

Dungeons of Immortal Magic[®]

Official Rule Scroll 2025 Edition



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Art: ELWarlock

Start and Setup

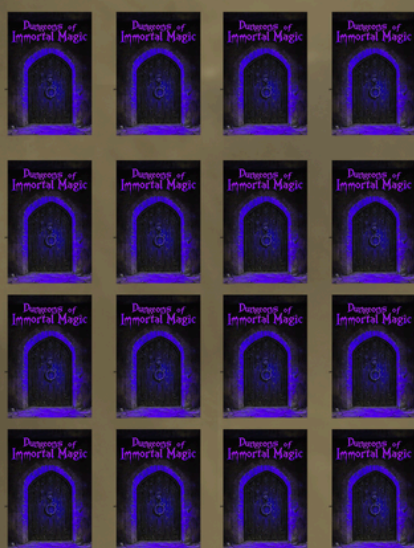
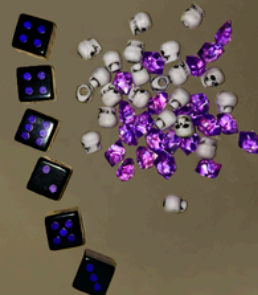
Before you Start

Each player begins with a customized deck of up to 75 cards. Refer to the competitive deck rules for duplication limits and other regulations via www.dimcardgame.com. Dungeon cards are not to be included in player decks. Be sure to have a set of D6 dice and your game pieces ready. Other types of dice are not prohibited and may be used to suit your play style.



Setup

For a standard competitive game, place 16 dungeon cards face down in a 4x4 grid. This forms the dungeon that you will explore and conquer using your deck. For a faster-paced, more strategic game, use a 3x3 grid instead. Place the shuffled dungeon card deck next to the grid—dungeon cards will be drawn from here as needed. Also, set aside a designated area for your dungeon graveyard. Discarded dungeon cards should be placed in this area.



Dungeon Cards

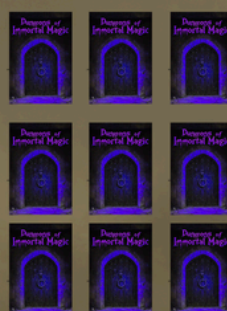


Draw pile



Graveyard (discard)

3x3 Setup

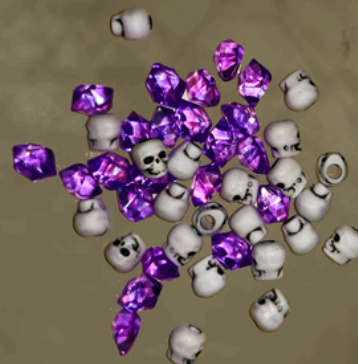


For a faster-paced game with quicker access to champions (explained later), use a 3x3 grid instead. Slight rule changes apply to this mode: opponents may optionally grant a player's character champion status if they enter a dungeon room adjacent to the opponent's deployment zone. This rule is designed to discourage stalking and camping tactics.

Pieces and Decks

Dungeon Gems, and Soul Counters

Place a pile of Gems and Soul Counters as a draw pile anywhere next to the Dungeon Deck. Both are included in your starter kit—Gems are the small purple gemstones, and Soul Counters are the small skull-shaped beads.



Your Deck

Place your deck anywhere within your deployment area—the section of the table directly in front of you, before the dungeon. Also, set aside a designated space for your graveyard. Any of your discarded cards will be placed in this graveyard area.



(Deployment Area)

Draw pile



Your Graveyard



Use your deployment area to play all deployable cards from your deck. For characters, treat this space as an imaginary grid. Movement functions the same in the deployment zone as it does within the dungeon, so place your characters wisely. This will be further explained later. However, keep in mind: when a character enters the dungeon and another character is directly behind them (in line), the character behind will automatically slide forward toward the dungeon. In other words, characters do not need to move manually within the deployment zone to follow forward.

The Deployment Zone is endless—representing the realm outside the dungeon gates where you gather your army. Players may place cards anywhere within this area. The only limitation is the physical space available on your table.

Basics

Start

To start the game: Each player draws 7 cards from their shuffled deck and begins with 5 gems. Players can place their gems anywhere within their play area. Roll to determine who goes first — the highest roll takes the first turn.

Players may draw a new hand one time if they don't like the one they start with...

