Terraria: Journey's End Update

Welcome, Jumper, to the world of Terraria. Oh, don't give me that, '2d Minecraft,' sass. We've got actual magic, here, not just enchanting; actual, legitimate, gear progression; and a veritable metric ton of bosses, compared to Minecraft's, what, two? Not to mention that our floating islands aren't just bugs in terrain generation. Whatever the case, and whatever you think, that's the world you're going to have to go to for the next ten years, so remember the two main rules: Don't die, and try to be interesting. That's your job out here, after all.

Here's your usual:

+1000 CP

Game Mode

Alright, so, first and foremost, we need to figure out what kind of world rules you're using. Your, 'difficulty,' as it were. Quick side-note before this, though, unless you take either Expert Mode or Master Mode, in Drawbacks, your armor is going to be only half as effective as listed for your time here; see their entries in Drawbacks, or the links to the full changes between modes in Notes, below, to learn more. Here are your options:

Hardcore[Free]

You die? You're done. Buh-bye. Go directly home, do not pass, 'Go,' all that jazz. The standard difficulty.

Mediumcore[200 CP]

Okay, so, maybe hardcore is a little punishing, especially with how hard some of the bosses around here are. They can be a right pain in the ass if I do say so myself. So, you get to respawn when you die. It takes five minutes, and you drop all your stuff and half your carried money in the process, meaning you'll have to scramble back to where you died to get it, but you get to start at 100% of your base health(which is different than 100% of your total health, see Notes) so, hey, little safety nets. Added bonus: You get to do this once a Jump from now on. Well, kind of a bonus; you still drop your stuff.

Classic[400 CP]
Mediumcore too hard? Alright, here: All the benefits of Mediumcore, but you only drop half of the money you're carrying at the time you get your innards turned into outards. Same added bonus, too: once a Jump, from now on. Doesn't stack with Mediumcore; you still only get to respawn this way once a Jump.

Journey Mode[800 CP]
Alright, so, albeit begrudgingly, I'm giving you access to this. Be grateful. First and foremost, yes, once a Jump, from here on out, you can respawn. You don't even drop anything when you do. Still doesn't stack, though. Not sorry. Moreover, you get access to the Powers Menu, but only slightly over half of it, four out of the seven available. You get access to the, 'Duplicate,' 'Research,' 'Time,' and, 'Weather,' Powers. Duplicate is useless on its own; you get use out of it by using Research to break down items and objects, permanently destroying them, to gain the ability to use Duplicate and, as the name suggests, duplicate the object in question, limitlessly. This just creates a basic, unmodified version of that item, not whatever stupidly overpowered, heavily modified and enchanted version you broke down to get it. See Notes for details on how many you need to destroy to duplicate things. Time lets you change what the visible time is; this is a cosmetic thing, it doesn't stop time from objectively passing. You can set it to look like four-thirty AM(0430), twelve noon(1200), seven-thirty PM(1930) or midnight(0000), and change the rate at which time appears to pass, anywhere from normal speed to twenty-four times speed. Weather, on the other hand, is not cosmetic; it allows you to determine the presence and intensity of precipitation for the current area's temperature, up to a heavy rain and/or thunderstorm or equivalent, as well as the speed and direction of wind, or simply stop these things from changing randomly. Both Time and Weather have a radius of approximately 8,400 feet(~1.6 miles/~2.56 km) from either you, or a point you designate.

Backgrounds:
Your sex doesn't matter, you can even choose which you want, completely for free, and your age is just, 'vaguely

adult.' And past that, your background is more like a build. You can choose one from the list below:

Adventurer[Free]
Your drop-in option. You're good at exploring and getting the most out of your exploration. Better drop rates for rare items, improved chances of getting better gear from chests, and easier times finding precious ores, gems, heart crystals, and the like lie this way.

Warrior[Free]
The fight-good option. Whether you do it from right up in your opponents' faces or from the other end of a long shaft of wood, metal, or chain, dealing more damage and taking less are the kinds of things down this road.

Ranger[Free]
The shoosting option. You excel at hitting your target all the way from downtown, plinking away at them from your maximum possible range. Options for better ranged damage, and more efficient ammo usage over this way.

Sorcerer[Free]
The standard magic option. Your spells are stronger, cost less mana, and you regenerate mana more quickly. Fairly simple kind of things for someone used to more magical means of attack.

Summoner[Free]
The coward's option. I kid, I kid; you excel at summoning things to do your dirty work for you. Having stronger, more adept summons is what you're in for, here.

World Type
There's not a lot of difference from one, "world," though it's more like an island, to the next. The only thing left to determine is whether your world is infected with The Crimson or The Corruption. Alternately, you may pay 50 CP to pick your poison. Roll 1d8:

1-3: The Corruption
A dark, blighted land, the grass, the trees' leaves, the water, and even the stone of the landscape dyed a deep, almost black, violet. Flying creatures known as, "Eaters of Souls," as well as enormous, vicious worms known as,

"Devourers," inhabit this land, and deep, yawning chasms litter it, many with enormous pulsating orbs of inky blackness at their bottoms, buried under that same nigh-indestructible corrupted stone. Breaking them may release weapons or magical artifacts, but destroying too many will summon an ancient monster, "The Eater of Worlds."

4-6: The Crimson

A bloody, pestilent land, the grass, water, leaves on the trees, and stone all dyed a deep, sickly shade of crimson like blood left too long in the sun. "Crimera," flying abominations of flesh, dot the skies, "Face Monsters," crimson-blighted undead with enormous, hanging jaws full of teeth and massive, amber-colored eyes walk the grounds, and, "Blood Crawlers," massive fleshy spiders climb the cave walls in the underground. The caverns of the underground branch off into narrow pathways with beating, bloody hearts at their deepest reaches. Like the dark orbs of The Corruption, destroying them yields loot, but too many will summon a monster, "The Brain of Cthulhu."

