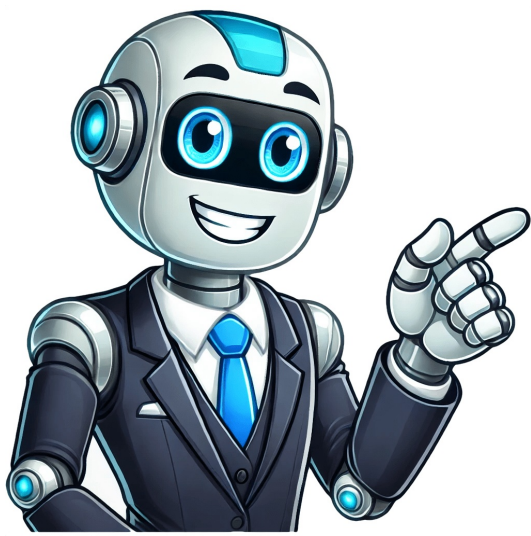


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The Calamity Mod is a large content mod for Terraria which adds many hours of endgame content and dozens of enemies and bosses dispersed throughout the vanilla game's progression. The Calamity Mod also features several harder difficulty modes, five new biomes and new structures, a new class, more than fifty new songs, over fifty recipes for previously uncraftable vanilla items and other assorted changes to vanilla gameplay.Note: Much of the communication regarding the Calamity Mod Wiki is done via the Calamity Mod Discord Server: If you have questions or issues regarding editing this wiki, asking via Discord is the best way to get your issue addressed quickly.If you are interested in helping edit the Wiki, you can ask for the Wiki Contributor role in the Discord server to gain access to a channel for discussions and asking questions about editing. View source
Characters: Enemies (List); Pre-Hardmode • Hardmode • Godseeker Mode • Event Enemies • Bosses • Critters • Friendly NPCs
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This is a guide intended to give a rough outline of progression through the Calamity Mod. The mod adds several new points of progression and makes several changes to the base game's mechanics as well, which will be mentioned throughout this guide.
Pre-Hardmode[]
Getting Started[]
Starting[]
Pre-boss exploration[]
Aside from mining for Ores, Wulfrum Metal Scraps and Energy Cores are the first materials the player should look for to create armor and weapons. All Biomes and the majority of Events have unique content added to each of them, so be sure to check through them for items that may be useful. The Dungeon's Skeletron requirement is lifted, meaning it can be safely explored before defeating it. Arsenic Ore will generate in small patches within it which can then be used to make a powerful set of early game Draedon's arsenal weaponry. Several new structures spawn across the world: Planetoids spawn in Space, providing items which were otherwise available only in the Caverns. These structures can provide huge benefits to the player, especially if explored early. The main Planetoid contains the Space Arsenal Lab that contains Cinderplate and chests with Herb Bags, Planter Boxes, and Mysterious Circuitry. This allows the player to set up an early herb farm. Ore planetoids can be generated, providing the player with a large amount of a random ore, which is useful for early crafting, especially for Gold or Platinum armor. Biome planetoids can be useful for obtaining items prior to exploring their respective biomes, most notably Bezoars, Sharpening Stations and Glowing Mushrooms. A Life Crystal planetoid is always generated with a Life Crystal, and typically contains a random type of gem. These planetoids, especially if Rubies are generated, will allow the player to craft large amount of Life Crystals early, helping them to increase their maximum life extremely quickly. Shrines appear in different biomes, each with a unique accessory or mount for the player to use. An Evil Island spawns opposite to the dungeon, containing the opposite World Evil and its respective ore, as well as its Biome Chest. Certain enemies drop vanilla items for convenience: NPCs also sell new items, including a variety of buff potions. Enemies drop Blood Moons drop Blood Orbs, which make crafting potions easier but require the Alchemy Table from the Dungeon. Mechanics[]
Killing enemies or damaging bosses yields proficiency, a new leveling system added by the mod. While the system isn't necessary to be able to progress, it grants several minor boosts to the player's stats. The mod also adds a new Rogue class, which utilizes a unique stealth mechanic to deal extra damage. Several items as well as modifiers have been rebalanced throughout progression. All other changed mechanics can be referred to here.
