1. Sudongeon Version 0.4

This is a simple little solo-game for generating and playing through small fantasy-type dungeons using unsolved Sudoku as the random-generator template for the dungeon. It is heavily inspired by Robin Stacey AKA Greywulf who wrote a blog-post on the creation of DnD-dungeons via Sudoku in September 2009, which I have modified and set up with rules regarding details and a gaming-system that is Sudoku-specific. His basic idea is what constitutes chapter 2 of this rulebook, everything beyond that is what I added to make this a single-player game.

You'll need some supplies to play this game. A couple of multi-sided dice are necessary, hereafter shortened to Dx where x represents the number of sides the die has. A pencil and some paper to take notes are required. And a Sudoku. Have one generated by one of the many internet-applications for these purposes or buy a book of Sudoku or use one from a newspaper. I don't care.

There are four steps to a simple Sudongeon game. The first is to find a suitable Sudoku. Once you have an eye for it, you will find that not all Sudoku are created equal when it comes to their dungeon-worthiness. A dungeon with no encounter, for example, will be rather boring. The second step is to turn the Sudoku into a dungeon, as per Part 2 of this guide. The third step is equipping your Party of Adventurers. As there is always five of them and they always are the same classes this step is a quick glance at the dungeon at hand and then the decision of wether to spend gold on rations, Mana Potions, Life Elixirs or keep it to bribe or shop inside the dungeon. The last step is to actually play out the dungeon to see whether or not your guys make it through.

This is a work in progress. For feedback, find me as MadZab on rpggeek.com.

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2. Dungeon Creation

Once you have a Sudoku you want to convert into a Tomb of Doom or whatever flavor it is you're going for, check out the rooms. Each Sudoku is divided into nine squares of nine parcels each. Each of these squares is a potential room for the Sudoku dungeon, what's inside is decided by the numbers in it. Each room has a potential monster, a potential NPC, a potential trap, a potential feature, a potential pile of gold and four potential doors. There are likely going to be empty rooms as well.

Monster	Door	NPC	
Door	Trap	Door	**2**
Feature	Door	Gold	
		9	**3**

For monsters, NPCs, traps and features see their different chapters in this rulebook in order to see what the number in that field may mean. In this part we're going to see what the room layout is going to be like.

Doors on both sides of a wall mean that there is a clearly visible passageway that way, connecting those two rooms. A door on only one side of the room can mean two different things, depending on the number: 1 through 7 means it is a hidden door and a *find* skill check against the number of the door is required in order to find a way to open it. This should not stop a group of adventurers but it may slow them down, forcing them to spend precious rations along the way. 8 or 9 means that there is no wall at all and the whole thing is one large room. This means that there may be a room with multiple features, NPCs and even monsters. See the rules regarding those in the appropriate chapters. Doors on the border of the dungeon are exits and entrances. The Party may enter and leave wherever they like to. As an example I present the following Sudoku and the room layout that I get from it:

9	4	1					7	
	2	8				3	6	
	3					9	2	
1						4	5	7
							1	
8	5	2		7				3
5	9			8	1			
	8	7			9	1		
4	1			3	7	2		9

Monster 9
NPC 1
Trap 2

Trap 6
3 Feature 9

3

Monster 1
Feature 8
2 Gold

Monster 4
NPC 7
3 Gold

Monster 5
Trap 8
Feature 4

NPC 1
7 Gold

7

Feature 2
9 Gold

The dungeon has four doors connecting it to the outside world. The room in the center is completely empty. The next step is to find out, what exactly the monsters, NPCs, traps and features are that we see on this dungeon map. Don't worry, we'll get to play our example-dungeon later on.

3. Monsters

Monsters attack the Party as soon as they enter the room. If there are two monsters in the room and they share their alignment, they will attack the Party together. The Party may chose which monster to attack and the turn order of the three combatants is according to their In-roll each turn. If the monsters are of different alignments, the Party may ally itself with the lawful side with a successful *parley* of 6 and they fight the chaotic monster together. Afterwards, the lawful monster will be considered bribed by the Party and not attack unless provoked.