Turn Structure

First Turn: On your very first turn of the game, you may not draw any cards or gems.

All Turns After: At the beginning of each turn (after the first), you draw 1 card and gain 1 gem.

Pre-Turn Options

Before starting your turn, you may choose to skip your entire turn to do one of the following:

Draw 2 cards and gain 1 gem, or

Draw 1 card and gain 2 gems

Note

You must discard down to 7 cards at the end of your turn!

Bonus Draw Options (Allowed During Any Turn Phase):

At any point during your Deployment Phase (but not during battle), you may:

Pay 1 gem to draw 1 extra card
(Limit: 2 gems per turn for a maximum of 2 extra cards)

Discard 2 cards to draw 1 new card
(No limit on how often this may be done)

Basics

Turn Phases

These are the structured steps you must follow during your turns.

Deployment/Equipment Phase

This is the first phase of your turn, where you can deploy characters and equip them with weapons, armor, and items. You may also play items, arms, and spells into the deployment area. Characters can 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 entering the first dungeon room.

Cards that must be played during this phase include character cards, any card that does not say “Instant” on it, and any card labeled as “Deployable.”

Movement Phase

This phase is when you will move all of your character cards. Movement will be explained in detail later. The only cards that can be played during this phase are those that have "Instant" on them or specifically state that they are to be played during this phase. This is the phase where both combat and movement occur.

Important Things to Remember

Each character has a movement limit of one space per turn, unless a card specifically allows otherwise. Characters from the same deck may not enter rooms together unless a card is played that permits it. When a character moves from one room to the next, the previous room or space is replaced with a new dungeon card. Dungeon cards are often referred to as spaces or dungeon rooms. When a character is deployed, it counts as that character's movement for the turn, meaning the player cannot move that character again during that turn unless allowed by a card effect.

Combat

Dice Rolling in Combat

Character cards and Dungeon Enemy cards roll a number of dice for attack and defense as indicated by the number next to the dice icon located on the middle tab of the card. This number represents the total amount of dice rolled during all battle turns. Battle turns will be explained later.

3 

This Dungeon Enemy rolls 3 dice when engaged in combat.



Entering Combat

Whether it is a dungeon enemy or an opponent's character, when your character card enters the same dungeon room or space as the enemy or opponent's character, battle is initiated. For dungeon enemies, they always attack first unless a played card states otherwise; this is known as having the jump. For players, the player whose character enters the room attacks first, which reverses the usual rule.

Engaging in Combat

Once battle is initiated, the attacking character rolls the number of dice indicated on its card, plus any additional dice granted by other cards. After rolling, the result becomes the character's base attack number. Next, add the red-numbered shield value from the character card itself (this is the base character's attack shield, which appears on every character), along with any red-numbered shields from equipped or connected cards. The red attack shield is always located above the blue defense shield...

Combat

Engaging in Combat *Continued...*

The same process applies to defense rolls, except blue-numbered shields are used instead. When defending, the player rolls the same number of dice indicated on the character card. After rolling, they add the character's base defense shield value (the blue-numbered shield on the card), along with any additional blue shields from equipped or connected cards.

To survive the attack, the defender's final defense total must be equal to or greater than the attacker's final attack total. If the defense total is lower, the defending character is defeated, and all cards connected to it are discarded.

Loot drops are optional and depend on the rules or mode chosen by the players.

Keep in mind that Instant cards, spells, arms, and other effect cards may influence the outcome of battle. Always stay aware of what's in play.

Important!

Attack values must be finalized before rolling. Any bonuses or penalties from other cards must be added before the attack dice are rolled.

Defense values can be modified after rolling, as long as the card being played allows for it.

Battle Conclusion

When a character is defeated, it is discarded along with all equipped or connected cards. If the winning character was moving into that space, they now enter the dungeon room. If the winner was defending, they remain in place. Empty dungeon spaces must be replaced with a new dungeon card...

Combat

Battle Conclusion *Continued...*

The winner gains 1 soul counter, plus any soul counters the defeated character had. This applies to both player characters and dungeon enemies. The only difference is that dungeon enemies also grant gems (see the Dungeon Cards section).

