

Rogue Accessory Review

This review will refer to rogue accessories as of Calamity's 1.4.5.007. All listed effects are taken straight from wiki, which should also be updated to Calamity's 1.4.5.007. Some accessories I might have not much experience in due to me playing mostly stealth rogue. This doc will be sorted by major progression points, then alphabetically.

A. Pre-Hardmode

1. Bloodstained Glove (post-Perf):

- Current Effects: When equipped, the player's stealth strikes gain +10 armor penetration and heal the player for 1 HP.
- Personal Opinion: This accessory is relatively worse than its Corruption counterpart, Filthy Glove, due to one of their effects on stealth strikes. Filthy Glove is pure, +10% damage, while Bloodstained Glove heals the player for 1HP each hit. The problem with this is that stealth strikes can be wildly inconsistent, and that makes the accessory situational at best. The only stealth rogue weapons I've found that can work with its effect are Ice Stars and Wave Pounder.
- Proposed Changes: Replace the lifesteal in Bloodstained Glove (and its upgrade) to a steady life regen upon dealing damage with stealth strikes. This solves the inconsistent nature of the lifesteal effects on stealth strikes of varying degree, while making the power of both gloves relatively similar.

2. Coin of Deceit (pre-boss):

- Current Effects: When equipped, the player's rogue critical strike chance is increased by 6% and all stealth strikes only consume 75% of the player's maximum stealth when performed.
- Personal Opinion: The change to this recently was welcome, and it lasts a good while until about pre-Skeletron.

3. Feather Crown (post-Hive Mind / post-Perf):

- Current Effects: While equipped it boosts the velocity of any thrown rogue weapon by 15%. If the player utilizes a stealth strike and hits an enemy with this accessory equipped, eight feathers will rain down onto that hit enemy. This effect only triggers for the first five enemies hit.
- Personal Opinion: This accessory is rather simple, but it works quite nicely, so no problems here.

4. Filthy Glove (post-Hive Mind):

- Current Effects: When equipped, the player's stealth strikes deal 10% more damage, and have +10 armor penetration.
- Personal Opinion: As discussed before, Filthy Glove is marginally better than Bloodstained Glove. The latter needs changes, but Filthy Glove itself is fine as it is.

5. Ink Bomb (technically pre-boss???)

- Current Effects: Upon being hit by an enemy, several ink bombs are released from the player that deal a large amount of damage and inflict the Confused debuff onto enemies. The bombs have a twenty-second cooldown and will not deploy again until the cooldown is finished. If the player does not have full rogue stealth then the player will receive 50% of their rogue stealth cap upon the Ink Bombs activation.
- Personal Opinion: Overall it's a fine accessory, there's not much problem with it.
- Proposed Changes (Optional): Ink Bombs boost player's standing stealth while they're inside of the explosions.

6. Mirage Mirror (post-Skeletron):

- Current Effects: When equipped the player can build rogue stealth 30% faster while standing still and 20% faster while moving. Enemy aggro is also reduced by 200, as long as the player is not within the Abyss biome.
- Personal Opinion: It's an alright accessory. Good stealth regen boost and a nice aggro reduction as flavor.

7. Raider's Talisman (pre-boss):

- Current Effects: Every time the player lands a critical strike with a rogue weapon, the player's rogue damage increases by 0.1%. The damage bonus stacks up to 150 times at a cap of 15%.
- Personal Opinion: This accessory alone breaks the flow of the game. Imagine you want to get a good damage bonus out of this versus a boss, but you need to farm King Slime a bunch of times first in order to get the maximum value of the accessory.
- Proposed Changes: Stacks of this accessory should be able to rapidly decay whenever the player doesn't attack for a substantial amount of time. The duration at which the stacks start decay will be relative to the player's max stealth.

