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Master Bait. Enchanted Nightcrawlers are your best baits. Some butterflies and golden critters are a little better, but those also sell for good money. Fishing will help you with an assortment of useful items, both directly and from boxes. Reaver Shark, Sawtooth Shark, and Rockfish will serve you for a long time, while some of the accessories will help you get around and/or protect against falls. Krats can provide a tiny but powerful Falcon Blade, among other powerful elements. Pull three chests for quest fish, and each time you fish for one, try to catch four of the current fish quest at a time (stuff them in the piggy bank as you catch them). A couple of times these quests come up, you can pass the fish right out of the chest. When you have all the box drops and lots of metal, start hoarding boxes, and continue until hardmode. Biom boxes can have special special basically the same items as biome chests. Crimson or corrupt boxes will also add special drops to Hardmode, so make sure you keep some of them. In the 1.4 version, the boxes were balanced, and pre-Hardmode boxes no longer give Hardmode metals if stored in Hardmode. Accordingly, there is no reason to accumulate them. Beware of fishing during Blood Moon, as you can pull up the monster! (Sonar potions are definitely recommended...) Either Wandering Fish Eye or zombie Merman will make for a tough fight, but the potential rewards are rich, including an early minion. Once you reach Hardmode, you'll want a bottomless bucket of water, Super Absorbant Sponge, and a Fishing Hook hotline, after which you're pretty much done with the angler. Fishing in general will remain useful at the beginning of Hardmode, but eventually there will come a time when the player has better equipment than anything they could fish. At this point, fishing comes down to replenishing potion ingredients and possibly farming for cash or metals. Evil biome edit Once you have gold/platinum or better equipment, with some useful accessories, you should be able to delve into your evil biom with relative impunity. At this point you can start breaking Shadow Orbs or Crimson Hearts (collective balls). After the first ball is broken, meteorites will begin to fall on the world (always behind the screen). In the 1.4 version, meteorites do not appear until the Worlds Eater or Cthulhu Brain is defeated for the first time. There will also be a chance every day of the Goblin Army invasion. When breaking that first ball, make sure the status message you get, which should be a horrible cold running down your back.... If you instead get the Screams echoing around you ... it means that one of the balls has already been broken by a faulty world generation. The first ball always gives you a gun (Musket is the world of corruption and The Undertaker in the world of Crimson). A second broken ball will offer more drops, but otherwise should not do anything in particular. Every third ball is a broken call eater of the worlds (corruption) or the brain of Cthulhu (Crimson). Meteorites in 1.4 versions of meteorites do not appear until the Eater of the Worlds or the Cthulhu Brain is defeated for the first time. Every time the boss is defeated, there is a 50% chance that the night of one fall. To minimize meteorites without breaking a few balls between midnight and dawn (4:30 am), as this can get you multiple meteorites at once (separate 50% chance for each ball broken). If the balls are broken at other times, there will only be one meteor landing (next midnight) no matter how many balls you broke that day. Even so, as soon as this box is open, there will be a slight chance of falling every night after that. However, more meteorites will not fall if there is already one (small worlds) or two unseaed crash sites. There are ways to protect individual areas from meteorites: they will never fall on the central sixth of the world, so areas near spawning are safe. They also don't fall under 35 NPC tiles or breasts, which effectively protects your city and most of your bases. They will never fall on the screen for any player. NPCs edit Wear a bullet or a gun (from a broken ball) for an arms dealer. It sells weapons, ammunition and illegal weapons used to make several powerful weapons. Specialized ammunition cannot be offered if you are carrying the appropriate weapon. Tavernkip, found after defeating your evil biom boss. It provides access to the event of the Old Army, and equipment to fight it. Goblin Tinker can be found underground after defeating the Goblin army. It provides several useful services such as: It sells a Tinkerer workshop to combine accessories. He sells rocket boots, and a few other items. Reforging, which is a process by which you can improve an accessory, weapon or tool by getting a new modifier for the item. Throughout the game, a fair bit of your coin will go to the front of your equipment to improve power. Artist. Its things are purely cosmetic, but can drastically improve the look of your base, not to mention practical applications such as