



Terraria is a land of adventure! A land of mystery! A land that's yours to shape, defend, and enjoy. Your options in Terraria are limitless. Are you an action gamer with an itchy trigger finger? A master builder? A collector? An explorer? There's something for everyone. As you explore, you will come across a wide variety of different landscapes on this large continent, ranging from forests to deserts, from tundra to jungles. You will end up facing off against a wide variety of enemies and monsters, culminating in massive fights against gigantic bosses.

But the [story of Terraria](#) goes far deeper. It begins with Cthulhu, who arrived long ago with its seemingly sole purpose being to rain destruction on and to have dominion over all the sentient life that flourishes on your world. None could stand against the advances of Cthulhu. The very fabric of Terraria itself seemed on the precipice of doom. At last, when all hope seemed lost, the ancient race of Dryads arose to wage battle against Cthulhu. The Dryads were unable to kill Cthulhu. However, with the Dryads' combined power they were able to cripple Cthulhu by ripping out chunks of his body and forcing him to retreat to the dark side of the moon. Sadly, all but a single Dryad perished... and the sole survivor has not been seen for many, many years.

Much time has passed, but rumors tell of a Lunatic Cult led by a fanatical zealot that is seeking to revive Cthulhu, now called the Moon Lord, to its former power. As a part of these efforts, a renowned genius – known simply as the Mechanic – has been kidnapped and forced to rebuild the parts needed to make Cthulhu whole once again. Passing travelers hear sounds and screams from the Dungeon – an evil, demonic fortress of the dead in which the Mechanic is supposedly held prisoner as she works.

Many across Terraria have fallen under the possession of the cult, including the benevolent Old Man who oversees the Dungeon, a once thriving city full of life until a curse forced all its inhabitants to go mad – living beyond the point where their bodies rotted away and they became mindless undead servants of evil. Without some intervention, some force to stem this tide, some hero to save the day, Terraria's doom is nigh at hand!

This brings us to our adventure. It begins with you – in humble beginnings and shown your path by the faithful and mysterious Guide. As this world's champion, you will experience communications from the world to help protect your mission. The world has brought you to this specific location at this specific time – will you stand up and fight for Terraria against the growing shadows of impending doom?

Or, you could choose to take it easy. Build your house, collect animals or statues, the number of possible avenues are endless. So, take this **+1000 CP** and set out on your adventure!

BACKGROUNDS

What brought you here to Terraria? What did you come to this land hoping to find?

Drop-In *"I don't know"*

You simply arrived here, with no memories of this world or true plan in place for what you hope to accomplish.

Explorer *"New wonders to see"*

You want to explore, to travel across the width and breadth of this land and see what you can find.

Crafter *"Something to create"*

You want to build, to make items and furniture and buildings that you can take pride in.

Helper *"To aid others"*

You want to assist others, healing them or otherwise supporting them to become better.

Fighter *"Enemies to fight"*

You are here to battle, to fight with blade or bow against hordes of enemies and feel the sweet rush of victory when you stand above their corpses, triumphant.

Mage *"Mystic mysteries to unlock"*

You are here in search of legends and stories, tales of ancient powers that are stirring deep within the depths, and the wondrous powers they can grant.

Modder *"Make the world my own"*

You aren't satisfied with what this world would offer on its own, and want to add to it in various ways, to forge your own adventure.

Hmm? Race? Ah, it is true that there are many, many races in Terraria aside from the simple human. Dryads, Goblins, Lihzahrs, Truffles, Skeletons, Zombies... If you wish, you can choose to be a different race than human for free. Your stats will still be generally similar, at least starting out, though you may gain some small knack, such as Dryads having a sense for nature or Truffles apparently tasting really good. It won't be quite to the level of a full power, however.

BONUS CHALLENGE RULE

If you take more than **+1000 CP** worth of drawbacks (not including the bonuses from World Gen or Location), you can pick an additional Background, with the associated freebies and discounts. Such freebies and discounts do not stack.

If you take more than **+3000 CP**, you can pick another additional background.

If you take more than **+6000 CP**, you can pick a fourth additional background.

Note that only CP from drawbacks in this document count towards this, and multipliers or drawbacks from outside sources will not affect these numbers.

WORLD GEN

This land is sick, and has been infested by one of two forces, Corruption or Crimson. You can freely pick for yourself, or roll randomly and gain an extra **+100 CP**

1 - 3) Corruption: A dark, purple wasteland of death and decay. Yawning chasms split the areas where the Corruption has taken hold, releasing flocks of Eaters of Souls into the air, even as Devourers burrow through the ground, seeking to spread the chasms. The Corruption is a cancer caused by the sins of those living in the worlds of Terraria. The vile actions and thoughts present in all beings feed the growth of the Corruption as it spreads relentlessly across each world. The Corruption knows nothing else but to consume everything it touches, leaving behind terrible creatures of hate that exist for the sole reason to cause pain in punishment for the unearned pleasure experienced by living things. After the Corruption restores balance to life, it destroys it with the goal of turning the world into a desolate abyss void of life.

4 - 6) Crimson: A pulsing red landscape, dyed with the color of freshly spilt blood. The land appears to be almost alive, with large crimson mounds lined with tooth-shaped bones rising like monsters seeking to devour any who would wander here. Blood Crawlers and Face Monsters and Crimera swarm any who would venture within the crimson depths. In truth, The Crimson is a single emergent living being connected directly to each world, sharing a hive mind, and solely focused on restoring balance at all costs. Thousands of worlds before the one on which you stand now have been absorbed by this being. Many misguided people have made the horrific mistake of raising the Crimson to the level of a deity – conducting human sacrifices to it to placate the monstrosity or seek its favor. The Crimson gladly consumes these bodies, becoming one with them and producing terrifying beings, who lose the ability to feel and blindly follow the hive mind.

7) Free Pick: You are free to pick whichever form of world evil you like.

8) Hallow: A pastel landscape that seems idyllic at first, until the Pixies and Unicorns that call it home swarm to attack. This infestation has superseded the other two, though it hasn't quite pushed your world to "Hardmode", meaning that enemies are slightly scaled down in power to fit, but they will have their own version of the demon or crimson altars and shadow orbs and crimson hearts, which can summon the Queen Slime, albeit in a somewhat weaker version than normal. The Hallow is ultimately an overcompensation of purity, taken to the absolute extreme, created by the unleashed Ancient Spirits of Light and Dark to expedite the process of finding a new Guardian after the original, slumbering at the center of the world, has been killed. In this case, the Guardian has not died yet, but this release of purity still seeks to consume the world. The Hallow cures threats that would attempt to violate the critical balance of life, killing anything in its path as though it were treating an infection – whether friend, foe, or neutral party. Ultimately, the Hallow serves to push back against the never-ceasing encroachment of control.

LOCATION

Now that we have settled the question of the shape of the world, we must decide where you will start out within it? As before, you can either pick for yourself, or roll randomly and gain an extra **+100 CP**

1) Forest: The default option, featuring trees, sunflowers, bunnies, and perhaps a few slimes. A very peaceful place to start out.

2) Underground: You will start in some cave. There will be a small campfire flickering nearby, but you'll need to make your way to the surface to find most of the materials you'll need starting out.

3) Desert: A hot expanse of sand, sand, cactuses, and more sand. If you stay on the surface, the enemies will be fairly easy to deal with, but if you should venture into the caverns below, you will find far more dangers.

4) Snow: A cold series of frozen hills and mountains, coated in a thick layer of snow. It would be best to bundle up as quickly as you can, to prevent yourself from freezing to death.

5) Jungle: A densely populated jungle, full of living plants, vicious piranhas, swift bats, and more. It can be quite dangerous, but can also provide a lot of materials for potions and such.

6) Ocean: The coast of the massive island you find yourself on. In the depths, jellyfish and sharks lurk, and you may stumble across a goblin scout, coming to see if this island has anything worth taking.

7) Infested Area: You will start out within the surface domain of whatever evil has gripped your particular world. This will be highly dangerous, and it would be wise for you to escape as soon as possible.

8) Free Pick: You can freely pick from any of the possible starting biome options.

PERKS

You can gain the following powers or abilities. For those within your background, you gain a 50% discount, and 100 CP perks within your background are free. First of all, there is something that everyone who comes here gains.

Terrarian (Free to All)

Your body has been transformed to be something similar in capability to the star of the video game. Your Health and Mana have been quantified, with a head's-up display that can show you said numbers in the form of hearts and stars or bars to keep track of them. The average Terrarian begins with 50 Health and 10 Mana, representing the rough average for a typical human. You may begin with more than this, depending on any other Perks or bonuses you have towards health and magic. Your body is in peak physical condition, capable of running and jumping for a few hours before you start to feel the slightest fatigue.

You also possess an Inventory, a special extra-dimensional space within which you can store items. When prepping items for storage in your inventory, you can cause them to shrink down into a small, hand-sized chunk, shaped and colored to represent whatever they happen to be. Similar items can stack together, up to a certain amount depending on rarity. You have 50 'slots' within which to store items or stacks of items, and you can store or retrieve items with just a thought. Upon beating enemies or destroying objects like jars, they will occasionally drop hearts which can heal your health, stars that can replenish your mana, or pre-shrunk items as loot that you can suck into your inventory.

Finally, you are able to take stored items and use them to craft new items, though many such recipes require a special workbench or station to be nearby for you to actually make an item. However, if the correct station is nearby, and you have all needed materials, you will instantly be aware of whatever item you could potentially make. This starts with Terraria recipes, but it is possible for other recipes to be developed or discovered, given time.

Drop-In

Quick Study (100 CP)

Arriving in a strange land with no history or memories can be a frightening thing. Fortunately, you are a fast learner. Your memory has been sharpened and you can pick up things like the basic use of an unfamiliar tool or weapon with just a bit of practice. You are more observant than before, and can quickly deduce the meaning behind strange feelings like feeling you are being watched or hearing faint screams.

Costumer (100 CP)

Many objects, especially with regards to armor, place function over form. Now, you don't have to settle for armor that is good but an eyesore. You can take any item you possess and 'overlay' it on top of a similar item, changing the second item's appearance to match the first, while maintaining all of its functionality, protective qualities, etc.

Party Time (200 CP)

When someone in Terraria decides to throw a party, it seems like everyone knows about it and joins in instantly. Now, this effect extends to anything you are trying to accomplish that can be done collaboratively. Whether taking the form of a party, a bar brawl, a flashmob dance, or something else entirely, the effect rapidly expands outward from you, and causes others to join in, even if they aren't sure why they are doing so. Those that are hostile to you will likely not be caught in this effect, and it generally can't force people to do anything truly self-destructive, like committing suicide or something, but it can still allow things like getting an entire city to join in a manhunt very easily.

Townie (200 CP)

As boring and one-note as many of the NPCs you will encounter here might be, they are still the most interaction you'll get while you're here, so you best make the most of it. You will find that you have a deeper instinct when it comes to understanding other people, finding out what makes them happy and how they see the world. You have a large boost in charisma, allowing you to befriend people much faster, and encouraging them to do things for you, such as lending you a tool or giving you a discount on merchandise.

