DIE MIMIC

One sheet. Two dice. Ten minutes. · Solo dungeon · d20, d6, pencil · Rules v0.5

Run no. _____
Result (rooms / win): _____

SETUP: 1. Create your hero (box below). 2. Roll d6 for the boss:
☐ 1–2 Lich ☐ 3–4 Dragon ☐ 5–6 Demon Lord **3. Start in A1.**

HERO Create: roll 4d6 and drop the lowest die; the three results (1–6) are your scores, assign them freely. Bonus: 1–2 → +0 · 3 → +1 · 4 → +2 · 5 → +3 · 6 → +4

STRENGTH ☐ Bonus ☐
Attack bonus = bonus + attack levels

AGILITY ☐ Bonus ☐
Parry bonus = bonus + parry levels (parry, traps) · Sneak: d20 + full score + parry levels

TOUGHNESS ☐ Life ☐
Life = 6 + score

LEVELS every 2nd mark — Attack +1 ☐☐☐☐ Parry +1 ☐☐☐☐ Life +2 ☐☐☐☐

EXPERIENCE ☐☐★☐☐★☐☐★☐☐★☐☐★☐☐★☐☐★☐☐★
1 mark per monster · ★ = tick a level at once

LIFE ○○○○○○○○○○○○○○○○○○○○ (1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20)

ITEMS ☐ ☐ ☐

MIMIC ☐ once per run

DUNGEON

Start bottom left, boss top right. Roll 2d6 on entering, note the content. Move orthogonally only.

Row 4	**A4** 2d6 __ Wounds - - - - - - - - - - - - R	**B4** 2d6 __ Wounds - - - - - - - - - - - - R	**C4** 2d6 __ Wounds - - - - - - - - - - - - R	**D4** **BOSS** Wounds: _ _ _ _ _ _ _ _ (tally marks = boss wounds)
Row 3	**A3** 2d6 __ Wounds - - - - - - - - - - - - R	**B3** 2d6 __ Wounds - - - - - - - - - - - - R	**C3** 2d6 __ Wounds - - - - - - - - - - - - R	**D3** 2d6 __ Wounds - - - - - - - - - - - - R
Row 2	**A2** 2d6 __ Wounds - - - - - - - - - - - - R	**B2** 2d6 __ Wounds - - - - - - - - - - - - R	**C2** 2d6 __ Wounds - - - - - - - - - - - - R	**D2** 2d6 __ Wounds - - - - - - - - - - - - R
Row 1	**A1** **START** R	**B1** 2d6 __ Wounds - - - - - - - - - - - - R	**C1** 2d6 __ Wounds - - - - - - - - - - - - R	**D1** 2d6 __ Wounds - - - - - - - - - - - - R

MONSTERS (attack / defense / wounds)

Row	6 weak	7 normal	8 strong
4 (top)	Minotaur 15 / 17 / 5	Black Knight 15 / 17 / 6	Vampire 16 / 18 / 5
3	Gargoyle 13 / 15 / 3	Ogre 13 / 15 / 5	Troll 14 / 16 / 5
2	Skeleton 12 / 14 / 2	Orc 12 / 14 / 3	Ghoul 13 / 15 / 3
1 (bottom)	Giant Rat 10 / 12 / 1	Goblin 11 / 13 / 2	Giant Spider 11 / 13 / 3

ENCOUNTER

Sneak (before the first blow)

d20 + full Agility score + parry levels ≥ the monster's attack: you slip past and move on, no tally mark, the monster stays in the room (no "R" there). Fail: lose 2 life, fight. Not against the boss or the Mimic. Rule of thumb: if Agility score + 9 ≥ attack, you have 60%.

First strike At the start of every encounter (also after a failed sneak, not against a monster you fled from): if the monster's attack is at most your parry bonus + 12, it does not hit you in the first exchange, and your attack hits automatically (still roll: 20 = 2 wounds).

