

Dungeons of Immortal Magic



👤 **RULE BOOK 2025** 👤

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Before you start:

**Each player must have a deck of up to 75 cards.
(Dungeon cards may not be played from player decks.)**

Setup:

Dungeon: For a standard game place 16 cards down in a 4x4 grid. These cards are drawn from the shuffled dungeon cards deck. Place your dungeon card draw pile next to the 4x4 setup. Also, have an area next to the draw deck for the graveyard (Discarded dungeon cards).



Dungeon Cards



Draw pile



Graveyard (discard)
Cards are placed here face up.

Dungeon Gems, and Soul Counters:

Place a pile of Gems and Soul Counters as a drawing pile anywhere next to the Dungeon Deck. “Gems” are the small purple gemstones that came with your starter kit, and soul counters are the small skull beads.

Your Deck:

Place your deck anywhere around your deployment area, also have a designated area for your graveyard. Any of your discarded cards will go to your graveyard

There is a difference between your graveyard and the dungeon graveyard!

(Deployment Area)



Draw pile



Your Graveyard



Draw pile



Graveyard

Basic rules:

Start: Each player draws 7 cards from their shuffled deck. Each player also starts with 5 gems. Roll to go first, highest roll goes first.

1st turn and all turns afterwards:

On your first turn of the game, you may not draw anything. However, On every turn after you will start your turn by drawing a card and a gem. Players also have these options before they start their turn: Skip your turn to draw 2 cards and a gem. Or skip your turn to draw 1 card and 2 gems. Also note that on any turn a player can pay 1 gem to draw an extra card. (The limit for this is 2 gems for 2 new cards.) You may also discard 2 cards to draw a new card. (This is unlimited). This must happen during the deployment phase!

Turn phases:

These are structured steps you must play by on your turns.

Deployment/Equipment phase:

This is the first phase of your turn where you can deploy characters, equip them with weapons, armor, and items, also play items, arms, and spells into the deployment area. Characters may be equipped anywhere in the dungeon. However, weapons, armor, and items can only be removed or replaced with other cards when the equipped character is in the deployment area (before the first dungeon room).

Movement phase:

You may now move characters into the dungeon, this is where your combat and events in the dungeon will take place. To make sure you move your characters correctly: Refer to page 11 and page 16.

Note: You cannot equip characters during the movement phase, you may **ONLY PLAY INSTANT CARDS**.

Important things to remember:

Cards may only move once per turn unless otherwise specified on the card. DEPLOYING A CHARACTER CARD COUNTS AS A MOVEMENT THEREFORE THEY MAY NOT MOVE THE ROUND THAT THEY WERE DEPLOYED. When a character moves from one room to the next, the room it was previously in is discarded if defeated, completed, or collected. Then replaced with another dungeon card. A player must also have no more than 7 cards in their hand. At the end of your turn, you must discard down to 7 cards in your hand. **Note: Characters from the same deck may not be placed or moved into spaces together. Unless otherwise specified on a card.**

Combat rules:

Character cards and dungeon enemy cards roll the number of dice for attack and defense as indicated by the number next to the dice icon on the card.



Rolls 3



Rolls 4

Combat Rules (extended)

When your character enters a room that has an opponent's character card in it, you will attack first, unless a card specifies otherwise.

Attacking: To attack, you will roll the amount of dice that corresponds with the dice number on your card's center tab.

Defending: The opponent must roll the amount of defense dice that correspond with their dice number. They must roll equal to or higher to defend the attack. If the defending player cannot roll equal to or higher, the character dies in battle and is discarded along with all their equipment/items.

Remember to add all additional attack and defense numbers on your character, weapons, armor, etc., being used in battle to your rolls. Instant cards may change the outcome of a battle, and the effect will be written on the card. Character card descriptions can also change the way a battle is played, so make sure to read all the cards before commencing any battle.

Dungeon Cards

When you flip a dungeon card to enter the room you will reveal 5 types of cards. Dungeon enemies, fate cards, fate roll cards, treasure cards, and room/trap cards. When you reveal a dungeon enemy, the enemy always attacks first. Unless otherwise specified on your card or the enemies card.

Dungeon enemies will have the same number in the bottom left corner that every card has. However, this is not the cost but the amount of gems you will receive from defeating the enemy. Dungeon enemies will also have the standard attack and defense additions, as well as a card description.

