

Continue































With a new update comes a new loadout for your favorite class. That means that you will need to change up the style and the gear of your favorite character. Don't you worry about coming up with a new loadout because we have you covered. In this guide, we are going to go over the best things you can get to make the strongest Calamity Mage for Terraria. Let's get started. Just make sure that you have collected all of these items beforehand and then just put them on your Terraria character and you'll be good to go. Here are a couple of examples of good Calamity Mage Loadouts. Weapons Armor Diamond / Mystic Robe or Jungle Armor AccessoriesBundle of Horseshoe BalloonsMana Flower / Shark Tooth Necklace Magnet Flower / Celestial Cuffs WeaponsWalter Bolt / Demon Scythe Armor AccessoriesBundle of Horseshoe BalloonsMana Flower / Stinger Neckl ace Magnet Flower / Celestial Cuffs WeaponsSky Fracture / Spirit FlameLife Drain / Meteor Staff Nimbus Rod / Clinger Staff / Golden Shower Armor / Iridium / Crystal Assassin Aromr AccessoriesAnkh Shield / Shield of Ghhulu Sorcerer Emblem / Celestial Cuffs WeaponsRainbow Rod / Venom Staff Nimbus Rod / Clinger Staff Armor Chlorophyte / Hallowed Armor Accessories Charm of Myths / Ankh Shield Weapons Armor Spectre Armor (Mask + Hood) Accessories Charms of Myths / Sorcerer Emblem WeaponsRazorblade Accessories Charm of Myths / Destroyer Emblem Potions + Ammo Those are all of the best loadouts that you can go for in Terraria 1.4.4 if you want to have played the best Calamity Mage ever. Make sure that you stick with the same armor and weapons given and you will be able to beat any type of monster in the game. Have fun using it! ALSO READ: Ranger Class Loadouts Guide - Terraria 1.4.4 (Labor of Love Update) This bearded looking fellow on our left is David and he is a 26 year old passionate gamer. He has been an active member of the gaming community from a very young age, specifically from 2003 when he first played Warcraft 3 and discovered tachycardia from how enjoyable and relaxing it was. Gaming for him has been, and still is a way of life style. He loves delving deep into whatever it is he is playing, losing himself into countless of hours discovering everything there is that created that video game. He learns about the backstories, about the development, the creators, fan theories and boy oh boy he's open for discussions about what makes a game great and what doesn't. He can play everything from small Indie games , to big triple A titles. His theory about games is this : small details make big games. So that is why whatever it is that he is playing, he is the guy who discovers 99% of the maps with every little side quest or trophy to be found. That is why his favourite genre is RPG. Having the big explorable created world at your fingertips, where everything from a scary bloodsucking demon to a friendly talking goat can be found and interacted with, as well as immersing yourself into the roleplay game you are playing, is fascinating for him. He is a laid back type of gamer, after a rich history of getting his ass kicked in competitive games. He is very passionate about writing blogs and articles about games, as it is soothing and meditating for him. THE BEST CALAMITY MAGE CLASS LOADOUTS! (GUIDE FOR ... This video was inspired by a Terraria YouTuber known as Tea. They made a similar loadout guide video but for all classes in vanilla Terraria. Be sure to chec... From youtube.com HELLOWING STAFF - OFFICIAL CALAMITY MOD WIKI The Hellowing Staff is a craftable Pre-Hardmode wand. Upon use, seven flaming bats are summoned near the cursor, which are fired in a semi-random, generally downward, direction. These bats can travel through tiles and inflict enemies with the On Fire! debuff on hit. Its best modifier is Mythical. This wand is rather useful for lighting areas on your minimap, to look for ... From calamitymod.fandom.com Damage 20 MagicMana 18Knockback 5 (Average)Type Weapon CLASS SETUPS TERRARIA WIKI - XPCOURSE 2019-01-23 Calamity Ranger Class ... Guide:Class setups - Official Calamity Mod Wiki, Gael's Greatsword! This table will show a variety of suggested gear for Pre-Hardmode progression. Redemption also adds many difficult Boss encounters and other situations in which class builds should be optimized in order to efficiently succeed. From xpcourse.com 5/5 (43) THORIUM MOD GUIDE CLASS SETUPS - XPCOURSE Thorium Mage Class Setup Guide. Best Ranger Loadouts for Calamity Mod! |Terraria... Guide:Class setups - Official Thorium Mod Wiki Hot thoriummod.fandom.com. Guide:Class setups. This is a Guide page. This means the page will walk you through a specific task, strategy, or enemy / boss fight. The Thorium Mod heavily expands on the number of options available for the four vanilla classes ... From xpcourse.com THORIUM CLASS SETUPS - XPCOURSE The Calamity Mod adds a plethora of new weapons and equipment for all classes, including its new rogue class, to use throughout the game. Calamity also adds many difficult boss encounters and other situations in which class builds should be optimized in order to efficiently succeed. This is a guide that will show potential weapon and equipment builds for each of the five classes at ... From xpcourse.com MAGE SETUPS GUIDE - TERRARIA CALAMITY MOD 1.4.5 RUST AND ... 