



**DIAMONDS
& DRAGONS**

**a dungeon crawling
card game**



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!