8. Sand Cloak (Desert Scourge drop):

- Current Effects: While equipped, it increases defense by 1 and movement speed by 5%. Pressing the **Sand Cloak Effect** key will create a large, stationary damaging dust veil around the player that lingers for 15 seconds at the cost of 25% of the player's stealth. The player gains an additional 6 defense and 2 life regen while staying in the ring. The cloak has a 30 second cooldown after deploying the dust veil before being able to use again.
- Personal Opinion: It's not an entirely enticing accessory to use. Might need to be reconsidered in its mechanic.
- Proposed Changes: Reworked entirely. Now passively gives immunity to Mighty Wind when equipped. Using the hotkey will grant the player a cosmetic dust trail while moving for 15 seconds. While having the dust trail, the player will gain increased rogue velocity and movement speed. Taking any damage while this effect is active will disable its effect and unleash a dust ring for 5 seconds that gives current boosts (with likely higher values). The ring will properly deal rogue damage when active and deal a small knockback away from the ring center.

9. Scuttler's Jewel (pre-boss):

- Current Effects: While equipped, rogue javelin projectiles can occasionally break into stationary floating jewel spikes that deal half of the player's current weapon base damage and are softcapped at 50 damage.
- Personal Opinion: Might need a bit adjustment to cater to stealth. Additionally, the accessory might need to be complemented with actual pre-boss javelins.
- Proposed Changes: Jewel spikes will always spawn upon performing stealth strikes with the accessory and javelin weapons. Add pre-boss javelins to complement the accessory.

10. Silencing Sheath (post-EoW / post-BoC):

- Current Effects: When equipped, the player's rogue stealth cap is increased by 20. The player also receives a 15% increase to rogue stealth build time.
- Personal Opinion: My opinion is that this accessory is cool. Not the fan of its progression point, but still pretty good nonetheless.

B. Hardmode

1. Abyssal Mirror (post-Plantera):

- Current Effects: When equipped the player can build rogue stealth 30% faster while standing still and 20% faster while moving. If the player is hit by an enemy, there is a 10% chance that damage will be evaded and several lumenyl fluid particles will be released from the player, which deal large amounts of damage and inflict the Eutrophication debuff onto enemies. When this effect triggers, the player's rogue stealth will increase by 50% if rogue stealth isn't full. The evade has a twenty-second cooldown and will not activate again until the cooldown is finished. Additionally, enemy aggro towards the player is reduced significantly, by a value of 450.
- Personal Opinion: There's nothing particularly much interesting about the accessory, but that's not to say it's really bad.

2. Corrosive Spine (Aquatic Scourge drop):

- Current Effects: It increases defense by 4 and movement speed by 10%. It additionally causes all rogue weapons to inflict the Venom debuff and occasionally release green toxic clouds in random directions. The clouds also release when the player is damaged. For stealth strikes, this effect only triggers for the first five enemies hit.
- Personal Opinion: There's something that needs to be done about how these effects apply to stealth strikes, but this is a separate discussion (and probably a separate doc).

3. Dark God's Sheath (post-Cultist):

- Current Effects: When equipped, the player's rogue stealth cap is increased by 20. The player receives an increase to rogue stealth regeneration rate while moving and not attacking. All stealth strikes only require half of the player's maximum stealth to perform, only consume half of the player's maximum stealth once performed, and are guaranteed to critically strike. The player's rogue damage and critical strike chance are increased by 6% each.
- Personal Opinion: I think that guaranteed crits on stealth strikes are rather redundant, especially since stealth strikes can get much higher crit chance than other classes, often bypassing 100% at the point you can get the accessory.
- Proposed Changes: Stealth strikes will no longer be guaranteed to critically hit. A portion of excess rogue crit chances will be converted into another aspect of rogue while using stealth strikes, like velocity.

4. Electrician's Glove (post-One Mech):

- Current Effects: When equipped, the player's stealth strikes deal 10% more damage, have +30 armor penetration, and heal the player for 1 HP. Stealth strikes also release several gravity affected sparks that linger on the ground for several seconds, damaging enemies that contact them. The sparks deal 10% of the weapon's damage that created them and are softcapped at 30 damage. Sparks can be released on up to five enemy hits per projectile.
- Personal Opinion: Aside from the changes with Bloodstained Glove, this accessory is pretty good.