2020-08-20 This video shows the best class setups for Mage Class throughout the latest Calamity 1.4.5 Rust and Dust Update, divided into 16 stages.The magic class is fr... From youtube.com TRINITY - OFFICIAL CALAMITY MOD WIKI The Trinity is a craftable Hardmode broadsword that autoswings. When swung, the sword launches four glowing projectiles in a small spread. The projectiles can be red, purple, or blue, and are unaffected by gravity. The purple and blue projectiles do not pierce whereas the red projectiles pierce four times, disappearing on the fifth enemy. Its best modifier is Legendary. From calamitymod.fandom.com CALAMITY MELEE GUIDE — THIS VIDEO SHOWS THE BEST CALAMITY mage is a lot of fun pre and post-moonlord though So in this guide today, we'll discuss the best melee build in Terraria 1.4 so that you can narrow down the best build strategy a lot easier. You might have already scavenged the internet for a definite guide on a good melee build in the game. If you're still searching for one, then you're in the right place Melee — The melee class ... From setzenguerre.com HALIBUT CANNON! MOST OVERPOWERED WEAPON IN THE TERRARIA ... Calamity Mod, Calamity Music, WeaponOut, Luiakf, Boss Checklist, Recipe Browser, Vein Miner, MaxStackPlus, and AlchemistNPC Lite. Terraria Calamity Mod: The Calamity Mod is a large content mod for Terraria which adds many hours of endgame content and dozens of enemies and bosses dispersed throughout the vanilla game's progression. The Calamity Mod ... From letsplayindex.com TERRARIA CALAMITY MOD MAGE GUIDE COURSES Terraria Calamity Mage Armor Courses > Best Online Courses From www.easy-online-courses.com Courses. Posted: (3 days ago) Terraria Calamity Class Setups Guide - XpCourse > On roundup of the best Online Courses on www.xpcourse.com Courses.Posted: (1 day ago) The Calamity Mod adds a plethora of new weapons and equipment for all classes, including its new rogue class... From easy-online-courses.com THORIUM WIKI CLASS SETUPS - XPCOURSE The Calamity Mod adds a plethora of new weapons and equipment for all classes, including its new rogue class, to use throughout the game. Calamity also adds many difficult boss encounters and other situations in which class builds should be optimized in order to efficiently succeed. This is a guide that will show potential weapon and equipment builds for each of the five classes at ... From xpcourse.com GUIDE:CLASS SETUPS/PRE-HARDMODE OFFICIAL CALAMITY MOD WIKI Pre-Boss - Start as you normally would - gather materials for building, build a couple of houses, increase your maximum health, make a trip to the Corruption/Crimson for your first ranged weapon, farm Cnidrions for Victory Shards and make Victide Bars out of them. Make sure to look for Hermes Boots or Flurry Boots.If you have a Gravitation Potion, look for floating islands and ... From calamitymod.fandom.com TERRARIA CALAMITY DEATH MODE GUIDE - DIALOGUE IN PRAXIS Mage — The magic class is fragile but highly varied in attack style, often utilizing special mechanics such as homing and area-of-effect damage. Calamity Mod Class Setups. This does not include sequence breaking, like using the Reaver Shark to get Hellstone prior to defeating any bosses. Ancients Awakened also features several new biomes, and tons of new songs, all ... From dialogueinpraxis.net CLASS SETUPS TERRARIA CALAMITY MOD - THEFREECOURSESITE.COM Class Setups Terraria Calamity Mod 05/2021. 8 hours ago Coursef.com Show details - The Mod.The Calamity Mod is a large content mod for Terraria which adds many hours of endgame content and dozens of enemies and bosses dispersed throughout the vanilla game's progression. The Calamity Mod also features several harder difficulty modes, five new biomes and new structures, a new class... From thefreecourseite.com CALAMITY MOD CLASS SETUPS - XPCOURSE Calamity Mod Class Setups. Calamity Class Setups - babirusa.it. Rogue — The rogue class is a brand new class created by the Calamity mod that generally consists of thrown weapons. Ancients Awakened also features several new biomes, and tons of new songs, all created by people passionate about the game just like you. From xpcourse.com