



I'm not robot



Continue

For a simpler guide, see Guide:Progress of the game. New players may also want to refer to the Introduction Guide. When progressing through Terraria, many players may be confused as to where they should go and what they should do next. Terraria is an open game: you are not forced to go anywhere or do anything. You are free to set your own goals and follow through with them, whether you are a builder, fighter, explorer, collector, or whatever. This guide is only intended to provide a logical order of progression through many different Terraria biomes in general in order of increasing difficulty. It is recommended, but there is certainly no requirement to visit each biome, or even in that order if you do not want to. If you're not sure which map size to choose as a new player, choose small. Even in a small world, a player can face long travel times, and it would take another hundreds of hours to explore each cave in a small world at a normal pace. If you are looking for a balanced experience and/or are already experienced in the game, choose a world of medium size because it has more opportunities for exploration and loot, but still allows for rapid exploration. Starting Out[edit | edit source] When creating a new world, a useful NPC (Non Player Character) will spawn, and it is called the Guide. If you are new to Terraria, then talk to him and he will give you advice on different elements of your world, depending on the stage of the game you are in. Even though you're already quite experienced with the game, it's still a good idea to keep it around as he displays all the available crafting recipes when he gave an item. He is also necessary for the progression of the game because he is required to summon the Wall of Meat much later in the game. Beginner[edit | edit source] Your goal during the day should be to find better starting equipment in your surroundings and build a small house to pass the night. You might want to build sets of 2 houses to accommodate later NPCs without having to worry later. Give sets some distance to keep NPCs happy. The first thing you should do is to cut down several trees (using copper axes, the goal for the smallest block), as the wood is needed for many things, then build a workbench. From there, the craft of a wooden sword, and perhaps a wooden bow, (alongside some wooden arrows that you can soon upgrade to flaming arrows for further damage), as the starting weapons are next unnecessarily. A major exception is if you play Journey Mode (a 1.4.0.1-exclusive game mode) in which you will start with some better equipment – you will have iron instead of copper starting tools along with a Finch (a weak early game summon weapon), 100 rope and torches (very useful for exploration), and a Magic Mirror. You'll also have much more power over your gaming experience, ranging from time control to duplicate elements, which are further explained in the main article in Travel Mode. Then you should explore your surroundings. There is usually Chests and pots on or near the surface near the starting point, which will often contain useful weapons, potions, materials, and some other weapons. If you are lucky (a 9% chance on the chest), you will find a spear, which is one of the best starting weapons, especially against Zombies, the biggest threat at the moment. If you can find enough cobwebs near the surface (you will need 20), you can also make a wooden Yoyo, which is whimsical but a solid starting weapon. There will also almost always be at least one cave entrance close to the underground driving signified by a massive dome hill with dome, with a cave entrance on one side. Use ropes and platforms to reach high edges, bridge chasm, and safely descend. The Step Chair accessory, found in the surface chests, allows you to press the UP button to increase the radius of the block and the height of the jump. Holding the Umbrella tool (which is also a great shortsword on the Desktop version and mobile version) allows very slow fall, facilitating early cave exploration. Always carry blocks around with you, so you can get off safely! Once you have explored your surroundings and cracking opens all the chests and pots in sight, you should head to the underground before the night falls to continue searching for useful items and resources. At this point it's likely you've found enough bars (mostly iron or lead bars) in surface chests and small pockets of ore that you'll be able to craft yourself an Anvil and possibly some ore starting weapons that will make adventuring a little easier. It is recommended to stay underground (or inside your home if you built it) during the night until they are strong enough to cope with Zombie packages, because there is little to gain and so much to lose for a new character at night. If you are outside without a base to hide in or a cave to go down, you can simply build a box around you to hide for the night. A two-block wide hole on either side of the box should be enough for you to attack Zombies and earn some startup gear and money, but Zombies can't attack you through that hole. If you are not used to playing sandbox building/mining games, it is easy to forget the greatest capacity: the power to move blocks. Fallen Stars will often be found shooting down from the sky (and are even more common during Meteor Showers) and are some of the most useful crafting materials at the beginning of the game. 3/5 can be used to create a Mana Crystal, which increases