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Incursion temple poe guide osrs map guide book

20% increased Monster Damage Topotante, Architect of Storms During the present-day Temple run: Topotante's incursion rooms cause Tempests to appear in the Temple. During the present-day Temple run, untiered incursion rooms are not occupied by an Architect, and have no modifiers or effects on the rest of the Temple. None Quipolatl, Architect of the Nexus Tier Room Description Temple modifiers 1 Shrine of Empowerment Increases the speed of monsters throughout the Temple.Upgrades one random adjacent and connected room by one Tier. Based on the tier of the Sparring Room sequence of rooms, monsters throughout the present-day temple will benefit from increased critical strike chance and critical strike multipliers, in line with similar map modifiers (including the benefits to item rarity, quantity and monster pack size that those modifiers come with). Tier Room Description Temple modifiers 1 Poison Garden Spreads poisonous plants throughout the Temple. This is a faster way to see which incursion room you will pick for players who prefer to see the room before entering. None 3 Apex of Ascension Allows you to sacrifice a unique item.Ahuana drops an additional Unique Item. Tacati's incursion rooms may contain Apep's SlumberChance to Block: 24%Energy Shield: (136-164)Movement Speed: -3%Requires Level 62, 159 Int(5-10)% increased Spell DamageAdds (50-55) to (72-80) Chaos Damage+(80-100) to maximum Energy Shield+25% chance to be Poisoned+3% to all maximum Resistances while PoisonedRegenerate 80 Energy Shield per Second per Poison on you, up to 400 per secondPoisons on you expire 50% slower. None 3 Defense Research Lab Monsters throughout the Temple have increased area of effect.Adds traps throughout the Temple.Contains a valuable item. 10% increased Monster Damage 2 Automaton Lab Increase monster damage throughout the Temple.Adds additional Minion monster packs throughout the Temple.Augments the Omnitect with minions. Higher tier versions of this room add additional Breaches and Clasped Hand chests. None 2 Arena of Valour Increases monster criticals throughout the Temple.Contains chests full of weapons. Topotante's incursion rooms contain items with a Topotante modifier. A wider range of Strongboxes can now be found in the Strongbox Chamber and its higher tiers. Matatl, Architect of Fortifications During the present-day Temple run: Tier Room Description Temple modifiers 1 Trap Workshop Adds traps throughout the Temple. 10% more Magic Monsters 2 Hall of Lords Increases the number of magic monsters throughout the Temple. During an incursion, tiered incursion rooms are occupied by two Architects: the architect who prefers that room, and a random Architect who does not have one of their preferred rooms in the Temple layout. None Jiquani, Architect of Industry Tier Room Description Temple modifiers 1 Workshop Increases the life of the Omnitect and Monsters throughout the Temple.Increases item yield of the Temple. This is a trade-off as it will require more Alva encounters to complete a temple. Tacati's incursion rooms contain items with a Tacati modifier. Xipocado, Royal Architect During the present-day Temple run: Throne of Atziri contains Atziri, Queen of the Vaal. Based on the tier of the Hatchery sequence of rooms, monsters throughout the present-day temple will benefit from modifiers which grant extra fire damage to monsters, in line with similar map modifiers (including the benefits to item rarity, quantity and monster pack size that those modifiers come with). None Ticaba, Architect of the Arena Tier Room Description Temple modifiers 1 Sparring Room Increases monster criticals throughout the Temple.Contains chests full of weapons. None 2 Armoury Monsters throughout the Temple have increased resistance.Contains chests full of armour. If you kill the Architect who does not prefer the room, the room will normally be upgraded into the surviving Architect's next-highest preferred room (tier 1 into tier 2, or tier 2 into tier 3). 20% increased Quantity of Items found in this AreaUnique Boss has 15% increased Life 2 Engineering Department Increases the life of the Omnitect.Increases item yield of the Temple. Based on the tier of the Hatchery sequence of rooms, monsters throughout the present-day temple will benefit from modifiers which grant extra lightning damage to monsters, in line with similar map modifiers (including the benefits to item rarity, quantity and monster pack size that those modifiers come with). Each explosive keg will allow the player to open one passage that was not previously opened during incursions, or to open a Sealed Keg containing extra loot. -10% maximum Player Resistances Puhuarte, Architect of the Forge During the present-day Temple run: Puhuarte's incursion rooms contain an item with a Puhuarte modifier, or Story of the VaalOne Handed SwordPhysical Damage: 39-83Critical Strike Chance: 5.00%Attacks per Second: (1.43-1.49)Weapon Range: 11Requires Level 56, 96 Str, 96 Dex+400 to Accuracy Rating(180-210)% increased Physical Damage(10-15)% increased Attack Speed50% of Physical Damage from Hits with this Weapon is Converted to a