Ladybug Luck (400 CP)

It seems like you can just stretch out your hand, and you'll just happen to have a ladybug fly down and land on your finger. You have a very large boost in general luck and good fortune. Chests are more likely to have a treasure inside that you want, enemies you fight will drop better items, and while fighting, you will find your blade slipping in to hit a weak point more often. You also have a sense for how different activities you perform can increase or decrease your luck, letting you manipulate your fortune to a degree.

Mediumcore (600 CP)

Normally, when you die, that's it. You are done. Now, however, you can have another chance when you kick the bucket. Once per year, you can revive instead of dying. Upon death, your body will vanish, leaving all items you had on you, as well as everything in your inventory or similar storage behind, and you will reappear, fully healed, either at the location where you entered the world, or next to the last bed you slept in. For an additional, discountable **200 CP**, you will instead only drop whatever money you had on you, keeping all of your items and such.

Explorer

Minimap (100 CP)

To figure out where you are going, you have to know where you've been. You have a mental map of your surroundings, extending out to around 100 feet within your line of sight / sense. This map will automatically update as you explore, though changes in the map won't update until you return to a given area. You can visualize this map as a 2-D or 3-D image. Your map will include icons showing the location of all of your Companions, as well as up to a few dozen individuals you have met and learned the name of. These icons can exist beyond the update range of your map.

Enemy Tracker (100 CP)

When you are exploring an area, sometimes there are enemies you want to avoid, or possibly rare critters or enemies that you are trying to track down. You are able to focus on a specific type of creature, and make them either more or less likely to spawn in the area around you. Only one type of creature can be focused on at once. In future worlds, this will translate into being able to focus on a type of creature, and instinctively know how to either track them or avoid them.

All-Terrain Expert (200 CP)

Terraria features a very wide array of biomes, each of which has its own secrets and dangers. The moment when you enter a new 'biome', you gain a general awareness of the nature of the biome, including typical creatures you might find there, and a general sense for what enemies or dangers you might encounter, including a general sense of how dangerous the biome is to you. Alongside this sense, you also have the ability to traverse most terrains fairly easily, while keeping your balance and moving without sinking into sand or slipping on ice.

Lay of the Land (200 CP)

A great deal of the exploration that you will do will feature traveling around underground, in areas that are dark and blocked by rock walls. You now have a 'sixth sense' that extends out and maps out the shape of the terrain around you, even when it is outside of your line-of-sight. This only covers larger and more permanent objects, so it won't help you with detecting enemies, but it can help you sense that there is a large pit under the floor right in front of you.

Pylonist (400 CP)

The Pylons are special devices that ordinarily require the presence of several people living around them to be used, and can only be bought from someone living in an area. Now, however, when you spend a bit of time within a given 'biome', you gain knowledge of how to make a special stand out of materials found within that 'biome'. Once properly constructed and placed within the biome, a glowing crystal will appear in the air above the stand. You are able to instantly teleport to any such Pylon that you have constructed, and you can allow others who touch a Pylon to use them as well. You are only able to teleport to Pylons that are on or near the same planet as you, and only one Pylon can be constructed per 'biome type' on a given planet. That said, you can leave the planet and return and the Pylons will still be there.

World Gen (600 CP)

Your adventure doesn't need to end when you finish here. Now, you are capable of accessing a mental interface, and transporting yourself to a new version of Terraria. You can generate the World, selecting whether it will have Corruption, Crimson, Hollow, or none of the above, alter the size, set a seed, but, if you wish to visit a second world, you will need to discard the first. The world will come with NPCs, though said NPCs will be even more robotic than the ones you have in this world, and they can't be taken out as companions. You can take out any items or materials that you might earn, however, as well as using it to store items from elsewhere if you wish, though you'll want to make sure to take any stored items with you if you do decide to discard the world. For an additional, discountable **200 CP**, you can instead save up to three such worlds, choosing which one to discard and replace if you decide to start a new world.

Crafter

Material Sense (100 CP)

You have a nose for valuable materials. When you are searching for a material, whether it is alchemical herbs, specific ores, gemstones, or something else, you will feel drawn towards sources of that material. The pull will be stronger with larger sources or more valuable materials. This can also detect things like treasure chests or loose bags of coins.

Aesthetics (100 CP)

It's not enough to just be able to make things, if you can't make them look good. You now have a true talent for design work and layout, capable of mentally visualizing complex structures and working out how best to match your mental vision, without sacrificing things like structural integrity. This also applies when making things on a smaller scale, allowing you to alter the design of objects to add aesthetic flair without compromising their function.

Crafting Tree (200 CP)

Ordinarily, you have to have all of the ingredients for a crafted item in hand, and be near the right crafting station in order to gain the mental recipe for it. Now, however, you can pick any item that you have, and gain a mental list of the recipes that item can be used for. This includes the other items needed for a given recipe, as well as what sort of crafting station, if any, is needed to actually successfully build it.

Connector (200 CP)

Switches and wiring may seem rather simple on the surface, but there is a host of complexity lurking just under the surface. After all, these skills were why the Mechanic was kidnapped, to help with rebuilding the lost body parts of the Moon Lord for his cult. You are not quite at that level yet, but you do now have a large amount of skill in designing networks and working out how to bring all of the moving parts together to create something greater. Actuators, sensors, conveyors and more, you can construct extremely complex mechanisms and arrange location and timing so that they all work together smoothly. Eventually, it is entirely possible that you could develop plans for building things like the Mechanical Bosses.

Reforge (400 CP)

The Goblin Tinkerer has a special process by which he can enhance various items, improving them in a wide variety of ways, a process which he charges dearly for. Now you know the secrets of that process as well, and can use it to reforge your various items, granting them a wide variety of properties. You can either sacrifice things of material value (I.E. money) or can dump mana into improving the object. The cost in either case depends on how well-made and powerful the item in question is, with better objects costing more to improve. However, one benefit is that your process is refined enough that you can push the reforging to either make the item better or worse, rather than relying on random chance. That said, it is possible for a highly improved object to simply eat the cost and then not change at all, so there is still a risk.

Research and Deploy (600 CP)

The secrets of research and duplication are now at your fingertips, though there are a few changes compared to the version from the game. The basic process is still the same. You can 'destructively research' a given item in your inventory or that you can and are holding entirely in your hands, and once you have researched enough of them, you will be able to instantly duplicate said item. However, you aren't able to simply duplicate it for free. Instead, you can sacrifice additional items to build up a reservoir of 'material' that can then be used to create duplicates. Rarer items provide more material, with the amount needed to research a given item being a general baseline. So, if it took 100 items to research one item, and only 1 item to research another, then you would have to sacrifice 100 more of the first item to make one duplicate of the second. A second change is that the number of items that must be researched has been increased. Items that normally might have only taken 1 item to research now need 3 or more, and an item that might have normally taken 10 could take 40 or 50. CP-Backed items can be researched, but their duplicates won't have their CP-backed powers, only the default powers of whatever type of item they are. For an additional, discountable **200 CP**, you can substitute raw mana for 'material', allowing you to create items without having to sacrifice other items first, as long as you have a sufficient amount of mana.

Helper

Healer (100 CP)

There are many, many dangers lurking in all corners of this world, and injuries are almost inevitable. You may not be able to prevent all harm from befalling yourself and those you care for, but you can help fix the harm after it happens. You have a strong talent for healing yourself or others, with all methods you use being more effective, and you even have the ability to spend mana directly as part of a general 'cure-all' type effect.

Home Cooking (100 CP)

There is very little that is more comforting than arriving home to find a nice meal waiting for you, and now, you are easily able to provide such. You are a master in the kitchen, to the point where food you make is guaranteed to provide at least a small 'stat bonus' to those who eat it, and you may even discover how to improve your recipes to provide a stronger and more targeted boost. Your skill also extends to potion-making, and as you experiment, you may discover new and exciting potions to make.

Quest Giver (200 CP)

Sometimes, there are tasks that you simply can't do yourself, for any number of reasons, and so you have to send someone in your stead. However, you won't be sending them off with no support. Now, when you give someone a task, you are also able to give them a sort of blessing, which will give them a small boost in capability, as well as insight into where to go and what to do to accomplish the task they've been given. This blessing can be much stronger when you are giving it to someone who is nearby and defending you, boosting their strength and healing them, and possibly even reflecting damage. Finally, once someone has completed a task for you, you can generate a reward, typically in the form of some item, commensurate to the difficulty of the task they performed for you.

One With Nature (200 CP)

You are a friend to all things that grow naturally within the earth. Plants and bugs and animals fall within this domain, allowing you to aid their growth. Plants that you plant will mature extremely quickly, and can be encouraged to grow, even in areas that might not be their typical habitat. Insects and animals can be called to your side, trusting that you won't harm them. Finally, when you do end up harvesting plants or animals, they will reward you with an increased bounty compared to what they would normally yield.

The World Speaks (400 CP)

You are deeply connected to the world and its status. When infections or corruption is spreading in the world, you can sense it, and can feel both where it is and how much has been corrupted by it. You can also hear the voice of the world itself, far more clearly than most called to Terraria, which can give you clear warnings and descriptions of threats that are approaching or threatening you. If you help the world by completing tasks it might set, it will bless you in turn, granting you boosts to health and magic and guiding you to hidden treasures. Those who are associated with the world and seek to guard it will be friendlier to you, recognizing you as a caretaker of the planet.

Call For Aid (600 CP)

During your time in Terraria, you will face several invasions, where hordes of enemies will descend on you, often in numerous waves, with powerful bosses arising the longer you are able to hold out. It truly isn't fair to only have an army attacking you, so now, you can call on such an army to aid you instead. Once per day, you can summon an army to aid you. That army will initially just start out as a few 'mook' level fighters, but as time passes, the number and strength of the fighters will increase, and after several hours, boss-level fighters can even appear. These fighters will appear near you, and will attack any enemies that are attacking you. You are able to choose what 'theme' your army has when purchasing this power. Pirates, goblins, gingerbread men, the sky's the limit. However, the minions summoned by this are true NPCs, not really good for much besides fighting, and your summoned army can't persist past 24 hours, vanishing at that point. They also aren't really controlled by you, just showing up and fighting whoever you happen to be fighting. At the very least, they will leave neutral and allied characters alone. For an additional, discountable **200 CP**, you can set the 'theme' for your summoned army at the start of each Jump, and your army will grow in power faster, especially when they are facing strong opposition. They also are a bit more clever and responsive.

Fighter

Melee (100 CP)

Sometimes, you just need to stab an enemy in the face, and you are well-trained to make sure that happens. You have a decent level of skill with most melee weapons, easily capable of familiarizing yourself with a weapon with just a few swings. You hit harder and swing faster than you normally should, given your size and strength, and you've got a lot of stamina for swinging your weapons around.

Ranged (100 CP)

If the enemy gets close, you've already lost, so you make sure that doesn't happen. You have a decent level of skill with most ranged weaponry, easily capable of reloading and firing steadily, even while moving around. Your attacks also land with a greater amount of force, and you have a very precise aim for ensuring your attacks go precisely where you want them to.

Armor Up (200 CP)

You are a defensive powerhouse. Any armor that you are wearing is noticeably stronger and tougher while you are wearing it, and you excel at shifting just the right way to ensure that others can't sneak attacks through gaps in your armor. Even if you are lacking armor, your skin and flesh is denser and harder to damage.