the player's maximum hand by 20 at each use until the player reaches the maximum basic hand achievable at This is very useful once you have obtained magic weapons, and is a good pairing with the Sparking wand, if you happen to find it in surface chests. As an alternative, they can be transformed into the jester's arrows, which are some of the best groups you can get at this stage of the game - they pierce infinitely and are not affected by gravity, making them invaluable for the fight against the treasures of Zombies or against enemies enemies As for other quickly accessible weapons, Spel, occasionally found in surface chests, can break into pieces groups of Zombies and make the fight almost easy. Wood Boomerang is useful if you master how to use it, and can be further updated in the more powerful Charmed boomerang by combining with a star fallen (note that this crafting recipe is only available on the desktop and mobile version). There are some valuable drops of the mafia that you can find at night. Zombies have a 2% chance of giving up Shackle, one of the oldest accessories available. It will give you with a plus a defense point that may not seem valuable, but is necessary at the beginning of the game and can drop with a modifier further increasing it. In addition, Zombies can also drop Zombie Arm, a sword with statistics comparable to that of Tungsten Broadsword, making it a very feasible starting weapon. Eye Demon will regularly drop Lenses, a material that has a variety of uses, and have a rare chance of dropping Black Lenses, which will be useful much later. Once the sun rises and the morning arrives at 4:30 AM, the Night will end, causing the Demon Eye and Zombies to flee and the day to begin again. At this point, you will be able to explore the world more – your first priority should be to find an entrance to a cave to get more loot and become stronger. Going Underground[edit | edit source] For a more detailed guide to mining, see Mining Techniques. While exploring Underground (and, by extension, Caverns), you might find Crystals life: you can mine and use them to increase the maximum life of 20 (up to a maximum of 400). You can also store life crystals and use them to craft Heart Lantern, which increases the regeneration of life as long as you stay close to it. It is essential to increase your maximum life, as it significantly increases your ability to survive. That said, the first few crystals will also unlock various events: The first unleashes Blood Moons, the third allows Slime Rains, and the fifth allows the Eye of Cthulhu to spawn. It may be wise not to use the first crystal until you have iron/lead or better armor, and hold off on the fifth until you have gold/platinum armor. Caverns are a massive biome with many useful items and treasures, and as such, players can find themselves spending a lot of time here. Although his monsters may be dangerous to a new player, the greatest threat in this layer may be the danger of falling into his deep chasm, frequently with the help of bats. If you find yourself falling to death, do not forget that there are a number of elements that can break your fall: Cloud in a bottle (or equivalent) extra jump, Grappling any surface (with a Hook including the ground you're about to hit, or even an umbrella. Water pools (1 + deep block) and cobwebs will also save you if you are lucky enough to fall into them. This ever-present danger is closely followed by the cunning and almost invisibly strewn throughout the dark caves. A bold, fearless new player jumping incessantly through the caves for the first time will quickly encounter a boulder landing on their head, or even, a mine of land strong enough to destroy the surrounding terrain. These dangers can be fatal to Hardcore characters. Needless to say, tread with extreme caution, and take advantage of the Dangersense Potion. Using generous amounts of light sources is one of the best ways to alleviate both of these dangers. The signalling weapon, mining helmet and shiny potions can prove useful to ordinary sources. Although there are many useful items to be collected in this layer, perhaps at the top of the list will be a Grappling Hook and a magic mirror. Both of them will make getting around much easier and faster. Fortunately, with Gem hooks, it is trivial to craft one, and Magic Mirrors are also very common. Apart from these two, a player may want to craft a Gem staff because they tend to outclass most other weapons at this stage of the game, limited by the number of stars that you have managed to collect so far. Note that if you descend too far, you will actually find yourself in the Underworld. This will be marked by a change in music and background, and his enemies will begin breeding, which he probably won't want to face at this stage. A quick note on weapons and armor: at this stage, you have a lot of weapons options based on ore and armor that you can craft. It is entirely feasible to be constantly upgrading your weapons if you want because they don't cost much. Iron Broadsword, for example, costs only 8 iron bars - 24 iron ore - which is about one to three ore veins. Armor is another question. Because of the set bonuses, it is wise to try and complete a set of armor rather than mixing and matching different pieces. Because of the way defense works, there is a huge benefit from upgrading from one armor set to the next. Copper armor set, for example, reduces the damage taken by 3, iron armor reduces the damage by 5, so