

Calamity's Cut Content

Over the 9 years of Calamity existing, a lot of things have been added, but a lot more has been rejected. This doc will be a compilation of old sprites, old features, and old ideas that were meant for Calamity at one point. Now there are a few parts which are a bit fuzzy on whether they were fully considered, so I will color code them based on how valid they are.

~~Why? The Calamity wiki lacks a page/pages that documents some of the old features, and has flat out removed some pages on these. This doc will hopefully make it easier to find the more obscure information about the mod's past.~~

Edit: The Calamity wiki.gg now has old feature pages, the doc is going to become slowly more inactive as time goes on from here.

All information was gained from over a year of scrolling through the Terraria Community Forums, The Calamity Discord, and word of developers.

Disclaimer: It has been confirmed that a few pieces of info here are incorrect, it is unknown which ones are. Also remember that people poured a lot of work into some of the sprites that may seem ugly, so think twice before mocking them.

- **Blue=** The Feature was planned for Calamity but scrapped. **All of these features were confirmed to get in the mod, but ultimately cut.**
- **Green=** The Feature was tossed around by devs or the feature was submitted as a suggestion and has had some relations officially with the mod. **Take these with a grain of salt, they were not 100% confirmed to get in.**
- **Purple=** The Feature was offered as a suggestion and it is unknown if it was actually planned to get in. **Features with this color are not reliable, but still possible.**
- **★ =** The Feature still has a chance to be added.

Things needed

- <https://docs.google.com/document/d/1hOdSGwn-MS7GjbMTW7nYaafslBPgFljmKfRJGmeXLkw/edit#heading=h.pi9ykn7lxgqd>

Recent changes

8/13/2025

- Monsoons, Droughts, Buffed moons, Ceremonial Dagger, and Miniboss update
- Removed star from bags
- 9 years, which is really scary because as of writing this the changelog for 5 years is still below this.

4/14/2025

- Removed Seasons, Taco Man, and all 4 boss minibiomes
- Some small formatting and spelling fixes
- Tidied up evil rev accessories

1/13/2023

- Stress minibosses (no i don't feel like fixing this indent)

10/26/2023

- Former

8/7/2023

- Too much

10/27/2021

- 5 years now
- Cleared change notes before 11/6/2020
- Oblivion

Todo List

- Too much
- Notable old boss features
- **Gahtao stuff**
- Worm boss segments
- Ravager segments
- Andromeda Imgur gallery
- Fantasia weapons
- Desert Scourge weapon compilation gif
- Clean up Clay Buddy stuff
- Brain Rot

- God Slayer Shell

Bosses



Andromeda is a scrapped boss that would have been near Yharim in terms of progression in most points in development, until being planned for a second mod by Fabsol, and then being scrapped altogether. Andromeda's lore has fluctuated quite a bit, but most cases portray her as a planet destroying battle ship made by Draedon. At one point she was Yharim's brother's soul injected into a robot. Her name was an acronym for: "Apocalyptic Nuclear Doomsday Rapid Obliteration Machine Extraterrestrial Destruction Automaton". She was scrapped due to the large amount of work needed to make sprites for her, and lack of interest to code her. Andromeda has since been given a homage item in the form of the Flamsteed Ring, which summons a giant mech named Andromeda, though with a completely different and unrecognizable design.



Braelor and Stasis were a planned duo of bosses which would be fought in Hardmode. **They were revived versions of themselves that suffered the same repercussions from revival that Calamitas' brothers had (mutated into horrifying bestial monsters).** Braelor would be fought on the ground and Stasis would be fought in the sky to compliment each other.



The Void Queen (later renamed to Biotic Matriarch) would be a boss that acted similar to Turkor the Ungrateful from old mobile and console versions of Terraria. It was initially proposed for a mud biome, but was later repurposed for the Void/Hive biome that would spawn once Andromeda was defeated.



Plague Empress



The Plague Empress is a large, beetle-like creature that would serve as a second plague themed boss along with the Plaguebringer Goliath. The boss would be able to go airborne with the help of drones. Killing the drones would make it fall to the ground and generate ore tiles, then it would cycle between shooting missiles, a barrage attack, shooting stingers, a charge, then a stomp. After 30% of its hp is depleted, the drones would respawn and the cycle would repeat. It was planned to have her own set of weapons and an accessory. It was scrapped due to lack of interest from the devs other than Fabsol, who still shows some interest in her.



Mega Mammoth Dragon



The Mega Mammoth Dragon was the codename given to three separate bosses that would fill the same role of a Superboss dragon. They would be in the same tier as Xeroc. The currently existing one's lore was that he lived eons ago and preyed on other dragons. He then entered a near death hibernation state once dragons started going extinct. He would wake up again once the Bumblebirbs were released. Older concepts would have him as a dragon living in space. The oldest concept was that he was one of Yharon's species but much more ancient, where the dragon started hibernating once dragons started going extinct, by freezing itself and then woke up again to hunt once more. He was scrapped due to little progress being made on him over the ages. Its theme name by DM Dokuro would have been "Ice Age".



Oblivion



Oblivion was a boss from the Avalon mod made for older versions of Terraria with a fight composed of an eye that splits into two Skeletron Prime-esque heads. The fight was planned to be remade for Calamity, taking up tier 20 in Boss Rush, with the ability to fight them outside of it being available for practice, but without drops, requiring players to fight them in Boss Rush for their drops. Sprites were fully made for them, however the boss has since been confirmed to be scrapped.

Alpha and Omega

Alpha and Omega were dual bosses that were included in the original planned bosses lineup as a counterpart to Skeletron Prime just as Calamitas was to the Twins and the Devourer to the Destroyer. Alpha would be the supporter, throwing ranged attacks, while Omega would violently attack the player closely. Alpha was planned to have an Alpha Soothing Sunlight Blaster, Light Cannon, Summoning Orb, and Profaned Greatsword. Omega was planned to have an Omega Missile Launcher, Plasma Cannon, Lunar Ray Blaster, and Greatsword of Judgement. Only one confirmed sprite exists for their arms, that being the Alpha Soothing Sunlight Blaster. Alpha was based on the sun while Omega was based on the moon. An updated sprite for Alpha and a sprite for Omega were made, but were lost when Ziggum's imgur account was deleted. Alpha's updated design was described as being like a meteorite while omega would have craters like the moon. They were scrapped due to no longer fitting in the mod. The two would have been Moon Lord tier as an alternate to him just as Calamitas is an alternate to Plantera.

Bronze Wall

The Bronze Wall was a planned boss which would be based on the Wall of Flesh AI. It would freeze the underworld upon defeat as it acted as the heat source for it. The boss was scrapped due to the Wall of Flesh's AI being too complicated to work with at the time.

Goozma

Goozma was a planned endgame boss which would be the Slime God if it were to absorb every Slime on the planet. The boss was inspired by Ozma from Final Fantasy, hence why the name is a portmanteau of goo and Ozma. The boss is hinted in the Slime God lore item, but the boss was eventually scrapped and replaced with Noxus. This likely happened due to Goozma's sprite looking like a dark entity, which caused the lore to be revised to make Goozma into a god of darkness. Goozma with Noxus' current sprite were unused assets in the mod until being renamed to Noxus.



A sprite exists for a scrapped boss which would have been based off of the Lunatic Cultist fight. The only info found on it was that it was a devoted worshipper to Providence, and that it would be fought before her. It is unknown why it was scrapped.



Antenizer was a planned boss from 2016. Nothing is known about it aside from a single sprite of it.



Inferno and Glaze were a duo of planned bosses from 2016. Nothing is known about them aside from a few sprites.

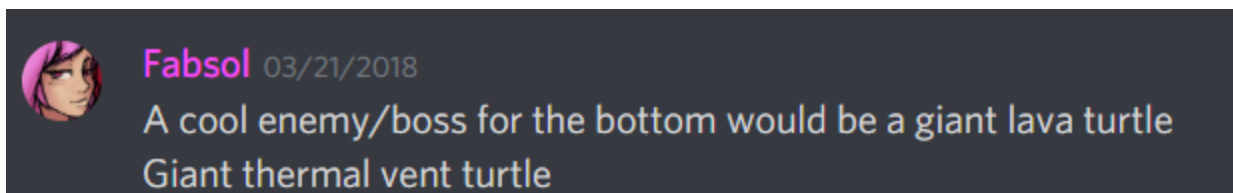
Mirage Mallah

Lore: Mirage Mallah is basically he's a sentient mirage who is basically evil for fun And tricks people into deaths It turns out he's easily fooled as much as he fools others when Yharim claims to curse him to be unable to escape the Desert when he couldn't (since he doesn't have the summoning item enabling him to kill Mallah), and Mallah is dumb and begs for his mercy Summoned with the Evil canopic jar Phase 1 he teleports and summons Sand Wisps and shoots rocks at you from the sides of the screen, and he has hands that shoot lightning bolts, plus he would shoot sand wave attacks from the top of the screen Phase 2 he teleports more often, leaving a shadow clone behind to shoot you with that lightning bolt for a few seconds, his puppets are separate entities that shoot you Phase 3 he summons a ton of locusts and disguises as one of them, they all fly erratically and you have to find the real one In 2 minutes (90 seconds in Expert), if Mallah isn't killed, the mask comes back and OHKO's you (Presumably third phase only) Would drop Essence of Sunlight and his own set of weapons on defeat. He was most likely scrapped due to mostly being a suggestion and not fitting the mod. He is probably still being pushed by Purple Necromancer (a former dev). He was also planned to get into the "Ruin Mod", which would act as a spiritual successor to Calamity, but the mod was scrapped.

