[Latest Update](#o374yjazrv6e)  
  
Changelog:  
[Version 1.0.0 Archive](https://drive.google.com/drive/folders/1pIKO22xQfPgTwRBv4BGNVd7PYBhi2qer)

Update 1.0.1

-added armor mixing suggestions

Update 1.0.2

-added Orichalcum armor to Pre-Mech

-changed Melee Pre-Mech damage accessories

Update 2.0.0

-added Pre-Evil, Pre-Bee, Pre-Skeletron, Pre-Deerclops, Pre-Queen Slime, Pre-Duke/Empress guides for each class

-reordered gear suggestions on Pre-Mech Ranger and Melee, Pre-Plantera Mage

-moved Chlorophyte armor to Best for Pre-Plantera

-resized miscellaneous accessories in Pre-Hardmode being to be more aline with other accessories

-added Party Bullets as the best bullets on Single Targets for Pre-Hardmode

-Quad-Barreled Shotgun moved down to good from best in Pre-Wall Ranger

-added more specification on weapon attainability

Update 2.0.1

-added Bone Javelin and Bone Throwing Knife to Pre-Hardmode Ranger (Credit to Omni#0944)

-fixed a lot of typos in the guide (Higest and Oricalcum)

-moved Vilethorn up to best for Pre-Boss Mage

-added armor mixing for Pre-Mech Mage

-reordered weapon suggestions on Pre-Plantera Ranger

-fixed Pre-Golem Melee armor to be more inline with Pre-Plantera

Update 2.0.2

-added Star Veil to Pre-Plantera and Pre-Golem

-reordered Pre-Mech Melee weapons

-fixed up text colors to look more polished

-added Putrid Scent and Repeaters to Pre-Mech Ranger (Credit to cjheath04#9695)

Update 2.0.3

-reordered and added armor mixing to Pre-Moon

-added specification on armor mixing of Pre-Plantera Melee

-removed redundant text from Pre-Plant Summoner

-fixed up minion Mixing to be less confusing and more accurate

-added more descriptions for armor mixing

Update 3.0.0

(Special Thanks to thisisabadname#0890 for making this update possible)

-fixed a lot of inconsistencies with texts (Flails and Spears being in Sword section, so now every melee weapon aside from Yoyos is categorized in 1 section)

-changed Mage Accessories from "Mana" to "Mana and Damage" and added Shark Tooth and Stinger Necklace to Mage for Pre-Hardmode

-revamped Pre-Hardmode Summoner (Minion Mixing, Weapon viability, etc)

-added Gi armor mixing for Pre-Hardmode Melee and Ranger

-reordered Pre-Boss Ranger weapons

-added Party Bullets to Pre-Boss and Pre-Evil Ranger

-added Amber Staff to Pre-Boss Mage

-Moved Hellwing Bow down to Good from Best for Pre-Wall and Moved the Good weapons down to Decent

-Meteor leggings are now the recommended legging for Optimal Damage set for Post-Evil Mage

-Removed and reworked many redundant whip stacking suggestions

-removed Pirate Staff from Pre-Mech

-moved True Night's Edge and True Excalibur to Best for Pre-Plantera Melee

-added armor mixing for Pre-Plantera Ranger

-moved Resonance Septer down to Good from Best for Pre-Golem Mage

-Reordered Pre-Moon Lord Ranger Weapons

-added even more armor mixing descriptions

Update 3.0.1

-Mage Support weapons are now ranked

-reordered Pre-Hardmode Ranger Weapons

-added Ruby Staff to Pre-Boss Mage

-added Flying Dragon to Pre-Dukempress

-added Tome of Infinite Wisdom to Pre-Plantera Mage

-added Super Star Shooter to Pre-Plantera Ranger

-added Putrid Scent to Pre-Queen and Plantera Ranger, added Avenger Emblem to Pre-Plantera Melee

Update 3.0.2

-added End-Game suggestions

-reworked damage accessories, as well as added a lot of new ones for Hardmode

-added Musket Balls as an option for Uzi

-added Repeaters to Pre-Queen Ranger

-added Flower of Fire to Pre-Deer Mage

-moved Sky Fracture to Best from Good in Pre-Queen Mage

-moved Bee armor down to Good from Best in Pre-Skeletron Summoner

-replaced Molten Quiver with Magic Quiver (Thank you Sorbet Cafe)

-made the naming for Dart guns more consistent with other weapons

-added new sprites for weapons from 1.4.4.9 (Hornet Staff, Fetid, Frostbrand, Starfury), as well as fixed many sprites looking too pixelated, blurry or stretched

Update 3.0.3

-changed armor mixing for Pre-Dukempress and Pre-Moon Ranger

-added Recon Scope to Late Game Ranger

-Shadowflame Knife and Bananarangs are now also recommended for Destroyer

-reordered weapons and changed minion mixing and whip stacking for Pre-Bee Summoner

-added specification on Ammunition viability for End-Game Ranger

-made Celestial Starboard Text no longer Rainbow, to be consistent with other texts and to be easier to read

Update 3.0.4

-reordered a lot of Mage Weapons for Pre-Queen,Mech and Plantera

-added more specification on minion mixing

-added armor mixing for Pre-Bee Ranger

-changed ammunition suggestions for Pre-Bee Ranger

Update 3.0.5

-Spooky Helmet suggestion for Valhalla Knight armor replaced with Tiki Mask (Thank you CJ)

-removed Trimarang from Pre-Evil Melee

-removed Ancient Shadow armor for Early Game Summoner

-moved Ball O' Hurt down to Good from Best in Pre-Evil Melee

-moved Tiki armor up to Best from Good in Pre-Golem Summoner

-reordered many weapons in Pre-Deer Melee

-reordered the Repeaters for Pre-Queen, Mech Ranger

-reordered weapons for Pre-Bee Melee

Update 4.0.0

-fixed many textures that looked blurry, removing the brown outline from them

-added Shadowflame Knife, Bananarang, Chain Guillotines to Pre-Plantera Melee

-added Terrarian to End-Game Melee (Don't ask how i forgot)

-added Wings suggestions for Pre-Golem

-reordered many weapons for Mage in Hardmode

-removed Dao of Pow from Pre-Queen Melee

-moved Night Glow down from Good to Decent in Pre-Moon Mage

-added Star Veil to Pre-Queen

-added armor mixing to Pre-Deer Melee

-added Hellwing Bow to Pre-Bee Ranger

-moved Hellwing Bow from Good to Best in Pre-Deer Ranger

-moved Firecracker and Cool Whip down to Good from Best in Pre-Plantera Summoner

-moved Sanguine Staff down to Good from Best in Pre-Plantera Summoner

-removed Sanguine Staff from Pre-Golem Summoner

-added specification on Mana Cloak's usage in Endgame

-moved Desert Tiger Staff to Best from Good in Pre-Golem and Dukempress Summoner

-polished Early Game Boots section to make it look less cluttered

-removed many stray pixels

-fixed Pre-Bee Melee not having Molten armor

Update 4.0.1

-added Tank builds for Hardmode

-added Celestial Shell to other classes for Late-Hardmode

-added armor mixing for Pre-Plantera Mage

-moved Scourge of the Corruptor up 1 tier and Flying Dragon down 1 tier in Pre-Dukempress Melee

-moved Razorpine up 1 tier and Charged Blaster Cannon down 1 tier in End-Game Mage

-moved Mythril armor up to Best from Good in Pre-Queen Melee

-moved Frostburn arrows down from Best to Good in Pre-Deer Ranger

-moved Gray Zapinator down from Best to Good in Pre-Evil Mage

-removed "Very Difficult to Get" text from Terraprisma in End-Game (this is because of you Nevaran)

-grouped consumables together with weapons in Pre-Evil Ranger

Update 4.0.2

-added Pre-Cultist suggestions

-reordered Pre-Boss Ranger weapons and added Blowpipe

-added Ankh Shield (and Obsidian Shield) to Tank Builds in Pre-Queen, Mech and Plantera

-moved Thorn Chakram down to Decent from Good in Pre-Skeletron Melee, Hive-Five is now recommended for that fight

-moved Volcano up to Good from Decent in Pre-Deer Melee

-moved North Pole up to Good from Decent in Pre-Dukempress Melee

-removed Spectre Hood from Pre-Moon Mage

-removed "(if Post-Pillars)" text from Pillar weapons in Pre-Moon

-fixed Blade of Grass texture looking pixelated

-added Hive Pack to Pre-Golem Mage for Wasp Gun

Update 4.0.3

-Damage accessories in Hardmode are now ranked similar to weapons

-Extra Jump Bottles are now ranked, as well as adding Fart in a Jar, Balloons got Simplified (Credits to KosmicLupus#4224)

-added Shadow armor to Pre-Hardmode Melee

-added tank armor mixing for Pre-Plantera Mage, Pre-Golem Summoner, and added armor mixing for Late Hardmode Mage

-Platinum and Gold armor is now recommended for Pre-Boss and Pre-Evil Melee instead of the better but harder to obtain options

-moved Fetid Baghnakhs up to Good from Decent in Pre-Mech Melee and Removed Night's Edge

-moved Blizzard Staff from Decent to Good for Pre-Dukempress and Pre-Cultist Mage, while moving Bat Scepter and Laser Machinegun up to Best from Good

-reordered weapons for Pre-Boss and Pre-Evil Ranger, mainly for the Bows and Guns, also added Snowball Cannon to Pre-Boss

Update 4.0.4

-added Amphibian Boots to End-Game and Lunar Wing's Sprites show all 4 wings instead of just 1

-replaced Hoverboard, Mothron wings, Spectre wings and Bone wings with Spooky wings and Tattered Fairy wings in Pre-Golem

(Credits to KosmicLupus#4224 for those 2 suggestions)

-added Tank Mage Build to Pre-Golem Mage (Thank you again CJ)

-added Avenger Emblem to Pre-Plantera Summoner

-added Chlorophyte Arrows to Pre-Plantera and Pre-Golem Ranger

-added Venus Magnum to Pre-Dukempress Ranger

-replaced Spectre Staff with Laser Machinegun in Pre-Moon Mage

-removed North Pole from Pre-Moon Melee

-fixed a few lines/sprites positioning to be more consistent and less confusing

-resprited many Ranger weapons to look less blurry

Update 4.0.5

-FINALLY made the Pre-\_\_\_ and Class text boxes symmetrical

-added Starlight to Pre-Cultist Melee

-added "Requires good aim" text to Influx Waver

-moved North Pole down to Decent from Good in Pre-Cultist Melee

-changed Demon Scythe's Early Game difficulty of obtainability specification on Pre-Bee and Pre-Skeletron

-removed Musket Balls from Pre-Mech Ranger

-fixed Influx Waver's Texture to look less blurry

-fixed even more pixels left over by my bad cropping

Update 4.0.6

-separated Demon Scythe with the other Early Game Mage weapons to accurately depict it's power

-added Blood Rain Bow to Pre-Boss, Pre-Skeletron and Pre-Deer Ranger

-added Thunder Zapper to Pre-Boss and Pre-Bee Mage

-moved Crystal Storm up to Good from Decent and added Poison Staff to Decent in Pre-Mech Mage, as well as making the Good section look less cluttered

-added Clockwork Assault Rifle to Good in Pre-Mech Ranger

-added Bladetongue to Good in Pre-Mech Melee

-added Putrid Scent to Late Hardmode Ranger

-added a Description for Soaring Insignia in End-Game to replace boots with it when obtained

-added Crystal Assassin armor to Best in Pre-Mech Ranger

-moved Firecracker up to Best for End-Game Summoner

-swapped Snowman Cannon and Vortex Beater's roles in End-Game Ranger

-fixed Titanium armor's Description in Pre-Mech Melee mentioning Night's Edge even though it's not on the Weapons list anymore

-made the Post-Skeletron Mage and Ranger weapons in Pre-Bee be in a less confusing orientation

(these next Changes were suggested by ankh#9244, thank you for contributing to the Guide!)

