Temple Dungeon

The Temple dungeon is meant to be a Very Hard dungeon. It consists of three bosses.

Trash:

TempleGuard:

Health: 400
Drops:
EXP 50
diamond 1 25%
Iron ingot 1 50%

TempleArcher:

Health: 60
Drops:
EXP 50
diamond 1 25%
Iron ingot 1 50%

Ghoul:

Health: 60
Drops:
EXP 10
Leather 1
Iron ingot 1

Mini-Bosses:

Ajbit:

Health: 250
Drops:

Diamond 1 100%
Gold ingot 2 100%
Iron ingot 2 100%

Yaotl:

Health: 250
Drops:
Diamond 1 100%
Gold ingot 2 100%
Iron ingot 2 100%

Bosses:

Dracul The Necromancer:

Health: 2000
Drops:
3-4 items:
EXP 1500
Common Temple Gear 75%
Rare Temple Gear 25%
Diamond 6 100%
Netherite ingot 1 50%

GateWatcher:

Health: 3500
Drops:
3-4 items:
EXP 2000
Common Temple Gear 50%
Rare Temple Gear 40%
Legendary Temple Gear 10%
iron ingot 8 100%
Netherite ingot 1 50%

Kalashtar:

Health: 3000
Drops:
EXP 2500
3-4 items:
Common Temple Gear 20%

Rare Temple Gear 50%
Legendary Temple Gear 30%

Item sets:

Common Temple Gear:

- **Diamond Helmet:**
  - Protection II
  - Unbreaking I
- **Diamond Chestplate:**
  - Protection II
  - Unbreaking I
- **Diamond Leggings:**
  - Protection II
  - Unbreaking I
- **Diamond Boots:**
  - Protection II
  - Unbreaking I

Rare Temple Gear:

- **Diamond Helmet:**
  - Protection III
  - Unbreaking II
- **Diamond Chestplate:**
  - Protection III
  - Unbreaking II
- **Diamond Leggings:**
  - Protection III
  - Unbreaking II
- **Diamond Boots:**
  - Protection III
  - Unbreaking II

Legendary Temple Gear:

- **Diamond Helmet:**
  - Protection IV
  - Unbreaking III
- **Diamond Chestplate:**
  - Protection IV
  - Unbreaking III
  - Thorns I
- **Diamond Leggings:**

    - Protection IV
    - Unbreaking III
- **Diamond Boots:**
    - Protection IV
    - Unbreaking III

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