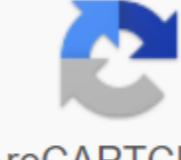


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Thorium Mod significantly expands the number of options available for four vanilla classes - Melee, Ranged, Magic and Summon. In addition to this, mod adds a completely revamped Thrower class with mechanics unique to Thorium Mod, as well as two brand new classes for the player to play as: Healer and Bard. As with vanilla, the versatility, capabilities and power of each class increase as the game progresses. This, as well as the existing selection of vanilla, means it can be overwhelming for the first time a player to decide what to use. This guide will provide potential weapons, armor, accessories and other options for each class at multiple points of the game. Please note that this guide will only apply to Thorium equipment. For a list of Terraria vanilla equipment, please refer to this guide. For more detailed guidance for the Healer class, please refer to this guide. If you want, use bombs to immediately access Shadow Orbs/Crimson Hearts and Meteors. Take on an army of goblins or explore the jungle if you are willing to face a lot of danger. Bosses in this section of Grand Thunder Bird, King Slim, and Cthulhu's Eye. Pre-Skeleton (edited source editing) This section assumes that the player has visited all relevant bios, and defeated all previous bosses and intrusions before Skeleton. Preliminary Wall of Flesh (edited by editing source) This section assumes that the player has visited all relevant bios, and defeated all previous bosses and intrusions in front of the Wall of Flesh. Pre-mechanical bosses edit the source This section assumes that the player has visited all relevant biomes, and defeated all previous bosses and intrusions to Gemini, Destroyer, and Skeleton Prime. Pre-Plantera (edited by the source of editing) This section assumes that the player has visited all the relevant bios, and defeated all previous bosses and intrusions before Plantera. Pre-Golem (edited by the source of editing) This section assumes that the player has visited all the relevant bios, and defeated all previous bosses and intrusions to Golem. Pre-Editing Events (edited by editing source) This section assumes that the player has visited all relevant bios, and defeated all previous bosses and intrusions to The Heavenly Pillars. Pre-Primordials (edit source) This section assumes that the player has visited all relevant biomes, and defeated all previous bosses and intrusions to the original. Endgame edit source This section assumes that the player has visited all relevant bios, and defeated all the bosses and intrusions provided by Vanilla and Thorium Mod. From Thorium Mod Wiki, don't be confused with Boss/Event by calling items. Various items related to the call have been added, increase the variety of call-up sources of damage, and expand the Summoner class in Terraria significantly. 11 new accessories and 6 types of armor armor have been added in addition to summoner's arsenal and new subcategory of elements. Summoner Banners, provide a boon for the player or their henchmen or sentries in the immediate vicinity. There are currently 12 Pre-Hardmode and 20 Hardmode henchmen, 21 hour-long subpoenas, 5 other weapons that are causing damage, and 7 banner appeals. Weapons (edited editing source) Minions (edit source editing) Sentries (edit source editing) Other weapons that cause damage (edit the source of editing) Summoner Banners (edit source) Summoner Banners are to use tools that provide buffs for the player while they are in close proximity to the banner (indicated around the banner), providing bonuses to the player or their henchmen. Only one banner of call can be active at the same time. Item Banner Buff Effect (s) Purchased/Made from up to Hardmode Falconeer's Cane Falcon Familiar Falcon Minion attacks have a 1/3 chance to inflict an additional 10% damage, Created: 18 ( ) Hive Mind Hive Mind Mind MiniOn Attacks have a 1/4 