Early boss progression[]
An easy first boss for the player to fight is the Wulfrum Excavator, providing several useful items and unlocking the Desert Scourge fight. After obtaining as much loot as they can, the player should head to the Desert or Underground Desert and fight the Desert Scourge. Cnidrians are large dry seahorse-like enemies which fire a barrage of water bolts. While they are easy to kill by hiding as their bolts cannot penetrate blocks, be wary as they can fall from above and trap the player in confined areas. They also drop the Desert Medallion needed to summon the Desert Scourge. When the Desert Scourge is defeated, the player may venture farther through their world to enter the Ocean. In the Ocean, most enemies are largely passive and will not attack the player unless provoked. The Giant Clam is a powerful miniboss that resides in this biome. The Sea King will spawn upon its defeat. The Sea King sells many useful weapons as well as granting the Amidias' Blessing buff allowing underwater breathing. Although not immediately useful, it is recommended that the player looks for the Sunken Sea Bio-center Lab in the Ocean and takes the loot within. The Lab Turrets can be dangerous and are immune to normal weaponry, though they can be destroyed with a pickaxe. The player should build a barrier to block their line of fire while they explore the lab. The Schematic (Sunken Sea) will unlock powerful weapon recipes for later. The player should also look for Power Cell Factories to place near their base so they can start producing Draedon Power Cells for later. The player should also take two Charging Stations. One to create a Codebreaker with and another to recharge any chargeable weapons the player crafts. After the Eye of Cthulhu is defeated, Acid Rain may occur naturally and the player is free to challenge its first tier in the Sulphurous Sea. While the event is rather difficult, the Sulphuric Scales dropped by various enemies in the event can be used to craft powerful weapons as well as Sulphurous Armor. While at the Sulphurous Sea, the player can loot Rusty Chests on the seafloor and in the caverns beneath it. The player should be cautious to ensure they don't accidentally enter the Abyss at this point, as they are not yet properly equipped to handle the enemies within. While optional, Crabulon is recommended to be fought at this point. If a Glowing Mushroom biome has not been discovered yet, a Mushroom Planetoid can alternatively be used to build a small arena for him. Aside from the usual weapons, Crabulon also drops a Mushroom Plasma Root in Revengeance Mode, which increases the duration of the Rage Mode buff by 1 second. After defeating the Eater of Worlds/Brain of Cthulhu (and optionally, Queen Bee and the Old One's Army), The Hive Mind/The Perforators can be challenged. The player can now craft the recipes contained within the Sunken Sea Schematic. Late boss progression[]
The next goal of the player should be to fight Skeletron and visit the Dungeon. The Bandit NPC can now spawn, selling various Rogue weapons and accessories. The Bandit also provides the refund service which returns a fraction of the money the player has spent at the Goblin Tinkerer on reforging. The Shadow Key will be required during the trip to the Abyss, so the player should prioritize finding it upon entering the dungeon. Alternatively, the player can craft a Shadow Key with a Golden Key, Obsidian, and Bones. After rescuing the Mechanic, the player can buy Wire to craft the second Codebreaker component, the Decryption Computer which decodes the Encrypted Schematic (Planetoid) and unlocks various early-Hardmode recipes. The Abyss is a large biome which sits right next to the Dungeon. While optional, it contains valuable loot which will prove to be useful against the next pair of bosses. The player should build a house with a bed near the area, for the sake of convenience. The entrance to the biome is located at the very bottom of the Sulphurous Sea. Using the Shadow Key, the Shadow Chests should be opened to obtain several weapons, accessories and other helpful tools. Entering the deeper parts is not recommended due to the multiple powerful enemies that may spawn in the area. The Deerclops is recommended to be challenged around this time, and will drop the Dust Bunny to increase the player's Stamina. The player can attempt to explore the Brimstone Crag at this point and use the Shadow Key to loot the Shadow Chests within, though they should be wary of the powerful enemies that spawn in this biome. Afterwards, the player can challenge The Slime God. While this boss can be skipped and fought later, the loot and the crafted Staligel set is valuable in the upcoming fight against the Wall of Flesh. The boss also drops the Electrolyte Gel Pack in Revengeance Mode, which increases the damage of Adrenaline Mode by 15% and increases how much damage reduction the player gains when hit while the meter is full by 5%. The last step is to prepare for and defeat the Wall of Flesh, and then enter Hardmode. Aside from new weapons, the boss also drops a Rogue Emblem for the rogue class. Hardmode[]