Dungeon Cards

Revealing a dungeon Card

When you flip a dungeon card to enter a room, you may reveal one of five types of cards:

Dungeon Enemies

Fate Cards

Fate Roll Cards

Treasure Cards

Room/Trap Cards

Dungeon Enemies

When a dungeon enemy is revealed, it attacks first, unless your card or the enemy's card says otherwise. Each dungeon enemy has a number in the bottom-left corner. This is not a cost—it's the number of gems you'll earn for defeating it. Dungeon enemies have standard attack and defense values, as well as a card description detailing abilities or effects.



Dungeon Cards

Fate Cards

These usually trigger a negative effect on the player who revealed the card. The effect is described directly on the card.

Fate Roll Cards

These require the player to roll a die, and the effect depends on the result. The outcomes are listed on the card.

Room/Trap Cards

Room cards have effects written on them that reflect the nature or environment of the room.

Trap cards are specifically harmful and apply a negative effect to the player who entered the room.

Treasure Cards

These are beneficial and often reward the player with gems, allow them to draw cards, or grant other positive effects.

Objective

How to Win

The win condition or objective of the match is ultimately up to the players. In competitive play, victory goes to the player who earns the required number of Champions—either one, two, or three—depending on how long or intense they want the match to be. A Champion is a character card that successfully crosses the grid and enters the opponent's Deployment Zone. **When this happens, the player also earns gems based on the character's class: Soldiers earn 5, Specials earn 4, Commanders earn 2, Royals earn 1, and Legends earn none.**

Advanced Rules

(All Further Pages)

Now that you know the basics, the following pages will guide you through all the finer details and hidden mechanics of the game—everything you need to know to venture the dungeons properly.

Cards and Card Types

Each card (excluding dungeon cards) has a gem cost located in the bottom-left corner, which indicates the number of gems required to play that card. Cards will also feature a “W” or “M” symbol in the middle tab, representing the card’s specialty or whether it must be used by a specific class of character—typically Warrior (W) or Mage (M).

The top tab displays the name of the card. The middle tab identifies the card’s class or type. The bold text on the card contains its mechanic or gameplay description, while the tilted, smaller text provides lore-based flavor, which is not required for gameplay.

Additional small card details and keywords will be explained later.



2nd Edition
Mage symbol



2nd Edition
Warrior symbol

Small black shields at the bottom of the card represent its rarity—the more shields there are, the more common the card. (BETA cards don't include this feature)



Character Cards

Below are two different character cards, along with clear descriptions to help you understand each one.



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.

From the A NEW WAR season, this card has no second edition marking, meaning it is a first edition card.



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 ores 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.



The 'Mounted' specification is one of many, including Halfling, Goblin, Troll, and Dragmar.

Character Cards *Continued...*

This should give you a solid understanding of the cards and their meanings. Character cards feature various symbols that explain how they are played—these will be detailed on the next page.

Races

Human cards are blue, Orc cards are green, Dwarf cards are red, Elf cards are purple, and Neutral race cards are grey. Neutral cards represent characters not affiliated with any of the four main races or cultures.

Races are primarily lore-based and tend to work more effectively when played alongside other cards of the same race. However, you are free to mix races when building your decks.

Symbols



+2 Defense



+1 Attack



Costs 1 Gem



1 gem granted when defeated



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.



Card has 4 available hands

Class Movements

Soldier ▲▼

Special ▲▼◀▶

Commander ▲▼◀▶

Royal ▲▼◀▶ Diagonal

Legend ▲▼◀▶ Diagonal



Card cannot wear a helmet



Card has only 1 available hand



Card has no available hands

Card Types

Instant

Instant cards can be played at any time during the game. Their effect is written directly on the card, or the card may display additional attack or defense shields.

Some Instants have a W (Warrior) or M (Mage) symbol. This means the card can only affect a Warrior or Mage, or only apply to a battle involving one of those classes. This class-restriction rule applies to all card types, not just Instants.

Instant cards are discarded immediately after being played.

Instant cards can belong to different categories, such as Instant Arms or Instant Spells. The word “Instant” simply means the card can be played at any time during the game.

Spell

Spells are magic-type cards that can only be played if you have a Mage in play on the table. Each Spell card has a magic type—such as Fire, Electric, and others—displayed in the bottom corner. This type classifies both the spell and the kind of damage it deals.

For example: If a card says “Immune to Fire attacks,” it means that the character is immune to any Spell card with the Fire type symbol.

