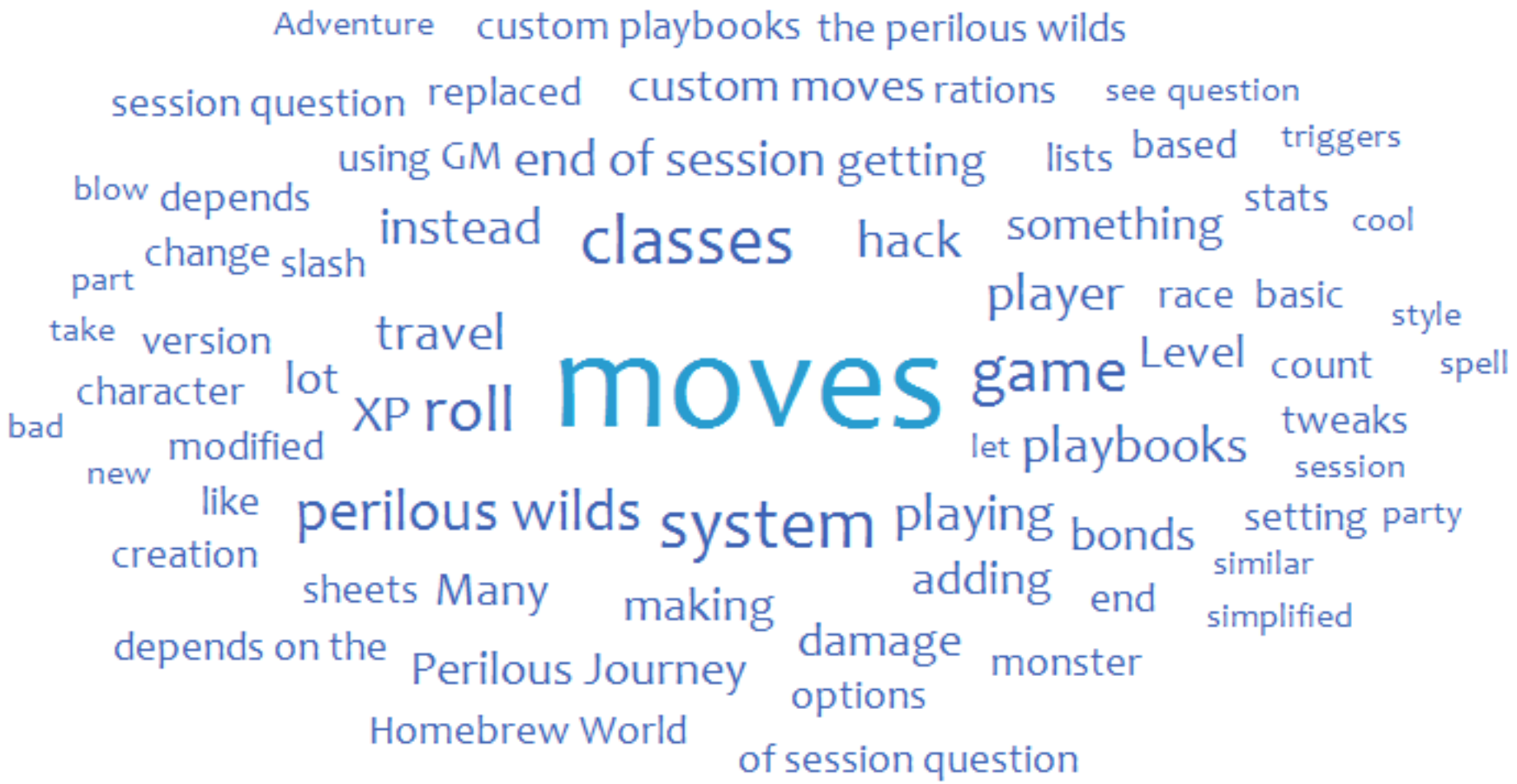
Sample Size: 230 (52% of Respondents)
Note: Respondents could select multiple options.

Besides those above, do you use any other house rules?



Sample Size: 228 (51% of Respondents)

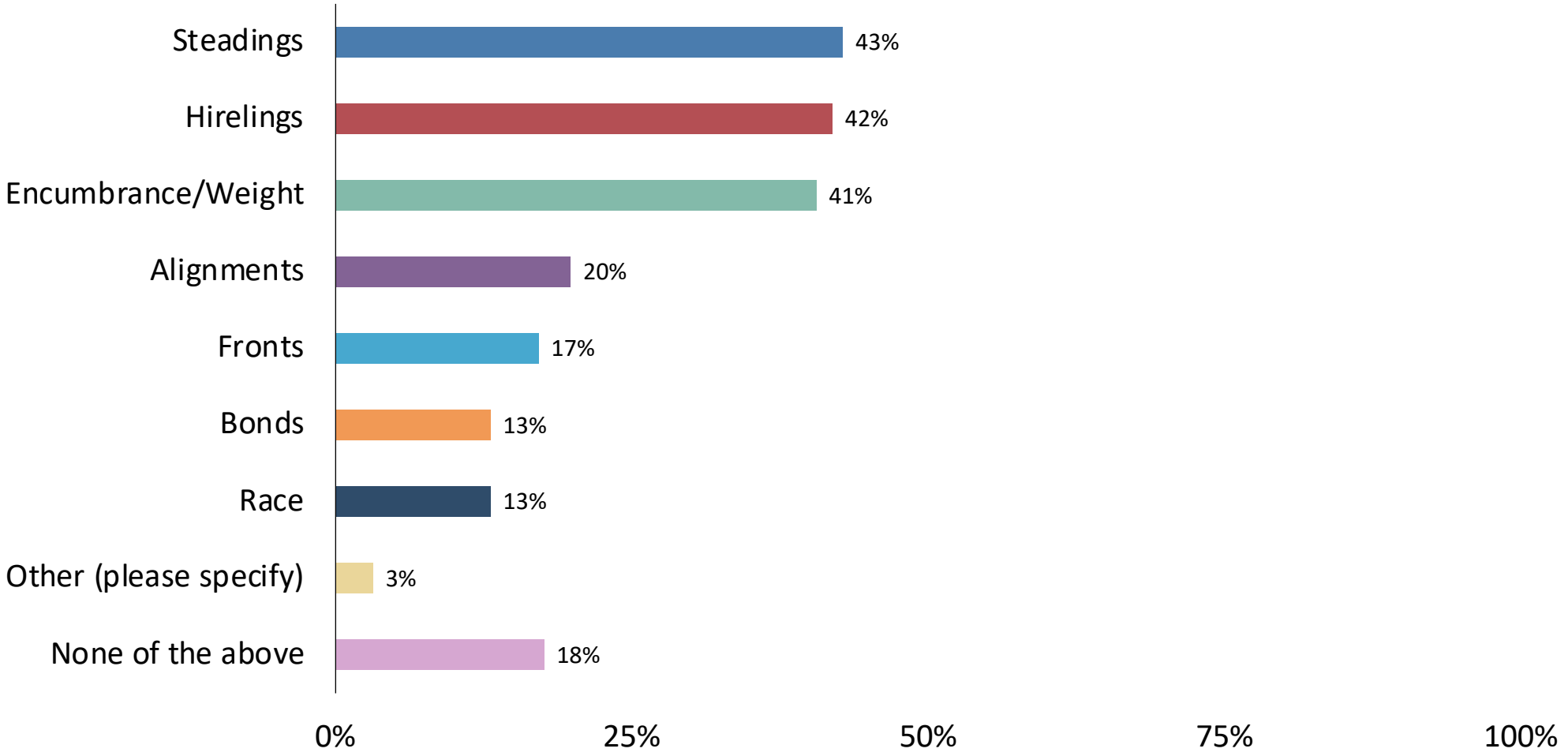
What other house rules do you use?



What other house rules do you use?

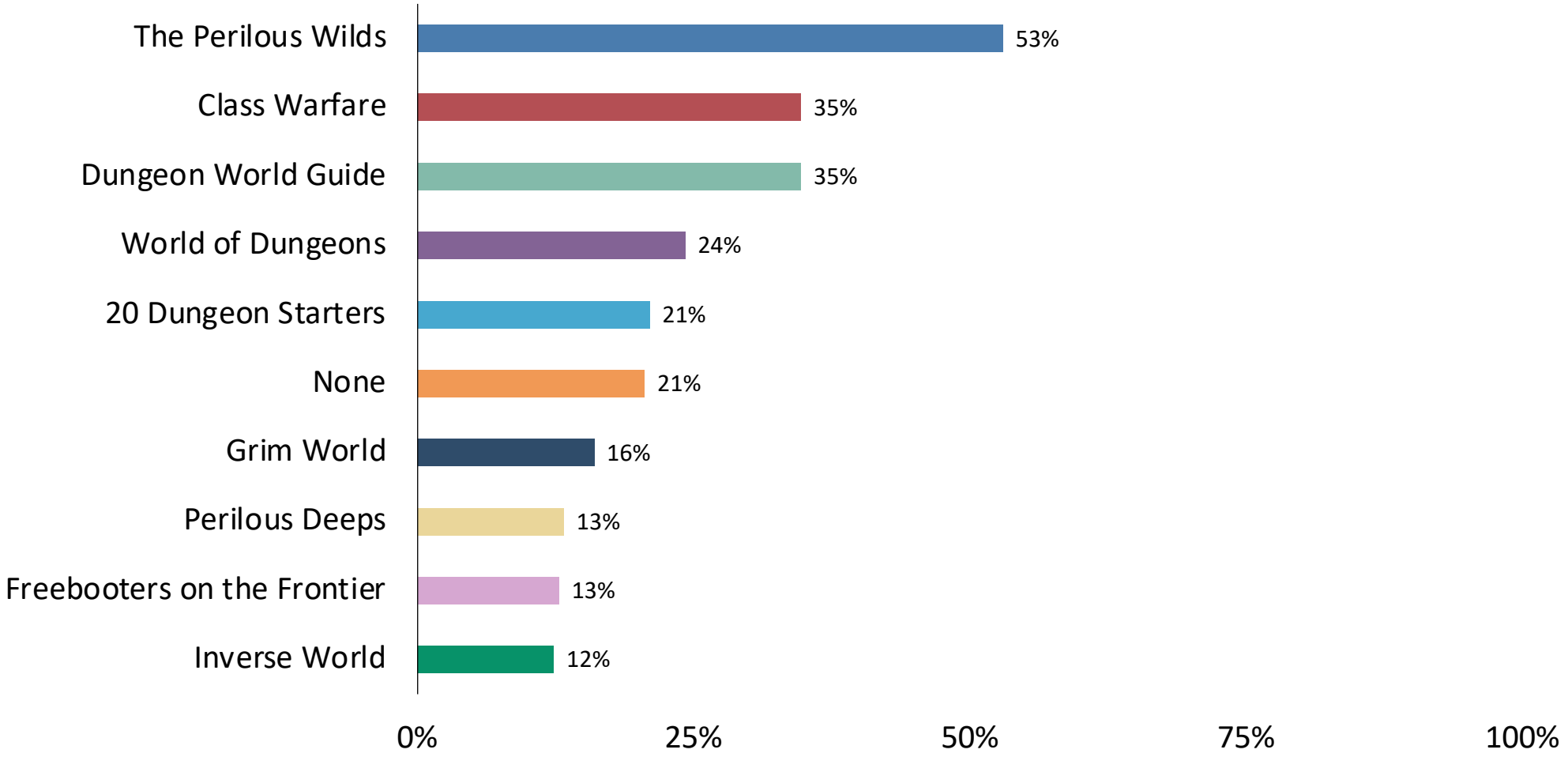
Word	Count	%	Example Quote
Moves	19	25%	"On-the-fly monster creation, floating and basic stats. The monster acts and reacts to the fiction, and doesn't necessarily have set moves. Not always applicable but it was necessary in a body-horror/mutation campaign!"
Classes	8	11%	"A big mix of the various hacks. Most of which rework many moves and classes, making them more interesting. The biggest, and most important to me being the spell-list-less wizard and cleric."
System	8	11%	"Different Death system: 6 different death with the chance of reviving with special conditions for example. The dog of death guarding the Black gate on a 10+ you just lose a minor bone or body part (Finger) on a 7-9 lose something big (Leg hand tail) 6- bad luck go through the gate."
Roll	7	9%	"Used love letters from apocalypse world often. Custom make-camp move to question, change and rewrite bonds quicker. Custom healing move that slows down the healing and plays up debilities based on roll+days rested."
Game	7	9%	"I've used a replacement for Bonds when I run a single-player game where you define flaws and gain XP for acting on them in a way that gets you into trouble, inspired by FATE's compels."
Perilous wilds	6	8%	"Not so much house rules but the overland travel rules from Perilous Wilds supplement as well as those follower rules."
Hack	5	7%	"I modified hack and slash (similar to Scup) and the traveling moves (simplified version of the Perilous Wilds)."
Travel	5	7%	"Ignoring rations, less RAW travel (quartermaster necessarily having to change with that first rule, etc.)."
Playing	5	7%	"A mix of many hacks. But here are some: • No spell lists • More choices for each playbook so playing a class multiple times have some variety. • With Drive and background, there is a section on my sheets for the player to fill in their own ideas."
Player	5	7%	"Start of Session - the player with the least current XP may recap the last session for the group for 1 xp."

