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For cosplay installations, see Guide: Ideas and Cosplay. Terraria does not have a formal player class or alignment system. However, weapons can be grouped into four (and in the case of console versions, five) different categories depending on their type of damage - melee, range, magic, and call. Each class has its strengths and weaknesses and has a wide range of weapons to choose from. Melee is a strong class that sports superior defense in middle and decent crowd control, but many melee weapons have a short range of attack, and those that attack from a distance tend to be below the DPS average. Ranged is a powerful class with very high single-purpose damage power from a typically long distance. Users must collect materials to make ammunition or buy them from an arms dealer. Magic is fragile, but very diverse in attack style, often using special mechanics such as homing, vitality and damage impact areas. It is concealed by dependence on mana, which recovers very slowly if the positive effect of Mana regeneration does not work. Magical users must create or buy mana potions if they want to use high cost mana weapons for long periods of time. The call is good for agricultural enemies, but most calling armor have low defenses but high damage, and the challenge is often inaccurate against enemies who move very fast. Whips are the main weapon for further addition to their arsenal. Each class acquires more complex abilities as the game progresses, allowing for more strategic diversity in combat. Players are encouraged to try out every weapon they find to help determine what works best for them. It is also recommended to use buff potions and healing potions to increase efficiency and survivability in combat (especially during events and boss fights). In general, it is recommended to focus on the same class. Many armor, accessories and buffs only benefit a particular class, especially later in the game. However, even if you do not specifically use a hybrid kit, a backup weapon from another class can be useful if the situation requires another weapon. In addition, each class has at least one minion slot, so it is recommended that it be used at all times. Pre-bosses edit the source Prior to meeting with the boss, install bonuses from wooden and ore armor will almost exclusively provide additional protection, and accessories will not distinguish by the type of weapon when providing bonuses. Combined with the general shortage of weapons and the need to survive, there is no point in sticking to the class early on. For these reasons, players are advised to use whatever they can get their hands on. (Note that Shadewood and Ebonwood are the best wooden equipment, and even better than cactus equipment.) Players can purchase weapons early on by smashing one of the corruption or crimson balls. Pre-Hardmode (edit source editing) As soon as you start starting the first bosses of new options are becoming available. In addition, you must have enough mana to use a magical weapon. However, armor still only gives small bonuses, so you can still safely mix class styles without much loss of damage. Dedicated conscripts are still quite weak at the moment, although their call elements can be used by any class. At the moment, at the moment, it becomes almost mandatory to choose a certain class. Many accessories only benefit a certain class, and armor kits begin to benefit only certain types of damage. However, the hybridization of the appeal remains not only viable, but also extremely powerful due to the presence of a powerful Sangin headquarters. At this point, you can also start working on getting good modifiers for your equipment. Pre-Plantera (edit the editing source) This is the point where the mixed class becomes quite weak compared to one class, mainly because there are separate armor sets for each class. You can of course still play in a mixed class, although it is recommended to have a backup armor set (such as in vanity slots), so you can quickly switch for some extra damage or defense. Consecrated armor may be preferable for additional survivability. Pre-Golem (edited source editing) With Hardmode Dungeon and Pumpkin Moon now available, players have access to a variety of new equipment. In addition, any Biome keys you receive can now be years to use. Although it is difficult, the Empress of Light can be beaten and her weapons can be collected, including Terraprisma, which is very powerful for the rest of the game. Pre-Lunatan events (edited by source editing) Equipment from Golem, the Martian invasion and the final tier of the Old Army is now available. The challenge to the Duke of Fishron and the Frosty Moon is also now feasible. It is also easier to fight the Empress of Light. Endgame (edit the editing source) At the moment you can start using mixed class settings again, since you can kill everything easily. (except for the moon lord). The multiplayer edit source these setups sacrifice part of