The player's first goal upon entering Hardmode should be seeking out and purifying or containing the underground strain of the Astral Infection. Two strains of Astral Infection spawn into the world, one on the surface and one in a random underground location. The biome features powerful enemies which drop Stardust used to craft various items. The underground Astral Infection strain will rapidly infect nearby blocks. Players are highly advised to seek out the strain and contain it, as blocks that have been infected for more than 20 minutes will begin permanently converting into irremovable Meld Gunk. Novas begin spawning which drop the Comet Shard when detonating on Astral Ore, which increases mana by 50 If the early Hardmode progression rework is enabled in the configuration options, Cobalt Ore and Palladium Ore will spawn upon defeating the Wall of Flesh. Nexos Eclipses will start occurring if the player doesn't visit the Underworld or fourth layer of the Abyss, which will result in the player's world getting permanently deleted if they aren't careful. The Aether Valkyrie and Earth Elemental now spawn in Space and the Cavern layers respectively, serving as hazards to the unsuspecting player. New enemies spawn in the Ocean and the Giant Clam miniboss is buffed, gaining new attacks as well as dropping various weapons and Mollusk Husks. Three new essences are available in Space, The Underworld and the Snow biome which can be used to craft new gear. Life Fruits begin spawning immediately upon entering Hardmode. The Brimstone Crag is intended to be explored at this point. The Cosmilight is now obtainable, allowing the player to change the time from night to day, and vice versa. Several vanilla bosses have been made non-linear in progression: Early-Hardmode boss progression[]
Three new bosses become available: Cryogen, Aquatic Scourge and Brimstone Elemental. The three of them are fought between each Mechanical Boss fight. These bosses are not required for progression, but the gear they drop and unlock can aid in the upcoming fights. Cryogen's summoning item can be crafted at an Iron or Lead Anvil, the Aquatic Scourge's summoning item requires a Mythril or Orichalcum Anvil, and the Brimstone Elemental's summoning item requires an Adamantite or Titanium Forge. Defeating Cryogen spawns Cryonic Ore in the Ice biome for the Daedalus set. The Archmage NPC spawns as well and sells various items and weapons. Defeating Aquatic Scourge unlocks the second tier of the Acid Rain. This tier unlocks new weapons for the player to aid in the upcoming fights. Defeating the Brimstone Elemental makes it possible to craft Exotic Pheromones to fight The Dragonfly, however it is advised not to do so until Plantera is defeated. The second tier of the Old One's Army may also be fought, as the Sentry accessories are recommended for Summoners. If the early Hardmode progression rework is enabled, Mechanical Bosses will no longer drop Hallowed Bars at first and defeating Mechanical Bosses will cause various ores to spawn in the world. Mythril Ore and Orichalcum Ore will spawn upon the defeat of the first Mechanical Boss, allowing the player to craft a Mythril or Orichalcum Anvil. Adamantite Ore and Titanium Ore will spawn upon the defeat of the second Mechanical Boss. Hallowed Ore will spawn in the underground Hallow following the defeat of the final Mechanical Boss, and all Mechanical Bosses will drop Hallowed Bars from that point onward. As soon as Mythril or Orichalcum Bars are available, the next Codebreaker component, the Long Ranged Sensor Array, can be crafted to decrypt the Encrypted Schematic (Jungle). The souls dropped by the Mechanical Bosses along with Mythril or Orichalcum Bars can be used to craft the weapons from the Planetoid Schematic. The Blood Orange may be obtained by dropping an Apple into a pool of water while a Blood Moon is currently active. After all six bosses have been defeated, the player is recommended to fight either Calamitas or Plantera. After defeating Calamitas, Solar Veils will drop from certain enemies during a Solar Eclipse and the middle area of the Abyss may now be explored, in order to hunt for Depth Cells, Lumenvyl, and dig for Tenebris. The player should be very careful within this area of the Abyss, as enemies can very easily overpower them, and the lack of significant lighting can make escaping the Abyss difficult under pressure. The materials here are used in gear both now and later on. As the breath loss increases as the player goes deeper into the Abyss, accessories such as the Abyssal Diving Gear and the Aquatic Emblem are highly recommended from this point onwards. Calamitas will also drop the Magma Booster to greatly increase the player's Stamina. Before fighting Plantera, the player can also equip a Bloody Vein and use the Mechanical Worm to summon The Derellect. Defeating it is a great source of Hallowed Bars and powerful weapons. The Forbidden Lantern boss is also intended to be fought at this tier, dropping Shattered Prisms to make Shatterite Bars with . Post-Plantera boss progression[]