Which Dungeon World rules have you never used or decided not to use anymore?



Sample Size: 222 (50% of Respondents)
Note: Respondents could select multiple options.

Which, if any, of the following supplements have you used when playing Dungeon World? Top 10



Sample Size: 219 (49% of Respondents)
Note: Respondents could select multiple options.

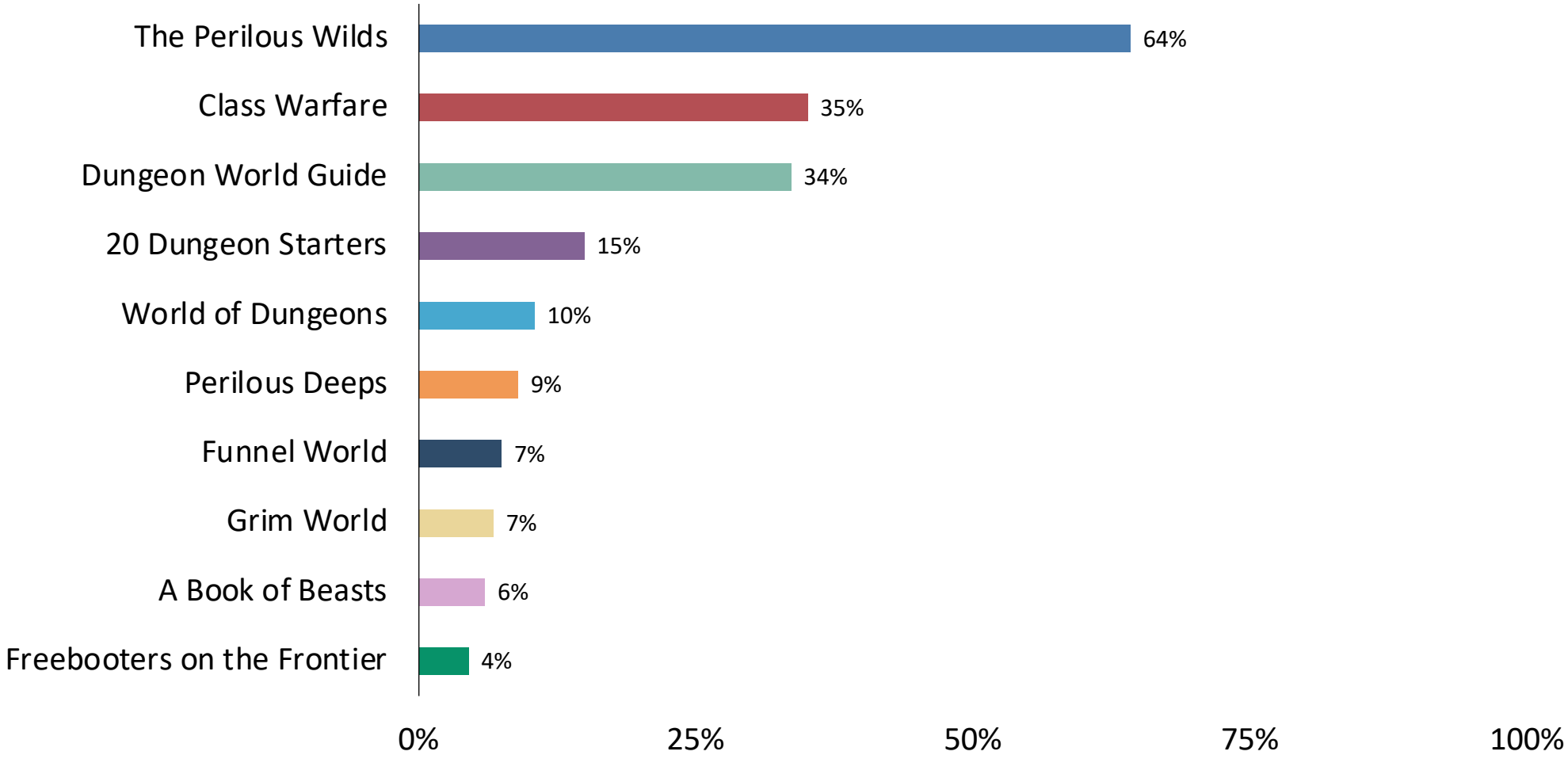
Which, if any, of the following supplements have you used when playing Dungeon World?

Option	Rank	Response %
The Perilous Wilds	1	53%
Class Warfare	2	35%
Dungeon World Guide	2	35%
World of Dungeons	4	24%
20 Dungeon Starters	5	21%
None	6	21%
Grim World	7	16%
Perilous Deeps	8	13%
Freebooters on the Frontier	9	13%
Inverse World	10	12%
Funnel World	11	11%
Adventures on Dungeon Planet	12	10%

Option	Rank	Response %
Number Appearing	13	8%
A Book of Beasts	14	8%
Other (please specify)	15	7%
Dark Heart of the Dreamer	16	7%
Servants of the Cinder Queen	17	6%
A Folio of Followers	18	4%
Urban/Modern/Fantasy	19	4%
Juntu's Floating Ice Hell	20	3%
Dungeon World Oracle Deck	21	2%
Shadows of Umberto	22	1%
Terrors of the Ancient World	22	1%
Within the Devil's Reach	24	<1%

Sample Size: 219 (49% of Respondents)
Note: Respondents could select multiple options.

What materials, if any, would you like to see integrated into a new edition? - Top 10



Sample Size: 134 (30% of Respondents)
Note: Respondents could select multiple options.

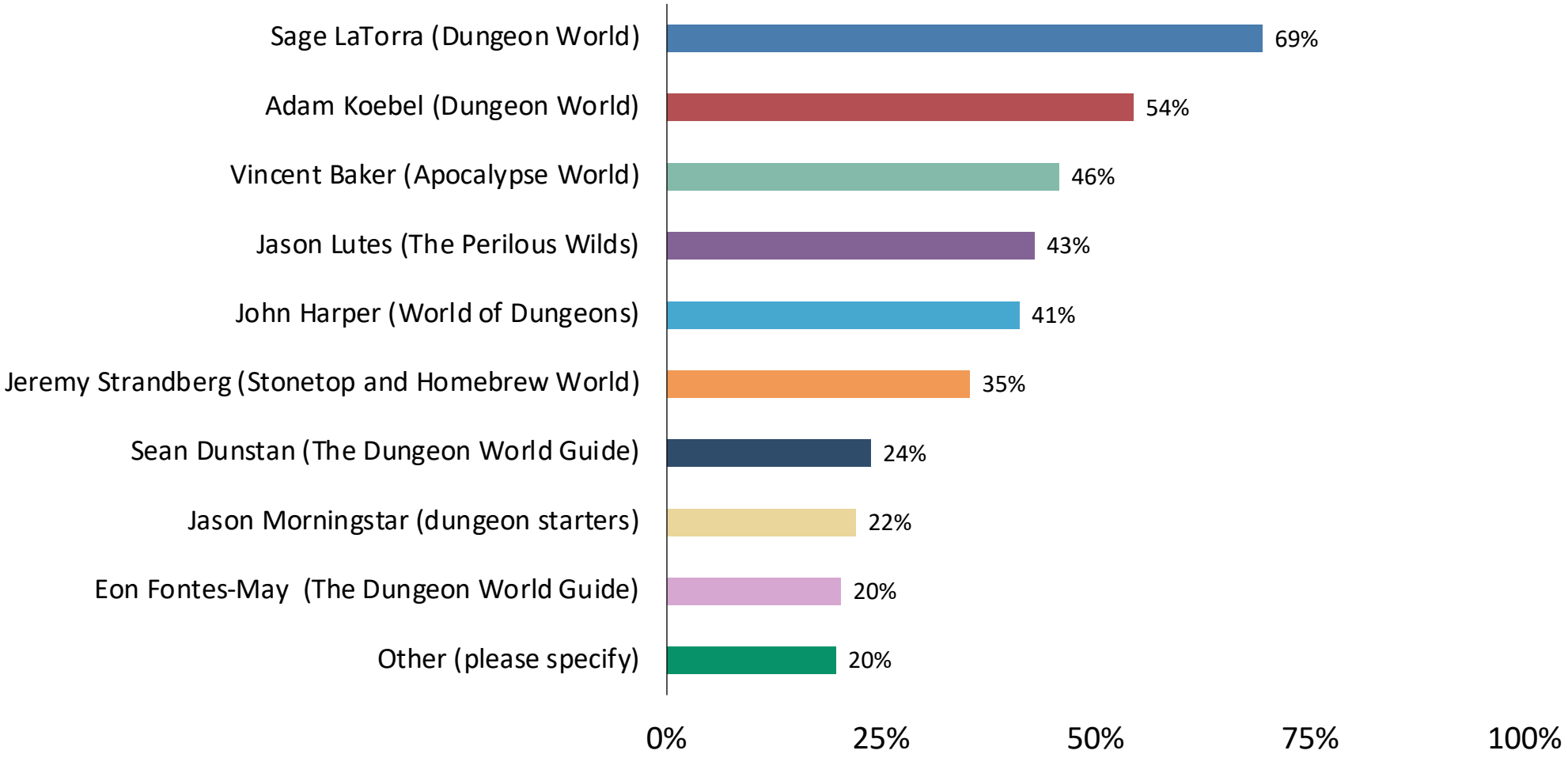
What materials, if any, would you like to see integrated into a new edition?

Option	Rank	Response %
The Perilous Wilds	1	64%
Class Warfare	2	35%
Dungeon World Guide	3	34%
20 Dungeon Starters	4	15%
World of Dungeons	5	10%
Perilous Deeps	6	9%
Funnel World	7	7%
Grim World	8	7%
A Book of Beasts	9	6%
Freebooters on the Frontier	10	4%

Option	Rank	Response %
Dark Heart of the Dreamer	11	4%
Number Appearing	11	4%
Adventures on Dungeon Planet	13	3%
Urban/Modern/Fantasy	13	3%
Other (please specify)	13	3%
Dungeon World Oracle Deck	16	2%
A Folio of Followers	16	2%
Inverse World	16	2%
Terrors of the Ancient World	19	1%
Servants of the Cinder Queen	20	1%
Shadows of Umberto	20	1%
Within the Devil's Reach	20	1%

Sample Size: 134 (30% of Respondents)
Note: Respondents could select multiple options.

Who would you like to see involved in the evolution of Dungeon World? - Top 10



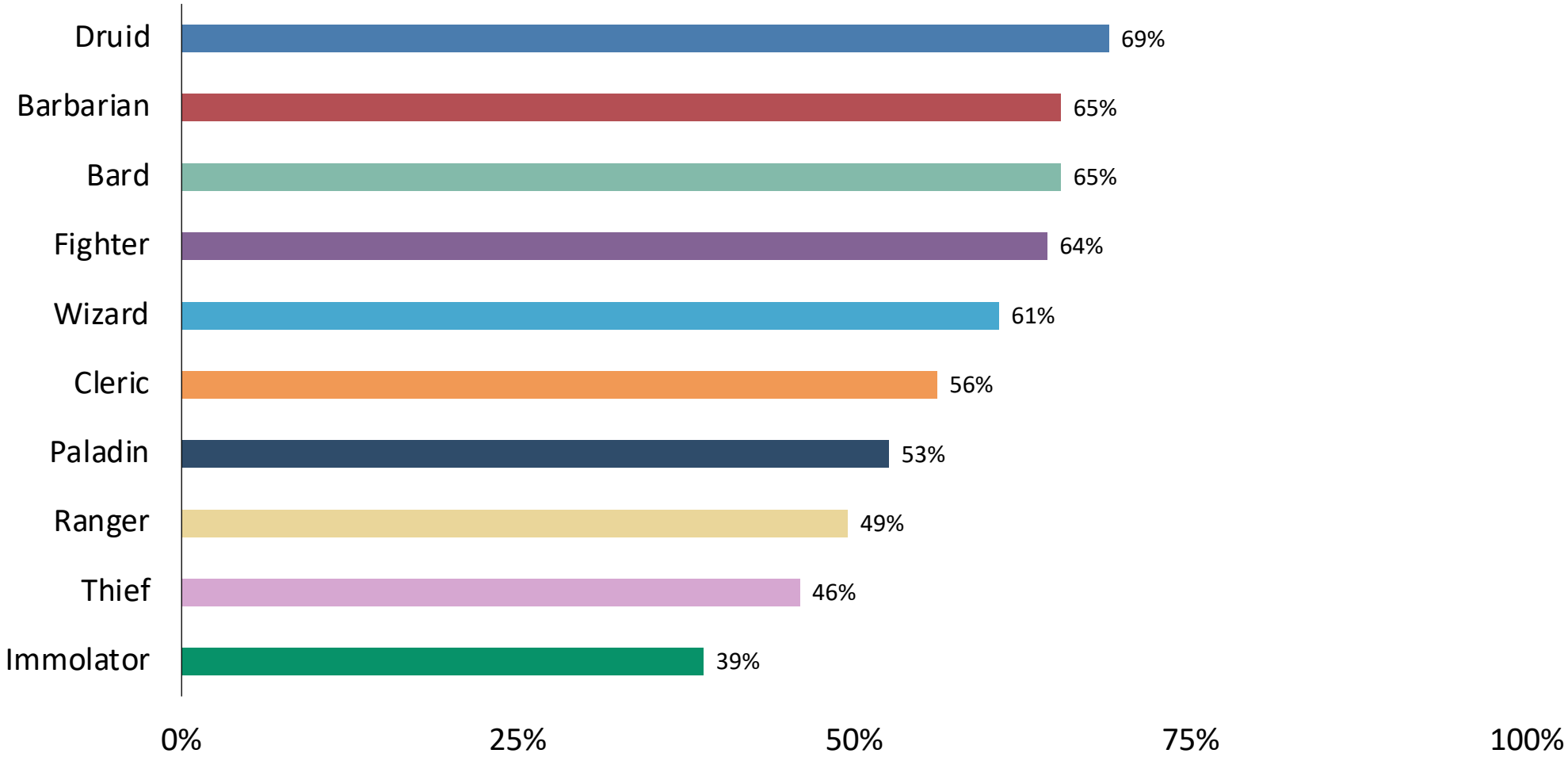
Sample Size: 173 (39% of Respondents)
Note: Respondents could select multiple options.