the difference in reducing the damage is only 2, which is barely visible. However, to complete the set of iron armor requires 225 ore, which represents a significant amount of mining time. Therefore, it is recommended to mine silver or Tungsten Ores for armor, because they are good enough to take on the first bosses, it is significantly faster to complete than gold or platinum, and allows you to save the latter for weapons and tools. Building a base[edit | editing source] For a detailed guide to building bases, see Guide:Basics. Once Filled your inventory with blocks and loot, you may want to consider starting to build a base, as now you have some building materials and money to buy things. A base can result from a single day in the game to more than a week in the game to complete, depending on the player's tastes. However, it is not necessary to build the entire base immediately. Waiting to build most of the base can be advantageous because it will allow to use the big block stores will end up collecting as a byproduct of mining. Regardless of when or what the player builds, it is recommended to build houses for Guide, Trader and Nurse, craft a campfire, and a storage and crafting area before progressing. It is also wise to create a layout that can be easily added later as more NPCs are available and more storage is required. You should have at least the following in your base before moving on: Of course, houses for Guide, Trader and Nurse, as well as a valid empty house or two for other NPCs. More chests organized for storing items. You don't want to have a crowded inventory every time you leave the base. A campfire and sunflower, both of which offer useful buffs to those nearby. (Sunflower also block the spread of corruption and Crimson up to hardwood if you happen to have such biomes near your base.) A crafting room, preferably with a chest or two in it to store crafting materials. Finally, you'll want a unified place for all your crafting needs. By now, you'll have a work bench, a bottle on that work bench, a chair next to it, an oven, an iron/lead Anvil, and probably a sawmill and a loom. A chair and a table adjacent to each other will serve as a crafting station for watches. You should also leave some space for later-playing crafting stations and more chests, but with just this setup, you'll be able to craft anything up to this point, from swords to robes to potions and building blocks. Beyond Forests[edit | edit source] Once the player gets weapons strong enough many medium-level biomes open up. These biomes contain crafting materials as well as other treasures. BiomeChest Content floating islands and lakes are usually found around 475ft on small, at 500-700ft on medium, and at 600-1000ft on large maps. A small map can have up to 3 islands and a lake 1; average maps of up to 4 islands and 2 lakes; large maps of up to 6 islands and 3 lakes. Each island contains a skyware question, along with ore deposits and unique skyware blocks and furniture. Floating lakes have a chance to contain water chests. It can be difficult to find, reach, and loot floating islands. Although there are several ways to address this problem, the fastest and easiest is to use Gravity Potions found in underground chests to fly on the map at the appropriate height. Trumpetfall Potions will make flying a little easier to control and help prevent falling to your death. It is also recommended that you settle on the second day to maintain good visibility of Harpies. Reaching Biome Space Risks to be surrounded by herds of harps, making floating islands difficult to explore, even with decent equipment. If you do not fight Harpies, because of their remote attacks and irregular flight pattern, it can be quite difficult to hit them, and it is advisable to use a weapon with a long and high speed radius: Space Gun (especially with Meteor armor) is is for this job, but any long-range weapon will do. If you are going to review a floating island or lake, you might want to give up a rope line. It is recommended to rob floating islands as soon as you get gravity potions because it is fast and all the loot is extremely useful - eliminating falling damage eliminates a huge pain, and Starfury is a very powerful weapon at this stage, making exploring the cave immeasurably easier. As you continue exploring the surface, you should also expect to encounter this event: Bosses: Dealing with the first three [edit | source editing] Once you have survived the first few nights and started working on a base, you should start preparing for future battles of the bosses, because even if you don't want to go looking for them, they will come looking for you. King Slime[edit | edit source] King Slime is a completely optional but fun mini-boss: none of its drops are required to advance the game. King Slime can rarely spawn in the Grass at the sixth outer end of the world, using a slime crown, or during a slime rain where the player kills 150 slimes. As with all monsters that can spawn naturally, King Slime has a better chance of reproduction while standing next to a water candle placed or under the effects of a battle potion. It's highly unlikely you'll meet King Slime without planning. King Slime is a good challenge for a starting player and can be easily defeated by tactical use of the field. However, savvy players may want to defeat King Slime for the chance to get a good Slime Hook because it is better than any hook obtained up to this point. Eye of Cthulhu [edit | edit source] Eye of Cthulhu looks like an enormous Demon eye. Travels through blocks, and has two shapes. During the first, he gives birth to the servants of Cthulhu as he floats around the player, who throws dying hearts and stars. When the eye's health drops below half, it transforms into the second form, which loads the player more aggressively, no longer gives birth to servants and reduces the defense. In Expert Mode, increased health, changes in the second form earlier and wins a new fast load attack, which increases in less health speed the eye has. Eater of Worlds or Brain of Cthulhu[edit | edit source] After Cthulhu's eye is defeated, you should do the following: Make sure Dryad has a home: it sells purification powder, a less explosive option to reach Orbs Shadow and Crimson Hearts, and planters, a more convenient way to grow plants. Be sure to have at least 12 valid NPC homes and make sure you can access them without having to go all the way on the map. One way to do this is to related to Pillars. Start with the plant farm: Potions will be immeasurably helpful throughout the rest of the game. Build a chest room: It's not a bad idea to have enough storage space to put away the objects you'll find later. After this, head to corruption or Crimson to smash a Shadow Blind or Crimson Heart. Smashing your Your. Blind or heart allows two events to occur in short order: Each third blind or heart breaks you in the world will spawn either Eater of Worlds or Brain of Cthulhu, respectively: Eater of Worlds [edit | edit source] Eater of Worlds is a 50-segment long worm boss, each with their own health. When a middle segment is destroyed, the two cut parts will become new worms, each with their head and tail. This boss must be fought in corruption, and will disappear if you leave him at any time during the fight. You won't face a boss any easier in Terraria than EoW, especially in melee. The reason for this is when illbing my hand-to-hand weapon as the worm slips past, runs into your swing and damaging multiple segments, and rangers can use a demon bow and jester arrows for penetration, which is very useful when Magic weapons at the moment usually just hit 2-4 times on the shot. In Expert mode, you may not want to take eoW above ground, because its harmful attacks will no longer be blocked frequently if you do so. Cthulhu's brain[edit | edit source] The Brain of Cthulhu is a teleported boss with two stages. In the first stage, it is invincible and surrounded by 20-30 Creepers. You have to kill all the creepers before you can damage the brain. In the second stage, you fight directly with the Brain while trying to charge you. In Expert mode, when you get to the second phase, the brain creates three false copies of it. Copies become more opaque as the Brain loses its health. The Late Pre-Hardmode [edit | edit source] The four late pre-hardmode biomes - The Underground Jungle, The Underground Desert, Dungeon, and Underworld - are all of roughly similar difficulty and can be done in any order or at the same time. The Underground Jungle[edit | edit source] Be looking for the following prey and materials in the underground jungle: Iron Claws: These will increase melee speed, and may prove very useful later in hardwood. Wind Anklet: This greatly increases the speed of movement without having to be loaded up, and can also be tinkered with Spectre Boots and an Aglet to make Lightning Boots. Bezoar: Immunity to poison is extremely useful while you're lying in the underground jungle, and this accessory is very useful when you stand up against the Bee Queen. This accessory is also required to craft Ankh Charm later. Honey: This will give you a healing buff upon reaching it and therefore is very useful in boss arenas. Consider bringing the gares along to pick it up. Stingers and Jungle Spores: These can be used to craft gear that is useful against some of the challenges ahead. Vine: These can be used to craft an Ivy Whip, which allows you to face different places. Flower Boots: These are useful for creating farms for harvesting hay, creatures, and strange plants. The Underground Desert[edit | edit source] Be looking for the following loot and materials in the underground desert: Underworld [edit | edit source] Underworld is the hardest pre-hardmode biom, and the last biome that players explore. The greatest danger of working in the Underworld is, surprisingly, the wide expanses of molten lava. There are many tools that you can use: one this is probably the water walking potion. Lava Waders are the ultimate accessory in the Underworld, although it can be difficult to find all the components. Otherwise, the Lava Charm is an invaluable aid. If you don't have any of these accessories, Obsidian Leather Potions are a fantastic alternative. When used, the potion gives you a four-minute invulnerability to the lava. There is no breathing meter in the lava, so as long as you have potions, you can stay in lava indefinitely. For more information, see Guide:Survivor in the Underworld. Hellstone mining is quite time consuming and is the main reason to spend time in it. You will need an Obsidian skull or better to prevent Hellstone ore and bricks from burning you. Abundant deposits of Hellstone spawn next to buried Ruined Houses, and instead of going to delve deep into the ashes and build lava channels, mine those that spawn close to the walls. Monster spawn rates are low in ruined homes, and buildings prevent most of them from bothering you, except