

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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