

Tiled Wildcard Key

Dungeon Mode Kit

Paint these tiles on the `wildcards` layer in Tiled. A tile either spawns an actor (matched to its `paint_tile` in `data/actors.json`) or triggers a procedural generator. Tile ID = $\text{row} \times 23 + \text{col} + 1$.

Actor Wildcard Tiles

Walls & Corners

Tile	Tile Name	Type	Actor Name
	WALL_TOP	wall	Wall
	BRICK_WALL	brick_wall	Brick Wall
	DARK_SHADE	rock_wall	rock
	BALLOT_BOX	fortification	fortification
	LIGHT_SHADE_UPPER_RIGHT_TRIANGLE	wall-bottom-left-corner	Wall
	LIGHT_SHADE_UPPER_LEFT_TRIANGLE	wall-bottom-right-corner	Wall
	LIGHT_SHADE_LOWER_LEFT_TRIANGLE	wall-top-right-corner	Wall
	LIGHT_SHADE_LOWER_RIGHT_TRIANGLE	wall-top-left-corner	Wall

Terrain & Liquids

Tile	Tile Name	Type	Actor Name
	WATER	water	water
	OPAQUE_DOTTED_LIGHT_SHADE	sewage	sewage
	DOUBLE_EXCLAMATION_MARK	lava	lava
	MEDIUM_SHADE_LOWER_ONE_HALF_BLOCK	quicksand	quicksand
	UPWARD_POINTING_TRIANGLE	tree	Tree
	BLACK_SPADE_SUITE	fungus	fungus

Hazards

Tile	Tile Name	Type	Actor Name
	BLACK_DIAMOND_SUITE	fire	Fire
	DOWNWARDS_ARROW	collapsing_floor	floor

Generator Wildcard Tiles

Tile	Generator	ID	Tile Name	Creates
	Dungeon	16	PRISON_WINDOW	Walled rooms + corridors + doors Tiles 9 and 152 also generate dungeons.
	Cave	10	INVERSE_BULLET	Organic cave shapes

Tile	Generator	ID	Tile Name	Creates
	Infernal	230	OPAQUE_LIGHT_SHADE_UPPER_RIGHT_TRIANGLE_AND_OPAQUE_DARK_SHADE_BOTTOM_LEFT_TRIANGLE	Cave + lava pools
	Maze	210	DESERET_CAPITAL_LETTER_ES	Perfect maze corridors
	Room	143	INVERTED_CHECKER_BOARD	Single walled room Tile 144 (CHECKER BOARD) is an alternate room tile.
	Abyss	218	LOWER_ONE_HALF_BLOCK	Bottomless void
	Item spawn	12	BLACK_KEY	Random items from <code>random_items</code> config
	Actor spawn	3	OPAQUE_WHITE_SMILING_FACE	Random actors from <code>random_actors</code> config