Unnamed Sun themed boss

A Sun themed boss was briefly considered, who would act like the Lich from the Thorium mod. It was likely scrapped due to lack of sprites.

Vent Turtle



The idea of a large, lava themed turtle being at the bottom of the Abyss was tossed around briefly. It would have been based on thermal events and be a reward of sorts for making it to the bottom. The turtle would have a shell attack but would also try

to escape once its shell is broken, though it would die from pressure in the process without its shell. This was replaced with the Terminus Shrine.

Events



Buffered Moon improvements



The buffered Frost and Pumpkin Moons were planned to receive new minibosses replacing the Pumpking and Ice Queen in 2017 known as the Pumperor and Ice Empress, being buffered reskins of each boss. This concept would later evolve with renames to Lord of the Harvest and Frigid Empress, which had more unique designs as well as the addition of Saturn (based on Saturn moths) as a replacement for Mothron in buffered eclipses.

- Frigid Empress would behave like an Ice Queen at first with a greater focus on projectile spam. Would summon two of the buffered Ice Queens when at half HP; she would change form after this and reveal her frosty wings, becoming more mobile and focusing more on ramming the player instead of projectile spam.
- Lord of the Harvest would be similar to Pumpking at first but would have four arms, two of which would focus on slicing the player (moving similar to skeletron arms) while the other two focus on firing flame scythe projectiles. Would summon two of the buffered Pumpkings at 25% HP; he would lose his arms after this and begin creating a projectile storm of flaming wood and slightly-homing flaming pumpkins.
- Saturn (in reference to Saturniids, the family of the largest moths in the world) would behave like Mothron and able to execute multiple charges in a row and from different directions (vertical, horizontal, and diagonal). Only at 50% HP and lower would it spawn eggs, and after a few seconds they would explode upwards into a huge shower of shell shards and spawn small Saturn moths.

At some point a Blood Moon miniboss was also planned, but nothing is known about it beyond its spawn method being tied to the amount of Blood Moon enemies killed.

Monsoons and Droughts

Random events that occurred which changed the weather to heavy rain and heavy sun respectively. Environmentally, droughts would cause lakes to lose slight amounts of water, and surface non-player placed snow blocks to slowly melt. Otherwise, the events would mostly be new enemies and minibosses. The events were solidified

enough to the point where they were planned for the second album of the Calamity OST, but were ultimately forgotten and scrapped.

Followers of Yharim and Royal Invasion

Never confirmed to be scrapped, the “Followers of Yharim” and “Royal Invasion” events were planned events which would most likely be similar to vanilla events such as the Goblin Invasion. They probably weren’t implemented due to the difficulties with adding custom invasions.

Npcs

Miniboss update

Prior to the “22 incident”, an update was planned to give reason for players to explore existing biomes after defeating the Moon Lord in the form of a focus on minibosses. Cloud Elemental was intended to be the sky’s miniboss and her received rework in the 1.4 port was part of those plans. Great Sand Shark was intended to be promoted to be the desert miniboss. Aside from those two, the rest would be completely new:

- Arch Conjurer: A cavern miniboss. Would have acted similarly to Tim, firing rounds of 3 projectiles towards the player, though they wouldn’t be destructable.
- Revenant Construct: Another cavern miniboss. Would have remained stationary and spawned Face Feasters, small bat-like enemies.
- Elephant Bird: The Jungle miniboss. Would have behaved like a Unicorn.
- Accursed Gargoyle: The Dungeon miniboss. Would have remained as a stationary statue that then turned into Heat Spirit-like AI when approached.
- Lazarus Chimera: The Underworld miniboss. Had three heads which could be cut off as its health lowered, changing its behaviour.
- Armored Cryptid: A Blood Moon miniboss. A relatively slow enemy coated in bones which shatter on hit. These can deal damage. Immune to knockback. Loses the bones at half health and becomes much faster. Then susceptible to knockback.
- Bloodcreep Jester: A Blood Moon miniboss. Shoots bouncing blood orbs to its sides, and homing blood missiles if the player is in the air. Makes insane laughter occasionally.
- Super Corruptor: The corruption miniboss. It’s what its name says.

Plans for the other biomes either do not exist or have not been publicized.

Daedalus Cyclops



The Daedalus Cyclops was an enemy whose sole purpose was to drop the summoning item for Providence (Called the Holy Beacon at the time). Abilities included teleporting, summoning Pixies, raining down projectiles, and shooting Magnet Spheres in Expert Mode. He was most likely scrapped due to not fitting the nature of the mod.

Polterchest



The Polterchest was a miniboss who would replace Headless Horsemen post Devourer. Attacks consisted of flinging greek fire and behaving like a Biome Mimic. It is unknown why it was scrapped, but sprites for it existed in the mod for a while, before being removed.

The Nemesis



The Nemesis would be a Post-Moonlord plagued themed miniboss which “had some cool moves”. It was scrapped since the Jungle was too bloated and the Plague Marsh was cut. The miniboss has been fully animated, but not revealed publically.

Void Terror/Hive Monster



The Void Terror/Hive Monster would be an npc found in the Void biome which acted as another worm. It was scrapped when the Void was scrapped.

Void Soldier



The Void soldier would be an enemy in the Void biome which acted as a normal enemy or miniboss. It was scrapped when the Void was scrapped.

Rylunter



The Rylunter is a Rhinoceros-like creature that was part of a planned biome overhaul update, as part of the Hallow. It was scrapped alongside said update. It was fully animated, but only an idle frame is publicly revealed.

Plantoreum



Plantoreum was a planned miniboss, who was scrapped due to a lack of animations. It is unknown how they would have behaved.

Fantasia



Fantasia was a planned Hallowed miniboss with its own set of items and weapons. It was most likely scrapped due to the Hallow expansion being scrapped.

The Master Necromancer



The Master Necromancer was one of the planned Stress minibosses. Minibosses that would appear if the player's Stress level reached a high enough level. The Master Necromancer was intended to spawn if the player reached critical Stress while in the Dungeon.

The Prophet

The Prophet was another planned Stress miniboss, but for the caverns. It was a reference to the Prophet from Darkest Dungeon.

Brigand 10k Pounder



The Brigand 10k Pounder was another planned Stress miniboss which would appear during the Pirate Invasion. It was a reference to the Brigand Pounder from Darkest Dungeon.

Nebulous Flesh



Another Stress miniboss, but for the Crimson.

Shrieker



Corruption Stress miniboss. Darkest Dungeon Shrieker.

Shambling Horror

Hardmode night Stress miniboss. Shuffling Horror from the hit game Darkest Dungeon.

Astral Hedgehog



The Astral Hedgehog would be a normal astral enemy, but it was scrapped due to it not fitting with the Astral Infection.

Profaned Elemental



The Profaned Elemental's sprite was supposedly intended for the Profaned Guardians, but was changed to its own enemy once the Profaned Guardians were resprited. It wasn't added due to it conflicting with the Elemental lore.

Plague Zombie

The Plague Zombie would be an enemy that would look like a Blood Zombie but green. It was most likely cut due to lack of sprites.

Overloading Tomb Crawler

The Overloading Tomb Crawler was a planned enemy which was described as being a blue Tomb Crawler. It was most likely cut due to lack of sprites.

Crimulan/Ebonian Gel Zombies

The Crimulan and Ebonian Gel Zombies were planned enemies that were cut due to lack of sprites.

Blighted Seer and Armored Dragon God

The Blighted Seer and Armored Dragon God were planned NPCs borrowed from "Omnir's Nostalgia Pack". The Blighted Seer would have green eyes and dark red/black skin, while the Armored Dragon God would be metallic with blue electricity. They were most likely cut due to lack of sprites.

Swallowing Mire

A post-Moon Lord slime in the forest which could engulf the player.

Wired Watchers

A post-Moon Lord upgrade to Wandering Eyes being two eyes based on The Twins.

Prism Golem

A post-Moon Lord Hallow enemy. Nothing else is known about it.