random ElementHits with this Weapon always Ignite, Freeze, and ShockHits with this Weapon Freeze Enemies as though dealing (150-200)% more DamageHits with this Weapon Shock Enemies as though dealing (150-200)% more DamageIgnites inflicted with this Weapon deal (50-75)% more DamageThrough war we found peace.Through death we found advancement.Our ancestors did not know where their actions would take them.Are we any better?This item can be transformed on the Altar of Sacrifice along with Vial of Fate. None 2 Hall of Offerings Allows you to sacrifice a unique item.Ahuana drops an additional Unique Item. None Opiloti, Architect of Strife Tier Room Description Temple modifiers 1 Hall of Mettle Contains a Timeless Monolith. Untiered incursion rooms These are incursion rooms not preferred by any particular Architect. None 2 Hall of Heroes Contains a valuable Timeless Monolith. +40% Monster Physical Damage Reduction+40% Monster Elemental Resistance+25% Monster Chaos Resistance Azcapa, Architect of the Guild Tier Room Description Temple modifiers 1 Jeweller's Workshop Increases the rarity of items dropped in the Temple.Contains chests full of jewellery. -8% maximum Player Resistances 3 Locus of Corruption Reduces player maximum resistances throughout the Temple.Contains an Altar of Corruption. 3.3.1 Two new types of rooms (themed around Tormented Spirits and Strongboxes) can now be found in the Temple of Atzoatl in the Incursion league. None 3 Sadist's Den Contains Tormented Spirits. Incursion Temple crafting benches can now be used by characters on the same account other than the one that opened it. None Cholotl, Architect of the War Tier Room Description Temple modifiers 1 Guardhouse Increases monster pack size throughout the Temple. Tier Room Description Temple modifiers 1 Tempest Generator Adds certain Tempests to the Temple.Buffs from Tempests have 50% increased duration. The Guardhouse and its higher tiers now increase the pack size of monsters throughout the temple. 30% more Magic Monsters Xopec, Architect of Power During the present-day Temple run: Xopec's incursion rooms contain an item with a Xopec modifier, or Dance of the OfferedEvasion: (99-117)Energy Shield: (20-24)Requires Level 55, 52 Dex, 52 Int+(50-60) to maximum Mana+(25-30)% to Lightning Resistance25% increased Movement SpeedYou have Onslaught while not on Low ManaThe Agnostic. Another option is to enter the incursion as fast as possible without looking at the rooms and then press V (or custom keybind) to see the map temple before fighting monsters. None 3 Glittering Halls Increases the rarity of items dropped in the Temple.Contains chests full of jewellery. If you do not kill either Architect, the room will remain unchanged. Based on the tier of the Surveyor's Study sequence of rooms, Architects throughout the present-day temple will now drop map-related currency items. None Zalatl, Architect of Thaumaturgy During the present-day Temple run: Zantipi, Architect of Concealment Zilquapa, Architect of the Breach Version history Version Changes 3.3.0 Version history Version Changes 3.16.0 All crafts previously found in the Incursion Temple can now be found in Maps. None Paquate, Architect of Corruption During the present-day Temple run: Tier Room Description Temple modifiers 1 Corruption Chamber Reduces player maximum resistances throughout the Temple. Tempests from the Tempest Generator and its higher tiers now strike much more frequently and their effects last longer. Each Architect has a set of three possible incursion rooms that the Architect prefers: a "tier 1", "tier 2", and "tier 3" room, with tier 3 being the most powerful. None 2 Treasury Contains chests full of currency items. Based on the tier of the Armourer's Workshop sequence of rooms, monsters throughout the present-day temple will benefit from increased elemental resistances and will take reduced physical damage, in line with similar map modifiers (including the benefits to item rarity, quantity and monster pack size that those modifiers come with). Mechanics The temple will be spawned with a random selection of tier 0 and tier 1 incursion rooms.[1] Within temporal incursions the rooms can be connected by opening doors with Stone of PassageThis item can be placed into an Altar of Passage to create a connection between two adjacent rooms in the Temple of Atzoatl. 15% increased Monster Cast Speed15% increased Monster Attack SpeedMonsters drop items 1 Level higher 3 Temple Nexus Increases the speed of monsters throughout the Temple.Increases level of items dropped by oneUpgrades all adjacent rooms by one Tier. Only one incursion room preferred by a given Architect can be in the Temple layout at any given time. If you kill the Architect who prefers the room, the room will normally be rebuilt into the surviving Architect's tier 1 preferred room. The Shrine of Empowerment now also grants monsters in the present-day temple increased attack and cast speed modifiers, in line with similar map modifiers (including the benefits to item rarity, quantity and monster pack size that those modifiers come with). If the Atlas of Worlds incursion room is present, all Architects will drop extra map-related currency. 