Who would you like to see involved in the evolution of Dungeon World?

Option	Rank	Response %
Sage LaTorra (Dungeon World)	1	69%
Adam Koebel (Dungeon World)	2	54%
Vincent Baker (Apocalypse World)	3	46%
Jason Lutes (The Perilous Wilds)	4	43%
John Harper (World of Dungeons)	5	41%
Jeremy Strandberg (Stonetop and Homebrew World)	6	35%
Sean Dunstan (The Dungeon World Guide)	7	24%
Jason Morningstar (dungeon starters)	8	22%
Eon Fontes-May (The Dungeon World Guide)	9	20%
Other (please specify)	10	20%
Mark Tygart (dungeon starters)	11	16%
Jacob Randolph (playbooks)	12	13%
Cameron Burns (Worlds of Adventure)	13	10%
Marshall Miller (dungeon starters)	13	10%
Spencer Moore (playbooks)	15	8%
Jonathan Walton (Planarch Codex)	15	8%
Tony Dowler (Apocalypse D&D, precursor to Dungeon World)	17	8%
Brandon Schmelz (Inverse World)	18	5%

Sample Size: 173 (39% of Respondents)
Note: Respondents could select multiple options.

Which of the following classes have you ever seen played in your games? - Top 10



Sample Size: 196 (44% of Respondents)
Note: Respondents could select multiple options.

Which of the following classes have you ever seen played in your games? - Top 10

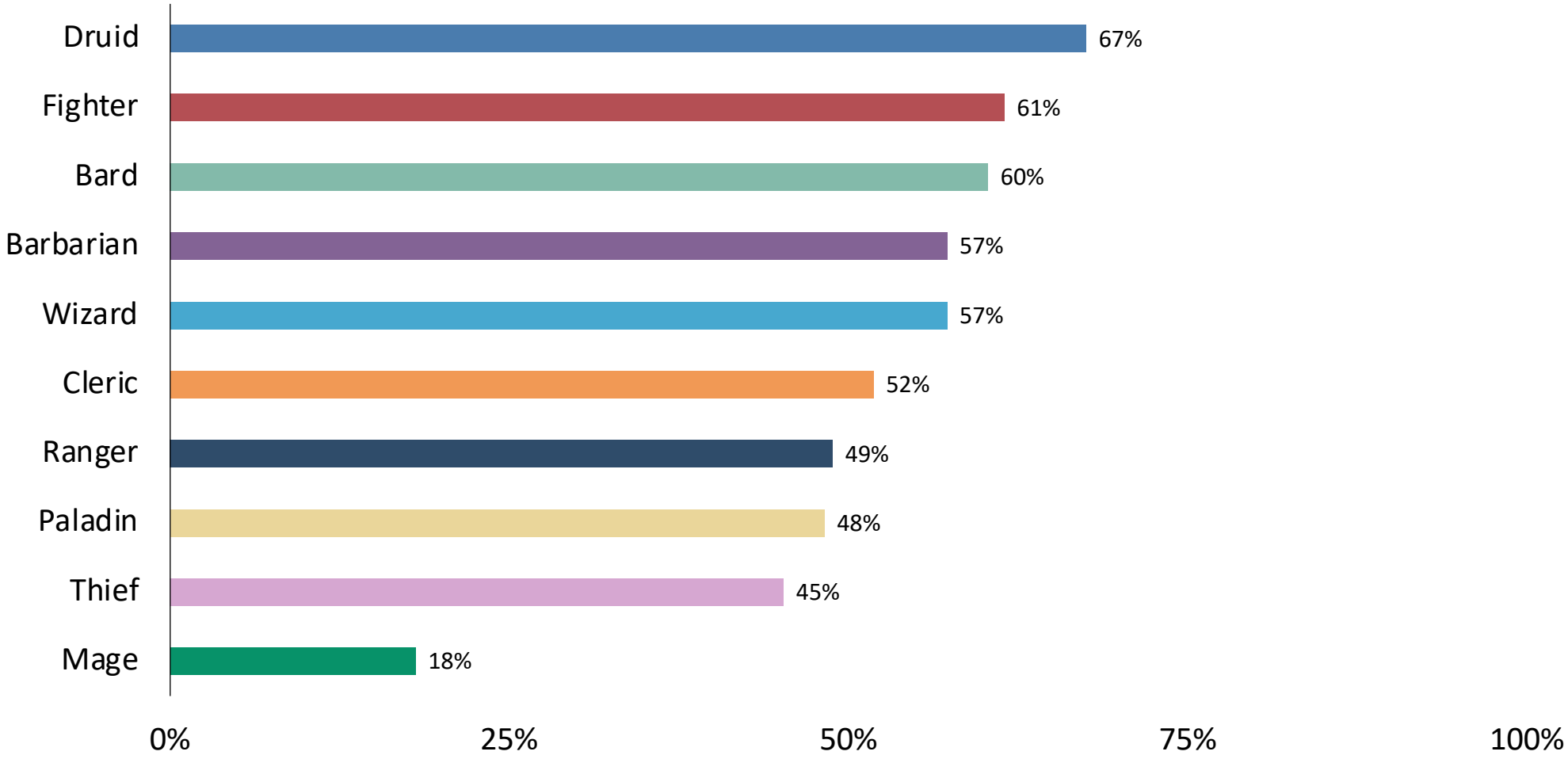
Option	Rank	Response %
Druid	1	69%
Barbarian	2	65%
Bard	2	65%
Fighter	4	64%
Wizard	5	61%
Cleric	6	56%
Paladin	7	53%
Ranger	8	49%
Thief	9	46%
Immolator	10	39%

Option	Rank	Response %
Mage	11	24%
Rogue	12	23%
Artificer	13	18%
Alchemist	14	13%
Monk	15	12%
Necromancer	15	12%
Arcane Duelist	17	10%
Gunslinger	17	10%
Sorcerer	17	10%
Assassin	20	9%
Battlemaster	20	9%

Option	Rank	Response %
Channeler	22	8%
Warlock	22	8%
Dashing Hero	24	7%
Priest	24	7%
Hunter	26	7%
Elf	27	6%
Illusionist	27	6%
Shaman	27	6%
Human	30	5%
Warrior	30	5%
Witch	30	5%

Sample Size: 196 (44% of Respondents)
Note: Respondents could select multiple options.

Which classes would you include as base classes in a revised edition? - Top 10



Sample Size: 166 (37% of Respondents)
Note: Respondents could select multiple options.

Which classes would you include as base classes in a revised edition?

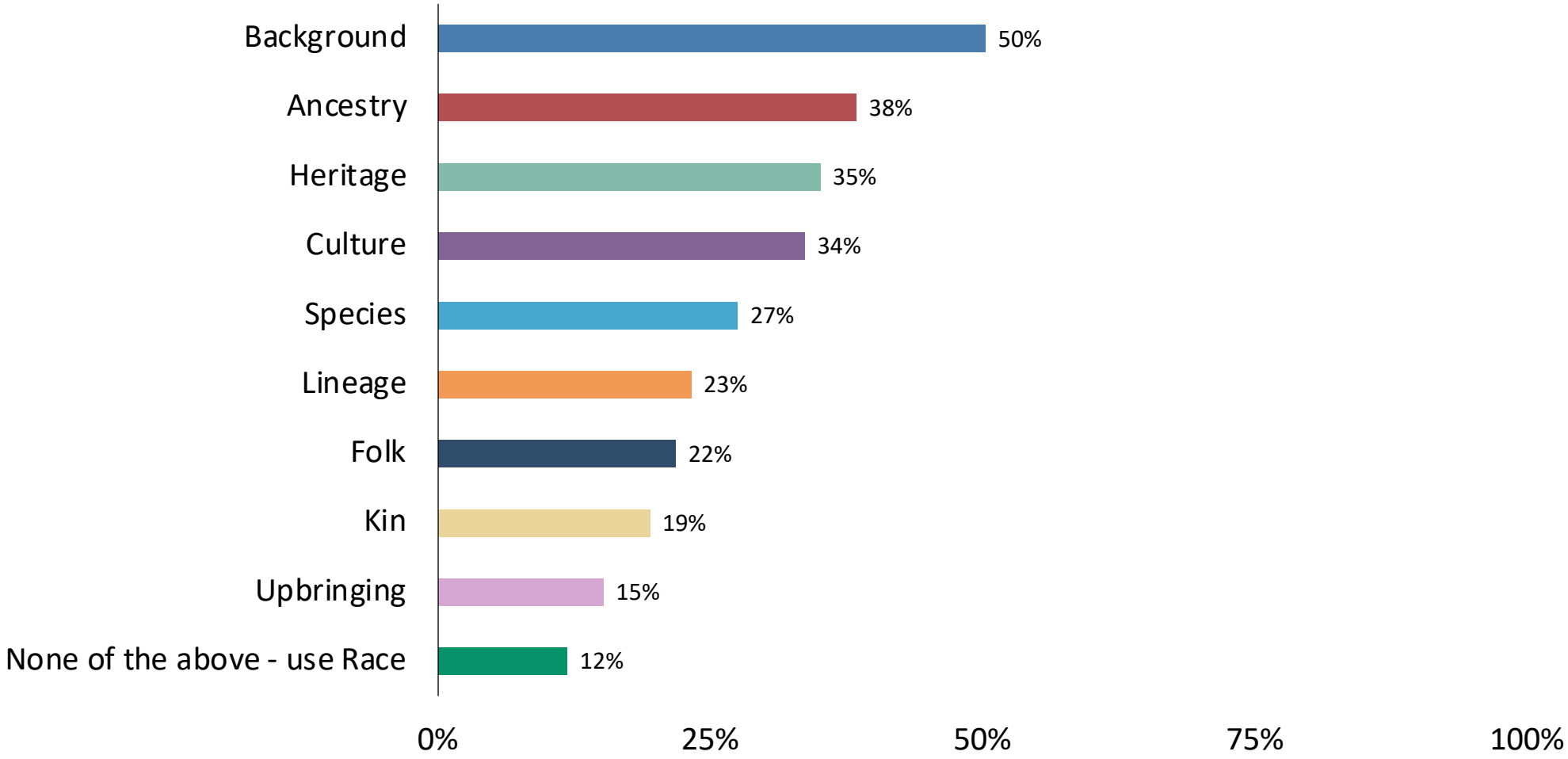
Option	Rank	Response %
Druid	1	67%
Fighter	2	61%
Bard	3	60%
Barbarian	4	57%
Wizard	4	57%
Cleric	6	52%
Ranger	7	49%
Paladin	8	48%
Thief	9	45%
Mage	10	18%

Option	Rank	Response %
Rogue	11	16%
Immolator	12	14%
Artificer	13	8%
Monk	13	8%
Sorcerer	15	7%
Alchemist	16	7%
Necromancer	16	7%
Priest	16	7%
Warlock	19	6%
Hunter	20	5%
Warrior	20	5%

Option	Rank	Response %
Gunslinger	22	4%
Shaman	22	4%
Assassin	24	3%
Battlemaster	24	3%
Dashing Hero	24	3%
Templar	24	3%
Slayer	28	2%
Witch	28	2%
Cavalier	30	2%
Dwarf	30	2%
Elementalist	30	2%
Elf	30	2%
Illusionist	30	2%

Sample Size: 166 (37% of Respondents)
Note: Respondents could select multiple options.

