

# What's this plugin?

This plugin will generate a series of extremely epic dungeons.

- (1) 70 dungeon themes
- (2) 6 Dungeon Types
- (3) Full GUI Support
- (4) Custom Loot (with NBT tags) support



## How to manually place a dungeon?

- (1) Login as OP.
- (2) Goto the location you want
- (3) type `/otd_place type`, where type can be ``battletower``, ``doomlike``, ``roguelike``, ``smoofy`` or ``draylar``

## How to turn on the `Natural\_Spawn` of dungeons?

- (1) Login as OP, input ``/otd``, you'll open a GUI. Choose "Dungeon in Normal World" -> world and turn on the dungeon type you want to spawn.
- (2) No need to restart the server. The dungeons will natural spawn in new-gen chunks. It will work with all other world generator plugins.
- (3) The ``plugins\Oh_the_dungeons_youll_go\log.txt`` will show the location of each dungeon.

# Addon

## Player Dungeon Instance



1. This plugin allows normal players to create their own little universe with a roguelike dungeon instance inside by using money or exp.
2. All small universes are placed in one Bukkit World (world name: otd\_dungeon), separated by VOID
3. For players, they can build or live there, or just explore the dungeon and leave

**Config Path: plugins/PerPlayerDungeonInstance**

### How to use (For normal players)

1. Input `/otd_pi``, it will open a GUI



2. Choose `Terrain`, `Decoration` and `Dungeon` from this GUI
3. Click one of 2 icons in the last row. You'll get a dungeon book
4. Put your dungeon book on a lectern, right click it. It will tell you your dungeon status.



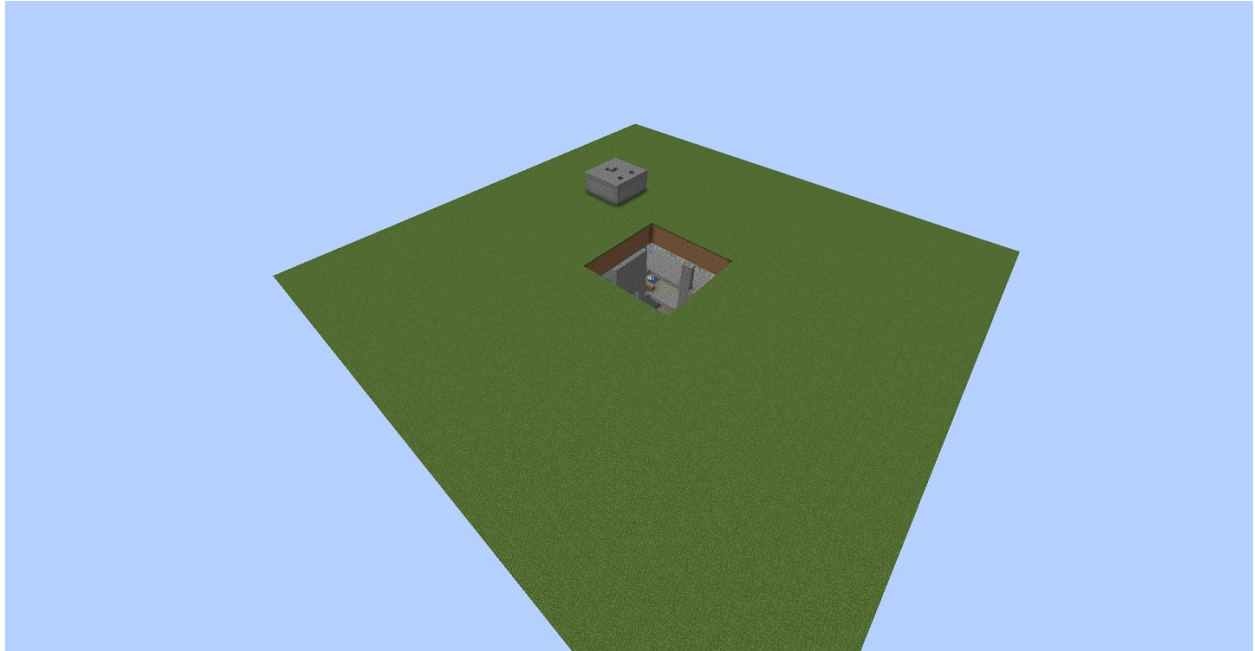
5. Wait for little universe construction. **It will usually take 5 mins for each player. May be longer due to queuing mechanism**
6. When it's done, you'll hear a sound as well as a message notification.
7. Put your dungeon book on a lectern, right click. It will teleport you to your private little universe



## Dungeon Plot

Dungeon Plot serves as a resource world with dungeons.

