I'm not a bot

For as expansive and welcoming Terraria is, the game doesn't explain class system very well. In fact, it's hardly mentioned at all, its existence may even be news to you. If you're in that camp, or you're just looking for a refresher, we've put together a handy breakdown, along with the equipment you should be keeping an eye out for with each class.There are four main classes in Terraria. Rather than being based on stats or anything that a traditional RPG would use, your class is defined by your equipment. While it's possible to mix and match these classes, it's rarely wise to. There's is a fifth class—one that uses throwing weapons—it gets outclassed so quickly you're better off sticking to one of the others. These are your four main classes: You may like Meleeln most cases, melee characters are close-range fighters who hit things, but that's not always the case in Terraria. While some of the weapons this class uses are designed for close-quarters combat, we also get boomerangs, and projectile-firing swords. Melee armour boasts the highest defensive values in the game, so this is a great class for beginners.RangedRanged characters use a combination of bows and guns to deal huge damage quickly. What's more, you have special weapons that turn your arrows into bees, or fire piranhas. That might sound cool, but you'll need to grind to keep on time of crafting your special ammo stocks.Keep up to date with the most important stories and the best deals, as picked by the PC Gamer team.MagicTerraria magic builds offer some frankly obnoxious spells. This includes ray guns, short range spikes, and controllable fireballs—and that's just the early game. Later on you'll wield massive beams of light, meteor showers, and a rainbow gun. While mages can unleash high damage, their relative lack of armour means you needplenty of healing potions in your inventory.SummonsIf you prefer to delegate tasks rather than do the dirty work yourself, this is the class for you. Summoners call on spiders, imps, and dragons to do their fighting for them. That said, you'll need a backup weapon if enemies get dangerously close. Summoner is the closest you'll get to a mixed class, and it's handy for farming specific ores.Getting started(Image credit: Re-Logic)You'll need to wait a while before you can properly choose your class: it's unlikely you'll have access to class-specific armour until you've made it to the first few bosses. Your best bet is to create some gold or platinum weapons and armour and stick to that until you've upgraded.The first major targets, of a good weapon, are the bosses. Slay enough bosses and you can start thinking about your class. Class-specific armour should be cropping up for you to unlock, and weapons will be buffed when you find them. This is the kind of gear you want when you're preparing to take down the Wall of Flesh, and some of it will see you through the early stages of Hard Mode too. A fair warning for budding summoners, it's a tough pick at this point. MeleeWeapons: Cascade (dropped by enemies in The Underworld after beating Skeletron), Starfury (found on floating islands). Armour: Molten Armour (crafted using Hellstone Bars). Accessories: Feral Claw (Jungle chests) for all, String (crafted with Cobweb) and Counterweight (bought from Travelling Merchant or Skeleton Merchant) for yoyos.RangedWeapons: Minishark with Meteor Shot (purchase the gun from the Arms Dealer and craft the ammo from Meteorite Bars and Musket Balls), Molten Fury (crafted with Hellstone Bars). Armour: Necro Armour (crafted with Bone and Cobweb). Accessories: Whatever is available. MagicWeapons: Space Gun (crafted with Meteorite Bars). Armour: Meteor Armour (crafted with Meteorite Bars). Accessories: Celestial Cuffs (crafted by following this guide)SummonsWeapons: Imp Staff (crafted with Hellstone Bars). Armour: Bee Armour (crafted with Bee Wax). Accessories: Whatever you can. Getting to grips with Hard ModeImpact credit: Re-Logic)So things will be getting hard right about now. It turns out that sacrificing someone to summon a Wall of Flesh really hurts your karma. Welcome to Hard Mode. Now, you can start upgrading your weapons and armour to unlock some of the more powerful items. Crafting special events(Image credit: Re-Logic)Some bosses, which are upgraded versions of fights you'll have completed already. You can get great equipment by just running around and farming the new ores. Pot the following ones, too. MeleeWeapons: Shadowflame Knife (drops from Goblin Summoner in Hard Mode Goblin Invasion), Amarok (drops from Snow Biome enemies in Hard Mode). Armour: Adamantite or Titanium Armour with the Helmet (crafted from the corresponding bars). Accessories: Warrior Emblem (drops from Wall of Flesh), Yoyo Bag (crafted with this recipe)RangedWeapons: Onyx Blaster (crafted with Shotgun, Dark shard, Soul of Night) and an Endless Musket Pouch (requires four stacks of 999 Musket Balls). Armour: Adamantite or Titanium Armour with the Headgear (crafted from the corresponding bars). Accessories: Ranger Emblem (drops from Wall of Flesh) MagicWeapons: Sky Fracture (crafted with a Magic Missile, Lights Shard, Soul of Light) Armour: Adamantite or Titanium Armour with the Mask (crafted from the corresponding bars). Accessories: Celestial Cuffs, Sorcerer Emblem (drops from Wall of Flesh) SummonsWeapons: Spider Staff and Queen Spider Staff (crafted with Spider Fang). Armour: Spider Armour (crafted with Spider Fang). Accessories: Summoner Emblem (drops from Wall of Flesh) Preparing for PlanteraSo you've beaten the upgraded bosses, what's next? Well, now you've got access to all the Mechanical Boss items and drops, so now it's time to upgrade further for the fight against the mighty Plantera. The good news is Summoners can fall behind here again. It may be worth jumping to a different class until you've bested Plantera. MeleeWeapons: Yelets (dropped by Jungle enemies), Terra Blade (follow this recipe). Armour: Chlorophyte Armour with Mask (crafted using Chlorophyte Bars). Accessories: Warrior Emblem (drops from Wall of Flesh), Yoyo Bag (crafted using Chlorophyte Bars). Accessories: Ranger Emblem, Magic Quiver (crafted using Chlorophyte Bars). Accessories: Celestial Cuffs, Celestial Emblem (this recipe here), Sorcerer Emblem.SummonsWeapons: Optic Staff (crafted with Black Lens, Lens, Hallowed Bars, Soul of Sights), Queen Spider Staff. Armour: Spider Armour. Accessories: Summoner Emblem. Taking down the Golem(Image credit: Re-Logic)With Planetera down you now have access to the jungle temple, which leads to the tough Golem fight. If you've been grinding hard then you could ease through this stage, but it depends on your gear, and luck. Here, summoners are viable again: in fact, they're just as useful as the other classes. MeleeWeapons: Terra Blade, The Eye of Cthulu (drops from Mothron during a Solar Eclipse) Armour: Chlorophyte Armour with Mask. Accessories: Warrior Emblem, Mechanical Glove, Yoyo Bag with a Yoyo. RangedWeapons: Megashark, Pulse Bow (purchased from the Travelling Merchant) Armour: Shroomite Armour with the headpiece that boosts your chosen weapon (crafted using Shroomite Bars). Accessories: Ranger Emblem, Avenger Emblem, Magic Quiver.MagicWeapons: Magnet Sphere (drops from enemies in the Dungeon after Plantera), Rainbow Gun (found in the Dungeon's Hallowed Chest, which can be unlocked with a Hallowed Key, which drops from enemies in the Hallowed Biome). Armour: Spectre Armour with the Hood for healing and Mask for DPS (crafted using Spectre Bars) Accessories: Celestial Cuffs, Celestial Emblem, Sorcerer Emblem. SummonsWeapons: Deadly Sphere Staff (drops from Deadly Spheres during a Solar Eclipse), Staff of the Frost Hydra (Found in the Frozen Chest in the Dungeon, open it with the Frozen Key which can drop from any enemy in the Snow Biome) Armour: Tiki Armour (purchased from the Witch Doctor when you have the Pygmy Staff in your inventory) Accessories: Summoner Emblem, Papyrus Scarab (by combining the Hercules Beetle and Necromantic Scroll), Pygmy Necklace (purchased from the Witch Doctor when you have the Pygmy Staff is in your inventory and the is nighttime), Hercules Beetle (bought from the Witch Doctor with the Pumpkin Moon event). Grinding special events(Image credit: Re-Logic)Once you've conquered the Golem you're getting pretty close to the end. Now is the best time to grind the game's special events, like Frost Moon and Martian Madness. Both can take numerous attempts , but each piece of upgraded equipment will help your chances. One of the things that helps all Terraria classes is the UFO mount, which you can get from the Martian Madness event. Above all, it lets you fly, which is reason enough in our book. MeleeWeapons: The Eye of Cthulu, Influx Waver (drops from Martian Saucer in the Martian Madness event). Armour: Beetle Armour (which is obtained like this). Accessories: Warrior Emblem, Mechanical Glove, Avenger Emblem, Yoyo Bag. RangedWeapons: Chain Gun with Chlorophyte Bullets (gun is dropped by Santa-NK1 during the Frost Moon), Xenopopper (dropped by Martian Saucers during the Martian Madness event). Armour: Shroomite Armour. Accessories: Ranger Emblem, Destroyer Emblem (crafted by combining Avenger Emblem and Eye of the Golem).MagicWeapons: Magnet Sphere, Razorpine (dropped by Everscream during Frost Moon events). Armour: Spectre Armour. Accessories: Celestial Cuffs, Celestial Emblem, Sorcerer Emblem. SummonsWeapons: Xeno Staff (drops from Martian Saucer in the Martian Madness event), Staff of the Frost Hydra. Armour: Tiki Armour. Accessories: Summoner Emblem, Papyrus Scarab, Pygmy Necklace, Hercules Beetle, Necromantic Scroll.Beating Moon LordThis is where to get the best armour in the game, but not quite the best weapons. Grab the building blocks for the armour by destroying Pillars that help summon the Moon Lord. Beware: it's tough at this point in the game, especially in Expert Mode. MeleeWeapons: Solar Eruption (crafted with Solar Fragments). Armour: Beetle Armour (which is obtained like this). Accessories: Warrior Emblem, Destroyer Emblem, Mechanical Glove.RangedWeapons: Phantasm (crafted with Vortex Fragments). Armour: Shroomite Armour. Accessories: Ranger Emblem, Destroyer Emblem, Magic Quiver. MagicWeapons: Nebula Blaze (crafted with Nebula Fragments). Armour: Nebula Armour (crafted with Nebula Fragments). Accessories: Celestial Cuffs, Celestial Emblem, Sorcerer Emblem. SummonsWeapons: Stardust Dragon Staff (crafted with Stardust Fragments). Armour: Tiki Armour with Valhalla Knight's Breastplate. Accessories: Summoner Emblem, Papyrus Scarab, Pygmy Necklace, Hercules Beetle, Necromantic Scroll.Messing around in endgameCongratulations, you've made it to endgame. Now your focus should be to prepare your character for Expert Mode, and beyond. All the best weapons drop from the Moon Lord fight, so just farm it for those. Basically, just go and mess stuff up or play around with the best Terraria mods. That's when things get even more extreme, transforming Terraria into a different game, entirely. Terraria looks like a simple game with the simple sprite graphics but if you've played it you should know that it's actually more complex than most people think. Not only are there multiple mechanics you need to know when playing the game, but it also offers the players a chance to make certain character builds. These builds are often divided into archetypes like Melee builds or Ranger builds and each one of them has different armors, weapons and accessories at different stages in the game. In this guide we'll show you some of the loadouts for the Ranger Class in Terraria. Most of the items that will be shown in this guide will be the easier ones to get, we won't be covering the more difficult items to find in the game. Also if you're a new player you might get spoiled by what weapons you can get and what bosses you need to fight so keep that in mind. Here are the loadouts for the Ranger class for each section of the game. Armor: Weapons: Boomstick Minishark Tendon Bow/ Demon Bow Undertaker/ Musket Accessories: Terrraspark Boots Blunder of Horrendous Balloons Magiluminescence Band of Regeneration Ammunition: Ichor/Cursed Darts Crystal Darts Holy/Ichor Arrows Crystal/Ichor Bullets Armor: Chlorphyte/ Hallowed Armor Weapons: Chlorophyte Crossbow/ Hallowed Repeater Megashark Flamethrower Super Starshooter Accessories: Terrraspark Boots Flame Wings Shield of Cthulhu Charm of Myths/ Star Veil Quivers/ Ranger Emblem Ammunition: Ichor/Cursed Darts Crystal Darts Holy/Ichor Arrows Crystal/Ichor Bullets Armor: Chlorphyte/ Hallowed Armor Weapons: Chlorophyte Crossbow/ Hallowed Repeater Megashark Flamethrower Super Starshooter Accessories: Terrraspark Boots Flame Wings Shield of Cthulhu Charm of Myths/ Star Veil Quivers/ Ranger Emblem Ammunition: Crystal/Ichor/Cursed Darts Holy/Ichor Arrows Crystal/Ichor Bullets Gel/Fallen stars Armor: Weapons: Stake Launcher/ Nail Gun Jack O' Lanterns Launcher Spiner Rifle Venus Magnum/ Chlyrophyte Crossbow Accessories: Terrraspark Boots Spooky Wings Master Ninja Gear Worm Scarf/ Brain of Confusion Charm of Myths/ Star Veil Quivers/ Ranger Emblem Ammunition: Holy/Ichor Arrows Crystal Bullets Explosive Jack O' Lanterns Stakes/Nails Armor: Weapons: Tsunami/ Eventide Aerial Bane Xeno Popper Snowman Cannon/ Electrosphere Launcher Accessories: Fishron Wings Soaring Insignia Master Ninja Gear Recon Scope Charm of Myths/ Star Veil Quivers/ Destroyer Emblem Ammunition: Venom/Ichor Arrows Chlorophyte Bullets Crystal/Ichor Bullets Mini Nukes Armor: Weapons: Vortex Beater Phantasm Tsunami/ Eventide Snowman Cannon Accessories: Fishron Wings Soaring Insignia Master Ninja Gear Recon Scope Charm of Myths/ Star Veil Quivers/ Destroyer Emblem Ammunition: Venom/Ichor Arrows Chlorophyte Bullets Crystal/Ichor Bullets Mini Nukes Armor: Weapons: S.D.M.G. Celebration Mk2 Phantasm/Tsunami Snowman Cannon Accessories: Celestial Starboard Soaring Insignia Ranger Emblem/ Master Ninja Gear Recon Scope/ Sniper Scope Destroyer Emblem Ammunition: Luminite/Ichor Arrows Chlorophyte Bullets Luminite/Ichor Bullets Mini Nukes Congratulations you now know some ranger loadouts for Terraria, now