1: Feral Ratlings   Chaotic
In: 5   At: 3   Def: 2   LP: 12
If there is any feature in the room, feral ratlings always strike first.

2: Goblins   Chaotic
In: 5   At: 3   Def: 3   LP: 10
If there is a trap in the room, the trap will hit the Party before the fight with the goblins.

3: Orcs   Chaotic
In: 4   At: 5   Def: 5   LP: 10
For each gold in the room, Orcs gain at random +1 to either In, At, Def or LP at combat start.

4: Shadow Elves   Lawful
In: 7   At: 7   Def: 2   LP: 10
At successful *parley* of difficulty 7, the group may bribe the Shadow Elves with 3 gold.

5: Troll   Chaotic
In: 3   At: 7   Def: 4   LP: 15
Regenerates 1 LP at the begin of every combat turn. Can be bribed with a successful *parley* of 7 and 3 rations.

6: Deviant Wizard   Chaotic
In: 3   At: 7   Def: 4   LP: 12
Every turn of combat, roll a D6: 1: Party gets -1 At this battle. 2: Party gets -1 Def this battle. 3: D. W. regenerates D3 LP. 4: D.W. Gets +2 At this turn. 5: D.W. Gets +2 Def this turn. 6: D.W. Turns into a Dragon!

7: Minotaur   Lawful
In: 5   At: 6   Def: 6   LP: 15
If there is any feature in the room the Minotaur gets +1 At and +1 Def. If there is a labyrinth in the room, the Minotaur always strikes first.

8: Ancient Wyrm   Chaotic
In: 6   At: 8   Def: 6   LP: 15
If an attack of the Wyrm does 4 damage or more, a random party member loses consciousness and the party fights the rest of this battle without any of the cummulative attributes or special skills from that party member. If defeated, the Wyrm drops a random Artifact.

9: Dragon!   Lawful
In: 6   At: 8   Def: 8   LP: 20
If the dragon is guarding a treasure add as many LP to it as there is gold in the room. The dragon can be bribed with a successful *parley* of 7 and 10 gold.

4. Traps

After the Party has cleared the room of monsters, traps are sprung before they can collect any loot. Traps differ only in their strength as they do a single attack of D6+ trap level against the group, which defends with the *find* skill +D6 of the the party member who is best at it (usually the thief). If the trap gets a higher number, the group loses the difference in life points. Traps only spring once per game as they cannot reset themselves. As this is basically a combat situation, the clerics healing ability can be used to rescue the group using Mana Potions if they are available. The following explanations for traps are just for flavor as the only differences are in strength but it may be hilarious to see your party finished off by a tripwire and a bad roll. Later editions of the game may feature more advanced rules for traps and specific effects they have.

1	**Tripwire**
2	**Ground Spikes**
3	**Arrow Launcher**
4	**Retractable Spikes**
5	**Trapdoor**
6	**Spike Pit**
7	**Saw-Trap**
8	**Magma Pit**
9	**Dimensional Vortex**

5. Features

1: Secret Passageway
This room features a Secret Passageway connecting it to who-knows-where. If there are multiple other secret passageways on the map, this connects to all of them, allowing for travel to the other rooms as if they were adjacent and connected by a hallway. If there is only one other secret passageway, the two of them are connected. If there are no other secret passageways but a room that is inaccessible, the inaccessible room automatically gains a secret passageway. If there is neither another secret passageway nor an inaccessible room on the map, the secret passageway connects to the outside world. A *find* check of 6 is required to find the secret passageway.

2: Shrine to the Dame Chaos
There is an evil shrine in this room, its presence giving chaotic monsters also in the room -1 to In but +1 At and +1 Def in combat. Also, lawful heroes present will get a slight headache in the Shrines presence.

