

# 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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