chance to confuse enemies within 1.5 seconds of falling on an army ant (5% or 1/20 chance) Hardmode sacrificial dagger sacrificial dagger sacrificial effigy Enemies killed sacrifice minion in a short period of time, to attack enemies purchased from Confused zombie Battle Banner Battle Banner Battle Banner Mignon Damage increased by 5 Crafted: 18 (or ) Combative Banner Damage Reduction increased by 3% for maximum minion Manufactured: 18 x 10 x 2 x 2 ( ) Moral Banner Banner Banner Minion Attacks have 1/5 chance to heal the player for 1 life Crafted : 18 - 10 - 2 - 2 ( ) Power Banner Banner Nearest watch player inflicts 50% increased damage Manufactured: 18 - 10 - 2 - 2 ( ) Call th / ) Call to the statistical complements Edit Source Armor (edited source editing) Appearance/Name Mignon Boost (s) Purchased/Made from Pre-Hardmode Living Wood Armor 2 Cause Damage 1 mignon rollback Set Bonus: 1 maximum henchmen, Live wooden saplings attack will be home to enemies Crafted: 24 and 45 ( ) Astro Armor No. 2 cause damage No. 1 maximum henchmen No. 1 maximum watch Set Bonus: Minion damage has a chance to unleash an explosion of plasma damage on the hit Crafted : 45 (q /) Spirit Trapper Armor 15% Minion Damage No. 2 Maximum Henchmen (Trapper Spirit Helmet) or No. 2 Maximum Watch (Trapper Spirit Mask) Set Bonus: Killing Enemies Generates Soul Shreds , after generating 5 shreds, you will be healed 10 life Crafted: 36 and 15 ( ) Hardmode Life Bloom Armor No. 3 maximum henchmen 25% mignon damage No 1 mignon rollback Set Bonus: Minion attacks have a 33% chance to heal you lightly crafted: 30 and 6 (q /) Mask Magma In 6 maximum henchmen No. 3 maximum watchmaking 50% mignon damage No. 2 mignon rollback Set Bonus: All minion damage leaves a lingering burn that causes significant damage over time Crafted: 3 ( ) | Edit Source Appearance / Name Mignon Boost (s) Purchased / Made from Amber Ring Manufactured: Swarm of Spiders, Derived from the cobwebs-covered Corpse or Dropped by Wall Creeper (8.33% or 1/12 chance) Necromancer's Heart No. 1 Maximum Hour Reduces Life Regeneration by 20% Bought from Confused zombie Soul Stone 10% Minion Damage Reduces Maximum Life expectancy by 20 Crafted: No 5 (q /) Prehistoric Attack Arachnid Minion Have 10% Chance to produce Amber Spider Minion Attacks Deal 2 More Damage while Amber Spider Active Crafted: -Minion Damage by 10% Fell on Raging Minotaur (25% or 1/ 4 chance) Phylactery No 1 Maximum Henchmen No. 1 Maximum Sentries 10% M mind damage Taking deadly damage instead will return you 20 lives every five minutes Crafted : ( ..... Подвеска No 1 максимальные приспешники 10% миньона ущерб Summons атакующий дух при повреждении Созданный: 8 (или) 10 ( ) Баффс (редактировать источник) Бафф Пункт Эффект (ы) Артиллерия Артиллерийское зелье из Ториум Мод Вики &lt; Ториум Мод Вики: Проекты Кожаный хлыст: 14 Вызов ущербаПервый из кнута семьи, Кожаная хлыст продается после завершения 15% Бестиари. Это основной кнут с не так много специальных эффектов, кроме способности ориентации и тегов повреждения аддон, что все кнуты доля. Несмотря на это, оружие такого диапазона, особенно если заработал достаточно рано, может оказаться особенно полезным. Те, кто играет чистый Summoner может оценить это. Но если вы заполнили 15% Bestiary, вы, вероятно, способны получить следующий кнут в прогрессии. Snapthorn: 18 Challenge damageThe Snapthorn created on the anvil using 12 Stingers, 3 Vines, and 3 Jungle Spores. It's the only other whip available in Pre-Hardmode, but it definitely pulls its weight when used correctly. Among other whip features, Snapthorn also inflicts poisoned on its targets; In addition, each strike briefly increases the speed of the melee attack, allowing the subsequent use of these weapons to hit faster. This whip is particularly good at focusing down one goal with a high HP, despite the possibility of AoE. The queen of Medusa is a Pre-Hardmode boss available in Therium Mod, caused by the help of