-swapped Thorn Chakram and Trimarang's Positionings, Thorn Chakram now in Best from Good, Trimarang now in Good from Best

-Celestial Cuffs are no longer in the Mana and Damage section for Mage in Hardmode, same thing for Magnet Flower in Pre-Mech

-added Crystal Assassin armor as Best in Pre-Mech Mage

-removed "Difficult to Get" Text from Shark Tooth Necklace in Pre-Boss and Pre-Evil

Update 4.0.7

-new big project that'll be worked on in the next few updates:

replacing every texture with clearer ones, this will result in most item's textures being bigger or smaller but they'll look much clearer, as if they were from the Wiki. this was due to me not cropping the textures correctly, zooming in the textures when it wasn't needed, it ended up just making them look worse, so i'm fixing it now

(finished so far: all of Pre-Hardmode Armor and Weapons, a bit of Early Hardmode Mage Weapons)

-added Thunder Zapper to Decent in Pre-Skeletron Mage

-replaced Bone Javelin in Pre-Bee, Pre-Skeletron and Pre-Deer Ranger with The Undertaker and Musket

-added Tank Armor Mixing to Late Hardmode Ranger

-added Nail Gun to Good in Pre-Dukempress Ranger (Credits to Monarchia#8717)

-added Chlorophyte Partisan to Good in Pre-Plantera Melee

-added Celestial Cuffs back in, but this time in the Tank Builds section

-added armor mixing to Pre-Skeletron Melee

-added Ancient Cobalt armor as alternative to Jungle armor, as well as mentioning it's Good Defense

-remove Vilethorn from Pre-Deer Mage and replaced it with Thunder Zapper

Update 4.0.8

-progress on the retexture of everything:

(done with all of Hardmode Weapons and Armors)

-added Clockwork Assault Rifle to Pre-Queen

-added Crystal Bullets to Best in Pre-Dukempress Ranger

-moved Obsidian armor to Best from Good in Pre-Queen Mage, and gave it a more descriptive description

-moved Dao of Pow back out of "requires tank setup" section in Pre-Mech Melee

-moved Flying Knife to Decent from Good in Pre-Queen Melee

-moved Magma Stone down to Good from Best in Pre-Queen and Pre-Mech Melee

-moved Inferno Fork up to Best from Good in Pre-Golem Mage

-made the texts of Uzi and Pulse Bow being difficult to get more consistent

-removed Cluster Rockets from Pre-Moon Ranger

-fixed Vampire Knives not having "Difficult to Get" Text in Pre-Golem Melee

-fixed Vampire Knives not being in Pre-Cultist Melee

Update 4.0.9

-progress on the retexture of everything:

(DONE.)

-added watermark

-tank build accessories are now ranked

-added OOA accessories to Best and Berserker's Glove to Good in Pre-Golem Summoner, also added Berserker's Glove to Late Hardmode Summoner due to Firecracker

-added Mythril Greaves suggestion to Late Hardmode Ranger (Credits to badname)

-removed Shield of Cthulhu from Pre-Golem

Update 4.1.0

-added Frost Daggerfish to Good in Pre-Boss and Pre-Evil Ranger

-added Shadowflame Hex Doll to Good in Pre-Plantera Mage

-added Paladin's Hammer to Good in Pre-Golem Melee, and moved Scourge of the Corruptor up to Best

-moved Sorcerer Emblem down to Good from Best in Late Hardmode Mage, also added Putrid Scent to End-Game Mage

-moved Stake Launcher up to Good from Decent and Snowman Cannon down from Good to Decent in Pre-Cultist Ranger

-moved Light's Bane and Blood Butcherer up to Good from Decent in Pre-Boss and Pre-Evil Melee

-removed Ice Blade and moved Enchanted Sword down to Decent from Good in Pre-Evil Melee

-repositioned some Best Ranger weapons in Pre-Plantera to prioritize the more recommended weapons on the left side, as well as grouping them into weapon types

-changed the Pre-Skeletron Summoner minion mixing description to be more consistent with Pre-Bee Summoner

-specified that Nail Gun is bad for Empress of Light and split the Best Bullets into 2 groups, each for one of the bosses in Pre-Dukempress

-changed the Shroomite armor Mythril Greaves suggestion description to be shorter

-fixed Mana and Damage section of Pre-Queen and Pre-Mech Mage still having "Best" text from the removal of Celestial Cuffs

Update 4.1.1

-added more Yoyo suggestions in Hardmode

-moved Cursed Flames from Decent to Good in Pre-Mech Mage

-moved Chain Guillotines up to Good from Decent and Chlorophyte Partisan down to Decent from Good in Pre-Plantera Melee

-moved Holy Arrows to Best on its own in Pre-Plantera and Pre-Golem Ranger. while moving Ichor and Chlorophyte down to Good

-added Ice Sickle to Decent in Pre-Mech Melee, and to Good in Pre-Queen Melee

-added Clockwork Assault Rifle to Good in Pre-Queen Ranger

-moved Chain Guillotine up to Best from Good in Pre-Queen Melee

Update 4.1.2

-added Laser Rifle to Decent in Pre-Queen and Pre-Mech Mage

-added back high level whip stacking on Pre-Mech Summoner

-moved Pre-Deer to 4 and Pre-Skeletron to 5 in Progression, with adding Deerclops weapons to Pre-Skeletron

-moved Diamond Staff and Thunder Zapper up to Good from Decent in Pre-Bee and Pre-Skeletron

-moved Space Gun down to Decent from Good in Pre-Deer Mage

-Demon Scythe is now recommended in Pre-Wall Mage

Update 4.1.3

-merged Pre-Bee and Pre-Deer into Pre-Beerclops, Removed Pre-Queen and made it so you can just use the gear in Pre-Mech to fight her. (this makes the guide a lot less cluttered and redundant)

-added a separate note for the Hardmode suggestions in Pre-Mech

-removed Post-Skeletron suggestions in Pre-Beerclops

-moved Celestial Cuffs from Best to Good in Late Hardmode Mage

-moved Crystal Bullets up to Best from Good in Pre-Cultist Ranger

-fixed Pre-Dukempress Summoner not having Desert Tiger Staff in the whip stacking for Firecracker + Dark Harvest

Update 4.1.4

-added Tank armor mixing for Pre-Plantera Ranger (Thank you again CJ (i need to give you a spot on the Special Thanks list))

-added Grenades to Best in Pre-Evil Ranger

-added Description for Solar armor in End-Game Melee

-added Moon Stone to Pre-Plantera

-made the other classes Late Hardmode Miscellaneous section more consistent with Mage

-fixed Gi and Robe armor mixings for Pre-Hardmode looking not high definition

-fixed typo in Pre-Beerclops still having Night's Edge in armor mixing despite it not being in that stage anymore

-removed "Better with Shell" Text from Daybreak in Pre-Moon Melee

-removed "Difficult to Get" Text from Frost armor in Pre-Mech

-added Recommended Text to Hellwing Bow in Pre-Wall Ranger

Update 4.1.5

-moved Enchanted Sword down to Good from Best, Ice Blade from Good to Decent in Pre-Boss Melee

-moved Mana Cloak down to Good from Best

-accessories are now ranked in order of viability in their separate tiers

-removed Feral Claws and Power Glove from Pre-Mech Melee

Update 4.1.6

-added "How to Use the Guide" Guide

-removed the specifics for bullets types in Pre-Dukempress, so you can use either bullets depending on how good your aim is

-Celestial Shell is now recommended for Late Hardmode

-moved Starveil up to top for Pre-Mech and Pre-Plantera Tank

-fixed Flying Dragon and Betsy's Wrath Texture looking Blurry

Update 4.1.7

-brought back Red Riding Dress armor mixing as the Optimal damage set for Late Hardmode Ranger due to the fact that i forgot to consider Shroomite headpieces having a multiplicative boost to your damage stat, making it better than the Crit rate of the Shroomite Breastplate

-added Adamantite Mask recommendation for Late Hardmode Ranger, as its very flexible stats make it viable for both Tank and Damage builds

-moved Megashark and Uzi down 1 tier (into Good from Best) and the weapons previously in Good into Decent, with the Exception of Phantom Phoenix staying in Good in Pre-Plantera Ranger

Update 4.1.8

-revamped Pre-Cultist Ranger and Mage

+moved Bat Scepter, Razorpine and Laser Machinegun up to Best from Good and added Heat Ray to Decent

+moved Xenopopper up to Best from Good and Snowman up to Good from Decent

-removed Amphibian Boots from Pre-Wall

-moved Tiki armor down to Good from Best in Late Hardmode Summoner

-added more description to Firecracker in Pre-Moon Summoner

Update 4.1.9

-added The Rotted Fork and Ball O' Hurt to Pre-Boss Melee (Thank you badname)

-added Flower of Frost to Good in Pre-Mech Mage (Thank you namhai)

-added Stellar Tune to Best in Pre-Cultist Mage

-made the sprite for Blade of Grass ,Blizzard Staff smaller

Update 4.2.0 (Nice)

-added "Requires good aim" text to Sniper Rifle to Pre-Dukempress Ranger (Thank you Sorbet)

-added Moon Stone to Pre-Golem (Thank you Zirhop0)

-added Treasure Magnet/Hand of Creation to End-Game Mage

-added Bundle of Horseshoe Balloons to Pre-Mech

-added specification on Unholy and Jester's Arrows uses in Pre-Boss Ranger

Update 5.0.0

(major Thanks to CJHeath and badname for helping on this update)

-repositioned/removed MANY weapons that should be avoided in each part of the Guide

+Pre-Boss Ranger: removed Frost Daggerfish, both Bone throwing weapons (i'm very sorry Omni) and Blowpipe

moved Minishark, The Undertaker and Musket down to Good from Best, Snowball Cannon from Good down to Decent

+Pre-Evil Melee: removed Thorn Chakram and replaced it with Flaming Mace

+Pre-Evil Ranger: removed Frost Daggerfish, both Bone throwing weapons (i'm very sorry Omni)x2, moved Grenade down to Good from Best

+Pre-Skeletron Ranger: removed Beenades

+Pre-Mech Ranger: removed Ice Bow, Shadowflame Bow and Marrow

+Pre-Mech Mage: removed Cursed Flames and Flower of Frost

+Pre-Plantera Mage: removed Frost Staff and Cursed Flames

+Pre-Golem Melee: moved Paladin's Hammer to Decent from Good and added Christmas Tree Sword and North Pole

+Pre-Golem Ranger: moved all the weapons down 1 tier, added Chain Gun, Snowman Cannon and Elf Melter

+Pre-Golem Mage: moved all the weapons down 1 tier, added Razorpine

+Pre-Dukempress Melee: added Christmas Tree Sword

+Pre-Cultist Ranger: moved Snowman Cannon up to Best from Good and Aerial Bane from Best to Good

+Pre-Cultist Mage: moved Laser Machinegun, Razorpine down from Best to Good, Spectre Staff up to Good from Decent, and removed Blizzard Staff

-added Frost Moon items to Pre-Golem

-separated "Difficult to Get" items from "Luck Reliant" items (Thank You Neutrino)

-added Nano Bullets to Pre-Golem (Thank You Mariocraze14)

-added Tungsten and Silver armor suggestion to Pre-Boss and Pre-Evil Melee

-added description for Molten Gi mix set for Yoyo Range (Sbeed build)

-added Terminology to "How to Use"

-removed "Destroyer Resist Frostbite" text from Pre-Mech on Frost armor

-fixed Party Bullets being in Pre-Boss and Pre-Evil despite the fact that you can't get them until Pre-Beerclops/Skeletron

-fixed the name of Staff of the Frost Hydra not being the full name

-fixed Typo in Pre-Skeletron Summoner (Stinger Necklace) (Thank You Bloodzy)

Update 5.0.1

-removed North Pole from Pre-Golem Melee

-moved Adamantite armor and Titanium armor down to Good from Best in Pre-Mech Ranger

-moved Jack-o-Lantern Launcher up to Best from Good in Pre-Golem Ranger

-added Paladin's Hammer to Decent in Pre-Dukempress Melee

-removed "Good for Clones" text that made Pre-Cultist too confusing (Thank You namhai, for the suggestion and also burning my noodles)

Update 5.0.2

-generalized Pre-Boss and Pre-Evil Melee Good armor to be less restrictive, added Platinum armor, Jungle/Ancient Cobalt armor to Best and removed "Difficult to Get" text from Gladiator armor

-moved Solar Eruption up to Good from Decent, but requires a tank build

-moved Charm of Myths into a Tank accessory

-moved Bat Scepter down to Good from Best and Laser Machinegun from Good to Best in Pre-Cultist Mage

Update 5.0.3

-added more specification on Tank Builds in "How to Use"

-added Mana Regeneration Band to Pre-Hardmode Mage (Credits to Mr.Backfloop)

-moved Hallowed armor and Chlorophyte armor to Best from Good in Pre-Plantera Melee

Update 5.0.4

-Repositioned some weapons (Thank You CJHeath and Credits to mathbrush):

Pre-Evil Melee: moved The Rotted Fork and Ball 'O Hurt up to Best from Good. Starfury down to Good from Best

Pre-Evil Ranger: moved Spiky Ball down to Good from Best

Pre-Plantera Melee: removed Shadowflame Knife

Pre-Dukempress Melee: moved Flying Dragon up to Best from Good. added "Bad for Duke" text to Scourge of the Corruptor

Pre-Cultist Melee: moved Flying Dragon up to Best from Good.

