

TERRARIA CALAMITY - BAD/BELOW AVERAGE ACCESSORY

Verdict:

1) Accessories will be judged of 3 things, with the following consideration:

a) **Ultimately, accessories are to provide a certain “benefit”:**

b) **“What” benefit does the accessory bring**

i) Be it raw stat or other benefit like debuffs or immunities

c) **“How” said benefit are provided**

i) This is most relevant for conditional boost which will significantly devalue them

d) **“When” said accessory is available**

i) The Evolution will obviously be amazing pre-Boss, but for obvious reason it is not therefore it is not a great accessory

ii) This verdict also account for other accessories or alternative options available at the same point of progression and will be judged accordingly

2) Accessories that have instant upgrade will not be judged unless they have a completely different effect

a) For example, Philosopher Stone and Cross Necklace will be considered as bad as they immediately upgrade into Charm of Myth and Star Veil respectively, which obviously should not be the case as both are more than amazing accessories

3) Non-combative accessories are completely ignored here

a) for the simple reason that many of these utility accessories almost always have no alternative option, eg: Supreme Bait Tackle Box Fishing Station or Step Stool

b) Additionally, wings are ignored since wings are their own list

4) The accessory has to be “objectively bad” to qualify, “average” accessories will still be considered ok.

a) Eg: Radiant Ooze might be bad to many people, but is still have its niche therefore I will consider it as “average”

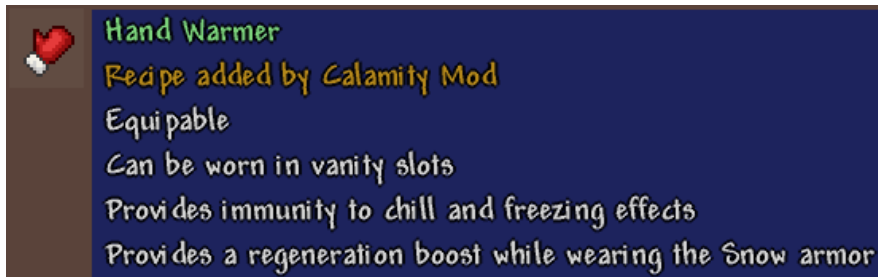
Pre-Hardmode

1) Mana Regeneration Band/Magic Cuffs/Celestial Cuffs (pre-boss)



- These 3 accessories never get expanded beyond their vanilla function
- Reason: Life regen is loss for mana regen band, then mana regen rate is loss for magic cuffs, then it just end at celestial cuffs with no upgrade; this is just mana flower but worse in every single way possible (especially Hardmode mana flowers upgrade). To make matters worse Shackle (Magic Cuffs recipe)'s defense is also loss.

2) Hand Warmer (pre-boss)



- The immunity it provide is the same as Warmth potion, and it provide +2 life regen (1 HP/s) only if you wear a set of armor that have 4 total defense (1 more than Wood armor)



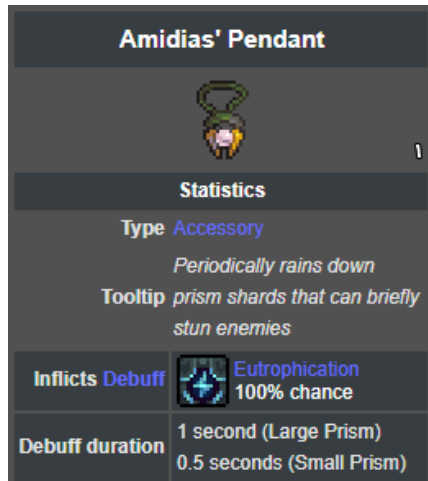
3) Trinket of Chi (pre-boss) Is reworked



~~— This accessory would had much higher potential if not because of the fact that having running momentum can cause this accessory to activate later than expected. Eg: if you are running fast, after you stop running it will take 3-4 seconds to cancel the momentum (even though you are already stationary) and finally the accessory provide the bonus. Worst part is this is only observable if you look at weapon DPS or Stat Meter so you might not even notice your 50% damage is not triggering if you count the 1 second manually.~~