Fate Cards: These usually have negative effects for the player who reveals them. Some include a Fate Roll, where the outcome depends on the number rolled with a die. **Room Cards:** These have written effects that reflect the nature or function of the room. **Trap Cards:** Trigger when a player enters the room, typically resulting in a harmful effect. **Treasure Cards:** These are beneficial—often rewarding players with gems and sometimes additional effects, such as drawing extra cards.



Dungeon Enemy Combat Rules Extended

When you defeat any enemy in the dungeon you will also collect a SOUL COUNTER. Soul counters will be explained later. Refer to page 15.

If a dungeon enemy kills you:

Discard your character and all their loot. Place a soul counter on the enemy that killed you. When this enemy is killed it will now have an extra soul counter to give to a player. For example: If I kill a dungeon enemy with two soul counters on it (2 characters lost in battle to the enemy) I will collect 3 soul counters. 1 for defeating the enemy and 2 more for the additional soul counters on top.

WHEN A CHARACTER IS DEFEATED:

When you die in combat to an opponent: The opponent will receive a soul counter and any additional soul counters you had with this character. The character that enters a room already occupied by an opponent's character will attack first, which is the opposite of how battles against dungeon enemies work. If you win the battle, you will replace the defeated character in that room, moving into the dungeon room space.



How to win

The objective of the game is ultimately up to the players' creativity. However, for competitive play, two or more players can agree on whether 1, 2, or 3 Dungeon Champions are needed to win the game, depending on the desired game length. A Dungeon Champion is a character card that successfully enters the opponent's deployment zone. When a player achieves the agreed number of Dungeon Champions, they win the game. Keep in mind, there are many ways to play—so have fun and get creative. **If the dungeon runs out of cards to replace room cards, leave the empty spaces open. Treat these empty spaces as open rooms with nothing in them. This will accelerate PVP encounters within the dungeon. Good luck!**

Advanced rules (all further pages)

This guide will help you navigate and play D.I.M. perfectly with ease. These rules also help with deck building so read carefully. To understand D.I.M. the best, you need to understand the card types, what they do, and the rules involved in them.

Cards

Each card has a cost in the bottom left corner, this represents how many dungeon gems it costs to play the card. A card type in the middle, and a name at the top, underneath the type are the stats and description of what the card does. Cards will also have a **W** or **M**. This indicates that they belong to either the warrior class or the mage class.

The red number in the bottom left corner is only the gem cost to play the card.



Card Types

Character Cards

Note: The numbers on the shields are added to your **attack** or **defense** rolls.



Galdrol the Wizard is a Human, mage-class character who rolls 4 dice for both attack and defense and has an additional +5 defense. He is not affiliated with any specific village or kingdom. As a royal-class character, he can move in all directions, including diagonally, and costs 4 gems to play.



Moktar the Beast Tamer is an orc warrior-class character card. He rolls 2 dice for both defense and attack, with an additional +1 attack on his attack roll. He is a mounted character from the Tribe of Olkog (some cards have + and - effects when played with orcs of Olkog). As a special-class character, Moktar can move forward, backward, and side to side. He may move twice per turn and gains +1 defense when equipped with a spear (weapon card). He costs 2 gems to play.

This should give you a good understanding of the cards and their meanings. Character cards feature various symbols that explain how they

are played, which will be detailed on the next page. Human cards are blue, Orc cards are green, Dwarf cards are red, Elf cards are purple, and neutral race cards are grey (these are characters that are not affiliated with any of the four main races or cultures). Races are more lore-based and work better when played with other cards of the same race. However, races can always be combined in the decks you build.

Card Symbols

Symbol Key


1 +1 attack


2 +2 defense


1 Costs 1 gem


1 1 gem granted when defeated


1 Card rolls one die for both attack and defense, or grants an additional attack or defense die depending on its description.


 Requires 1 hand to use


 Requires 2 hands to use

 Card can only fill a maximum of 2 armor spaces.