Quick Dodge (200 CP)

You are light on your feet, especially in the face of danger. The moment before you would take a hit, you can end up basically flickering to the side and out of the way, causing the attack to miss you instead. This can even allow you to somehow dodge most of the effects of AoE style attacks, though it is possible you could still be hit with a follow-up, as there is a short cooldown after you dodge before you can auto-evade again.

Auto-Swing (400 CP)

When fighting, you never want to be pausing in the middle of the battle to regain your stance or get back in position to swing your sword. Those little pauses can be lethal, and now, you don't really seem to have them. When you are attacking, your attacks seamlessly flow into each other, each blow shifting to prep for the next one instantly, and even better, your skill is so ingrained that you don't really need to think about your attack as you are doing it, you can simply decide to attack and allow your body to move on instinct while you plan out your next strategies.

Boss Slayer (600 CP)

You will face many bosses while you are here, that are overwhelming in both size and sheer power. Nonetheless, you don't need to fear, because you excel at finding the patterns in their attacks and identifying the weak points where your attacks would be most effective. This applies to any sort of enemy, but is even more effective on larger 'boss' enemies, allowing you to pick them apart and take them down far faster than most. This also ensures that you will be able to take them down, with even things like unkillable ancient evils somehow being able to die when faced with your attacks. For an additional, discountable **200 CP**, you can automatically gain 'preparatory knowledge' of bosses you face. This can allow you to instinctively know what sort of behaviors will draw the attention of dangerous beings, as well as knowing what items or weapons would be most useful against a specific boss, and how to prepare the environment into 'arenas' to best aid you when facing them.

Mage

Lore (100 CP)

You are a seeker of mysteries, wishing to understand this strange world that you are now a part of. As you enter a new location or interact with a new individual, you will gain snippets of understanding about history, lore, mythology, and other information associated with the target of your focus. The more you study them and interact with an area, the more these pieces of understanding will pile up.

Spellcaster (100 CP)

Everyone who comes here may gain the potential to cast spells, but you are a cut above the rest. Your Mana Pool is twice as large, and has the potential to grow even farther, and magic that you cast is simply more potent compared to what it might be normally. Spells you cast hit harder and are harder to resist.

Summoner (200 CP)

A special branch of magic focuses on summoning minions and sentries to fight at your command, and you are a master of it. Summons that you call forth will be stronger and more clever, and you also have an understanding of how to take bits and pieces from monsters or enemies and figure out how to use them to create new 'summoning weapons' to call versions of them to fight for you.

Mana Battery (200 CP)

Ordinarily, it takes several minutes of rest for even a small mana pool to regenerate once drained. Now, however, your pool regenerates much faster, even as its size also increases. Your Mana Pool is roughly three times as large, and it replenishes several times faster, even when you are running around and exerting yourself. You can also push more mana into attacks to 'overcharge' them, spending double the mana to get around triple the effect, though that can risk burning out your Mana and slowing your regeneration.

Free Caster (400 CP)

All magic in Terraria requires some sort of focus or tool to use. At least, for most people, but not for you. When you use a magical tool or weapon, or when you see / are hit by magic yourself, you can learn how to recreate it without any sort of magical focus. It will take several exposures to do so, but once you have learned it, you can recreate the magic with nothing but a wave of your hand and your own Mana pool. This applies to magic in future Jumps as well.

Faux Cultist (600 CP)

The power granted to the Lunar Cultists is great, but it also comes at a terrible cost. Lucky you, that you are able to gain some of that benefit, while avoiding the negative consequences. You are able to pick a patron, such as the Wall of Flesh, Fairy Empress, one of the four Lunar Pillars, or the Moon Lord Himself, and you can tap into and channel a portion of their power, gaining abilities related to them in the process. The amount of power channeled is ultimately limited, though it is still a tremendous power boost, but your theft is also hidden from their perception. So unless you do something like channel the power of the Moon Lord right in front of him, your 'patron' won't suspect a thing, and you won't have to pay the typical costs of servitude and potential madness. For an additional, discountable **200 CP**, you can choose two patrons, gaining some power from them both, and you can swap one or both Patrons temporarily in future Jumps, targeting any entities of magic or power that may exist in said Jump.

Modder

Settings Menu (100 CP)

You need to get your settings just right for the optimal gaming experience. You have access to a 'Settings Menu', which you can use to do things like adjust 'brightness' and 'volume' (effectively altering the keenness of your senses), toggle on or off the effects of various perks and powers that you might have, and set up mental 'hotkeys' to easily trigger various abilities or powers with a thought.

What's Different? (100 CP)

It isn't always apparent how a given mod has changed things, but now, you have a keen sense for differences from 'vanilla canon'. This not only will help to clearly highlight changes made by various mods compared to 'base reality', but will also help you to sense when your actions, or perks and powers you possess, have changed things from their canon path.

QoL (200 CP)

Many mods get added as general 'quality of life' improvements, and this Perk would fit right in among them. From blocking stubbed toes, to auto-sorting your inventory to make it easier to navigate, to ensuring that your toilet never clogs up and spews poo everywhere, this Perk just generally helps life flow smoother. However, this is only there to help with overcoming minor unnecessary problems. It won't prevent you from taking an arrow to the gut, or make a zombie bite any less painful and damaging.

Challenge Spike (200 CP)

A lot of modders are looking for bigger and badder challenges to face. Now, you can see improved rewards when you do the same. You can choose to set challenges for yourself, either voluntary ones you can break any time, or drawback-like restrictions that are lasting for at least the duration of a Jump. The harder the restrictions you set on yourself, the bigger the rewards you will get from virtually all of your efforts. Loot will be more valuable and more plentiful, skill gains or EXP or similar will be more rewarding, training and learning will be easier, etc. Note that this will not trigger off of the effects of Drawbacks alone, only off of restrictions that you add on top of Drawbacks or similar external restrictions.

Gap Filler (400 CP)

Logically, there is no reason why you shouldn't be able to make a Compass out of some iron and glass, or why all Zombies shouldn't drop a Zombie Arm. Mods often are made to fill in these sorts of 'plot holes', and now you can try to tap into that power yourself. Once per day, you can focus on a 'plot hole' like those mentioned above, an area where a recipe 'should' exist or where some bit of game logic doesn't make sense in reality, and try to close the hole. The more convincing your logic for why things should be different, the more likely you are to succeed, even if your logic would actually open additional plot holes. The effects of success are lasting, so if you discover a recipe or convince reality that a certain enemy should drop a certain type of loot, it will continue to do so moving forward. Failure to close a specific plot hole will make future attempts at that plot hole less likely, but there will always be a chance.

Mod Catalog (600 CP)

You have access to a catalog containing a random assortment of several dozen different mods of varying potency. Some will add one specific item set, others will add entire storylines and bosses and biomes and lore to the world. You can freely access this menu while here to enable or disable these various mods, though some mods that alter the world in deep and fundamental ways may be unable to be disabled once activated. The mods on offer will be generally 'balanced', at least by themselves, though some combinations of them could be less balanced. If such exist, you will have to work them out yourself. In future Jumps, you will gain a similar set of mods to enable and disable, with similar potential restrictions on especially far-reaching mods. For an additional, discountable **200 CP**, you can submit requests for specific ideas of mods. These requests will take time to process, with small requests taking a few days, while massive requests could take a few years to complete. Particularly unbalanced requests, such as requests for casual omnipotence, would be rejected.

ITEMS

All items gained here are CP backed, meaning if they are lost or destroyed, they will reappear in your possession within a week or so, unless otherwise specified. If an item is mentioned as being discounted to a specific background, its price is reduced by 50%. Items that cost 50 CP or 100 CP that are discounted are instead free.

Modders get five 'floating discounts' to be used on any item or item set, except for Armor, where they get only the normal first purchase free discount. These floating discounts cannot stack.

If you have used the Mod Loader toggle, you can purchase items from the mods here, so long as they fit within the general level of power / rarity of a set of objects. Note: Nothing that is "Post Lunatic Cultist / Post Moon Lord" is sold here.

If you use / upgrade a CP-backed item to make a higher tier item, the result can become your new CP-backed item. In such a case, your old item will not reappear.

Freebies

Starting Set (Free)

You gain a basic starter kit of items. This comes with a copper shortsword, copper pick, copper axe, copper hammer, a set of copper armor, two dozen torches, 50 feet of rope, and 3 minor healing potions. If used up, lost, or broken, new ones will show up within a week.

Minecart (Free)

A wooden cart that you can summon on minecart tracks, or similar tracks. Can get up to a decent speed. You can customize the appearance of this cart. For **50 CP**, you can upgrade this to a minecarp (moving even faster in water rather than slowing down), demonic hellcart (granting temporary immunity to move through lava), or digging molecart (which can dig through dirt and lay down tracks from your inventory behind you). Any chosen upgrade comes with a laser attack that will automatically shoot at enemies. For **100 CP**, you can instead gain all three upgrades, and a significant speed boost, and your cart will automatically generate tracks when laying them down.

50 CP

Money (50 CP)

You gain 5 gold coins. Each gold can be broken down into 100 silver, and each silver can be broken down into 100 copper. You will get 5 more gold every week.

Herbs (50 CP)

Seven pots, each with one type of [herb](#) in them. The herbs will grow to full maturity in a few days, and once harvested, a seed of the given herb will auto-plant itself within the pot. A planted herb can be completely removed if you wish to grow a different type of herb or plant there. Note: Using the herbs to make potions won't make the potions regenerate endlessly or anything like that.

Bestiary (50 CP)

A simple, leather bound book that automatically records details of the various animals, people, and monsters that you come across. The information provided by the book grows as you interact with each subject. For enemies, this interaction can take the form of slaying them. For others, it can be as simple as talking with them, or even just being nearby to different types of that species. The information will start with just a name and picture, but can grow to include details about favored habitats, relative strengths and abilities, and what sort of items can be looted from them.

Dye and Paint (50 CP)

A selection of [paints](#) and [dyes](#) that can be used to color various objects or furniture. Each hue has enough to paint two or three objects, and restocks in a day once used. This also comes with a set of brushes, rollers, and scrapers that you can use to apply or remove the dyes and paints. To start with, you have all of the basic, bright, deep, and gradient hues. For an extra **50 CP**, you gain the strange, lunar, shadow, negative, and illuminant hues.

Bug Net (50 CP)

A simple bug net that can be used to capture small animals and store them in your inventory. They can be released, unharmed, afterwards. For an extra **50 CP**, the net can be upgraded to be Golden, being both much larger and capable of capturing critters that would burn through the normal net.

Throwing Pouch (50 CP)

A pouch filled with 99 shuriken or throwing knives. For an extra **50 CP**, the contents can instead be poisoned knives, spiky balls, or bone throwing knives. Once thrown, they will break on impact, but the pouch will restock within 24 hours of use.