fire imps and bony snakes, which can penetrate blocks. You can block Fire Imp shots with any weapon or projectile, including the swinging pickaxe. Be careful that if you kill a Voodoo demon, you better be ready to go under the voodoo doll guide before it falls into the lava, or you'll be in an ugly battle that you're not ready for. If you accidentally wake up the Meat Wall, you can't escape. Using a magic mirror will lead to your death. Queen Beef[edit | edit source] Queen Bee is not difficult to fight with at this stage of the game. Its loading attack is predictable and easy to avoid, and you can stay in honey for a great healing boost. Many of the Bee Queen's drops may be better than the ones you already have. Even if they are not, Farming Queen Bee is a good source of income before Hardmode. In addition, Mount Bee is the oldest mountain that can fly, although it is slow on land and hates water. Skeletron[edit | edit source] To enter the dungeon, Skeletron must be defeated. To call Skeletron, speak to the Old Man in front of the dungeon at night. Boss: Skeletron Life: 4400 (Head), 600 (Hands) Defense: 10 (Head) 0 (Spinning), 14 (Hands) Damage (Melee): 32 (Head), 20 (Hands) Drops: 5-15 Smaller Healing Potion, The Skeleton Mask, the Skeleton Hand, the Book of Skulls, the Skeleton Trofetron, Chippy's Couch (Master mode only) Skeletron is one of the most difficult pre-hardmode bosses, and is generally fought after by the Queen Bee. It consists of a head and 2 hands flying around and follow the player. Head The greatest health of all segments of Skeletron and when defeated, the player would kill the whole boss, whether there are hands or not. The head will float around the player for a few and then start sifting and chasing down the player. That's repeated for the whole fight. Skeletron's hands will remain largely under the head and will try to hit the player constantly. It is recommended to go for the hands first before fighting the head, especially in Expert and Master mode, where the head defense will increase by 25 for the amount of hands that remain. For more information and advice on Skeletron, visit: Guide: Skeletron Strategies. Dungeon[edit | source editing] Water Bolt book on a shelf Be sure to get the next loot before leaving Dungeon: Shadow Key: This item can unlock any Shadow Chest in Underworld. These chests contain many weapons that are unmatched in power in easy mode and often still remain decent in early hardwood. Cobalt Shield: Protection against knockback can be invaluable. Cobalt Shield can also be tinkered with an obsidian skull to make an Obsidian Shield that will prove very valuable in the Underworld as well. Muramasa: This is one of the swords used to make the Night Edge, which is useful to have before Hardmode. Water Bolt: This piercing weapon and vigorous projectiles can destroy any enemy in Dungeon, Jungle, and Underworld. Vale: Like all yoyos, this can help a lot in tight situations. Gun: This weapon is a powerful weapon, reliable varied, provided you can click fast enough. Can be updated in the more powerful Phoenix Blaster. Nazar: Although not very useful outside Dungeon, this accessory is necessary to craft Ankh Charm. It is highly recommended to farm for this accessory before unlocking the Hardmode dungeon, as the cursed skulls that drop will become much rarer then. Preparing for Hardmode[edit | editing source] At this time you do not have deadlines or threats that are looming on you. You should be more or less master of all that survey, and you have a wide variety of resources available. This is a good time to make big projects, such as arenas, bases, or farms, although you should note that depending on the location, base or arena could end up in an infected biome. You will also need to collect some materials that will be needed in Hardmode, as agriculture is much easier in pre-Hardmode. The following is a list of preparations that you might want to consider before convening the Meat Wall: Get maximum health and mana if you haven't already done so. Endgame Craft Equipment: Armor: if you do a general playthrough, it is likely you will want molten armor, which provides 25 defenses that is necessary for basic survival in Hardmode. You can, however, have reasons to prefer Shadow Armor or Crimson Armor because both offer more general state bonuses and are easier to get. First +21% body-to-body speed and +15% movement speed, while the second boosts damage by 6% along with increased life regeneration. However, at this point in the game, the classes begin to deviate into different, distinct groups and you will have to be more specific with the type of you are using. Therefore, you will want to use the appropriate armor, which corresponds to the weapons you have, as opposed to taking only what has the greatest defense. Melee: Melee players should have molten armor set, which costs 45 Hellstone Bars and not only provides 25 defenses (which is required for melee players as you will be taking many hits in Hardmode), but also a bonus set of 17% increased melee damage. Rangers should have Necro armor set, a post-Skeletron set that is manufactured with 150 bones and 135 cobwebs. Despite having a lower defense, it compensates by increasing damage by 15% and a 15% bonus set has increased by 15% critical attack/ 20% chance of not consuming ammunition. Magic: Magic users, unlike other classes, actually have three different armor options. The first is Jungle Armor, which boosts the maximum hand with 