Muscle Lurcher

A post-Moon Lord Blood Moon enemy. Nothing else is known about it.

Auric Slime

Yeah. Spawns baby auric slimelings on death and leaves behind a trail of damaging sparks.

I-Zor

I-Zor was a planned miniboss which would spawn during Solar Eclipses. I-Zor was explained as being Eyezor piloting a mech which would be based on the Wall of Flesh's Ai. He was most likely scrapped due to no one making sprites for him.

Astrophage

The Astrophage was an enemy originally developed by a community member named L0st_M1ner while Calamity 1.4's Astral Infection expansion was being planned. A pet version of that enemy was added to the Calamity's Vanities fan mod, prior to this redesigned Astrophage pet being added to Calamity proper.

Unnamed Fish Enemy

The unnamed fish enemy was planned to be in the Sky Temple, but was scrapped along with the temple.

The Scavenger

The Sky Temple would have a second enemy/boss/miniboss that would use Ravager's first sprite (The sprite was a placeholder for Ravager and meant for this npc). It would act like a Guardian from The Legend of Zelda: Breath of the Wild except in 2D. It was scrapped with the rest of the sky temple, and left the Ravager with the internal name of "Scavenger".

Goblin Tank

Fabsol briefly considered adding a Goblin Tank miniboss to the Goblin Invasion to make it more worth it.

Undead Lancer

The Undead Lancer was intended to be an enemy which would drop a unique lance known as the Undead Lance. It is unknown if it was going to be in the mod or not.

Killer Polyp

The Killer Polyp was a planned Abyss enemy which would latch onto horizontal surfaces and attempt to pull the player in with a tentacle. It was scrapped because the spawn conditions weren't optimal in the Abyss for it to spawn.

Pinkeye Trout

The Pinkeye Trout was a planned Abyss NPC. It would lign up with the player horizontally then charge at them after taking enough damage or after a short amount of time. It was likely scrapped due to this behavior.

Biome Mimics

Biome Mimics would be cool to create as well. Snow Mimic, Desert Mimic, Ocean Mimic, Cosmic Mimic (spawns after DoG has been defeated, is very rare, and is MUCH more aggressive than a normal biome mimic; can drop dev. weapons and sets and can spawn only during a Blood Moon).

New biome mimics were planned including the Desert, Ocean, and Snow mimics. A special mimic that would spawn post-Devourer, known as the Cosmic Mimic was also planned and would be extremely difficult and rare. It would spawn during the Blood Moon and drop dev equipment.

Profaned Orbitor

The Profaned Orbitor was a planned profaned enemy that was most likely cut due to lack of sprites.

Unnamed Sunken Sea Crab

The Clams in the Sunken Sea were originally going to be crabs, but were scrapped in favor of clams. It was scrapped due to not fitting with the peaceful theme of the Sunken Sea.

Astral Ship

The Astral Ship was an astral themed flying saucer. It is unknown why it was scrapped, but it was likely to keep the Astral Meteor from being bloated by content (this was before the Astral Infection).

Samurai

The Samurai was a planned npc that most likely would have been a town npc. It is unknown what they would have done. The sprite was also intended at one point to be an armor set that would be post-Providence or post-Alpha and Omega.

Clay Buddy

Clay Buddy was a planned npc who would be able to grant a shield buff and several items. They were also planned to follow you. It is unknown why they were scrapped.

Behemoth

A large terrestrial enemy for the crags was planned but was scrapped for unknown reasons. It existed in a promotional picture for Calamity 1.1.7.

Essence of the Devourer

After the Devourer of Gods was killed, an npc was planned to move into your town known as the Essence of the Devourer. It was most likely the Devourer of Gods but in a more humanoid or at least spiritual form. It is unknown why it was scrapped.

Biomes and Structures

Sky Temple

The Sky Temple (I haven't found any more official names) is a scrapped biome that was associated with Xeroc. A screenshot is shown of the biome in early development before it was scrapped (it was never seen in any public releases to the best of my knowledge). The temple included the unnamed fish enemy and an enemy which would reuse Ravager's original sprite known as the Scavenger, once he got respited (The sprite was a placeholder).

The Great Sea

The Great Sea was a biome which was reworked into the sunken sea. Not much is known besides the fact that it had a castle and used teal water sprites. Amidias was teased for during the abyss update but wasn't added into the game until around 1 and a half years later, along with the sea prisms and eutrophic sand which were seemingly planned for the Abyss.

Ice Castle

The Ice Castle was a biome that was briefly planned. It was most likely Permafrost's and was cut due to Cryogen being the ice castle.

Plague Marsh

The Plague Marsh was a planned biome which was most likely themed around the same plague that infected the Plaguebringer Goliath. It was most likely cut to save space.

The Void/Hive

The Void/Hive was a biome that would spawn in several layers of the world once Andromeda was defeated, including the Underworld where the Void Queen would be fought. The Void/Hive was then ultimately reworked to become the Astral Meteor, and eventually become the Astral Infection we have today.

Mud/Swamp Biome

An idea for a mud/swamp themed biome was very briefly planned for the sake of an earlier revision of the Void Queen. Other than that, there have been no mentions of it.

Items

Astrageldon Weapons

Two weapons were planned for the Astrageldon Slime to drop. One of which was a summoning staff which was a direct upgrade to the Slime Staff known as the “Astragel Staff”. The other was the “Nebula Blaster” which acted as a direct upgrade to the Slime Gun, but it actually did damage. They were most likely scrapped due to the Astrageldon Slime being removed. They remain in the mod’s files to this day. The Astragel Staff was the inspiration for the Abandoned Slime Staff.

Revengeance World Evil Accessories

Two accessories were planned which would drop from the Eater of Worlds and the Brain of Cthulhu respectively. The Deadly Microbe would drop from the Eater of Worlds/Hive Mind and the Pus Sac would drop from the Brain of Cthulhu/Perforators. The Deadly Microbe would spawn infectious orbs around the player and cause powerful DoT to enemies touching them, while boosting damage reduction by 5%. The Pus Sac would emit an ichor explosion upon damage, giving a minute of ichor to nearby enemies and boosting damage reduction by 5%. The Deadly Microbe appears to have been reworked into the Eater of Worlds lore item while lore effects were a thing, while the Pus Sac remains unused. It is unknown why they weren’t implemented.

UHF Murasama

The UHF (Ultra High Frequency) Murasama was a planned upgrade for the Murasama. It was planned to have several abilities and be a key part in defeating Yharim. The sword would have been able to emit gusts of energy, bypass 50% of enemy defenses, and allow the player to use a dash which acted as a better counter scarf dash with a certain key. The item has yet to be implemented due to one of the sprites being unfinished and the devs not wanting to code it. The sprites for the sword, dash cooldown, and attack have remained in the files.

Bumblorod

The Bumblorod was a planned weapon dropped from the Bumblebirb. Its purpose is unknown.

Drill Cannon

The Drill Cannon was a planned weapon for the Ravager. It is unknown what it would have done, but a projectile sprite for it exists.

Wulfrum Remote

The Wulfrum Controller was originally going to be a remote. It was intended to summon the same Wulfrum Droid minions.

Shroomling Staff

The Shroomling Staff was a planned drop for Crabulon that would summon Shroomling minions. It remains unused.

Plague themed summoner weapons

The Plagueskito Staff was a weapon which would have summoned Plaguesquito minions. The mosquitoes were rendered unable to fly due to the plague so Yharim's minions attached missiles on their abdomens. They were meant to take up 2 minion slots and could heal the player by 2-4 HP when attacking. Later on, it would be replaced by the Plague Caller which would have summoned Baby Plaguebringers. The Baby Plaguebringers have now since been repurposed into the Infected Remote's secondary summon and the Plague Caller has been reworked into a pet item which summons a pet version of one of them.

Sandtooth Staff

A summoning item was planned which would summon miniature Sand Sharks. A possible name and sprite for the item was found and labeled as “Sandtooth Staff”. A similar item was implemented known as the “Forgotten Apex Staff”, which also summons the Sand Sharks produced by the Mineral Mortar.

Aquatic Egg

The Aquatic Egg is a weapon which was intended to summon something. It was planned to be dropped by Aquatic Aberrations and Paraseas rarely. A buff icon for it exists.

Black Bolt

The Black Bolt was a bow planned for Astrum Deus. It is unknown if it had any special functions.

Staff of the Guardian

The Staff of the Guardian was a planned weapon for Providence. The function for the item is unknown, but it was probably a summoning weapon which spawned miniature Profaned Guardians judging by its name.

Amaterasu Staff

EDIT (Special Weapons): Barracuda Gun (upgraded Piranha Gun), Aeries (electrified debuff and life steal ranged weapon), Amaterasu Staff (Summons flaming wolves to fight for you), Impaler (upgraded Stake Launcher), The Hive (upgraded Snowman Cannon).

