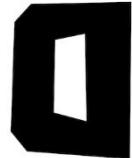


**DIAMONDS  
& DRAGONS**

**a dungeon crawling  
card game**





# DIAMONDS & DRAGONS

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*A Dungeon Crawling Card Game*

**Introduction:** Try to escape a dungeon full of monsters in this roguelike solitaire card game. Find weapons, drink potions, and kill monsters to get out alive. Played with a standard 54-card deck of playing cards, Jokers included. For 1 or 2 players.

BY REVEREND RORY PHILSTROM



DIAMONDS & DRAGONS IS A PHYSICAL VERSION, WITH ADDITIONAL TWO-PLAYER RULES, OF THE ANDROID GAME *BATTLE OF CARDS* BY ALEXANDER PETCOGLO, [HTTPS://RCKT.CC](https://rckt.cc). FIND *BATTLE OF CARDS* ON THE ANDROID APP STORE. *BATTLE OF CARDS* IS IN TURN AN ALTERED VERSION OF THE GAME *SCOUNDREL*, DESIGNED BY ZACH GABE AND KURT BIEG.

# SETUP

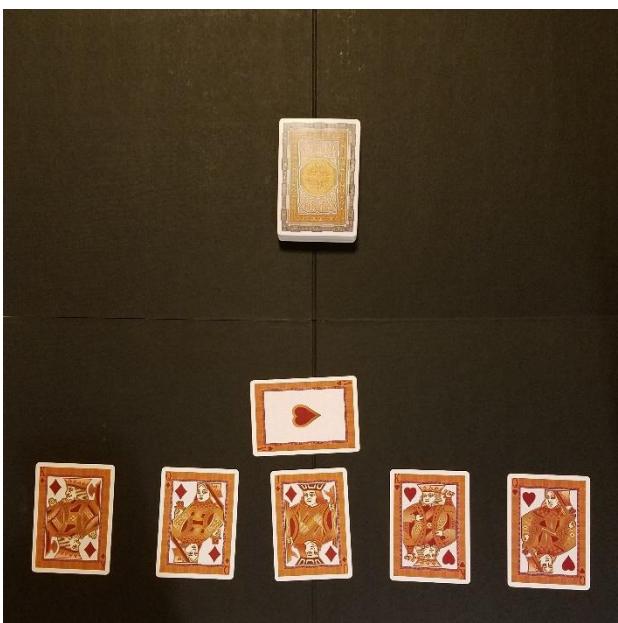
*“Mine enemies chased me sore, without cause. They have cut off my life in the dungeon and cast a stone upon me. I am cut off. I called upon thy name, O Lord, out of the low dungeon. Thou hast heard my voice...” —Lamentations 3*

# ♥ Gather the Party ♦

Remove the King and Queen of Hearts and the King, Queen, and Jack of Diamonds. These represent your party of five heroes. Lay them out in front of you.

Remove the Ace of Hearts, this will help you keep track of your remaining HP.

Shuffle the remaining cards (Jokers included) and set them aside. This deck represents the dungeon ahead of you.



## Tracking your Hit Points

Each of the five cards representing your party members has 4 Hit Points, represented by the number of hearts or diamonds shown. This gives you a party total of 20 Hit Points. Use the Ace of Hearts to help you track your remaining Hit Points by covering or uncovering hearts or diamonds on the party member cards.



## Full Health

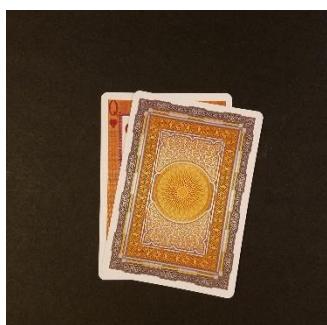
4 HP



3 HP remain



2 HP remain



## 1 HP remains



### Party Member Down

0 HP

# Inside the Dungeon

Inside the dungeon are enemies, represented by the black cards and Jokers, and aides, represented by the remaining red cards. You will encounter these enemies and aides in rooms of 4 cards each. Your party's survival will depend upon clever engagement with each card and paying attention to your resources!

## ♣ Your Enemies ♠

Your enemies are represented by the black cards. They wield clubs (Clubs) and spears (Spades). The most ruthless of all need neither club nor spear; these are the dragons (Jokers).

Each enemy card deals damage equal to their ordered value: 2 is 2, ..., 10 is 10, Jack is 11, Queen is 12, King is 13, Ace is 14, and Joker is 15.



## ♥ Your Aides ♦

### ♦ Diamonds are Weapons ♦

The diamonds are your weapons. Each weapon does as much damage as its value. The Ace of Diamonds is the strongest weapon at 14.