5. Ethereal Extorter (post-Golem):

- Current Effects: While equipped, rogue projectiles have a chance to explode into 1-3 homing souls upon impact. These souls deal 33% of the projectile's base damage and are softcapped at 50 damage. Additionally, rogue damage is increased by 10%, at the cost of -1 life regen. While the Ethereal Extorter is equipped, a wide variety of effects can be applied to the player depending on the environment they're currently occupying. Additionally, the player is also granted several effects depending on the Moon phase.
- Personal Opinion: What is this accessory? Like, it has so many effects might as well make Extorter doc by itself.
- Proposed Changes:
 - Extorter now uses simpler factors for its effects.
 - Extorter's base damage bonus increased.
 - Extorter loses the homing souls at base.
 - Life regen cut removed at base.
 - Extorter no longer gives bonuses in most biomes.
 - Extorter will give boosts based off altitude: Space layer will remove the effects of low gravity; Surface will grant the player bonus rogue velocity; Underground layer will grant the player Surface effect and bonus max stealth; Cavern layer will grant the player Surface and Underground effects as well as making rogue

hits occasionally burst into homing souls; Underworld layer will grant the player Surface, Underground and Cavern effects as well as granting rogue projectiles Abyssal Flames imbuelement.

→ Extorter will grant the player increased rogue damage the closer they are to the center of the world.

6. Glove of Precision (post-Plantera Bandit):

- Current Effects: When equipped all rogue weapons thrown by the player have 25% increased velocity and 12% increased rogue damage and critical strike chance, and the usetime of all rogue weapons is increased by 20%.
- Personal Opinion: It's an alright accessory, even better on stealth, due to the fact that use time doesn't affect stealth rogue much.

7. Glove of Recklessness (post-Plantera Bandit):

- Current Effects: When equipped all rogue weapons thrown by the player have 20% decreased use time but do 10% less damage. Rogue weapons thrown also have a large deviation based on how much velocity the weapon thrown has; the faster the initial velocity, the higher the deviation is.
- Personal Opinion: It could be a lot more interesting for spam rogue.
- Proposed Changes: Now the thrown weapons will gradually gain throwing deviation as the weapon is used continuously. Weapons with smaller size will deviate slower, and the deviation will decay for every few frames the player isn't attacking, relative to use time. Deviation resets as soon as the player swaps weapons. Higher deviation built up will also weaken homing on weapons with it.

8. Momentum Capacitor (post-One Mech):

- Current Effects: When equipped, pressing the Momentum Capacitor Effect key will create a large circular energy field around the player's cursor that lingers for 10 seconds at the cost of 30% of the player's stealth. While the field is up, any rogue projectile that passes through it gains a 15% damage bonus, and also a velocity boost to make the projectile travel further. This effect only affects rogue weapon projectiles, it can only affect them once, and only one field can be active at a time.
- Personal Opinion: It's a good accessory, makes the player use their brain to utilize the boost field.
- Proposed Changes: Accessory can get a bonus at base, like movement speed. Rogue projectiles can also inflict Electrified and Galvanic Corrosion when hitting enemies after passing through the field.

9. Plagued Fuel Pack (post-Golem):

- Current Effects: While equipped, rogue damage and projectile velocity are passively increased by 5% and 15% respectively. Pressing the Booster Dash key causes the player to dash diagonally upwards in the player's direction at the cost of 25% of the player's stealth, leaving a trail of damaging clouds that inflict the Plague debuff. The dash has a 3 second cooldown before being usable again.
- Personal Opinion: I personally never used this and Blunder Booster, probably because the stealth limitation can be discouraging for both sides of spam and stealth.
- Proposed Changes: Dashes no longer consume stealth to be used, but they have 5 seconds cooldown instead of 3. Ramming through enemies with the dash will give i-frames to the player, damage the enemy, and spawn plague keepers.

