

Dungeons of Immortal Magic[®]

TTRPG Guide



**Learn how to play DIM when integrating your entire
TTRPG setups for an incredibly immersive gameplay
experience!**

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Note: These rules are an add on to the main rules of the game. If you dont know how to play yet, refer to the main rule book.

Basics

Dungeon setup

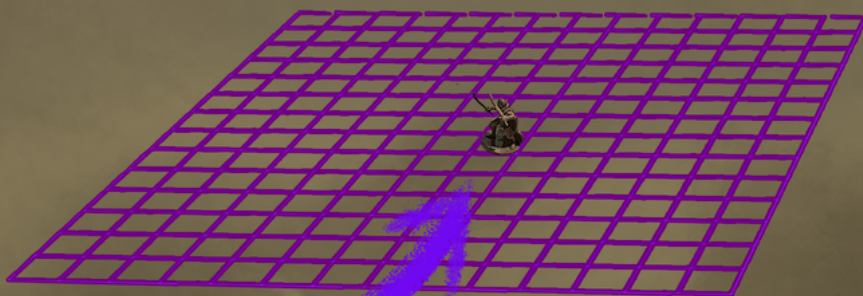
To start the game, set up a grid. Whether you use 1-inch spaces or larger, just make sure the grid size is consistent. Each individual grid space—or a connected group of spaces arranged in a 3x3 formation—represents dungeon cards, rooms, or areas your character explores. Think of it like a traditional card grid, but with more spatial flexibility and customization.

This setup can be customized with any pieces you like—stairs, walls, towers, or anything else you can imagine. Be creative and have fun! Most rules are flexible and can be adjusted to suit the players' preferences, as tabletop RPG play is often more casual and collaborative.

Miniatures

Your miniatures will be used to represent the cards you play or the enemies you reveal. Instead of placing character or enemy cards directly on the dungeon grid, keep them separate—off to the side. Each character card should have a corresponding miniature on the grid to represent it. This makes movement easier and keeps all equipment and stats visible for quick reference.

Place character cards outside the dungeon grid and use their miniatures for movement and interaction. Do the same for enemy cards—keep the cards off-grid and use miniatures to represent them within the dungeon.



Movement

Movement Basics

All characters can move in the four main directions: forward, backward, left, and right. Only Royal and Legend-class characters are allowed to move diagonally. Enemies, whether moving on their own or being pushed or repositioned, cannot move diagonally.

Before the game begins, players should agree on a universal movement range for all characters.

This can be:

A set number of grid spaces per turn (e.g. 3 or 6), or

Determined by a dice roll each turn (e.g. 1d6 movement)

Use the method that fits your group's playstyle best.

Direction-Based Movement

Direction is important for movement affecting auras.

Forward: The direction leading your character toward the main objective (like a boss room or enemy spawn area).

Backward: The opposite of forward—away from the objective.

Left and Right: Determined based on your forward-facing orientation.

Establish a clear “objective side” of the board at the start so everyone has the same sense of direction.

Walls and Barriers

Characters cannot move through walls, obstacles, or impassable terrain.

If an effect (like a knockback or launch) would move a character into a wall or blocked space, the movement is canceled or stops at the last valid space.

Example: If a character is launched backward 3 spaces but a wall is right behind them, they don't move past it—they're stopped by the wall.

Dungeon Space and Room Rules

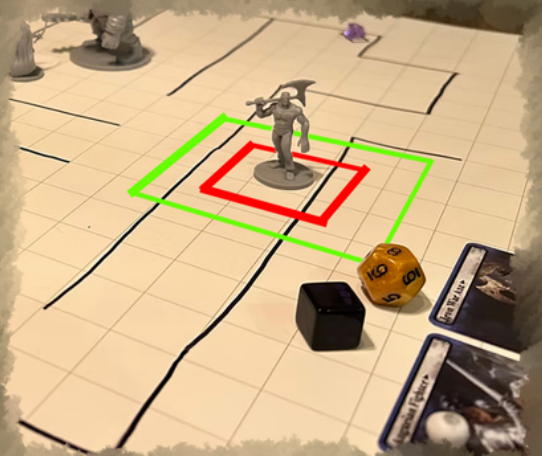
Each character stands on a single grid space. The 8 surrounding spaces (forming a 3x3 square) make up the current dungeon room they're in.

If the character ends their movement inside the same 3x3 space they started in, no dungeon card is revealed.

If they exit that 3x3 space during movement, they're entering a new dungeon room, and a new dungeon card must be drawn to reveal the area. Creating the new 3x3 dungeon space they are now in after moving.

Dungeon Enemy:

In game modes where dungeon enemies move, they move at half the distance of normal players. If the movement value is an odd number when rolling, round up to the next whole number.



Combat

Engaging in Combat

If a character moves into any of the grid spaces within the 3x3 square surrounding an enemy or opposing character, they must engage in combat—just as if they had entered the same space under traditional rules.

When multiple dungeon enemies are engaged in combat and defeated at the same time, collect the reward only for the most powerful enemy. Do not stack or combine rewards.

Important/Advanced Rules

Crowding/Adjacent Characters

Characters may enter grid spaces adjacent to other characters from their player deck, triggering the draw of new dungeon cards. The character entering the adjacent space draws the new dungeon card.

If an enemy is revealed in that space and defeats the moving character, the enemy remains there and must now fight any character standing within its 3x3 square of grid spaces. Combat must be resolved immediately with each character in range.

The same rule applies to opponent characters. Example: If your character enters a grid space that is adjacent to the 3x3 grid areas of two opponent characters, you must first engage in combat with the closest one. If the second opponent is also within range (inside the same 3x3 area), you must then fight them as well—one at a time.

Blocking

When a spell or card is played that blocks a dungeon room space, in TTRPG play, this effect should block a full 3x3 grid square—as long as that area is not already intersected by barriers.

Keep this in mind when building or designing your dungeons: passages can be blocked for strategic effect, but they should never completely stop gameplay or trap players with no way forward.

Exchanging

When working together during TTRPG play, player characters may meet up in the dungeon by moving into adjacent grid spaces. When adjacent, they may exchange cards and gems.

However, keep in mind: only Warriors can receive Arms cards, and only Mages can receive Spell cards during these exchanges.

Conclusion

If you've made it this far, adventurer, you now know the standard rules to help guide you through the TTRPG experience of DIM.

Remember to stay creative and explore new playstyles as you journey through your game. For additional modes, variants, and updates, visit the Tavern—new ways to play are added regularly.