TERRARIA CALAMITY BEST MAGE LOADOUTS Mage Setups Guide - Terraria Calamity Mod 1.4.5 Rust ... > Best Online Courses the day at www.youtube.com. Courses. Posted: (5 days ago) Aug 20, 2020 - This video shows the best class setups for Mage Class throughout the latest Calamity 1.4.5 Rust and Dust Update, divided into 16 stages.The magic class is fr... From easy-online-courses.com GUIDE:CLASS SETUPS/HARDMODE - OFFICIAL CALAMITY MOD WIKI Upon entering Hardmode, you now have access to a wide variety of equipment for each class. You can now start harvesting Life Fruits for the upcoming battles to increase your survivability. After killing the Mechanical Bosses you should now have access to Hallowed Bars and Crynic Bars, allowing ... From calamitymod.fandom.com MAGE SETUPS GUIDE - TERRARIA CALAMITY MOD 1.4.5 RUST AND ... 2020-08-20 5,299 56. This video shows the best class setups for Mage Class throughout the latest Calamity 1.4.5 Rust and Dust Update, divided into 16 stages. The magic class is fragile but highly varied in attack style, often utilizing special mechanics such as homing and area-of-effect damage. It is held back by reliance on mana, which regenerates very ... From letsplayindex.com WHAT CALAMITY MOD CLASS SHOULD YOU CHOOSE? - YOUTUBE The Calamity Mod completely revamps all of the vanilla terraria classes, and it can be hard to choose your terraria class with all the new changes. This vide... From youtube.com CALAMITY MOD CLASS SETUP GUIDE COURSES Calamity Mod Class Setup - 10/2021 > Best Online Courses the day at www.coursef.com Courses. Posted: (1 day ago) The Calamity Mod adds a plethora of new weapons and equipment for all classes, including its new rogue class, to use throughout the game. Calamity also adds many difficult boss encounters and other situations in which class builds should be optimized ... From easy-online-courses.com CLASSES : CALAMITYMOD Mage has very consistent, long range dps. Ranger is like mage but less creative; it's better than mage in pre-hm but worse for the rest of the game (with the exception of a very specific flamethrower). Rogue, the new class calamity adds, kinda sucks. It's unbalanced and it's gimmick is kind of useless without an extremely specific endgame ... From reddit.com TERRARIA MAGE GUIDE CALAMITY COURSES Terraria Mage Guide Calamity Courses > Most Popular Law Newest at www.easy-online-courses.com Courses. Posted: (1 week ago) Terraria Mage Class Guide - XpCourse > Top Online Courses From www.xpcourse.com Courses.Posted: (2 days ago) Terraria Calamity Guide: The Best Calamity Mage Class Loadouts Guide For Revengeance Death And Expert Mode Youtube - Calamity vanilla item recipe ... From easy-online-courses.com CALAMITY MOD CHOOSING A CLASS : CALAMITYMOD Calamity mod choosing a class. So for the calamity mod in terraria, im having trouble deciding what class to play. What class is fun to play and can beat bosses easily with high DPS? I just started my first playthrough ever on calamity. I'm currently doing summoner on Revengeance and I'm having a lot of fun with it. From reddit.com GUIDE:CLASS SETUPS - THE OFFICIAL TERRARIA WIKI Guide:Class setups Edit Edit source History Talk (105) This is a Guide page. This means the page will walk you through a specific task, strategy, or enemy/boss fight. Status: Under revision (This Guide is currently being revised or has been revised partially. It hasn't met all quality standards yet.) Issues: • Requires a thorough review of the full page. For detailed armor set ... From terraria.fandom.com CLASS SETUPS TERRARIA CALAMITY - HOD.AZZ.PADOVA.IT Calamity Class Setups - babirusa. ★Mage Loadout Video★ ( - Terraria Free Download Zip File; Terraria File Free Download Version; Terraria exe file free download. Press question mark to learn the rest of the keyboard shortcuts. It also has more mods inside it. Bemiel's Adventure contains plenty of weapons to choose from, on top of the vanilla class ... From hod.azz.padova.it GUIDE:CLASS SETUPS - OFFICIAL CALAMITY MOD WIKI From calamitymod.fandom.com \*UPDATED\* Mage Class Loadouts Guide - Terraria 1.4.4 (Labor of Love Update) Foreign Foreign Struggling to progress through Terraria? This video guide shows the best class loadouts (armors, weapons, buffs, accessories, etc...) for the Mage class. Divided into 8 stages of the game. Loadouts are based off my opinion AND reviewed by fellow Terrariaans! (Links below). If you enjoyed this video I would appreciate it if you liked the video and shared it with a friend. Thanks for Watching! Important Notes ▶ ≤ = Indicates the item has variants/upgrades which can be used \* \* = Indicates the item may be difficult/rare to obtain ▶ As mentioned in the video, it will not include major progression breaks (e.g. Fighting Duke