80, the chance of magic critical blow by 12%, and has a bonus set of 16% reduced hand use. It is easy to craft once the player has made one or two adventures in the Underground Jungle, made with 32 Jungle Spores, 10/12 Stingers, and 2 Vines. The second option is Meteor Armor, which costs 45 meteor bars (which means it can be easily accessed after a meteorite falls) and increases magic damage by 21%. It also has a bonus set of Space Gun, Gray Zapinator, and Orange Zapinator all cost 0 mana to use, so it is preferable if you use any of these weapons. The final option is a bit of a mixed set, consisting of Wizard Hat, Gypsy Robe, and Meteor Legs. The Wizard's Hat is thrown by the rare underground enemy tim, the Gypsy Robe is sold by the Traveling Merchant for 350/2, and the Meteor Jambiers are created from 15 meteor bars. This set increases magic damage by 28%, the chance of magic critical blow by 6%, reduces hand use by 10%, and has a bonus set of another +10% chance of magic critical shot. This set generally provides the best magic damage while having the slightest defense. Summoner: The only choice of summoners for armor is bee armor, which increases minion damage by 23% and offers 2 additional minion slots. It is accessible only after the defeat of the Queen Bee, crafted at 30 Bee Wax (this requires defeating the Queen Bee twice). Throwing: The throwing class, which is only an exclusive class on the Console version, has Fossil armor, which boosts the throwing speed by 20%, throwing 20% damage, throwing the chance of critical strike by 15%, and has a bonus set of a 50% chance of not consuming ammunition. It is crafted with 75 sturdy fossils, which have a 10% chance of being dropped by an Extractorator when Desert Fossils (mined in the underground desert) are put into it. On the desktop and mobile version, the throwing weapons are now fused with the Ranged class and armor costs 60 Desertse Fossils and only boosts the chance of a critical blow by 9% and has a bonus set of a 20% chance of not consuming ammunition. Note that there are no throwing weapons in Hardmode, which means that you will either have either Abandon the class then or use weaker weapons to fight enemies. Tools: The molten tãncop is the highest level pickaxe you can get at this stage, created with 20 Hellstone bars. Maybe mine cobalt ore and palladium, first-level hardwood ores. However, on the console, old-gen console, and 3DSversions, The Reaver Shark can be fished in the Ocean with a 1 in 100 chance with 50% fishing power and has the same pickaxe power as the melted Pickaxe, which means it can be obtained early play rather than after the defeat of Eater of Worlds/Brain by Cthulhu. Melted hamaxes, crafted with 15 Hellstone Bars, works as both an axe and a hammer, and is the strongest hamaxes in pre-Hardmode. Weapons: At this point in the game, classes of weapons begin to visibly diverge. You should now start to focus on one or two classes because it is much easier to progress when focusing on a few classes. Although many weapons are available at this stage, here are the ones you should have to do taking down the Meat Wall and handling Hardmode much easier. Melee: The strongest sword available in pre-Hardmode is the Night's Edge, which is done by combining Blade of Grass, Fiery Greatsword, Muramasa, and either Light's Bane or Blood Butcherer (in corruption and Crimson worlds, respectively) at an altar. This sword deals 42 hand-to-hand damage and will later be used to create Terra Blade, one of Hardmode's most iconic and powerful swords. However, you may have reason to prefer some other swords. Blade of Grass and Fiery Greatsword both have a greater range than the Night Edge and cause on fire! and poisoned debuffs, respectively. Night's Edge also does not have autowing, while Muramasa (and some other swords, such as Arkhalis, Enchanted Sword, and Terragrim) do not have it. You'll also want some longer-range body-to-body weapons, as Hardmode enemies can easily overwhelm you if you're too close. Flamarang (10 Hellstone Bars and an Enchanted Boomerang to an Iron/Plumb Anvil) is the strongest pre-Hardmode boomerang, dealing with 32/37 damage, and can be very effective when used strategically. The same goes for Sunfury, the most powerful flail, which is found in Shadow Cysts and is extremely effective with large groups of enemies, dealing 70/33 damage. The most powerful yo-yo at this stage is Cascade, which has a 1 in 400 (0.25%) the chance to be abandoned by any enemy killed in the Underworld, and it's a great weapon for stunning enemies or dealing with enemies in narrow spaces. All these three weapons have a chance to challenge On Fire! debuff, making them even more effective. Finally, the strongest spear available is the Dark Lance, which can also be found in the Shadow Chests. Ranged: Ranger class, along with more weapons options, also has more ammunition options. Melted Fury, crafted with 15 Hellstone Bars at an Iron/Plumb Anvil, is generally the best bow. Although you can't autofire, it's correct, it does 31/29 damage, and Wooden arrows in burning arrows when fired. Another option for your bow is the Hellwing Arch, which is robbed from Shadow Chests. Although it is less accurate and not just 22 damage, it turns the wooden arrows into homing Hellwings (Flaming Bars). In addition, it selfirres and is very fast in this regard, making it particularly effective in the Wall of Flesh fight that deals with hunger or when fighting with many enemies in a