7: Free Pick

You can choose either of the two above.

8: Hard Mode Pick

As a roll of 7, save that you can choose to begin your Jump with the world also infested with The Hallow. Not nearly as neat and tidy as you might imagine from the looks of it, with its cyan grass, rainbow-leaved trees, and sweetly-colored, pinkish-purple waters.

The Hallow is populated with angry unicorns and pixies that will kill you given the chance, and at night come the, "Gastropods," flying, pink-shelled snails that spit little pink lasers that hurt nearly three times as much as being shot with a rifle. I wouldn't suggest you take the option unless you're absolutely sure you're ready, or you're an old salt at this whole, "Jumping," thing.

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Modding

So, the good thing about these smaller games is the fact that they usually end up being fairly open to modding. Eventually. Which usually ends up with them having significantly more expansive worlds than they originally did. For you, this just means more bosses to fight, and

more loot to grab. See Notes, below, for a link to a list of mods.

Single Mod[100 CP]
You add the contents of a single mod to your world, expanding the number of tasks you have to complete, but increasing the amount of stuff you can drag out of this world once you leave. Comes with a couple of simple quality of life tweaks: A checklist for bosses added, a more universal storage system, and a recipe browser.

Mod Pack[200 CP]
Three mods, for the cost of two? That's what I call a deal! Also includes the quality of life tweaks. You can add another mod to this list for every extra 50 CP you pay.
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Perks
You receive your background's first 100 CP perk for free, with the second background 100 CP perk at a discount, as well as discounts on all of your background's other perks.

Adventurer
Glittering Gold[100 CP]
As you know, and have likely learned in your travels, boxes, crates, bags, chests, barrels, and even some enemies are, more often than not, just fancy ways of storing treasure! And treasure is always good, right? Who wouldn't want more of a good thing? Well, from now on, whenever you open any container that would, in a game, like the ones some of the worlds you go to are based on, be, 'randomly generated,' the contents will be generated twice, effectively doubling your chance of getting something good. You'll also never receive double of anything you can only use one of. In addition, you receive an additional +10% of any currency you'd receive normally, and an additional +10% for every other Adventurer perk you buy, to a maximum of +50%. In addition to this, on the subject of enemies as, 'loot containers,' for anything with a rare drop, you have a +5% chance of receiving this rare drop, plus an additional +5% for every other Adventurer perk, to a total of +25%, plus half that chance added to the chance to find those rare enemies.

Treasure Hunter[100 CP]

Finding ore and the like is often the lynchpin of being able to defend yourself, giving you the ability to craft the weapon or armor that will turn a fight from a tense scramble for survival into a cakewalk. To that end, you're able to sense ore, natural valuables like gems, heart crystals, fallen stars, and other valuable things nearby. Your sense, 'tugs,' you in the direction of these valuables, tugging harder for more valuable things. In addition to this, whenever you mine out a vein of ore, gems, or some such similar thing, you receive a +15% boost to the amount you'd otherwise get out of it, with an extra +5% to your haul for every two other Adventurer perks you have, to a total of +25%.

Inventory[200 CP]

I just bet your vision is getting pretty cluttered by now, huh? Well, just a bit more if you can stand it; this can be toggled off, if you need to, though. However, this one's pretty useful, and you can toggle it on and off.

You receive a 10-slot hotbar and 40-slot inventory, complete with a pair of additional 4-slot inventories for currency and ammunition, repsectively, that expands out with a thought, in the top left of your vision. Each slot holds a varying amount of material, see Notes, below, for information, but, 'building block,' style materials are usually stored in collections of two foot cubes. Below that, in the bottom-left, is a scrollable crafting menu that allows you to make anything you have the materials for, without lifting a finger, as long as you're within about five feet of the necessary crafting area. This includes a toggle that just shows you a grid of everything you can make, once all of your available materials and crafting station proximity are accounted for, and the ability to access containers from this inventory.

Across from the crafting bar, in the bottom-right, is a set of slots for equipment: A helmet; a suit of armor; a set of leggings; five(six with either Master Mode, or a Demon Heart from defeating the Wall of Flesh in Expert Mode or higher; seven with both) for accessories, and five more for general equipment slots(a pet, light pet, minecart, mount, and grappling hook). Each of these has a vanity slot to make them look like another of the same or similar kind of equipment, a dye slot to change the color of them, and your accessories have a visibility toggle, for if you want to

wear something, but not advertise that you're wearing it. This section also includes a camera mode that, basically, lets you, 'screenshot,' things.

Finally, in the top-right of your vision, you have, to start, a set of five health hearts and five mana stars, as well as a minimap. Each of the hearts and stars represents 20% of your base amount(which is distinct from your total amount, see Notes, below), and can be expanded using either heart crystals and heart fruit, for health, or mana stars for mana, boosting your total above what you have access to at the start. This includes minor health regeneration - approximately 1% of your base health every two minutes, and about 20% of your base mana every five minutes - and health bars above both enemies' and allies' heads, showing a general idea of how much health they have left. The minimap shows the faces of active Companions, important NPCs, boss enemies, and things like the teleportation pylons.

For ease of use, you also have a trash bin slot, for deleting things you don't need anymore; a sort function, for quickly sorting your inventory; a quick stack function, which drops items from your inventory that stack with nearby chest contents, up to one stack; a restock function, which does the exact opposite of the quick stack function; the ability to favorite things, preventing them from being moved, either during sorting or quick stacking; and, when accessing a chest's contents, a loot all function and deposit all function.

Guide Sense[300 CP]

Crafting will often be how you deal with things, here, and knowing how to do that is going to be incredibly important. So, here's a way to help with that. You now have a preternatural sense that, if presented with a material, will tell you how to craft anything that can be made with that material, prioritized by usefulness, and where to do the work. This ability shows you all possible successful crafting combinations between the item presented to it and any other item from all of the worlds you've been to, including things you don't have, and even have never had, and including all crafting methods you have available, from all of these worlds.