Which, if any, of the following terms would you prefer be used instead of “race”? Top 10



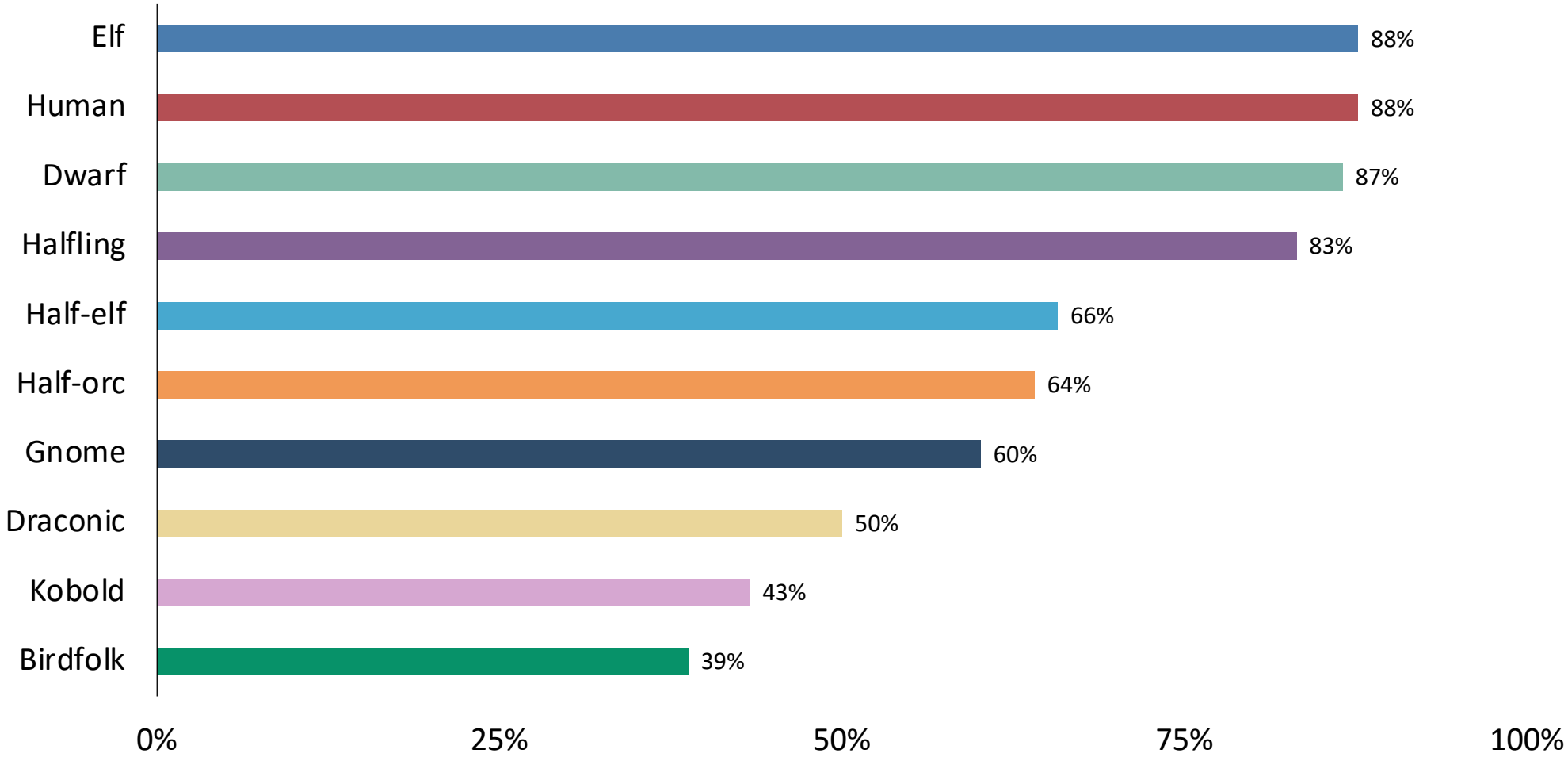
Sample Size: 211 (47% of Respondents)
Note: Respondents could select multiple options.

Which, if any, of the following terms would you prefer be used instead of “race”?

Option	Rank	Response %
Background	1	50%
Ancestry	2	38%
Heritage	3	35%
Culture	4	34%
Species	5	27%
Lineage	6	23%
Folk	7	22%
Kin	8	19%
Upbringing	9	15%
None of the above - use Race	10	12%
Form	11	6%
Stock	11	6%
Other (please specify)	13	5%
Group	14	3%

Sample Size: 211 (47% of Respondents)
Note: Respondents could select multiple options.

Which ancestries/backgrounds/cultures/... would you include in a revised edition? Top 10



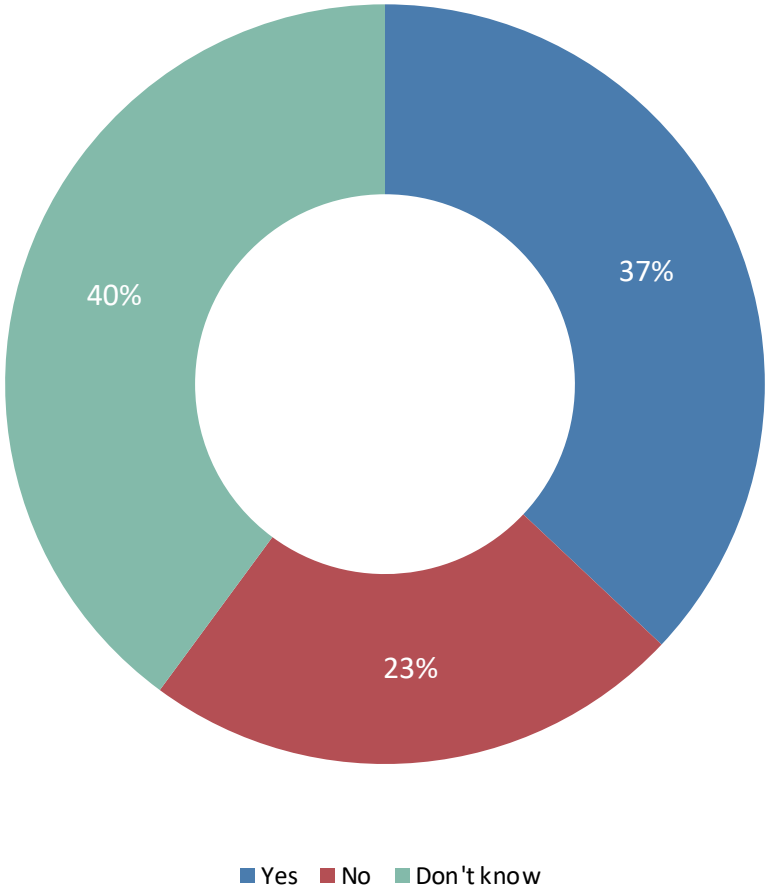
Sample Size: 178 (40% of Respondents)
Note: Respondents could select multiple options.

Which ancestries/backgrounds/cultures/... would you include in a revised edition?

Option	Rank	Response %
Elf	1	88%
Human	1	88%
Dwarf	3	87%
Halfling	4	83%
Half-elf	5	66%
Half-orc	6	64%
Gnome	7	60%
Draconic	8	50%
Kobold	9	43%
Birdfolk	10	39%
Giant	11	37%
Elemental	12	34%
Demon	13	33%
Angel	14	30%
Salamander	15	26%
Other (please specify)	16	24%

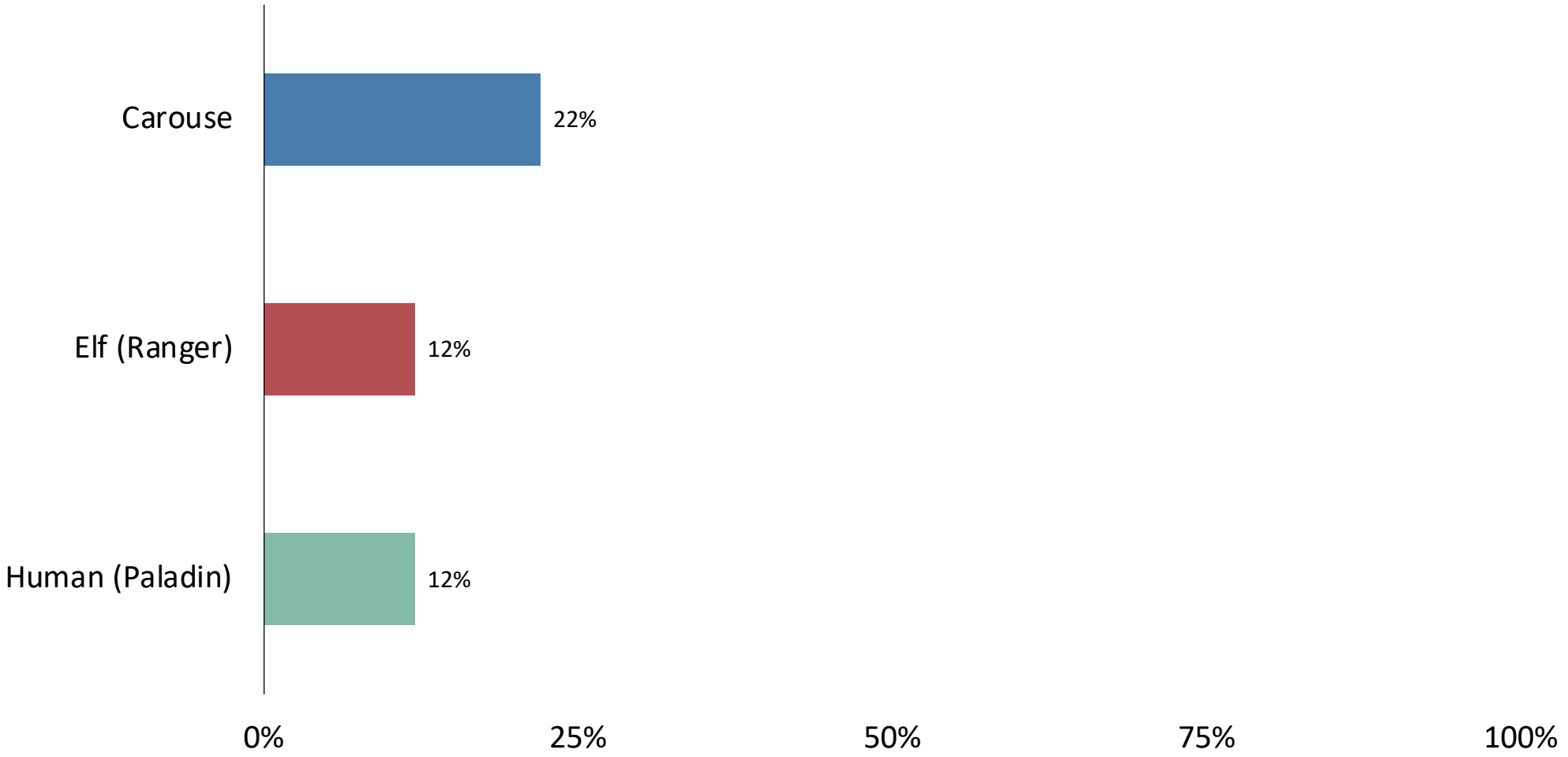
Sample Size: 178 (40% of Respondents)
Note: Respondents could select multiple options.

Are there any Moves that you would remove from the game or change?



Sample Size: 208 (47% of Respondents)

Which, if any, of the following Moves would you remove from the game? - Top 3



Sample Size: 50 (11% of Respondents)
Note: Respondents could select multiple options.

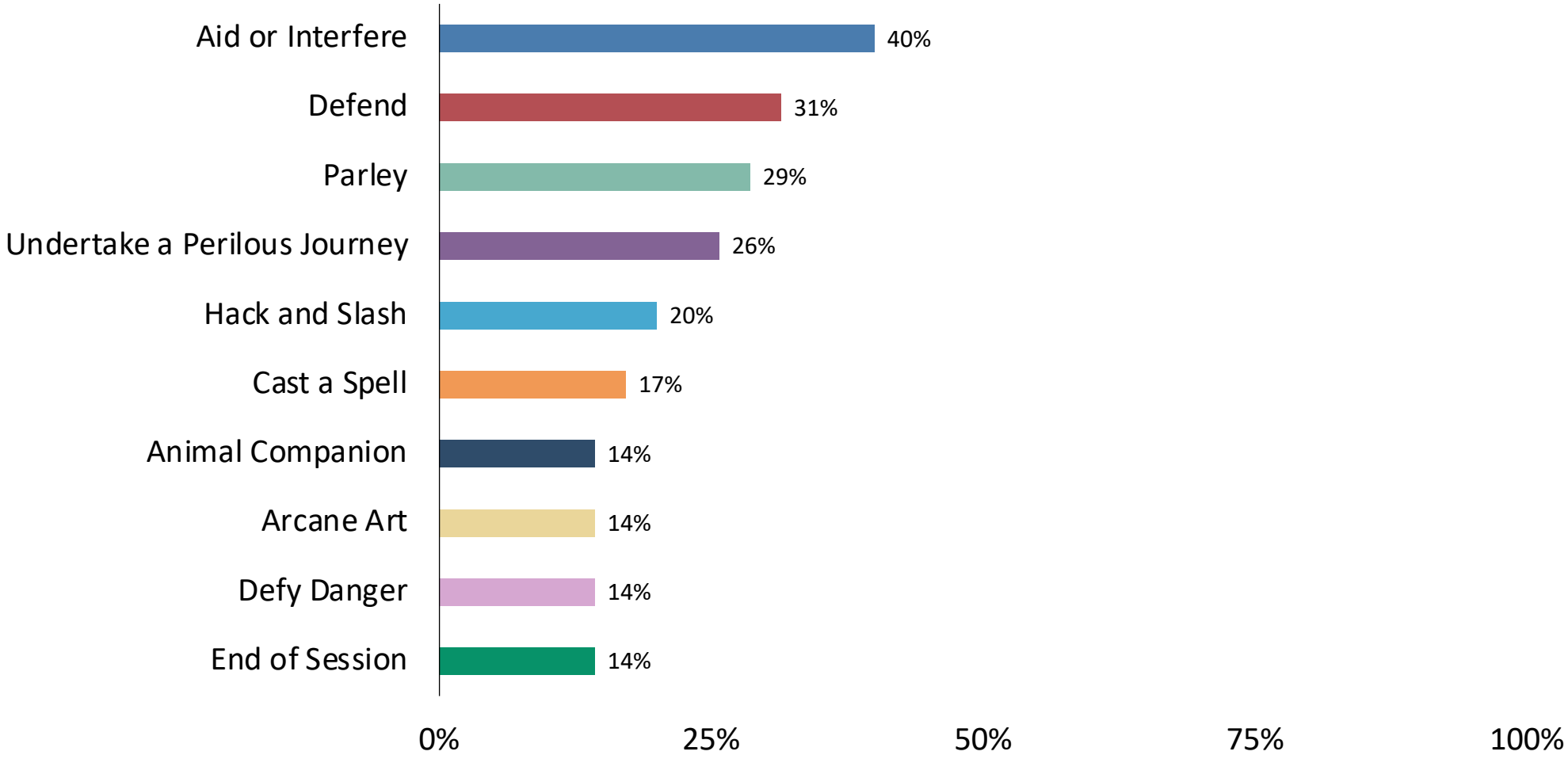
Which, if any, of the following Moves would you remove from the game?