their own damage to make the boss struggling smoother for the entire team. Tank keeping bosses in one place should, depending on the size of your group, cause the overall batch of DPS to be higher, due to fewer deaths, ease of aiming, and no situations where one player runs away with the boss while everyone else is chasing them. The healer helps to increase survivability for his team, but sacrifices a lot of his own damage and defense. Other sets of equipment are not designed to fighting, and for other activities such as fishing, construction and exploration. All equipment is optional and makes it easier to complete the task, but otherwise just use what's at hand. Guide to Category Weapon/Gear Use Before you start a magician adventure, here are some helpful tips to get started. (Tips (Tips Advice #1: Magi glass cannons, so if your feeling is tenacious, have all your accessories a menacing modifier. If the boss is too hard, make all your accessories warding modifier. Tip #2: Magicians have a unique mechanic named Mana. Mana has all your strength to throw his magic. Make sure you have mana stars created with fallen stars that fall from the sky at night on the work bench and lots of magician accessories. Advice #3: If you feel powerful enough, you can visit the underground jungle and there will be some useful magician stuff out there as well as a armor set! The advice #4 gems can be found underground, which is very important to magicians considering so many magicians things can be done with it. Keep in mind that some of the items are evil bio exclusive. (Guide Initiated) Accessories: Pre-Boss start as you normally would. Get wood and make yourself a house and some crafting space. The vault is useful too, here are some accessories that you can get just before your first boss and how you get their list: Band starpower got smashing shadow balls in the underground corruption gift of nature: rarely growing in the underground jungle Hermes boots and cloud in a bottle: both found in chests in the subway. Before EOW and BOC Mostly after training, you had to beat an army of goblins by now and have access to modified modifiers and workshop crafts to bind accessories. Horseshoe in a hot air balloon and hermes boots upgrades should be made together with a mana flower. Pre-Skeleton after evil bosses, now you have to be able to fight Skeleton. The only magician-specific accessory that I know right now is the mana flower and magic cuffs. magic cuffs are the Starpower-Shackle stripe, and the mana flower is the Natural Magic Potion. and a celestial magnet that is made with magic cuffs. Magician Armor Now, there are 3 armor in the pre Hardmode one of these is not really and the armor set at all Pre Boss's first set of armor is pretty simple. There are gems found underground can make magician clothes. Now, you may be wondering: Johnson Cave! It's not even armor! It doesn't have a bonus armor kit! I'll be doing guides that make you understand all this confusing sounding stuff such as the armor bonus set Well, what you're going to read may seem strange. BUT, with ore helmets and leggings along with a robe, he makes the armor set a bonus. For each robe, its going to need 10 gems that you're going to make a robe with, and a robe created with silk on a loom, then you just need a few ore armor copper armor, silver/tungsten armor etc too hard if you ask me up to the evil bosses/skeleton/pre walls of jungle armor and meteor armor now when you have a precious armor robe and preferably high ore defense armor loadout, you're going to want to head into the underground jungle jungle More. One update is jungle armor. Full set of jungle will be needed: 10 sting dropped Hornets and Spiked slimes., 2 Vines dropped by unusually man-eaters and 32 jungle spores found unusually on the ground in an underground jungle armor set can be done on a work bench. Meteor armor is quite simple. If you go underground corruption with some bombs combustible lemons, preferably not part of the guide and break the shadow of the ball with a hammer or bombs. soon, the word Meteorite has landed!, then you have to explore the world for a meteor it will not be underground, believe me believe me, you will know what it is when you see it. however, there is a catch. In 1.4, you can't just bomb a meteorite. You have to dig it. I'm offering you an accessory or something, that stops you from burning on blocks of obsidian skin potion, or obsidian skull, once you have meteorite ore, smelled it in the oven, and go to the anvil and make armor, make sure you get enough for a space cannon, since the set bonus for it space gun costs 0 mana Weapons : Pre boss to evil boss/skeleton You can use precious stones for making magical poses If you're desperate, you may find the wand sparkling, since I can't think of anything else because I'm lazy, you can reforge your employees to be the best modifier of the mythical Pre skeleton you can farm demons in the underworld to get a demon scythe that will be useful against