Polyphemalus can now be challenged by using the Fused Eye at night. The Great Sand Shark may now spawn during a Sandstorm or be challenged using the Sandstorm's Core, providing Grand Scales that are used to craft items. The Armored Digger may appear in the Cavern layer, posing as a possibly dangerous threat. It drops Draedon's Remote, which summons the Mechanical Boss trio with buffed stats. Solar Veils are now dropped by certain enemies during a Solar Eclipse, even if the player has not defeated Calamitas. Enemies within the Dungeon now drop Ectoblood, which makes farming for Ectoplasm significantly easier. The player should be strong enough to fight The Dragonfly. Defeating the Dragonfly will grant access to Desert Feathers, which can be crafted into the upgraded Effulgent Feathers once the Lunatic Cultist is defeated. The Red Lightning Container is dropped by the Dragonfly in Revengeance Mode, increasing the duration of the Rage Mode buff by 1 second. The next bosses to fight are Leviathan and Anahita and Astrum Aureus. Defeating Astrum Aureus causes the Astral enemies to gain increased stats and drop unique weapons. The Astral Biome Chest also unlocks in the Dungeon, providing the Rogue class its own unique weapon, the Heavenfallen Stardisk. In Revengeance Mode the Starlight Fuel Cell is dropped, which increases the damage of Adrenaline Mode by 15% and increases how much damage reduction the player gains when hit while the meter is full by 5%. After Golem is defeated, the player may visit the Abyss again to mine for Scoria Ore for the Hydrothermic set. The Pot of Pain opens up, allowing the player to obtain Yharim's Gift and Insignia. The player can now craft Life Alloy to create an Advanced Display, the next Codebreaker component, and decrypt the Encrypted Schematic (Hell). The player may then fight The Plaguebringer Goliath, Duke Fishron, Ravager and the Lunatic Cultist afterwards. The Plaguebringer Goliath drops Infected Armor Plating, which can be used to craft the weapons in the Jungle Schematic. Ravager drops the Infernal Blood in Revengeance Mode, which is the third and final Rage upgrade, increasing the duration of the Rage Mode buff by 1 second. The defeat of the Lunatic Cultist allows for Effulgent Feathers to be crafted, and the Jungle Dragon Egg that is used to summon Jungle Dragon. Yharon, although it is highly recommended that The Player waits to fight him until The Devourer of Gods has been defeated. Although the first three are not strictly necessary for mod progression, they are recommended to be fought in the order of Calamity's boss progression and the Boss Checklist Mod. Before fighting the Moon Lord, the player can use a Titan Heart at the Astral Beacon to summon and fight Astrum Deus. Defeating Astrum Deus allows the player to mine the Astral Ore at the meteor in the biome and craft weapons. The player can also insert the Bloody Vein into the Astral Beacon to summon a Ethereal Core, boosting the player's mana by 50. Godseeker Mode[]
Upon defeating the Moon Lord, several things will occur: The Moon Lord drops a Celestial Onion, which increases the player's accessory slots by one, like the Demon Heart. Several items can now be crafted with Luminite. Many elemental themed weapons for all five classes can be obtained, along with new accessories. Empyren armor can be made as a Rogue alternative to the Lunar Fragment armors. In Revengeance Mode, Astrum Aureus will be buffed and additionally drop the Suspicious Looking Jelly Bean mount. Several Profaned enemies will begin to spawn in both the Hallow and Underworld biomes. Phantom Spirits will begin to spawn in the Dungeon, similarly to Dungeon Spirits, that drop Phantoplasm which can be crafted into Supreme Mana Potions. The Profaned Guardians and Polterghast can now be challenged, although it is recommended that Polterghast be fought later on. The Rune of Kos can be crafted that is used to summon the three Sentinels of the Devourer, although it is also recommended that they are fought post-Providence. The Cosmic Worm can be alternately crafted to summon The Devourer of Gods, though it's highly recommended that it should be fought after Polterghast (and optionally The Old Duke) are defeated. Cosmilite Slag will generate inside of all Planetoids, allowing the crafting of Cosmilite Bars. Combining Cosmilite Bars, Luminite Bars, Galactica Singularities, Exodium Clusters, and a Hardmode Anvil, the Cosmic Anvil can be crafted, which will grant the player access to the many high tiers of items available in the Calamity Mod. The Plague Emperor will begin spawning in the Jungle, which drops a large amount of Plague Cell Canisters, Infected Armor Plating, and Luminite Bars without needing to reforge the Moon Lord. Once The Profaned Guardians are defeated, they will drop a Profaned Core, which is used to summon Providence, the Profaned Goddess. Providence, the Profaned Goddess can drop different loot depending on if she was summoned within The Hallow or within The Underworld. Optionally the player can challenge Providence at night time, which will make the fight significantly harder but have additional drops. Post-Providence, the Profaned Goddess[]