10. Psychotic Amulet (pre-Mech):

- Current Effects: It benefits both the Rogue and Ranged classes, increasing the damage and critical strike chance of Rogue and Ranged attacks by 5%. Standing still with this accessory equipped will quickly turn the player invisible as if they were wearing Shroomite armor and give them much stronger boosts to rogue and ranged stats. These bonuses rapidly wear off if the player moves again.
- Personal Opinion: I never used this in particular, but I can see it a bit more interesting if the bonus is a bit higher.
- Proposed Changes: Boost the max bonus granted by the accessories.

11. Rogue Emblem (pre-Mech):

- Current Effects: While equipped, it increases rogue damage by 15%.
- Personal Opinion: It's your good ol' class emblem from WoF. What's not to love.

12. Ruin Medallion (post-Brimmy):

- Current Effects: When equipped, stealth strikes only require and consume half of the player's maximum stealth to perform. It also grants the player a 6% increase to rogue damage and critical strike chance.
- Personal Opinion: This might be what turns stealth rogue gameplay around, into quite a feast.

13. Thief's Dime (post-Pirates Bandit):

- Current Effects: When equipped, a metallic brown coin will circle the player and deal contact damage to enemies and inflicts the Midas debuff. If the coin contacts an enemy, there is a 20% chance it will spawn 10 to 20 Silver coins, and a 10% chance to spawn a Gold coin. The coin partially ignores enemy immunity frames, allowing it to deal damage and spawn coins very frequently if it remains in contact.
- Personal Opinion: I never found myself to be running out of money (research gang), but this seems like a fine farming accessory.

14. Vampiric Talisman (post-Calclone):

- Current Effects: While equipped, it increases rogue damage by 12% and heals the player on rogue weapon critical hits. The amount healed is 1.5% the damage dealt, rounded down and up to a maximum of 6, meaning a minimum of 68 damage (a crit of 34) must be dealt in order to receive any healing. The lifesteal is indicated by a red streak travelling from the hit enemy back to the player.
- Personal Opinion: This one is a good accessory. Lifesteal might be a bit hard to balance, but otherwise this accessory does the job well.

C. Post-Moon Lord

1. Blunder Booster (pre-Provi):

- Current Effects: While equipped, rogue damage is increased by 12% and projectile velocity is increased by 15%. Additionally, a red aura is summoned around the player that damages enemies and inflicts the Electrified debuff.
- Pressing the **Booster Dash** key causes the player to dash diagonally upwards in the player's direction at the cost of 25% of the player's stealth, leaving a trail of damaging red lightning bolts.
- Personal Opinion: Same case as Plagued Fuel Pack honestly. Not really enticed in the dash.
- Proposed Changes: Dashes no longer consume stealth to be used, but they now have 4 seconds cooldown. Ramming through enemies with the dash will give i-frames to the player, damage the enemy, and spawn mini swarms.

2. Dragon Scales (post-Darksun Bandit):

- Current Effects: When equipped, all rogue projectiles create fireballs as they travel, which slowly home in on enemies if any are nearby, or spin in place otherwise. Fireballs are spawned approximately every 0.8 seconds the projectile has been active, and they deal 1/5th the damage of the projectile that spawned them, softcapped at 300 damage. Additionally, all stealth strikes executed will create a massive infernado on enemy hits, which lingers for a significant amount of time. Only one infernado can exist at a time. Once Yharon's second phase has been defeated, the player is also granted a 10% increase to movement speed and acceleration.
- Personal Opinion: This accessory is pretty fun. Relatively decent on spam and god on stealth.

3. Eclipse Mirror (post-Darksun):

- Current Effects: When equipped, the player's rogue stealth cap is increased by 20. The player's rogue damage and critical strike chance are increased by 6% each. Enemy aggro is reduced by 700. The player can build rogue stealth 20% faster while standing still. The player receives an increase to rogue stealth regeneration rate while moving and not attacking. All stealth strikes only require half of the player's maximum stealth to perform, and are guaranteed to critically strike. If the player is hit by an enemy, there is a chance that a blast of darksun light will be released, nullifying damage from the hit and massively damaging enemies in a wide area. This effect has a twenty-second cooldown and will not trigger again until the cooldown is finished. Additionally, if this effect occurs, the player's stealth will be instantly maxed out.
- Personal Opinion: Aside from changes to its materials, I find Eclipse Mirror fine.