color coding chests. Tips to edit from now on, Meteorites will be hitting your world. Place chests on all your bases and other points that you want to protect, as they will prevent landing there. If you have enough meteorite ore, consider creating Skybridge as a Meteor Shield over your world. It's a completely optional challenge that requires a fair bit of preparation, and at the moment the direct rewards are mostly minor. However, it's still worth playing through some of them, for basic weapons and prepare for the future. Tavernkeep will give you tokens for one of your watch guns up front, but until you've beaten the army once, you can't use them outside the event. Tavernkeep sentry proving to be surprisingly useful in conventional adventures, and it's the only sentry you get to Hardmode and the queen spider staff. If you want, you can play a few extra times to buy other Level 1 watches, each of which has its advantages. Later in the game, the Army of the Old will progress to Level 2, where Ogre drops will be much more useful. Five wins at Level 1 will allow you to buy Tier 2 Hour before you go on the fight against the Level 2 invasion. Twenty wins at level 1 will allow you to buy watch and matching armor to buff it. Similarly, a few wins at level 2 will allow you to buy a Tier 3 hour even some of the armor) before you fight the Tier 3 invasion. Jungle edit Chief Boss here is the queen bee, although there are many other dangerous enemies around. The queen bee will punish you for grooming care or the Jungle, but you don't have to fight her in her own hive - you can run to a prepared arena with plenty of space. It will provide you with what is probably your first minion, various other powerful weapons and accessories, and nooks and crannies for booking up to Hardmode call. Elements edit NPCs edit witch doctor (after the murder of the queen bee). At the moment its most important point is the Imbuing Station, which allows you to make flasks for melee lovers. It also sells Blowgun, and as the game advances will provide a variety of tools and ammunition. Floating Islands (edit) If you haven't been to them already, you should be able to get there by now with ropes, minecart tracks, and/or gravity potions. Falling damage is the biggest threat. An umbrella or Featherfall potion will prevent you from taking a drop in damage. You can find an umbrella in the wooden chest found at surface level. Both Featherfall and Gravity potions can be found in chests, or created by players or pots. (Gravitational potions can also appear in boxes.) You'll get a few unique items from Skyware Chests - while fishing can provide other bouncy bottles and a balloon, there's no replacement for a few items here. Sky Lake will also allow you to fish for Sky Crate and Damselfish. Items edit Dungeon By this point, you should have at least Demonite, Crimtaine, meteorite, or jungle equipment, with a fair range of weapons and accessories. The hard fight against Skeleton will give you access to the Dungeon. The dungeon will provide The Tully Counter to complete your cell phone, Nazar for your possible Ankh Shield, Muramasa complete the edge of the night, pistol to the Phoenix Blaster, and shadow key to plunder the underworld. It will also provide the Alchemy Table to improve the craft potion, a mesmerizing table to trigger an extra mignon, and welder bones and bone sticks to get some application from all those bones that you have collected. The mechanic is also rescued here. Now you should be able to work out the Void bag by doubling your inventory, allowing you to continue to pick up items when your main inventory is full. Cell phone editing items, Shadow Key, Night Edge, Grand Design. NPCs edit Clothier: It can supply an assortment of wearable devices and materials to make others. All of his products are cosmetic or used to make other vanity items. Mechanic: It will be your main source for wires, switches, drives and other mechanisms. You can also loot wires, pressure plates, and traps out of the world. Tips for editing clear the place as best you can, fixing obstacles and stripping off Spikes as you go. (Note that only hurts players, so using them elsewhere is pointless, except maybe in PvP.) You can also make a fishing hole here for later; Remember that fishing for Dungeon Crates you have to be below the surface level and in front of the natural dungeon wall. In 1.4 versions dungeons are blocked by fragile blocks that break down when walking or fighting on them. So it's a good idea to use Dangersense potion to see where these blockades are, so you can safely remove them and discover every room in the dungeon. The underworld explore and loot all the destroyed houses of the underworld and loot the chests of the shadows, while mining Hellstone for molten armor and other equipment. You will also start doing several types of preparation for Hardmode, see below. Build bridges over lava, especially in the central part with destroyed houses. Elements of edit Lava Fishing edit fishing in lava can give some pretty powerful elements, especially useful