Frequent Flyer Miles[600 CP]

Normally, you'd only get the one world to pillage. I mean explore. I mean pillage. Now, though, in your Warehouse,

you get a terminal that lets you open a gateway to another Terraria world. It's completely random as to whether this world is home to the corruption or the crimson, and you're dropped right in the middle of this completely pure and unspoiled new world, just like with the one in your main Jump. Very useful if you want to just go mining for resources without ruining your first world, or if you want to have a veritable playground in which to test stuff out. After your ten years here, the generator stays open, allowing you to create new worlds to visit when you need to unwind. The size is variable via the generator's settings, from world-sized to small islands(see Notes), and you can determine whether it's infested with Crimson, Corruption, Hallow, or even none of the above. The generator can even store up to three of them at a time. I'm sure you can think of a lot of things you can do with your own private world-island, can't you?

Warrior

Man at Arms[100 CP]

You're especially good at getting the most damage out of your melee weapons. While the baseline +10% damage, for specifically melee weapons, this perk gives you isn't great, the more perks you have from this tree, the higher this bonus gets. For every Warrior perk you have, increase this bonus by 10%, to a maximum of 50% if you have all five. This stacks additively with other bonuses.

Juggernaut[100 CP]

For whatever reason, your armor just seems to work better than the same armor does for other people, by a fairly marginal 15%, and, in addition, even when not wearing armor, you benefit from a small amount of defense: 4 points, about the same as a suit of wooden armor. However, for every two other Warrior perks you have, not counting this one, you benefit from an additional +5% defense when wearing armor, or an additional 3 points of defense when not wearing armor, to a maximum of +25% in armor and 10 defense out. 7 defense, for a reference, is about equivalent to bronze gladiator armor, where 10 defense is equivalent to somewhere between iron or lead armor.

Weaponsmaster[200 CP]

You're incredibly good at intuiting the best way to use a

given melee weapon, even things that aren't obvious, or even obviously melee-oriented. You want to use a yoyo? Sure. Boomerang? A flail? A, 'flail,' that's actually a cannon that launches a comically-large boxing glove? A magic sword or staff that also fires melee-powered blasts of energy? Yes, all of these are melee weapons, so you know how to use them, just from holding them.

Regenerator[300 CP]
Put simply, as long as you don't die, you have a tendency to just... not stay injured. Which is, honestly, about half the battle. You heal supernaturally quickly, about 2% of your basic health per minute, once you manage to get away from sources of damage and catch your breath. Just for quick reference, this is roughly equivalent to constantly being under the effect of a Regeneration Potion, but because this is just something you do naturally, the two stack. It also, effectively, makes you immune to the damage of this Jump's, 'Poisoned,' debuff, and causes you to take half damage from the, 'On Fire!,' debuff, etc; this carries over to other Jumps.

Boss Killer[600 CP]
Enormous monsters, enemy commanders, ancient or elder evils: 'Bosses,' by any other name. Some are hard, others are a joke. To you, it doesn't really matter, they're all just another notch on your belt. Another head on the wall. Another rare, juicy bit to forge into something to use on the next. You're a well-oiled machine of death and destruction when facing one of them down. You're about twice as effective at picking out their attack patterns, and easily adapt to sudden, mid-battle changes to these attack patterns. You find elemental weaknesses and weakpoints to be completely obvious, despite any attempts to hide them, if any exist. In general, you're just, overall, great at picking their combat strategy apart and tearing them all manner of new orifices, a skill which is further boosted by the fact that you deal an inherent +50% damage to them, added on top of any other bonuses.

Ranger
Hawkeye[100 CP]
Your idea of a fair fight is, 'kill whatever's over there before it gets over here,' and you're good at making that

happen. Whatever you're using, be it a bow, crossbow(repeating or otherwise), pistol, shotgun, rifle, or some other, more esoteric ranged weapon, the death-dealing bits, bobs, and pieces it throws are especially adept at getting to whatever bit they need to to make your targets as dead as they can be as efficiently as they can be made that way, causing you to deal 10% more damage, plus another 10% per Ranger perk past this one, for a total of 50% with all five perks. This damage boost stacks additively with other, similar bonuses

Make Every Shot Count[100 CP]

And, if you can't, maybe don't use bullets for some of your shots. Impossible you say? Not anymore. Several of the guns here, as well as a few armor sets, accessories, and a potion all come with a percentage chance to not use ammo when firing, and now so do you. At its baseline, this is slightly over 10%(1/9 of your shots, or ~11.111%), and increases by another one-ninth for every two Ranger perks you have past this one, to a total of one-third(~33.333%). This bonus stacks additively with other, similar bonuses.

Trophy Hunter[200 CP]

Well, not really trophies, per se. Banners. When you kill fifty of a particular common enemy type, you get a banner related to that enemy. Hanging that banner up creates a fairly large(340 ft. wide by 250 ft. high) cylindrical area, centered on that banner, wherein that type of enemy deals less damage(-25%, or -50% with the Expert Mode Drawback), and takes more damage(+50%, or +100% with the Expert Mode Drawback). This damage modification is applied to the base damage, not the end damage calculation, so it seems higher.

Lucky Shot[300 CP]

Boom! Headshot! So, most weapons in this world have a baseline of a 4% critical strike chance, improved by equipment like armor and accessories. You, though, you're insanely good at picking out critical hits, giving you a baseline 20% critical hit chance. This stacks additively with other bonuses to, and weapons with higher than average, critical hit chances.

