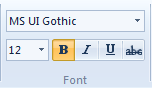
**FAQ:**

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[What do you use for making the Guide?](#ackgs8u5e94n)  
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[What is Minion Mixing?](#33t2pkwsk5dw)  
  
[Why is Firecracker Best for Desert Tiger/Stardust Dragon?](#4cix6sib7l6l) **Answers:**  
  
General:

**Will you ever make a Modded Version of the Guide?**-most likely not, i’m not really interested in Modded content, if any of you out there think that they have what it takes to make something similar though, please do go ahead!  
  
**What do you use for Making the Guide?**-mostly if not entirely using MS Paint, the Item Sprites are all taken from the Wiki, with a handful made by altering some existing Sprites that are also taken from the Wiki, the Armor Mixing sets are screenshotted in game and then imported into MS Paint after some polishing up to make them look cleaner  
  
-and for those curious about what font i use:  
  
The Large Texts on top are the same Font, just scaled up  
  
**Isn’t Duke Fishron, Empress of Light, Pumpkin Moon and Frost Moon Available Pre-Golem?**

-Read [Notes for Hardmode and](https://drive.google.com/file/d/1_gFYbbCOK9cRR6zdpHlXKbi6IvqZF1DS/view?usp=drive_link) the Tier Skip pages bottom panel for each class for those gear’s rankings Pre-Golem  
-while yes, those Events and Bosses are technically available early, they are not tiered to be where they are available, and that’s what should be emphasized on, availability should not be considered to be tiering just because you can do them at that stage of the game, this has been confirmed by developer statements, and supported by very experienced players of the game   
They are available early to be a fun challenge and give a nice reward for anybody able to do them at an earlier stage than intended, **NOT** to be used as a recommended progression path for new players, in other words, you’re skipping to the second to last boss of the game to get the end-game gear when you’re still just entering the mid-way point of the game  
-this is more impactful for some classes more than others, but it does still affect them in some way, even if it’s minor, as Golem is considered to be a very easy boss by the majority of the community, and i personally think it is almost intentional, to segway the player into defeating Golem first to get his gear to help in fighting the other content and give the player an easier time   
-things such as Destroyer Emblem, Staff of Earth, Stynger, Celestial Shell are all locked behind Golem himself, and they’re quite impactful especially for their Crowd Control purposes, this is very important for classes such as Ranger which severely lack Crowd Control during the Pre-Golem Stage

-if you find that doing any of the content mentioned Pre-Golem works for you, then i have no objections to that, and that’s why the Tier Skip pages exist, as i know many people who prefer to do Empress, Duke, or the Holiday Moons Pre-Golem, but that doesn’t mean that it should be pushed onto new players when it’s their first time playing, hopefully we can all come to an understanding, and once again, if you really don’t agree, just send the Tier Skip Page, there’s a reason why i made that.  
  
**Why are Amphibian Boots recommended over Terraspark Boots (and Downgrades)?**  
-Amphibian Boots are more useful for Boss fights due to them granting better Vertical acceleration for Wings, this might not seem like much, but it helps a lot for dodging high velocity attacks, especially dashes and fast projectiles, Terrasparks Boots do grant more flight time, and slightly better Ground Speed, but those 2 factors are not very significant, as there are better ways to gain much faster horizontal speed, and flight time rarely matters as good wings already have suitable flight time for most fights  
  
**Which Modifiers should I run on my Accessories?**In short: Warding should be used in Pre-Hardmode or if your defense is already high, Menacing and Lucky are effectively the same, and has uses if your defense isn’t that high. Every other modifier may have some uses, but are generally very niche.  
For other sources on the answer:  
Information taken from the Wiki:  
**Menacing**, **Lucky**, and **Warding** are generally agreed to be the most consistently useful accessory modifiers.

* Quick can be slightly useful early on, but as the player transitions from grounded to aerial movement, the modifier becomes obsolete because movement speed only has a minimal effect on air speed.
* Violent is a useful modifier for whips and certain melee weapons (such as the [Terra Blade](https://terraria.wiki.gg/wiki/Terra_Blade)), but most projectile-based melee weapons do not actually attack at a faster rate with higher melee speed.
* Arcane can help early magic users with low maximum mana, but later in the game, Arcane's effective [Mana Sickness](https://terraria.wiki.gg/wiki/Mana_Sickness) reduction does not offset the loss of DPS caused by not running a better modifier.

To briefly summarize the information listed below:

* **Menacing** is better than **Lucky** if:
  + The player is a pure summoner or relies heavily on minions for DPS.
  + The player is using sentries against the [Old One's Army](https://terraria.wiki.gg/wiki/Old_One%27s_Army).
  + The player is using a weapon with low base damage, and/or the enemy has high defense.
* **Lucky** is better than **Menacing** if:
  + The player has very high damage bonuses but low critical chance bonuses (for example, Beetle armor (Scale Mail)).
  + The player is using [Spectre armor (Mask)](https://terraria.wiki.gg/wiki/Spectre_armor), whose set bonus always deals 400 DPS on average but is able to crit.
* **Warding** is better than either **Menacing** or **Lucky** if:
  + The player's defense is already very high.
  + The player is getting hit frequently for relatively low damage.