in the underworld. To fish in lava, you need one of: a lava-resistant fishing pole, a lava-resistant hook (accessory), or An underworld bait. Note that you don't need to actually be in the underworld, you can take a lava pool in caves, or make your own at your base. If you wait until Hardmode, the angler will eventually give you a Fishing Hook hotline, which despite its name is a fishing rod. If you don't want to wait for that (and you're on the 1.4 version), you can catch underworld baits: Catching Underworld bait requires a fireproof net; Golden Bug Net will work, but if you don't, you can collect some extra Hellstone to update the regular network bug in the Lavaproof Error Network. Magma snails are better and then Lavaflies, but hell butterflies also claim, and anyway at first you get everything you can find. If you have some Underworld baits, do your best to max out your fishing strength and good luck, and fish for obsidian crates. Eventually one of them will contain lavaproof Fishing Hook. Unlike the Rod Hotline, it is an accessory that will allow you to fish in lava with any fishing rod or bait - perhaps superior to other options, since you can use your Golden Fishing Rod and Master Bait. Once you can fish for Obsidian Crates, try Lava Sharm if you don't already have one - with water walking boots from the ocean and some obsidian, you can upgrade your Frostspark Boots Terraspark boots that allow you to casually walk on lava (or water or honey) and even protect you within seconds of unexpected dunking. Late Pre-Hardmode edit At the moment, you must be more or less a master of everything you survey, able to accidentally kill the worst of up hardmode enemies and bosses. This will change in Hardmode, but without new incoming threats, you can take some time to do projects and big builds, and especially to prepare your world for Hardmode: Change the landscape as you like - if any ravines or mountains you, now is the time to do something about them. Don't break all the fallen logs! If you haven't already, build a main arena with platforms, bonfires, and heartlights. This will help you all over Hardmode, and will also prepare the if a pirate invasion occurs very early in Hardmod. It may be a good idea to create an underground AFK farm, so you can quickly get a good weapon at the beginning of Hardmode. Prepare your bases with defense against future Hardmode enemies. You will have to deal with more powerful jumpers, and a number of enemies that can move through the blocks. You can hack your world with hells and tunnels to block the spread of Hollow and Crimson or corruption. Especially try to protect at least part of the jungle and its base caviar. Note that for the desert in particular, you want all three kinds of desert on the surface and underground: evil, consecrated, and pure. You should also take steps to protect at least one of the shores of the ocean. Make sure you have spare homes scattered all over the map, in case some of them get swallowed by evil biome, and create some safe fishing spots in each biome. If you haven't already, make a surface glowing mushroom with a biom, and build a house there for the truffle to move in later. Make an event of the God Torch if you haven't already, as it will help with the good luck mechanic, and at the beginning of Hardmode you will need all the benefits that you can arrange. In this vein, walk to underground bases and active areas, and replace regular torches with appropriate bio torches wherever you can. Try to fill out the map as much as possible, including finding a jungle temple and finding all the Biom Chests in the dungeon. Exploring the beginning of Hardmode will be a difficult task until you get a decent weapon. Unlocking more of your card will also allow you to see how evil biomes affect your world in Hardmode. In the 1.4 version, get all the pylons you can, and organize them around the world (if you haven't already done so already) as doing it at the beginning of Hardmode will be a dangerous and difficult task. At this point, you should be able to get all but two pylons. Some in particular offer special flexibility in where you place them: The Cave Pylon can be supported by putting the NPC almost anywhere underground, including just below the surface level. The mushroom pylon can be placed in your artificial Bim Surface Mushroom, or in any of the natural mushroom biomes deep underground. For both pylons, you will need to take steps to seal the NPCs from their hostile neighbors. Ocean Pylon can be used with any ocean. The only two pylons you can't get yet are Hollow (which you can get at the beginning of Hardmode), and the endgame of Universal Pylon. When Hardmode begins, some of the Pylons will fail, as their biom is taken over by the world of Evil (or even Hollow, for forest pylon). Either fix the biom, or move the NPC and/or pylons, to a safer area. Try to get all the rewards up hardmode fishing, both from boxes and angler. Check your you want to go to hardmode at least stack or Two full stacks of wooden boxes and at least some evil boxes will pay