-separated Tank Builds from the main guide and moved them to a separate section, the accessories previously in Tank Builds have been minimized and turned into "Survivability"

-moved Pre-Golem Melee armor to mirror Pre-Plantera

Update 5.0.5

-moved Flairon up to Best from Good and removed North Pole in Pre-Cultist Melee

-moved Razorblade Typhoon down to Good from Best and Razorpine up to Best from Good in Pre-Cultist Mage

-moved Snowman Cannon down to Good from Best and Chain Gun up to Good from Decent in Pre-Cultist Ranger

-moved Finch Staff up to Good from Decent in Pre-Beerclops and Pre-Skeletron Summoner (due to I-frames if using Full Minions)

-removed Hornet Staff from Pre-Skeletron Summoner

-added Frozen Turtle Shell to Pre-Mech Survivability

-added different armor headpieces options for Late Hardmode Tank Summoner

Update 5.0.6

-added End-Game Tank Builds

-added Mount Progression to the Guide (Credits to Terraria Tree#3852)

-moved Starlight up to Best from Good and Terra Blade down to Good from Best in Pre-Cultist Melee

-removed Nebula Arcanum in Pre-Moon Mage. moved Bat Scepter, Nightglow and added Stellar Tune to Good in Pre-Moon Mage

Update 5.0.7

-added Turtle armor to Tank Build in Pre-Plantera and Pre-Golem Melee

-moved Firecracker up to Best from Good in Pre-Moon Summoner

-moved Diamond Staff and Thunder Zapper (and Bee Gun) back down to Decent from in Pre-Beerclops and Pre-Skeletron Mage

Update 5.0.8

-removed Tank armor mixing in the Main Guide, as you're better off using the Damage Builds if you're not using the Tank accessories and reforges to go with it

-added more description to Valhalla Knight Leggings in Tank-Melee End-Game as it's also good for Damage

-moved Death Sickle down to Good from Best in Pre-Plantera Melee, moved it down to Decent from Good in Pre-Golem (Thank You Andro\_pheoniX#4854)

-replaced Berserker's Glove with Putrid Scent in End-Game Melee

Update 5.0.9

-added Bubble Gun, moved Nightglow down to Good from Best and Bat Scepter and Spectre Staff down to Decent from Good to Pre-Cultist Mage (Thank You Terraria Tree)

-added General Notes

-added Bezoar and Adhesive Bandage to Pre-Beerclops and Pre-Skeletron respectively

-added alternative armor mixing set for optimal damage for non-Terrablade weapons

-replaced Hallowed Headgear with Chlorophyte Headgear in Tank Plantera Mage (less damage but more defense)

-revised Survivability accessories (moved Frozen Turtle Shell/Shield to Best from Good, added Charm of Myths to more stages)

Update 5.1.0

-added Mystic Robes suggestion for Pre-Mech and Pre-Plantera Mage (Credits to meap#5866)

-added "If Post 1 Mech" suggestions

-moved Bat Scepter down to Decent from Good in Pre-Moon Mage

Update 5.1.1

-added more alternatives to Pre-Mech and Pre-Plantera Tank (Pygmy Necklace, Frost and Forbidden Leggings)

-removed Star Cannon from Pre-Beerclops and Pre-Skeletron

Update 5.1.2

-added Strategy Guides to the Hardmode bosses, Pre-Hardmode and Queen Slime will be added in the next update

-added Secondary set for Plantera Tank Mage (more defense but lower damage set)

-removed Magic Quiver from Late Hardmode Ranger due to the fact that the Velocity increase doesn't affect Venom and Ichor arrows

Update 5.1.3

-added Strategy Guides to Pre-Hardmode

-changed Chlorophyte Headgear back to Hallowed Headgear in Tank Mage Plantera (Thank you CJHeath)

-moved Beenades down to Good from Best in Pre-Wall Ranger

-changed the wording on Solar Eruption in Pre-Moon Melee (Close Range instead of Tank Build)

-specifies that Red's Throw and Valkyrie Yoyo are Expert+ Mode exclusive in Pre-Plantera Melee (Credits to Ahmed#7426)

-replaced Optic Staff with Pygmy Staff in Pre-Golem Summoner

Update 5.1.4

Credits to PigsAreBest#7973 for these 2 suggestions:

+moved Celestial Shell and Moon Stone into Damage accessories

+separated the Mounts into sections as to which Mount is good for what purpose in the Hardmode Strategy section and added Bundle of Horseshoe Balloons to Pre-Plantera

-added Celestial Emblem as an option for Pre-Plantera Tank Mage, and suggests the replacement of Flesh Knuckles instead of Ankh Shield for Celestial Cuffs

Update 5.1.5

-added Queen Slime Strategies

-added Builds for attempting Pre-Mech Duke Fishron

-added Summoner Build for attempting DayTime Empress

-added Morning Star and Kaleidoscope as options for using with Desert Tiger Staff, as you don't lose that much damage from using them as oppose to Firecracker

-removed Forbidden Leggings and Frost Leggings from Pre-Mech Tank Summoner and Melee as there's little to no point in gaining 1 defense from losing that much damage bonus, as most of what you're tanking in Pre-Mech won't be needing that extra defense

-changed text in Tank Plantera Mage to be replacing Berserker's Glove with Celestial Cuffs instead of Flesh Knuckles

-added Bundle of Horseshoe Balloons to Pre-Golem

Update 5.1.6

-expanded the General Notes section to be more detailed

-added Weapon suggestions for Pre-Queen Strategies

Update 5.1.7

-added OOA accessories to many more stages of Summoner (Post-Evil Pre-Hardmode, Mech, Dukempress, Cultist, End-Game)

-added Worm Scarf and Brain of Confusion to more stages of Tank, as an alternative option to Star Veil

-move the positioning of Destroyer Emblem and Fire Gauntlet in Late Hardmode Melee

-changed the description for Late Game armor mixing, as it's not the actual set for optimal offensive stats

-removed Stars in the Ammunition section for Pre-Beerclops and Pre-Skeletron, from the left over of removing Star Cannon (Thank You Bloodzy)

-added Heartreach potions in the Potions section for Pre-Wall Strategies, removed Featherfall and Gravitation Potion from that section

Update 5.1.8

-moved Shadow armor up to Best for Pre-Beerclops and Pre-Skeletron Ranger, as it's basically Fossil armor but better offensively and you get a speed boost

-added more Description for Sanguine Staff and Blade Staff in Pre-Dukempress (Sanguine favors Duke, Blade favors Empress)

Update 5.1.9

-added a few Event Guides (Goblin Army, OOA Tier 1, Pirate Invasion, the Moons and Pillars)

-added Code 1 to Pre-Evil Melee

-added Putrid Scent to Pre-Mech Melee

Update 5.2.0

-added OOA tier 2 and 3 Guides to Event section

-changed the positioning of OOA accessory a bit

Update 5.2.1

-added Martian Madness to Event Guides

-moved Crystal Storm and Magic Dagger down to Decent from Good in Pre-Mech Mage

Update 5.2.2

-added Staff of Earth and Heat Ray to Pre-DukEmpress Mage

-moved the Nebula and Dukempress weapons down to Good from Best in End-Game Mage

-moved Bee Gun up to Good from Decent in Pre-Skeletron Mage

-added more description on how to use Nebula Arcanum in Pre-Pillar Mage

-removed North Pole and Scourge of the Corruptor from End-Game Melee

Update 5.2.3

-moved Dart Rifle and Dart Pistol up to Good from Decent in Pre-Ranger Plantera

-added Strategy Guide for Old One's Army Tier 3

-moved Morning Star and Dark Harvest down to Good from Best in Pre-Cultist, Pre-Moon, End-Game Summoner

-fixed Typo in Pre-Evil Strategies

Update 5.2.4

-removed Frost Leggings from Pre-Mech Tank Ranger (forgot that was still there)

-added Toy Tank and Brain Scrambler to Pre-Golem, Pre-Dukempress and Pre-Cultist

Update 5.2.5

-added Fetid Baghnakhs to Pre-Plantera and Pre-Golem Tank as a Strategy for Facetank (Credits to Xav#9611)

-replaced Scourge of the Corruptor with Starlight in Pre-Moon Melee

-moved Starlight up to Good from Decent in Pre-Moon Melee

Update 5.2.6

Thank You CJ for the suggestions on this update:

-moved Flying Dragon up to Best from Decent in Pre-Moon Melee

-added Hellwing Bow to Pre-Mech Ranger as an option for Destroyer

Update 5.2.7

-added Hook Progression (Credits to Jonn#4968)

-added Toy Tank and Brain Scrambler to Mount Progression

Update 5.2.8

-added Food Progression

-added Plenty Satisfied to the Easy to Get Potions in Strategies (Thank You badname)

-added Obsidian Skin Potion to Golem Strategies (Credits to Zirhop0#8566)

Update 5.2.9

-added Toxic Flask to Pre-Golem (Thank You Cazmatism)

-flipped the Minion Mixing order of Pre-Boss and Pre-Evil Summoner (instead prioritizing Flinxes) (Thank You CrabBar)

Update 5.3.0

-revised the Event Guide a bit, hopefully it's a bit better now, probably still not the best though

-moved Resonance Scepter up to Good from Decent, Bat Scepter from Good to Best and Toxic Flask from Good to Decent in Pre-Golem Mage

Update 5.3.1

-added details for using Mounts in the General Notes Section

-replaced Hero's Shield with Berserker's Glove for Summoner and Melee Expert Tank

Update 5.3.2

-removed Stellar Tune from Pre-Moon Mage (too inaccurate and not good damage)

-fixed typo in Pre-Boss Strategies (it's -> its)

Update 5.3.3

-removed Trimarang from Pre-Boss Melee

-fixed some errors in Mount Progression (does -> do for Hexxed Branch, Toy Tank and Scutlix, Thanks badname for pointing it out.) (added more specification on Witch's Broom and UFO)

Update 5.3.4

-repositioned Yoyos to be accurate with other Melee Weapons, allowing the judgment of their viability compared to normal Melee while still keeping them in their sub-class group (Thank you badname and Crimson Aqua)

-added Fishing Progression and Builder Progression (Thank you Terraria Tree)

-moved the Progression Guides into their own Folder

-added Flamethrower to Pre-Holiday Moons Ranger (Thanks Backfloop)

-fixed Terra Blade being spelt as "Terrablade"

all of the changes below were recommended by Defender#3261:

-replaced Enchanted Sword with Tentacle Spike in Pre-Evil Melee

-added more weapons that you can use while being different classes in General Notes

-added Betsy Wings to Pre-Dukempress

-added Sweetheart Necklace, Magiluminescence and Shield of Cthulhu Warning to Pre-Wall

-changed Squire's Armor in Post 1 Mech to be more broad and include all sets from OOA, and points out the possible armor mixing potential

Update 5.3.5

Thank You Terraria Tree for suggesting this update:

-added Explorer Progression

-added Mushroom Spear to Pre-Plantera Melee

Update 5.3.6

-removed Berserker's Glove from Late Hardmode Summoner (Thanks badname)

-added Minecart Track Strategy to Pre-Evil (Strategies), also fixed Typo

-moved around some weapon in Pre-Cultist Mage (too long to put in the changelog, but generally just prioritizes Homing weapons for safety more than overall Kill Times)

-removed debuff related items/weapons for Pre-Cultist since he's immune to all debuffs (idk how i've played the game for this long and only learning this now) (Thank You Sorbet)

Update 5.3.7

-added Crystal Assassin armor to Pre-Mech Melee

-replaced Terra Blade with Flying Dragon in End-Game Melee (Thank You Hoik Man)  
-revised the “Rules & Changelog” file from a Text file into a Google Doc file, to be inline with the Pinned version.