Furniture Set (50 CP)

A matching [set of furniture](#) designed around a particular 'style'. Consists of a bed, bookshelf, dresser, two chairs, four candles, table, chest, couch, door, bathtub, sink, chandelier, lamp, lantern, piano, toilet, and enough thematic wallpaper for two or three decent sized rooms. The furniture can't be broken down for raw material. You can pick from the following list of styles:

Generic, Rich Mahogany, Boreal Wood, Palm Wood, Ebonwood, Shadewood, Pearlwood, Ash Wood, Spooky, Dynasty, Bamboo, Cactus, Pumpkin, Mushroom, Balloon, Reef, Granite, Marble, Meteorite, Crystal, Glass, Sandstone, Living Wood, Skyware, Frozen, Honey, Slime, Bone, Obsidian, or Dungeon. For an extra **50 CP**, you can pick from the following list instead: *Spider, Martian, Flesh, Lesion, Steampunk, Lihzahrd, Golden, Solar, Vortex, Nebula, Stardust*

Paintings (50 CP)

A set of two dozen [paintings](#) or other wall hangings (such as [animal skins](#) or [banners](#)). Once a week, you can 'shuffle' some or all of them to gain new paintings or wall hangings.

100 CP

Life and Stars (100 CP)

A set of five Life Crystals, five Life Fruits, and fifteen Fallen Stars. Life Crystals and Life Fruit can improve your vitality and health, while Fallen Stars can be used to craft Mana Crystals that will improve your internal mana pool. You will typically start to see diminishing returns after using around 15 to 20 of each, though experimentation and research might allow you to continue to see benefits. When used, these items replenish within a week.

Explosive Pouch (100 CP)

A pouch filled with 50 grenades or bombs. For an extra **100 CP**, the contents can instead be beenades, dynamite, or scarab bombs. For an extra **50 CP**, they can be made bouncy or sticky right before being thrown. The pouch will restock within 24 hours of use.

Inventory Item (100 CP, Free for Drop-In)

You gain an item that can summon a small 'terminal' that can be used to access an inventory space that is similar to, but separate, from yours. It also comes with a small permanent furniture item that can be used to also access this space. By default, this has a piggy bank theme, with the summoning item taking the form of a small pink trough, the 'terminal' taking the shape of a flying pig, and the permanent furniture item taking the form of a piggy bank. Other potential themes can include a 'bank safe' or a 'glowing portal', though you are free to come up with your own theme as well. For an undiscounted extra **50 CP**, this can come with the 'void bag' feature, where it will automatically suck up any nearby loose objects and stick them in this inventory. You can purchase this item multiple times, each time setting a slightly different theme, but you must also purchase the extra 'void bag' feature for each additional inventory item as well.

See [Portable Storage](#) for more information and ideas.

Magic Mirror / Cellphone (100 CP, Free for Explorer)

A simple fancy mirror that can be designated with a 'spawn point', and which, when you gaze within, will teleport you to that exact point, shifting you to the next clear area if that spot is occupied. Must be within several hundred miles of the 'spawn point' for this to function. For an undiscounted extra **50 CP**, the mirror will be upgraded to a Cellphone, which displays a variety of useful information about your surroundings, can save up to four 'spawn points' to teleport to, and can also be used to call and talk to your Companions, even if they don't possess a phone themselves.

Wiring Gear (100 CP, Free for Crafter)

A multicolored wrench and a few hundred feet of wire that can be used to connect various switches, pressure plates, and buttons to objects to control them or direct power to them. Comes with a few basic switches, sensors, timers, actuators, and plates, and instructions on how to make more, as well as a Mechanical Lens that can help you to see connecting wires. The wire restocks within a day. For an undiscounted extra **50 CP**, this also comes with instructions on how to make teleporters, which can be wired together to transport whatever is on them between each other when activated.

Planting Gear (100 CP, Free for Helper)

A few tools designed to help with planting and tending to nature, as well as a large, random assortment of seeds and some fertilizer, which can instantly cause trees to sprout. The tools are the Sickle, good for turning grass into hay; the Staff of Regrowth, which helps to boost the yield of plants when harvested; and the Living Wood Wand, a tool that allows you to take dead wood and turn it into Living Wood and leaves, with the type of Living Wood depending on the type of wood used. The seeds include acorns, pumpkin seeds, sunflower seeds, and more, with the seeds restocking a few days after being planted. For an undiscounted extra **50 CP**, the Staff of Regrowth is transformed into an Axe of Regrowth, the seeds will include Gemcorns and special acorns that result in fruit trees that always drop fruit, and the Living Wood Wand will be upgraded with the powers of the Dirt Rod, allowing for the reshaping of the landscape with a little bit of mana use.

200 CP

Bottomless Bucket (200 CP, Discounted for Drop-In)

A fairly large metal bucket, which, when filled with a liquid, can pour out infinite amounts of said liquid unless deliberately completely emptied. It will resist cold, heat, corrosion, and other damaging properties of whatever liquid fills it, and when deliberately emptied, no traces or cross-contamination will happen when the bucket is refilled. For a discountable extra **200 CP**, the bucket can also produce an infinite amount of Shimmer on command. Shimmer is a pearlescent liquid which can transform items and entities soaked in it in various ways. This can transform objects into related objects, or revert crafted objects into their base materials. With practice and experimentation, you can learn to control the transformations caused by this liquid.

Rod of Discord (200 CP, Discounted for Explorer)

A rod that can be used to teleport short distances. It will automatically compensate to ensure that you don't teleport into rock or telefrag yourself. It requires a very small amount of magic to use, but this version does not induce Chaos State when used in rapid succession. For a discountable extra **200 CP**, this rod is an improved Rod of Harmony instead. This allows for a significant increase in teleportation range (up to a mile), allows you to bring up to 3 people with you, and removes the magic cost entirely.

Architect Gizmo Pack (200 CP, Discounted for Crafter)

A backpack full of tools that can greatly increase construction speed, and also allows the user to place and interact with objects from a fairly significant distance. For a discountable extra **200 CP**, this takes the form of an improved Hand of Creation instead. This shiny glove allows you to manipulate any object up to several dozen feet away as if you were touching it, can mimic any mundane tool for use in your crafting, and can automatically pull in valuable objects, such as loose coins, within your manipulation range.

Clentaminator (200 CP, Discounted for Helper)

[A large sprayer](#) that sprays out a solution which can alter the terrain. It comes with a stock of 'green solution', which spreads forest / jungle and cleans away sickness and corruption in the sprayed terrain. This spray passes through barriers to soak into any terrain within range. It comes with instructions for how to make other solutions, including Blue, Purple, Red, and Dark Blue solutions, as well as instructions for figuring out how to make your own custom solutions based on different effects to be spread to the terrain. The 'green solution' will refill after 24 hours from use. For a discountable extra **200 CP**, this takes the form of an improved Terraformer instead. The stock of solution for this device is now 'rainbow solution', which can mimic any of the other solutions, and allows you to alter and shift around terrain while you are spraying it, shifting trees and earth and such to reshape the world as it is soaked with solution.

Farming Statues (200 CP, Discounted for Fighter)

A set of a dozen statues, each representing a highly-detailed rendition of a specific 'type' of enemy. When a wire is connected to these statues and they are 'activated', a generic copy of the enemy displayed will appear in front of the statue. You can pick which enemy types are displayed, and in future Jumps, you can choose to swap the chosen types with local enemy types at the start of the Jump. For a discountable extra **200 CP**, this comes with a Mysterious Tablet as well. This tablet takes the form of a large stone disc, which you can use once every twelve hours to summon a copy of a 'boss' or similarly significant enemy that you have faced in the past. If this rematch should prove too much, the tablet can also be used to dismiss the summoned copy.

Biome Chest (200 CP, Discounted for Mage)

A simple treasure chest that will change its appearance to match the nearby 'biome' you are in. If left to sit undisturbed for three months, it will create a powerful tool or weapon inside itself, based on the 'biome' it is currently occupying. Once said item is removed, the chest will start on creating another. Items will not grow more powerful from being left in the chest longer. Comes with a matched key that will prevent anyone but the holder of the key from opening the chest. For a discountable extra **200 CP**, this comes with a Treasure Bag as well. Up to three times per day, this bag will fill with appropriate loot when you defeat a 'boss' or significant enemy, and can include things ranging from trophies to rare vanity items to 'boss-related artifacts'.

Potions Consists of a combination of potions, chosen from a given list depending on price. Each bottle holds one potion, and refills within 24 hours of use. The first Potions purchase for the Helper is discounted.

Basic (50 CP) Gain four bottles, chosen from a combination of the following: *Lesser Healing Potion, Lesser Mana Potion, Archery Potion, Flipper Potion, Gills Potion, Ironskin Potion, Love Potion, Mining Potion, Night Owl Potion, Regeneration Potion, Shine Potion, Stink Potion, Swiftiness Potion, Warmth Potion, Flask of Party*

Improved (100 CP) Gain six bottles, chosen from a combination of those listed above or the following: *Healing Potion, Mana Potion, Ammo Reservation Potion, Battle Potion, Biome Sight Potion, Builder Potion, Calming Potion, Dangersense Potion, Endurance Potion, Featherfall Potion, Lesser Luck Potion, Heartreach Potion, Hunter Potion, Magic Power Potion, Mana Regeneration Potion, Obsidian Skin Potion, Rage Potion, Thorns Potion, Titan Potion, Water Walking Potion, Wrath Potion, Gender Change Potion, Recall Potion, Wormhole Potion, Flask of Fire, Flask of Poison*

Advanced (200 CP) Gain eight bottles, chosen from a combination of those listed above or the following: *Greater Healing Potion, Greater Mana Potion, Restoration Potion, Strange Brew, Gravitation Potion, Luck Potion, Inferno Potion, Invisibility Potion, Spelunker Potion, Summoning Potion, Teleportation Potion, Flask of Cursed Flames, Flask of Gold, Flask of Ichor, Flask of Nanites, Flask of Venom*

Master (300 CP) Gain ten bottles, chosen from a combination of those listed above or the following: *Super Healing Potion, Super Mana Potion, Greater Luck Potion, Lifeforce Potion, Potion of Return*

See [Potions](#) for more information.

MELEE WEAPONS Can come in a variety of shapes, ranging from swords to spears to yo-yos and more. It is possible, though not suggested, to take an item from a lower 'rarity' when purchasing at a higher price. The first Melee Weapon purchase for the Fighter is discounted.