15% increased Monster Damage 3 Hybridisation Chamber Increases monster damage throughout the Temple.Adds additional Minion monster packs throughout the Temple.Augments the Omnitect with minions.Contains a valuable item. When walked over by a character, these plants will release a caustic cloud, but may also drop loot. Increases item yield of the Temple. None 3 Hall of Legends Contains a Timeless Monolith that will reveal two Generals. For example if you upgrade an Antechamber to a Corruption Chamber, Alva will not spawn an incursion for the Corruption Chamber in the same zone. None 3 Shrine of Unmaking Contains Explosive Charges. Antechamber, Apex of Atzoatl, Banquet Hall, Cellar, Chasm, Cloister, Entrance, Halls, Passageways, Pits, Tombs, Tunnels Tiered incursion rooms These are incursion rooms preferred by a particular Architect. None Guatelitzi, Architect of Flesh During the present-day Temple run: Hayoxi, Architect of Destruction During the present-day Temple run: Hayoxi's incursion rooms contain one or more Explosive Kegs. If you do not kill either architect, the room will remain unchanged. 20% increased Pack size 3 Hall of War Increases monster pack size throughout the Temple. This can save time for players who fall behind on delirium mirror maps, because the time limit counts down while talking to alva outside of incursions, but the timer pauses while inside the incursion itself. None 2 Omnitect Forge Monsters throughout the Temple have additional fire damage.Adds additional Fire monster packs throughout the TempleAugments the Omnitect with fire. 10% increased Pack size 2 Barracks Increases monster pack size throughout the Temple. 20% increased Monster Damage Estazunti, Architect of the Vault Tier Room Description Temple modifiers 1 Vault Contains chests full of currency items. The Jeweller's Workshop and its higer tiers now also grant increased item rarity across the present-day temple. 40% increased Quantity of Items found in this AreaUnique Boss has 25% increased Life 3 Factory Increases the life of the Omnitect and Monsters throughout the Temple. If you manage to find Atziri in there, her base life will now more closely match that of her Vaal Fragment equivalent. -6% maximum Player Resistances 2 Catalyst of Corruption Reduces player maximum resistances throughout the Temple. None 3 Storm of Corruption Adds Corrupting or Radiating Tempests to the Temple.Buffs from Tempests have 200% increased duration.Contains a valuable item. None 3 Conduit of Lightning Monsters throughout the Temple have additional lightning damage.Adds additional Lightning monster packs throughout the TempleAugments the Omnitect with lightning.Contains a valuable item. 60% increased Quantity of Items found in this AreaUnique Boss has 35% increased Life Juatalotli, Architect of the Hoard During the present-day Temple run: Chests in the Museum of Artefacts can contain league-specific unique items. Incursion rooms are small zones that can be explored in temporal incursions. During an incursion, each incursion room is occupied by two Architects. 20% increased Monster Cast Speed20% increased Monster Attack SpeedMonsters drop items 1 Level higher Tacati, Architect of Toxins During the present-day Temple run: Tacati's incursion rooms cause the entire Temple to contain caustic plants. The following rooms now grant +1% to monster pack size, 2% increased quantity of items found and 4% increased rarity of items found per room tier: Trap Workshop, Armourer's Workshop, Sparring Room, Shrine of Empowerment, Pools of Restoration, Hatchery, Flame Workshop, Lightning Workshop Chests in the present-day Incursion Temple that previously contained either an Incursion Unique or a magic item with an Architect's mod now also drop 2 to 3 rare items with Architect's mods. Killing either one allows the other to disappear, and to rebuild the room to their liking after the incursion is complete. This item will drop on the ground when leaving an Incursion. The Sanctum of Unity (tier 2) now gives +1 to the level of monsters throughout the present-day temple, and the Temple Nexus (tier 3) now gives +1 to the level of both monsters and items throughout the present-day temple. Based on the tier of the Torment Cells series of rooms, monsters throughout the present-day temple will now start Possessed beginning at tier 2. Incursion rooms can be either changed or upgraded by killing one of the two Architects present in the incursion. Tier Room Description Temple modifiers 1 Lightning Workshop Monsters throughout the Temple have additional lightning damage.Adds additional Lightning monster packs throughout the TempleAugments the Omnitect with lightning. 