+SPECIAL ANNOUNCEMENT:

a Copy of the Guide has Officially been Pinned on the #Terraria-Help Channel!

i'm so grateful to people who have supported me on the development of the Guide, i'll be honest, i never thought my little project i made for fun one day would reach this far, so i'm very honored to see it grow to such an extent, and i hope you all keep supporting the future development of the Guide.

Thank You all, for nearly 500 times shared on the Discord and all the fun times!

Update 5.3.8

-finalized Pre-Cultist Mage, leading into both safety and damage for the weapon placements instead of one or the other

-added more info for True Night's Edge and True Excalibur for Pre-Plantera Melee

-replaced Fetid with The Horseman's Blade in Pre-Golem Tank (Thank You CJ)

Update 5.3.9

-reworked the "Event" section of the Guide into the "Crowd Control" section, giving options for both the usage of Events and General Use (absolute MAJOR thanks to CJ for helping out with basically over half of the work testing and ranking these weapons in this rework)

-fixed True Excalibur and Yelets Typo (True Excalibur -> True Excalibur) (Yetlets -> Yelets) (Thank You Too Many Caps)  
-fixed Typo in Post 1 Mech: “on the how you should mix them”

-added Chik into Pre-Mech Yoyos and moved them down to Decent, also removed Bladetongue and Hel-fire

-added specification to Snowman Cannon being not as good as some other options for Duke in Pre-Dukempress

-polished up the look of the “How to Use” image  
  
Update 5.4.0

-added Starter Strategies

-added Amphibian Boots back into Pre-Wall

-removed Tentacle Spike from Pre-Evil Melee  
  
Update 6.0.0

additions/reworks:

-moved everything into a class by class folder format instead of a stage of the game format, making it hopefully easier to navigate (Credits to NotNitehawk#8385)

-added Classless Progression

-reworked the Event Guides for the 4th time, this time taking in specific events for each stage of progression

-added Multiplayer setups for some classes (Credits to VultaxPlayz#9426)

-added sprites of the alternative armor piece options to better visualize some sets (i.e Diamond Robe on Wizard Set, Valhalla Knight Greaves on Solar armor)

-reworked Pre-Queen Slime Strategies's weapon suggestions (Credits to Astlatic#1745)

-reworked Pre-Dukempress strategies to be a tiny bit more helpful

-reworked Pre-Mech Duke and Daytime Empress Guides from a Gear Guide into a Strategy Guide

-added Ancient Shadow armor back into Pre-Boss and Pre-Evil for Melee, Ranger and Summoner.

-fixed Typo of Meteor armor being spelt as "Meteorite armor"

-fixed Typo of Solar Flare armor being spelt as "Solar armor"

-reworked the Dark Harvest + Kaleidoscope + Morning Star whip stack to be more flexible

-added Adamantite Helmet as a substitute to Titanium Mask for Tank Builds in Pre-Mech

-deleted Sbeed and Debuff Build (Sorry CJ)

-removed Frozen Turtle Shell from Pre-Mech (Thank You CJ)

-added disclaimer text to Party Bullets (Thank You Sorbet)

Placement Changes:

Mage:

-Pre-Mech Mage: replaced Cursed Flames with Flower of Frost and added Crystal Vile Shard and Shadowflame Hex Doll to weapons that can be used for Destroyer (Thank You Jon)

-Pre-Golem Mage: added Venom Staff to Decent and moved Shadowbeam Staff up to Good from Decent

-Pre-Dukempress Mage: added Resonance Scepter and Venom Staff, moved Spectre Staff down to Decent from Good, moved Charged Blaster Cannon up to Best from Good  
-moved Magnet Sphere down from Good to Decent in Pre-Dukempess and Pre-Moon Lord Mage

-Pre-Moon Lord Mage: added Beetle armor (Shell) as an option

Ranger:

-Pre-Beerclops and Pre-Skeletron Ranger: added more info for the ammunition types

-Pre-Mech Ranger: moved Hellwing Bow to Decent (Sorry CJ) and added Phoenix Blaster to Decent (Thank You Sorbet)

-Pre-Plantera Ranger: removed Crystal Darts

-Pre-Golem Ranger: removed Tactical Shotgun and moved Sniper Rifle down to Decent from Good

-Pre-Dukempress Ranger: removed "Worse for Duke" text on Snowman Cannon, moved Sniper Rifle down to Decent from Good to replace Tactical Shotgun, and replaced Nano and High Velocity Bullets with Ichor Bullets

-Pre-Cultist Ranger: added Electrosphere Launcher, moved Stake Launcher up to Best from Good, removed Ichor Arrows, moved Tsunami down to Good from Best and moved Aerial Bane from up to Best from Good

-Pre-Moon Lord Ranger: added Beetle armor (Shell) as an option

Melee:

-Pre-Skeletron Melee: removed Lucy the Axe

-Pre-Mech Melee: removed "Should only be used for Destroyer" text from Drippler Crippler (Thank You CJ)

-moved Fetid from the Main Guide into the Tank Build in Pre-Mech

-Pre-Golem Melee: moved Christmas Tree Sword up to Best from Good

-Pre-Moon Melee: added more info for Flying Dragon and Daybreak, moved Starlight and Solar Eruption to the Tank Build section

Summoner:

-Pre-Boss Summoner: moved Slime Staff down to Decent from Good, moved Abigail's Flower up to Good from Decent, moved Flinx Staff down to Good from Best

-Pre-Evil Summoner: moved Finch Staff down to Decent from Good and Slime Staff up to Good from Decent

-Pre-Beerclops Summoner: moved Finch Staff down to Decent from Good

-Pre-Plantera Summoner: removed Explosive Trap and Ballista Cane

-Pre-Golem Summoner: replaced Pygmy Staff with Optic Staff, removed Explosive Trap Cane

a MASSIVE Thank You to badname for getting the Guide linked in the [Guide: Class Setups page on the Official Wiki](https://terraria.wiki.gg/wiki/Guide:Class_setups#External_links), and to everyone who has shared the Guide to get it to nearly 1000 times shared on the Official Discord, and with this update, i'll probably take a bit of a break

from updating, just to enjoy other things other than Terraria, i'll still be active on the Discord, but a big Major Update won't come out until 1.4.5 is released, until then, the Copy Pinned on the Terraria-Help Channel will probably take some time to Update to this version, as i'll have to contact one of the mods that's able to Copy the entire thing into the new format, but until then, Thank You for Everything.  
  
Update 6.0.1

-made some further improvements to the folder organization system of the Guide (Thank You Jon and Kaffi)

-added Water Walking Potion and Notes for Summoner and Melee to Pre-Wall of Flesh Strategies (and Horses! :D)  
-added more info on the minecart strategy on Brain of Cthulhu (Thank You Grizz)

-added Special Seed Progression (Credits to Null#5761)

-Pre-Moon Lord Summoner: removed Stardust Cell Staff (Thank You Ankh Sh\*t)

-reconsidered the placements for Desert Tiger Staff to be on par with Raven Staff rather than above, as optimal performance requires high level whip stacking  
-moved Hellwing Bow to down to Decent from Good in Pre-Wall of Flesh Ranger

Update 6.0.2

-moved Xeno Staff up to Good from Decent in End-Game Summoner

-added Lava arena method to Queen Slime Strategies (Thank You Hoik Man)

-reworded the Gear related paragraph in Daytime Empress Strategies

-resized the Plantera arena measurements in Plantera Strategies

-removed Ancient Shadow armor Head and Leg pieces from Summoner Pre-Boss and Pre-Evil

Update 6.0.3

-moved Flinx Staff back up to Best from Good and Abigail's Flower down to Decent from Good

-made the info text for Firecracker with it's synergy with Desert Tiger Staff more consistent

-moved Adamantite and Titanium armor up to Best from Good in Pre-Mech Ranger

-added more info for the Decent tier weapons of Pre-Wall of Flesh Ranger

-reworded the Tank Build and Dukempress info for Notes for Hardmode

Update 6.0.4

-added Hybrid Summoner setups (Credits to VultaxPlayz#9426) (Notice me Baconfry-Senpai) (and yes, I took most of the sets from the Armor Progression Page.)

-reworded Duke related text for Scourge of the Corruptor in Pre-Dukempress Melee

-reworded the text for Valhalla Knight Greaves for End-Game Melee

-added Mystic Robe visualization for Early Hardmode Mage

-moved Xeno Staff up to Good from Decent in Pre-Moon Lord Summoner (due to tracking that's even better than Stardust Dragon)

-removed Counterweights from Pre-Hardmode Melee, as their Damage increase is next to nothing at the cost of an accessory slot

-added Moon Charm and removed Magma Stone in Pre-Mech Melee

Update 6.0.5

-removed Raven Staff from Events (Summoner), and replaced it with Sanguine and Blade Staff (Thank You Jon)

-removed Tome of Infinite Wisdom from Events (Mage)

-Pre-Dukempress Summoner: moved Deadly Sphere Staff up to Good from Decent, added Sanguine and Blade Staff back to Decent, and removed OOA accessory

-Pre-Dukempress Mage: added Shadowbeam Staff to Decent

-Pre-Dukempress Ranger: added Elf Melter to Good (Idk why i keep forgetting this weapon exists)

-Pre-Cultist Ranger: added Elf Melter to Good

-Pre-Wall of Flesh Ranger: added more info for the Decent tier

-Secret Seed Progression: notes earlier access of Night's Edge and Water Bolt (Thank You Crimson Aqua)

-Builder Progression: removed Mechanical Ruler, since you already have Grand Design (Credits to nobody#3386)

-Pre-Wall of Flesh Mage: moved everything except Demon Scythe and Gray Zapinator down 1 tier, removed Space Gun (Credits to Zirhop)

-Pre-Skeletron Mage: removed "difficult to aim" text from Demon Scythe

-Pre-Moon Lord Melee: fixed typo: "Simplier" -> "Simpler" (Thank You IcyMint)

-Pre-Plantera Ranger: added Hallowed Repeater to Decent

-Pre-Mech Melee: moved Moon Charm up to Best from Good

-Late-Hardmode Melee: moved Mechanical Glove up to Best from Good

-Fishing Progression: replaced Flipper with Neptune's Shell and FIshron Wings as Flipper doesn't actually work for the purpose of sitting on the Toilet submerged underwater (Thank You NitroKittyKat and Hoik Man)

Update 6.0.6

-reworked the Event Guide for the 5th time. I'm very tired at this point.  
(Thank You Defender)-removed Cluster Rockets from Pre-Golem (Thank You Ankh Sh\*t~~head~~)  
  
Update 6.0.7

-added Crystal Storm back into Decent in Pre-Mech Mage

-added Heat Ray to Decent in Pre-Cultist Mage  
-moved Nightglow down to Decent from Good and Lunar Flare down to Good from Best in End-Game Mage  
-moved Blizzard Staff up to Best from Good, and moved the weapons in Best Tier into more detailed groups in Pre-Dukempress Mage

Update 6.0.8  
-added Crystal Assassin armor to Pre-Mech Summoner

-added Beetle (Shell) to Pre-Moon Lord Summoner  
-moved Shadowflame Hex Doll up to Best from Good in Pre-Plantera Mage  
  
Update 6.0.9

+Pre-Dukempress Melee: removed "Worse for Duke" text from Scourge of the Corruptor and moved Christmas Tree Sword up to Good from Decent

+Pre-Moon Lord Mage: added "Mana Costly" text to Nebula Blaze

+Pre-Mech Ranger: added Star Cannon as an option for Destroyer

+Late Hardmode Summoner: moved Squire's Shield (and Variants) to Good from Best

+Pre-Cultist Summoner: added Deadly Sphere Staff

Update 6.1.0

-revised some minion mixing and minion positioning of Late Pre-Hardmode Summoner

-revised the Arrow recommendations of Pre-Hardmode Ranger

-reworded Influx Waver's Info in Pre-Dukempress Melee

Update 6.1.1  
-made the Shark Tooth and Stinger Necklace recommendations for Pre-Hardmode more consistent, and recommends both to stack the armor penetration   
-added more info for Stardust Dragon Staff and Terraprisma’s use in End-Game Summoner  
Thank You Kep for doing your own kill times to improve the placements in my Guide, [check out their work](https://drive.google.com/drive/folders/1g-HbBtwLiBK38VPbj-tVcQUkHT9c0bbl)  
+removed Flying Knife from Pre-Mech Melee  
+added “Mana Costly” text to Meteor Staff, and added extra info for Golden Shower’s use on Destroyer in Pre-Mech Mage  
+moved Boomstick and the other guns up 1 tier in Pre-Beerclops Ranger  
+moved The Bee’s Knees and Boomstick up to Best from Good in Pre-Skeletron Ranger  
+moved Finch Staff up to Good from Decent and Vampire Frog from Good up to Best in Pre-Wall of Flesh Summoner  
+moved Thorn Chakram down to Good from Best in Pre-Boss Melee  
+moved Sunfury down to Decent from Good and added Volcano to Good in Pre-Wall of Flesh Melee  
  