4
 Card has 4 available hands

 Card cannot wear a helmet

 Card has only 1 available hand

 Card has no available hands

Movements:

Soldier ▲▼

Special ▲▼◀▶

Commander ▲▼◀▶

Royal ▲▼◀▶ Diagonal

*Remember to
always read card
descriptions.*

*Number
values will
vary.*

*Dungeons of
Immortal Magic*

Instant Cards

Instant cards can be played at any time during the game. The effect is written on the card, or the card displays additional defense and attack shields. Instants may have a W or M written on them. This means that the instant can only have an effect on a Warrior or Mage, or only have an effect on a battle a Mage or Warrior is in. This rule also applies to every card. Instants are discarded immediately when played. Remember that Instants can be played on opponents at any time. For example: An opponent is fighting a dungeon enemy and I play a fireball instant spell to add 6 damage to the dungeon enemy's attack. Instant cards can be any type of card, such as Instant Arms or Instant Spells. "Instant" simply means the card can be played at any time during the game.

Instant Spell:

Instant spells are spells that are played at any time during the game. Only playable if a Mage class character of yours is in the dungeon. Instant spells have the same rules as instants.

Remember! Any non character card with a **M** or **W** on it may only be played by the corresponding character card.

Spell:

Must be played in the deployment phase of your turn.

The effect is written on the card. Only playable if a Mage class character of yours is in the dungeon. **Spells will have magic types such as fire, electric, and more. These types classify both the spell and the kind of damage it deals.**

Arms:

Only playable if a Warrior card of yours is in the dungeon (deployment area counts as the dungeon). Effect written on card. Good for warrior-based decks.

Universal

Played during the deployment phase. These cards affect all players and the entire game. Effect written on card. These cards can be removed or stopped by certain spells and instants.

Niche Spell/Instant Rule – Exiting a Room Mid-Battle

If a character exits a dungeon room mid-battle due to an instant or card effect, any spells or instants that would now have no effect are subject to a dice roll to determine their fate: Roll 1–3: Discard the card, Roll 4–6: Keep the card. A separate roll is made for each affected card.

Item:

Must be played or equipped during the deployment phase. The card will specify whether it is played in the deployment area or equipped with a certain character card.

IMPORTANT

Deployable cards are played in your deployment area, also known as before the dungeon, anywhere you choose. These cards typically affect all cards and can be used on any of them throughout the dungeon. Cards labeled "**Equipment**" in the center bar must be equipped to a character card and usually affect only that character. Character cards have a limit of 2 items per character.



Since the card is not specified to be used by one character card then it is played in the deployment area and can be used on any encounter in the dungeon for +1 defense.

Character cards can only have a max of 2 items equipped to them.

Weapons

Each weapon card is equippable to your character cards and will have hand icons on them. **Each character has a maximum of 2 hands** unless otherwise specified on the card. A weapon card could have 1 hand or 2 hands indicated on it, which denotes how many hands it requires. For example, if your character has a 1-handed weapon equipped, they can only equip another 1-handed weapon card, not a 2-handed one.



Uses 2 hands, your character may not equip more weapons. Adds 6 damage to your attack roll.

Weapons and armor can only be unequipped in the deployment zone. When unequipped, return the card to your hand. If you choose to play it again, you must still pay its cost.

(Uses 3 armor spaces)
You cannot have anymore armor equipped

Armor

Armor cards are equippable by character cards. Each armor card has a small shield icon in the center tab with a magenta/pink number on it. This number represents how many armor spaces it requires, similar to the weight and size of the armor. **Each character can only have a maximum of 3 armor spaces filled**, unless otherwise specified on the card (such as with goblins, hobbits, etc.). Players cannot equip duplicate armor types—this means no equipping two helmets, two chestplates, etc. However, some combinations, like a chestplate and a vest, may be allowed as they serve different functions and can reasonably stack. Use common sense when equipping armor. If there's any uncertainty, the decision can be made collectively by the players involved.



+effect? If a card says "+X effect" to spells, arms, or similar, it means you increase the card's numerical effect by that amount. For example, "+2 effect to fire spells" would add 2 damage to a Fireball.

SOUL COUNTERS (DUNGEON XP)

Soul counters function like dungeon XP and are earned through the death of an opponent or enemy. When an opponent or enemy dies, the player who defeated them receives a soul counter, and any soul counters already attached to that character/enemy are also transferred. When a character gains a soul counter, it provides +1 attack and +1 defense. Essentially, the more opponents you defeat, the stronger your character becomes. Each character can only have a maximum of 5 soul counters, unless otherwise specified on the card or through the effects of another card.