Option	Rank	Response %
Carouse	1	22%
Elf (Ranger)	2	12%
Human (Paladin)	2	12%
Armored Perfection	4	10%
Dwarf (Cleric)	4	10%
Dwarf (Fighter)	4	10%
Elf (Bard)	4	10%
Elf (Druid)	4	10%
Elf (Fighter)	4	10%
Elf (Wizard)	4	10%
Encumbrance	4	10%

Option	Rank	Response %
Human (Bard)	4	10%
Human (Cleric)	4	10%
Human (Druid)	4	10%
Human (Fighter)	4	10%
Human (Ranger)	4	10%
Human (Thief)	4	10%
Human (Wizard)	4	10%
Make Camp	4	10%
Prepare Spells	4	10%
Undertake a Perilous Journey	4	10%

Sample Size: 50 (11% of Respondents)
Note: Respondents could select multiple options.

Which, if any, of the following Moves would you change? - Top 10



Sample Size: 35 (8% of Respondents)
Note: Respondents could select multiple options.

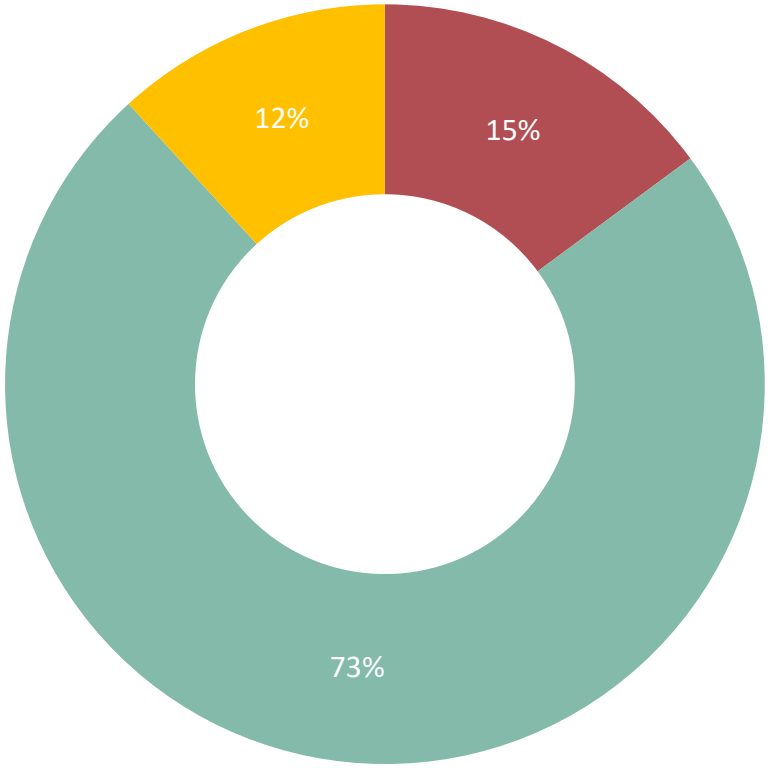
Move - If there are any moves that you would like to add from other PbtA games, please list the moves by name here.

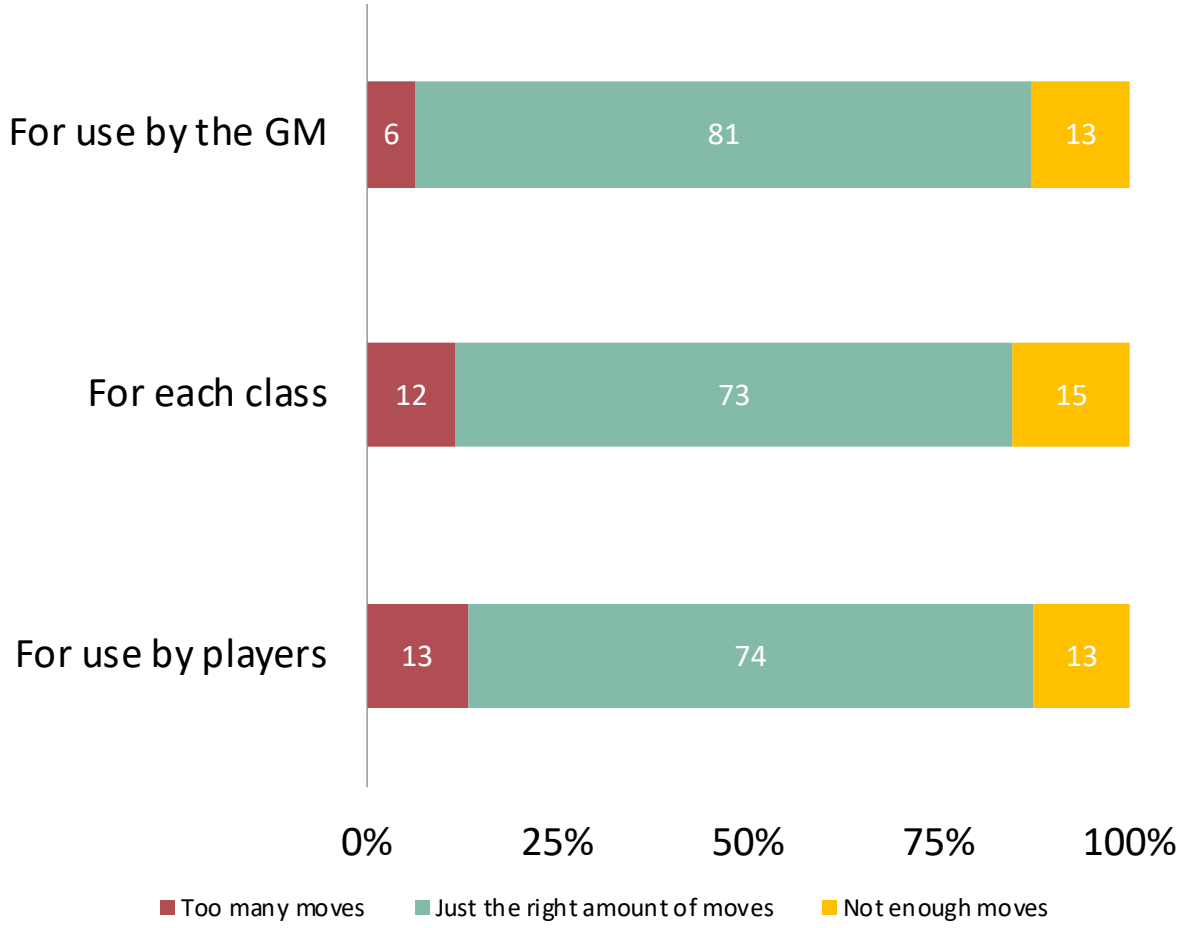
Word	Count	% Respondents
Take a Powerful Blow	3	10%
Slide kick	2	7%
Flashback	2	7%
Cramped Quarters	2	7%
Change the Game	2	7%
Use Magic	2	7%

Game Its From - If there are any moves that you would like to add from other PbtA games, please list the moves by name here.

Word	Count	% Respondents
Masks	7	23%
Blades in the Dark	4	13%
Monster of the Week	4	13%
Urban shadows	3	10%
Apocalypse World	3	10%
Homebrew World	3	10%
Fellowship	3	10%
City of Mist	3	10%
Scup	2	6%
Uncharted Worlds	2	6%

What do you think about the number of moves that Dungeon World has overall?





Too many moves | Just the right amount of moves | Not enough moves

Too many moves | Just the right amount of moves | Not enough moves

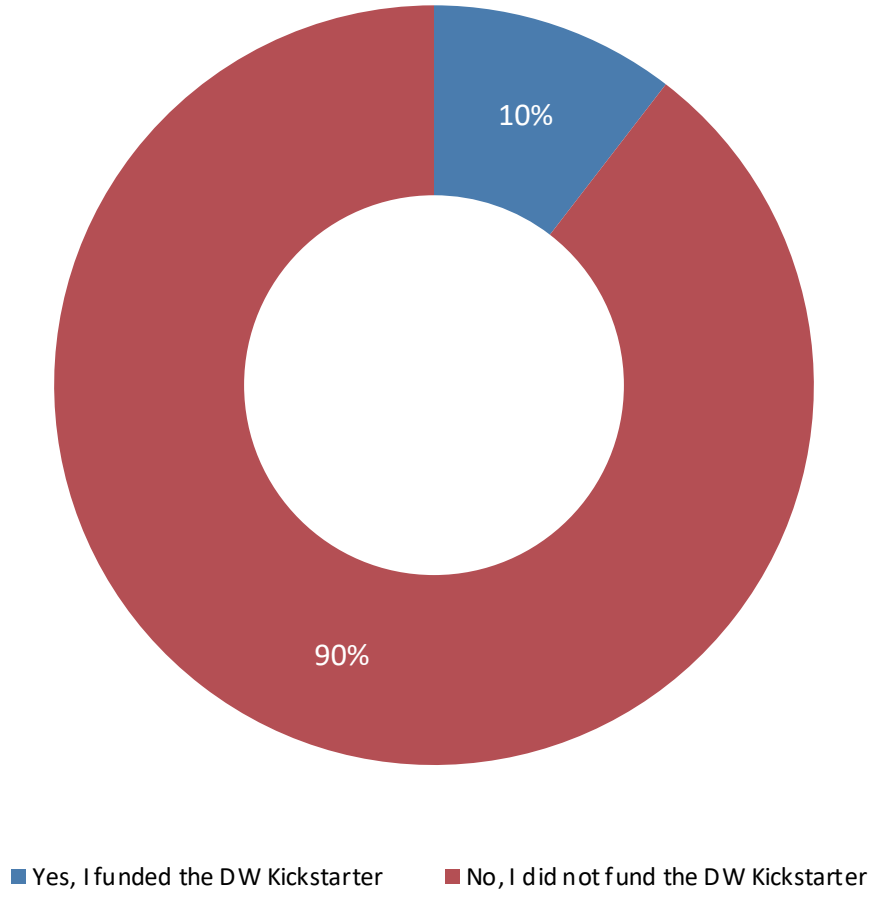
Sample Size: 195 (44% of Respondents)

What do you think about the number of moves that Dungeon World has overall?