Fishron Pre-Meches) ▶ Mounts are excellent, however, are not added due to complexity. \* I did not include an extra master mode slot, however, there are many accessories alternatives throughout the video - Special Thanks - ▶ Dr Bright ( @purplehazz2358@PurvoyorOPest1) for helping me refine the class loadouts! - Other Useful Links - ▶ Terraria Class Setups: Class setups ▶ Music by Phyrma (Full EBF4 OST Playlist here!): - Support the Channel - ▶ Subscribe: www.youtube.com/murasama1?sub\_confirmation=1 ▶ Become a channel member for exclusive perks: - Social Media and Contact Info - ▶ Twitter: ▶ TiKTok: murasama1 ▶ Steam Profile: ▶ For business inquiries: murasama1.business@gmail.com #terraria #mage #guide - Timestamps - 0:00 Guide Format 0:04 Pre-Boss 0:11 Pre-Hardmode 0:18 Pre-Mechanical Bosses 0:25 Pre-Plantera 0:32 Pre-Golem 0:39 Pre-Lunar Events 0:46 Pre-Moon Lord 0:53 Endgame Play Terraria Now: Steam (PC) : Terraria is an action-adventure sandbox platformer game developed by Re-Logic. Dig, Fight, Explore, Build: The very world is at your fingertips as you fight for survival, fortune, and glory. Will you delve deep into cavernous expanses in search of treasure and raw materials with which to craft ever-evolving gear, machinery, and aesthetics? Perhaps you will choose instead to seek out ever-greater foes to test your mettle in combat? Maybe you will decide to construct your own city to house the host of mysterious allies you may encounter along your travels? This is not modded Terraria or the Calamity Mod. This is a class setups guide for the melee class in version 1.4.4 aka the "Labor of Love Update". This is a Guide page. This means the page will walk you through a specific task, strategy, or enemy/boss fight.Status: Under revision (This Guide is currently being revised or has been revised partially. It hasn't met all quality standards yet.)Issues: • Requires a thorough review of the full page. For cosplay setups, see Guide:Ideas § Cosplay. Terraria has no formal player class or leveling system. However, weapons can be grouped into four ( five) distinct categories based on their damage type - melee, ranged, magic, and summoning. Each class has its strengths and weaknesses and has a wide variety of weapons to choose from. The melee class is powerful, sporting high defense and damage as well as decent crowd control. It utilizes weapons such as swords, spears, sickles, boomerangs, flails, and yoyos. Many melee weapons have a short attack range, and those that are viable at a distance tend to do lower damage than their close-range counterparts. Melee users are good at taking lots of hits without losing lots of health, which helps with tougher enemies and Bosses. Melee is generally the most straight-forward class, as using the weapons and dealing decent damage with them doesn't require any help. Rangers are able to attack from a distance, doing high single-target, piercing, or splash damage. They utilize weapons like bows and guns, as well as thrown objects. Ranger users must constantly acquire ammunition, unless using the Endless Quiver or Endless Musket Pouch. This can be done through crafting or purchasing from the Arms Dealer. Rangers have decent defense, and are good at killing enemies while keeping a safe distance. For many weapons that do not use regular ammo (such as the Nail Gun or the Candy Corn Rifle), players can buy the ammo from the Arms Dealer while having the weapon in their inventory. There are different Arrows, Bullets, Darts and Rockets that each have their own use and effect. Using the right one in a situation can make a huge difference. Magicians are fragile but highly varied in attack style, often utilizing special mechanics such as homing, lifesteal, and area-of-effect damage. They are held back by reliance on mana, which regenerates very slowly unless the Mana Regeneration buff is in effect. Mana becomes less of a problem as the player progresses, as they obtain helpful Armors and Accessories such as the Mana Flower. Enemies also have a high chance to drop mana when killed by a player with less than full Mana, which proves useful in situations with lots of enemies where they'll end up using lots of mana. Magic-users must craft or purchase mana potions if they wish to recover mana instantly. Summoners utilize Minions to deal damage for them. This makes summoners great for farming enemies or if they have to go do something. Whips are the primary weapons that will focus summons and increase their damage, as well as allowing the player to deal damage themself. Different minions are useful for different situations, as some have high accuracy while some have less, and some are grounded while others fly. Summoners have very low defense, with even Stardust armor having