Remember!

Characters may only have a max of 5 soul counters.

Dungeon enemies may have unlimited.



Killing this card will give you one soul counter. If you decide to use this soul counter, it gives your character +1 attack and defense until your character dies. (then they are transferred to the enemy that killed you). If you are killed by fate and not at the hands of an enemy or opponent, simply place your character's soul counters back in the pot.

Extra Movement Rules

When moving in the deployment area, think of it as an imaginary grid. Characters move into spaces to the left, right, or side to side, similar to their movement in the dungeon. When a character is placed behind another character, and the character in front moves forward into the dungeon, the character behind will slide forward until they reach the first dungeon card in front of them. At that point, they must be moved to enter the dungeon.



DUNGEON CAMPAIGNS:

Dungeon campaigns come with their own set of rules and additional cards to enhance your dungeon experience. These campaigns align with the current lore of the game, corresponding with the specific dungeon theme. For example, the 2025 edition, Necromancer's Lair. Have fun and get creative! These campaigns offer multiple ways to play, accommodating different numbers of players.

Congratulations! If you've made it to this page, you now know how to play ***Dungeons of Immortal Magic***! You've learned the rules, mastered the mechanics, and are ready to dive into the adventure. Now it's time to get creative—customize your dungeon, build unique decks, and craft thrilling challenges for you and your friends. Whether you're strategizing the perfect deck or designing a dungeon full of surprises, the possibilities are endless. So gather your party, set forth on your journey, and most importantly, have fun exploring the dungeon!

See you there...



Game play examples:

Warning: This is an older version of the game but concepts are still the same.

Lets say that I justed started a standard game, I have the dungeon setup, my deck ready, and so does my opponent. We roll the dice to see who goes first and I roll higher. I already have 5 gems and 7 cards in my hand. Since it is my first turn I will not draw a card and a gem. This is what my hand looks like:



**2 character
1 weapon
1 armor
1 universal
1 item
1 Instant spell**

This is a good hand to start with, it gives you lots of options and potentially a fully equipped character. For the deployment phase I am going to play Kenelm "flame caster" and Gresham of vado both at the start of a column in the dungeon. Gresham costs 2 gems as seen in the bottom left corner, so I will place 2 of my gems back in the pile and then play Gresham. I now have 3 gems total. Now for the equipment phase of my turn I will equip gresham with the Vadorian Gauntlets. This card cost 1 gem to play so I will spend 1 gem and equip Gresham.

Game Examples Continued

This is what the game would look like so far:

Gresham rolls 2 dice
(Special) and has +3
defense due to a +1
for being Vadorian,
and +2 from the gauntlets.

My side

Draw pile

I have 2
gems currently



Gems pot

Opponent's Draw pile



Opponent's deployment zone

Opponent's Hand



Game Examples Continued

Looks like I am going to save my potion of strength for later when I have more gems. Now that I have deployed and equipped, it would be the movement phase. However, since I have just deployed my character cards, I cannot move any of them yet. **Remember! Gresham can move twice (on his card description).** Since not being able to move blocks me from entering rooms or fighting any enemies, my turn is over. **It is now my opponents turn, lets see what is in his hand:**



Only playable if our opponent plays Xugag The Unnatural or another Warrior.

Any time you draw a Royal card to start it is a good hand (in most cases). Now my opponent is going to deploy, remember he doesnt draw any cards or gems. My opponent chooses to play Nulgha "The Undefeated" and Xugag The Unnatural. He places them in the collumns he would like to move into. Since Nulgha cost 4 gems, our opponent only has 1 gem left. During his equipment phase he plays Helm Of Olkog since it doesnt cost anything. He equips the helmet to Nulgha. My opponent cannot equip or move anymore so his turn is over.

Game Examples Continued



My side

Draw pile



I have 2
gems currently



Gems pot

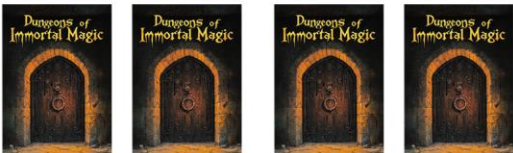
Placing characters in
the same collumn provides
potential defense from
letting them become a
champion.