Update 6.1.2  
-added Flying Knife back in to Pre-Mech Melee, but into Decent (Thank You Too Many Caps)  
-fixed Post-Moon Lord’s Hybrid Summoner (Melee) Offensive set having Spooky Breastplate instead of Stardust Plate

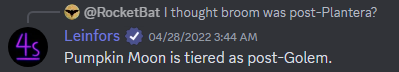
-added Venom Arrows to Good in Pre-Golem Ranger  
  
Update 6.1.3

-added more Bullet and Arrow Options (namely Cursed and Venom variants) to Hardmode Ranger (Thank You 4th)

-added more Flask Options (namely Cursed and Venom) for Hardmode Strategies   
  
Update 6.1.4  
-moved Shadowflame Hex Doll and Crystal Vile Shard into the Tank Build section for Mage in Pre-Mech  
-moved Volcano down to Decent from Good and added The Bee Keeper into Good in Pre-Wall of Flesh Melee  
-moved Super Star Shooter and Pulse Bow down to Good from Best in Pre-Plantera Ranger

-added Hallowed Mask + Beetle Shell + Squire’s Greave mix set to Late Hardmode Melee (Thank You Baconfry)  
Thank You Defender for these:

+added Hallowed Mask to Pre-Golem Melee’s Damage mixed set, for use with Terra Blade  
+added info for Adamantite Mask being Optimal for Rocket Type Weapons (due to Shroomite Headpieces not buffing Ammunition while Rocket Ammunition having very high base damage to be buffed by), and added it into Pre-Golem   
  
Update 6.1.5

-after careful consideration. Pumpkin Moon and Frost Moon items have been moved to Post-Golem, due to the difficulty of the Events for certain classes doing it Pre-Golem, and supported by developer statements and #Terraria-Help, this change has been made to hopefully make game progression smoother  






-removed Chlorophyte Shotbow from Pre-Dukempress

-added more info for Deadly Sphere Staff in Pre-Cultist Summoner

-moved Stake Launcher down to Good from Best, Tsunami from Good up to Best again, and Chain Gun down to Decent from Good in Pre-Cultist Ranger  
  
Update 6.1.6  
-changed some Hybrid Summoner sets using info from [Baconfry’s Sandbox](https://terraria.wiki.gg/wiki/User:Baconfry39/Sandbox)  
  
Update 6.1.7  
-added more info for sets in Pre-Golem of Hybrid Summoner  
-added Shroomite Breastplate as an option for players not using Summon Weapons in Late Hardmode Ranger  
-added Adamantite Mask as an alternative to Shroomite Headpiece in Tank Build Ranger  
-added Enchanted Sword to Decent in Pre-Evil Melee  
-added Unholy Trident and Orange Zapinator to Decent in Pre-Golem Mage

Update 6.1.8

-added King Slime's Icon to Pre-Boss's Title Card

-added Ankh Shield/Obsidian Shield to Pre-Mech, as a Survivability option

-moved Deadly Sphere Staff up to Best from Good and moved Optic Staff and Blade Staff up to Good from Decent as well as adding Sanguine Staff to Decent in Pre-Golem Summoner  
  
Update 6.1.9

-added Palladium armor to Pre-Mech   
-removed “Good for Destroyer” text from Orichalcum armor in Pre-Mech, due to it being just as good for the other Mechanical Bosses  
-added Obsidian Skin Potion to Pre-Cultist Strategies (Thank You Sorbet)  
-added more info on Nimbus Rod and Clinger Staff’s use on Destroyer in Pre-Mech Mage (Thank You iCur Sticker)

-changed the wording for Shinobi Infiltrator’s Torso to be less confusing in Late Hardmode Melee

Update 6.2.0  
-separated the Mana accessories into their own section, to cause less confusion over which to pick, and also go into more detail about which to prioritize  
-added Hoik Invincibility Machine made by ARK | Quasar#6944

-changed wording from “Worse for Duke/Empress” into “Bad for Duke/Empress” to cause less confusion from being mistaken as “Works for Duke/Empress” in Pre-Dukempress (yes, this actually happened)  
-added Orange Zapinator to Decent in Pre-Dukempress Mage  
-added extra Info for Scourge of the Corruptor in Pre-Dukempress Melee  
-added Starlight and Solar Eruption back into Pre-Moon Lord Melee, due to them being still usable even without a Tank Build  
  
Update 6.2.1

-added Hallowed Mask to Armor Mixing Damage set of Pre-Plantera Melee for optimization of Sword weapons  
-added more info on the Hoik Invincibility Machine (minimum Defense and Regen requirement)

-replaced Venom Staff with Leaf Blower in Decent of Pre-Dukempress Mage, and added it to Decent in Pre-Golem (Thank You iCur Sticker)  
-added Tabi as an alternative to Master Ninja Gear, as the Dash is the main reason you use the accessory anyways

-added extra info on weapons that are placed high due to ease of use, rather than entirely on their DPS  
  
Update 6.2.2  
-added Shadowflame Hex Doll to the Main Guide of Pre-Mech Mage (Thank You badname)  
-added Molotov Cocktail to Pre-Evil Ranger as an option for Brain (Thank You James)

-moved Snowman Cannon down to Decent from Good in Pre-Moon Lord Ranger   
  
Update 6.2.3

-added Strategy Guides to Events (Goblin Army, Pirate Invasion, Holiday Moons, Martian Madness)

-added extra info on Drippler Crippler on its use on Destroyer in Pre-Mech Melee

-replaced Tiki Mask with Spooky Helmet in Late Hardmode Tank Build Summoner (Thank You Baconfry)

-added Minion Mixing options for End-Game Summoner  
  
Update 6.2.4  
-moved Vortex Beater up to Best from Good in Pre-Moon Lord Ranger, and added Extra info to it and Phantasm to give more insight on both of their uses on Moon Lord, and moved Snowman Cannon back up to Good from Decent  
-fixed Nimbus Rod being called “Nimbus Staff” (Thank You Zahryz#1106)  
-removed Flasks from Events (Melee)  
  
Update 6.2.5

-added FAQ  
-reranked Hardmode Mana accessories to be the same tier as each other  
  
Update 6.2.6

-reworded the mixed set’s impact on your Damage for Pre-Plantera Ranger   
-added more info for Terra Blade’s use on Moon Lord

-added specification for Movement Accessories usage when using a Mount in General Notes

-fixed a bunch of spelling mistakes (Thank You Terraria Tree)   
  
Update 6.2.7  
-notes the use of Betsy’s Wrath as a Main Weapon in Late Hardmode Mage  
-fixed Hybrid Summoner (Melee)’s Pre-Moon Lord set missing the Chestpiece (Thank You TeWu#7600)

Update 7.0.0

-made a bunch of polishing up of certain sections to make them look less cluttered and cleaner:

+fixed every Mix Set Sprite, cropping them properly to make them look like they came from the Wiki

+fixed the Top Icons for the Bosses and Class Emblems, giving them the correct aspect ratio and making them symmetrical

+made some original sprites for the Class Emblems for the Tank Builds

+added Charm of Myths to Good of Survivability Accessories of Pre-Plantera and made all Survivability Accessories into a more compact tiering format

+polished up Hybrid Summoner (Mage) to be less cluttered, added Hallowed Headgear as an alternative option to Spectre Mask for Optimal Damage, and added Magic Hat to Pre-Boss for the same reason

+revised the Whip Stacking Suggestions to allow for Stacking with 3 Whips and make them look more symmetrical

+revised the Late Hardmode Mixed Sets, simplified the Melee and Ranger ones, and added Valhalla Knight's Breastplate Suggestion to Ranger and Mage

+reworded "etc." accessories into "Movement Boosters" accessories and replaced Sparkly Wings Icon with Angel Wings in General Notes

Additions and Changes:

-added Tier Skip Guides

-separated the Post 1 Mech Pages into one for each class and put it next to the Pre-Mech pages to make it easier to access

-added Chlorophyte and Hallowed armor to Pre-Golem for Mage and Ranger

-added Meteor armor to Pre-Mech and Pre-Plantera Mage for use with Orange Zapinator (Thank You Too Many Caps)  
-added Star Cannon to Best in Pre-Beerclops and Pre-Skeletron, and moved the other weapons down 1 tier, to make room for Star Cannon in Best, as well as moving Pew-Matic Horn to the same tier as Boomstick, Molten Fury and the Bee’s Knees

-added Trimarang back into Pre-Boss Melee, but into Decent (Thank You Zahryz#1106)

-added Spectre armor to Late Hardmode Tank Mage (Thank You Baconfry)

-added Fetid Baghnakhs into Good of Pre-Mech Melee once more (Thank You Baconfry)

-added Balanced Set for Pre-Moon Lord Hybrid Summoner (Melee)

-added Nail Gun to Decent in Pre-Cultist Ranger

-added "Why is Firecracker good for Desert Tiger/Stardust Dragon" question into FAQ

-added Bee Headgear + Gi + Shadow Greaves Mix set for Classless Progression of Late Pre-Hardmode

-removed Molten + Gi mix from Pre-Hardmode Melee (sorry badname, but it's not coming back unless it gets added to the Armor Progression Page on the wiki)

-added some example images for the Event Strategies Guide

-added extra info text for Spider Staff to mention its issue of hitting airborne targets

-reverted the text for the Mixed Set for Pre-Plantera Ranger  
-added Amber Staff and Ruby Staff to Decent of Pre-Evil Mage

-added Vampire Knives to Pre-Moon Lord Melee with info on its use on Moon Lord

-added Electrosphere Launcher to Pre-Dukempress Ranger

-changed up the wording of "Decent" definition for "How to Use"

-added extra info for Sniper Rifles Use on Duke

Okay, I said I wasn't gonna make another Major Update until 1.4.5, but my brain literally cannot stop thinking about Terraria at any given moment, but honestly…  
i don’t mind all too much, i still really enjoy working on this Guide and making it as polished as i can, clearly by how much effort i put on making everything as clean as i could with this new update, so i hope you all continue to support Jason’s Terraria Guide (#Terraria-Help’s Community Class Setups Guide), for the foreseeable future and thank you for all the support i have been given up until now, i truly appreciate all of it   
  
  
Update 7.0.1  
-made the Doc files into Pageless Format and made them have a Dark Mode Aesthetic (i’m sorry Attie :sob:)  
-updated the Strategies Events External Links to be just separated images  
-added a short video to showcase how to make hoiks for The Old One’s Army and a video to showcase one way walls to attack enemies safely (Thank You Defender)

-indicated that the Piggy is indeed the superior pink creature  
  
btw, Yay!, the Guide got featured on a Terrasteel video! [The basics of whip stacking in Terraria, in 100 seconds](https://www.youtube.com/watch?v=rQipQ_14UUA&ab_channel=Terrasteel)  
  
  
Update 7.0.2  
-reworked how Mythril Greaves is recommended for Pre-Golem Ranger alongside adding Orichalcum Leggings as an alternative, as well as removing it for Post-Golem, since while Red Riding Leggings are harder to get, they are worth it.  
-added “Why is Armor Mixing instead of Shroomite armor specifically better in Singleplayer?” and “Which Modifiers should I run on my Accessories?” questions to FAQ  
-moved Squire’s Shield (and Variants) into Good from Best for Hardmode Summoner (except for End-Game due to Sentries actually being good there)

-reranked Sandgun to be on the same tier as Boomstick, not Phoenix Blaster in Tier Skip (Ranger)  
-updated information on the Hoik Invincibility Machine, as well as added link to Sorbet’s video on the topic  
-added “And Upgrades” text to Magic Quiver for Hardmode Ranger, for use of Molten and Stalker’s Quiver (Thank You 4th and powder sniffer#1334)  
-added Dark Artist’s Hat as an Alternative Headpiece for Hybrid Summoner (Mage)’s Post-Moon Lord set for use with Sentries  
  