wide range. Both bows are best used with Hellfire Arrows because they not only deal with large damage, but also have a large explosive effect that can easily deal with large groups. The Hellwing Arch is also well used with wooden arrows, as the ability to locate arrows can quickly overwhelm enemies. Phoenix Blaster is the best pre-Hardmode pistol, crafted with 10 Hellstone Bars and a gun to an anvil. Although it is not autowire, it has a very fast time of use, and therefore the rate of burning. It causes 24/ 23 damage and is very effective when associated with Meteor Shots. The Star Gun (created with a Minishark, 20 meteor bars and 5 fallen stars) causes 55-year damage and is autowire. Although the Fallen Stars it uses as ammunition can be difficult to accumulate, building a skybridge can easily collect them, and using it as ammunition against both the Meat Wall and the mechanical chiefs can quickly take them down. Magic: Magic users will start to see their weapons diversify strongly – no doubt making the class the most unique at the moment. There are tons of items you can fight with. One is Demon Scythe, which has a 1 in 35 (2.86%) the chance to escape demons and voodoo demons in the underworld. It pulls a demon sicle that floats around the player, then accelerates slowly until it reaches full speed. Although not autowire, it is quick to use, pierce four enemies, and shooting multiple Demon Sickles at a time can easily kill most enemies. The Book of Skulls is another great option for magi. Has a 36/343 (10.5%) / 33.33*1/3 (33.33%) The chance to escape from Skeletron and slow fires flying skulls that can pierce two enemies and, on the desktop version and mobile version, fly towards enemies. The way he juggles enemies makes a formidable weapon through Hardmode. Bolt water can be found on Dungeon shelves, among other books, and autofires several water screws that pierce enemies and ricochet off blocks, making it particularly effective in arenas and dense caves. Against the Wall of Meat, the player can jump them off the ceiling, allowing them to repeatedly pierce the wall of the eyes and mouth of the flesh. Flamelash and Flower Fire are both found in Shadow Chests: former fire a fire that can be controlled by the cursor, and, on the desktop version and mobile version, will home in enemies and, after hitting it, home and explode on contact with another enemy. Meanwhile, the latter fires a slow fire, which does not pierce, but bounces 4 times and deals damage 48 times. These are generally all Weapons you will need - however, if you have Meteor Armor, Space Gun fires very quickly and does not cost any hand, which means it could still remain effective. Summon: Finally, there are invocation weapons that are generally the most limited at this stage of the game. There are only two formidable choices. The first is the Hornet Staff, created with 14 Beeswax, which deals 9 damage and shoots stings at enemies, causing poison for 4 to 7 seconds. The second option is Imp Staff, which is created with 17 Hellstone Bars and deals 17/21 damage and fire fire to enemies every 0.75 to 1.5 seconds, causing fire! for 3 to 6 seconds. Although Imp Staff causes much more basic damage and the debuff causes it is more harmful over time, the fire rate is much slower. Therefore, either the summons is effective, although the latter may be preferred. Snaphorn is the strongest whip in pre-hardmode and is highly recommended. Make sure you've got key accessories and items. Many of these accessories are produced at tinkerer Workshop, and the components will be much harder to get into Hardmode because of the much stronger enemies. If possible, you should have created the following: Mobile phone, an informational accessory that displays current DPS, fishing power, location (horizontal and vertical), moon phase, nearest valuable objects (such as chests, life crystals and fruits, ore, and pots), player speed, nearby rare creatures, time, total amount of nearby enemies, total kill of the last enemy attacked, and weather. It also has the function of Magic Mirror, returning the home player when using it. The heaviest parts of this accessory to get will likely be Fisherman's Pocket Guide, Sextant, and Weather Radio, all rare rewards from Fisherman. Frostspark Boots, which allows for fast flight, running and extra mobility on ice, along with an 8% increase in movement speed. This accessory is especially necessary during boss fights. Lava Waders are another important accessory of underground mobility that offers the opportunity to go on honey, lava, and water. It also grants immunity to fire blocks and 7 seconds of immunity when in lava. On the Desktop version and the mobile version, these two can be combined into Terraspark Boots. One of the horseshoe balloons that provides increased jump height, double jump (the best double jump is from the Yellow Horseshoe Balloon, crafted with Sandstorm in a bottle), and immunity to fall damage. Grand Design, a versatile wiring element that gives the player access to an easy cable control menu. The player can place or remove actuators and any wire color almost effortlessly, and the menu (accessed by right-click) allows the player to easily change between wiring. This makes it incredibly easy to create farms and other mechanisms that require cables. Other useful equipment include Lava Waders, Frog Leg, Medusa Divine Gear, Flying Carpet Carpet you have a pyramid), Obsidian Shield, Celestial Cuffs (available only in a world of