Opponent has
1 gem currently



Opponent's Draw pile

Opponent has
3 cards left in his
hand.



Game Examples Continued

Now it is my turn again, since this is not my very first turn of the game, I will draw a card and a gem. I chose to draw a card and a gem instead of skipping my turn for more cards or gems. Lets see what card I just drew and add it to my hand.



New card



Hand (5)



Draw pile



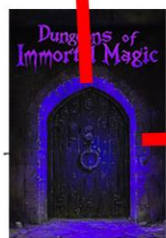
I have 3
gems currently



For my deployment phase I wont deploy any cards. For my equipment phase I will equip Kenelm "flame caster" with the Drovaerian shortsword. Now for my movement phase I am going to move both Kenelm "flame caster" and Gresham Of Vado forward a space in the dungeon.

Game Examples Continued

I have officially moved my characters into the dungeon. I will start with whichever character. I am going to start with Kenelm “flame caster”. We will move him forward (the only direction he can move) 1 space and reveal the “room card” that he has moved into.



The revealed card is a “Dungeon Wolf”, it has no additional attack or defense. It also has no special abilities. It rolls 1 attack and defense dice. If defeated I will receive 1 gem and 1 soul counter.

Now my character and the dungeon enemy will engage in a battle. Remember that dungeon enemies always attack first so I will roll attack for the Wolf first.

Dungeon Wolves attack: The enemy rolls a 5 for attack.

Now I must defend against this attack. Kenelm must roll equal or higher than a 5 to successfully defend.

Kenelms defense: Kenelm rolls a 5 as well! lucky roll...

Kenelm has defended against the Dungeon Wolf's attack. Now it is his turn to attack the wolf. Remember that Kenelm only rolls one dice because he is Soldier class.

Kenelms attack: Kenelm rolls a 1. Not so lucky...

It is impossible for Kenelm to defeat the Dungeon Wolf with this attack roll. However In my hand I have a fireball spell that can be casted because a mage (Kenelm “flame caster”) is in the dungeon. I decide to play the fire ball spell, it adds 6 to my attack, making it impossible for the enemy to defend.

Game Examples Continued

The dungeon enemy rolls 1 dice, so even if it rolls a 6 in defense, I rolled a 1, +6 (Fireball spell), +1 again because of Kenelm's card description stating: "+1 effect to spells", and an additional +1 for his weapon: Drovaerian shortsword. Meaning my total attack is 9 and the Dungeon Wolf cannot defend. The Dungeon Wolf is now defeated, discard the enemy and collect a gem and a soul counter. Remember that the soul counter can be traded in for an extra gem. Also discard the fireball spell on use. Now that the battle is over, Kenelm "flame caster" will move into the space/room that the dungeon enemy was in.



VS

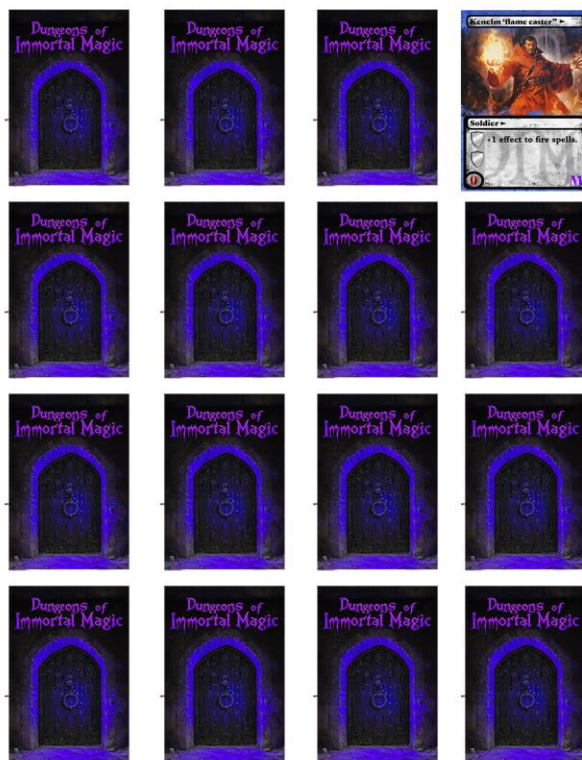


Winner
Advances

Loser
Discarded



Represents Soul Counter



I still have to move Gresham which is what I will do next. Remember that now I have a card in my graveyard (fireball). And the dungeon graveyard also has a card in it (Dungeon Wolf). My hand now has 2 cards in it, and I have 2 gems total (+1 for the start of my turn and -2 to cast spell.) Kenelm also has a soul counter connected to his card. Now I will move Gresham forward into the room in front of him. Next page...