The Amaterasu Staff was described as a summoning weapon that summoned flaming wolves. It is unknown why it was cut.

Ceremonial Knife

A more unique method to summoning Blood Moons than the Blood Medallion which was ultimately added. The knife would be used on friendly NPCs to sacrifice them to start Blood Moons.

Sulphuric and Bleach Powders

The Sulphuric and Bleach Powders were two items associated with the Aquatic Scourge. The Sulphuric Powder would convert normal sand to Sulphurous Sand when thrown, and the Bleach Powder would do the opposite. They were scrapped for unknown reasons, but likely due to their niche use. They remain unused.

Marnite Armor

Marnite weapons were planned to have an armor set to go along with them. This armor was scrapped for unknown reasons, but it is likely due armor sheeting being tedious. Marnite Architect armor has since been added.

Legendary Summon Weapon



Sprites for the minions of a legendary summoner weapon exist as evident by the constant evolution of the minion growing larger and taking more complex forms (when legendaries scaled throughout the game). It was most likely cut due to scaling being cut and having multiple forms being out of place compared to other legendaries which didn't gain new visual effects from scaling.

Phantom Scythe



"Phantom Scythe - HM/Post ML (whichever the devs think fits) weapon drop from scryllars that works like the lifehunt scythe

67 Melee damage (HM)/134 Melee damage (Post-ML)

6 (HM)/ 8 (Post-ML) Knockback

6 (HM)/ 8 (Post-ML) crit chance

Very fast speed

Critical hits spawn a mini scryllar"

The Phantom Scythe was an item suggestion that a dev accepted and sprited. It is unknown if it went by Fabsol.

Starburst Rifle



"Starburst Rifle 130 Ranged damage, Very fast speed, Weak knockback, 6% crit chance. Crafted with: Clockwork assault rifle, 30 stardust, 10 nebula fragments and 15 luminite bars at an ancient manipulator. Shoots a burst of five bullets, the fifth shot is always a homing astral jaw"

The Starburst Rifle was an item suggestion that a dev accepted and sprited. It is unknown if it went by Fabsol.

Desert Scourge weapon set

A Desert Scourge themed weapon set was sprited and intended to replace Victide in that area of the game, while moving Victide elsewhere. It is unknown why they were scrapped.

Calamity Ore Spawners

Calamity Ore Spawners were planned items which would drop from bosses that would spawn ores. The idea eventually merged with the Calamity Biome Spawner to make the Calamity Spawner..

Legendary Gun

The Legendary Gun was a planned gun which was able to switch between assault mode and sniper mode. It is unknown why it was cut. The item has no actual name, but has been labeled as “Legendary Gun” by a dev as a placeholder name.

Locked Abyss Chest

The chests in the Abyss were originally going to be Abyss Chests, but they would be found covered in Viper Vines. This was most likely scrapped due to coding limitations. Ancient Treasure Chests have since been added which use a similar concept.

Voriken and Vortex Crossbow

The Voriken and Vortex Crossbow were 2 planned Vortex themed weapons. The Voriken was most likely scrapped because it wasn't ranged, but the reasoning for the crossbow being scrapped is unknown.

Xeron Ore

Xeron Ore was an ore that dropped Meld Blobs. It was likely scrapped once throwing started gaining focus in the mod.

Alpha and Omega weapons

All 8 of Alpha and Omega's arms were planned to be scaled down to be weapons for the player to use. They were scrapped along with Alpha and Omega.

Cosmilite Coin

Cosmilite Coins were planned to be an upgrade to Platinum Coins. They were fully sprited, but weren't implemented, likely due to the game's currency system being hard to manipulate.

Lunar Shield

The Lunar Shield was a planned Expert Mode drop from Omega which would give the player almighty strength during night. It was scrapped along with Omega.

Crimulan/Ebonian Armor

Crimulan and Ebonian Armor were planned upgrades to the Crimtane and Shadow Scale Armor respectively. They would be made with drops from the Perforators/Hive Mind. They were most likely scrapped due to lack of sprites.

Reefwall

Reefwall was described as a coral reef-like block that was supposed to line the Abyss and be unbreakable. It is unknown why it was scrapped.

Cellulose

Cellulose was a planned plant-like tile that would spawn near the surface or on sky islands in patches of dirt and would be used to make Life Fruit. It is unknown why it was scrapped.

Celestial Wyrms Staff

The Celestial Wyrms Staff was a planned upgrade for the Stardust Dragon Staff. It is unknown why it was cut, but it was likely because putting it between the Mechworm Staff and Stardust Dragon Staff would create small gaps in progression.

Tractor Beam Staff

The Tractor Beam Staff was a planned weapon of unknown use, themed around Martians.

Viking Waraxe

The Viking Waraxe was a planned weapon of unknown use. This weapon isn't to be confused with the Waraxe dropped by Goblins.

Unnamed Food Item

A developer posted a message saying "A mysterious and intriguing item that can be expected to be added... not very soon." with a sprite attached. It was probably a joke.

Dragon Claw

The Dragon Claw was a proposed Uelibloom weapon suggested by someone who would later become a developer. The ideas for it were an upgraded version of the Mandible Claws or a mage weapon that created slashes, but also had a right click that would launch a large slash. Fabsol said he would look into it, but never got back on it.

Grimacer Staff

The Grimacer Staff was a proposed Xeroc tier summoner weapon which would summon a Grimacer minion. It is unknown if it was going to be added.

Auric Wings

A wing set was planned that would be Auric Tesla themed, but was probably scrapped due to Celestial Tracers existing.

Total Annihilation

Total Annihilation was an unused weapon found in the files of extremely early versions. The item appears to follow the same theme as the old Planetary Annihilation, which could have meant that it was intended to be an Elemental tier flail. It is unknown why it was scrapped or what it would have done.

Misc. Scraps

Ruin Mod

Calamity was meant to have an optional side mod that would be able to be played with it. The mod was to be based around ground-based bosses, which would nerf your movement to make the fights more balanced. The mod had its own development in the Calamity Discord, but was deleted after the mod was cancelled. The mod was cancelled due to Fabsol not wanting to start a new mod/abandon Calamity. However he insisted on porting the ideas to Calamity, but Ziggums insisted the features be scrapped altogether.

Among the mod's ideas were a beetle that could control the void to attack you, and a muscular beetle which could inflate or stretch parts of its body.

Chaos Mod

Another optional side mod intended to be played with Calamity, but conceptualized much later. The mod was intended to be features that Fabsol felt did not fit into Calamity anymore such as Oblivion and the Ancient Doomsayer. The mod was also used as a testing playground for a few Calamity features including the speedrun timer.

Cooking

A cooking mechanic was planned for the mod which was described as "New various food items cooked at a cooking pot or other crafting stations. Could also involve a cooking skill, as it increases via cooking more difficult and powerful recipes you would unlock better recipes."

Althena's Blessing

Althena's blessing was a planned buff for Purple Necromancer's developer item. The item was a reference to the Lunar series with Althena being a character in said series. It was cut due to the sprite becoming outdated by Calamity's standards.

Hallowed Expansion

The Hallowed biome was going to get an overhaul which would include the Rylunter. All sprites were said to have been completed, but the expansion was scrapped for unknown reasons.

Realism Mode

Fabsol briefly mentioned having a config option, where if you died too many times, Yharim would stop reviving you and you would permanently die. This was met with some backlash, so it is unlikely to be implemented. The concept of Yharim reviving the player is also supposedly scrapped.

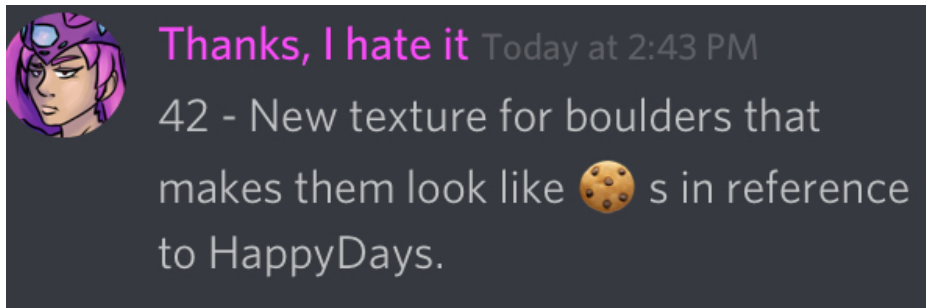
Scryllar Shield

Enraged Scryllars were originally intended to be able to summon a shield for a few seconds which would deflect projectiles.

Eidolon Pods

Eidolon Pods were a planned piece of content and it is unknown whether they were an item, an entity, or something else. They have been confirmed to be scrapped.