go out there and try to get these items! Many thanks to Murasama for showing everyone the loadouts, if you need more information on the subject then go check their video out here: Ranger Class Loadouts Guide - Terraria 1.4.4 - YouTube An aspiring Game Journalist and Fiction writer. Share — copy and redistribute the material in any medium or format for any purpose, even commercially. Adapt — remix, transform, and build upon the material for any purpose, even commercially. The licensor cannot revoke these freedoms as long as you follow the license terms. Attribution — You must give appropriate credit , provide a link to the license, and indicate if changes were made . You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use. ShareAlike — If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original. No additional restrictions — You may not apply legal terms or technological measures that legally restrict others from doing anything the license permits. You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable exception or limitation . No warranties are given. The license may not give you all of the permissions necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material. There are dozens and dozens of different potions in Terraria, from simple healing potions to sophisticated brews that offer impressive buffs for the trickiest boss fights on the highest difficulty. The importance of potions in Terraria definitely grows when you start tackling the game in Expert and Master Mode (check out our tips for the impossible Master Mode), but there are potions with uses for even casual players. Here's a comprehensive list of every potion in Terraria, including what they do, how to get them, and why you might bother with them at all. Note: Most, if not all, of the potions on craft require Bottled Water. Healing Potions in Terraria Healing potions are your best friend in Terraria. They are literally life-saving. From the humble Wormhole potion placed for free sold by the complex edgelord Dye Trader, to the mighty Super Healing Potion that heals a whopping 200 health with one gulp, you're going to need these potions throughout your Terraria run. Here's a look at each healing potion in Terraria: Lesser Healing Potion: Restores 150 Health and Mana at the same time. This is where things get really tasty. There are loads and loads of Buff Potions in Terraria, with specific potions for each class and playstyle available in the game. Here's a look at the potions, divided up by combat, utility, and other general buffs that might come in useful. Combat Buff Potions in Terraria Combat buffs can make a huge difference in those tricky boss fights. From a simple Archer Potion for an early game takedown of the Eye of Cthulhu to the stacks of buffs you'll have by the endgame battle with the Moon Lord, here's a list of every combat buff potion in Terraria: Archery Potion, crafted with Daybloom and a Lens, increases arrow speed and damage by 20 percent Ammo Reservation Potion, crafted with an Armored Cavefish and Blinkroot, reduces overall damage taken by 10 percent (can be very useful in boss fights) Heartreach Potion, crafted with Crimson Tigerfish and Daybloom, increases the range with which you can pick up life hearts Inferno Potion, crafted with a Flarefin Koi, Obsidifish, and Fireblossom, sets enemies on fire around you for four minutes Ironskin Potion, Daybloom, and Lead or Iron ore, a great early game melee build potion that increases your defense by eight Lifeforce Potion, Prismite, Moonglow, Shiverthorn, Waterleaf, increases max life by 20 percent (quite tricky to craft with lots of different resources needed, but a good combat boost) Magic Power Potion, crafted with Moonglow, Deathweed, and Fallen Stars, offers a 20 percent boost to magic damage (perfect for a magic build) Rage Potion, crafted with Hemopirana and Deathweed, increases critical damage chance by 10 percent for four minutes Thorns Potion, crafted from Deathweed, Cactus, Worm Tooth, and a Stinger, causes attackers to also take damage Wrath Potion, crafted with Ebonkoi and Deathweed, increases overall damage by 10 percent Utility Buff Potions In Terraria Potions and buffs in Terraria aren't just about combat. There are many potions that can help you in other areas of the game, such as mining, building (especially if you want to build the most realistic house you can), and exploration, Here's a closer look: Battle Potion, crafted with Deathweed and Rotten Chunks or Vertebra, increases spawn rate for seven minutes, ideal if you're trying to farm for an item drop or resources Calming Potion, crafted with Dampened Dayboom, basically the opposite of the Battle Potion, reduces enemy spawning rate, for when