What drives overall ratings for this question? *For use by players* has the highest correlation to the overall rating (53% of shared variance), followed by *For each class* (20%) and *For use by the GM (13%).*

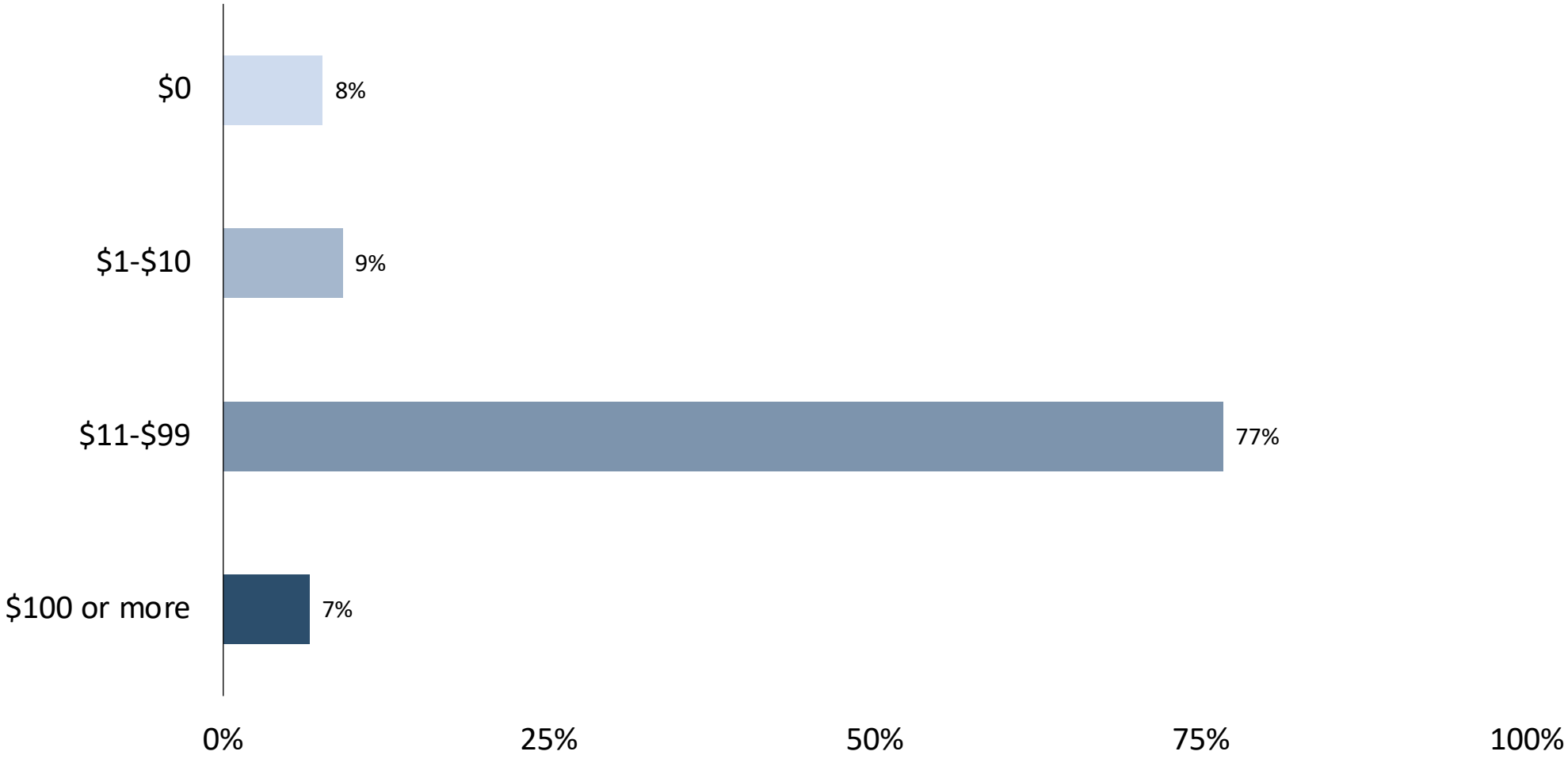
Aspect	Shared Variance	Correlation	Respondents Answering
For use by players	53%	0.728	42%
For each class	20%	0.444	42%
For use by the GM	13%	0.366	42%

Did you fund the Dungeon World Kickstarter?



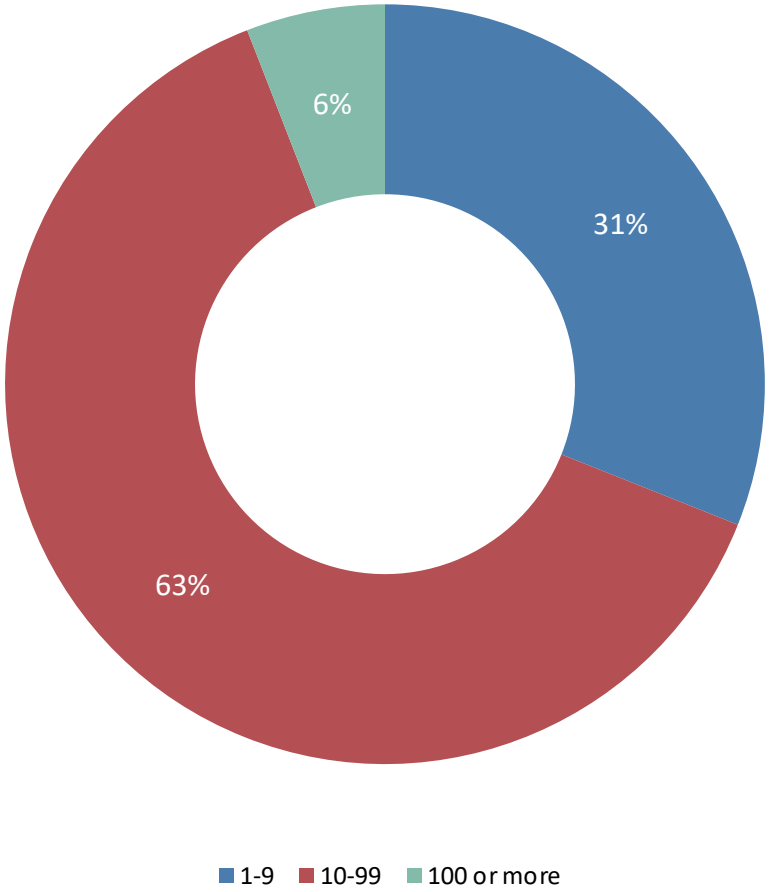
Sample Size: 201 (45% of Respondents)

How much, if anything, have you spent on Dungeon World materials?



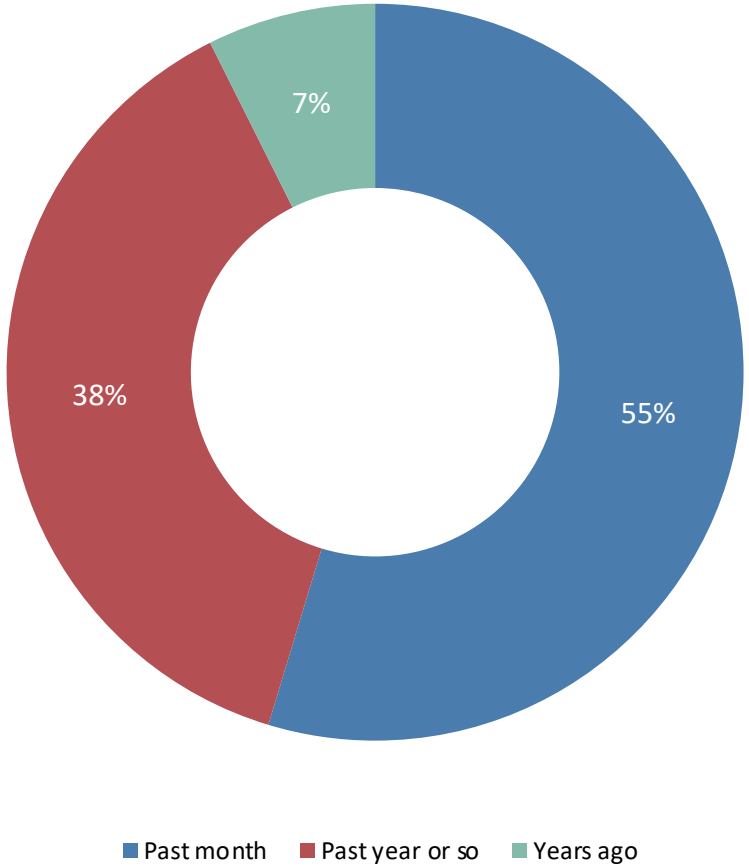
Sample Size: 197 (44% of Respondents)

How many sessions of Dungeon World have you played?



Sample Size: 203 (46% of Respondents)

When was the last time you played Dungeon World?



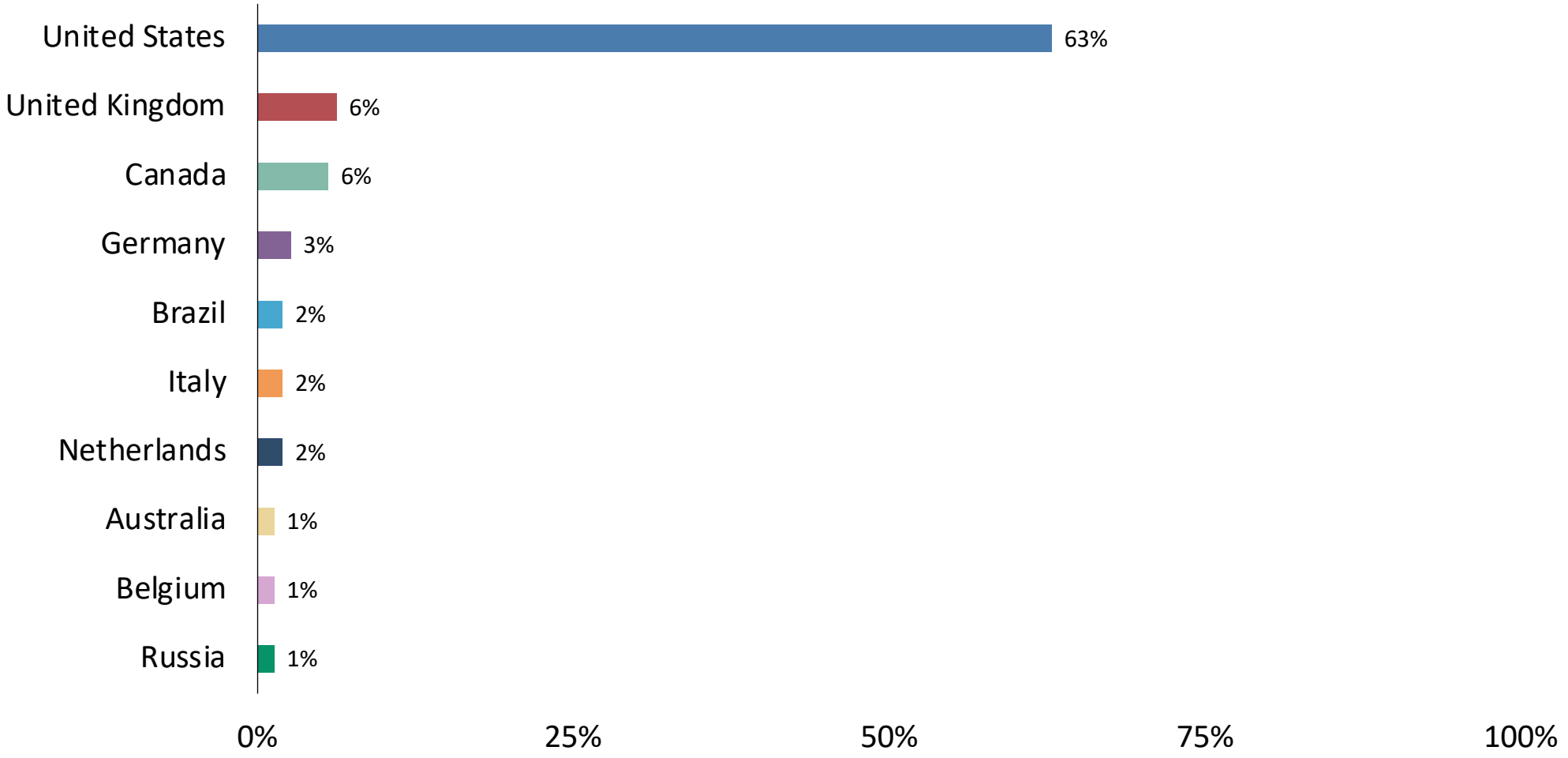
What, if any, changes would get you playing Dungeon World again?

What, if any, changes would get you playing Dungeon World again?

Word	Count	%	Example Quote
Game	13	27%	"Easier tools for GMs, especially for *new* new GMs (people who haven't GMed any game, not just DW—i.e. people who don't have experience with D&D, pathfinder, anything) Aside from that, the main thing that stops me from playing is not having friends who know how to DM! If it was easier for me to DM, I would."
Better	7	14%	"As it stands, other PbtA games are more focused and better written narrative games, and OSR games are better at dungeon crawling and gritty realism, so DW is in a bad spot of being 'not the best' at anything. It should either lean hard into being more OSR and being closer to older D&D, or change course and lean more towards being more narrative."
New	6	12%	"A new edition with a lot of flavor like customizable classes, some setting or general ideas for campaigns and stories, and any other thing that could spark interest."
Time	6	12%	"More tools for adjusting the tone. I think more moves for spending time in town or for going on months long delves would helpful. Also I like fronts, but more options and maybe a Player facing worksheet. City of Mist has clues (using hold), Ironsworn has vows, dungeon world could use something to keep serious games on track."
Like	6	12%	"Make it more like Stonetop, Homebrew World, One Shot World, Chasing Adventure, etc. But then, I'm just playing Stonetop, so..."
DW	5	10%	"Personal circumstances. I'd need a group readily available that wanted to play DW (rather than any other RPG)."
PbtA	5	10%	"Learning from the example of games that split away from PbtA despite having roots in it, such as Blades in the Dark, Fellowship, and World of Legacy."
Dungeon World	5	10%	"This isn't an issue with Dungeon World this is an issue of competing interests at the table as well as real world pressures."
Players	4	8%	"Get rid of the pandemic, wait till players' kids are old enough to watch themselves for a few hours."
Less	4	8%	"More customizability and much less focus on 'killing evil monsters' and more 'lets make a story'"