Basic (50 CP) Can pick two weapons that are made of wood, made of cactus, made of an early pre-Hardmode ore [Copper, Tin, Iron, Lead, Silver, Tungsten, Gold, Platinum], or which are listed here: *Zombie Arm, Mandible Blade, Ruler, Umbrella, Breathing Reed, Flymeal, Gladius, Bone Sword, Katana, Rally, Spear, Trident, Storm Spear, Enchanted Boomerang, Shroomerang, Chain Knife, Mace, Flaming Mace, Jousting Lance*

Improved (100 CP) Can pick two weapons that are made of a late pre-Hardmode ore [Demonite, Crimtane, Meteorite, Obsidian, Hellstone] or which are listed here: *Bladed Glove, Candy Cane Sword, Ice Blade, Muramasa, Terragrim, Starfury, Enchanted Sword, Bee Keeper, Falcon Blade, Blade of Grass, Amazon, Code 1, Hive-Five, Valor, Cascade, The Rotted Fork, Swordfish, Dark Lance, Fruitcake Chakram, Bloody Machete, Ice Boomerang, Trimarang, Thorn Chakram, Flamarang, Blue Moon, Sunfury, Tentacle Spike, Bat Bat*

Advanced (200 CP) Get a Warrior Emblem, and can pick two weapons that are made of an early Hardmode ore [Cobalt, Palladium, Mythril, Orichalcum, Adamantite, Titanium, Hallowed Bar] or which are listed here: *Night's Edge, Breaker Blade, Frostbrand, Cutlass, Beam Sword, Fetid Baghnakhs, Bladetongue, Seedler, Format:C, Gradient, Chik, Hel-Fire, Amarok, Ghastly Glaive, Obsidian Swordfish, Flying Knife, Sergeant United Shield, Bananarang, Anchor, KO Cannon, Dripler Crippler, Chain Guillotines, Dao of Pow, Flower Pow, Shadowflame Knife, Sleepy Octopod, Ham Bat, Waffle's Iron*

Master (300 CP) Get a Warrior Emblem or Avenger Emblem, and can pick two weapons that are made of a late Hardmode, pre Lunatic Cultist ore [Chlorophyte, Shroomite, Spectre Bar] or which are listed here: *Keybrand, True Night's Edge, True Excalibur, Death Sickle, Psycho Knife, The Horseman's Blade, Christmas Tree Sword, Flying Dragon, Starlight, Terra Blade, Influx Waver, Code 2, Yelets, Kraken, The Eye of Cthulhu, Mushroom Spear, North Pole, Possessed Hatchet, Paladin's Hammer, Golem Fist, Flairon, Scourge of the Corruptor, Shadow Jousting Lance, Vampire Knives, Sky Dragon's Fury*

See [Melee Weapons](#) for more information.

RANGED WEAPONS Can take the form of bows, guns, launchers, or other ranged weaponry. Weapons that use arrows will come with an Endless Quiver, while weapons that use bullets will come with an Infinite Musket Pouch. The type of arrow or musket ball in each is determined by rarity of purchase. Other ranged weaponry will come with 50 of the most basic type of their chosen ammo, with this stock of ammo restocking every three days after use. It is possible, though not suggested, to take an item from a lower 'rarity' when purchasing at a higher price. The first Ranged Weapon purchase for the Fighter is discounted.

Basic (50 CP) Can pick two weapons that are made of wood, made of cactus, made of an early pre-Hardmode ore [Copper, Tin, Iron, Lead, Silver, Tungsten, Gold, Platinum], or which are listed here: *Red Ryder, Flintlock Pistol, Musket, The Undertaker, Sandgun, Flare Gun, Boomstick, Blowpipe*. Arrows provided are one of wooden, flaming, or frostdburn arrows, and bullets provided are one of musket balls, silver, or tungsten bullets.

Improved (100 CP) Can pick two weapons that are made of a late pre-Hardmode ore [Demonite, Crimtane, Meteorite, Obsidian, Hellstone] or which are listed here: *Blood Rain Bow, The Bee's Knees, Hellwing Bow, Revolver, Minishark, Quad-Barrel Shotgun, Handgun, Phoenix Blaster, Pew-matic Horn, Blowgun, Snowball Cannon, Harpoon, Star Cannon*. Arrows provided are one of unholy, jester, shimmer, or hellfire arrows, and bullets provided are one of meteor shot or crystal bullets.

Advanced (200 CP) Get a Ranger Emblem, and can pick two weapons that are made of an early Hardmode ore [Cobalt, Palladium, Mythril, Orichalcum, Adamantite, Titanium, Hallowed Bar] or which are listed here: *Marrow, Ice Bow, Daedalus Stormbow, Shadowflame Bow, Phantom Phoenix, Clockwork Assault Rifle, Gatligator, Shotgun, Onyx Blaster, Uzi, Megashark, Venus Magnum, Toxikarp, Dart Pistol, Dart Rifle, Flamethrower*. Arrows provided are one of holy, cursed, or ichor arrows, and bullets provided are one of high velocity, cursed, ichor, or venom bullets.

Master (300 CP) Get a Ranger Emblem or Avenger Emblem, and can pick two weapons that are made of a late Hardmode, pre Lunatic Cultist ore [Chlorophyte, Shroomite, Spectre Bar] or which are listed here: *Pulse Bow, Aerial Bane, Tsunami, Eventide, Stake Launcher, Coin Gun, Tactical Shotgun, Super Star Shooter, Sniper Rifle, Candy Corn Rifle, Chain Gun, Xeno Popper, Grenade Launcher, Proximity Mine Launcher, Rocket Launcher, Nail Gun, Stynger, Jack 'O Lantern Launcher, Snowman Cannon, Celebration, Electrosphere Launcher, Piranha Gun, Elf Melter*. Arrows provided are one of venom or chlorophyte arrows, and bullets provided are one of nano, exploding, golden, or chlorophyte bullets.

See [Ranged Weapons](#) for more information.

MAGIC WEAPONS Can take the form of wands, books, or other items that the wielder channels mana into to cause an effect. It is possible, though not suggested, to take an item from a lower 'rarity' when purchasing at a higher price. The first Magic Weapon purchase for the Mage is discounted.

Basic (50 CP) Can pick two weapons that are made with wood, made with cactus, made with an early pre-Hardmode ore [Copper, Tin, Iron, Lead, Silver, Tungsten, Gold, Platinum], or which are listed here: *Wand of Sparking, Wand of Frosting, Thunder Zapper, Amber Staff, Gray Zapinator, Book of Skulls*

Improved (100 CP) Can pick two weapons that are made with a late pre-Hardmode ore [Demonite, Crimtane, Meteorite, Obsidian, Hellstone] or which are listed here: *Vilethorn, Crimson Rod, Magic Missile, Aqua Scepter, Flamelash, Flower of Fire, Space Gun, Bee Gun, Water Bolt, Weather Pain, Demon Scythe*

Advanced (200 CP) Get a Sorcerer Emblem, and can pick two weapons that are made with an early Hardmode ore [Cobalt, Palladium, Mythril, Orichalcum, Adamantite, Titanium, Hallowed Bar] or which are listed here: *Ice Rod, Flower of Frost, Crystal Vile Shard, Life Drain, Clinger Staff, Meteor Staff, Nimbus Rod, Poison Staff, Frost Staff, Tome of Infinite Wisdom, Nettle Burst, Laser Rifle, Wasp Gun, Leaf Blower, Orange Zapinator, Cursed Flames, Golden Shower, Crystal Storm, Sky Fracture, Magic Dagger, Medusa Head, Blood Thorn, Spirit Flame, Shadowflame Hex Doll, Crystal Serpent, Unholy Trident, Magical Harp*

Master (300 CP) Get a Sorcerer Emblem or Avenger Emblem, and can pick two weapons that are made of a late Hardmode, pre Lunatic Cultist ore [Chlorophyte, Shroomite, Spectre Bar] or which are listed here: *Rainbow Rod, Venom Staff, Shadowbeam Staff, Inferno Fork, Spectre Staff, Staff of Earth, Bat Scepter, Billard Staff, Betsy's Wrath, Rainbow Gun, Heat Ray, Charged Blaster Cannon, Laser Machinegun, Bubble Gun, Magnet Sphere, Razorblade Typhoon, Toxic Flash, Razorpine, Stellar Tune, Nightglow*

See [Magic Weapons](#) for more information.

SUMMON WEAPONS Staves or other items that are used to summon minions that follow you around and attack or which summon sentries that stay in-place and attack enemies that come near. Also includes whips which can focus the attention of your summons on a given spot and empower their attacks in different ways. Any purchases that would normally require Eternian Mana to use can be used normally straight away. The first Summon Weapon purchase for the Mage is discounted.

Basic (50 CP) Can pick two weapons that are made with wood, made with cactus, made with an early pre-Hardmode ore [Copper, Tin, Iron, Lead, Silver, Tungsten, Gold, Platinum], or which are listed here: *Finch Staff, Slime Staff, Flinx Staff, Vampire Frog Staff, Lightning Aura Rod, Flameburst Rod, Explosive Trap Rod, Ballista Rod, Leather Whip.*

Improved (100 CP) Can pick two weapons that are made with a late pre-Hardmode ore [Demonite, Crimtane, Meteorite, Obsidian, Hellstone] or which are listed here: *Hornet Staff, Imp Staff, Abigail's Flower, Houndius Shootius, Snapthorn, Spinal Tap*

Advanced (200 CP) Get a Summoner Emblem, and can pick two weapons that are made with an early Hardmode ore [Cobalt, Palladium, Mythril, Orichalcum, Adamantite, Titanium, Hallowed Bar] or which are listed here: *Blade Staff, Spider Staff, Pirate Staff, Sanguine Staff, Optic Staff, Pygmy Staff, Queen Spider Staff, Lightning Aura Cane, Flameburst Cane, Explosive Trap Cane, Ballista Cane, Firecracker, Cool Whip, Durendal*

Master (300 CP) Get a Summoner Emblem or Avenger Emblem, and can pick two weapons that are made of a late Hardmode, pre Lunatic Cultist ore [Chlorophyte, Shroomite, Spectre Bar] or which are listed here: *Deadly Sphere Staff, Raven Staff, Desert Tiger Staff, Tempest Staff, Xeno Staff, Staff of the Frost Hydra, Lightning Aura Staff, Flameburst Staff, Explosive Trap Staff, Ballista Staff, Dark Harvest, Kaleidoscope, Morning Star*

See [Summon Weapons](#) for more information.

ARMOR Sets of armored clothing that can provide a variety of benefits. Each set of armor comes with a headpiece, chest piece, and leg piece, and offers some sort of set benefit when all worn together. All backgrounds get a discount on the first Armor purchase. The 100 CP discount here is not free.

Basic (50 CP) Can pick an armor that is made with wood, made with cactus, made with an early pre-Hardmode ore [Copper, Tin, Iron, Lead, Silver, Tungsten, Gold, Platinum], or which is listed here: *Mining, Rain, Snow, Angler, Pumpkin, Gladiator, Ninja, Fossil, Flinx Fur, or Magic/Wizard Hat with a Robe.*

Improved (100 CP) Can pick an armor that is made with a late pre-Hardmode ore [Demonite, Crimtane, Meteorite, Obsidian, Hellstone] or which is listed here: *Bee, Jungle, Necro, Gi*

Advanced (200 CP) Can pick an armor that is made with an early Hardmode ore [Cobalt, Palladium, Mythril, Orichalcum, Adamantite, Titanium, Hallowed Bar] or which is listed here: *Spider, Crystal Assassin, Frost, Forbidden, Apprentice, Squire, Huntress, Monk*

Master (300 CP) Can pick an armor that is made with a late Hardmode, pre Lunatic Cultist ore [Chlorophyte, Shroomite, Spectre Bar] or which is listed here: *Turtle, Tiki, Spooky, Beetle, Dark Artist, Shinobi Infiltrator, Red Riding, Valhalla Knight*

See [Armor](#) for more information.

MOVEMENT TOOLS Sets of tools and items that help you with moving around. This can include [grappling hooks](#), running shoes, [wings](#), and [more](#). The first Movement Tools purchase for the Explorer is discounted.