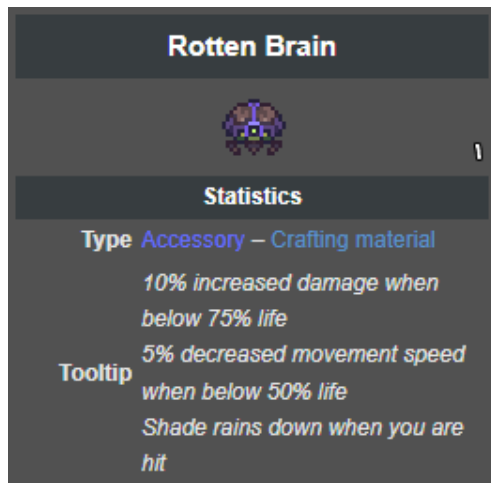
Reason: if it works like it says it should it might have potential, as of currently it is just bad

4) Amidias Pendant (Post-Desert Scourge, Giant Clam)



- Every 2 seconds: fire 1 large shard that deal 30 damage and home, and 2 small shard that deal 15 damage and don't home; fixed and do not scale with damage bonus
- Reason: the small shard are so absurdly inaccurate that chances are it is not hitting, the large shard that home only falls once every 2 seconds so you are looking at 15 DPS, and even the large shard do not have great homing (very short homing range)

5) Rotten Brain (Hive Mind)



- At Pre-Hardmode chances are Shark Tooth Necklace is just better, Rotten Brain not only is a conditional boost but it also has a downside, and its Shade Rain effect is extremely mediocre (18 damage per projectile, rain about 2-3 inaccurately when you are hit, fixed and unaffected by damage bonus)
- Reason: Conditional damage boost and a potential downside on top of it. If this is pre-boss it is fine but this is about the time where you fight Queen Bee (which makes it comparable to Hive Pack, a situationally amazing accessory; or even Stinger Necklace which stacks on top of normal Shark Tooth Necklace) and the bunch of post-Skeletron accessories.

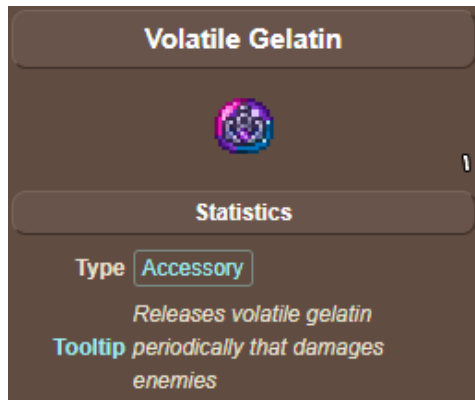
6) Bone Glove (Skeletron)



- 1 hit per second, 25 damage with 25 armor pen, some piercing and can bounce up to 3 times; damage is fixed and can't be scale with damage increase
- Reason: Completely underpowered, normal case is 25 DPS, best case is 75 dps even with all bounce or pierce for a post-Skeletron accessory

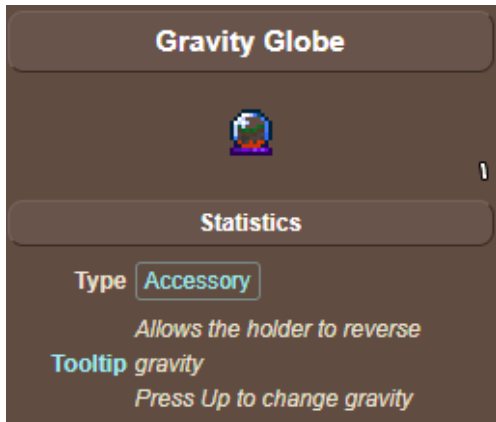
Hardmode

1) Volatile Gelatin (Queen Slime)



- ~6 hit every 5 seconds, 65 damage each (fixed, unaffected by damage bonus)
- In vanilla, it is decent, however in Calamity where enemies have more stats this is just bad in every single way, especially considering the player's power level required to defeat Queen Slime to obtain the item
- Reason: Very inaccurate especially when flying (and slow), very short range, low damage that cannot be scaled up and best case scenario it is 78 DPS

2) Gravity Globe (Moon Lord)