3: Shrine to the Holy Law
There is a shrine to the Holy Law here. Lawful monsters gain +1 Def in defending this room. If there are no monsters or traps in the room active, spending one turn to worship at this shrine will heal all wounds the Party has sustained thus far. This can be repeated.

4: Fountain of Mana
The Party gains one Mana Potion for each turn spent waiting by the fountain. This will delight the casters but bore the fighters of the group.

5: Sarcophagus
A successful *find* of 7 yields a Health Elixir. If it meets 8, three gold are found. If it meets a 9, a random Artifact is found. This exhausts the Sarcophagus, as obviously whoever buried someone with a health potion figured any more than one would be a waste.

6: Barricade
If there are monsters present, the barricade gives them +2 Def in combat. Otherwise the Barricade has no real effect on the Party other than annoying it.

7: A Bunch of Skeletons
There are a lot of Skeletons in this room. A successful *find* against 7 yields a piece of gold. This exhausts the Skeletons, even though one wouldn't think that to be possible.

8: Labyrinth
As soon as the group is inside the Labyrinth, they are lost. Only a successful *find* vs 7 leads to any exit or gold and is required every time the group wants to traverse any part of this room. This may lead to the group starving to death in the Labyrinth, which is somewhat the point of it.

9: Ancient Throne
The Ancient Throne of some Ancient King or someone of similar (self-) importance is found in this room. A successful *find* vs 9 yields a random artifact. This exhausts the Ancient Throne as there is only one piece of equipment per character and the Throne is a single-seater.

6. NPCs

NPCs, or Non-Player-Characters are neutral or friendly beings found in the dungeon. If an NPC is in a room with a lawful monster, they ignore each other, if they are in a room with a chaotic monster, they are that monsters prisoners and may be freed before the Party can interact with them. Here's who they are and what they do:

1: Trader of Mundane Items
The ToMI sells mundane items, such as Mana Potions, Life Elixirs and rations at market prices. If he was rescued from a monster and a *parley* of 6 is successful, he will donate 1 ration, 1 Mana Potion and enough Life Elixier to heal any wounds the group may have sustained thus far.

2: Trader of Artifacts
The ToA sells majickal Artifacts for 3 Gold each and usually has three random Artifacts in stock. He also buys Artifacts for 2 gold each. If he was rescued and a *parley* of 6 is met, he will give a discount on all purchases and will sell his Artifacts for 2 gold a piece.

3: A Damsel in Distress
How did she get down here? The damsel joins the Party, giving it +1 LP and wants to be brought to an exit. If the group takes damage, she dies. If the Party reaches an exit with her, she gives someone a kiss, healing 1 LP, and also donates 3 gold to the Parties coffers. If she is in a room with another NPC, she is with them and will sell kisses healing 1 LP for 1 Gold each.

4: A Crazed Hermit
The group encounters a Crazed but healing-gifted Hermit living in the dungeon. If a *parley* of 6 is successful, the CH may heal all wounds the Party has. He will also give out Mana Potions if offered rations, at a rate of 1:1 so take advantage of the crazy starving man!

5: A Goblin Chieftain
The Goblin Chieftain demands 5 Gold from the Party. If he doesn't get what he wants, he calls his gang – the Party fights a goblin-encounter (Monster: 2) in this room which has +1 At and +1 Def as it is lead by their Chieftain and thus a little better organized.

6: Dwarven Miners
The Party encounters an industrious group of Dwarven Miners. The Dwarven Miners will give the Party the quest of slaying the monsters in all adjacent rooms, afterwards the Party may come back to pick up 1 gold for each level of monster they killed during the quest but only if they did indeed clear all adjacent rooms from monsters.

7: A Strange Shaman
The Party meets a Strange Shaman who, at a successful *parley* of 6 will cast a spell on the Party that allows it first strike in their next monster-encounter. If the *parley* fails, the group will automatically strike last in the next fight.

8: A Lost Adventurer
A character of a random class joins the group and adds to all their attributes until it next reaches a room with an exit to the outside world.