Stealth Sniper[600 CP]

So, one of the easiest ways to deal a lot of damage is by attacking from stealth and, while stealth in and of itself

is good, the better your stealth, the more you get from it. Invisibility would be ideal, and, as a Jumper, your abilities usually tend towards the ideal. To that end, by staying still(not walking around) for ninety seconds, you slowly fade out, becoming transparent, until you're nearly invisible. During this time, you become more and more adept at combat, your attacks gaining +60% damage, +10% critical hit chance, and knocking the targets back by about half-again as much. This lasts until you either take your shot, move, or something hits you, and stacks additively with any other bonuses.

Sorcerer

Spellcaster[100 CP]

Whether they're from spellbooks, artifacts, or your own ability, your spellcasting ability is much higher than it should be, allowing you more power than normal when casting spells. You deal +10% damage with spells, and, if you've been paying attention, it should come as no surprise that that increases by +10% for every other Sorcerer perk you have, to a maximum of +50%.

Efficiency[100 CP]

So, you know how it costs mana, or magic, or some kind of resource, to cast spells? Yeah, okay, hold onto that, because while that's not really gonna go away, it's gonna get a lot lower. See, your spells, from here on out cost 15% less than they would otherwise, and you can tack an additional 5% off for every two Sorcerer perks, aside from this one, that you have from this Jump, to a maximum discount of -25% to each spell's cost.

Mana Battery[200 CP]

Alright, how often does it seem like you just don't have enough mana to do something? Because, my guy, do I have an ability for you. With this perk, your mana, magical energy, whatever, will now all regenerate at a rate of about 40% of your base mana every five minutes, or whatever the equivalent is, once you catch your breath. Now, as if that wasn't enough, sit right there for a bit. No, really, sit there, because as long as you can stand the wait, your mana will recharge up to double what you should have, though it'll do it at half the rate listed above, and nothing can improve that, not even mana potions, mana regen potions, or

other perks. Sorry.

Quickened Casting[300 CP]
Saturation fire is, often, the only real way to be sure, isn't it? And sometimes you just can't achieve a high enough saturation to really be one hundred percent sure, because you just can't cast fast enough. Well, mana costs be-damned; to start with, you have something similar to this world's ranged weapon users' ability to, somehow, fire a bullet without spending ammo, namely a 20% chance to cast a spell without spending mana. Now, bear in mind, continuous spells count their mana costs per a set period of time, and this only counts per those periods of time, not per individual casting of the spell, like with high rate of fire ranged weapons and the chance to not consume ammo. You're not going to get a completely free casting out of something super powerful like the Last Prism, but that's still pretty good. Add to that, though, that any non-continuous spell you cast has its time to cast cut in half, allowing you to cast it at double speed.

Overcharge[600 CP]
Still don't find your spells strong enough? Not enough world-cracking oomph for you? Have you tried just putting more mana into them? Well, maybe you should. This gives you the ability to put more of your magical energy behind a given spell to boost its output, with each spell having +50% effectiveness, be it damage or however you gauge its ability, at double the cost, and +100% effectiveness at triple. You can go higher, of course, and each interval doubles the previous interval's output - +200% effectiveness at quadruple, etc. - but therein lies the problem: Past triple the cost, you run the risk of spell failure. Explosive spell failure. Sort of like holding a magical firecracker in your hand as it goes off, just, uh... significantly worse. Less, 'missing fingers,' more, 'missing arm and shoulder socket.' And, while I know you probably have a way to fix that, maybe you'd be happier, even if it meant lower power output, if you didn't have to? Just a thought.

Summoner
We are Legion[100 CP]
Summoning is a very useful way of fighting, allowing you to

deal lots of damage while focusing on dodging and getting in a few sneaky hits with other things. Now, normally, if you're not specced for summoning, you only get one slot for summoning a minion or sentry before factoring in armor and equipment. But Jumpers aren't, 'normal,' are they? You get an extra Minion/Sentry slot, just from this, and an extra +1 Minion/Sentry slot for every other Summoner perk from this Jump, to a total of +5 Minion/Sentry slots if you have all five. All of your slots, even ones from armor and accessories, can also be used for either Minions or Sentries, interchangeably.

Minion Master[100 CP]

Most minions do a decent amount of damage all on their own, especially when you figure that you've got quite a few of them running around all at once, and that's before figuring on any whips you carry. But each one is still fairly weak on its own, compared to more traditional weapons. Less so, now; each of your summon weapons, including minions, sentries, whips, and various other effects, such as specific mounts that deal damage, deal +15% damage, plus another +5% for every two perks past this one, to a total of +25% damage if you take all five.

Verisimilitude[200 CP]

For whatever reason, summoned minions and sentries from this world can, typically, only flail at their targets, dealing damage, but only of a certain amount. In short, normal minions and sentries are incapable of dealing critical hits. Well, most of them are. Yours are capable of this feat, but not at the usual 4% chance. Your minions are capable of dealing critical hits at a flat rate of 20%, and any equipment, or equipment bonuses, that grant bonuses to critical hits that work on magical weapons stack with it.

Crack The Whip[300 CP]

Summons are, well, let's just say it, not always the smartest things in the world. You can direct them - kind of - using a summon weapon to target the enemy you want them to go after, but it's not always a hundred percent effective. Whips do much the same, with the addition of adding summon tag damage, or some kind of special effect, but sometimes you really just need a summon to go where you need it to go. From now on, whenever you're wielding a weapon that gives your minions summon tag damage, you can use it to teleport one or more of your minions directly into attack range, without desummoning them first. In

addition to this, all weapons that you wield gain summon tag damage, if they don't already have summon tag damage, or a summon tag effect, of their own, equal to 20%-25% of the weapon's base damage, whichever number in that range gives you a nice round damage number.