4. Eldritch Soul Artifact (pre-Provi):

- Current Effects: Reduces mana costs by 15%, increases the velocity of ranged projectiles by 25%, increases max minions by 2, increases melee speed by 10%, and gives a 15% rogue damage boost.
- Personal Opinion: This accessory is quite bland, unlike other "Soul Artifact" accessories. Might be better to rebrand this accessory to a full-on mage accessory, since that class is lacking on accessories.
- Proposed Changes: Reworked entirely. Now gives reduced mana usage when equipped. Now also gives the player increased damage reduction the lower the player's mana is. Turns the player into a figment of the eldritch abomination when equipped. If the player is using magic weapons while having no mana, HP relative to a portion of mana cost will be deducted instead. Using magic weapons with HP will have their damage significantly increased.

5. Moonstone Crown (pre-Provi):

- Current Effects: While equipped it boosts the velocity of any thrown rogue weapon by 15%. In addition, all thrown rogue projectiles have a 1/300 chance to spawn a moon sigil that deals 20% of the weapon's base damage (softcapped at 75 damage), slightly homes in on enemies, and pierces indefinitely. If the player utilizes a stealth strike and hits an enemy, several lunar flares will rain down onto that hit enemy. This effect only triggers for the first five enemies hit.
- Personal Opinion: Same comments as Feather Crown, just needing to figure out what better way to handle stealth strike effects.

6. Nanotech (post-DoG):

- Current Effects: Equipping it causes rogue projectiles to trail nanoblades every 30 frames as they fly, which are not affected by gravity and home in on nearby enemies. The nanoblades deal 15% damage of the projectile that spawn them and are softcapped at 150 damage. The accessory grants the effects of the Raider's Talisman, Moonstone Crown, and Electrician's Glove. Finally, it grants +12% increased rogue damage and 15% increased rogue velocity.
- Personal Opinion: Aside from changes in its materials, this accessory is fine. Though I'd rather see a post-DoG penultimate glove accessory instead of shoehorning Electrician's Glove into this accessory.

7. Spectral Veil (Signus drop):

- Current Effects: While equipped, pressing the Spectral Veil Teleport key teleports the player to the position of the cursor at the cost of 25% of the player's stealth and inflicting the Chaos State debuff. If the cursor's position is over 20 tiles away, the player will be teleported 20 tiles in the direction of the cursor as long as no blocks are in the way. After a successful teleport, the player gains 2 seconds of immunity frames. If the player gets hit during invulnerability, stealth regenerates to full and the invulnerability is removed. Teleports are disabled for as long as the player is inflicted with Chaos State.
- Personal Opinion: This could get a good rework, since the accessory is quite looked down at the moment.
- Proposed Changes:
 - Spectral Veil no longer uses stealth.
 - Spectral Veil now uses the same hotkey as Plagued Fuel Pack and Blunder Booster. This would also make Spectral Veil unable to be used with either accessories.
 - Spectral Veil now increases stealth regeneration tremendously at low health.
 - Spectral Veil reworked: Now does a diagonal downward dash when used, towards where the player is facing, on a short cooldown. The player will leave cosmic dust as they dash that will explode after some time. Successfully able to avoid damage during the dash will make rogue hits for the next few seconds shoot a burst of cosmic scythes from the players towards hit enemies.

8. Venerated Locket:

- Current Effects: While equipped, it increases rogue damage by 10%. While a rogue weapon is thrown, a weaker copy of the weapon's projectile rains down from the sky. When the player performs a stealth strike, a circular fan of homing cosmilite knives are thrown out that have a base damage of 150. The copy projectiles are softcapped at 75 damage, with any further damage increases being 90% less effective.
- Personal Opinion: The softcap with projectile copy is too harsh.
- Proposed Changes: Increase the starting softcap damage from the low 75.