you want to mine or build in peace Dangersense Potion, crafted with Shiverthorn and Cobweb, highlights danger sources (including traps, which is super useful when spelunking) Featherfall Potion, crafted with Dayboom, Blinkroot, and Feather, reduces falling speed for 10 minutes, good for searching for Floating Islands with the gravity potion Flipper Potion: crafted from Shiverthorn and Waterleaf, lets you move faster in liquids Gills Potion: crafted from Coral and Waterleaf, lets you breathe underwater, perfect for exploring the Ocean biome or deep underwater caves, especially when paired with the Flipper Potion Greater Luck Potion, crafted with Waterleaf, Lady Bug, and Pink Pearl, luck is a new mechanic introduced in 1.4 that determines drop rate from enemies, drink this potion to raise the chances of item drops Hunter Potion, crafted with Dayboom, Blinkroot, and Shark Fin, highlights the location of enemies Invisibility Potion, crafted from Blinkroot and Moonglow, makes you invisible and lowers enemy spawn rate for three minutes Mining Potion, crafted with Antlion Mandible and Blinkroot, increases mining speed by 25 percent for those speedy mining trips Night Owl Potion, crafted with Dayboom and Blinkroot, increases night vision, basically lets you see in the dark Obsidian Skin Potion, crafted with Fireblossom, Waterleaf, and Obsidian, grants immunity to lava (ideal for exploring the Underworld) Shine Potion, crafted with Dayboom and Glowing Mushroom, emits a bubble of light around you Spelunker Potion, crafted with Blinkroot, Moonglow, and Platinum or Gold Ore, one of the best potions in the game as it highlights treasure and ore Thorns Potion, crafted with Blinkroot and Cactus, increases movement speed by 25 percent Water Walking Potion, crafted with Waterleaf and Shark Fin, lets you walk on water Fishing is a lucrative activity in Terraria. You can check out our list of the best fishing rods in Terraria here, or read on to take a closer look at the fishing potions available in the game. Fishing Potion, crafted with Crispy Honey Block and Water Leaf, increases your base fishing power for eight minutes Crate Potion, crafted with Amber, Moonglow, Shiverthorn, and Water Leaf, increases your chance to get a crate when fishing for three minutes Many of the potions in Terraria require fish to craft, so you'll first yourself fishing quite a lot. You might as well craft these potions to make your trips a bit more useful. Flasks are useful melee and whip-specific potions that are crafted at an Imbuing Station. Only one can be drunk and utilized at a time, but they can be very useful for providing significant buffs. Flask of Cursed Flames, crafted with Cursed Flame, imbues your weapon with Cursed Flames and causes Cursed Inferno Flask of Fire, crafted with Hellstone, causes the On Fire! debuff to your enemy Flask of Gold, crafted with Gold Dust, inflicts Midas on your enemies (increases coin drop when you kill an enemy, perfect if you're going for some of the most expensive items in the game) Flask of Ichor, crafted with Ichor, causes your opponent's defense to drop when hit Flask of Nanites, causes the Confused debuff in your enemies Flask of Party, crafted with Confetti, creates a Confetti explosion when you hit enemies (this one's just for a bit of fun) Flask of Poison, crafted with Stingers, debuffs your enemies with Poison that does damage over time Flask of Venom, crafted with Vial of Venom, debuffs your enemies with Acid Venom which prevents health regen and deals damage over time, basically a stronger version of Poison There are some other general potions in Terraria that do not fit comfortably in the above categories. They include the following: Recall Potion: crafted with a Specular Fish and either Dayboom or Deathweed, teleports you to your spawn point, great for the early game when you don't have a Magic Mirror yet Teleportation Potion: crafted with Chaos Fish, Fireblossom, and an PC, Blinkroot as well, teleports you to a random location Wormhole Potion: crafted with Specular Fish and Blinkroot, transports you to another team member's location that you select NEXT: The Best Terraria Mods You Can Get And How To Install Them In Terraria, a ranger is a character that uses long-range weapons to deal devastating damage from a distance. These characters can quickly overcome powerful foes all while keeping out of harm's way for as long as possible. With that, we're here to cover some of the best weapons, armor, and accessories available for the Terraria Ranger build and how to get the most out of this playstyle. Before starting this guide, it's important to note that there's no definitive way of playing a Ranger class in Terraria. However, certain weapons, accessories, and