Basic (50 CP) Can pick one of the following grappling hooks [*Grappling Hook, Gemstone Hook, Squirrel Hook, Web Slinger, Slime Hook*] and three of the following items: *Aglet, Anklet of the Wind, Weather Bottle [Cloud, Sandstorm, Blizzard, Tsunami], Climbing Claws, Diving Helmet, Flipper, Running Shoes [Hermes, Dunerider, Flurry, Sailfish], Frog Leg, Ice Skates, Inner Tube, Shoe Spikes*

Improved (100 CP) Can pick one of the following grappling hooks [*Skeleton Hand, Fish Hook, Ivy Whip, Bat Hook, Candy Cane Hook*] and three of the items listed above or the following items: *Shiny Red Balloon, Flying Carpet, Lava Charm, Lucky Horseshoe, Rocket Boots, Water Walking Boots*

Advanced (200 CP) Can pick one of the following grappling hooks [*Dual Hook, Hook of Dissonance, Thorn Hook, Illuminant Hook, Worm Hook, Tendon Hook*], one of the following wings [*Fledgling, Angel, Demon, Sparkly, Leaf, Fairy, Fin, Harpy, Frozen*] and two of the items listed above or the following items: *Black Belt, Tabi, Moon Charm, Neptune's Shell, Lilith's Necklace*

Master (300 CP) Can pick one of the following grappling hooks [*Anti-Gravity Hook, Spooky Hook, Christmas Hook, Static Hook*], one of the following wings [*Betsy's Jetpack, Bat, Empress, Bee, Butterfly, Flame, Ghost, Hoverboard, Bone, Spectre, Mothron, Beetle, Spooky, Tattered Fairy, Steampunk, Fishron, Festive*] and four of the items listed above.

HARVESTING TOOLS Tools that are designed to help with harvesting materials, such as [pickaxes](#), [axes](#), or [hammers](#). The first Harvesting Tools purchase for the Crafter is discounted.

Basic (50 CP) Can pick three tools that are made with wood, made with cactus, made with an early pre-Hardmode ore [Copper, Tin, Iron, Lead, Silver, Tungsten, Gold, Platinum], or which are listed here: *Fossil Pickaxe, Bone Pickaxe, Candy Cane Pickaxe*

Improved (100 CP) Can pick three tools that are made with a late pre-Hardmode ore [Demonite, Crimtane, Meteorite, Obsidian, Hellstone] or which are listed here: *Reaver Shark, Sawtooth Shark, Rockfish, Lucy the Axe*

Advanced (200 CP) Can pick three tools that are made with an early Hardmode ore [Cobalt, Palladium, Mythril, Orichalcum, Adamantite, Titanium] or which are listed here: *Pwnhammer, Hammush*

Master (300 CP) Can pick three tools that are made of a late Hardmode, pre Lunatic Cultist ore [Hallowed Bar, Chlorophyte, Shroomite, Spectre Bar] or which are listed here: *Picksaw, Haemorrhaxe, Butcher's Chainsaw*

ACCESSORIES A wide variety of helpful items that can provide various useful benefits to you. Unlike in the game, your only limit on using these is your ability to wear them all on your body. The first Accessory purchase for the Drop-In is discounted.

Basic (50 CP) Can pick three accessories from the following list: *Band of Regeneration, Band of Starpower, Nature's Gift, Feral Claws, Obsidian Skull, Shackle, Shark Tooth Necklace, Flower Boots, Guide to Plant Fiber Cordage, Guide to Critter Companionship, Guide to Environmental Preservation, Magiluminescence, Jellyfish Necklace, Ancient Chisel*

Improved (100 CP) Can pick three accessories from those listed above or the following list: *Celestial Magnet, Adhesive Bandage, Armor Polish, Bezoar, Blindfold, Cobalt Shield, Fast Clock, Hand Warmer, Honey Comb, Magma Stone, Megaphone, Nazar, Obsidian Rose, Panic Necklace, Pocket Mirror, Trifold Map, Vitamins, Treasure Magnet*

Advanced (200 CP) Can pick three accessories from those listed above or the following list: *Philosopher's Stone, Cross Necklace, Flesh Knuckles, Frozen Turtle Shell, Magic Quiver, Moon Stone, Putrid Scent, Rifle Scope, Star Cloak, Titan Glove, Discount Card, Gold Ring, Lucky Coin, Spectre Goggles*

Master (300 CP) Can pick three accessories from those listed above or the following list: *Eye of the Golem, Paladin's Shield, Sun Stone, Hercules Beetle, Necromantic Scroll, Pygmy Necklace*

See [Accessories](#) for more information.

CRAFTING STATIONS Stations that are used with your ability to craft items. Each of them is easily collapsible with your inventory ability. The first Crafting Station purchase for the Crafter is discounted.

Basic (100 CP) Comes with a workbench [any style], furnace, iron or lead anvil, and three of the following crafting stations: *Alchemy Table, Sawmill, Loom, Cooking Pot, Dye Vat, Heavy Work Bench, Keg, Teapot, Glass Kiln, Ice Machine, Living Loom, Solidifier, Extractinator*

Improved (200 CP) Comes with a workbench [any style], hellforge, iron or lead anvil, demon or crimson altar, and four of the crafting stations listed above or in the following list: *Tinkerer's Workshop, Imbuing Station, Bone Welder, Honey Dispenser, Sky Mill*

Advanced (300 CP) Comes with a workbench [any style], adamantite or titanium forge, mythril or orichalcum anvil, demon or crimson altar, and five of the crafting stations listed above or in the following list: *Crystal Ball, Autohammer, Blend-O-Matic, Meat Grinder, Decay Chamber, Flesh Cloning Vat, Steampunk Boiler, Lihzahrd Furnace, Chlorophyte Extractinator*

See [Crafting Stations](#) for more information.

FISHING GEAR Sets of fishing rods, bait, and a few other accessories used to catch fish.

Basic (50 CP) Comes with a wooden, reinforced, or scarab fishing rod, as well as 50 pieces of apprentice bait, and a bottle of sonar potion. Both bait and the potion replenish within 24 hours after use.

Improved (100 CP) Comes with a Fisher of Souls, Fleshcatcher, Chum Caster, Fiberglass or Sitting duck's fishing pole, as well as 50 pieces of journeyman bait, a bottle of sonar potion and a bottle of crate potion, a Fishing Bobber, and the Angler Tackle Bag.

Advanced (200 CP) Comes with a Mechanic's Rod, Hotline Fishing Hook, or Golden Fishing Rod, as well as 50 pieces of master bait, a bottle of sonar potion, a bottle of crate potion, a bottle of fishing potion, a Glowing Fishing Bobber (or Moss Variant), and the Lavaproof Tackle Bag.

See [Fishing](#) for more information.

COMPANIONS

Personal Town Slime (One Free)

Some sociable slimes seek shelter, so surround yourself with... dang it. Ah well, the point is, there is a somewhat intelligent slime available for you to take as a pet. They will generally prefer to hang around your house, and have an adorable face and accessories. They can be one of the eight 'basic' Town Slimes, or one that has an appearance and personality more closely matched to you specifically. Either way, they will respond best to a name starting with 'S'.

Pets (50 CP, First Purchase Free to All)

You gain a small item that can be used to summon a pet. These pets are harmless, and do not take up a companion slot. For an additional, undiscounted **50 CP**, the pets can give off light, which can highlight nearby treasure or valuable objects. See [Pets](#) for a list of possible pets. If you already possess a small animal or similar creature that could qualify as a pet, you can pay this cost to import it and gain a summoning item for it.

Mounts (100 CP)

You gain a small item that can be used to summon a mount. These mounts can run and jump at various speeds, and do not take up a companion slot. For an additional **100 CP**, you can get a mount that can fly. See [Mounts](#) for a list of possible mounts. If you already possess a creature or item that could qualify as a mount, you can pay this cost to import it and gain a summoning item for it.

NPCs (100 CP)

By default, the NPCs you interact with will have very flat and one-note personalities, and will be incapable of learning and growing. If you pay this cost to take one of them as a companion, this will change, and they will become a fully 'fleshed out' individual. See [NPCs](#) for a list of possible NPCs. Those NPCs who offer a service or sell goods will be able to offer the same service and sell similar goods in future worlds. Alternatively, if you pay this price you can have a Companion you imported below take on the role of a chosen NPC, gaining their services and sold goods.

Imports (50 / 300 CP)

You can import a Companion for 50 CP, or a full set of eight for 300 CP. They receive a background and 300 CP to spend on perks, items, pets, and mounts. They cannot spend it on NPCs or other imports. You can spend an additional **50 CP** to give all imported Companions an extra 100 CP to spend. You can spend up to **300 CP** on this.

DRAWBACKS

You can take any number of drawbacks, and some drawbacks can be taken more than once or taken at a higher difficulty for additional points. Drawbacks fall into four categories: Toggles, World Seeds, Challenge Mods, and Curses.

Toggles do not grant you points, and generally change the world in a balanced or merely cosmetic way.

World Seeds alter the entire world, generally raising the difficulty overall. Your Companions will gain one-fourth of the CP you gain from World Seeds, rounded up to the nearest 50.

Challenge Mods will increase the difficulty for you specifically, but if you handle them significantly well throughout the Jump, you will gain a Boon at the end of your time here from them.

Curses are typical drawbacks that simply make your life here more difficult. Your Companions can take these drawbacks for themselves, gaining the listed amount of points to spend.

Toggles

Mod Loader (+0 CP)

You can select this toggle to add [mods](#) to the vanilla Terraria experience. You are free to add whatever mods you want, with only one requirement: The benefits gained from a mod must be balanced with the dangers or hardship added. Mods such as Thorium or Calamity can be added as-is, because the added weapons or powers are balanced against additional enemies, bosses, and dangers. A mod like Cheat Sheet, however, can't be added, as it simply gives you the ability to print items and alter the world without any balancing danger. If you add multiple mods, it is possible to balance a 'beneficial' mod with an equally 'dangerous' one, so long as the overall effect is roughly balanced. Note: This toggle is not required for the Modder background, and vice versa.

Comic Continuity (+0 CP)

There was a single one-shot comic about Terraria put out by DC in 2016, and more recently, Re-Logic and 50 Amp Productions have been releasing a graphic novel. You may select this toggle to integrate the events and lore of either comic (or both) in the events occurring during your time here.

World Seeds

NPC Nonsense (+50 CP)

The NPCs all seem to have the most twisted takes on their normal personalities. The Guide is creepy and off-putting, the Merchant is trying to take you for all the gold you've got, the Nurse does the bare minimum to patch you up... If you choose to take one of them as a Companion, it will be a struggle to get along with them until the Jump is over.

LAAAAAG! (+50 CP)

Well, this is certainly annoying. Every so often, everything in the world will suddenly start lagging, moving in slow-motion as if it is trying to move through sticky molasses. On the bright side, the minds of you and your companions aren't affected, so this can actually give you more time to think and react. On the negative side, there is no real warning for when the effect will start or stop, so the sudden transition can really throw off your reactions.

Too Windy (+50 CP)

It seems like the wind is constantly blowing, and strongly at that. Strong enough, in fact, that items can easily blow away if you don't pull them into your inventory quickly enough. Storms, including blizzards and sandstorms, are also much more frequent and have stronger winds.