Update 7.0.3  
-made Pre-Golem and Pre-Dukempress Summoner’s Whip Stack more inline with the other pages, as well as moving Firecracker in Pre-Golem down to Good from Best, due to Golem’s Fist being able to block a large amount of Firecracker’s Damage output while Morning Star’s high base damage and crit chance can deal with all 3 hit boxes at the same time  
-added Cursed Flames back into Pre-Mech Mage in Decent and Pre-Plantera Mage in Good   
-replaced Mana Cloak with Arcane Flower in Support (Mage)  
  
Update 7.0.4  
-added more weapons that are remixed within the Don't Dig Up Seed to Secret Seed Progression (Thank

You Null#5761 and Defender)  
-moved the Hoik Invincibility Machine from the Strategies Folder into the Extra Info Folder, and made it to contain multiple other strategies from Sorbet’s channel

-reworked the Minion Mixing Suggestions for Pre-Skeletron and Pre-Wall of Flesh Summoner

-added Scourge of the Corruptor to Events (Melee) in Good

-added Gravitation Potion to Pre-Mech Strategies and notes its use

Update 7.0.5  
-moved the Hybrid Summoner and Tank Builds into their own Folder in the Front Page and added a page for Hybrid Summoner accessories (Thank You badname)  
-changed Pre-Wall of Flesh Summoner’s Minion Mixing again, making it prioritize Flinxes instead of Imps  
  
Update 7.0.6

-reworked the accessory recommendations of Tank Builds, removing some unnecessary accessories and prioritizing more important ones

-changed the Late Pre-Hardmode Hybrid Summoner sets to include Gi and Mystic Robe instead  
-added the Developer Yoyos into Post-Mech Melee (Thank You Too Many Caps)  
-added “Isn’t Duke Fishron, Empress of Light, Pumpkin Moon and Frost Moon Available Pre-Golem?” question to FAQ

-added specification about the Holiday Moon hooks in Hook Progression being available but is technically Tier Skipping (Thank You Astlatic)  
  
Update 7.0.7

-added Firecracker + Cool Whip Whip Stack as an option for Destroyer in Pre-Mech Summoner (Thank You Defender)

-added Squire armor and Monk armor to Post-Mech Melee and Summoner, for their use of Sentries for the Destroyer (Thank You Too Many Caps)

-added Hallowed Mask + Squire’s Plating + Squire’s Greaves Mix to Post-Mech Melee as the actual Optimal Defense set for this stage

-added Orichalcum Leggings as alternative to Mythril Greaves for Post-Mech and Pre-Plantera Ranger armor mix set

Update 7.0.8  
-added Squire’s Plating and Apprentice Robe as an alternative Breastplate piece to the mixed sets in Pre-Plantera Melee and Mage

-added Squire’s Armor to Pre-Plantera Tank and Pre-Golem Tank Melee and Summoner as an alternative for people who like to use Sentries for an extra source of Damage, as well as giving Turtle Scale Mail an alternative in the form of Squire’s Plating (Thank You Too Many Caps)  
  
Update 7.0.9  
-added Mythril armor as an alternative to Orichalcum armor for Pre-Mech Ranger, as its stats will provide it better total DPS if you use a strong and slow weapon, such as Onyx Blaster, but will fall behind to Orichalcum armor if the weapon hits faster, and doesn’t have as high of a Base Damage, such as Clockwork Assault Rifle/the Ore Repeaters due to them activating the Petals more often   
-added Platinum armor and Chlorophyte armor (Mask) to Classless Progression, being extra defensive options

-added balanced Minion Magic Damage set to Pre-Moon Lord Hybrid Summoner Mage (Spectre Mask/Hallowed Headgear + Dark Artist’s Robe + Dark Artist’s Leggings)

Update 7.1.0  
-added Orichalcum armor (Mask) and Chlorophyte armor (Mask) to Pre-Mech Tank and Pre-Plantera Tank Mage and Ranger, utilizing the set bonuses being not affected by Damage bonuses to remedy for the lack of Offensive Stats on a Tank Build. (also added Frost armor for Ranger Pre-Mech Tank for its good Offensive Stats while still giving serviceable Defense)  
-removed the note of Blade Staff being favored by Hallowed armor to avoid confusion, as well as specifying that Blade Staff should be Whip Stacked if used in Pre-Plantera Summoner  
-renamed the “Strategies” folder into the “Strategies and Buffs” folder due to many people missing that buffs are listed there  
  
Update 7.1.1  
-reverted the addition of Full Squire armor to Tank Plantera and Tank Golem Melee, as the Sentry Damage does not make up for the lost in Melee Bonuses, in comparison to Summoner  
-replaced Adamantite Mask with Hallowed Helmet in Late Hardmode Tank Ranger (Thank You TeWu)  
-made the description for “Mana Costly” weapons in How to Use be a bit more clear as to what it’s supposed to mean  
  
Update 7.1.2  
-added Mechdusa Strategies (Thank You RyokuHasu and Null#5761)  
-reprioritized Hallowed Mask + Valhalla Knight’s Breastplate + Valhalla Knight’s Greaves to be the mix armor set for Melee players in Late Hardmode (Thank You TeWu)  
  
Update 7.1.3  
-added extra Minion Mixing options for Pre-Beerclops and Pre-Wall of Flesh Summoner  
-removed Hornet Staff from Pre-Wall of Flesh Summoner and added a note for Finch Staff there  
-moved Influx Waver and Flying Dragon into Decent from Good in End-Game Melee  
  
Update 7.1.4

-added notes for Bundle of Horseshoe Balloons and Betsy, Empress and Fishron Wings in Hardmode  
-moved Slime Staff down to Decent from Good and Finch Staff up to Good from Decent in Pre-Evil Summoner  
  
Update 7.1.5  
-added Beetle armor (Shell) to the other Late Hardmode stages that didn’t have it yet (Pre-Dukempress and Pre-Cultist) for all classes  
-added note to Finch Staff in Pre-Skeletron Summoner  
  
Update 7.1.6

-added info for Spider Staff’s usage for mixing with Optic Staff in Pre-Plantera and Pre-Golem Summoner (Thank You Defender)  
-moved Meteor Staff down to Decent from Good, and removed its “Mana Costly” info text and removed Flower of Frost to make space for the change in Pre-Mech Mage  
  
Update 7.1.7

-changed the info text for Flying Dragon and Daybreak in Pre-Moon Lord Melee to be a bit more descriptive  
-added Fetid Baghnakhs to Pre-Plantera Melee in Best instead of it just being in Tank Build  
  
Update 7.1.8

-Terra Blade no longer has the "Better with Scale Mail" text to it

-updated all currently existing Watermarks, for them to be in every main image, and just my Username instead of my original Discord Tag, the other images’s watermarks will be added in a future update

-added Tiki Mask back in as an alternative option for Spooky Helmet in Late Hardmode Tank Summoner (Thank You TeWu)

Update 7.1.9

-added Watermarks to the rest of the images that did not have them yet

-reworked the Hybrid Summoner Sentry focused sets in Post-Moon Lord to look a bit more polished

-added some more strategies to Dukempress External Links Document

-moved Bee armor to be the same tier as Obsidian armor in Pre-Wall of Flesh Summoner, and give more details on what perks they have over the other (Thank You TeWu)  
  
  
Update 7.2.0  
-polished up the Accessories section, fixing minor inconsistencies of it and reworking the Boots accessories to be more clear cut  
-fixed “Nimbus Rod” being labeled as “Nimbus Staff” in General Notes (Thank You Zahryz)

Update 7.2.1  
-fixed up a lot of Typos and Unnecessary info in the Strategies and Buffs Folder, and condensed the Video Links for Empress and Duke into the External Tactics Doc (Thank You Yousef the h)  
-Polished up the Balloon Accessories in Pre-Wall of Flesh  
  
Update 7.2.2  
-fixed even more Typos and Grammar mistakes within the Strategy and Buffs, FAQ, Rules and Special Thanks and some other pages (Massive Thanks to Tewu, Yousef the h and Too Many Caps)  
-added Molten Bee (Bee Headgear + Bee Breastplate + Molten Greaves) for Pre-Wall of Flesh Summoner, as a Defensive option for Summoner during this stage  
-added notes for Warrior Emblem’s usage on Sword Weapons, and Avenger Emblem’s usage when using Minions, even when not a Hybrid Summoner (Thank You Yousef the h)

-removed Platinum armor’s “difficult to get” info text (Thank You Yousef the h and TeWu)  
-removed Chlorophyte Mask as an alternative option in Pre-Plantera Hybrid Summoner Melee (Thank You TeWu)   
  
Update 7.2.3

-replaced all Chlorophyte Mask recommendations for Armor Mixing Melee to be Hallowed Mask instead (Thank You TeWu)

-removed Solar Eruption for Pre-Moon Lord Melee (Thank You CJ)

-added the Low Cost set (Hallowed Mask + Beetle Shell + Squire's Greaves) to Late Hardmode Tank Melee (Thank You CJ)

-changed the positioning of the Whips within the Whip Stack section to prioritize Main Whips first (Thank You Defender)

-added How to Find the Aether Image into the External Tactics Documents (Thank You rusty9705)

Update 7.2.4  
-reworked the Late Hardmode section for the Event Pages for each class to be more consistent and more detailed in certain areas (Thank You Zahryz, Yousef the h and Too Many Caps)  
-simplified Flying Dragon’s Info Text in Pre-Moon Lord Melee and added it to Tank Moon Lord Melee   
-fixed Resonance Scepter having the “Difficult to Get” text (Thank You TeWu)  
  
Update 7.2.5  
-moved Squire armor up to Best and Spider armor down to Good in Pre-Plantera Summoner (and Pre-Golem) (Thank You Catuna)  
-added Squire’s Greaves into the Main Melee Pages, as a low cost option for Late Hardmode (Thank You CJ and Baconfry)  
-added more info for Orichalcum Leggings’s uses compared to Mythril Greaves for Ranger and Melee Armor Mixing

-added Chlorophyte Greaves as an alternative option for Mythril and Orichalcum Greaves for Pre-Plantera Ranger (Thank You TeWu)  
-removed the “Corruption Only” and “Crimson Only” text from Vilethorn and Crimson Rod from Pre-Hardmode Mage  
-removed Lightning Aura Cane from Post-Mech Summoner, and removed Monk armor for Post-Mech Melee and Summoner, as Ballista Cane is generally more consistent

Update 7.2.6  
-Reworked the Minion Mixing for Stardust Dragon in Pre-Moon Lord Summoner and End-Game Summoner

-added Bubble Gun to Pre-Moon Lord Mage in Good  
-fixed Spirit Flame having the “Very Difficult to Get” Text instead of the “Luck Reliant” text  
-removed Magma Stone from Pre-Wall of Flesh Melee  
  
Update 7.2.7  
-made changes to the placements of weapons, following new info from [Kep](https://drive.google.com/drive/folders/1g-HbBtwLiBK38VPbj-tVcQUkHT9c0bbl)’s New Tests and his Old Tests  
-reworded Christmas Tree Sword’s Info Text in Pre-Dukempress Melee (Thank You Zahryz)  
-reworded the Stardust Dragon Minion Mixing info text in Pre-Moon Lord and End-Game Summoner to state “High Damage” instead of “Highest Damage”, as it is still behind Firecracker Full Dragon in that regard  
-added Titanium Mask as an alternative to Adamantite Helmet in Pre-Mech Hybrid Summoner Melee (Thank You TeWu)

Update 7.2.8  
-changed the info text for Optic Staff’s Whip Stacking set to be the same even if you’re mixing them with Spiders

-added Durendal as a 3rd Whip Stacking option for Pre-Dukempress Summoner  
-added Terrasteel’s Daedalus Stormbow + Holy Arrows comparison video to the FAQ

Update 7.2.9

-added Black Spot to Pre-Plantera Strategies and Mount Progression  
-added Tome of Infinite Wisdom as a Weapon for Twins and Prime as well in Post-Mech Mage  
  
Update 7.3.0  
-moved Putrid Scent down into Decent in Hybrid Summoner Accessories (Thank You badname)  
-added extra info for Life Drain’s use for Twins and Skeletron Prime in Pre-Mech Mage  
  