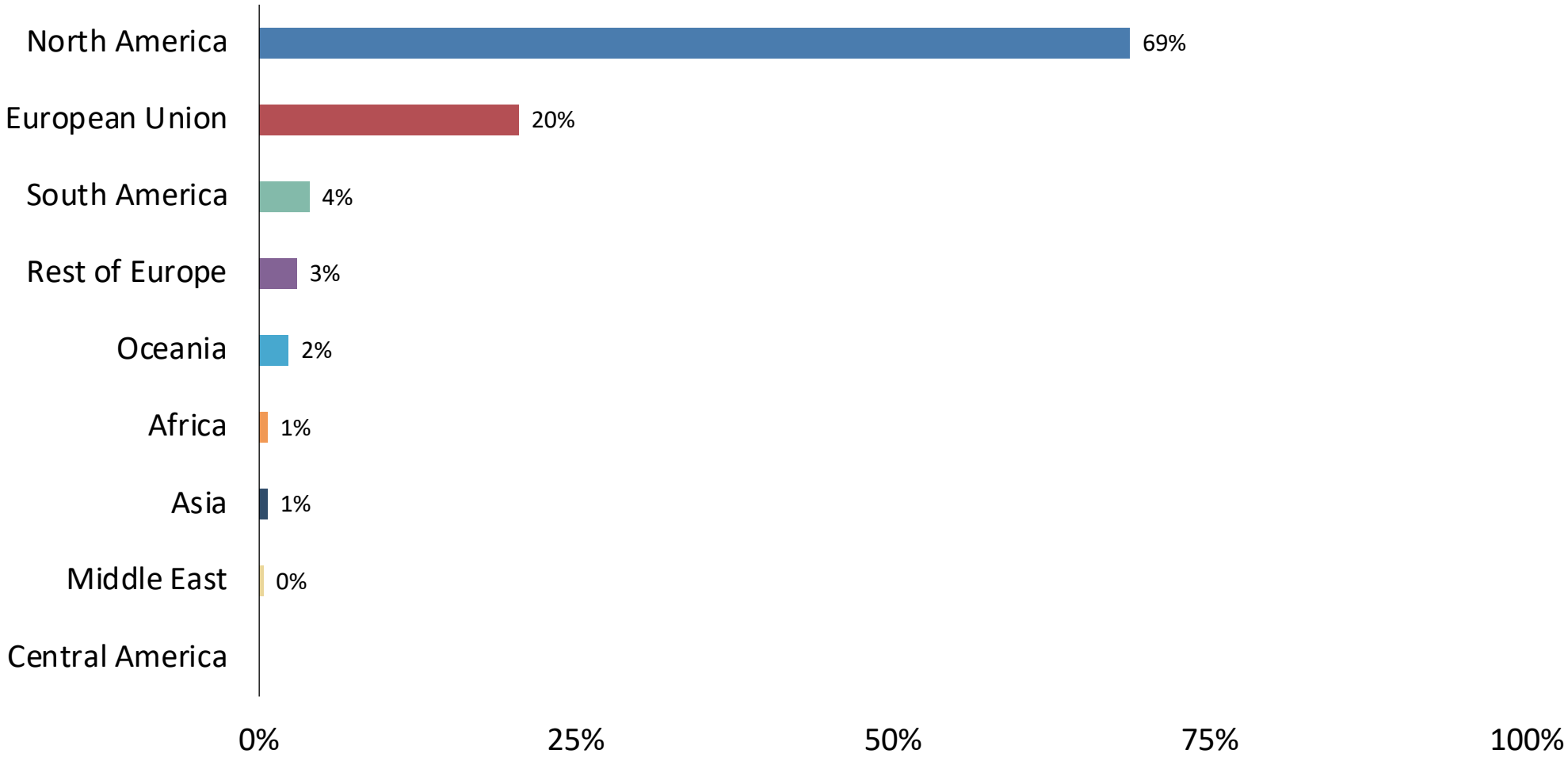
Demographic Questions

What country do you live in? - Top 10



Sample Size: 304 (68% of Respondents)

Global Region – Derived from: What country do you live in?

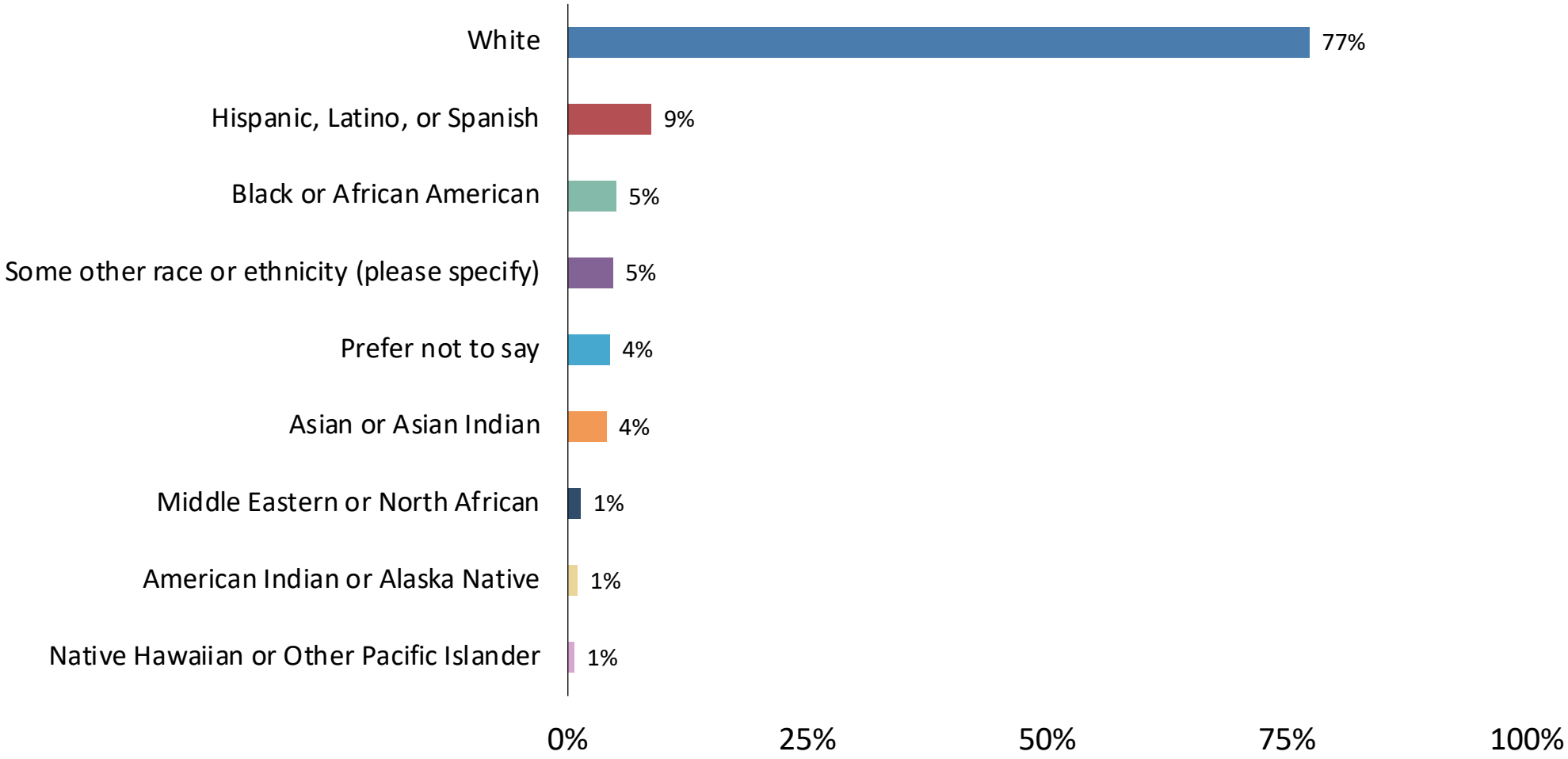


Sample Size: 303 (68% of Respondents)

What is your gender? -

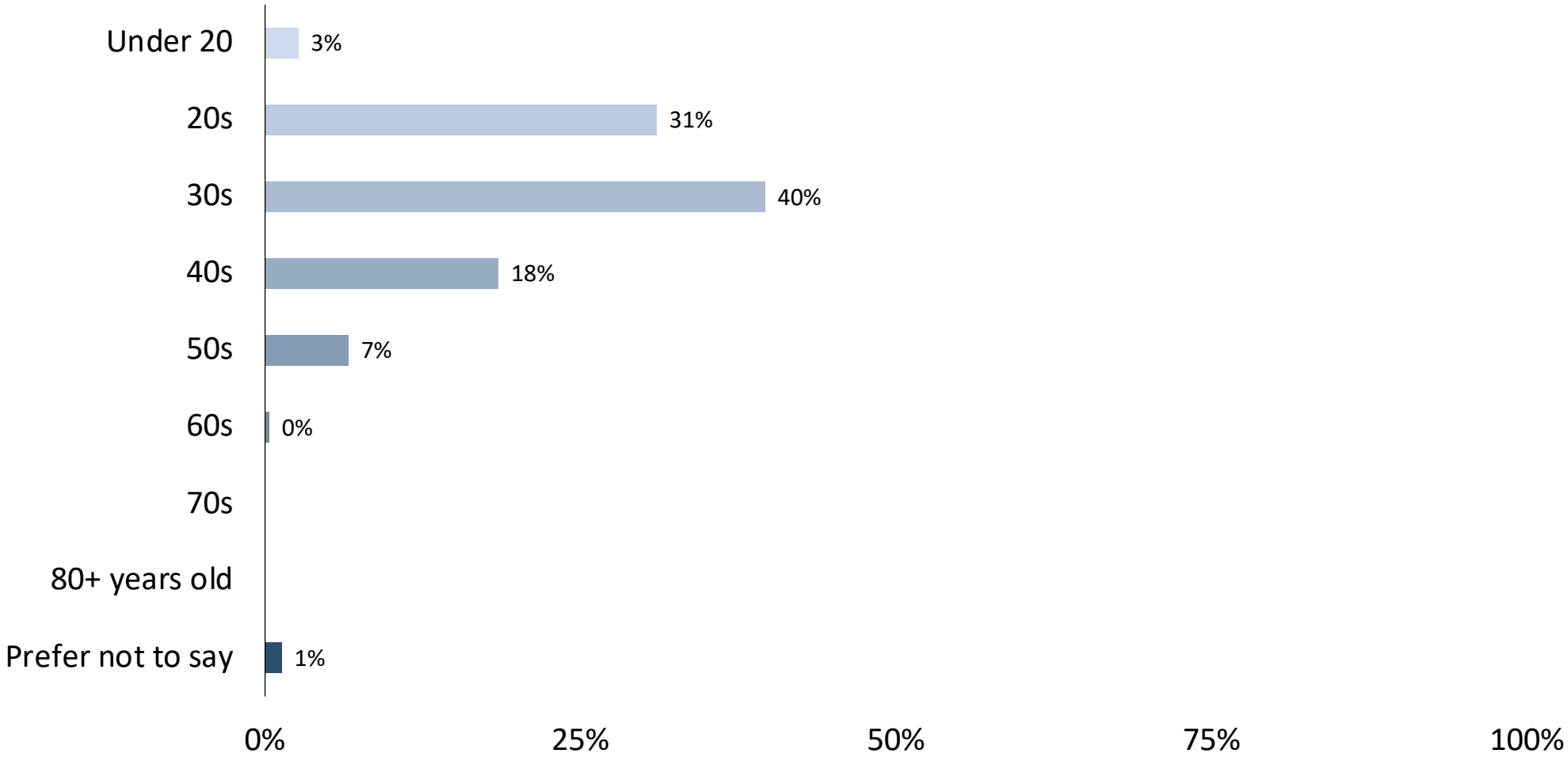
Word	Count	%
Male	221	76%
Female	36	12%
Non-binary	10	3%
Man	4	1%
Agender	3	1%
Cis	3	1%
Non	2	1%

What is your race or ethnicity?



