

DUNGEONS

Dungeon Runs

Every run is scored out of 300 and graded D to S+. The dungeon changes every Monday, a harder week pays more, and the best chests are locked behind the grade you actually earned.

COMMAND
/dungeon

SCORE
out of 300

GRADES
D to S+

AFFIXES CHANGE
every Monday

THE WHOLE SETUP, IN ORDER

- 1 Find one and read the sign
- 2 Go in with a party if you can
- 3 Clear it, and mind the clock

1 Find one and read the sign

Dungeons are marked on the live map and each has a sign at its entrance showing whether it is open, who is inside, and how long until it resets. /dungeon list gives you the same thing in chat.

Woodland Manor is the one that is open now. It takes one to ten players and resets three days after it is cleared.

2 Go in with a party if you can

Click the sign to enter. Bring an mcMMO party - the dungeon scales to how many of you there are, and everything below is scored for the party as a whole, not per person.

3 Clear it, and mind the clock

The clock starts the first time anybody walks in on this cycle, not when the dungeon reset. A dungeon that reset at 3am and is first entered at 8pm is timed from 8pm.

How the score works

Skill - 100

Full marks, less 2 for every death in the party. It floors at zero

Explore - 100

60 for chests opened, 40 for encounter rooms beaten

Speed - 100

Full under the par time, then falling away the longer you take

Past par you lose a point every 12 seconds at first, then every 24, then every 30, then every 40. The first minute over costs you 5 points; the twentieth costs 1. Being slow hurts, being very slow hurts less and less.

D

0

C	100
B	160
A	230
S	270
S+	300



A bad run is still worth something

Wipe, or walk out without clearing, and you keep 70% of what you had earned rather than scoring nothing. There is no run so bad that leaving early is better than finishing.

You get a title with your grade the moment you clear, and the breakdown in chat. Your best score on each dungeon is remembered.

Weekly affixes

Two affixes run together each week and change every Monday, on a published six-week rotation - so you can always see what is coming. /dungeon affix tells you what is live, and it is announced when you walk in.

Fortified	Lesser enemies are far stronger. +10%
Tyrannical	Bosses are far stronger. +10%
Bolstering	A slain enemy empowers everything near it, stacking up to four times. +15%
Sanguine	The slain leave a pool that heals their allies standing in it. +15%
Volcanic	The ground erupts under anyone standing still. There is a warning. +20%
Storming	Whirlwinds drift through the halls, damaging and lifting you. +20%

The percentage is added to the money the run pays. Two affixes multiply together, so a Volcanic and Storming week is +44%, not +20% - the hardest weeks really are the ones worth showing up for.

Reward chests

Some chests cost money and require a grade. They are sealed until the dungeon is actually cleared - there is no grade to check before that - and then they will tell you what they need.

Sealed	You have not cleared it yet
Refused	Your grade was below what that chest asks for. It names what you scored
Charged	The price comes out on open, so bring money as well as a good run

! One priced chest per run - the rest are held for you

Everything else you earned is banked for 72 hours. `/dungeon claims` lists them with prices and time left, and `/dungeon claim <number>` opens one.

A banked claim rolls its loot fresh at the moment you take it, so nothing goes stale sitting in the bank. Make room in your inventory first - a full inventory is refused before any money is taken.

A chest key buys you one extra claim from a run, up to three. Keys turn up in crates. A renamed lookalike will not work - the key is stamped, not just named.

Mimics

Some chests are not chests. Open one and it may stand up, and it is carrying exactly the loot that was inside it - so what you were going to get is still what you get, you just have to fight for it now.

Six kinds, from something a first-week player can handle to one that belongs at the end of a dungeon. The slime is the awkward one: it will not let you walk away.

i Nothing is ever lost to a mimic

If the server restarts, the mimic despawns, or the dungeon resets while it is awake, the chest comes back with the loot still inside it. You never lose a chest to bad timing.

What a run pays

- Money, split across the party, before you are ejected - plus the affix bonus for the week.
- Ancient Coins off the mobs and a lot more off the boss. Spend them at `/coinshop`.
- Whatever is in the chests you opened, and whatever you claim from the bank afterwards.
- Progress on the Dungeons ladder - see `/rank`. Torchbearer at 1 clear, Deathless at 200.

Commands

<code>/dungeon</code>	Your status and what you are in
<code>/dungeon list</code>	Every dungeon and whether it is open
<code>/dungeon affix</code>	This week's two affixes and the bonus
<code>/dungeon claims</code>	Your banked reward chests, with prices and time left
<code>/dungeon claim <n></code>	Open one of them

Worth knowing

! Cosmetics work inside Woodland Manor. That was not true before 31 August and is now.

! Blocks you break inside are restored on the reset, so nothing you do to the walls survives - and a dungeon is not a place to mine.

! The reset is on a cooldown from the clear, not a fixed time of day. The sign is the authority on when it is next open.

Coming

Two more dungeons are built and waiting to go live: The Great Tree, for two to eight players on a seven-day reset, and The Skyfall Ruin - six floating ruins, each harder than the last, with PvP on and a thirty-day lockout. Neither is open yet.