Your entire party can only wield one weapon at a time and the weapons degrade as you use them, as explained below.

## ♥ Hearts are Healing ♥

The hearts are healing potions scattered throughout the dungeon. Their effect is equal to their value. The Jack of Hearts heals for 11.

Use them carefully! You may not use multiple healing potions in a row.

## Play the Game!

### Explore Room by Room

Each turn, deal 4 cards face up in front of you. These represent one room of the dungeon. You must decide if you will run or face the room.

#### Run!

You may avoid the room if you wish. In this case all four cards go back into the deck, the deck is shuffled, and a new room is dealt. While you may avoid cards as many times as you want, you may not run two times in a row. If you choose to run, you must face whatever awaits you in the next room.

#### Face the Room!

If you choose not to run (or can't) you must face 3 of the 4 cards, one by one.

### ♣ Enemies ♠

If you pick an enemy, you fight it. If you have a weapon, its value is subtracted from the enemy's value and any remaining damage is subtracted from your hit points.

If you do not have a weapon, you fight barehanded. If your weapon has already been used against an enemy of the same value or lower, your weapon breaks and is discarded. In either of these cases your party takes the full damage the enemy can deal.

### ♦ Weapons ♦

If you pick a weapon, you replace the current one you have. You retain your weapons until they are replaced or broken by an enemy.

Once you use a weapon to fight an enemy, it can only be used against enemies of lower value than the previous enemy slain. If your weapon has already been used against an enemy of equal value or lower, your weapon breaks and is discarded.

## ♥ Healing ♥

If you pick a healing potion, its number is added to your health.

You may not use multiple potions in a row. Subsequent potions after the first one have no effect and are simply discarded. You must pick a non-potion card before another potion can take effect. Your party's HP may not go above 20.

### The Fourth Card

Once you have picked 3 cards, the turn is complete. The fourth card is used for the next room. Deal 3 more cards from the deck and face the room or run!

## Winning and Losing

The game ends when either your party's HP reaches zero or below or you make your way through all the cards in the deck and escape the dungeon!

### Scoring

Keeping score is optional. You win if you escape the dungeon with any members of your party surviving. If you would like to keep score because you're into that sort of thing, here's how:

- ♠ If your party's HP has reached zero or below, all the values of the remaining enemies in the deck are subtracted from your HP. The result is your score.
- ♥ If you have escaped the dungeon, your party's total remaining HP is your score. Or if you are at full health, and your last card was a healing potion, your score is the sum of your health points and the value of that potion.

## Play with a Dealer

A second person may play the Dealer. They manage the deck and fill the rooms, using their imagination to describe each room's contents to the other player as the cards dictate.

## Play with Two Players

To play with two players you will need a second deck of playing cards.

Gather the party cards from each deck and designate one party for each player. Shuffle the remaining cards in both decks together.

When dealing rooms on each turn, deal 7 cards instead of 4. Randomly determine who goes first. The first player in each room has the power to choose whether both players will run or face the room.

### Run!

If running, all 7 cards go back into the deck, the deck is shuffled, and a new room is dealt. The player who chose to run remains the first player and faces the cards in the new room first. You may not run two times in a row.

### Face the Room!

The Players take turns choosing one at a time which cards to interact with, alternating taking cards until only 1 card is left in the room. Cards taken by a player affect only that player's party, and otherwise function in the same way as the single player rules.

The final card is used for the next room. When you are down to the last card in a room, deal 6 more cards for a total of 7. Players alternate going first so that the last player to take a card in one room becomes the first player to face a card in the next. That new player then makes the decision to face the room or run!

### Winning and Losing in 2-Player Game

In a two-player game, you win if you face all the cards and escape the dungeon with at least one surviving party member. You lose if your party's HP reaches zero or below before escaping.

It is possible for both players to lose, both players to win, or one player to win and one player to lose.

## Using D&D in D&D

You can also use Diamonds & Dragons as a minigame to add a new dimension to your Dungeons & Dragons or other tabletop RPG!

Your party has been delving deep into your friendly local megadungeon, but the time has come to wrap up for the day. The only problem is that you are many chambers in and the nasties have filled the rooms in behind you. Sure, the GM could handwave the whole thing and get you out, but wouldn't it be more fun if it were a challenge? You could also fight your way out, but that takes a long time. Enter Diamonds & Dragons!

Set up Diamonds & Dragons as normal for a single player game, except instead of using the party member cards to track HP, just remove them from the game. Then the GM deals a room and play proceeds as normal, with the party making collective decisions on which cards to engage with.