Alternatively, these videos can give more indepth explanations for each specific boss:   
[The Comprehensive Guide to Defense (Terraria)](https://www.youtube.com/watch?v=VdNATCHC-4M&pp=ygULc29yYmV0IGNhZmU%3D)  
[How good is the lucky reforge?](https://www.youtube.com/watch?v=mpCTmOvY_gk&pp=ygULc29yYmV0IGNhZmU%3D)  
  
Melee:

**Why are Yoyos separated from other Melee weapons?**  
-Yoyos are usually treated as a Sub-Class, as not only do they have different accessories from normal Melee weapons, but their method of attack is different from most other Melee weapons and were added in a later update compared to them (though honestly, the main reason is because i needed things to fill space for the right side of the Melee Weapons section)  
  
Ranger:  
  
**Where is Daedalus Stormbow + Holy Arrows?**Also See: [How much better was the pre-1.4 Daedalus Stormbow in Terraria?](https://www.youtube.com/watch?v=zzsnQuclfi0&pp=ygUKdGVycmFzdGVlbA%3D%3D)-Daedalus Stormbow + Holy Arrows hasn’t been Meta since 1.4 either that be for Destroyer or another boss  
-Holy Arrows’s Stars went from 100% of the Damage of the Original Damage, to 50% in 1.4 and 33% in 1.4.4 and lost their piercing  
-Daedalus losing Base Damage and Effectiveness when using Holy Arrows  
-Holy Arrows are still very much useful for Plantera and Golem, but not with Daedalus Stormbow for the Mech Bosses  
-Daedalus is now better suited to be used with Unholy Arrows in the case of Destroyer, and Ichor/Cursed Arrows in the case of Twins, Prime, and even Duke Fishron if you fight him Pre-Mech (Unholy is recommended if doing Mecha Mayhem)   
  
TL;DR: Nerfed Nerds  
  
**Isn’t Adamantite Mask better than the Shroomite Headpieces?/Why is Adamantite Mask Optimal for Rockets?**Also See: [The Dichotomy of the Shroomite Helmet](https://www.youtube.com/watch?v=eut1d8AXD5s&pp=ygUKdGVycmFzdGVlbA%3D%3D)-the Shroomite Headpieces’s 15% Damage bonus is calculated differently from Damage bonuses from other sources, in that they are multiplicative, rather than additive  
-this makes it so that as long as you have a few Damage bonuses from other sources, Shroomite Headpieces will be better than Adamantite Mask, however, this doesn’t always apply for Weapons that use Rockets as their ammunition, due to Shroomite Headpieces not affecting Ammo Damage, while Adamantite Mask does. This doesn’t matter for Arrows and Bullets too much since they don’t have high base damage to be increased by, but Rocket Ammunitions tend to have Base Damage in the 50+ range, making %Damage increases for them matter nearly as much as the Main Rocket Weapon itself, making Adamantite Mask usually better for them.  
-i say “usually” because this doesn’t apply always, it does apply more for weapons that have a higher ammo damage to weapon damage ratio, but even for Weapons such as Snowman Cannon, which lands on the higher end of the Base Damage Spectrum for Launchers, Adamantite Mask will tend to be more beneficial, as long as you don’t have very high %Damage increases from other sources already  
  
**Why is Armor Mixing instead of Shroomite armor specifically better in Singleplayer?**  
-Shroomite armor’s set bonus is quite difficult to use effectively in Singleplayer, due to you having to stand stationary for a long period of time for the effect to make a substantial difference.   
-in Multiplayer, you can have other players aggro the boss, while you stand still to get the effect of the armor, but in Singleplayer, there are no such easy ways to do so, so using a mixed armor set for better stats while staying mobile is preferred.  
-there are a few occasions where you can effectively use it in Singleplayer though, namely events, it can be pretty powerful for the Old One’s Army as you can stand near the Crystal and use a Homing/Accurate weapon to hit the enemies from afar while getting the buffs from the set bonus  
-however the set bonus isn’t as useful for Moon Lord, even when you have other players, as with how the fight tends to be very mobile and some of his attacks cover a very large space, so for this fight, it might be preferred to use a mixed set as well

Mage:  
  
**Why are Mana accessories less prioritized than Damage accessories?**

-Mana Flower is by no means a mandatory accessory for Mage despite what you might believe, it should be thought of as more of a quality of life accessory  
The 8% Mana Reduction rarely makes a significant impactful difference, and the Auto Consumption of Mana Potions can be manually done by pressing the Quick Mana Hotkey (recommended to rebind the key to something easier to press)

-While this does take more brain power to do during a fight, this can be compared similarly to Whip Stacking (see below), doing a separate action during a fight to get an increase in damage as opposed to if you weren’t  
In this case, not equipping Mana Flower will give you a spare accessory slot to equip whatever you need, as it doesn’t even have to be damage related  
  