The Original (+100 CP)

Strange. For some reason, the world is no longer three dimensional. Nope, you are now on a two-dimensional slice of land. On the plus side, your 'point-of-view' is expanded similarly to what exists in the game, which you are somehow able to interpret without disorientation. However, you also have a lot less room to maneuver, with the lack of an entire axis of movement.

World Size (+100 CP)

Ordinarily, the land you are in would be a massive, continent-sized island, with huge swaths of land in each biome to explore. Now, however, your world has been shrunk down to match the relative sizes on the game islands. For **+100 CP**, you are in a Large World, with your island being roughly 3 miles across and a mile deep. For **+150 CP**, you are in a Medium World, with your island being 2.5 miles across and $\frac{2}{3}$ of a mile deep. For **+200 CP**, you are in a Small World, with your island being 1.5 miles across and $\frac{1}{2}$ a mile deep.

Not The Bees (+100 CP)

For some reason, your world seems to be infested with bees. Hives are everywhere, as are pools of honey. Bees fly around in thick swarms, and the Queen Bee can end up hatching and attacking practically anywhere. Thankfully, there are still areas of 'normal' terrain such as deserts, snow, some type of corruption, the ocean, etc., but even there, bees are very very common. Hope you aren't allergic.

Debuff Roulette (+100 CP)

It seems that quite a lot more enemies are able to hit you with a debuff than normal. There will be zombies that leave poisoned scratches or slimes that somehow burn you on contact. It won't be every enemy, but you also won't be able to tell which enemies can give you an unexpected debuff until they actually do it. So, it might be best to try and not get hit. Oh, and every boss will have some kind of debuff they can inflict, if they didn't have one already.

Smart Enemies (+200 CP)

Normally, the enemies that you face will follow set routines, and most of them won't really deviate from them or do much besides try and get close to hit you. Now, however, the enemies in the world are smarter and more dangerous. They will wait in ambush, attack in groups, and employ actually intelligent strategies when trying to fight you. This includes Bosses, which can completely change up the patterns you might use to fight them to try and catch you off-guard.

Invasions (+200 CP)

There are several events where enemies will swarm you en-mass. Early on, you have Slime Rain, Blood Moons, and Goblin Invasions. In Hardmode, you have Pirates, Martians, and the Solar Eclipse. All of these events now occur much more often, with at least one invasion occurring each week, and the chance of a given day and night going by without one being down to around 15% at best. For an additional **+100 CP**, this can include the possibility of portals opening and spewing out parts of the Old One's Army, as well as the Frost Legion, Pumpkin Moon, and Frost Moon showing up in Hardmode.

Bad World Gen (+200 CP)

This world just... isn't great. Chests seem to have nothing but flares and glow sticks in them, you can't seem to find any Pyramid in the desert, and the Corruption or Crimson has overwritten most of the Jungle. All of the cliches about bad world generation have come true here, making it difficult for you to find the specific ores you are looking for or that one item you need to upgrade your accessories. Chests will be rare and all the minecarts tracks seem to dip into water or lava. On top of all of that, the world itself just looks... ugly.

Constant Boss Attacks (+300 CP)

Normally, Boss Attacks will be few and far between, mostly only happening when you trigger them. Now, however, you will face bosses attacking you from the very beginning. The Eye of Cthulhu will swoop down just a few nights after you arrive, the Queen Bee will attack you anytime when you venture down into the Underground Jungle, the Wall of Flesh will arise very shortly after you enter the Underworld, etc. Any time you venture into a boss's territory, you will likely end up facing them. After defeating them, it will be only a week or two at most before they return to challenge you again.

Don't Dig Up (+300 CP)

The world has been remixed and inverted. You are now within the [Remix world seed](#), starting out in the center of the underworld, and needing to dig your way upwards towards the surface, which has been completely covered in whatever evil you selected in World Gen. The middle portion of the world now has equivalents to the various biomes normally found on the surface. If you take this alongside Dungeon Prisoner, you will still start in the Dungeon, but now you will have to work your way down instead of up, exiting through an opening at the very base of the Dungeon within the underworld, and then making your way upwards after.

Expert Mode (+300 CP)

A general increase in difficulty all around, featuring enemies and bosses that are tougher, stronger, and smarter, that spawn more often, and can even have additional challenging traits. For example, all zombies are now capable of opening doors! In addition, it takes longer for you to heal and negative conditions like poison last much longer. There is a slight benefit, in the form of some unique item drops, but it comes at the cost of literally everything being basically twice as difficult.

Master Mode (+600 CP)

Step aside experts, here comes the master. Enemies are now triply dangerous and way more healthy, with strength and danger scaling upwards as time progresses. Enemies and bosses can feature random 'mode changes' when they take too much damage, gaining new attacks and patterns in the process. There are a few unique items that drop, but the difficulty spike is raised several times over compared to baseline.

A Worthy Drink (+1000 CP)

This world is not for the faint of heart. Both forms of world evil will generate along with a section of Hallow, lit bombs drop from trees, the bunnies are all explosive, lava is everywhere, and all enemies have tremendously increased damage and defense. In effect, this has both of the effects of both [Drunk World and For The Worthy](#), with the effects stacking wherever possible, and selecting the 'worst' possible option where things may conflict, with the world effectively starting in Hardmode. Basic enemies are capable of causing damage, even through end-game level armor, and all of the enemies are smarter and have new and strange attack patterns.

Challenge Mods

Don't Starve (+100 CP)

Ordinarily, you'd only need to eat or drink things when consuming something like a potion. Now, you will face hunger as a constant threat. If you go more than five hours without eating something, your body will start to weaken, with all of your stats such as strength and speed dropping. If you pass the ten hour mark without eating, your body will start to actively degrade quite quickly, to the point where you almost certainly die before hitting the twelve hour mark. The progression of this effect will slow down to around half speed when you are asleep. If you manage to never reach the point of your body being weakened by this during your stay here, you will gain an inverted version of this effect as a boon, causing your physical stats to rise by 5 to 10% across the board for a few hours after eating anything.

Critter Caretaker (+100 CP)

There are a lot of helpless, defenseless creatures out there, just hopping around and minding their own business. It is easy to accidentally hit one of them when you are swinging your sword around or firing your bow, but now, that will come with a definite cost. Any time that you kill a critter (that isn't an enemy or able to meaningfully attack you), you will experience a sharp spike of pain. The pain will fade fairly quickly, but it will be extremely debilitating during the few seconds when it lasts, and, of course, it will hurt. A lot. You get a pass on using critters as bait or boss-summoning material. If you manage to make it through this Jump without ever triggering this drawback, you will gain the ability to sense bugs and rodents and other small critters within a few dozen feet of yourself, and give them directions that they will obey.

NPC Quests (+100 CP)

Can be taken up to four times. Choose an NPC aside from the guide. That NPC will appear at the beginning of this Jump, alongside the guide, and every morning, you will get a quest from them. This quest will require you to go retrieve some item or perform some activity in a biome that you have visited at least once before. Once you complete the task, you will return to the NPC, and they will give you some prize. If you fail to accomplish the quest before the next day, you will receive a permanent debuff based on the NPC. For example, the angler might cause you to lose the ability to swim or gain an overpoweringly pungent fish smell that draws in enemies. Every day that you fail to complete a quest, these debuffs will become stronger. When you succeed in a quest, the debuffs will weaken again until you've completed a quest for each day you missed, at which point they will disappear. If you manage to go the entire Jump without missing this NPC's quest once, you will be able to take them as a Companion for free.

Following the Guidelines (+100 CP)

There is a certain order to things that you have to follow. You build a wooden sword, then a copper one, and then iron, and so on. Whereas normally you could skip past 'lower' levels of items while crafting, so long as you got your hands on the right material, that is no longer necessarily the case. Any time you try to make a recipe when you haven't completed its 'lower' versions, you will get a strong feeling of foreboding. If you still proceed, the item you make will be very fragile, working for a short time before spontaneously breaking. So, if you want to make a platinum sword that will actually hold up in combat, you'll need to have wooden, cactus, copper/tin, iron/lead, and silver/tungsten swords completed first. This will also limit what tier of items are available for purchase, and make higher tier drops of items rarer until you reach an appropriate 'level' of constructed items. If you manage to make it through the Jump without ever constructing a recipe out of order, you will gain the ability to 'upgrade' the materials that items are made from using a token amount of a higher grade material. For example, you could take an iron sword, and using just a tiny bit of silver, transform it to be made from silver instead.

Trap Attacks (+200 CP)

There are way more traps than normal, and they are also a lot better disguised, with pressure pads hidden by thin layers of dirt, or motion sensors that just sense you passing by and cause a boulder to drop. You can even face traps around on the surface or in other areas that you might normally expect to be free of them, and areas outside of the Dungeon and Temple will have spikes just waiting for you to fall on them. You'll need to be extra careful with where you step and be aware of your surroundings. If you manage to avoid taking any significant damage from traps during this Jump, you will gain a sense for hidden dangers, acting like a constant version of the Dangersense and Hunter potions, which works through walls, and can have different brightnesses and hues to indicate different levels and forms of danger.

World's Reflection (+200 CP)

As a Terrarian, you are now a very literal embodiment of Terraria, at least in regards to the evil that is infecting it. You will develop a rash on your body, which corresponds to the percentage of the world that is infected by either the Corruption or the Crimson. The Hallow won't count towards this, unless you took it as your option during World Gen. This rash will spread or recede as the percentage of the world infected grows or shrinks. If the percentage surpasses 25% or so, the rash will dig deeper and start to rot portions of your flesh. If it surpasses 50%, it could begin to attack your organs. This rash and the damage it causes ignores your Health stat as a Terrarian. If you manage to not only endure this rash, but also completely eliminate your world's Evil, thereby causing your rash to entirely disappear, you will gain the ability to spread an anti-corruption aura around yourself, which will instantly restore corrupted areas, drastically weaken corruptive beings, and generally return things around you to a state of normalcy. This aura will be effective against mundane disrepair and decay, as well as any force that is even somewhat thematically similar to the Corruption or the Crimson.

Cthulhu Speaks (+600 CP)

The Moon Lord is aware of your arrival, and sees you as a threat to his revival. His cult will be out in force, seeking to hunt you down from the get-go. They will be powerful warriors and mages, and they will only grow stronger as their god gets closer to reawakening. They will be trying to help speed-up his reawakening via various rituals in places of power spread throughout the world. If you can disrupt these ceremonies, you could delay the Moon Lord's revival, at least for a time. The Moon Lord will also visit you in your dreams, seeking to twist you with nightmares and convince you to serve him and help him arise. As his strength grows, he will begin to visit your waking thoughts as well, and can even begin reaching out to boost an enemy while you are fighting or attack your mind at a crucial moment. If he should end up awakening, he will be far more powerful than normal, with a fully restored body, including legs. If you face down the fully restored and empowered Moon Lord, and manage to prevail against him, you will gain a cult following of your own. In every world you visit in the future, you will find a cult numbering in the low hundreds, that is fanatically devoted to carrying out your every whim. As with the cult you faced off with here, they will be powerful warriors and mages, and will be eager to follow whatever commands you might give them.