- Gravity Globe



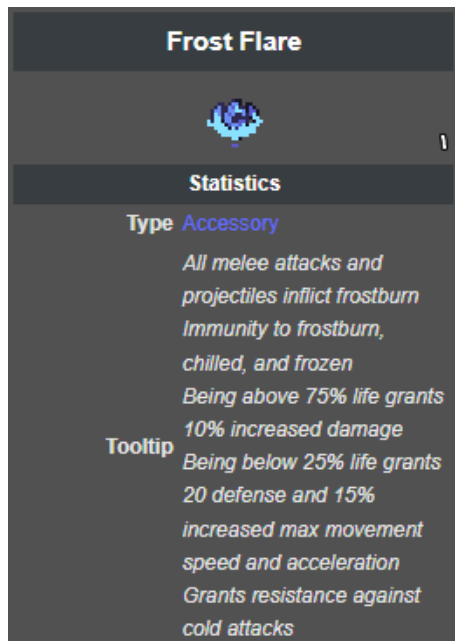
- Reason:

3) Avenger Emblem (Post-all Mechs)



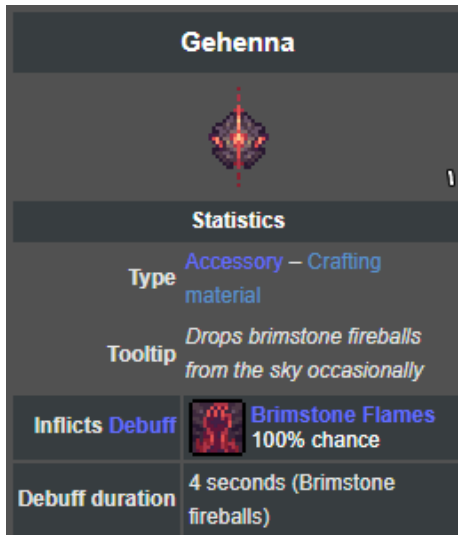
- Worse emblem; the entire reason it is not 15% is to prevent emblem stacking
- Reason: This accessory is just bad, the reasoning it is not 15% like its material class material is entirely to prevent emblem stacking, rather than this accessory being powerful. This is literally a downgrade on a normal/balanced build that does not stack emblems for damage, made worse by the fact that it is post-all Mechanical bosses; even worse considering Putrid Scent exist (5% damage and crit) and crit is more valuable than damage and do not require killing any mechs and pre-mech damage accessories tend to be more lacking. Amalgamated Brain is also available around that point.

4) Frost Flare (Cryogen)



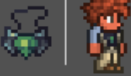
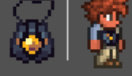


- This accessory provides a lot of conditional boosts that are, to put it simply, way too conditional. Damage is only provided above 75% life (which means get hit once you likely lose the bonus), and below 25% it gives defense and speed but you likely are already dying, 25% is simply not a lifeline you can intentionally maintain to obtain the benefit. Meanwhile 26%-74% this accessory is straight up useless. ~~Melee inflicting frostburn is an ok stat if it is not melee only for some reason while the immunity are useless for that stage (because no boss inflict them)~~ It is no longer melee only, WOAHH (it is now totally useless instead of completely useless)
- Reason: Just because there are a bunch of them slapped together doesn't mean the accessory automatically becomes good. The accessory is pretty much only useful in melee and even that will become a stretch once debuff vulnerability multipliers get nerfed. It is an accessory that is amazing for refarming Cryogen and that's it, that you get after you beat the boss.

5) Gehenna (~~Brimstone Elemental~~) disappeared



- When they say occasionally they mean it: it is like 7+ seconds (sometimes taking longer), 54 damage per second that hit about 5-6 times (fixed, unaffected by damage bonus)
- Reason: Inconsistent timing, extremely inaccurate and extremely mediocre damage at that point of the game, best case scenario it is ~50 dps but chances are it will miss 90% of the time (literally). This is just worse than Volatile Gelatin as while that one have low Dps at least it can actually hit.