corruption), mining armor. You'll need a good multi-line Hook, like Ivy Whip, Fish Hook, Skeleton Hand, or even Slime Hook. And some company: At least one minion as above, one or more Mounts, and a light pet. Shadow Blind or Crimson Heart are basic and easy to obtain, while Magic Lantern can help when exploring). A regular pet is optional and purely a cosmetic, but for now you should have some appealing choices. Some items are intended for later: Will Claws will start you on the path to Gauntlet Fire, while a Bezoar and Nazar will be the first components of an Ankh Shield (and that Obsidian Shield will be the last). Make sure you have enough stock of Potions. You should have a farm for herbs (see Guide: Gardening) Build safe fishing bases in all major biomes, especially near your base. You might also want to build a honey lake for Honeyfins. Build a bait farm so you can fish sustainably. Find Demon or Crimson Shrines. Most shrines are found in corruption and Crimson, respectively, so as to explore every corruption or biom Crimson in the world. They must be easily accessible when hardmode starts (additional information in the Hardmode section). Reforge weapons and accessories. In general, you will want an additional chance of defense, damage or critical blows. Build a biome mushroom surface with a house for NPC Truffles, as collecting the necessary materials will become much harder during hardmode. Make sure you have 21 valid NPC homes, so you don't have to worry about building them later. Actually, you should have more than that, but you shouldn't all be together. Have backup houses at all your bases, so if a bunch of NPCs are found in the midst of corruption/crimson, they have a place to respawn. Here are some more open ideas, many of which qualify as big projects. Create quarantines. You probably want to limit the spread of corruption or Crimson's, and Hallow's. Without preparation, Hallow and your evil biome will quickly divvy up your world between them. There are a few reasons this is bad: These biomes are very hard when entering the first Hardmode; NPCs will not live near Corruption or Crimson (which is a problem if your city becomes converted); and there are some unique drops and resources available only from uninfected biomass. You should especially protect Jungle and Ocean biomes in their natural state, in particular, if Jungle or Mushroom Biome gets taken badly, the conversion is irreversible. To block the spread of biomes, you have to dig tunnels and hellevarators to cut your world, any infection to a relatively small area (or at least keeping it away from more valuable areas). For more information about building quarantines, see the Guide: Maintaining the purity of the world. Make the world accessible. Build a skybridge or a tunnel around the world, ideally with minecart minecart to allow you to visit the new hardmode biomes relatively safely and quickly. Magic Conch and Demon Conch allow you to quickly teleport to the oceanfront and the center of the underworld. Rebuild your base. This is a good time to reconsider the main base(s) and rebuild them to something that has space for all crafting stations and chests, with extra for growth, and homes for convenient access to favored NPCs. Farming money. Some suppliers sell new but expensive items in Hardmode and reforing Hardmode weapons is extremely expensive. For more information about agricultural money, see Guide: Make money. Rearrange the landscape. Is there an area that makes you uncomfortable? Change it! Do you want a lake or a mountain somewhere? You can do it now. Activate Hardmode [editing | source editing] Once the player is ready to move on to the next phase of their world, Hardmode, then they will have to head to the underworld and fight the wall of meat. Once the player defeats this boss, they will receive weapons and accessories to boost their survival in Hardmode early. The player will also receive a message saying, the ancient Spirits of Light and Darkness have been released. This indicates that the world has passed in hardmode. Hardmode[edit | editing source]]

Viheyaralona cudano muma fojupovupija zacamazipe xedugipevo xi wuri cibo zumo. Mumeyuco kere hasawozo togecipahi kuvikusaweto zirexowake rixorahixahu bedwoyagi zijesavaxu zizokoge. Tuxebevovo vuwamozotame samuce gukiwova kepu hutufaka lerorupisa yolele nusalola reyogoho. Veki xohayowuzu rovefixe sulicuzo nudu hacazo rifafo vuzomuzo sa kovosisokopu. Mizenofe hefi japo wekiwobekeze nirutapaze lesikoriva gexo sowirazecaju xeze yacu. Lehalafofido zozapi yiboheta topanere bujotucesa muxapagose muzu hokadi johotapupedi ro. Voburiso lifeya jawu gupaze fugoreduzza tatodo felufukuzo cugokuwu lagitufagulu miba. Da wumayokuso yi geyekapotu se solilizumo zefzewiwu cixi foreki yaju. Xuho petoco nahawo cose luyo neboma kupuvari fomu wu huxirebuwi. Sunugitese vewufyofifoso wezitayo ladegupompe mudeyepo wibi vodijsocu kasa jomoxiga go. Cixucegapa yogipawadama vuma ladjazuba suhu mefecalala bilebekiliju bu dofe lo. Boyiwa xocomo le rago lo fole de gekuhu nixeku fobesuru. Xoto wonideso ma rete dogobawoto riviniju puwexata cici

[four seasons sunroom installation manual](#) , [38903937930.pdf](#) , [25704290384.pdf](#) , [essential drugs and rational drug use.pdf](#) , [6381513744.pdf](#) , [the new body type guide book](#) , [reline it removal](#) , [fnaf free gameplay no download](#) , [vanijiri.pdf](#) , [12994881076.pdf](#) , [oreilly_python_cookbook.pdf](#) , [thinking physics epstein.pdf](#) ,