Cookie Boulders



Fabsol added a change note to the changelogs channel in the Calamity discord saying he was going to resprite boulders to make them look like cookies. It was deleted around an hour later.

Old Lore and Story

(will only write the more obscure old lore here, no perfect one or Nahlyn)

Yharon: was originally going to be a good guy counterpart to Yharim. You would be able to team up with Yharim to kill Yharon or vice versa depending on what route you wanted to take.

Providence: Became the yin to Yharim's yang. Was originally going to be a cultist like boss. Providence was planned to be the one who burned Yharim's family.

Wall of Bronze: Heats up the Underworld, if it were to cease, the Underworld would freeze.

Andromeda: Had Iganlius' soul inside her at one point and killing Andromeda (which kills Ignalius) would unleash the horrors of the Void/Hive onto the world.

Sky Temple: Was a place related to Xeroc.

Mega Mammoth Dragon's final lore draft had him as an ancient dragon who preyed on other dragons, but the world fell into a grand climate change, which caused him to self-freeze then hibernate until around the times the Bumblebirbs were released.

Mega Mammoth Dragon's first draft was relatively the same, but he was of Yharon's species and wasn't as attuned with ice.

Braelor and Statis would have been mutated into horrible beasts upon being revived like Calamitas' Brothers..

Crabulon was going to be called the mycelial titan, but that was too grand of a name for a pre hardmode boss.

Daedalus was a robotic bird at one point and was also Yharim's scientist at one point, but the concept was scrapped in favor of Draedon.

Yharim cursed the Cultist, who tried to stop the Moon Lord from fully reforming.

OLD SLIME GOD LORE:

The Slime God was the first ruler of Slimedom, and a vociferous opponent of the Jungle Tyrant/Lord of the Cosmos Yharim. He led armies of gelatinous fighters including his own son, who we now know as King Slime, against Yharim's demigods and was very successful. Eventually, Yharim got fed up with the Slime God and mind-controlled his heir, made him overthrow his father, and forced the slimes to follow the Jungle Tyrant until the end. The Slime God (who at the time was a normal, yet large slime) started to delve into insanity. He gathered other outcast slimes (Ebonian and Crimulan) to form a cult. He then channeled the power of the Corruption and Crimson to become what he is today, a God of all things Slimy.

Yharim would then become enraged at the player for stopping the Moon Lord from reaching full power. Killing the Moon Lord would also spawn the Calamity Biome.

The reason the player respawns has been all over the place, and it is best explained in The Calamity Archived Lore Document linked [here](#)

Desert Scourge

- Used to have a 4% chance to spawn a tile of water when hit on expert mode for the purpose of making water transportation easier.
 - A new liquid which would evaporate over time was planned to replace this feature before the whole thing was scrapped.

- Used to naturally spawn post-EoC/BoC
- Dropped Torrential Tear in Prepare to Die/Prepare to Cry mode and Rev+
- Victide was based on the old palette for the original Desert Scourge sprites
- Second boss to be added to the mod.

Crabulon

- Planned to be called the Mycelial Titan, name was too cool for a pre-hardmode boss, so it became a crab
- Was able to destroy terrain
- Was able to be pacified by the Fungal Clump accessory
- Was thought up by Fabsol during class.

Perforators/Hive Mind

- Used to spawn naturally post-Skeletron
- Perforators used to just be three worms at once, with stats boosting as worms were killed. No hive.
- Hive Mind was more true to the Brain of Cthulhu, and was just really slow in phase 1 and not static.
- Perforators had an unused sprite in the files before they were officially added with a different sprite. The sprite was just one worm and not three.
- 6th and 7th Bosses to be added to the mod.
- Perforators were a single, very long worm during early development.
- All 3 Perforator Worms used the Perforator Mini's sprite before getting their own.
- The Perforator Worms had the proposed names of:
 - Small: Nycta
 - Medium: Tria
 - Large: Metera

Slime God

- Used to spawn during the Hardmode Slime Rain.
- Was planned to have a character inside of it similar to the Slime King, known as the Slime God Avatar. This was reflected within the Slime God's trophy at the time.
- Slime God was originally just one big Slime that changed appearance in phase 2 and not 2 Slimes and a core.
- Was the first boss added to the mod.

Cryogen

- Had a variety of different phases, each having its own unique status message.
- Spawned naturally after mechs.
- Was only fightable at night.

- Was explained by Fab to be intended to be based on Bitter Cold from Pokemon Mystery Dungeon: Gates to Infinity.
- Each phase had a sprite in the files, all were the exact same sprite.

Aquatic Scourge

- Seafood could possibly be a reference to the Desert Medallion's internal name, "Dried Seafood".
- Was originally much more simple, but changed due to it being able to be killed easily pre-hardmode.

Brimstone Elemental

- Was originally intended to have 2 eyes.
- Summon is referred to as "Big Busty Rose" in the files.
- Was referred to as BrimstoneWaifu in the files previously.

Calamitas

- Originally had its health run out, before instantly regenerating upon reaching phase 2, instead of reaching it at a certain amount of health.
- Naturally spawned Post-Plantera
- Fourth boss to be added to the mod.

Plaguebringer Goliath

- Could only be fought at night.
- Cloned itself.
- Was intended to be able to teleport.
- Fifth boss to be added to the mod.

Astrum Deus

- Was Pre-Golem
- Was originally just one worm and not wormhell.

Ravager

- Was originally the Scavenger, and used its sprites.
- Due to this, it was called Scavenger in the source for awhile
- Original sprites were intended for the Scavenger, and its spriter wasn't pleased that it was given a Golem AI, so it was immediately resprited.