armor sets can benefit Rangers more than others, thanks to their effects and stats. As a Ranger in Terraria, this class is significantly less tanky than a Melee class. Also, a player that goes down this build may find it more challenging to defeat large groups of monsters than a Magic or Summoner class with limited AOE options. Players must also keep a constant eye on their ammunition unless using the Endless Quiver or Endless Musket Pouch. Despite its shortcomings, a ranged class has the potential to deal significant damage to single enemies, including bosses. This build applies focus fire on enemies, depleting their HP bars quickly while staying relatively safe from harm. Your Ranger can't deal damage to bosses if the character dies early in the fight, so a good defense can also help you dish out extra damage to enemies in the long run. To give yourself more survivability and overall stats, these are some of the best armors for ranged builds in Terraria. The Fossil Armor set comprises three components: the Fossil Helmet, Fossil Plate, and Fossil Greaves. If worn as a set, it has the following stats and effects: 13 base defense +8% critical hit chance +5% ranged damage 20% chance for the user not to consume ammo (set bonus) This armor set is a good choice for a new Ranger. Players can craft it by combining 60 x Sturdy Fossil. This item drops from Basilisks and Tomb Crawlers. It also has a chance to appear in Oasis and Mirage Crates. Using the Metal Detector may also allow players to find a Sturdy Fossil but the chance is quite low. Players can move from the Fossil Armor to the Necro Armor as they progress through the game. Like the Fossil Armor, the Necro Armor has three components: the Necro Helmet, Necro Breastplate, and Necro Greaves. Wearing the full set grants the Ranger the following stats and effects: 19 base defense +15% ranged damage +15% critical hit chance (set bonus) 20% chance for the user not to consume ammo (set bonus) Aside from these stats and effects, wearing all the pieces of the Necro Armor grants a few images to the character during movement. Additionally, throwing the Necro Helmet to Shimmer transforms it into the Ancient Necro Helmet. Despite the change in name and appearance, the Ancient variant offers the same stats and effects as its original counterpart. The Frost Armor and its components are only obtainable in Hardmode. It also has three components: the Frost Helmet, Frost Breastplate, and Frost Leggings. Wearing each of these pieces grants the Ranger the following stats and effects: 43 base defense +26% melee and ranged damage +11% melee and ranged critical hit chance +8% movement speed +10% melee weapon speed Weapon attacks inflict the Frostburn debuff on enemies, which deals cold damage over time for 5 to 14 seconds (set bonus) Crafting the Frost Armor's components require 46 x Adamantite or Titanium Bars and 3 x Frost Cores. Like the Necro Armor, wearing the Frost Armor set grants the character some visual enhancements. In particular, the user will leave a snow trail as they walk while wearing this set. The Chlorophyte Armor is another Hardmode armor with three components: the Chlorophyte Plate Mail, Chlorophyte Greaves, and either the Chlorophyte Mask, Helmet, or Headgear. That means that players can only obtain this armor set after defeating the Moon Lord. Since Terraria players can choose between the Mask, Helmet, or Headgear, the final stats and effects of the armor set differ depending on the helmet worn. Here are the stats and effects of the Chlorophyte Armor if the player chooses the Chlorophyte Mask. Take note that wearing the mask offers better benefits for Melee builds, though ranged players can still take advantage. 51 base defense +5% damage +15% critical hit chance Attacking with the Chlorophyte Armor set worn will produce a Leaf Crystal that shoots nearby enemies (set bonus) On the other hand, wearing the Chlorophyte Headgear provides enhanced mana and magic damage for users. This helmet might be ideal for Melee builds that also dabble in dealing with enemies. Wearing the Chlorophyte Helmet, which is the overall best option for a Ranger. Wearing it provides the character with the following stats and effects: 44 base defense +5% damage +15% critical hit chance +5% movement speed +16% ranged damage 20% chance of not consuming ammunition Attacking with the Chlorophyte Armor set worn will produce a Leaf Crystal that shoots nearby enemies (set bonus) Crafting the Chlorophyte Armor set requires the player to gather and craft 54x Chlorophyte Bar. This amount is the same regardless of the helmet chosen for the set. The Vortex Armor. Like the Chlorophyte Armor, the Shroomite Armor set also has three helmets