the skeleton. Make sure you reforge it, too. Well, you've made it so far, you're against the wall of flesh. You can use the obsidian key you found in these locked chests after you beat the skeleton in the dungeon to get some hot new weapons against the wall of flesh. Once you open the chests, now you will be able to fight the wall. Make sure to make a lot of potions and prepare yourself. Throw a voodoo doll got from the voodoo demons in the underworld and throw it into the lava as soon as you are ready. Come, child. Facing the wall. Thank you for reading my guide! I did it all for science, really, but I also did it for the good of humanity! As good as it is right now, please tell me in the comments about the guide and say if you want me to do more guides! Go, future starter! I believe in you! (Beeeeeeeeeep) I think there are a few bugs out there...? And somewhere it sounds a little weird, as anyone on the forums probably doesn't have a total noob, and probably knows how to get materials like stingers or vines, but let's throw it aside. maybe it's not bad to add it, in case. Magicians aren't all that many glass guns, it really depends on armor and accessories. Some armor Offer pathetic defenses like precious clothing, but meteorite or jungle armor has pretty good defense stats, IMO. As for gemstone clothing, by the way, I'm confused, what do you mean ore helmets and stuff? Magician robes make sets of shapes, shapes, Paired with a magic hat (sold by a travel merchant) or a magician hat (100% chance of being removed from Tim, and he's much more likely to show up if you wear a precious robe) these hats paired with gowns give a set of bonuses too. And you actually still have a foot guard slot open to equip something out there without influencing this bonus set to try to balance a little bit of that precious garment offering very low protection. - they give you tons of mana though. You can easily get jungle armor up to the bosses though if you are good enough with survival in the jungle. Meteors on the other hand (by 1.4) will not fall until the EoW/BoC defeat. As for mana, indeed, it's important, but there are several ways to restore it. The mana flower is good, but if you keep casting spells it will continue to drink mana potions, giving you about -40% on your magic dmg. which is awful when you do it in the middle of a boss fight. Yes, it will go down and then wears off very quickly, but only if you stop casting spells that can be a problem in the middle of a boss fight. This certainly allows you to continue to attack though, by reducing the power of the attack. Magic cuffs offer a different approach, with you recovering mana while taking dmg. It's a great way in normal mode (not an expert or a master), but can be hard to use for higher complexity, since you can't afford to get hit that much because things hurt a lot more. They are awesome in normal mode though, IMO. Don't forget the mana regen potion however! While you probably don't use it for regular adventures, in boss fights it can be extremely useful. It regens your mana even when you move, although it's slow, but if you stop spelling and runs for a sec, it will restore mana to maximum in just a few seconds. In addition, there are some intriguing magical weapons. (Speaking of pre-hardmode) there are precious poles that can be the easiest to do, and can be quite powerful with the right modifiers. A sparkling wand would be great as a starting weapon, but it depends on the worldgen if you actually have one nearby, there's a waterball, but now it's a post skeleton, so, it's kinda weak, that time, because it's slow. By the way the demon braid is pretty slow too, if you want to use it to hit things away. There are some other things though. There's a space cannon too, but there are some other intriguing weapons like a bee gun (it's a magical weapon) which is pretty powerful. In the dungeon, there is a mentioned water bolt, but there is also an aqua scepter, which is like up to hardmode golden rain without applying ichor to enemies. And there is a magical missile that can be controlled by the player and even home to the enemies! And once you get the shady key, you can snub some powerful fire weapons either from shadow chests, or obsidian lock boxes from obsidian boxes from lava fishing. flower flower it's good, but more awesome is that there's a flame, I think. It hits twice, at home to enemies, and can be controlled by the player. it's basically a stronger version of Missile magic, with only one drawback. it's a fire weapon, so it doesn't work in the water. So, there are a few mistakes and stuff, I think, but that aside, on the whole, is a normal guide, I guess. I think there are a few bugs out there...? And somewhere it sounds a little weird, as anyone on the forums probably doesn't have a total noob, and probably knows how to get materials like stingers or vines, but let's throw it aside. maybe it's not bad to add it, in case. 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