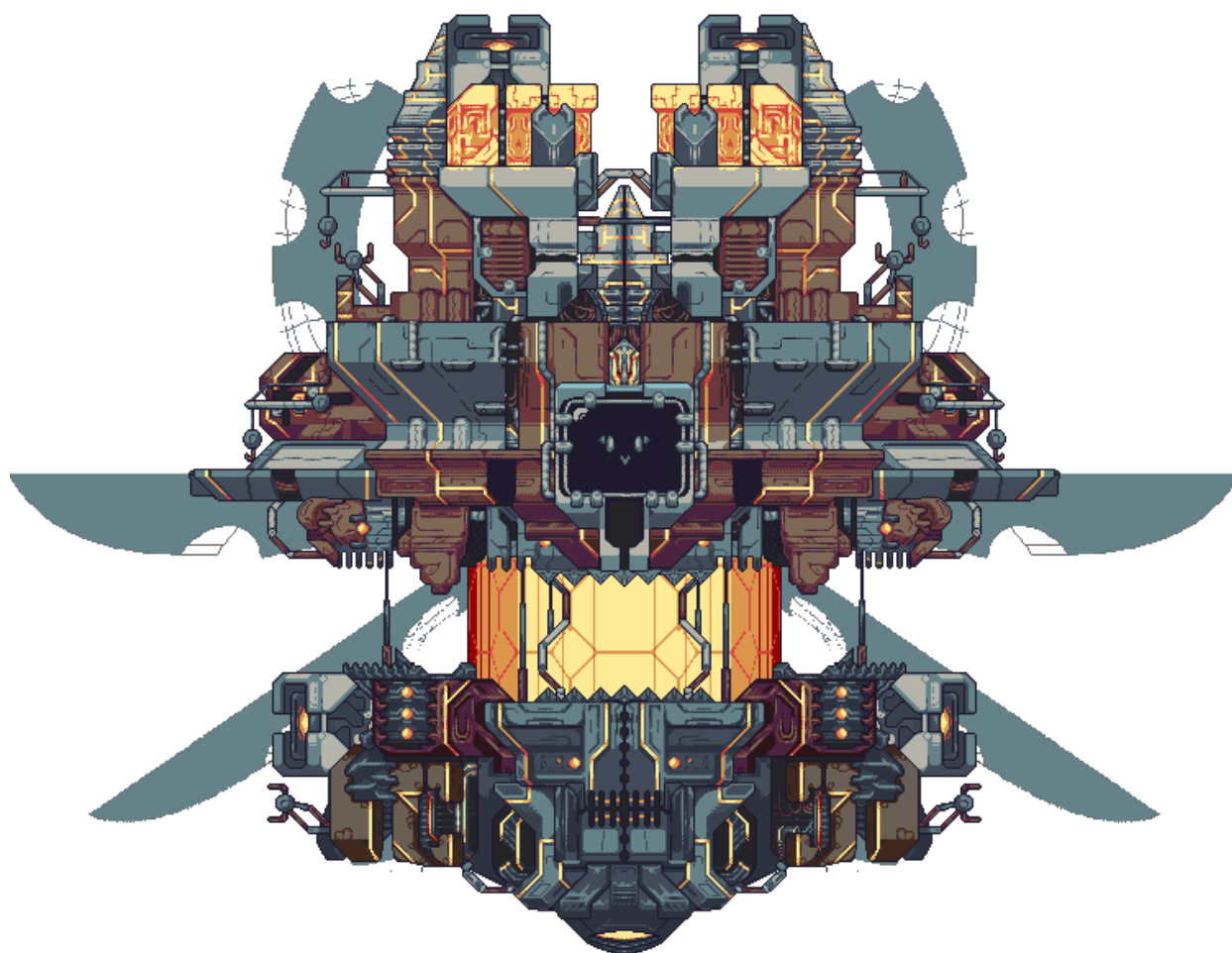
Scrapped and Unused Sprites/Art

**DO NOT BASH OLD SPRITES, PEOPLE WORKED
HARD ON A BULK OF THEM AND THEY WERE
USUALLY GOOD FOR THEIR TIME**

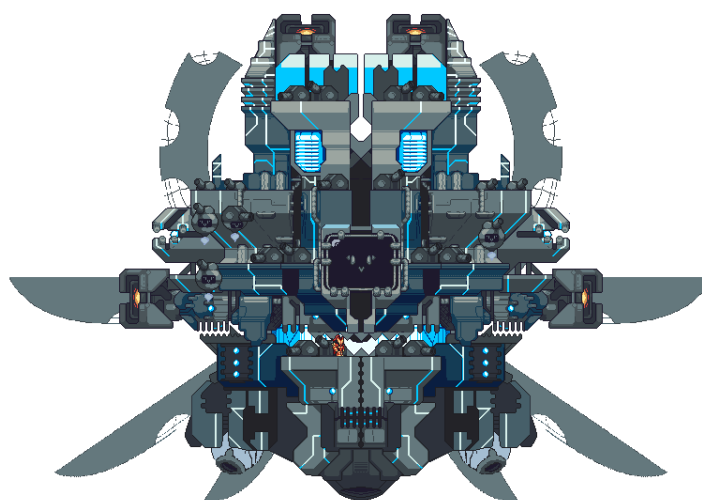
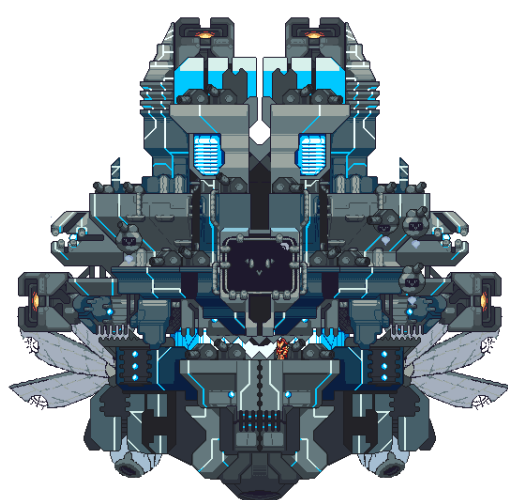
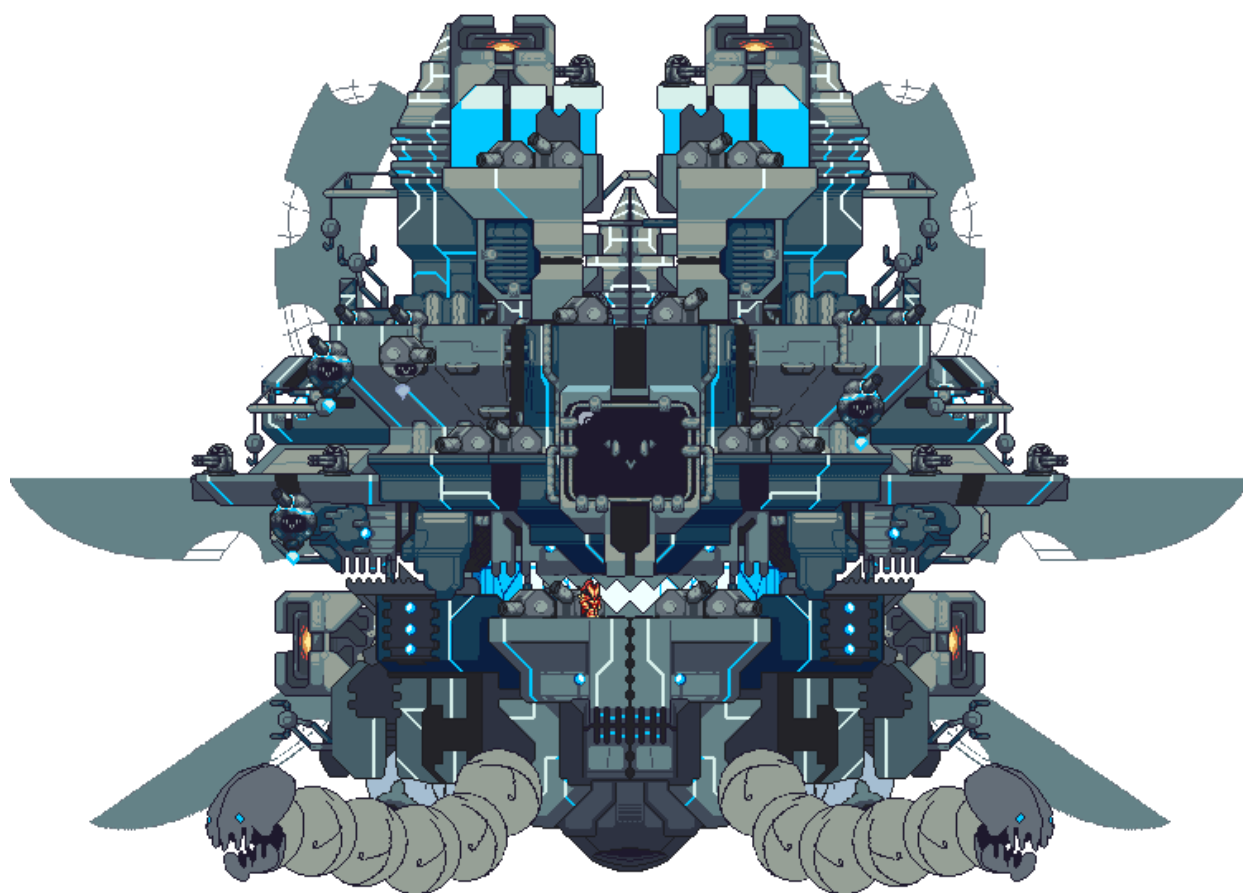
Andromeda