Fight: roll the d20 twice per exchange

1. Attack roll: d20 + attack bonus ≥ defense → 1 wound. Natural 20: 2 wounds, always hits.

2. Parry roll: d20 + parry bonus ≥ attack → nothing, else lose 1 life. Natural 1 = fumble: lose 2 life. Both count, even if the monster falls. Attack 1 and parry 20: nothing special.

Repeat until the monster falls or you flee. Defeated → experience mark. If monster and hero fall on the same roll, you are dead.

Example Strength 5 (+3) vs. Goblin (defense 13): red 10 + 3 = 13 → wound. Agility 4 (+2) vs. attack 11: blue 8 + 2 = 10 → lose 1 life.

Flee At any time during a fight, back to the room you came from: lose 1 life; the monster stays with its wounds (note them). Also works against elites and the Mimic.

Level Every 2nd experience mark and every altar bonus: tick a box at Attack +1, Parry +1 or Life +2 (max. 4 per line). Life +2 raises your maximum and heals at once. Parry levels also count for traps and sneaking.

THE BOSS

1–2 Lich
Attack 18 · Defense 15 · 7 wounds
Your parry counts –2

3–4 Dragon
Attack 19 · Defense 16 · 6 wounds
A parry roll of 2 is also a fumble

5–6 Demon Lord
Attack 18 · Defense 15 · 8 wounds
You may not flee

Waits in D4 (ticked in the header). No sneaking. You may flee unless its trait forbids it. If the boss falls on the same roll that takes your last life, you are dead.

MIMIC (ONCE PER RUN)

The first 6 on a treasure roll: the chest is alive! It fights like the row's strong monster, but with one extra wound (rows 1–4: 4 / 4 / 6 / 6 wounds). Defeated → tally mark + wand. No sneaking. When it appears, tick the Mimic box on your hero; every later 6 is a normal wand.

ELITE ROW 4: BODYGUARD

Attack 15 · Defense 17 · 7 wounds

HOW A TURN WORKS

1 Pick an adjacent room (horizontal/vertical only) and enter it. You start in A1.

2 New room: roll 2d6, write the number in, resolve it (table and "In the room" below). Visited room without a monster: rest, if no "R" yet. With a monster: sneak or fight again.

3 Monster: sneak or fight (see "Encounter" below the grid). Defeated → tally mark; every 2nd mark → tick a level at once.

4 Life 0 → you fall. Boss in D4 defeated → you win.

ENTER A ROOM: 2D6

2 Secret passage: to any adjacent room (diagonals too), no roll
3 Altar
4 Trap
5 Treasure
6 Monster, weak
7 Monster, normal
8 Monster, strong
9 Treasure
10 Trap
11 Altar
12 Elite: d6 → 1–2 weak, 3–4 normal, 5–6 strong, each from the row above (row 4: bodyguard)

IN THE ROOM

Trap d20 + parry bonus ≥ the row's trap value (row 1: 8 · 2: 11 · 3: 14 · 4: 17), else lose 2 life, in rows 3–4 even 3 life.

Altar Restore all life OR tick one level.

Treasure Roll d6 on the treasure table (bottom right).

Secret passage You must jump: to any adjacent room, diagonals too, no roll. The target room counts as visited and empty (no rest on arrival); the boss room starts the boss fight.

Rest Re-enter a visited room with no monster in it (after fleeing or walking back on purpose) and you regain 2 life once → tick "R". Not on your first visit.

Visited rooms are never rerolled. A monster left standing keeps its wounds.

TREASURE: D6

1 Healing Potion
One use: regain 5 life, any time

2 Shield
Once per fight, ignore one lost life point

3 Keen Blade
Your natural 19s count as 20s

4 Lucky Amulet
One use: reroll one exchange (attack and parry) or a trap roll

5 Torch
One use: reroll a room you just rolled, even a trap, before you roll against it

6 Wand
One use: deal 2 wounds to a monster (even the boss) at once

Take it or leave it. Three slots; a new item replaces an old one. Healing never exceeds your maximum. Cross out one-use items after use.

END OF THE GAME

Boss defeated → you win. Fallen → result = number of rooms visited (start counts). Then erase.

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