big dividends (hopefully) allowing you to skip the altar break later. In the 1.4 version, hoarding boxes for Hardmode is no longer effective, as they only give up hardmode rewards. Stock up on potions because you'll want those more in Hardmode. If you haven't already, create a farm for all seven herbs. Preparing Underworld for a wall of flesh fighting: Set up a safe surface to walk around, place stations along the way with heart lamps, bonfires, bottled stars, world candles and banners, trying to cover as much territory as you can with your protective buffs. Before version 1.4, a somewhat extreme way to prepare most of the underworld is to flood it, by digging the Hellevators down from one or both oceans. It won't help much with the middle part covered with destroyed houses, but in a small world it will cover most of the lava outer third (s) in the obisdian before the water evaporates. By now you also have the equipment to replenish the oceans afterwards (ultimately). Note that this is a major project in itself, needing at least one Hellevator from the underworld to the surface. Warning: According to version 1.4, the old liquidators will no longer work! Flooding on both sides of hell will mostly sacrifice the ocean on this side; You have little hope of replenishing it until you get a bottomless bucket of water from a fisherman in Hardmode (although a few stacks of wet bombs can help some), and even then, it will be a much more involved and tedious process than old liquid duplication machines. In 1.4, you may be better off relying on Lava Waders or Rise -- you can now combine them with your Frostspark boots to get Terraspark boots, which will allow you to move freely around the Underworld with little lava fear. Even if you've played a clean melee so far, you'll probably want to have some strong range or magic weapons to back up in your first wall of flesh fight - a factaneking boss who moves towards you at its increasing speed isn't recommended! Among the weapons of melee, yooyos and perhaps flails can help save some distance. Of course, the agenda is always convenient. Finally, collect your best weapons and armor, choose accessories, grab a few bags of purification powder, close the base, and head down to summon a wall of flesh. When you defeat it, your first step is to collect his drops - unlike other bosses, the drops will be enclosed in a box safely suspended over the lava for easy searching. The box is also a good haven while you take the next step: Check the map to see which lane has gone which way and what Changed. It will dramatically affect your game - in particular, the big question will be whether the evil band is superimposed by the jungle, which will mean at least some of the problems associated with this, by this, Evil bios cause more irreversible damage to the jungle than other biom. You should also check what happened to the underground desert. After believing in your world, look around for the tortured soul to clean up in your tax collector. Note that at this point, the Underworld is probably safer than most other places - the only new enemy you'll see in the underworld is imitations, and while they're still tough, they're also good hunting with worth drops. If you want to dare headline a long way rather than teleporting home, watch out for the Wizard to save, and if you meet a Skeleton Merchant can be sure to pick up some yooy equipment: Yooy glove (and counterweight) if you don't have one yet) to make a Yooy bag. If you don't pick up Hel-Fire in the underworld, you can buy a new yooy to it too - Gradient if you can (full moon to descending crescent) or Format: C otherwise. While you're at it, you can pick up Slap Hand too. Hardmode (Hardmode) Early Hardmode 'edit) After the murder of the Wall of Flesh, the world moves into the middle of the game. At this point, much of the world has probably been mapped and looted, including all surface biome and most large structures (except the temple of Likhzard, which at least was located). But monsters are much tougher in all environments, contagious bios are trying to take over the world, and large chunks of previously known territory have been taken over by Evil or Hollow. Also: If you insist, you can get Hardmode Metals from fishing to drawers, but it will take some time --- the 1.4 you need to do it in Hardmode, and you will need to get hundreds of boxes while the biomes have spread around the world. Otherwise, it returned to the normal method of chaining up to get the first few tiers of hardmode metals. Note that the amount of ore below are minimal for chains up, you will definitely want more for weapons and armor. If you carry a work bench, an anvil and Hellforge, you may not even have to return to the base between the ore tiers. Food and mining potions will also be convenient. Use the Pwnhammer you got from the wall of flesh to smash at least three Demon altars. You can smash more to get more ore, but the reduction returns set quickly, and for every altar pitched, the random block in your world has a chance to be transformed into either