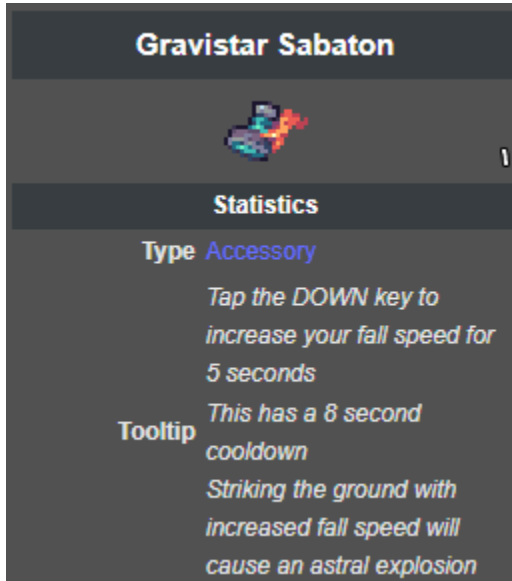
6) ~~Luminous Amulet (post-Calamitas Clone)~~ reworked/improved

Abyssal Amulet		Luminous Amulet	
			
Statistics		Statistics	
Type	Accessory – Crafting material	Type	Accessory
Tooltip	Attacks inflict the Crush Depth debuff Grants immunity to the Crush Depth debuff While in the abyss you gain 10% increased max life	Tooltip	Attacks inflict the Crush Depth debuff Grants immunity to the Crush Depth debuff While in the abyss you gain 25% increased max life Provides a moderate amount of light in the abyss
Inflicts Debuff	 Crush Depth 100% chance	Inflicts Debuff	 Crush Depth 100% chance
Debuff duration	2, 4, or 6 seconds	Debuff duration	2, 4, or 6 seconds

- This sounds weird but its component, Abyssal Amulet, is actually a very good accessory and this item completely inherit its effect. However, this accessory is still on the list for the sole reason that it is a completely useless upgrade. Both of its additional effect are only relevant for Abyss AFTER you acquire materials from Abyss to upgrade the accessory, and Crush Depth is resisted/immune by every single Abyss enemy rendering its main purpose completely useless.
- Reason: There is 0 point in upgrading this accessory, if you just want lights you are better off just using a light pet or accessory like Aquatic Emblem

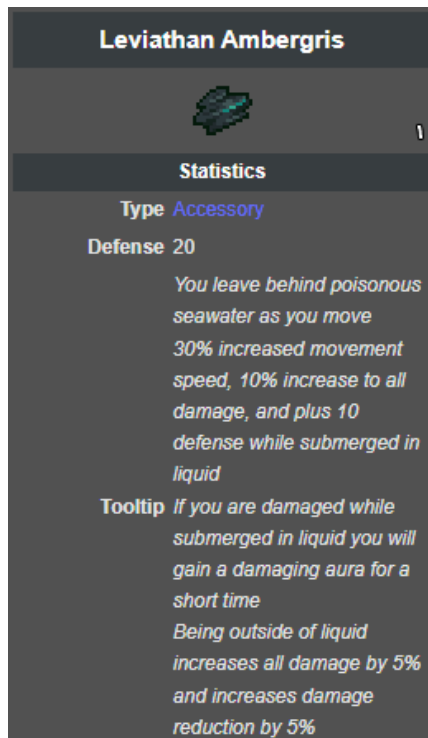
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7) ~~Gravistar Sabaton (Astrum Aureus)~~ reworked



- Reason: remove its cooldown and this accessory might have the potential to be usable, considering you can just hold S to fall faster now

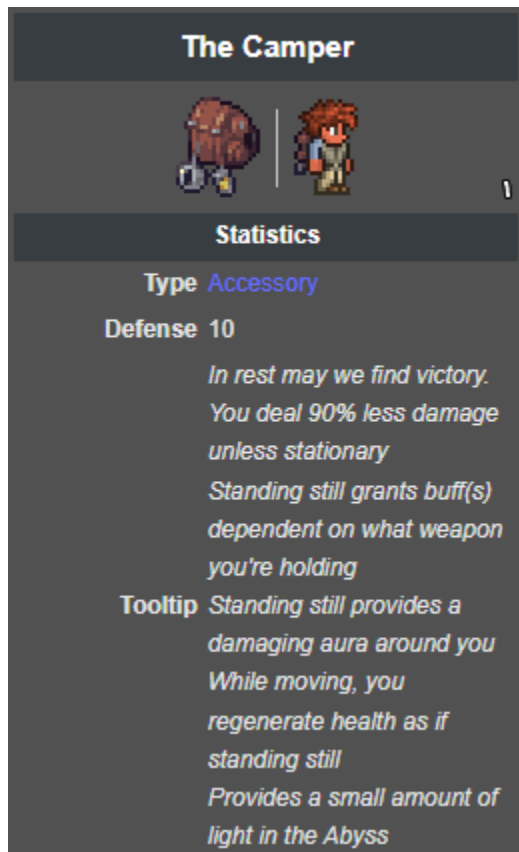
8) Leviathan Ambergris (Anahita and Leviathan)