1. An independent world, easy to create or recreate
2. Pregeneration, tps friendly (after generation)
3. User can choose which one to teleport to (using /otd\_tp)



## How to use (For OP)

- (1) Login as OP, input `/otd`, you'll open a GUI. Choose "Dungeon Plot World".
- (2) You can then create or remove the world in this GUI.

## How to use (For Normal Player)

- (1) Use `/otd\_tp`, choose dungeon in GUI

## Custom Structure

This addon allows users to add schematic files as a dungeon.



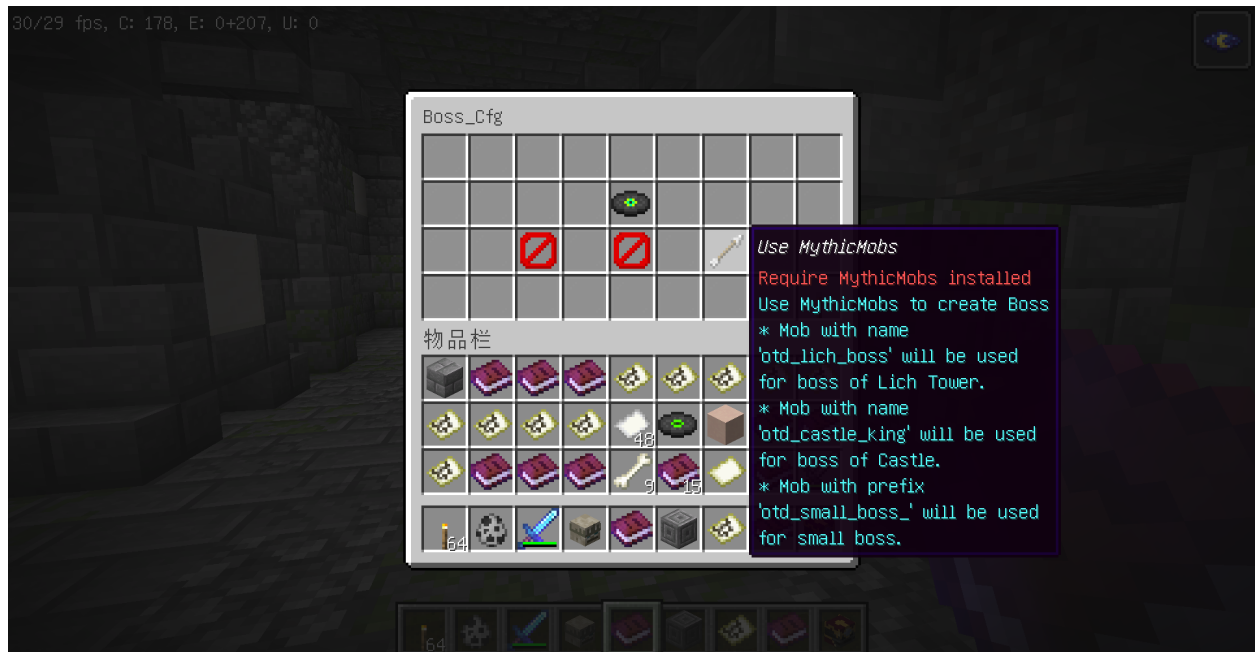
## How to use

- (1) Put schematics into `plugins\Oh\_the\_dungeons\_youll\_go\schematics`
- (2) Login as OP, input `/otd`, choose `Custom Structure`, then click add button
- (3) Now go to the world dungeon settings GUI, enable the structures you want to spawn

## MythicMobs/Boss support

This addon allows user to spawn boss in the dungeons.

In World setting, there's a `Boss Cfg` which will provide support for bosses spawning in dungeons.



For now it supports these 2 plugins:

- ✂ MythicMobs [Free Version] ► The #1 Custom Mob Creator ◀

<https://www.spigotmc.org/resources/%E2%9A%94-mythicmobs-free-version-%E2%96%BAthe-1-custom-mob-creator%E2%97%84.5702/>

- Boss - Unbelievable Custom Monsters

<https://www.mc-market.org/resources/21619/>

## Commands & Permissions

oh\_the\_dungeons.admin - For /otd command. Default for op.

oh\_the\_dungeons.teleport - For /otd\_tp command. Default for players.

perplayerdungeoninstance.menu - For /otd\_pi command.

perplayerdungeoninstance.back - For /otd\_pi\_back command. Default for players.

perplayerdungeoninstance.admin - Default for op

/otd: Open OhTheDungeon Config GUI

/otd\_tp: Open Dungeon Plot teleport GUI

/otd\_pi: Open PerPlayerDungeonInstance GUI

/otd\_pi\_back: Return from PerPlayerDungeonInstance World

/otd\_pi\_create [player] [terrain] [decoration] [tower]