3.8.0 Added a new type of room based on Legion. None 3 Wealth of the Vaal Contains chests full of currency items. None 2 Hurricane Engine Adds certain Tempests to the Temple. The Royal Meeting Room and its higher tiers now add more Magic monsters to the Temple. For players who want to maximize their chances to upgrade a certain room type, not speaking to Alva again after she spawns the desired room increase the odds of encountering that type of room again in later incursions. Architects Vaal Architects (normally just called Architects) guide the construction of the Temple. None 2 Omnitect Reactor Plant Monsters throughout the Temple have additional lightning damage.Adds additional Lightning monster packs throughout the TempleAugments the Omnitect with lightning. If you killing either Architect in the room during an incursion, the room will normally be rebuilt into the surviving Architect's tier 1 preferred room. dropped by monsters. None 2 Temple Defense Workshop Adds traps throughout the Temple. During an incursion, untiered incursion rooms are occupied by two random Architects who do not currently have one of their preferred incursion rooms in the Temple layout. None 3 Crucible of Flame Augments the Omnitect with fire.Contains a valuable item. This is because there is a grace period where you can look at the map, but not perform actions, because performing actions removes the grace period. When an incursion room reaches tier 3 that type of room will no longer spawn. After 12 incursions, the rooms are combined into one large dungeon, the Temple of Atzoatl. None 2 Torture Cages Contains Tormented Spirits. None Uromoti, Architect of Expansion During the present-day Temple run: The maps found in Uromoti's incursion rooms have a chance to drop with the VaalVaalPrefix20% increased Quantity of Items found in this Area20% increased Rarity of Items found in this Area10% increased Pack sizeFound Items have 10% chance to drop Corrupted in AreaArea is inhabited by the Vaal prefix. The Poison Garden's higher tiers now add more and larger poison pods, including some that contain monsters at tier 3. None Tzamoto, Architect of Torments During the present-day Temple run: Tier Room Description Temple modifiers 1 Torment Cells Contains Tormented Spirits.Contains additional roaming Tormented Spirits. None 3 Toxic Grove Spreads poisonous plants throughout the Temple.Contains a valuable item. None 2 Demolition Lab Contains Explosive Charges.Contains two Sealed Coffers. References ru:Комнаты вмешательства During the present-day Temple run, tiered incursion rooms are defended by the Architect who prefers them, and may have modifiers that affect the room or the entire Temple. Time saving options - Holding control and left clicking on Alva in a map will show you the temple. None 2 Cultivar Chamber Spreads poisonous and parasitic plants throughout the Temple. None Atmohua, Architect of Iron Tier Room Description Temple modifiers 1 Armourer's Workshop Monsters throughout the Temple have increased resistance.Contains chests full of armour. Based on the tier of the Hatchery sequence of rooms, monsters throughout the present-day temple will benefit from increased damage modifiers, in line with similar map modifiers (including the benefits to item rarity, quantity and monster pack size that those modifiers come with). None 3 Chamber of Iron Monsters throughout the Temple have increased resistances.Contains chests full of armour. 20% more Magic Monsters 3 Throne of Atziri Contains Queen Atziri. The Temple layout will never contain more than one incursion room preferred by a given Architect. 3.7.0 Number of Incursions required to enter the Temple of Atzoatl increased to 12 (from 11). None 3 Hall of Champions Increases monster damage throughout the Temple.Contains chests full of weapons. 30% increased Pack size Citaqualotl, Architect of the Swarm Tier Room Description Temple modifiers 1 Hatchery Increase monster damage throughout the Temple.Adds additional Minion monster packs throughout the Temple.Augments the Omnitect with minions. Incursions per map - You can encounter at most one incursion for a specific location in the temple per zone. It is not necessarily efficient from the perspective of average Alva encounters per temple with a specific tier 3 room.[2] Maximum tier - All incursion rooms have a maximum of tier 3. 3.10.0 Many rooms now provide Temple-wide bonuses for the present-day Temple of Atzoatl based on their tier. Ahuana, Architect of Ceremonies During the present-day Temple run: Tier Room Description Temple modifiers 1 Sacrificial Chamber Allows you to sacrifice a unique item.Ahuana drops an additional Unique Item. Tier Room Description Temple modifiers 1 Explosives Room Contains an Explosive Charge.Contains one Sealed Coffer. Tier Room Description Temple modifiers 1 Flame Workshop Monsters throughout the Temple have additional fire damage.Adds additional Fire monster packs throughout the TempleAugments the Omnitect with fire. Tier Room Description Temple modifiers 1 Royal Meeting Room Increases the number of magic monsters throughout the Temple. None 2 Jewellery Forge Increases the rarity of items dropped in the Temple.Contains chests full of jewellery. 10% increased Monster Cast Speed10% increased Monster Attack Speed 2 Sanctum of Unity Increases the speed of monsters throughout the Temple.Increases level of items dropped by oneUpgrades two random adjacent and connected rooms by one Tier. The Splinter Research Lab now contains a Breach. This makes the chance of finding other specific rooms go up slightly, because there are fewer total rooms that have a chance to spawn on the next incursion. The layout of the temporal incursion will depend on the current room.

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