Hollow or Evil Biom, potentially starting a new infection (perhaps in an uncharted area where it can spread freely). The destruction of 12 altars will roughly double the ore provided by the first three, while the danger from these seed blocks will quadruple. Keep an eye out for wraiths that spawn! Use Molten Pickaxe to mine at least 45 cobalt or 54 palladium ore. oven (it doesn't have to be Hellforge yet) and an anvil to make cobalt or palladium picks (or drill as you prefer) that can mine the next tier of the tier Use this pickaxe/bur for mining at least 100 Mythril or 120 Orichalcum ore. Use the oven to smelt some of them in the bars and make a hardmode anvil, then use this to make a new pick/drill that can again mine the next tier of ov. Use your newest pick/drill to mine at least 30 adamantite or titanium ore, and use this to upgrade Hellforge's Hardmode Forge. This will allow you to smelt the rest of your own ore in bars; You don't need to make a pickaxe out of it, so get started on guns and armor. At this point, you should try to kill the first mechanical boss as soon as possible (to get Steamponker and her Centaminator) and perhaps push forward to kill Planter (which will dramatically slow down the infection). How important it is will depend on how well you have prepared your world, but in any case, Hollow and Infectious Evil are now part of your game. Elements of NPCs edit Hardmode anvil and Hardmode Forge, and Mythril or Orichalcum pick or drill. Basic metals Hardmode. As with pre-hard-breeding ores, only one of each tier can appear in the ground as ore. Krats can provide all six metals. Most Hardmode armor kits have two or three options. Each other part provides a different bonus set in favor of a particular class. Conscripts are represented by themed sets, Tavernkip armor and a new consecrated hood. Pocket Mirror will defend itself against the Medusa fossil, arguably the deadliest attack in the game at the moment. The head of Medusa is not the instakill it once (up to 1.4) against the Wyverns and Destroyer, but it is still a powerful magical weapon. Given the danger of hunting jellyfish in the wild, a statue of a farm with lava is definitely the way to go. Wings: Most wings are made with 20 flight showers (got by killing Wyverns) plus one or two key ingredients defining the type of wings you'll craft. You can buy several types, which saves you from hunting for Wyverns. Wing progression has changed a lot in 1.4: If you have money, you can buy a minimum set from the witch doctor, or you can get the equivalent set of Demon or Angel Wings, farming 25 showers a night or light, and 20 flight. Or you can wait a bit for one of the many other options. (Up to 1.4 The Wings of the Leaves were more expensive, but also much more powerful.) You may have already received a giant hairy feather that will produce a solid second tier of a set of wings. An ice feather made of ice gold will do as well, or collect 100 pieces of Pixie dust. Fin's wings from Rybolov will save you from hunting Wyvern. Once you beat one of the mechanical bosses, you get the best options: Jetpack Steamponker is a step but still better wings can be made from rare drops, from Moss Hornets or moths in the jungle, or Red Devils in the underworld. Later stages of the game (Planter, Golem, optional optional similarly unlock even more powerful wings. Black Hermits: The Spider Caves you've already found will now spawn black recluses. Use some of your new weapons to kill them for your fangs. You at least want enough for spider and queen spider staves. If you are a caller, you can create a spider armor. Mountains: Ancient Horn or Happy Apple both give you good mounts for charging through mobs, but Scaly Truffle will allow you to move fast and fly. Ankh Shield: This is a long-term project that is likely to extend to the next stages. You should already have the Obsidian Shield by now, and a few other ingredients (Bezosoar and Nazar). If you don't have them, follow them. For the shield, if you run out of gold chests in the dungeon, fish for Dungeon Crates. You will collect nine rare drops of widely scattered monsters to combine with each other and shield. The result will be one accessory to protect you from a dozen of the most common debuffs and other dangers you will encounter during your adventures. Armor: You probably want armor made with new Hardmode ores. Palladium and Titan armor have very good defensive set bonuses, while Adamantite and Orichalcum armor are better offensive. The inductee may prefer Spider armor or armor, which Tavernkip sells instead. Biome Keys (Biome Key Molds): These will be rare drops from any enemy in certain biomes: You'll want to collect them from five biomes (four to 1.4) before returning to the dungeon: The Jungle. Snow, Darow, Desert, and whatever evil biom you have. Fishing edit There are several new catches and anglers awards: Fin Wings, Fishing Hook Hotline to fish in lava, bottomless bucket water and super absorber sponge to handle water. If you have these, you are pretty much done with an angler but can still