Curses

Bad Falls (+50 CP)

You seem to be constantly falling off of things. You are lucky enough that you aren't falling off of lethal heights any more often than you might normally do, but smaller trips and falls seem to happen repeatedly, with you misjudging distances while jumping or just taking the wrong step off a staircase and tumbling down it. Expect to be bumped and bruised by the time this is done.

Item Fumbler (+50 CP)

You just fired your bow when you meant to swing your bug net. Or maybe you threw out a fishing line when you were trying to swing your sword. It only takes a moment or two for you to find the right item, but you will often find yourself grabbing the wrong item without thinking and trying to use it to complete a task it isn't suited for. Just be glad that this won't have you detonating a bomb in your face or something.

No Box Houses (+50 CP)

You won't be satisfied with some basic box for shelter. Four walls, a floor, and a roof just aren't enough. You have a compulsion to make any structures that you built look good, adding fancy flourishes here and there and generally desiring to build to some specific 'theme'. You may even find yourself decorating your tunnels as you are digging them.

Danger In The Dark (+100 CP)

It isn't safe for you to go out in the dark anymore. Anytime when you are in an area of near total darkness, you will suffer random attacks from an intangible force. These attacks can't be prevented, and can cut an ordinary person's health in half with a single blow. Light on the level of a full moon or candle can be enough to stave off these attacks, and you will not be attacked by this force when you are inside a house you built.

What Is This? Minecraft? (+100 CP)

Seems like you could really use a guide. You, and any imported Companions, will lose all metaknowledge about Terraria immediately upon entering the world. Depending on your background, you may have some knowledge as a local, but you won't know anything about the more advanced recipe chains or boss strategies or any of that. You will still know what purchases you made, but you won't remember the options you passed up, or any of the details you might have possibly gleaned from the various flavor texts. If you take this, all of your Companions will automatically take it as well, and gain points for it. None of your companions can take it solely on their own.

Griever (+200 CP)

There is this person, right, who showed up right around when you did, and for some reason, has made it his mission to make your life a living hell. He'll break into your house when you are away and steal from your chests, trigger explosives to collapse mine shafts on you, and just straight up try to stab you in the back if he gets the chance, though he would probably try to make it more painful than fatal. It's not as fun if you die rather than suffer. What is worse, if you do manage to kill him, it won't be more than a week until he respawns and tries again. On the plus side, he doesn't have much more than the basic Terrarian perk to work with. On the minus side, his spawn will shift around all the time, so you can't just camp and take him out the moment he appears. For **+200 CP**, there is only one griever. For **+400 CP**, there will be two of them that will work together as a well-oiled team to make you miserable. For **+600 CP**, there will be four of them working all together as a group.

As You Are (+200 CP)

When you arrive in this world, it will only be with the perks and items you purchase here. Anything from prior Jumps is sealed away, including access to your Warehouse and any non-imported Companions.

Dungeon Prisoner (+300 CP)

Ignore your location roll / pick, you will be starting out in the depths of the dungeon. The one bright side is that the Dungeon Guardian won't show up to attack you while you are here. The negative? Well, you will be under the effects of As You Are, even if you haven't taken it otherwise, until you leave, and what's more, you will only have your Starting Set of items. You will have to carefully climb your way up out of the depths with just your wits, Perks from this Jump, and your trusty copper shortsword. All the rest of your items, as well as any imported Companions, will be waiting for you at the Dungeon Entrance, unless they took this Drawback as well, in which case they will be somewhere else in the Dungeon and have to make their way out as well. If one of your Companions takes this, and then dies during the trek out, they will be effectively 'un-imported', losing their place here and whatever purchases they gained.

ENDING AND NOTES

You can choose to Stay Here -OR- Go Home -OR- Move On. Congratulations.

... Or perhaps, you might just want to face your **True Journey's End** while you are here...

True Journey's End [End Jump Scenario]

To face this trial, you must have triumphed over the Moon Lord. If you took mods that introduced more powerful foes, they too must have fallen to you. Only then will the pedestal appear, with a shining gem appearing in your hands. If you don't wish to face this task, then simply cast the gem away, the pedestal will vanish, and you can continue on as you have been. Otherwise, you can place the gem upon the pedestal, and then, the ultimate invasion will begin.

It will start with the weakest of the weak, a wave of the least powerful beings from all the worlds that you have traveled across. Defeat them, and a new wave will begin, of ever increasingly stronger foes. By Wave 10, there will be 'mini-bosses', stronger beings that you may have fought alongside or against. By Wave 20, the true 'bosses' of the various worlds will begin to appear, the mightiest within their given realms. By Wave 30, you will begin to face the personifications of the worlds you have traveled to, beings that represent the fundamental nature of those worlds and bear the powers found within them. And even on, past that, with more and stronger versions of your foes appearing to test you.

You will likely fall, but that is not the end. In the moment you fall, you can rise again at the pedestal, renewed for the fight to continue. It is only if you choose not to rise that you will fail, and in doing so be forced to move on, marked with the shame of knowing that you could not rise to the challenge that faced you.

But if you do continue, rising again and again to face the ever stronger waves of foes, you will eventually reach your absolute limit. You will be pushed to the edge of your capabilities and beyond, and something within you will respond. A hidden spark... will ignite. And you will arise, to realize that your Journey's End... is merely a new Journey's Beginning.

FAQ

Explorer Perks: What constitutes a 'biome' for the All-Terrain Expert or Pylonist?

- A biome is a general area that has a somewhat homogenous environment. This could take the form of a swamp, a suburban neighborhood, an old castle. Basically, if it could count as a single unified environment, it can qualify as a 'biome'.

Explorer Perks: Does World Gen get to keep the mods I picked with Mod Loader?

- Yes, and you can even choose to selectively disable the mods when making a new world. You don't get to add on new mods, however, and any additional powers granted by the mods will only function within worlds that have that mod enabled after this Jump. You don't get to keep said powers otherwise.

Mage Perks: Do the effects of Spellcaster and Mana Battery stack?

- Yes, they do, meaning you will have roughly six times the starting amount of mana, with a similarly boosted potential for growth overtime if you get both.

Modder Perks: Does the balance requirement of the Mod Loader toggle apply to Mod Catalog?

- Not quite. As mentioned, the mods you find in the catalog will be 'balanced' by themselves, but you can select combinations of those mods that are unbalanced if you wish, even if you took the Mod Loader toggle to pick a specific set of other (balanced) mods.

Items: How can I get Zenith?

- You can build it. Unfortunately, post-Lunatic Cultist items aren't being offered, though if you use any CP-backed weapon as part of building the Zenith, the Zenith will end up being CP-backed. Yes, that means you can use your starting Copper Shortsword to build it and gain CP-backing that way, though it will mean you lose the original Copper Shortsword in the process. What a loss.

Companions: If I import a Companion as an NPC, and pick that NPC for the NPC Quest Drawback, what happens?

- You've kind of wasted the boon you'll get from the NPC Quest Drawback. You'll still get the CP, and your Companion will still give you quests, and you'll still get the debuff penalty if you fail to complete the quests, but you won't get an extra Companion.

Drawbacks: Can I add _____ mod?

- As long as the requirements for fairness and balance are met, the answer is yes. But, please be honest about whether things are balanced. If you are totally immune to fire, adding a mod that sets all enemies on fire isn't really adding any extra danger to you, so it really shouldn't count for the purposes of balance.

Drawbacks: Can I have my companions come rescue me if I'm a Dungeon Prisoner?

- No. Any Companions that didn't take Dungeon Prisoner with you will be prevented from entering the Dungeon until you manage to escape yourself. Yes, even if they beat Skeletron while they are waiting. They are able to explore around and build stuff while they wait, though.

Drawbacks: How do Smart Enemies, Expert Mode, Master Mode, and A Worthy Drink interact?

- They stack multiplicatively. With just Smart Enemies, you might have a zombie that can figure out how to open a door. Combined with Expert Mode, they'd be twice as strong, twice as fast, and smart enough to pick up a sword and actually fight somewhat competently with it. Stacked with Master Mode, and they would be basically a fully competent swordsman, six or seven times stronger than a 'normal' Zombie, capable of strategic cunning and plotting. Stacked with A Worthy Drink, the typical Zombie would be a peerless fighter, easily 50 times stronger than a 'normal' Zombie, capable of plotting out Xanatos Speed Chess style gambits. And that is just a normal garden-variety zombie. Bosses and such would be just that much more terrifying.

Drawbacks: What sort of quests will NPCs give me for NPC Quests?

- They will be broadly similar to the quests the Angler gives you. They could require that you find a rare plant, or a specific drop item, or that you go to a biome and complete a specific activity such as painting a picture or playing a golf game or finding an X to dig up buried treasure.

Changelog

V 1.3.3 - Drawback Overhaul

- Adjusted pricing of 'additional' CP in the 100 and 200 Items for various Origins. All 100 CP Items now only have an extra 50 CP to be upgraded, and the additional 200 CP for the 200 CP Items is now discountable.
- Added a note that Imported Companions can be Imported into the role of an NPC.
- Totally overhauled Drawbacks, splitting them into four types.
- Added the Comic Continuity Toggle.
- Changed Angler's Quests into NPC Quests.
- Added boons to the Challenge Mod Drawbacks [Don't Starve, Critter Caretaker, NPC Quests, Following The Guidelines, Trap Attacks, World's Reflection, and Cthulhu Speaks]

V 1.3 - Major content update.

- Added content from Updates 1.4.3 and 1.4.4.
- Added the Modder Background. Added the Bonus Challenge Rule.
- Combined Minimap and Sense of Direction perks. Added Enemy Tracker perk. Updated Ore Sense to Material Sense perk. Updated Call for Aid, Boss Slayer, and Faux Cultist perks.
- Added Minecart and Paintings Items. Updated Starting Set, Money, Furniture Set, Life and Stars, Magic Mirror / Cellphone, Wiring Gear, Planting Gear, Bottomless Bucket, Rod of Discord, Architect Gizmo Pack, Clentaminator, Farming Statues, Biome Chest, Potions, Melee Weapons, Ranged Weapons, Magic Weapons, Summon Weapons, Movement Tools, Harvesting Tools, Accessories, Crafting Stations, and Fishing Gear items.
- Added Personal Town Slime pet companion. Clarified that Imported Companions can purchase Pets and Mounts.
- Added No Box Houses, Too Windy, Don't Starve, Danger in the Dark, What Is This? Minecraft?, World's Reflection, and Don't Dig Up Drawbacks. Updated Angler's Quest drawback.
- Updated formatting and choice spacing.

V 1.2.5 - Added content from Update 1.4.1. Added Flinx Staff to Basic Summoning Weapons. Added Spinal Tap to Improved Summoning Weapons. Added Flinx Fur Armor to Basic Armor.

V 1.2 - Added Follow the Guidelines drawback, and True Journey's End scenario. Updated Perk Definitions. Altered World Gen 200 CP 'booster'. Added Free Pet Summoning Item.

V 1.1 - Added Helper Background with Perks, the Planting Gear item, LAAAAAAG! and Not The Bees! drawbacks. Updated Perk Definitions. Altered Fonts.

V 1.0 - Created