You And What Army?[600 CP]
Your Companions exist in a bit of a gray area in your Jumps. They're not Jumpers, obviously. They don't really get Perks, at least not most of the time, and you have to outfit them, and usually train them, youreslf, if you choose to do so at all. As a result, they're a bit starved for attention at the best of times. Well, maybe a little less, now: Your Companions, as long as you get some kind of bonus for your summons, be it for minions or sentries, also benefit from these bonuses. This does not count extra slots, for obvious reasons, but it does count attack speed, damage, critical strike chance with Crack The Whip, above, and the like, as well as summon tag damage, if you end up using a weapon that has that.
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Gear
Just as a consideration: while most of the stuff that you use from this world will be crafted, a lot of it is dropped by powerful, boss-style enemies. And, considering that they're often not that fun to fight, you can freely extend the coverage you get for bought items to any items from this world that are only dropped by bosses or mini-bosses. If they break, they reappear in your warehouse, exactly as they were beforehand, at the start of the next week.

Standard Starting Package[Free]
Here's some stuff to start your journey with; what, exactly, you get depends on your choices up until now. Well, okay, two of your choices. If you're in Journey Mode, you get a Shortsword, Axe, Pickaxe, and Hammer, all made of your choice of Iron or Lead, a Finch Staff, a pair of Fledgling Wings, a Magic Mirror, 100 lengths of Rope, and 100 Torches, whereas in other modes you only get your choice of copper or tin tools; a Pickaxe and Axe, as well as 50 lengths of Rope and 50 Torches. Adventurers get a Shortsword; Warriors get a Broadsword and Armor; Rangers get a Bow and 100 Wooden Arrows that work with any bow or crossbow, or a Flintlock Pistol and 100 Musket Balls that

miraculously work with any typical gun, your choice; Sorcerers get a Wand of Sparking, a plain blue Robe, and a Wizard Hat; and Summoners get a Slime Staff and a Gypsy Robe. Appropriate Weapons - the Adventurer's Shortsword, Warrior's Broadsword, and Ranger's Bow - are of the appropriate metal type for your Difficulty level.

Dye[50 CP]
You possess enough of the basic, bright, gradient, compound, and pre-Hardmode, non-developer strange dyes, as well as the team dye, bloodbath dye, and fogbound dye, to color every piece of equipment you can equip, or fifteen units of each if you didn't take Inventory. Even without Inventory, you are able to easily apply, or remove, these dyes from your equipment, with no waste. For an extra 50 CP, you can have the rest of the dyes that aren't part of a developer set.

Equipment Upgrade[50 CP]
Upgrade your copper/tin equipment to iron/lead, or iron/lead to your choice of silver or tungsten. You also gain accessories available from surface and underground chests. You can choose from the following: A pair of Climbing Claws and a pair of Foot Spikes, good for traversing terrain; a Depth Meter, which shows how deep underground you are, and a Compass, which displays your position; a Radar, which detects the number of enemies around you, and a Lifeform Analyzer, which detects rare creatures; a book titled, "Guide to Plant Fiber Cordage," for making ropes out of vines; a pair of Hermes Boots and an Aglet, for running quickly; a Band of Regeneration and a Band of Starpower, which boosts your health regen and increases your mana total; or a Cloud in a Bottle, which lets you jump a bit higher by summoning a semi-solid cloud beneath your feet that you can get a short hop out of before it dissipates.

Fun Stuff[50 CP]
Who doesn't like to just have some fun sometimes? And this world has plenty of things that are usable to that end. You get a box of novelty items containing the following things: Beach Balls, Bubble Machines that release multi-colored bubbles, novelty-sized(read: huge) Bubble Wands that create rainbow-hued bubbles, Confetti Cannons, Confetti Guns, Fog

Machines, Footballs, Fireworks Boxes, Firework Fountains, Firework Rockets, Party Centers(machines that trigger parties around them), Release Doves(short-lived doves that disappear in a sparkly puff of smoke after a few moments), Release Lanterns, Silly Balloon Machines(machines that inflate, tie off, and release multicolored helium balloons), and Smoke Bombs. It also includes several Drum Sets with Drumsticks, Kites(including novelty character kites of several enemies from this world, as well as ones from other worlds you've been to and go to later), Pin Wheels, Sandcastle Buckets that magically create randomly-built sandcastles, Unicorns on Sticks(like old hobby horses), Water Guns and Slime Guns(they fire colored slime instead of water), and Whoopie Cushions. It also includes infinite capacity boxes of Love Potions(very temporary feelings of general, awestruck affection), Stink Potions, and multi-colored Sparkle Slime Balloons(like a water balloon, but filled with colored, sparkly slime).

For an extra +50 CP, it includes every vanity outfit and vanity accessory aside from boss masks and developer sets. For an extra +100 CP on top of that +50 CP, a total of 200 CP, you also receive the boss masks and developer sets, including any wings, dyes, and weapons they may include. See Notes, below, for links to information and lists.

Liquid Generator Recipe[50 CP]

A fairly simple schematic, this one, allowing you to drop a bucket of water - or lava, or any other liquid, really - into the top, and have more come out the bottom. Not all that hard to build, either. For an extra +50 CP, you instead get a bottomless bucket and an infinitely absorbent sponge that can absorb any, 'liquid,' including lava. The bucket retains a full amount of any liquid placed inside it unless the liquid is purposefully thrown out, and the sponge can clean up any liquid, though any liquid that goes into the sponge cannot be retrieved.

Money[50 CP]

A single gold coin, twice as much as you'd need to attract a Merchant to whatever settlement you live in, as long as you've also got an empty house for him to live in. For an extra +50 CP, this is boosted up to 10 gold pieces.