Game Examples Continued

Now I will move Gresham forward and reveal the dungeon card. The card in the room/space is a fate roll card. This means I will roll 2 dice (according to the card) and it will determine my fate moving forward.

Graveyard



Hand (3)



Draw pile



I have 2 gems currently, but will now have 4 total due to the fate roll.



Dungeon Graveyard

Now I will roll the dice... I roll an 8 so I will collect 2 gems (because I have 2 characters deployed). Gresham is a mounted character and moves twice per turn. I will now move Gresham again into the next space in front of him (this is his last movement for this turn). I now have a total of 4 gems and Gresham will be entering the 2nd dungeon room in the column he is in.

Game Examples Continued



The card I revealed is Skullghaz The Killer which is a **Boss** card. Skullghaz rolls 4 dice and has an additional +3 on each roll. However, Skullghaz has -1 to mounted characters, since Gresham is a mounted character, Skullghaz will only have +2 on top of his rolls against Gresham. Or another way to think about it is that Skullghaz has -1 on any of his rolls when facing Gresham. Skullghaz will attack first as usual for enemies.

Skullghaz's attack: 15 on his roll, +3, and then -1 coming out to 17 total attack. Not so lucky for Gresham...

Greshams **defense:** 8 on his roll, +3 from his gauntlets, coming out to a total of 11 defense.

Gresham is defeated in the battle due to his lack of defense against Skullghaz the Killer. Gresham is now discarded along with all his equipment. Skullghaz the killer receives a Soul Counter giving him +1 attack and defense from now on. The space that Gresham was previously in is now replaced with a new dungeon card from the dungeon draw pile, Skullghaz remains face up.

Game Examples Continued

Graveyard

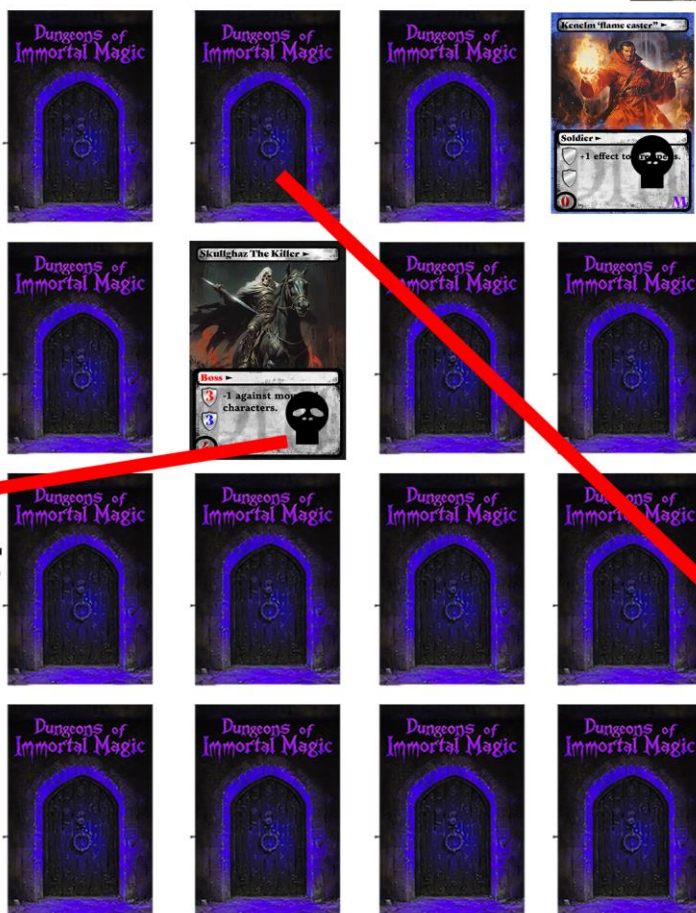


Hand (3)



I have 4
gems currently

Soul Counter is
placed on
Skullghaz making
him have +1
attack and
defense.