only 38 defense, so the overall goal of a summoner is to avoid all attacks while letting their minions and their whips deal the damage. Many people stack the effects of whips, utilizing combos such as the Durendal to gain attack speed and the Dark Harvest to deal lots of damage. Summoner armors are essential to maximizing damage output, and for people who don't wear summoner armors, summons have very little power, however some people decide to do it for the defense. Each class gains more complex abilities as the game progresses, enabling more strategic variety in combat. It is advised for players to try out every weapon they find to help determine what works best for them. It is also recommended to use buff potions and healing potions to increase efficiency and survivability in combat (especially during events and boss fights). In general, it is recommended to focus on one class. Many armors, accessories, and buffs only benefit a specific class, especially later into the game. Nonetheless, even when not specifically using a hybrid set, backup weapons from another class can be helpful should the situation require a different weapon. Furthermore, each class has at least one minion slot, so it is recommended to have it utilized at all times. Pre-bosses[] Prior to encountering a boss, set bonuses from wooden and ore armor will almost exclusively provide additional defense, and accessories will not discriminate by weapon type when giving bonuses. When combined with the general scarcity of weapons and the need to survive, there is little point to sticking to a "class" this early on. For these reasons, players are recommended to make use of whatever they can get their hands on. Players can acquire a gun or magic weapon early on by smashing one of the corruption or crimson orbs. Pre-Hardmode[] Once you start defeating the first bosses new options become available. In addition, you should have enough mana to use magic weapons. However, the armors still only give small bonuses, so you can still safely mix class styles without a significant loss of damage. Dedicated summoners are still rather weak at this point, although their summoning items can be used by any class. On the PC version, Console version, Mobile version, and tModLoader version, with the addition of Obsidian armor and Spinal Tap, Summoners become much more powerful at this point than in previous versions of the game. Pre-mechanical bosses[] At this point in time, it becomes almost mandatory to pick a specific class. Many accessories will only benefit a certain class, and armor sets start to benefit only certain types of damage. However, summoner hybridization remains not only viable, but extremely potent due to the availability of the powerful Sanguine Staff. At this point, you may also want to start working on getting good modifiers for your equipment. Pre-Plantera[] This is the point where a mixed class becomes rather weak compared to a single class, mainly due to there being separate armor sets for each class. You can of course still play a mixed class, though it is recommended to have a backup armor set (e.g. in the vanity slots) so you can switch quickly for some additional damage or defense. Hallowed armor may be preferred for extra survivability. At this point buffs are extremely useful for bosses and almost necessary in master mode. Pre-Golem[] With the Hardmode Dungeon and the Pumpkin Moon and Frost Moon now available, players have access to a variety of new equipment. Furthermore, any Biome Keys you have obtained are now usable. You could attempt to skip this stage by killing the Empress of Light, but most players won't be able to defeat her until they've progressed a bit further. Pre-Lunar Events[] Equipment from Golem, Martian Invasion and the final tier of the Old One's Army is now available. Challenging Duke Fishron, Empress of Light, and the Frost Moon is also now feasible. Endgame[] At this point you can start using mixed class setups again, since you can kill everything easily. (except when fighting the Moon Lord). Multiplayer[] These setups sacrifice part of their own damage to make boss fights smoother for the entire team. A tank keeping bosses in one place should, depending on your group size, result in the overall party's DPS being higher, due to less deaths, ease of aiming, and no situations where one player runs away with the boss while everyone else chases them. The healer helps increase survivability for their team, but sacrifices large amount of their own damage and defense. Other[] Some equipment sets are not meant for fighting, but for other activities, such as fishing, building and exploring. All equipment is optional and makes it easier to perform the task, but otherwise simply use what is at hand.