Advanced Gear[100 CP]

Fairly easy to grasp, you get an armor upgrade and a new accessory. Warriors get the biome-specific armor for their world's taint, either Crimson or Corruption, and the Warrior Emblem; Rangers get the Necro Armor and Ranger Emblem; Sorcerers get the Jungle Armor and the Sorcerer Emblem; and Summoners get the Bee Armor and Summoner emblem. For the Adventurers among you, though, you get the Meteor Armor and a pair of Rocket Boots. But this isn't just any armor and boots, this is the best of the old and new: The armor has 16 defense(5 for the helmet, 6 for the suit, and 5 for the leggings), increases magic damage by 21%(+7% each), and when you're wearing the full set, it causes your mana to regenerate slowly, even while using it, and reduces the cost of the space gun to 0; the rocket boots use mana instead of having a set timer(but the regeneration is high enough that it is very hard to effectively drain your mana), but retains the improved lift speed of the timed version.

For an extra +50 CP a piece, you can choose any pre-Hardmode Accessory that doesn't need the Tinkerer's Workshop to make(See Notes, below, for info).

Endless Ammunition Recipe[100 CP]

A folded piece of paper that contains a fairly simple recipe for a container of infinite ammunition of whatever type you use to make it, be it a bag of musket balls or a quiver of arrows; the ammunition fits whatever gun or bow you use it with, regardless of the original size. This recipe can be made with four full stacks(or 3,996 pieces) of any kind of ammunition at a crafting station called the Crystal Ball, which you'll be able to buy from the Wizard after you find him. You will have to beat the Wall of Flesh and enter Hardmode for that, but hey. For an additional +50 CP, you get an extra recipe that works on throwing weapons, though it still requires four full stacks or an equivalent number of individual pieces, like throwing knives(3996 knives), shuriken(3996 shuriken), javelins(3996 javelins), and grenades(396 grenades). While it does work on similar items, it would still require the larger number, even if they don't stack that far on their own.

Grappling Hook[100 CP]

You receive a Grappling Hook. It has a reach of ~40 ft, can

hold on for ten hours, and acts more like a hookshot than a standard grappling hook. For an extra +50 CP you can replace it with another pre-Hardmode Hook, or for +100 CP, a total of 200 CP, a Hardmode Hook(see Notes, below, for more info). Alternatively, if you don't like any of the vanilla hooks, for an additional +50 CP, you can boost your custom hook's length, from either ~40 to ~60 ft, or from ~60 to ~75 ft, depending how long the hook you have is. You can also add extra heads to your custom hook for +50 CP each as well.

Money Trough[200 CP]

Why does this thing smell like blood..? It's a novelty pink ceramic trough that looks like it's full to the brim with gold coins, and using it summons a flying, intelligent piggy bank that you can store things in; it holds as much as a standard treasure chest. It's connected to an actual piggy bank, which you also receive, and that you can easily place on any stable surface that's large enough to support it. But, seriously, maybe take some salt and an alcohol-soaked cloth to this? It smells freaking -ripe-.

Potions[200 CP]

You get two bottles, one containing Healing Potion, the other containing Mana Potion; the former restores 100 health, while the other restores 100 mana. For an extra 100 CP, these can be upgraded to their Greater versions, each restoring 200 of their respective resource. These regenerate, all at once, once every six hours. Care should be taken, however, as when drinking a Healing Potion of any kind, you will be unable to drink another for a full hour. Mana Potions have a similar limitation that temporarily decreases your magic damage by 25%, which decreases by 5% per minute; additional Mana Potions increase not just the duration, but also the intensity, up to a maximum of 50% and ten minutes.

In addition, you may also buy the following potions which regenerate once each day:

Regeneration Potion, +50 CP; Increases the rate at which you regenerate your health for 5 hours.

Magic Regeneration Potion, +50 CP; Increases the rate at which you regenerate your mana for 7 hours.

Ironskin Potion, +50 CP; Boosts your armor for 5 hours.

Swiftness Potion, +50 CP; Increases your movement speed by 25% for 4 hours.

Endurance Potion, +100 CP; Causes you to ignore the first 10% of damage taken for 4 hours.

Wings[200 CP; Discount Hallow, via Hard Mode Pick]
You receive a pair of wearable wings. They function fairly well, with most allowing you to fly for about two to three minutes, between a minute forty and three minutes, depending on the individual variety of wings. They also negate fall damage by allowing you to glide, which causes you to move quite a bit faster when gliding. For 200 CP, you can have any pair of early crafted wings(anything made using Souls; see Notes, below, for a link to a list of wings), or a pair of custom-designed wings; a custom pair of wings will allow two minutes of flight, a maximum vertical jump height of a hundred and twenty feet, a glide speed of thirty-two miles per hour(before movement bonuses), and a jump speed multiplier of a hundred and fifty percent(added onto any jump bonuses, such as from rocket boots). For an extra +50 CP, you can increase the flight time to two and a half minutes, the jump height to a hundred and sixty feet, and the glide speed to thirty-eight miles per hour; for an extra +100 CP, total, you can boost the flight time to three minutes, the height to two hundred feet, the speed to forty miles per hour, and the vertical speed multiplier to a hundred and eighty percent. Alternatively, also for +100 CP, you can have a boss drop or luminite-tier set of wings, and instead have a pair of custom vanity wings that, on their own, only have a flight time of twenty-five seconds, a maximum jump height of thirty-six feet, a horizontal speed of fifteen miles per hour, and a vertical jump speed multiplier of a hundred and fifty percent.
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Pets and Companions
Pet Summoning Item[50 CP]
You receive an item that can summon a small, moderately intelligent pet if equipped, or carried if you don't have

access to the inventory perk. See Notes, below, for a link to a list of pets available. The base 50 CP is for standard pets and light pets; pets and light pets that are only available in Master Mode cost +50 CP instead, a total of 100 CP.

Alternatively, you can import any human-sized or smaller Companion for 100 CP; you receive an item that allows you to summon them at any time, and they gain the ability to quickly move, even teleporting through solid walls, to get to you if you get too far away from them. For an extra 100 CP, they gain the ability to create a torch-like light that reveals treasure within the range of its light. If they're combat-capable, their damage scales with summoning/minion bonuses.