The enemies deal damage directly to the PCs, with each point of damage from the cards equal to one die of level appropriate damage. Healing potions heal the PCs, with each point of healing also equal to one level appropriate die. The players determine which party member receives each die of damage or healing.

For D&D 5e consult the table below to determine die to use. For other systems the GM should use their best judgment.

### 5e D&D Level Appropriate Dice

Average Party Level	Damage/Healing
1-4	1
5-10	D4
11-16	D8
17-20	D12

*Note: At levels 1-4, no damage dice are rolled. Each point of damage from the cards is equal to one point of damage to the PCs.*

## Using Special Resources

Players may use their PC's resources to reduce the damage they take when they are hit or in-between rooms.

When a card would deal damage, PCs can use their limited resources to reduce the damage taken by the party.

Class Resource Spent	Damage Die Reduction
Spell Slot	1 per spell slot level
Ki Points	1 per 2 Ki points
Rage	1 per Rage
Channel Divinity	1 per Channeling
Sorcery Points	1 per 2 Sorcery points
Superiority Dice	1 per Superiority Die
Bardic Inspiration	1 per Inspiration
Channel Divinity	1 per Channeling

PCs may use other in-game abilities and items after completing one room and before the GM deals the next.

## Running & Rogues

When first entering each room, the party makes a collective decision to either face the room together or run. If they avoid the room, all cards get shuffled back into the deck and a new room is dealt. The party may avoid cards as many times as they want, but not twice in a row – **unless the party contains a Rogue**.

If there is a Rogue of any level among the party, that party may run a second time. After that, however, they must face whatever awaits them. Rogues can run twice – but not thrice!

## How Far to the Exit?

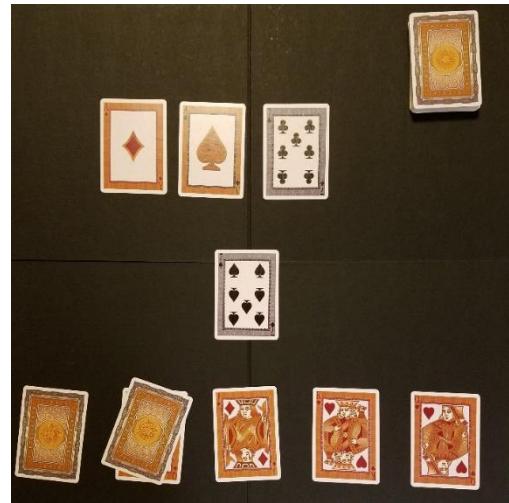
As the party begins their exodus from the dungeon, the GM tracks their progress room by room. The GM deals one room per chamber between the PCs and the exit. The minigame is over when the PCs make it through the necessary number of rooms and exit the dungeon successfully.

Alternatively, if the cards run out, the PCs have cleared the way and are home free!

# Sample Single Player Game



First Room: Ace ♦, Ace ♠, 7 ♣, 7 ♠



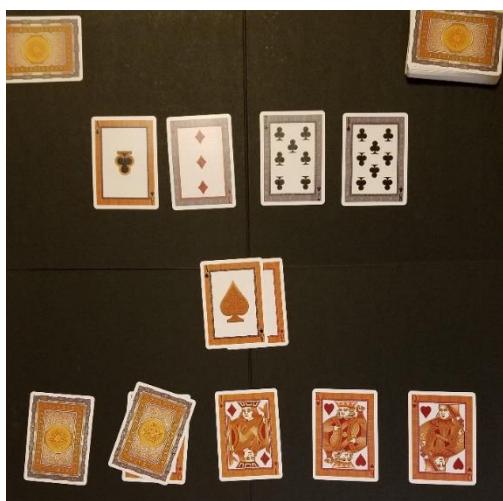
Fight 7 ♠ barehanded, take 7 HP damage



Pick up Ace ♦



Fight Ace ♠, take 0 damage



Second Room: Ace ♣, 3 ♦, 7 ♠, 8 ♣



Run!