Update 7.3.1  
-reworked the rankings and format of Hybrid Summoner Accessories (Thank You badname)  
-changed Ichor Darts and Crystal Darts’s Info Text in Pre-Mech Ranger to more accurately describe their performances against the Mech bosses (Thank You Zahryz)  
-fixed the typo for Nimbus Rod and Clinger Staff’s Info Text from “due its many segments” to “due to its many segments” in Pre-Mech Mage (Thank You TeWu)

Update 7.3.2

-added info text about doing Pumpkin Moon first for Pre-Golem Summoner due to them now benefiting as much as the other classes from defeating Golem first, this is a current temporary solution as i will decide to change the page or not depending on if a Significant Golem Drop is added for Summoner in 1.4.5 (Thank You TeWu)

-moved Frost armor down to Good from Best in Pre-Mech Melee (Thank You TeWu)  
-moved Pew-matic Horn, Boomstick and Molten Fury down to Decent from Good, whilst keeping The Bee’s Knees in Good in Pre-Skeletron Ranger (Thank You CJ)

-reworded the Info Text for Crystal Assassin armor  
-moved Uzi into Decent from Good in Pre-Plantera Ranger  
  
Update 7.3.3

-added extra info text to a few weapons in Pre-Mech to be less vague about why they’re placed high/the Mech Bosses that they’re not as good for (Thank You Cherry\_4166, Blahaj#5638 and Backfloop):  
+Blade Staff specification on not being as good for Destroyer, to cause less confusion for if Abigail should be used for that boss or not  
+Spirit Flame’s specification for it not dealing as much damage as Orange Zapinator, or other certain bosses such as Prime where its projectile gets blocked by his Limbs, but has the advantage of not having to aim and produces very few Probes in the Destroyer fight, while still dealing respectable damage

+Shadowflame Knife’s specification for it having overall lower Damage than other Weapons but has the advantage of longer range and is fairly easy to get  
+Bananarang’s specification for it being a bit worse compared to the other 2 options in Best tier for the Destroyer, with Drippler Crippler having the better Damage, while Shadowflame Knife being safer while still doing decent damage to the Destroyer (Thank You TeWu)  
  
Update 7.3.4  
-reworked a few Hybrid Summoner sets, and added Valhalla Knight’s Breastplate as an alternative Defensive option for all Hybrid Summoner classes (Thank You TeWu):  
+added Forbidden Robes + Orichalcum Leggings as an alternative to Frost Breastplate + Spider Greaves for Melee and Ranger Hybrid in Pre-Mech, sacrificing a bit of defense for a more balanced spread of Minion and Main Class Damage  
+added Squire armor for Pre-Plantera Hybrid Melee, being a Sentry focused option  
+added Valhalla Knight’s Helm as an alternative to Shinobi Infiltrator’s Helmet as a defensive option, sharing a similar stat total, but invested more into defense rather than damage  
  
Update 7.3.5  
-fixed many typos within the Tier Skip Pages (Thank You TeWu)  
-removed the note mentioning Space Gun for Meteor armor in Pre-Wall of Flesh Mage (Thank You badname)

-added Paintball Gun to Decent in Pre-Boss Ranger (Thank You CJ)

Update 7.3.6  
-rearraged a few positions of Pre-Moon Lord Mage and Melee weapons using new info from [Kep](https://drive.google.com/drive/folders/1g-HbBtwLiBK38VPbj-tVcQUkHT9c0bbl)’s DPS tests  
-added Inferno Potion to Pre-Evil Strategies for use against Vile Spit and for Extra Damage (Thank You badname)

-moved Molotov Cocktail and Grenade into Decent in Pre-Evil Ranger, removing the statement that they’re bad for Eater, but only specifies Grenade is bad for it if on Expert+ Difficulty (Thank You CJ)  
  
Update 7.3.7  
-fixed more typos within the Events Strategies Folder (Thank You TeWu)  
-fixed Hive-Pack in Pre-Wall of Flesh Melee not mentioning Bee Keeper (Thank You TeWu)  
-Fixed inconsistencies in spellings in credits, changed all “Tewu” to “TeWu” (Thank You Tewu)  
-added Shadow Key to the info note of Drunk World in Secret Seed Strategies as one of the things that you can get more easily within the seed (Thank You ~~TeWu~~ Backfloop)  
  
Update 7.3.8  
-fixed typos within Pre-Dukempress Strategies (Thank You TeWu)  
-added info note for Terra Blade in Pre-Golem Melee for its use for Facetanking  
-added info note for Desert Tiger Staff in Pre-Dukempress Summoner that while it has high damage potential, it can sometimes struggle against the 2 bosses due to them being rather mobile  
  
Update 7.3.9  
-added info note for Volcano’s Risky usage in Pre-Skeletron, and Flamarang’s aim quirk in Pre-Beerclops and Pre-Skeletron (Thank Me Kep)  
  
Update 8.0.0 (1 Year anniversary update)  
-added The History of Jason’s Terraria Guide  
-reworked Builder Progression and Explorer Progression (Thank You CJ)

-added the Final Version of Quasar's Hoik Invincibility Machine in External Strategies (Thank You Quasar)

-added info text for Gelatinous Pillion for Post-Golem stages, due to its usage shifting a bit at that stage

-added Dreadnautilus Strategies (Thank You bigusdickusmaximus)

-added info for Star Cannon in Special Seed Progression about it not working for bosses in For the Worthy (Thank You aqua1477)

-changed certain armor mixing sections to only contain the piece required to make the mix set, not having to worry too much about which other pieces are used (mainly for Pre-Boss and Pre-Evil) to make them look less cluttered and cleaner

-added alternative options for Tank accessories, so overall, it requires less grind to get the full loadout, since most of the optimization doesn't make too much of a difference in the end (example: Hero's Shield vs Berserker's Glove/Flesh Knuckles, a difference of only 2 defense + you'd already have Frozen Shield)

-added extra info for Tavernkeep gear for OOA strategies (Thank You gigi)

Gear changes:

-added Sandgun and Coin Gun into the Main Guide for Ranger

-added Featherfall Potion to more sections of boss strategies, since it allows for more range of movement

Pre-Hardmode:

-added Storm Spear to Best, moved Ball-O-Hurt from Good down to Decent, moved Trimarang from Decent up to Good and moved Thorn Chakram from Good up to Best in Pre-Boss Melee

-added Thunder Zapper to Pre-Evil Mage as an option for Brain of Cthulhu's Last Phase

-added note for Shadow and Crimson armor for Pre-Hardmode Melee to indicate that Shadow armor is better

-added Bee Breastplate back as an option for Late-Hardmode Hybrid Summoner (Thank You badname)

-removed Mana Regeneration Band and moved Magnet Flower into the same tier as Celestial Magnet in Pre-Hardmode Mage

Pre-Mech:

-separated Pre-Mech Damage accessories into more tiers so that there's more detail on their individual strengths compared to each other

-moved Daedalus Stormbow up 1 tier (Good up to Best), Onyx Blaster down 1 tier (Best down to Good), removed Clockwork Assault Rifle, Pheonix Blaster and Hellwing Bow, with Adamantite and Titanium Repeater (moved from Good down to Decent) in Pre-Mech Ranger (Thank You badname, Jon and TeWu)

-moved Frost Staff and Shadowflame Hex Doll down from Good to Decent, moved Spirit Flame down from Best to Good, moved Meteor Staff to Good for Destroyer (from Decent) and removed Cursed Flames in Pre-Mech Mage

Pre-Plantera:

-moved Dart Rifle and Dart Pistol down to Decent from Good in Pre-Plantera Ranger

-removed Meteor armor from Pre-Plantera Mage

-reworked OOA 2 weapon recommendations for non-summoner classes to be more accurate on which is the best option

Pre/Post-Golem:

-rearranged Post-Golem damage accessories for Mage and Melee, making them more consistent with Ranger with the Class Emblems being on the same tier as Avenger Emblem in Good while Destroyer Emblem and Celestial Shell are in Best (Thank You NoodleCat)

-reworked weapon rankings for Pre-Cultist using new info from Kep's DPS tests

-moved Tiki armor up to Best (Previously Good) for Late Hardmode Summoner

-moved Venom Arrows to Good, making Ichor Arrows the sole arrow type in Best for Pre-Moon Lord Ranger (Thank You NoodleCat)

-added Shadow Jousting Lance + Minecart as a strategy for Golem, as well as added it in Pre-Golem Melee's Page (Thank You Zirhop0)

-removed Brain Scrambler and Toy Tank from Pre-Dukempress and Pre-Cultist strategies, added Golf Cart to Pre-Dukempress for use against Duke Fishron's 3rd Phase (Thank You pigsarebest)

-added Chlorophyte Bullets to Pre-Golem Ranger in Best

-separated the Valhalla Knight armor pieces in Hybrid Summoner to be in their own Post-Golem section, rather than in Pre-Golem (Thank You Defender)

-Added a myriad of extra info text for weapons to have better clarity when selecting between multiple options:

+added "Recommended" (in pink color) text for weapons that are generally agreed to be the best option for a certain boss by most people (either because it's safe, reliable and high damage, etc.) to make it easier to select a weapon when there are too many options

+added more info for Late Hardmode Ranger ammunition types to make it easier to decide which Bullets you should use

+added note to point out that Pistol is slightly weaker than Rifle between the Dart Guns in Pre-Mech and Pre-Plantera Ranger

+added info for weapons that are able to hit through walls, and explains in more detail about Terrarian's firepower, replaced Influx Waver with Terra Blade, and moved the weapons in Decent tier into Good tier in End-Game Melee

+added info about Nebula Blaze and Last Prism's high Mana Usage, the pros and cons of Nebula Arcanum, Razorblade Typhoon and Lunar Flare, and replaced Nightglow with Stellar Tune in End-Game Mage

+added info for Moon Stone to specify it should be used at night time  
+added info text for Optic Staff in Post-Mech Summoner to more accurately indicate how powerful it is against each Mech, alongside which Whips it should be used with

+simplified how Firecracker is worded for use with Desert Tiger Staff and Stardust Dragon Staff to be more clear and less prone to misunderstandings (Thank You Lifestream)

+added info for Starfury's main advantage in the Wall of Flesh fight for Melee (that being range)

+added info for Chain Guillotines, Fetid Baghnakhs, and Flying Knife's pros and cons, with those weapons also moving up 1 tier (Chain and Fetid up to Best from Good, Flying Knife up to Good (For Destroyer) from Decent)

+added info text for Death Sickle being somewhat luck reliant to obtain at this stage and Mushroom Spear's Risky to Use nature in Pre-Plantera Melee

+added "Luck Reliant" Info Text to Sanguine Staff, Thunder Zapper

+added Celestial Stone as alternative to Celestial Shell

+added info text for Pulse Bow in Pre-Plantera Ranger to indicate it is more effective in an enclosed arena

Update 8.0.1

-moved Thorn Chakram and Storm Spear down to Good from Best, and Trimarang down to Decent from Good in Pre-Boss Melee (Thank You TeWu)

-reworked the boots recommendations in Post-Golem to only include Amphibian Boots, as other boots become not very valuable during that stage (Thank You Jon)  
-reworked the Balloon tinkers to be more organize in Pre-Hardmode for all classes (Thank You Yousef)

-moved Guide to Peaceful Coexistence to Miscellaneous section, changed the info text for the Molten tools, and replaced the left over space with Terraspark Boots for Builder Progression (Thank You badname and CJ)  
-fixed Deerclops being identified as a Male in Pre-Beerclops Strategies  
  
Update 8.0.2  
-added How to Use (Detailed) and renamed the old How to Use page to Simplified version (Thank You Lunaui) (also Thank You badname for being my proof reader this time)  
-added more info text for Shroomite armor, Beetle armor, and Spectre armor (Thank You namhai)  
  
Update 8.0.3  
-fixed some grammar mistakes in How to Use (Simplified)  
-added more notes to How to Use (Detailed)  
-replaced the word “transcluded” with “extracted” in Moon Lord Strategies (Thank You pigsarebest)  
  
Update 8.0.4  
-added Survivability accessories to End-Game  
-moved Sandgun’s placement in beyond Pre-Boss stages down by 1 tier.  
-added more info text for Turtle armor in Tank Melee, to note its use in Facetanking  
  