that grant different effects to users. But the difference here is that all of Shroomite's helmets grant the same base defense regardless of the type worn. Players need to wear the three components of the Shroomite Armor set to gain its benefits: the Shroomite Breastplate, Shroomite Leggings, and the Shroomite Headgear, Helmet, or Mask. With all the components worn, the player takes advantage of the following stats and effects: 51 base defense +13% ranged damage +25% critical hit chance 20% chance of not consuming ammunition +12% movement speed x1.15 damage boost when firing arrows or stakes (when wearing the Shroomite Headgear) x1.15 damage boost when firing bullets or candy corn (when wearing the Shroomite Mask) x1.15 damage boost when firing other types of ammunition (when wearing the Shroomite Helmet) Allows the user to enter "stealth mode" when standing still (set bonus) While the player is in stealth mode, it grants the following bonuses: Your character model becomes nearly invisible -750 aggro +60% ranged damage +10% ranged critical hit chance +50% knockback Take note that making any kind of movement or attack while in stealth mode removes the buff quickly. Additionally, creating the entire armor set requires players to gather and mix 54 x Shroomite Bar. Crafting that amount of Shroomite Bars need 810 x Glowing Mushroom. Arguably the best armor for the Ranger class in Terraria, the Vortex Armor has three main components: the Vortex Helmet, Vortex Breastplate, and Vortex Leggings. This armor set has some properties found in other armors already mentioned, such as the stealth mode of the Shroomite Armor. However, the Vortex Armor's stealth mode has better bonuses than Shroomite's stealth mode. Wearing the Vortex Armor set grants the following stats and effects: 54 base defense +7% critical hit chance +15% ranged damage +15% movement speed +18% ranged critical hit chance +20% chance not to consume ammunition Attacking while in stealth mode produces a Vortex Beater that shoots nearby enemies (set bonus) Crafting the Vortex Armor set requires players to gather and mix 36 x Luminite Bar and 45 x Antlion Carapace. Also, players must use the Ancient Manipulator to craft the armor's pieces. Terraria has no shortage of ranged weapons available for the Ranger build. Here are some solutions from the plethora of ranged weapons that you can acquire in the game: A pre-Hardmode gun, the Boomstick is a shotgun that has a chance to deal more damage to enemies in Ivy Chests and Jungle Crates. It has the following stats: 14 base ranged damage 5.75 knockback 4% critical hit chance Attacking with the Boomstick makes the gun fire 3 to 4 bullets. However, it consumes only one ammo per shot. Another pre-Hardmode gun that can be a good choice for a new Ranger is the Minishark. It's a minigun that players can buy from the Arms Dealer for 35 gold pieces. Although it can use any type of bullet, it can shoot fast, which means ammunition can also deplete rapidly. Nonetheless, the offer is 33.33% chance not consuming ammo upon use. The Minishark has the following stats: 6 base ranged damage 0 knockback 4% critical hit chance The Heliwing Bow has a chance of appearing in Underworld Shadow Chests, in Obsidian Locked Boxes, and in Hellstone Crates. Although it offers decent damage in pre-Hardmode, bring Wooden Arrows from Ebon Biome chests to make it quite inaccurate as the transformed Hellwings fly in different directions. If a Ranger decides to use this bow, it gives the user a 33.33% chance not consuming ammo upon use. The Heliwing Bow has the following stats: 14 base ranged damage 4 knockback 4% critical hit chance Firing an arrow from the Heliwing Bow has a chance of transforming into a Hellwing. Hellwings are fast-moving projectiles that deal fire damage. The Hellwing Bow has a chance of transforming into a Hellwing. Hellwings are fast-moving projectiles that deal fire damage. Stormbow is a unique animation wherein the user will summon arrows that rain from the sky instead of the standard bow-shooting animation. Each click of the attack button will use three arrows from the player's inventory. It also uses any arrow but uses one less arrow if the user is fighting Hellfire, Holy, Unholy, or Jester's Arrows. The Daedalus Stormbow may drop from Hallowed Mimics, and it has the following stats: 38 base ranged damage 2.25 knockback 4% critical hit chance The Super Star Shooter fires the rare Fallen Stars as ammunition. Nonetheless, each star will pass through enemies, making it a good choice for clearing enemies in a line. Players can craft this weapon by mixing the Star Cannon (1 x Minishark, 20 x Meteorite Bar, and 5 x Fallen Star) with 12 x Hallowed Bar. Rangers that use this weapon can