Mount Item[100 CP]

You receive an item that, upon use, summons a rideable creature, or object, that grants some form of enhanced movement, whether that be flight, enhanced speed, boosted jumps, damaging opponents in some way, or some combination of the above. The base cost is for standard difficulty, pre-hardmode mounts; mounts that are only either hardmode or master mode cost an additional +50 CP, but mounts that are available in master mode once you've entered hardmode are worth an extra +100 CP. See Notes, below, for a link to the list of available mounts.

Alternatively, you can import any Companion that is large enough to be ridden for 200 CP, and you receive a saddle item that allows you to ride them.

NPC Import[100 CP]

You can import any Companion for 100 CP, an extra for every extra +50 CP, or your maximum of eight for a flat 300 CP. Each of your imported Companions receives a background; they get both of their background's 100 CP perks for free as well as standard discounts and a Standard Starting Package for their background. On top of that, they also receive 600 CP to spend on other perks or gear at your discretion.

Alternatively, you can recruit an NPC from this world as a Companion. For 100 CP, you can recruit a pre-hardmode NPC; for +50 CP, you can instead recruit a hardmode NPC; or, for

+100 CP, you can recruit a traveling merchant. They continue to perform their services after your ten years here, with a few exceptions: The Guide gains the Guide Sense perk; the Tax Collector generates 50 copper per Companion you have(total, not just active), out of thin-air; and any NPC that sells items has their inventory updated with suitable things from any worlds you visit/have visited for each Jump.

Finally, for a flat 50 CP each, you can have a pet license for either a cat, dog, or bunny. You can purchase this multiple times.

See Notes, below, for a link to a list of NPCs.
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Drawbacks:

You're allowed three drawbacks, total, but the different world gen drawbacks, since they stack on top of each other, only count as one instead of one each, regardless of the CP you get back for them. Same for the difficulty drawbacks, Expert Mode and Master Mode. Regardless of the number of drawbacks you take, you can't get more than +1200 CP here.

Where's the Rest[Varies]

Normally you'd start on a world-sized island, with a massive amount of area to explore, but you can give up huge swaths of its surface area here, starting yourself on something much like the islands in the original game. For +100 CP, your world is Large; +200 CP and it's Medium-sized; for +300 CP, it's Small; and for +600 CP, it's Tiny. See the Notes section for more information on the measurements of the three different sizes of worlds that are available.

The Original: A Downgrade[+100 CP]

You're no longer on a three-dimensional island. Instead, you are on a vertical slice of the your island at the point where its diameter is at the average for the diameters of the entire circumference, with the world using rules more akin to a 2d sidescroller. This limits your ability to avoid enemies, or fortify your base, and may make materials a bit harder to come by.

Cross-Version Content[+100 CP]

There's five different versions of this game - PC, modern-

gen console, mobile, old-gen console, and 3DS - and they have slightly varying content. And now you're going to see all of it, including version exclusive bosses, events, and equipment. Just a matter of not always knowing what's going on, or what you're getting into. Say, 'Hi,' to Lepus for me, huh?

Bad World Gen[+100 CP]

The world must have been drunk for this one. To start with, your Guide is a ways out and waiting on a house before he comes in; instead you have the peppy, pink-haired Party Girl to keep you company. Next, you get both variants of tiered ore generation - copper AND tin, iron AND lead, etc. - a few interesting things happen throughout the world(certain things being more or less common, or having swapped or completely changed generation), and both The Corruption and The Crimson taint the world. See Notes, below, for a link to more information.

Varied Strategies[+200 CP]

The enemies in this world are... different, now. Smarter. More dangerous. Slimes will jump specifically to hit you; Zombies will now no longer just march at you, and will stage traps that will only get more elaborate as the Jump continues; Demon Eyes will fly in flocks that can actually use the eyes that make up their entire bodies, no longer just bouncing off of things; etc. Worse yet, bosses will use varied strategies as well, things that will take even the most seasoned veteran of Terraria completely by surprise, and make fighting them much harder.

Expert Mode[+200 CP]

Oh, you want a challenge? Alright then. Enemies are about twice as strong; zombies can break down doors, and some carry one of their own disembodied arms as a weapon; bosses are harder, and have new combat tactics; you drop seventy-five percent of your money instead of half, if you're in Mediumcore or Softcore, that kind of thing. Then again, you get better rewards, as well: Enemies drop more coins and items; bosses drop treasure bags for everyone that is involved in the fight, and drop special, unique items; that kind of thing. See Notes for a link to the full changes. Fortune & Glory, Jumper.

Worse World Gen[+200 CP; requires Bad World Gen]

"No! NO! NOT THE BEES!" That? That's you by the end of your

time here. Instead of a Guide, you have a Merchant, and basically the whole map is Jungle, with huge, incredibly common bee hives. Every bit of water that's not on floating islands, in the dungeon, or in underground caves below the ocean is replaced with honey, including the oceans themselves and slush blocks; dirt is replaced with mud and grows jungle grass or mushroom grass below the lava layer; hive and crispy honey replace most forms of sand, stone, ice, and snow depending on what level it's on, and all gemstones are replaced with crispy honey; and various other small changes. See Notes, below, for a link to more information. As a plus, traps don't generate outside the dungeon and jungle temple.

The Blood Moon Rises[+300 CP]

The Blood Moon is an event on this world, where Zombies mass in droves and gain the intelligence and power to knock down doors, and Demon Eyes fill the sky. In addition to this, Dripplers, slow-moving, melty masses of what look like fused-together Demon Eyes, and Blood Zombies, very fast-moving, incredibly powerful, animated, humanoid pools of blood join their ranks, seeking your death and that of your NPCs. It even corrupts the wildlife and turns them against you. This event, for the ten years you're here, will happen at least once every two weeks, and as often as every night, making every night much, much harder to survive.