-Celestial Cuffs while still only helping slightly, will give you an edge more when having high defense, due to the mana you get from it when being hit is calculated before defense, and the 20 extra mana capacity, while not much, is comparable to the 8% Mana Reduction   
But in general, having Mana related stats will not make you do better than having damage related stats  
Summoner:  
  
**What is Whip Stacking?**Also See: [The basics of whip stacking in Terraria, in 100 seconds](https://youtu.be/rQipQ_14UUA)-it’s a Technique used by skilled players where they will cycle through multiple Whips and hit the target with each whip once, until reaching the Main Whip, where the player will stay on that whip until the Whip Tag buffs expire then to cycle again to repeat the process, this is usually done between 2 or 3 Whips, though experienced players can do 4 (though not very practical if not done correctly)  
-this is done to provide 2 things:  
+stacking Tag Damage  
+gaining extra Whip Speed  
  
-Tag Damage for each Whip acts as a separate debuff, so it is possible to hit an enemy with a whip once to apply the Tag Damage, then switch to a different Whip to Apply a different one.  
For example if you were to stack Leather Whip + Snapthorn, you can get 10 Tag Damage by combining Leather Whip’s 4 Tag Damage and Snapthorn’s 6

-3 Whips in the game increase Whip Speed when you hit an enemy with that whip, those being Snapthorn, Durendal and Dark Harvest, but these Whip Speed increases affect all whips. so you can Whip with Durendal for example, to get the 25% Whip Speed increase for 3 seconds, then switch to a different Whip that has an On-Hit effect (Firecracker) or a Whip with Higher Base Damage during that time window, to reap the rewards of that Whip Speed increase on a different Whip, while also gaining the 9 Tag Damage of Durendal during that  
  
-when stacking whips, you’ll have a main whip and a secondary whip, your main whip’s purpose is to be used during the 4 seconds of tag/buff that your secondary whip will provide, within this guide, main whips will always be the whip to the left most of the listed stacking option  
  
-with all that said, don’t feel discouraged to try Summoner if you’re nervous of doing this, Whip Stacking is by no means a mandatory thing you have to do as Summoner, same with Mage using Mana Flower Accessories or not, it is just to be optimal.  
Though, if you do not Whip Stack, just try to avoid using Blade Staff for Plantera.

**What is Minion Mixing?**Also See: [Terraria: Minion i-frames are... important](https://www.youtube.com/watch?v=ckyNTk-cQrA&t=121s&pp=ygUKdGVycmFzdGVlbA%3D%3D)  
-a majority of the Pre-Hardmode minions in the game have issues when it comes to inflicting Invulnerability frames on enemies, causing them to interfere with each other when attacking if too many of the same minion is summoned  
-there are 3 Minions in Pre-Hardmode that do not have this issue, those being:  
+Finch Staff  
+Abigail’s Flower  
+Hornet Staff-so while those 3 are fine to be used without mixing, other minions will get diminishing/no DPS increase after 2 to 3 of them are summoned, so that’s why Minion Mixing was developed to counteract this problem, using multiple different minions at the same time to have them not interfere with each other.

-Minions in Hardmode begin to not have this problem, as they either have no invulnerability frame interfering issues, or the number of them that need to be summoned before they reach the threshold is very high that you usually won’t reach it.

However there are 2 exceptions to this, those being:

+Spider Staff gets diminishing returns after 3 of them are summoned, but despite being an Early Hardmode minion, it is quite effective against Plantera (and Golem) when mixed with Optic after you have summoned 3 of them, it is also good to just use 3 Spiders on their own if you only have that many slots  
  
+due to how Stardust Dragon works, mixing it with Terraprisma, or Stardust Cell Staff will provide higher DPS than either of the Minions alone, but this might not be the safest for Moon Lord, as the AI of Terraprisma and Stardust Cell are still not ideal for that fight during phase 2, so they should be left out (though if you don’t mind a little bit of macroing, you can use Stardust Dragon + Terraprisma/Stardust Cell for his first phase, then switch to Full Dragon for 2nd Phase)**Why is Firecracker Best for Desert Tiger/Stardust Dragon?**-Firecracker is a Whip that multiplies a Minion Hit by 2.75x everytime it strikes an enemy, so due to this, the higher the damage of a hit that a minion can deal in one attack, the better and more effective that minion will be when used with Firecracker.  
-Desert Tiger Staff and Stardust Dragon Staff are both minions that get buffed the more slots you use to summon them (effectively upgrading them using minion slots), while not actually summoning more minions, so, each hit they deal will be drastically more than any other single multi-minion can  
-these 2 things synergize together perfectly to make Firecracker viable all the way to End-Game  
Though of course, Desert Tiger and Stardust Dragon are not the only minions that work well with Firecracker, Abigail’s Flower works in the same way as the staves above, but its AI is rather lack luster  
Sanguine Staff also works well with it, even though it’s a Multi-Minion, it has a rather slow attack speed, but quite good damage, so Firecracker will work better than any Tag Damage Whip can offer until Durendal