take advantage of the following stats: 60 base ranged damage 5 knockback 4% critical hit chance The Venus Magnum may drop from the Plantera boss, and it's a Hardmode weapon that fires high-velocity bullets. Although players can't use autofire with this weapon, its firing speed is still quite fast. This weapon uses Musket and Tungsten Bullets as ammunition and has the following stats: 50 base ranged damage 5.5 knockback 4% critical hit chance The Phantasm is a Hardmode crafted bow made by mixing 18x Vortex Fragment in the Ancient Manipulator. It's also one of the flat out best ranged weapons in the game. Holding the attack button will auto-fire four arrows per shot but will only consume one arrow in the player's inventory. Additionally, each arrow hit on an enemy will generate three Phantasm Arrows that home in on that target. Arrows from the Phantasm can bounce between enemies and have a chance to pierce through them. The Phantasm has the following stats: 54 base ranged damage 4 knockback 4% critical hit chance Rangers can equip a variety of different accessories in Terraria depending on their chosen builds and unique playstyles. But it can be hard to know exactly which accessories to use. Fortunately, we're here to wear accessories with Menacing or Warding modifiers for the damage and defense boosts. Here are some notable accessories for your Ranger: As a pre-Hardmode accessory, players can craft the Terraspark Boots by combining the Frostspark Boots and Lava Waders. It's a lengthy crafting tree but provides users with different abilities: Flight Increased walking/running speed Walk on honey, lava, and water Immunity to fire blocks 7-second immunity when touching lava Reduced damage from the Lava Sniper Scope is a Hardmode accessory obtainable after defeating the Golem boss. Wearing it gives the user an additional 10% increase in ranged damage and critical hit chance. Holding the attack button also increases the user's viewing range. Crafting the Sniper Scope requires players to mix the Rifle Scope and a Destroyer Emblem at the Tinkerer's Workshop. Another Hardmode accessory, the Stalker's Quiver combines the effects of the Putrid Scent and Magic Quiver accessories, which are also Hardmode accessories. The Putrid Scent's damage bonus and increase in critical hit chance. Nonetheless, wearing the Stalker's Quiver grants the user an additional 10% arrow damage while greatly increasing the arrow. Right speed: It also has a 20% chance of not consuming arrows when the Ranger attacks. The Ranger Emblem has the straightforward effect of increasing the user's ranged damage by 15%. Players have the chance of receiving this item as a random drop from the Wall of Flesh hardmode boss. Alternatively, players can craft it at the Tinkerer's Workshop. Another option is the Ammo Reservation, which is a pre-Hardmode accessory that allows the user to conserve ammo. Recruit the Arms Dealer as fast as possible. This NPC will be one of your main sources of ammunition. You can try out your ideal ranger build in Terraria with our dedicated servers here! Create your own Terraria serverChoose a plan, pick a game, and play with your friends!Join our NewsletterSubscribe for the latest updates on all things gaming!Join our DiscordBe part of our community of over 20,000 like-minded members!Share your opinion and help us make our blogs even better!Rent a game server where you and your friends can play privately with low latency and custom settings. Choose from 70+ games, invite people from around the globe, and enjoy private matches, or build your own online community with your own rules.Join our server to discuss updates on our hosted games, company news and exclusive deals. Stay in the loop! DIG! FIGHT! EXPLORE! BUILD! JOIN YOUR FRIENDS! Terraria, built from the ground up... If you lived in on PC or consoles, you'll love it here.* - Slide to PlayThe very world is at your fingertips as you fight for survival, fortune, and glory. Delve deep into cavernous expanses, seek out ever-greater foes to slay, hone your mettle in combat, or construct your own city - In the World of Terraria, the choice is yours!We recommend at least 2GB of RAM and a device from 2014 or newer: We support devices running Android 5.0 with 1GB of RAM and compatible graphics, but these devices may experience reduced performance.* MULTIPLAYER - Play with up to 7 friends online or locally!Build, explore, and fight together in multiplayer! Host a server on your PC, create a world, and invite your friends to join! Or, if you don't have a PC handy, you can rent a server!Terraria for PC Now includes more content than Terraria for 8* Now includes more content than Terraria for 8* Now includes more content than Terraria for 8*