9: Explorer
Upon a successful *parley* of 6, the explorer reveals all secret doors in the dungeon to the Party, negating the need for *find* checks in order to find them.

7. The Party

The Party of Adventurers you send into the dungeon always consists of five people. Generally there are five classes of adventurers, one each in a party. If you would like to experiment, you may have different party-setups but this is what is recommended for this game: A warrior, a ranger, a thief, a cleric and a wizard. These five all have differing attributes and can wield different majickal Artifacts. The skills *find* and *parley* are not cumulative. A check of these is taken by the member of the Party with the highest value, usually having said value +D6 against whatever the difficulty of the *find* or *parley* required is. The other four attributes are cumulative, the Party has a total value of them that is the sum of the individual characters attributes. These are Initiative, Attack, Defense and LifePoints. Initiative is rolled at the beginning of each combat turn, each side rolling D6+In, the higher attacking first, on a tie both attacking at the same time. Attack is also rolled +D6, always versus Defense+D6. If the attack roll is higher than the defense roll, the defender loses LP equal to the difference in rolls. The party has a cumulative pool of LP and as long as there is still LP in that pool, the party is fully capable of fighting.

The cleric may at any point of a battle, even after the party has sustained enough damage to wipe it out, convert Mana Potions into Party LP at a rate of 1:1. The Wizard may, prior to the Party attacking, buff the next attack, adding to the AT however much the Party is willing to invest in Mana Potions, also at a rate of 1:1. Each class of Character can wield two different majick Artifacts but a character may only ever carry one Artifact at a time, as majick Artifacts tend to need a lot of concentration in order to be controlled.

If you're playing a campaign, 1 random character will get a level up after each dungeon up to a maximum of level 3 (they start at 1). Throw a coin to see which of the two skills their specific class can actually upgrade gets leveled up when reaching level 2, and then upgrade the other at level 3. The wizard, upgrading only one skill but twice, obviously requires no such coin-toss. Here are the character classes (the upgradeable attributes are underlined):

Warrior	Find: 1	Parley: 1	In: 1	At: 1	<u>Def: 3</u>	<u>LP: 3</u>
Ranger	Find: 2	Parley: 2	<u>In: 2</u>	<u>At: 1</u>	Def: 1	LP: 2
Thief	<u>Find: 3</u>	Parley: 1	<u>In: 2</u>	At: 1	Def: 1	LP: 2
Cleric	Find: 1	<u>Parley: 3</u>	In: 0	At: 0	<u>Def: 0</u>	LP: 2 can heal
Wizard	Find: 1	Parley: 1	In: 0	<u>At: 2</u>	Def: 0	LP: 1 can upgrade attack

A group containing each of the characters thus has the combined values:
Find: 3   Parley: 3   In: 5   At: 5   Def: 5   LP: 10

The Party starts out with 10 rations, 5 Mana Potions, 5 Health Elixirs and 5 gold, which can be spent at the marketplace prior to entering a dungeon. Prices are:
1 Mana Potion: 1 Gold
1 Health Elixir: 1 Gold
3 Rations: 1 Gold

Wounds sustained during battle can be healed out of combat at 1:1 using Health Elixirs. Mana Potions are used to cast spells during battle. Your group uses 1 ration each round outside of combat in the dungeon. Afterwards they start starving and lose 1 LP each round.

With your group equipped and ready, consider the majickal Artifacts, which can only be bought from NPC traders in the dungeon or found in special features or as loot. Then go for it.

8. Majickal Artifacts

Each character can only wield one Majickal Artifact and benefit from its bonus. There are two different majickal Artifacts for each class, giving different boni. A majickal Artifact can only be wielded by the appropriate class but it may be carried around by others, being useless but shiny. If a random majickal Artifact is required, roll a D10 to find one.

1: Holy Platemail
The Holy Platemail can only be worn by a warrior and gives a bonus of +1 to Defense.