Master Mode[+300 CP; requires Expert Mode]

Game over Jumper, game over! This is even harder than Expert Mode: Enemies and bosses are even stronger, dealing triple damage; you drop a hundred percent of your carried money if you can respawn; etc. The bosses do, however, drop a relic - a golden, floating statue of the boss, celebrating your victory - and a chance to drop a special summon item for a Master Mode-specific pet, light pet, or mount. See Notes for a link to the full changes.

"Git Gud," World Gen[+300 CP; requires Worse World Gen]

If you're sure..? Okay, so. So. Starting off, rocks are weaker, taking half the time to mine, and, instead of a Guide, you have a Demolitionist. Random water pools are replaced with lava, even outside the lower layers of the world. The ore from your world's taint, as well as Gold/Platinum, generate more commonly, and have larger vein

sizes. Spider Nests, Granite Caves, Marble Caves, and Glowing Mushroom biomes are much more common, and Glowing Mushroom biomes and Glowing Moss Caves are larger. Floating islands are infected with the world's evil, and the chests on them are locked. The Dungeon is painted vibrant colors and has significantly more abundant spike traps, and the Jungle Temple is painted green and much bigger. Chests, like, all of the ones you don't place, have a chance to have their first item slot(the one accessories or weapons spawn in), contain an Angel Statue instead, but contain more secondary items(potions and stuff), and can also have a Red Potion that gives you three random thirty minute buffs. Ruined Houses(in hell) are all made of hellstone blocks, which will set you on fire, and all Demons are replaced with Voodoo Demons. A lot of bosses are bigger, faster, tougher, stronger, attack quicker, or some combination of the above. There's lava pockets in the ash in hell, and it's less desnely-packed, sometimes collapsing when mined. Pots, which drop useful items, and trees, which also occasionally drop fruit or other items, will sometimes drop lit bombs instead of their usual items. Finally, all bunnies are replaced with explosive bunnies.

Basically, the world hates you, and wants to burn you, smash you, blow you up, or make it harder for you to progress. HAVE FUN!
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THE END:

So, ten years later, you're still here, you've got the smell of dirt in your hair and in places you didn't know could have smells, and you've killed everything this place has to offer, multiple times over. What now?

That's probably going to leave a scar. -
This was, perhaps, the most annoying thing ever. You're done, and you want to go home.

That didn't hurt too bad, now did it? -
This place... isn't terrible now that you've tamed it. Maybe you could settle in here, make it a life.

Walk it off, Jumper, you'll be fine. Sheesh. -
This was certainly fun, but it's time to get a move on to the next world.
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Notes:

Metals:

There are thirteen types of metal endemic to most types of Terraria world, but eight of these types are chosen from a list of sixteen. You only receive one of tin or copper, iron or lead, silver or tungsten, gold or platinum, demonite or crimtane, and, after you progress enough, cobalt or palladium, mythril or orichalcum, and adamantite or titanium.

In your case, for everything but demonite and crimtane, which of these your world ends up being populated with is determined either entirely by you, or by the options you take in the Gear section; buying gear of particular types sets the precedent for what you will find, your Basic Starting Package, for instance, will determine what you find in regards to copper or tin.

Hearts and Vitality, Mana and Stars:

One heart is worth twenty(20) health, and each point is worth one percent(1%) of your starting health; it's the same with magical energy and mana stars. You start with five of each, and can gain an extra heart or star per heart crystal or star crystal, to a maximum of twenty hearts and ten stars before extra bonuses. You keep your enhanced health and mana once this jump is over, letting you double your base mana and pentuple your health.

Research(Journey Mode):

https://terraria.gamepedia.com/Journey_Mode#Research

Mods(Modding):

https://terrariamods.gamepedia.com/Terraria_Mods_Wiki

Item Stacking(Inventory):

https://terraria.gamepedia.com/Items#Max_Stack

World Size(Frequent Flyer Miles, Where's The Rest):

https://terraria.gamepedia.com/World_size

Vanity and Developer Sets(Fun Stuff):
https://terraria.gamepedia.com/Vanity_items
https://terraria.gamepedia.com/Developer_items

Accessories(Advanced Gear):
https://terraria.gamepedia.com/Accessories

Hooks(Grappling Hook):
https://terraria.gamepedia.com/Hooks#Types

Wings:
https://terraria.gamepedia.com/Wings

Pets and Mounts(Pet Summoning Item and Mount Item):
https://terraria.gamepedia.com/Pets
https://terraria.gamepedia.com/Mounts

Pets and mounts count as Pets, not Companions, for the purpose of Jumpchain's rules.

NPCs and Town Pets(NPC Import):
https://terraria.gamepedia.com/NPCs#Town_NPCs
https://terraria.gamepedia.com/NPCs#Town_pets

Companions that you import count as NPCs for the purpose of defense bonuses and attack boosts based on which bosses have been beaten and whether the book, 'Advanced Combat Techniques,' has been used. The defense bonus stacks with armor.

https://terraria.gamepedia.com/NPCs#Stat_boosts

Island/World Size(Where's the Rest, The Original: A Downgrade):
https://terraria.gamepedia.com/World_size

Other Versions(Cross-Version Content):

https://terraria.gamepedia.com/Console_version
https://terraria.gamepedia.com/Old-gen_console_version
https://terraria.gamepedia.com/Mobile_version
https://terraria.gamepedia.com/3DS_version

Secret World Seeds(Bad World Gen, Worse World Gen, and "Git Gud," World Gen):

Bad:
https://terraria.gamepedia.com/Secret_world_seeds#Drunk_world
Worse:
https://terraria.gamepedia.com/Secret_world_seeds#Not_the_bees
Git Gud:
https://terraria.gamepedia.com/Secret_world_seeds#For_the_worthy
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Higher Difficulty Modes(Expert Mode and Master Mode):

https://terraria.gamepedia.com/Expert_Mode
https://terraria.gamepedia.com/Master_Mode