Graveyard



Draw pile



Opponent has
1 gem

Unfortunately for me Gresham was defeated in battle, Skullghaz is now more powerful of a boss and will stay there until defeated. Now all my turn phases are over and I cannot do anything so it will be my opponent's turn. My opponent will go through the same process as he ventures through the dungeon. Next page we will display an example of a battle between 2 opponent's characters, as if they have just faced each other head-to-head in the dungeon.

Game Examples Continued

My opponent and I have been moving our character cards through the dungeon, fighting enemies, etc. Eventually we have moved into each other's paths and are placed head- to-head in the dungeon. Only one can pass through to have a chance of becoming a dungeon champion. Whoever's turn it is will enter the room the opponent is in to attack them. For this scenario here is both of our setups going into this battle.

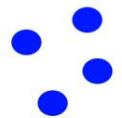
Me:



Hand (2)



Played cards (2)



I have 4 gems currently

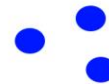
Opponent:



Hand (2)



Played cards (1)

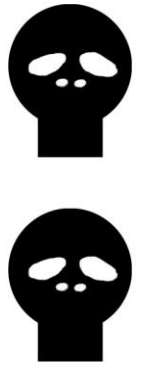


Opponent currently has 3 gems.

Now that we know each player's setup we will look at the characters that are fighting each other. Next page...

Game Examples Continued

Characters in this battle:



Character

Equipped Cards(2)

Soul Counters(2)



Character

Equipped Cards(1)

Soul Counters(1)

Kenelm is entering the room(space) that Xugag is in, so Kenelm will attack first. Next page...

Game Examples Continued

Before we start the battle we must remember that this Universal Card is in play: This means Xugag will have -2 on every roll because he is a Warrior.



Kenelm is moving forward into the space that Xugag is in.

Kenelm's attack: Kenelm rolls a 1 for attack

Kenelm also receives +3 attack for 2 Soul Counters and his sword, this is a total of 4 attack. Now Xugag Must defend...

Xugag's defense: Xugag rolls a 6, lucky roll...

Since Xugag has -2 on everything, he barely defends. Now he attacks.

Xugag's attack: Xugag rolls a 5

Xugag receives +5 attack from his axe and Soul Counter, our opponent also uses 3 counters from the card "Goblin Army" for +3 attack. However we must take away 2, this gives him a total of 11 attack. Kenelm must defend now...

Kenelm's defense: Kenelm rolls a 2

Kenelm also receives +4 defense from his armor. However, it is not enough to defend, so Kenelm must use an instant card he has in his hand. He chooses to play "Royal Guard" giving him an instant +5 defense. This allows Kenelm to tie and defend Xugag's attack. Now Kenelm will attack Xugag again. Next page...

Game Examples Continued

Kenelm's attack: Kenelm rolls a 5 for attack

Kenelm also receives +3 attack for 2 Soul Counters and his sword, this is a total of 8 attack. Now Xugag Must defend...

Xugag's defense: Xugag rolls a 5

Xugag's total is 4 and he won't be able to defend. Our opponent must play the "Warriors Calling" card if he wants Xugag to survive. Our opponent plays the card and calls in "Nulgha The Undefeated" to battle.



Nulgha has a total of +4 additional attack, and +3 additional defense. He is also a Royal class, so it is not looking good for Kenelm. Since Nulgha is helping Xugag in battle we will combine each character's roll for attack and defense.

Nulgha's additional defense: Nulgha rolls a 12

Xugag and Nulgha defend easily. Now it is their turn to attack.

Xugag and Nulghas' attack: Xugag rolls a 4, and Nulgha rolls a 15. This would be impossible for Kenelm to defend already.

Kenelm's defense: Kenelm rolls a 6

Kenelm's defense does not matter, he could play his instant card: "Bested". However, Kenelm will lose the fight anyways so it is unstrategic and a waste of a good instant card. Kenelm is now discarded along with all his equipment. Kenelm's Soul Counters will now be transferred to Xugag, giving him a total of 3 now. Nulgha will go back to the space he was in before. Xugag will stay put and a new dungeon card will be placed where Kenelm once was.