Uellbloom Ore is now available, allowing the Player to obtain Tarragon armor. The items in the Underworld Schematic can now be crafted, including the next Codebreaker component, the Voltage Regulation System, which allows the decryption of the final schematic, Encrypted Schematic (Ice). An Sambucus Fruit can now be obtained from the Dye Trader which increases the player's max life by 25 HP. Brimstone Elemental, Calamitas, and Ravager, as well as enemies in the Brimstone Crag, become buffed and will now drop Bloodstone, allowing the player to create some of the items in the Bloodstone set. In Revengeance Mode, the Brimstone Elemental will also now drop the Brimrose, which is a powerful mount that allows for infinite flight. The Ravager will also now drop its Expert mode item, the Bloodflare Core. The Starborn Princess can now move in and sell various resources. Providence will drop the Rune of Kos, which is used to fight the three Sentinels of the Devourer. Polterghast is now recommended to be fought, and upon its death, the bottom layer of the Abyss will open up, allowing the player to obtain several powerful weapons and accessories. After defeating Polterghast, the player can fight the 3rd tier of Acid Rain and challenge The Old Duke. Polterghast will drop the final Adrenaline upgrade in Revengeance Mode, the Ectoheart, which increases the damage of Adrenaline Mode by 15% and increases how much damage reduction the player gains when hit while the meter is full by 5%. Polterghast will also drop Ruminous Souls, which is used to craft Bloodflare armor, Omega Blue armor, and several additional weapons. Phantom Hearts can be found rising in the Dungeon, which is the final mana upgrade. The can find the Terminus item at the bottom of the Abyss, which starts the Boss Rush event, although it is recommended that this be challenged once Supreme Calamitas and the Exo Mechs have been defeated. Upon defeating all three Sentinels of the Devourer, the Cosmic Worm can now be crafted, which is used to summon The Devourer of Gods. Post-The Devourer of Gods[]
After defeating The Devourer of Gods, many things will happen: The Starborn Princess begins selling Endothermic Energy, Nightmare Fuel and Darksun Fragments for 12 each, which can be combined into Ascendant Spirit Essences for higher tier items. Phantoplasm from Polterghast will also be needed in combination with the essences in order to fully craft the Ascendant Spirit Essences. With this, God Slayer armor, Silva armor, the weapons in the Ice Schematic, as well as a large amount of other powerful accessories and weapons, especially ranged donator weapons, can now be crafted. Now, Jungle Dragon, Yharon should be challenged. Post-Jungle Dragon, Yharon[]
Yharon will drop Drex's Wings, allowing the player to trade off sprinting abilities with a massive boost to flight time and acceleration. Auric Ore is now available underground, allowing the player to obtain Auric Tesla armor as well as many new weapons. A Dragonfruit can now be obtained from Sky Crates while a Wyvern is currently active, which will permanently increase the player's health by a final 25. The Murasama, a powerful true Melee weapon located in the Underworld Bio-center Lab, can now be swung. The final Codebreaker component, the Auric Quantum Cooling Cell can be crafted, allowing the player to contact Draedon and challenge the Exo Mechs. The player can also optionally insert a Bloody Vein dropped by The Perforators into The Codebreaker to summon XP-00 Hypnos. The player can craft the Altar of the Accursed and use Ashes of Calamity on it to summon Supreme Calamitas. Inserting a Bloody Vein into the Ancient Console in the Brimstone Crags will summon The Wall of Bronze, dropping several extremely helpful tools. The 22 Bullet Theory event becomes beatable with the crafting of 22 Hornet Rounds and offers an efficient way to make extreme amounts of money. The Brimstone Witch NPC can spawn once Supreme Calamitas is defeated. She can enchant the player's weapons to give them new and powerful effects. Upon defeating the Fabricational Quartet, Exo Prisms will be dropped and Miracle Matter can be crafted, allowing the to player combine the Ancient Manipulator, Cosmic Anvil, Hardmode Forge, and Tinkerer's Workshop to obtain Draedon's Forge and craft several Exo-Weapons. After defeating Supreme Calamitas and The Fabricational Quartet, Godseeker, Yharim can be fought in the Dragon's Aerie. Post-Godseeker, Yharim (Epilogue)[]