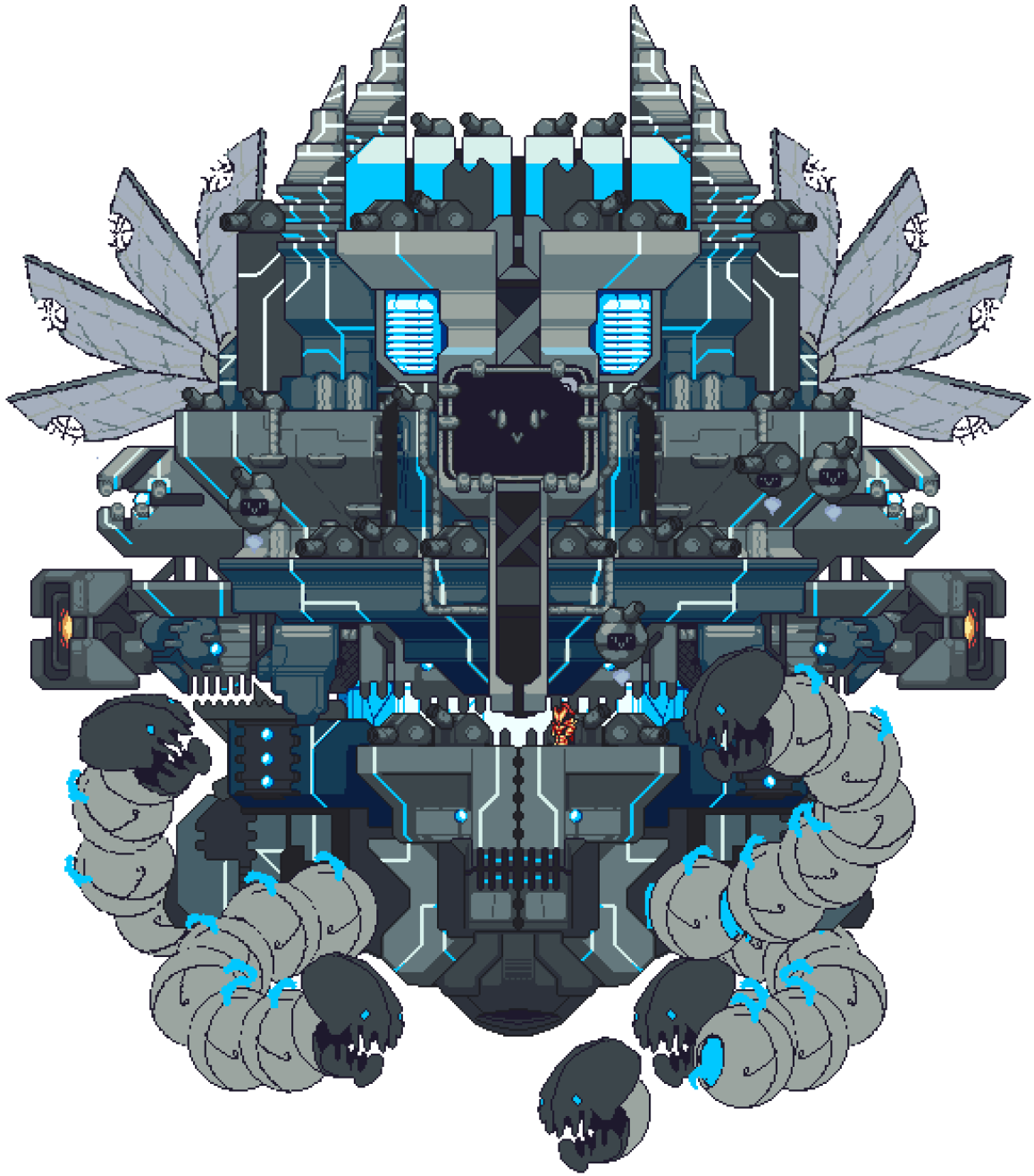


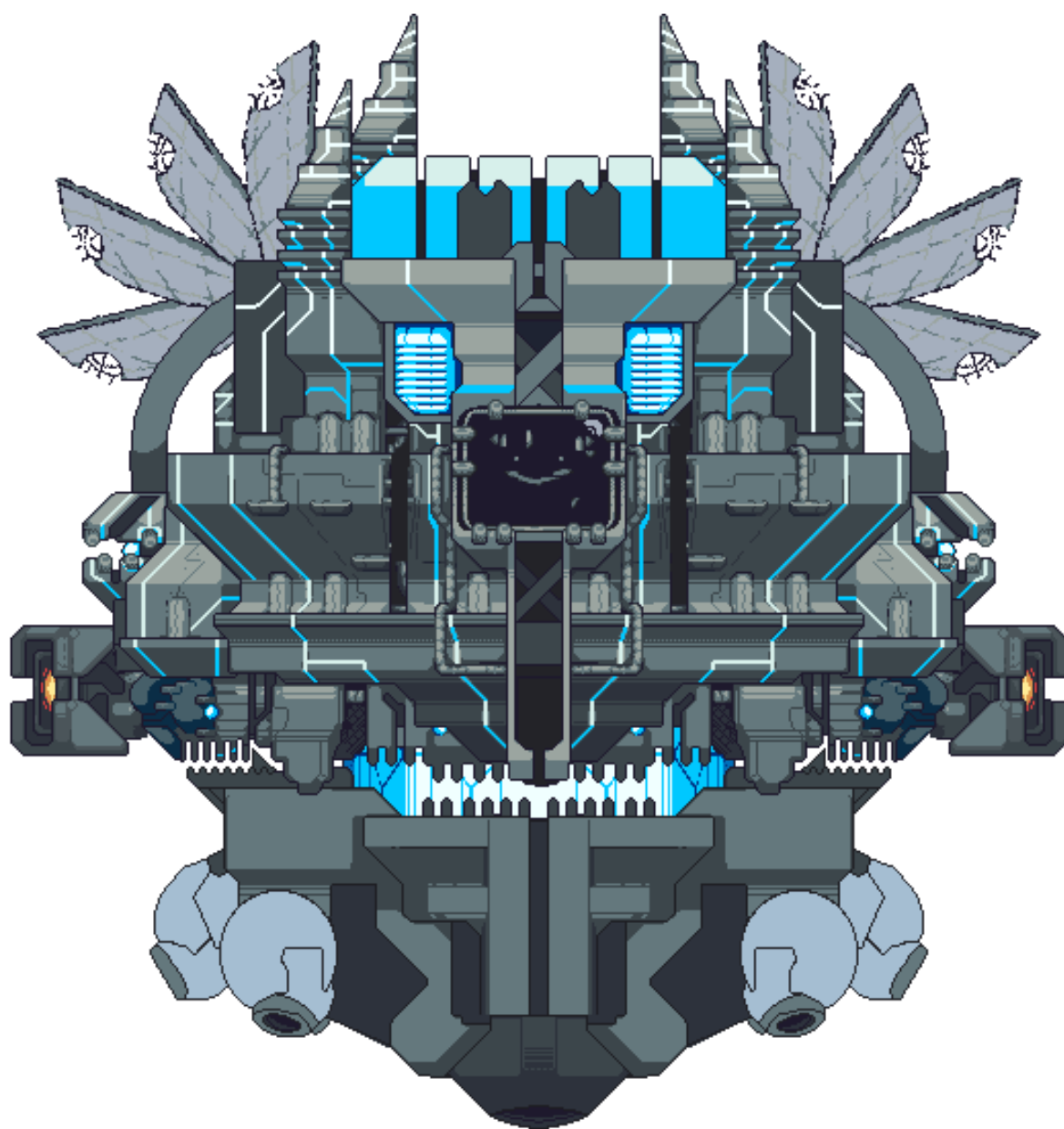
Andromeda's first known sprite

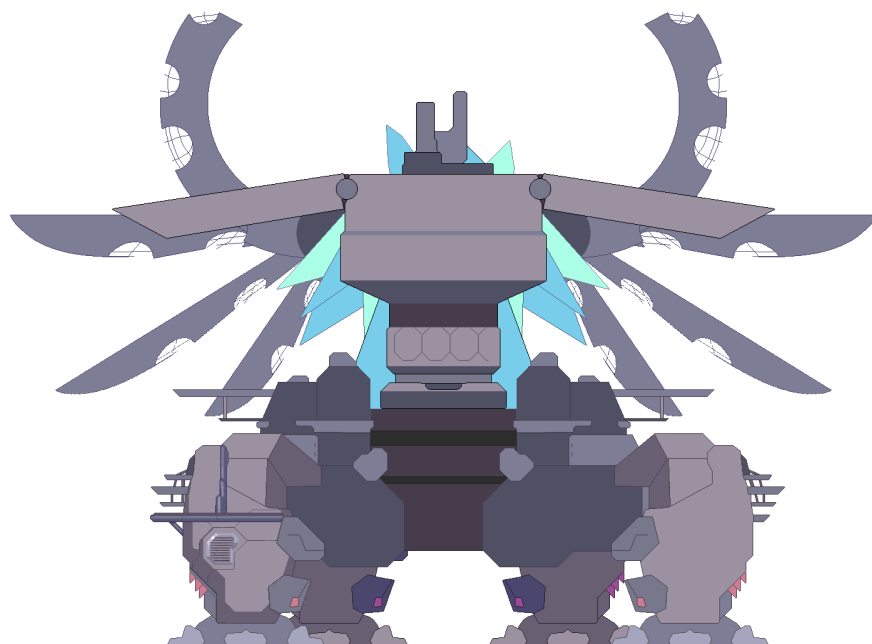
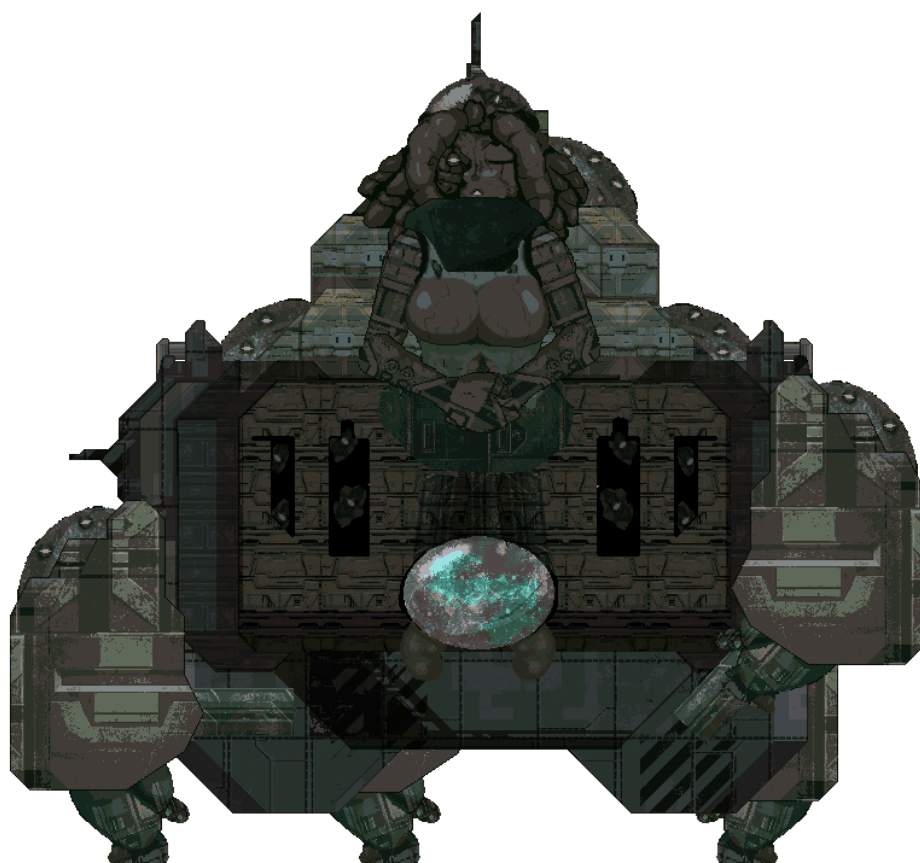