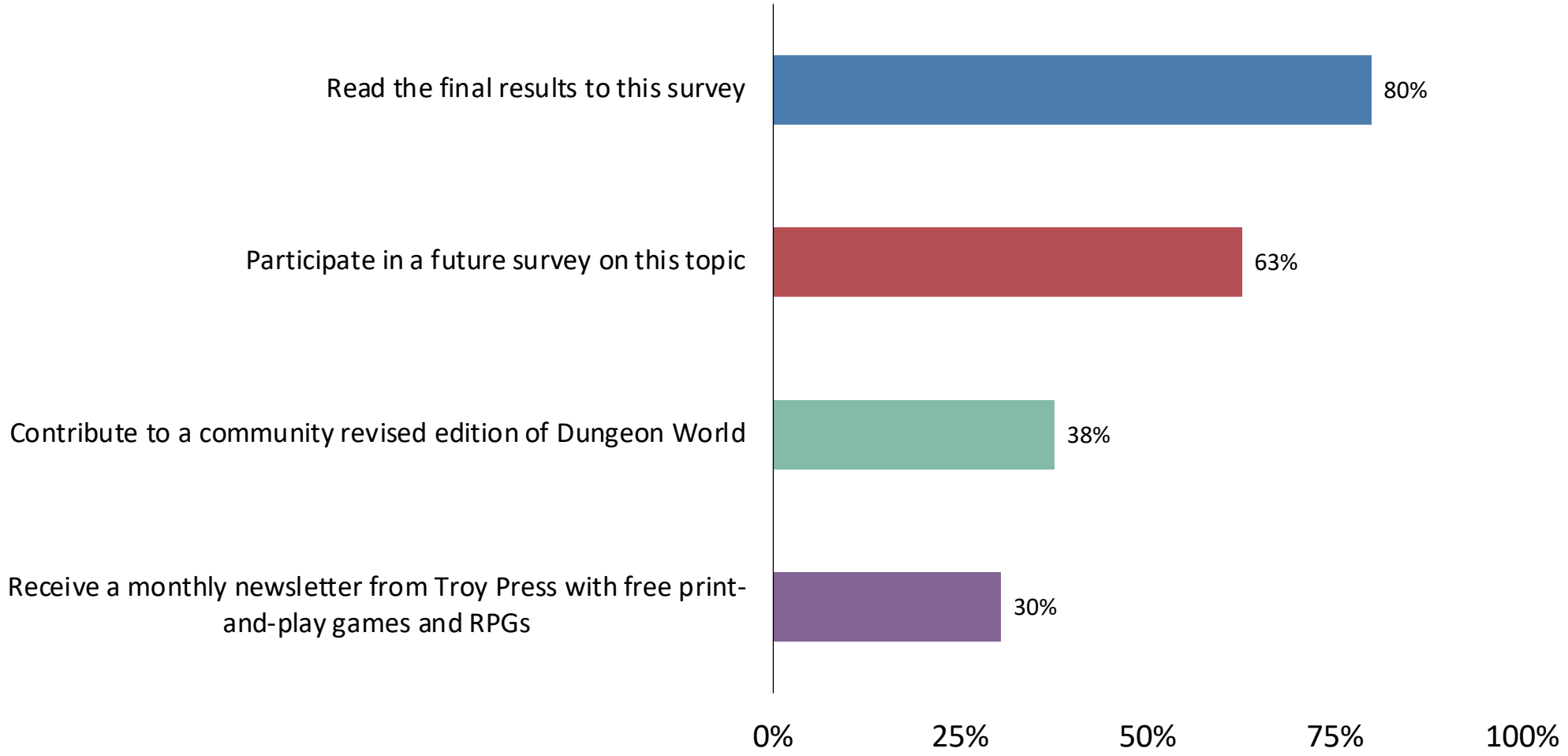
Sample Size: 299 (67% of Respondents)
Note: Respondents could select multiple options.

How old are you?



Sample Size: 303 (68% of Respondents)

Check if you are interested in receiving email on any of the following:



Sample Size: 168 (38% of Respondents)
Note: Respondents could select multiple options.

Top Crosstabs

Who would you like to see involved in the evolution of Dungeon World?

	When was the last time you played Dungeon World?		
	Past month	Past year or so	Years ago
	(%)	(%)	(%)
Tony Dowler	⇑ 12	⇓ 2	9
Adam Koebel	⇑ 63	⇓ 43	45
Sage LaTorra	⇑ 76	⇓ 58	73
Spencer Moore	⇑ 11	3	0
Base	n=89	n=60	n=11

How to Read These Crosstabs

Crosstabs compare how respondents answered two different questions. Each arrow signifies that its cell is different from all others in its row at a statistically significant level. For instance:

- 76% of those who'd played in the past month want Sage LaTorra involved in the evolution of Dungeon World, a statistically significant difference that is *higher* than the average of all other cells in its row.
- In contrast, 58% of those who played in the past year chose this option, a statistically significant difference that is *lower* than the average of all other cells.
- Cells without arrows (e.g., 73% of those who played years ago in the same row) are not statistically different from the average of the other cells. No results in a column with fewer than 30 responses (shown in the final row, as "n=") are ever significant.

This method of crosstabs produces fewer false positives than traditional A/B/C/D-marked crosstabs that compare each cell to each other cell individually.

Sample Size: 173 (39% of Respondents)
Rows without statistically significant differences omitted

Which, if any, of the following house rules have you used when playing Dungeon World?

	How satisfied are you with the support you've seen from the publisher since Dungeon World was first published in 2012?				
%	Completely satisfied	Very satisfied	Somewhat satisfied	Not too satisfied	Not at all satisfied
Any race can be any class	48	54	69	⇑ 84	33
Alternatives to Race	36	⇓ 30	47	⇑ 68	17
Drive instead of Alignments	⇓ 27	⇓ 32	51	⇑ 68	50
Clocks instead of Fronts	21	26	32	⇑ 52	33
Use advantage/disadvantage (best/worst 2d of 3d6) instead of +1/-1 forward	36	25	30	⇑ 48	33
Followers instead of Hirelings	30	18	28	⇑ 42	0
Ignore stats and just use modifiers	33	⇓ 21	37	35	33
Flags instead of Bonds	18	23	28	32	17
Roll damage for each foe struck with one Volley or Hack & Slash	15	9	8	⇑ 26	17
Factions and Tiers instead of Fronts	15	9	8	16	17
Use d6 for damage	6	9	9	16	0
Restructured debilities	18	18	17	6	33
None of the above	15	25	17	6	17
Base	n=33	n=57	n=93	n=31	n=6

What should the goals be for a new edition?

	How would you like to see Dungeon World evolve?						
	Second edition from LaTorra and Koebel	Second edition from LaTorra and others besides Koebel	Second edition from Koebel and others besides LaTorra	Second edition from an established author of a Dungeon World supplement or hack	Community development of a revised edition	Other	None of the above - leave it as it is
	(%)	(%)	(%)	(%)	(%)	(%)	(%)
Be more welcoming to historically marginalized or under-represented players	↓ 34	↑ 61	41	40	47	57	0
Maintain compatibility with existing supplements	34	31	↑ 53	30	30	22	0
Provide tools to help players and GMs share expectations, express consent, and feel safe	↓ 35	↑ 64	53	41	41	52	0
Base	n=119	n=64	n=32	n=93	n=87	n=23	n=0

Sample Size: 223 (50% of Respondents)
Rows without statistically significant differences omitted

Which ancestries/backgrounds/cultures/... would you include in a revised edition?

	How would you like to see Dungeon World evolve?						
	Second edition from LaTorra and Koebel	Second edition from LaTorra and others besides Koebel	Second edition from Koebel and others besides LaTorra	Second edition from an established author of a Dungeon World supplement or hack	Community development of a revised edition	Other	None of the above - leave it as it is
	(%)	(%)	(%)	(%)	(%)	(%)	(%)
Dwarf	92	91	88	86	↓ 78	93	94
Elf	94	93	92	88	↓ 78	93	94
Giant	39	↑ 58	65	40	41	33	44
Gnome	68	64	81	58	↓ 50	67	75
Halfling	89	89	88	82	↓ 73	87	94
Human	93	93	92	88	↓ 80	93	94
Other	↓ 15	27	12	27	33	47	25
Base	n=95	n=45	n=26	n=77	n=64	n=15	n=16

Sample Size: 178 (40% of Respondents)
Rows without statistically significant differences omitted

What should the goals be for a new edition?

	How interested are you in a community edition of Dungeon World (an independent, consensus fork)?				
	Extremely interested	Very interested	Somewhat interested	Not too interested	Not at all interested
	(%)	(%)	(%)	(%)	(%)
Be easier to customize and tweak	⇑ 45	24	⇑ 40	18	11
Provide a streamlined core for third parties to support	⇑ 52	31	28	⇓ 16	17
Base	n=33	n=51	n=75	n=38	n=18

Sample Size: 223 (50% of Respondents)
Rows without statistically significant differences omitted

How interested are you in an official second edition of Dungeon World?

	How interested are you in a community edition of Dungeon World (an independent, consensus fork)?				
	Extremely interested	Very interested	Somewhat interested	Not too interested	Not at all interested
	(%)	(%)	(%)	(%)	(%)
[Extremely + Very interested]	⇑ 91	⇑ 76	58	50	⇓ 32
Extremely interested	⇑ 74	36	⇓ 23	29	19
Very interested	17	⇑ 40	36	21	⇓ 13
Somewhat interested	⇓ 9	18	32	31	29
Not too interested	0	5	8	⇑ 19	10
Not at all interested	0	0	1	0	⇑ 29
[Not too + Not at all interested]	0	5	10	19	⇑ 39
Base	n=35	n=55	n=84	n=42	n=31

Sample Size: 250 (56% of Respondents)

How interested are you in an unofficial second edition of Dungeon World by one or two individual designers?

	How interested are you in a community edition of Dungeon World (an independent, consensus fork)?				
	Extremely interested	Very interested	Somewhat interested	Not too interested	Not at all interested
	(%)	(%)	(%)	(%)	(%)
[Extremely + Very interested]	⇑ 91	⇑ 65	⇓ 15	29	7
Extremely interested	⇑ 74	7	⇓ 2	7	3
Very interested	18	⇑ 58	⇓ 13	21	3
Somewhat interested	⇓ 6	29	⇑ 74	⇓ 24	23
Not too interested	3	5	8	⇑ 36	3
Not at all interested	0	0	⇓ 2	12	67
[Not too + Not at all interested]	⇓ 3	⇓ 5	⇓ 11	⇑ 48	70
Base	n=34	n=55	n=84	n=42	n=30

Sample Size: 246 (55% of Respondents)

Which, if any, of the following house rules have you used when playing Dungeon World?

	How interested are you in a community edition of Dungeon World (an independent, consensus fork)?				
	Extremely interested	Very interested	Somewhat interested	Not too interested	Not at all interested
	(%)	(%)	(%)	(%)	(%)
Any race can be any class	71	⇑ 76	56	69	46
Followers instead of Hirelings	⇑ 41	31	22	26	8
Restructured debilities	⇑ 35	8	18	10	8
Use advantage/disadvantage (best/worst 2d of 3d6) instead of +1/-1 forward	35	41	35	⇓ 15	15
None of the above	9	⇓ 8	19	15	46
Base	n=34	n=51	n=77	n=39	n=26

Sample Size: 230 (52% of Respondents)
Rows without statistically significant differences omitted

Which, if any, of the following house rules have you used when playing Dungeon World?

	How many sessions of Dungeon World have you played?		
	1-9	10-99	100+
	(%)	(%)	(%)
Any race can be any class	⇓ 56	71	75
Alternatives to Race	⇓ 23	⇑ 51	75
Drive instead of Alignments	36	48	58
Clocks instead of Fronts	⇓ 16	⇑ 38	42
Use advantage/disadvantage (best/worst 2d of 3d6) instead of +1/-1 forward	⇓ 20	36	42
Flags instead of Bonds	⇓ 13	⇑ 33	17
Followers instead of Hirelings	⇓ 11	32	58
Ignore stats and just use modifiers	33	30	58
Restructured debilities	11	17	33
Roll damage for each foe struck with one Volley or Hack & Slash	8	14	17
Factions and Tiers instead of Fronts	5	13	17
Use d6 for damage	8	10	0
None of the above	⇑ 28	⇓ 10	8
Base	n=61	n=126	n=12

Sample Size: 230 (52% of Respondents)

Besides those above, do you use any other house rules?

	How many sessions of Dungeon World have you played?		
	1-9	10-99	100+
	(%)	(%)	(%)
Yes	⇓ 21	⇑ 49	67
No	⇑ 79	⇓ 51	33
Base	n=61	n=125	n=12

Sample Size: 228 (51% of Respondents)

What should the goals be for a new edition?

	How old are you?						
	Under 20	20s	30s	40s	50s	60s+	Prefer not to say
	(%)	(%)	(%)	(%)	(%)	(%)	(%)
Act more like a narrative/storytelling game	100	⇑ 51	35	⇓ 19	50	0	0
Be easier for new GMs to learn	100	29	33	⇓ 12	25	0	0
Be easier to customize and tweak	100	⇑ 49	26	⇓ 12	25	0	50
Be more welcoming to historically marginalized or under-represented players	0	⇑ 57	40	28	50	0	0
Provide a streamlined core for third parties to support	0	⇑ 41	22	31	25	0	50
Base	n=1	n=49	n=81	n=32	n=8	n=0	n=2

Sample Size: 223 (50% of Respondents)
Rows without statistically significant differences omitted

Who would you like to see involved in the evolution of Dungeon World?

	How old are you?								
	Under 20	20s	30s	40s	50s	60s	70s	80+ years old	Prefer not to say
	(%)	(%)	(%)	(%)	(%)	(%)	(%)	(%)	(%)
John Harper	0	⇓ 28	45	⇑ 58	33	0	0	0	0
Jason Lutes	0	⇓ 28	48	48	78	0	0	0	0
Marshall Miller	0	⇓ 2	13	6	33	0	0	0	0
Jason Morningstar	0	⇓ 4	27	32	33	0	0	0	0
Jeremy Strandberg	0	⇓ 22	40	32	78	0	0	0	33
Base	n=1	n=46	n=67	n=31	n=9	n=0	n=0	n=0	n=3

Sample Size: 173 (39% of Respondents)
Rows without statistically significant differences omitted

For Further Details

The following dashboards provide additional details, including lists of all the verbatim comments to each open-ended question:

- Results from all responses
- Results from the PbtA subreddit only

About J. Alan Henning

I blog about RPGs, games, and conlangs and other things at Troy Press. You can follow me on Twitter @jalanhenning.

This analysis was generated using ResearchStory from Researchscape International.

Thanks to everyone who took the survey!