The Adult Eidolon Wyrm is now ready to be fought, and will drop Subnautical Plates, a useful endgame crafting material. Defeating the Adult Eidolon Wyrm will give the player the Terminus, it is at this point that the player should be strong enough to face off against the Boss Rush. Upon defeating the Boss Rush, the player can obtain a special reward. The Entropic God, Nexos can be summoned using the Genesis dropped by Vision of the Tyrant during the Boss Rush. Exodygen can be challenged by crafting the Eschaton and using it, providing the Gem of Exodygen, a helpful healing tool. Once the player has defeated Nexos and Exodygen, a menu to enter a subworld will appear. Entering the subworld will allow the player to start the fight with Xeroc, the Nameless Doty. Epilogue[]
After the player defeats Xeroc (and optionally the 2 challenge rushes that come afterward), they have completed the final challenges. At this point, the player has several options of where to keep going, including playing other mods or starting over their adventure with the Calamity Mod as a different class. Some things you can try: Start a new playthrough in higher difficulty (Normal Mode < Expert Mode < Revengeance Mode < Death Mode), and optionally Malice Mode with any of the aforementioned difficulty modes. Attempt no-hitting all bosses in Revengeance Mode, Death Mode or Malice Mode. Complete all Angler fishing quests added by the Calamity Mod. Construct buildings or settings from the Lore such as the Sea Kingdom or the Archmage's castle. Try to beat Revengeance Mode or Death Mode without rage or Adrenaline. Beat multiple bosses at once. Learn speedrunning. Create pixel art of content added by the Calamity Mod. Acquire every single weapon and tool. Acquire every single Challenge item and Legendary Challenge item. Obtain every single armor and vanity set. Gather up every single accessory. Collect every single Trophy, Boss Mask and Banner. Gather up every single Music Box. Mine out every single ore that the Calamity Mod adds. Suggest ideas in the Calamity Mod Discord. Find bugs and glitches so the mod developers can fix them for everyone's benefit. Create a wardrobe of different costumes that resemble certain characters. Dig out every single block in a world. Prepare for future updates. Contribute to the Wiki! Get 100% on the bestiary! Collect every item in the game, including the Soul of Eternity! Play in the amazing For the Worthy seed! Ban yoshich. The Calamity Mod is an ever-changing project, with more content to come in the future for both the current progression of the Mod and beyond Supreme Calamitas. The player can prepare themselves for when the mod updates to add bosses and/or events such as Yharon himself, who is said to be releasing on December 11th. See Also[]
Game progression Guide on the Vanilla wiki
Unlock the secrets of the Calamity Mod for Terraria with our expert guide, packed with tips and strategies to enhance your gameplay. Unlock the secrets of the Calamity Mod for Terraria with our expert guide, packed with tips and strategies to enhance your gameplay. Have you ever found yourself lost in the vast world of Terraria, wondering how to conquer that next big boss or craft the ultimate weapon? Look no further! The Calamity Mod Pocket Guide is here to transform your gaming experience. This guide is not just a book; it's your ultimate companion that unlocks the full potential of the popular Calamity Mod, widely regarded as one of the most extensive mods in the Terraria universe. Key Features of the Pocket Guide Comprehensive Information: Dive into detailed insights about every aspect of the Calamity Mod, ensuring you have the knowledge needed to enhance your gameplay. Expert Boss Strategies: Learn invaluable tips on how to tackle formidable bosses, arming yourself with the knowledge of their weaknesses. Crafting Tips and Item Recipes: Simplify complex crafting with easy-to-understand recipes that will help you build powerful items quickly. User-Friendly Design: Tailored for both newcomers and seasoned players, the guide breaks down complex mechanics into digestible formats, accompanied by clear illustrations. Why Choose the Calamity Mod Pocket Guide? Navigating the depths of Terraria can be daunting, but with the Calamity Mod Pocket Guide, you'll have everything you need to conquer challenges and uncover hidden secrets. This guide ensures you never miss out on crucial details, whether you're exploring treacherous underworlds or facing legendary foes. It's not just about playing; it's about playing smart! What You'll Learn With this guide, you will learn: Effective combat techniques against various bosses. Resource management to optimise your crafting efficiency. Tips for successful exploration in the game's vast environments. Conclusion In summary, the Calamity Mod Pocket Guide is an indispensable resource for anyone looking to elevate their Terraria journey. Whether you're a beginner eager to learn or a veteran seeking to refine your skills, this guide is the perfect companion for your adventures. Dive in today and discover the wonders that await your exploration! Was this helpful? [BLOG RELATED POSTS]

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