fish for your own reasons. Fish potion: In Hollow, Catch Chaos Fish (Teleportation Potion), Princess Fish (Love Potion), Prismite (LifeForce potion). In lava catch Flarefin Koi and Obsidifish for inferno potion. Items: Bladetongue or Toxikarp from the evil biome, Crystal Snake from Hollow, all of them are worthy weapons. Scaly truffle, where any of the above overlap with the biom of snow. Obsidian swordfish is a short but deadly spear caught in the lava. Crate: Now you'll catch the Hardmode version of the boxes, with Hardmode Metals and a few extra items. Enchanted Suns: From non-bio-boxes, it allows you to skip the occasional invasion, blood moon, or solar eclipse. Blood Moon Fishing now offers three even more powerful opponents who can give up a very strong hamax, a powerful vial, a magic weapon, or a powerful weapon to call. Tips Evil boxes, caught after entering Hardmode, may contain The Souls of the Night and Ichora or the Cursed Flame, which are vital ingredients in the powerful Early Hardmode crafting recipes. Keep in mind that Ghosts will appear when you break the altars, and random parts of the world may be infected. Keeping the world clean: At this point, the evil biom will spread three times faster, even over the grass, as well as corrupt stone blocks and sand, so that the sunflowers can no longer stop it from spreading. In addition, Hollow is beginning to spread around the world. Pirate Invasion even if you haven't broken the altars, you can still manually call pirate invasion with pirate map. Enemies include no casters, and only one slow flyer. If they are called to the Biom Ocean, the pirates themselves will drop a few more Pirate Cards for longer use. Elements (edit) NPCs edit Victory Invasion Times opens The Pirate NPC, which sells two positioned guns and ammunition, a pet suit, and a new decorative wall. Frost Legion, if a player played during the Christmas season, they may have received gifts. If they are open during Hardmode, they may contain the Snow Globe. Snow globes can be used at any time to evoke the Frost Legion. Invasion itself is quite easy, without casters or flyers at all. Items edit NPCs edit After defeating him, Santa Claus can spawn during the Christmas season. Mechanical bosses edit when you feel you are ready, it's time to address mechanical bosses. You may have got some of their call items already, if not you can easily make them. It doesn't necessarily matter what order you take them, and the game-promoting effects kick in the base just whether you beat one of them, or all of them. However, each one provides souls for specific weapons and tools. Once you've learned how to beat each of the mechanical bosses, it will be much easier to replicate the performance, in case you run low on Hallowed Bars or their respective showers. Kick one mechanical boss edits the solar eclipses begin to occur. It's almost twice as big as The Blood Moon, with much tougher monsters. However, if properly collected they can be extremely lucrative, both in coins and dropped items. The Old Army moves to the second level, with seven waves and ograms at the end. Tavernkeep also sells Tier 2 sentry; hope you've amassed enough medals to buy one of them. It also sells four sets of armor to buff each of the watch types, all of which give bonuses to watchmakers and other henchmen. Buy a Defender's Forge or two to increase portable storage. As before, your ultimate goal for the level is to accumulate enough medals that after you defeat Golem, you can buy Three hours ahead. At the same time, ogre drops can be handy. Red devils and lava bats are beginning to appear in the Underworld. In the underground jungle will begin to grow the fruits of life, which will edit the elements. Grab as much as you can and use it until you're maxed out. Once you are maxed out, sell them for easy gold. Gold. Now there are Hallowed Bars and one of the cutting-edge types of Soul. You're probably not enough for full Hallowed armor yet, but especially with your new soul you can probably make some new weapons: Depending on the soul you have, the main targets include Excalibur, Megashark or Light Drives (Destroyer), optical personnel or magical weapons (Twins), or flamethrower (Skeleton Prime). The second mechanical boss, killing the second mechanical boss, does not open anything special, but you get more hallowed bars and another type of soul. Hardmode Jungle (edit) Killing all three mechanical bosses opens several more gates, primarily the ability to mine chlorophyte ore. At this point, you will hopefully have enough Hallowed Bars to make armor. If you've done too many weapons and/or are unlucky on the drops, you may need an encore performance from one of them. Solar eclipses get Mithron and Reapers. Motron will drop the Broken Swords of Hero, allowing you to progress to Terra Blade, while the Reapers will drop their Sickle of Death. With all three advanced Souls, you can create a Drax or Pixak axe. This allows you to finally start mining that chlorophyte ore that grows in the jungle. Chlorophyte weapons and tools include more