Spell Usage Rules

Casual/Competitive Rule: Warriors can cast Spells during battle as long as a Mage is on the field and the Spell card does not have a Mage-only restriction (indicated by an “M” symbol).

Strict Magic Rule (optional): Only Mages can use magic or cast Spells.

Arms

These cards are only playable if you have a Warrior in play on the table. Their effects are written directly on the card. Think of them as battlefield strategies or military advancements designed to empower your Warriors in combat. Remember that these cards can be used with Mages too as long as a Warrior is deployed.

Universal

The rarest type of card in the game, Global Effects impact all players and remain active until they are discarded. There is no limit to how many of these cards can be played throughout the game.

Using Counters for Cards

When a card states to place counters on it, the card is most likely a Deployable or Equipment card. These counters represent a value that can help you.

Example: Counters from a Healing Potion card that each count as +1 defense. When a counter is used to gain its effect, remove the counter from the card.

Dice with a face-up value also work well for this.

(Soul counters are used in the example)



Item

Items must be played or equipped during the Deployment Phase. Each character may hold a maximum of 2 items, unless a card in play changes this limit.

Equipment vs Deployable

Deployable cards are played in your Deployment Area—also known as the area before the dungeon—anywhere you choose. These cards typically affect all cards on your side and can be used throughout the dungeon.

Cards labeled "Equipment" in the center bar must be equipped to a Character card and usually affect only that specific character.

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 have a maximum of 3 armor spaces filled, unless otherwise specified on the card (e.g., Goblins, Hobbits, etc.).

Players cannot equip duplicate armor types—for example, two helmets or two chestplates. However, some combinations, such as a chestplate and a vest, may be allowed since they serve different functions and can reasonably be worn together.



Use common sense when equipping armor. If there's any uncertainty, the decision can be made collectively by the players involved.

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.

Weapon

Weapon cards are equippable to your Character cards and display hand icons to indicate how many hands they require. Each character has a maximum of 2 hands, unless otherwise specified on the card

A weapon may require 1 hand or 2 hands.

For example: If your character has a 1-handed weapon equipped, they may only equip another 1-handed weapon—not a 2-handed one.

Niche Rules and Extra

+ effect to

If a card says “+X effect” to Spells, Arms, or similar cards, it means you increase the numerical effect of those cards by that amount.

For example: “+2 effect to Fire Spells” would add 2 damage to a Fireball spell.

Soul Counters

Soul counters function like dungeon XP and are earned through the death of an opponent or enemy. When an opponent or enemy is defeated, the player who defeated them receives 1 Soul Counter. Any Soul Counters already attached to that character or enemy are also transferred to the victorious player's character.

Each Soul Counter grants +1 Attack and +1 Defense to the character that holds it. Essentially, the more opponents you defeat, the stronger your character becomes.

A character can hold a maximum of 5 Soul Counters, unless otherwise specified by a card or the effect of another ability.

Summoning

When a card instructs you to summon a character or card into battle or elsewhere in the game, it does not mean to summon it from your deck unless explicitly stated.

Unless the card says "from your deck," the summoned card must come from cards that have already been played or deployed.

Exiting a Room During Battle

If a character exits a dungeon room mid-battle due to an Instant or card effect, any Spells or Instants that would no longer have a valid target are subject to a dice roll by the casting player to determine the card's fate:

Roll 1–3: The casting player must discard the card

Roll 4–6: The casting player may keep the card

A separate roll must be made for each affected card.

Campaigns

Campaigns will come with their own set of rules specific to each adventure. Use this rulebook as a base ruleset to clear up any confusion during play.

Campaigns add depth, story, and excitement to the game—so stay tuned for each season's unique campaign!

For an even richer experience, refer to both the Dungeon Seer Rulebook and the TRTRPG Play Rulebook to expand your gameplay possibilities.

More questions?

Contact us via the Tavern at www.dimecardgame.com

Conclusion

Congratulations, Adventurer!

If you've made it this far, you have truly attained a solid understanding of the mechanics and rules. You will now be able to navigate the dungeons smoothly, allowing for the most in-depth and immersive dungeon experience.

Now it's time to get together with your friends, get creative, build your own dungeons, and have fun with your own play style!

See the Tavern for more dungeon layouts and ways to play!



Shadow of Fateklorr: Clan Leader, Very Feared

Art: Jose Parodi