Shuffle



New Room: 4 ♣, 8 ♣, 3 ♥, 3 ♦



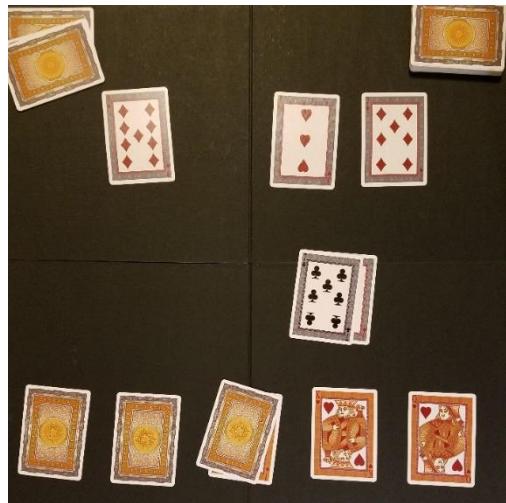
Fight 8 ♣, Fight 4 ♣, no damage



Pick up 3 ♦, replacing the A ♦ which is discarded



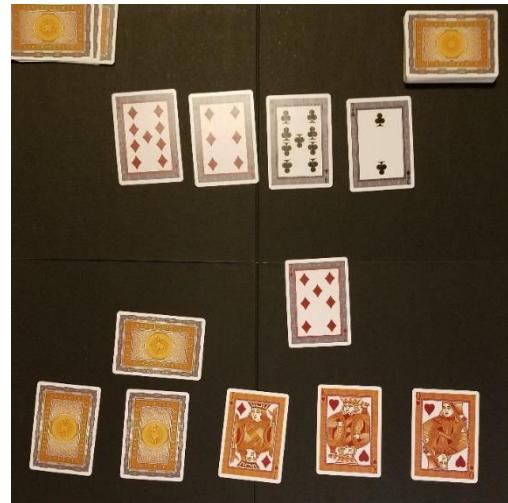
Next Room: 9 ♦, 7 ♣, 3 ♥, 7 ♦



Fight 7 ♣ with 3 ♦, take 4 HP Damage (7-3=4)



Drink 3 ❤️, to regain 3 HP



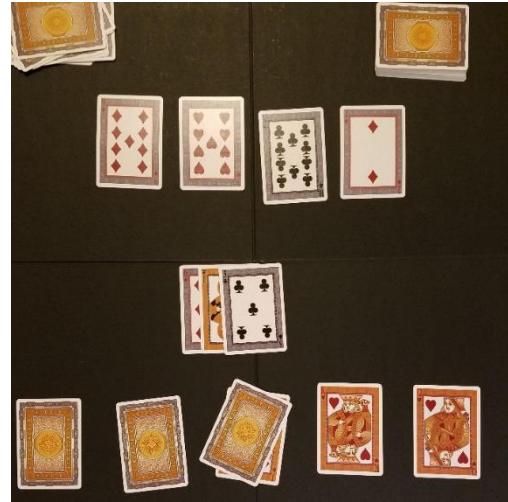
Pick up 7♦ to replace 3♦

Next Room: 9♦, 6♦, 9♣, 2♣



Fight 9♣ with 7♦, 2 damage. Fight 2♣. Pick up 6♦

Next Room: 9♦, Joker, 5♣, 8❤️



Fight Joker with 6♦, 9 damage. Drink 8 ❤️, Fight 5♣

Next Room: 9♦, 9❤️, 9♣, 2♦



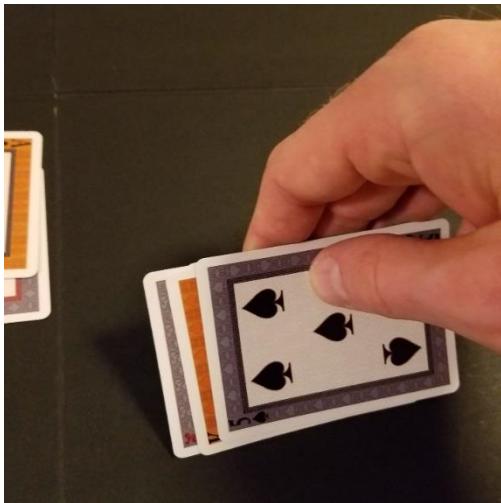
Pick up 2♦, Fight 9♣ for 7 damage, drink 9 ❤️

Next Room: 9♦, K♠, 2❤️, A♣



Pick up 9♦, fight A♣ for 5 damage, drink 2 ❤️

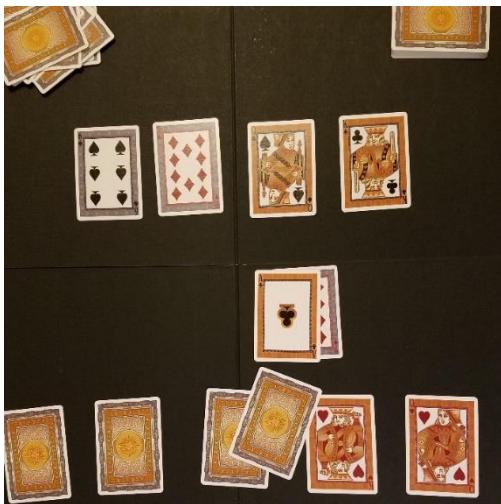
Next Room: 5♣, K♠, Joker, Q♣



Too strong! Run!



