

Dunegon Seer

Rule Book and Guide



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What is the Dungeon Seer?

The Dungeon Seer is a unique player role responsible for controlling the dungeon and strategically placing dungeon cards to challenge and ultimately defeat the other players. Acting as the embodiment of darkness and evil, the Dungeon Seer is not aligned with the Venturers. Their primary goal is to kill or overwhelm the adventurers who enter the dungeon. Through cunning tactics and ruthless decisions, the Dungeon Seer serves as the main antagonist in the game, shaping the dungeon's threats to ensure no hero escapes alive.

Starting and Setup

To begin, the Dungeon Seer will shuffle the Dungeon Deck, which they have built themselves (note: deck-building restrictions may apply—see Deck Restrictions for details). Once shuffled, the Dungeon Seer will draw:

16 cards for a 4x4 dungeon room layout, or A number of cards equal to the number of rooms being placed, depending on the scenario.

The Dungeon Seer will then strategically place the drawn dungeon room cards in a configuration that best supports their tactics and strategy (anywhere).

After the dungeon layout is complete, the Dungeon Seer will:

Draw 7 cards from the Dungeon Deck as their starting hand.

Gain 5 Gems, the primary resource used to play cards from their hand.

Gems are earned in two ways:

1 Gem at the start of each turn, just like the Venturer players, and through combat rewards.

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Starting and Setup continued...

The Dungeon Seer will collect 5 Soul Counters for each Venturer participating in the dungeon. These counters represent the Dungeon Seer's life force and are the central point system for determining victory or defeat.

If the Dungeon Seer's total Soul Counters reach 0, they lose the game.

Further rules on Soul Counters, combat, and victory conditions will be detailed in later sections.

Basic Rules and Turns

On the Dungeon Seer's turn, they have access to the same standard turn actions available to Venturer players. These include:

The Dungeon Seer may choose to skip their turn to gain either 1 extra card or 1 extra Gem.

Note: You must discard down to 7 cards at the end of your turn, regardless of how many cards you draw or gain during your turn. Once per turn, the Dungeon Seer may discard 2 cards from their hand to draw 1 new card. This option can only be used once per turn. Once per turn, the Dungeon Seer may spend 1 Gem to draw 1 new card from the Dungeon Deck. This option can only be used once per turn as well.

Card Playing and Dungeon Enemy Control

The Dungeon Seer may play dungeon cards from their hand into empty spaces in the dungeon layout. In TTRPG play, this applies when no player miniatures are within the room card's radius (see TTRPG guide for grid size details). The Seer may place any card from their hand into these open spots.

Card Playing and Dungeon Enemy Control continued...

The Seer may also play Curse Cards, which apply like Spells or Arms cards.

Curse Cards : Spell Cards (so Disenchantment cards can cancel their effects).

All cards cost Gems to play, based on the bottom-left circle.

If no number is shown, use the default costs:

Fate cards: 2 Gems

Fate rolls: 2 Gems

Treasure cards: 2 Gems

Room & Trap cards: 1 Gem

If a Curse Card is revealed as a room by a Venturer:

It is treated as a 1-die enemy and must be fought. The Seer may attempt to save the curse and replace it with a new dungeon card by rolling a 6 on a D6 before it activates.

Refer to the **TTRPG guide for more detailed rules on room radius and Seer mechanics.**

See next page...

When a player reveals certain card types:

When a Dungeon Seer is in play and a Venturer reveals certain card types in the dungeon, the following effects occur:

Fate Roll Cards: If the player rolls the negative outcome, resulting in a disadvantage or negative effect, the Dungeon Seer gains 1 Soul Counter.

Treasure Cards: When revealed, the Dungeon Seer receives 1 Gem and 1 Soul Counter.

Room Cards: If the room includes a roll with a negative effect, the same rule as Fate Roll cards applies—the Seer gains 1 Soul Counter.

Trap Cards: Treated the same as Room and Fate Roll cards—if a negative effect is rolled, the Seer gains 1 Soul Counter.

Fate Cards: No benefit or penalty applies to the Seer. These effects apply only to the Venturer who triggered the card.

Enemy Cards: The player must engage in combat as normal. **Important:** If the enemy wins, Soul Counters are transferred as follows:

The enemy gains the Soul Counters that the character was carrying.

If the defeated player was carrying any Soul Counters, those are added to the Seer's total as well as added to the dungeon enemy.

If the player had no Soul Counters, the Seer gains nothing—only the enemy gains 1.

With a Dungeon Seer the Enemy soul counter limit is 5.

How to Win as the Dunegon Seer

To win the game, the Dungeon Seer must collect a total number of Soul Counters based on the number of Venturer players in the game. The Seer must collect 10 Soul Counters per Venturer.

Example:

In a 3-player game (2 Venturers), the Seer needs 20 Soul Counters to win.

In a 4-player game (3 Venturers), the Seer needs 30 Soul Counters to win.

At the start of the game, the Seer begins with Soul Counters equal to 5 per Venturer.

Example:

In a 4-player game (3 Venturers), the Seer starts with 15 Soul Counters.

Reminder: If the Seer's Soul Counters are ever reduced to zero, the Seer loses the game.

Duplicate limitations

These are the basic rules for playing as a Dungeon Seer. For full TTRPG Dungeon Seer rules, please refer to the [DIM TTRPG Guidebook](#).

Dungeon Seers are allowed to build their own decks, but there are specific limitations they must follow. A deck cannot contain duplicate Treasure cards, duplicate room cards, duplicate Fate cards, or duplicate Fate Roll cards. Additionally, you may not include duplicate Enemy cards that roll three or more dice.

Conclusion

The Dungeon Seer player role can be very challenging and often requires more strategy and preparation than playing as a Venturer. Get ready to take on a demanding task—but also be prepared to create a fun, memorable, and long-lasting experience for you and your friends.

Have fun, and stay tuned for upcoming Dungeon Pack card drops!