Update 8.0.5  
-added extra example videos and images for certain strategies within “Strategies and Buffs” (Golem’s Jousting Lance strategy, Plantera’s Fetid Facetank strategy, and Eater of World’s Minecart strategy, Queen Slime and King Slime cheese setups) (Thank You Sorbet and Quasar for the Queen Slime and King Slime cheeses)  
-linked Sorbet’s new video about Hoiks (which includes the latest version of the invincibility machine) in External Tactics  
-added more info text to Tank Build alternative sets in Pre-Mech (such as Orichalcum armor)  
-replaced Spider Breastplate with Adamantite Breastplate in Pre-Mech Tank Summoner (Thank You Baconfry)  
-added the dimensions of the box for Golem’s Shadow Jousting Lance Strategy in Golem Strategies  
  
Update 8.0.6  
-added Ancient Shadow armor as an alternative to regular Shadow armor for Post-Evil (Thank You aqua1477)  
-added note for the requirement of the Goblin army for Mana Accessories of Mage in Pre-Hardmode (Thank You aqua1477)   
-moved Meteor Staff from Good back down to Decent in Pre-Mech Mage, and added info note for its use on Destroyer  
-added info note for Gray Zapinator’s potential on the Wall of Flesh fight (Thank You tidal\_wave\_onelove)  
  
Update 8.0.7  
-added Phantom Phoenix to Destroyer’s section in Post-Mech Ranger, utilized with Unholy Arrows  
-changed the wording for Optic’s Triple Stack Whips, to hopefully make it more clear that Firecracker should be the main whip if using all 3  
-added video example for Plantera Tunnel strategy  
-added video example for hoiking techniques for getting in and out the Jungle Temple using hoiks (Thank You Quasar)  
  
Update 8.0.8  
-moved Resonance Scepter down from Best to Good in Pre-Golem Mage (Thank You bunbuku0 a.k.a Wall Man)  
-moved Pillar recommendations around for Summoner (Stardust weapons in good, Deadly Sphere and Xeno in Decent, and Terraprisma in Best)  
  
Update 8.0.9  
-added Pillar Stategies page (Thank You CJ)  
-added Spirit Flame to Pre-Dukempress Mage (Thank You bunbuku0 a.k.a Wall Man)  
-added Nightglow to Good in Pillar weapon recommendations as an option for the newly added Star Box strategy (in Pillar Strategies)   
-added note to Demon Scythe in Pre-Wall of Flesh Mage to indicate Mana Regeneration Potions should be used for it (Thank You NoodleCat96)  
-added note to Stardust Cell Staff in Events Summoner, along with making all the pillars icon actually be the color of the class’s pillar  
-added links to Gungnir’s Nebula Pillar Stategy, and CJ’s Help Codex to External Tactics  
  
Update 8.1.0  
-changed the info text for Beetle armor and Valhalla Knight with Hallowed Mask mix for Post-Golem Melee, to tell which is better between Scale Mail and Shell in which situations, and more accurately display Valhalla Knight mix’s purpose  
-added Brain of Confusion and Worm Scarf to End-Game  
-added more info notes to How to Use (Detailed) about using weapons from other classes   
-removed the Teleporter strategy to make room for the Facetank strategy in Plantera Strategies, as well as mentioned Featherfall Potion if using a downwards tunnel   
  
Update 8.1.1  
-moved Ankh/Obsidian Shield to Good tier (from Decent) in Pre-Mech Survivability accessories  
-added Frozen Turtle Shell to Good tier in Pre-Mech Survivability accessories   
-moved Pre-Mech Duke Fishron Strategies to the Pre-Mech folder, and added more details on what weapons to use + changed info text for Golf Cart (Thank You marrrtian)  
  
Update 8.1.2  
-reworked the Good tier for Pre-Mech Melee. Sergeant United Shield is now in the Destroyer section, Frost Brand and Ice Sickle have been moved up to Good from Decent, and Bladetongue has been added to the Destroyer section in Good (Thank You CJ and yousef)  
-removed the wings tip in Pre-Mech (Thank You yousef)  
  
Update 9.0.0 (Merry Christmas!)  
-reworked the main guide’s template, making it about 20% bigger than it was originally (837 x 1147) to (900 x 1400), as well as giving it an overall visual improvement  
-reworked the Tank guide template, making it bigger and changing its color theme to be more consistent with the rest of the Guide (677 x 832) to (700 x 1000)  
-changed the ranking system from “Best -> Good -> Decent” into “Best -> Great -> Good”  
-removed the Support pages (sorry Vultax)  
-reworked many text related descriptions to be more accurate/less confusing:  
+Tiki armor: changed “slower” to “lower damage” to be more clear what exactly Tiki is lacking more of (Thank You jeremy\_thealmightyoffender)  
+Spectre Mask + Dark Artist mix: clarifying that it’s better used with weapons with high stats  
+Full Spectre armor: added note for using both headpieces to get both benefits  
+Red Riding mix: specifies it’s optimal only if Stealth isn’t able to be utilized  
+Shroomite armor: specifies Shroomite is optimal if able to utilize Stealth  
+Valhalla Knight + Hallowed Mask mix: reverted it back to say it specializes in Survivability  
+Celestial Cuffs (Mana Cuffs): notes that it’s better if able to take many hits  
+note for Pre-Golem Summoner removed  
+reworded the note for Vampire Knives and Spectre Hood when fighting Moon Lord  
+added more notes to accessories in Pre-Wall of Flesh, addressing the pros and cons of Magiluminescence, Sweetheart Necklace  
+added more info on Hive-Pack’s viability  
+reranked Phantom Phoenix’s power comparison to be more accurate in Post-Mech Ranger  
-reworked how accessories are organized, hopefully making them easier to navigate  
-reworked Expert+ accessories, including them into the normal accessories, and instead giving them a note to indicate that they’re only on Expert+  
-added Fin Wings into Pre-Mech  
-moved Phantasm to Great tier (from Best) in End-Game Ranger, and removed Tsunami and Eventide  
-removed Spirit Flame and added Rainbow Rod back in Good (Decent) tier of Pre-Dukempress (sorry Wall Man)  
-removed Squire’s Greaves from Post-Golem, as i want to lean more towards optimized options when it comes to armor mixing  
  
Update 9.0.1  
-reworked the Strategies folder into a Google Document file, making it cleaner, easier to edit, and easier to access to links  
-separated Potions and Buffs into its own page  
-redesigned how the armor mixing is listed within Pre-Plantera and Pre-Golem Melee (Thank You Yousef)  
  
Update 9.0.2  
-added Pre-Mech Duke Fishron and Daytime Empress of Light to the new Strategies Document  
-removed Celestial Cuffs/Mana Cuffs from Hardmode Mage  
-added using enemy statues as a source of mana and health in External Strategies (Thank You JibrilPC#9908)  
-removed most of the stuff already linked in the Strategies document from the External Tactics document  
-added Terrasteel’s 104% Melee Speed Terra Blade video in External Strategies  
  
Update 9.0.3

-added Mount recommendations to the Strategies document  
-added many user-made guides to External Tactics, hopefully introducing players to other guides besides this one  
-fixed the note wording of the Tier Skip pages about Pre-Skeletron Dungeon looting to link back to Sorbet’s video in External Tactics

-removed Squire’s Greaves in Pre-Dukempress and Pre-Celestial Events Tank Melee  
  
Update 9.0.4  
-added sbubby’s dodging examples for Duke Fishron and Empress of Light in the Strategies document (Thank You JibrilPC#9908)  
-removed Meteor armor from Pre-Mech Mage (Sorry Too Many Caps)  
  
Update 9.0.5  
-added a note to Ancient Shadow armor for Pre-Boss and Pre-Evil Boss to indicate it’s only in the Corruption, to avoid players who are still new not knowing that it doesn’t drop in Crimson and trying to farm it for hours, just to waste their time (Thank You aqua1477)  
-reworded Bee armor’s note about Minion Mixing to hopefully indicate that it just benefits more from it, not that it’s the only set good with minion mixing(Thank You sirmangalot)  
-added Warmth Potion to Potions and Buffs page for Deerclops and Frost Moon  
  
Update 9.0.6  
-replaced one of the slots in Pre-Dukempress Tank to be Worm Scarf/Brain of Confusion as it is more suited for Tanking those 2 bosses  
-reworded the note for Dart Pistol in Pre-Mech Ranger to indicate it’s not worse than Dart Rifle when used for the Twins (Thank You NoodleCat)

-merged Shark Tooth Necklace to be an alternative to Stinger Necklace instead of a separate accessory in Pre-Wall of Flesh, to make the most use out of the damage increasing accessories, as the Wall’s eyes only have 6 defense, so another necklace is unlikely to contribute much  
-added extra note for Yoyos pros and cons for Pre-Beerclops (Thank You aqua1477)  
  
Update 9.0.7  
-added Forbidden Treads and Frost Leggings to Pre-Mech Tank loadouts for max defense builds, but notes that they should not be the standard option (Thank You meapiplier and asutora.)  
-reworded Crimson armor’s info note for Pre-Hardmode Melee and Ranger (Thank You Yousef)  
-fixed many errors/mistakes that were missed during the process of making 9.0.0 (Thank You Aqua)  
  
Update 9.0.8  
-added Solar Eruption to Good tier in Pre-Moon Lord Melee  
-changed Hero Shield/Berserker’s Glove to be just an alternative option to Charm of Myths in Pre-Dukempress Tank, to better fit tanking those bosses  
  
Update 9.0.9  
-added Gatligator to Pre-Mech Ranger in Good tier (Thank You Too Many Caps)  
-added Slice of Cake into Explorer Progression  
-added extra info notes to Yoyos in Pre-Mech Melee to mention how effective it is for each Mech Boss (Thank You Aqua)  
  
Update 9.1.0  
-added extra info note to Spirit Flame in Pre-Mech Mage to further indicate its safeness against all bosses of that stage at the cost of a slower kill time  
-added info note for Spiky Ball for Pre-Evil Boss Ranger to indicate the use of them alongside other weapons, due to Spiky Balls long lasting time  
-enhanced the sprites for Crystal Serpent, Sky Fracture and Frost Staff, due to space being not an issue anymore since 9.0.0’s rework  
  
Update 9.1.1  
-moved Chlorophyte Partisan into Good tier from Great in Pre-Plantera Melee  
-added Terrasteel’s new video about Shroomite Helmet on Rockets in the FAQ  
-fixed events pages not being renamed into Best -> Great -> Good from 9.0.0 (Thank You Aqua)  
-fixed Tank Celestial Events page numbering scheme to make more sense (10b.x into 10&11.x)  
  
Update 9.1.2  
-readded Chlorophyte Mask to Hardmode Melee as an option for maximized Damage (i’m so sorry TeWu)  
-added Spider Greaves as an alternative Leggings for Pre-Plantera Hybrid Melee  
-reworded Bee’s Kness and Phoenix Blaster from “better accuracy” to “better range” in Pre-Wall of Flesh Ranger  
  
Update 9.1.3  
-moved Shadowflame Hex Doll down to Great tier from Best, and removed Cursed Flames for Pre-Plantera Mage (Thank You Yousef and badname)  
-added CJ’s Useful Links document in External Tactics  
-added Flintlock Pistol to Pre-Boss and Pre-Evil Boss Ranger in Great tier (Thank You badname)  
-added extra note to Great tier armors in Pre-Boss and Pre-Evil Ranger to allow more choices other than just Fossil armor (Thank You badname)  
-reworded Mechanical Glove and Fire Gauntlet’s wording in Post-Golem Melee for their use for Terra Blade (Thank You Aqua)  
-removed Elf Melter from Pre-Dukempress Ranger  
  
Update 9.1.4

-reverted the change to Elf Melter in 9.1.3 (Thank You gos\_2)

-reworded the info text for Hive Pack to better represent its level of power (Thank You badname and gos\_2)  
  
Update 9.1.5  
-changed secondary Flesh Knuckles requirement for Tank sets to be Worm Scarf (Or Brain of Confusion instead), to better fit with facetanking, taking higher damage hits, and Legendary mode. Alongside being easier to obtain. (Thank You Yousef)  
-added extra info note for minions slots for minion mixing to better indicate that that part assumes maximum slots for the stage (Thank You matz4219)  
-updated profile images for Special Thanks  
  
Update 9.1.6  
-added Early Game pages for each class, to help with recommending gear to get better gear to prepare for bosses, as a way to better pace progression (Thank You Lunaui)  
-changed the Post-Mech stage icon to the 1.4.5 texture

Latest Update