2: Majickal Sword
The Majickal Sword can only be wielded by a warrior and gives a bonus of +1 to Attack.

3: Nomad Bow
The Nomad Bow can only be wielded by a ranger and gives a bonus of +1 to Attack.

4: Elven Bow
The Elven Bow can only be wielded by a ranger and gives a bonus of +1 to Initiative.

5: Shadow Cloak
The Shadow Cloak can only be worn by a Thief and gives a bonus of +1 to Initiative.

6: Dark Pearl
The Dark Pearl can only be wielded by a Thief and gives a bonus of +1 to Find.

7: Holy Book
The Holy Book can only be wielded by a cleric and gives a bonus of +1 to Parley.

8: Staff of Sanctity
The Staff of Sanctity can only be wielded by a cleric and gives a bonus of +2 LP.

9: Fire Staff
The Fire Staff can only be wielded by a wizard and gives a bonus of +1 Attack.

10: Shield Orb
The Shield Orb can only be wielded by a wizard and gives a bonus of +1 Defense.

9. Entering the Dungeon

After creating your dungeon and writing down your Party of Adventurers, giving them a cool sounding Party name and individual Names and even descriptions if you please, take a look at the dungeon at hand and consider what to buy at the marketplace before entering it. Is there a maze and no way of getting new rations? Bring some extra! Are there lots of monsters? More Mana Potions might be advisable. Is there a trader of Artifacts or a bribable monster? Better have some cash at the ready then.

Plot your course. If the dungeon has multiple entrances, you may chose any of them to enter except for a secret passageway, unless that is the ONLY entrance to the dungeon. Upon entering a room, no matter the size, your party does the following and in that order:
  1. Encounter Monsters
  2. Spring Traps
  3. Find Features (if a *find* check is required, the first one is automatically made here)
  4. Interact with NPCs
  5. Loot the Gold, if you chose so.
  6. Eat a ration

That was one round.

If there are hidden doors, you spend another round for each attempted *find* check to find them, thus even a lowly level 1 secret door will keep you for 1 turn, thus making you spend an extra ration in that room.

You may enter adjacent rooms at will and return to rooms that you have already been to. NPCs that are not to be rescued such as traders will talk to you again, you may attempt to *parley* with people once per round too. Monsters that have been bribed will allow you to pass through their room but if you try to loot the gold in their room they will attack you.

Plot a course through the dungeon ahead of time and estimate if you will have the resources to make it. Not all dungeons are beatable but where would the fun be if it was always easy, huh?

A dungeon is considered to be 'done' when there is no more gold in it. Otherwise you could just pop in and right back out...

If you want to make a campaign out of it I suggest you make five dungeons first, then think about an order in which they seem beatable, then doing them all in succession whilst keeping loot and money as well as level-ups from one dungeon to the next, having a growing party or sometimes even coming out with a loss in food and no coin to replace it. Either way, a party consisting of only level 3 characters will retire. Wounds are cured in between dungeons but loss of food and potions is not automatically replenished – they must be bought at the market for gold found in the dungeons...

10. Example Dungeon Adventure

My group, consisting of Elfred the Warrior, Ochana the Ranger, Yavina the Thief, Lucien the Cleric and Tristram the Wizard found itself upon the dungeon to the right, already known from chapter 2.

Seeing that there was a labyrinth in there and that gold aplenty was also to be had, I decided that the Party would invest some cash in extra food, buying six more, making the total starting rations 16. The other three gold were invested in 3 Mana Potions as I felt I might need them against that troll. I had no intentions to fight the dragon so it would have to be bribed. In order to get the gold to do so, the group entered from the bottom center entrance.

On the **first round**, the Party chatted with the trader and looted the 7 gold in the bottom center room. Rations now at 15. On the **second round**, the Party went to the right and gathered the 9 gold in that room. Rations at 14. On the

third round, the Party returned to their starting point and bought three more food and five more Mana Potions from the trader. Rations now at 16 again. The **fourth round** was spent trying to find that secret door, successfully. Rations at 15.