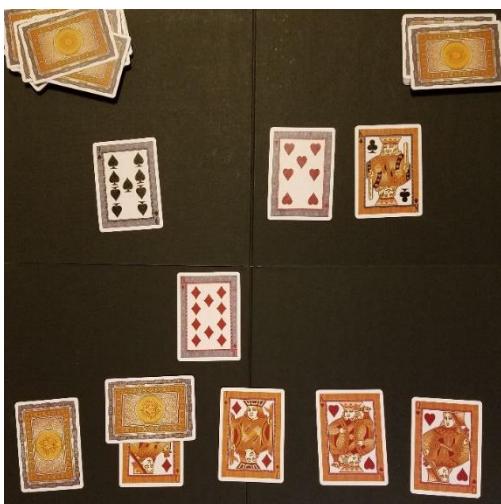
Shuffle and deal new room.



Next Room: 6♠, 10♦, Q♠, K♣  
With 9♦, Fight Q♠ for 3 dmg, 6♠ for 0 dmg



Pick up 10♦ and go to the next room.  
Next Room: 9♠, 10♥, 7♥, K♣



Drink 10♥ to restore 10 HP



With 10♦, fight K♣ for 3 damage



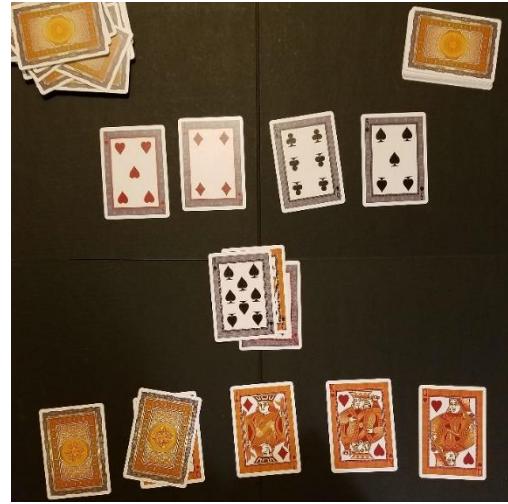
Drink 7 ❤ to restore 7 HP



Next Room: 9 ♠, J ♠, 8 ♦, 3 ♣  
With 10 ♦, fight J ♠ for 1 dmg, 9 ♠ & 3 ♣ for 0 dmg



Next Room: Q ♣, 8 ♠, 8 ♦, 5 ♠  
Pick up 8 ♦, fight Q ♣ for 4 dmg, 8 ♠ for 0 dmg



Next Room: 5 ❤, 4 ♦, 6 ♣, 5 ♠  
Drink 5 ❤, With 8 ♦, fight 6 ♣ and 5 ♠ for 0 dmg



Next Room: 4 ❤, 4 ♦, 3 ♠, 4 ♠  
With 8 ♦, fight 4 ♠ and 3 ♠ for 0 dmg, Pick up 4 ♦



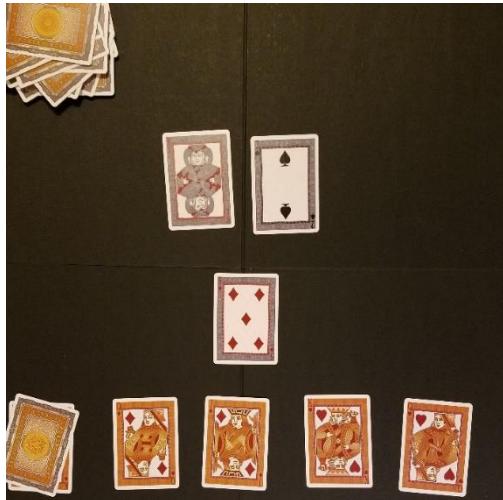
Next Room: 4 ❤, J ♣, K ♣, 10 ♠  
Fight K ♣ for 9 dmg, drink 5 ❤, fight J ♣ for 6 dmg



Next Room: 6 ♥, Joker, 5 ♦, 10 ♠  
Drink 6 ♥, with 4 ♦ fight 10 ♠ for 6dmg, Pick up 5 ♦



Last Room! Joker, 2 ♠, 10 ♠, J ♥



Drink J ♥ to restore 11 HP



With 5 ♦ fight Joker for 10 dmg  
Fight 2 ♠ for 0 dmg. Escaped the dungeon!

Final Score: 7 (Party HP remaining)