~~You simply do not have any underwater bosses or even enemies to fight at this point. Last case of underwater combat is Abyss but that is post-Calamitas Clone which is before this item, and if you want to use this on anything else chances are you are using a water arena which is a cheese by itself.~~




- Reason: This accessory is considered as “objectively bad” for a different reason. It is because its main effect is so conditional that the entire reason this accessory is remotely useful is because it is a completely overbuffed and overstated stat stick (20 defense 5% damage 5% DR). The poison trail and damage aura can be ignored entirely (even though it has high damage it is super conditional), and all of its liquid based effects are basically completely ignorable as there is no synergy for them. This item is very good only because for no reason whatsoever it provides 20 defense which is as much as Hero Shield a purely defensive accessory with high defense focus while giving the same DR as Ambrosial Ampoule.

9) The Camper (post-Golem) Bug fixed but I heard there is still bug, keep for now



- This accessory straight up do not do what it say it does, as in the “life regen as if you are standing still while moving” straight up simply do not work. This accessory is straight up useless because of that.
- Reason: either by bug or intentional, as its main function do not work, all this accessory does is make it so you can’t deal damage while moving while being a shiny stone with no additional benefit (unless you count +15% damage increase while stationary). WOW

10) Void of Extinction (post-Golem) Is buffed

Void of Calamity	Void of Extinction
	
Statistics	Statistics
Type Accessory – Crafting material	Type Accessory
12% increase to all damage	Defense 8
Tooltip Brimstone fire rains down after getting hit	Drops brimstone fireballs from the sky occasionally
Inflicts Debuff  Brimstone Flames 100% chance	10% increase to all damage
Debuff duration 4 seconds (Brimstone fire)	Melee attacks inflict Hellfire
Debuff tooltip Rapid health loss	Brimstone fire rains down
	Tooltip after getting hit
	Reduces damage from touching lava
	Grants immunity to Burning, On Fire!, Brimstone Flames and Searing Lava

- ~~— This accessory might legit be a downgrade to Void of Calamity. 2% damage loss and on top of that the immunities and lava resistant are just useless at that stage of the game. Most importantly all of these bonuses are provided by Angel Treads (or even Terraspark Boots) a much more superior accessory. At least next patch the stupid Melee only Hellfire is changed to all class Brimstone Flame but considering debuff vulnerability multiplier is nerfed it will just make this accessory even weaker.~~
- ~~— Reason: The entire relevant benefit of this accessory is that it is an avenger emblem with 8 defense attached. Compared to The Community or even Amalgamated Brain this accessory is just weak.~~

EDIT:

11) Cryo Stone (Cryogen) buffed but tesla potion still exist

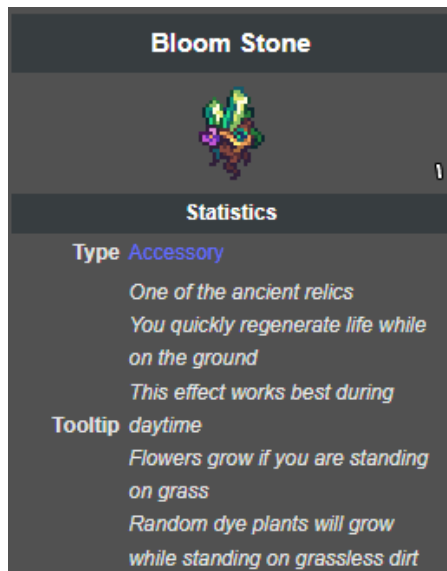


- 76 damage, hit 2 times per second, true melee range basically, can freeze enemy.
- This accessory would had been great if not because Tesla potion exist which serves the same function BUT without taking an accessory slot. ~~With that in mind this is just a 6 defense accessory.~~
- It now make cold debuff deal 1.5x damage instead of 6 defense, tbh for the most part 6 defense is probably better considering the state of cold debuff



- Reason:

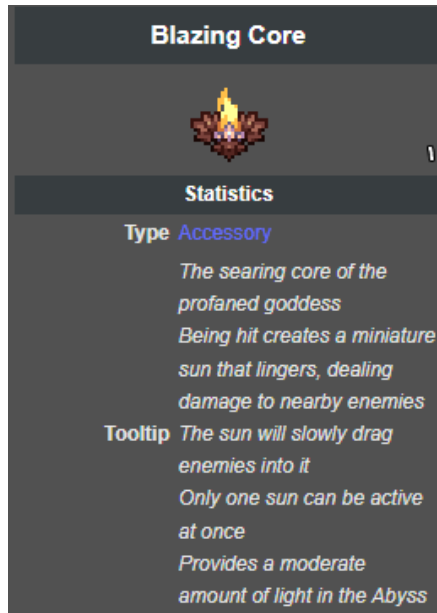
12) Bloom Stone (Plantera)



- It gives +3 life regen if you stand on ground, and additional +3 (total 6) if it is daytime. This accessory has situational usage by stacking on top of Ambrosial Ampoule for massive life regen build, but in every single other case it is just a worse Ambrosial Ampoule (which provides 6 defense, 5% DR, 4 life regen and a bunch of immunity without the stand on ground requirement). As this accessory's only usage is to stack on top of another accessory for it to be viable at all, it qualifies for this list.
- Reason: On its own it is just a worse Ambrosial Ampoule in almost every single way, and completely dependent on stacking life regen effect with other accessories but at that point just use those other accessories.
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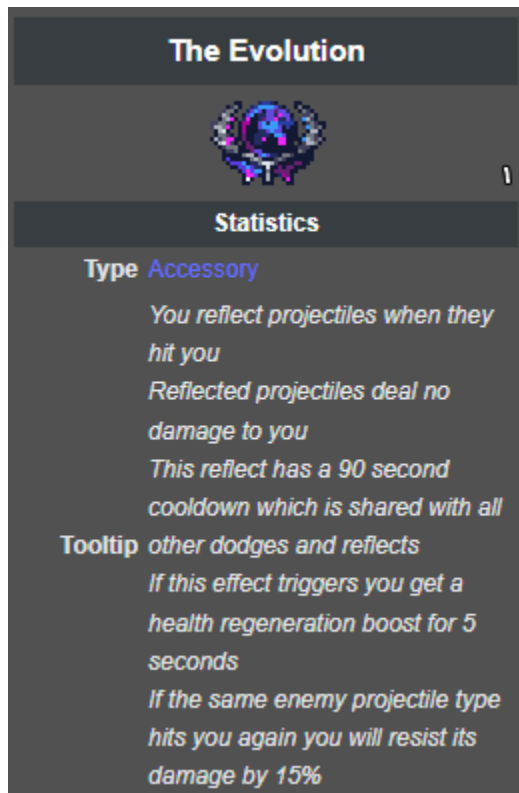
Post-Moon Lord

1) ~~Blazing Core (Providence)~~ reworked



- When you are hit, spawn a sun that deal 1270 damage about 4 times per second, and can be increased by damage bonus
- Reason: the reason this accessory is on this list is because it basically only functions against a stationary target, as the sun is stationary. However, even DoG which is “stationary” because of the lengthy body it don’t do well as the small body movement easily causes the accessory to miss, and this is on top of DoG’s body having massive DR which makes its output very minimal. This accessory is only useful for Ceaseless Void and even that is a stretch, on top of the fact that the timing it triggered is unreliable as you have to basically nohit all the way and select a timing to be intentionally be hit to maximize output. All in all an accessory that has potential plagued by the opponent you encounter at that stage of the game.

2) The Evolution (Ceaseless Void)



- Dodge the first projectile and reflect it back at the enemy at 10x the damage at a 90s cooldown, and the next same projectile that hits you deals 15% less damage. Afterwards give you some life regen for 5 seconds.
- Everything this accessory does simply comes too late. Even if you take 1000 damage in a single hit it is only 10k damage at a 90s cooldown which is not worth, and the 2nd bonus only works for the same projectile that will hit you again and only for 1 time.
- Reasoning: if this accessory is earlier in progression, maybe even around post-Golem, this would be a really good accessory (broken even), the fact that it comes post-Ceaseless Void is just way too late for an effect like this when items like The Amalgam become available very soon (and Amalgamated Brain even earlier).