Round five held the first big battle against the troll. The Party knew it had to hit the regenerating beast fast and hard and thus pumped all of its Mana Potions into its first attack so that the creature wouldn't stand a chance to strike back. It worked but the magma pit in the room did three damage to the group, which was healed afterwards, using some of the Health Elixir the group had brought along. Rations now at 14.

Not bothering with the Mana Fountain, the Party went into the labyrinth to the north in **round six**. The feral ratlings there attacked ineffectively, the battle was over after two turns. Luckily, Yavina the Thief was able to find a way through the labyrinth at once but it then took another round, **round seven**, to find the secret door. Rations thus now at 12.

Round eight marked the encounter with the dragon, which Lucien the Cleric was able to becalm and the group paid the terrible beast its high price of 10 gold in order to be let past. The ground Spikes were quickly discovered and thus rendered harmless, the trader had nothing the group wanted to buy. **Round nine** was used to find the hidden door. Rations now at 10.

Upon entering the room with the Ancient Throne in **round ten**, Yavina the Thief fell into the Spike Pit, receiving 2 LP damage and having to be helped with the groups last Health Elixiers. To make up for it she found a Majickal Artifact hidden by the Throne: A Holy Platemail, that Elfred the Warrior immediately put on. Rations now at 9.

In **round 11** the Party entered the domain of the Shadow Elves who viciously attacked. A hard battle was fought over three turns, resulting in the death of the Shadow Elves and the loss of seven LP for the Party. Cleric Lucien convinced the Strange Shaman to bless them with first strike for their next battle and the Party found 3 gold just lying around. Afterwards the Party returned to the Throne room and then left the dungeon in **round 13**, with 7 rations, 3 gold and no Mana or Health Potions left.

The level-Up for this dungeon fell onto Ochana, who got a bonus of +1 for her attack value. If I use this Party for another dungeon, it will thus have fewer mundane resources to start with but they will also have 1 defense and 1 attack more than before, thanks to the found Artifact and the level-Up.

11. Credit where it's due

First of all I need to thank the aforementioned **Robin Stacey** for his idea of Sudoku-based dungeons and the generating-process that this entire game is based upon. I just took what he started and went a bit further with it. Find his blog and the article that I based this whole thing on at:
http://greywulf.net/2009/09/sudoku-dungeons/

The next person to thank is **Tony Dowler**, whose excellent *How to host a Dungeon* has gotten me into this whole procedurally-generated-dungeon-thing and via whose website I have also found the article by Robin Stacey that started all of this. Find his website and buy his products at:
http://planet-thirteen.com/default.aspx

Thanks go also out to the guys over at **www.playthisthing.com**, without whom I wouldn't have found *How to host a Dungeon* in the first place.

Extended thanks go out to everyone who has made procedurally generated computer games (the roguelikes, as they are mostly called) which I enjoyed in the past couple of months after discovering them for myself. Some, but not all of them are:

Derek Yu, creator of the intensely hard but rather fun Spelunky (check it out, everyone!). I beat it several times now! Find his works at:
http://www.derekyu.com/

Rodain "Nandrew" Joubert and the others of QCF Design, creators of the awesome Desktop Dungeons, a small-scale dungeoning game that allows bite-sized playing that all of us who have a life can really appreciate. Their area of the world wide web can be found at:
http://www.qcfdesign.com/?cat=20

Roguedjack, maker of Rogue Survivor, one of the most intense zombie-survival simulations I have ever played. Find out more at:
http://roguesurvivor.blogspot.com/

And last but not least: **Plumphelmetpunk** for making a youtube-channel force-feeding awesomely well narrated roguelike-Let's-Plays. His youtube-channel is to be found at:
http://www.youtube.com/user/PlumpHelmetPunk

Oh, I'll also have to thank **my fiancé** who doesn't want to be mentioned here by name, for letting me scavenge her Sudoku-book for playtesting.