than conventional options, and most of them have special abilities and/or projectiles. Chlorophyte armor is a major leap of its own, and its upgrades have even more options: the Crystal armor sheet is not controlled like a minion, but it hits much harder and automatically divides its efforts between random targeting and your current opponents. Over the next two bosses, his upgrades will include an intermediate level of armor with a class of specific abilities: Turtle and Beetle Armor for Melee, Shroomite for Ranged, and Ghost for Magic. Each has its own extra parts for even more flexible protection. Turtle armor is quickly available for melee players, replacing the Leaf Crystal with a reflection of the damage. Now you can upgrade your poisonous staff to Venom staff. Having all three souls opens up additional, platform-dependent elements: Bulbs Planter start spawning, pointing the way to the next stage. After Planter edited when Planter was defeated, a number of things happen, collectively entering the late game: the spread of Crimson, Corruption and Hollow slows to 1/2 (50%) their previous speed. The solar eclipse gets new enemies: Butcher, Nailhead, Deadly Sphere, Psycho, and Dr. ManFly, each of whom drops a powerful weapon. New, nasty enemies will appear in the Dungeon: Planter's death provides access to the Jungle Temple and Golem's boss, represented by the Temple Key, which he dumps. Empress of Light, Boss, you can fight after defeating Plantera, but it is recommended to fight it after the victory over Golem. Defeating her, the player can get one of the four weapons and the Wings of the Empress. Teh Teh This is a completely optional call, but some caution is justified to avoid calling it by accident. It is caused by the murder of Prismatic Lacing, which is a special creature that spawns in Surface Hollow at night, after Planter was defeated. It is probably wise to carry a guide to Critter communication just to avoid the accidental murder of Lace. If a player makes a lot more effort and defeats it, does all the damage in the daytime, they will get an extremely powerful weapon calling Terraprisma. NPCs edit Cyborg becomes available. Along with narites, it sells proximity Launcher rockets and launchers. Cyborg is the latest NPC to appear, with the rare exception of Santa Claus. The truffle starts selling Autohammer, used to make shrewmit bars. The traveling merchant starts selling Pulse Bow. Witch Doctor starts selling Vial Venom, which allows you to make flasks, arrows and bullets by making a debuff. Elements of edit Spectrum armor offers magical impulses, with the possibility of damaging balls or healing. However, Spectre bars don't make weapons and only a few tools: Pickaxe, Hamaxe, and painting tools, all with extra range. The Wings of the Spectrum are overshadowed by a hoverboard. Shroomite Armor is the strongest Ranged armor available at the moment, and offers stealth mode with bonuses. Shrews bars don't make weapons or most tools, except for Shroomite Digging Claw, which is the fastest picker in the game. They allow you to make a hoverboard, with the second best flight time plus hovering and speed. Mithron can now give up the eye of Cthulhu, the second largest yooy in the game. Temple of the Jungle editing Jungle Temple provides another set of furniture and crafting station to do so, as well as a host of deadly traps that you can take for your own use. It also leads to a golem fight. Victory over Golem represents the beginning of the late game: after Golem edit all these problems are optional, but offer great rewards for those who can manage to overcome them ... or even those who survive long enough to get some decent drops. Martian Madness provides blocks for another set of furniture, a new mountain with a distance attack, a mount that can fly forever (as fast as the Dungeon Guardian), a unique hook, and an assortment of deadly weapons. Pumpkin Moon offers many powerful weapons, notably blade rider, Cola booster, and Raven personnel. Two pets, two high-level wing tokens, and Spooky Wood are also available. At 1.4, reaching the final wave before dawn will unlock one Halloween day game (above), regardless of the calendar, allowing you to access the free many costumes, and other goodies. Frosty Moon offers the possibility of several powerful (but often eccentric) weapons, pet, and grief. At 1.4, reaching the final wave before dawn will open one game day a day (see above) regardless of the calendar, which allows you to access Gifts with a variety of goodies, including likely access to the Frost Legion. Duke Fishron, in case of defeat, will throw one of five powerful weapons and its impressive wings Fishron. The Old Army reaches level 3: now it will have 7 waves and Betsy, along with its prey, along with new watch and armor. Some consider it the most difficult event of the game, although its competition is frightening Frosty Moon. If you haven't purchased enough Defender medals to buy a Clock Level 3, you may have to return after The Moon Lord. Old Generation Console and 3DS version: These versions don't have The Lord's Moon, instead they Ocram as the most powerful boss. It drops Adamantite ore, spectral arrows, and the soul of Blight. Blight showers are used to make titanium armor, dragon armor, spectral armor, Tizona, and Tonbogiri. However, these armor is (mostly) superior to non-exclusive armor, and very expensive to manufacture. Tizona has also surpassed Terra Blade, in design and power, but Tonbogiri has very long coverage and is more viable as a late weapon game. Lunar events (endgame) edit Cultists in the dungeon represent the beginning of the final marathon of bosses fights. Killing cultists will cause a crazy cultist, a rather complex boss with various attacks. After the defeat, he throws the craft station used for the endgame. Once he is defeated, the Heavenly Towers will fail, and they will not despawn until defeated, regardless of whether you leave the world or not. Some key notes: Even a player who isn't powerful enough to defeat them outright can fight: Chip away on the caviar on the edge of the most comfortable pillar until his shield breaks down and then make a run to kill the pillar. Drops from the first pillar should allow them to create at least one powerful weapon, which will help in the victory over the next. If practical, start with a pillar for your own class: Sunny - melee, Whirlwind - wavered, Nebula - magic, Stardust - summoner. All other things being equal, solar column fragments allow you to create Daybreak or Solar Eruption. Although they are melee weapons, both have a range and a powerful debuff that does not depend on class bonuses. You may have already discovered that the Pylons don't work during intrusions. Lunar events count - hopefully you've created a teleport network by now to back up. Each type of fragment can produce several of its own weapons and other items. All four together can produce Super Healing Potions, Moon Hook and Heavenly Sigil. Any three types of fragments can create a fourth - it's expensive (3 different types for 1 of the fourth), but it allows you to create a few Super Healing until the final battle against the Moon of the Lord. After all the Pillars are defeated, the Moon Lord will spawn, while Lunar cultists reappear at the entrance to the Dungeon. If The Lord's Moon wins the fight, it will despawn, causing players to start over from the cultists. Victory over the Moon Lord will provide access to the last tier of equipment with which you can establish maximum power over your world. He always throws one of several endgame weapons representing three options for melee, and two each for rangers, magic users and draftees. He always throws Portal Gun. In addition to bullets and arrows, Luminite unlocks all four sets of celestial armor, as well as their wings, pickaxes and hammaxes. The tools are essentially identical, except for the appearance. Wings offer a choice between two sets of statistics: Stardust and Solar to maximize the time and speed of ascent, while Nebula and Whirlwind instead offer hovering. Armor sets out to maintain the class of its respective pillars, and is generally considered the best armor available for this class. After many battles, the combination of Luminite with all the previous advanced bars (all in quantity) allows you to create a drilling deterrent unit. After receiving the sword weapon falls from the Moon Lord, and various other swords, the player can now work out the final, powerful sword, zenith. After finishing editing the main article: Ideas: This content is transcluded from the guide: Walkthrough/Hardmode - Post-Game.After defeating lunar intrusions and acquiring all their drops, the player can do anything. You can try designing the ultimate castle or PvP with other top-tier players, or even overcome incredibly difficult challenges (like Frost Moon Wave 15 with Ranger, no arena.) The only end is the player's imagination! Some things you can try: Clear Corruption or Crimson Biomes Reach the top tier in fishing and purchase the Fishing Hook Hotline/Golden Fishing Rod. Hit several bosses at once. Complete all achievements. Defeat the Dungeon Guardian. Get 100% in Bestiary. Play on an online server. Explore custom maps and content made by the player. Make your own theme park with minecarts. Experiment with extremely complex combinations that can be made with wiring and teleports, such as building your own gaming computer! Try to complete the game as different classes. Make a hardcore pass. Make speedruns. Play, design and/or create new PvP modes for everyone to enjoy! Purchase every weapon and tool. Get every armor and vanity set. Collect every accessory and dye. Collect every trophy and banner. Play the game in expert mode. Look for rare items in the game, such as the Nymph Banner or Slime Staff. Find bugs and glitches to could fix them. Create a package of mods or textures, or maybe an adventure/puzzle map. Become the author of a wiki! Get each item in the duplication window (Travel Mode). Mode). Mode). terraria 3ds crafting guide. terraria 3ds hardmode guide

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