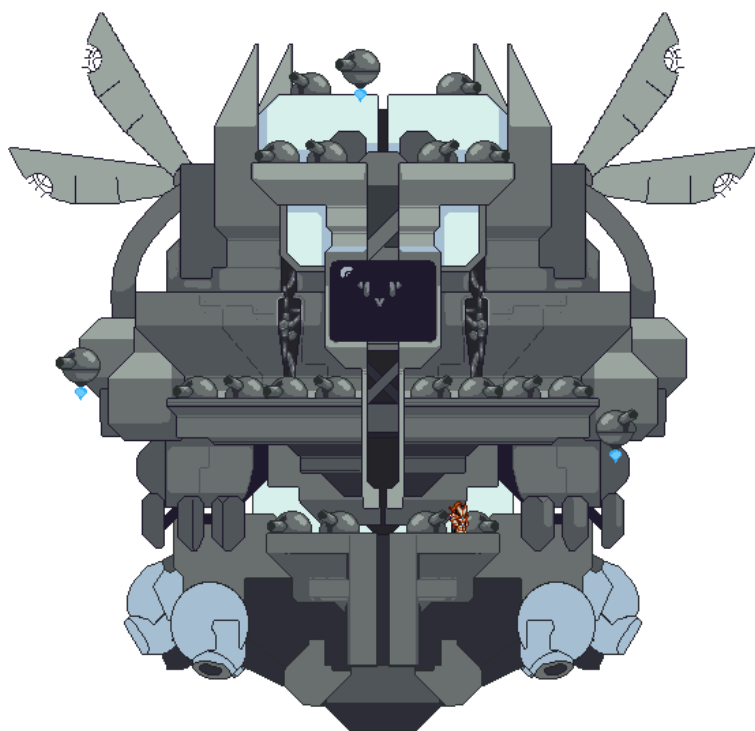
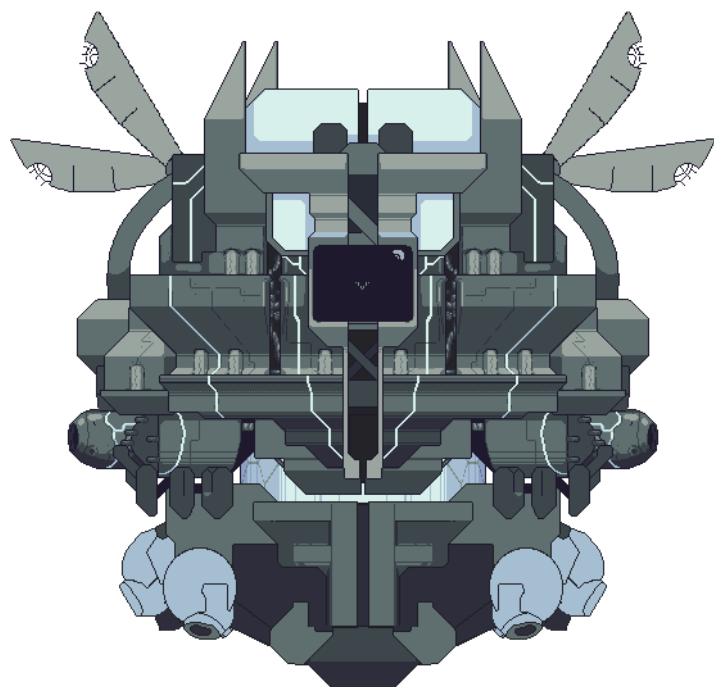
Andromeda's latest public sprite

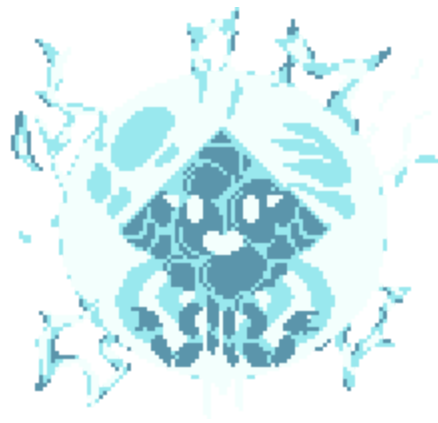
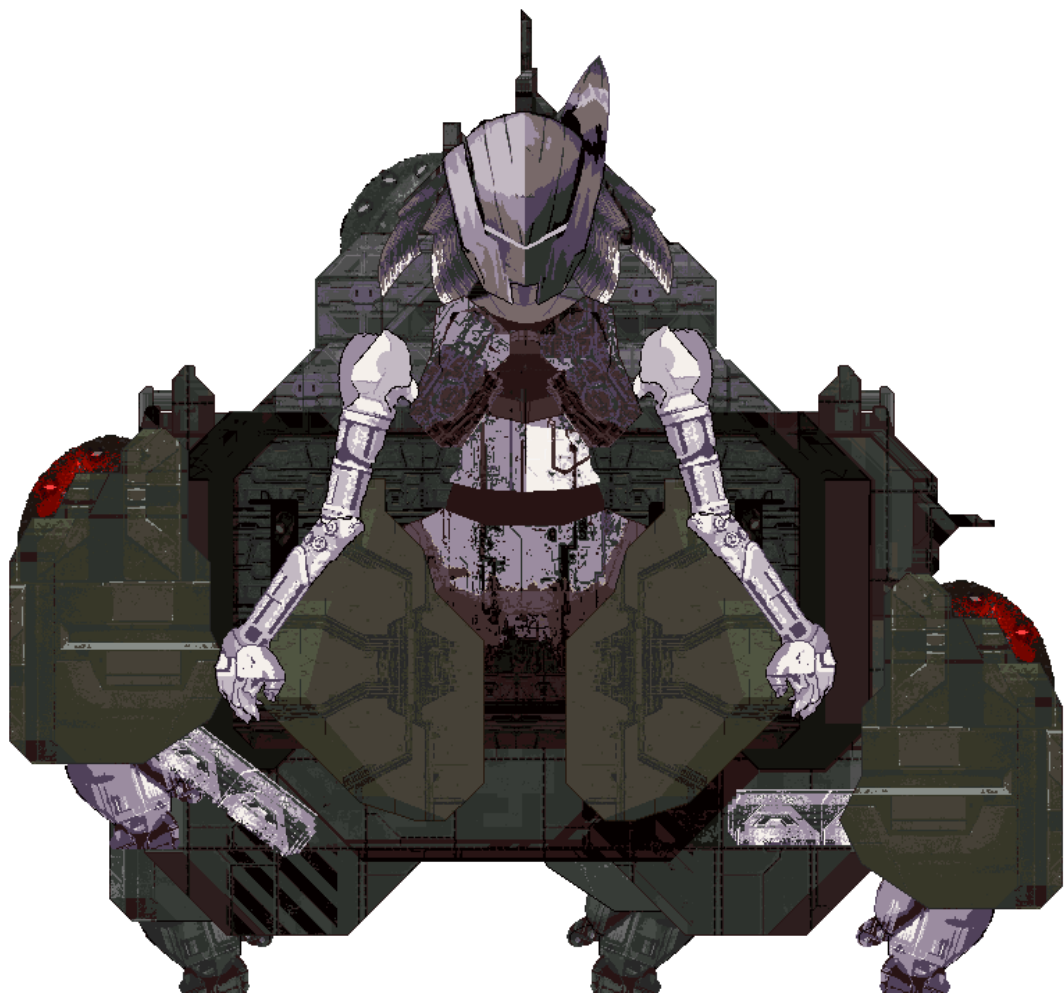












Mirage Mallah



Mallah Phase 1 (old)



Mallah Phase 2 (old)



Mallah Locust



Red Locust



Sand Wisp



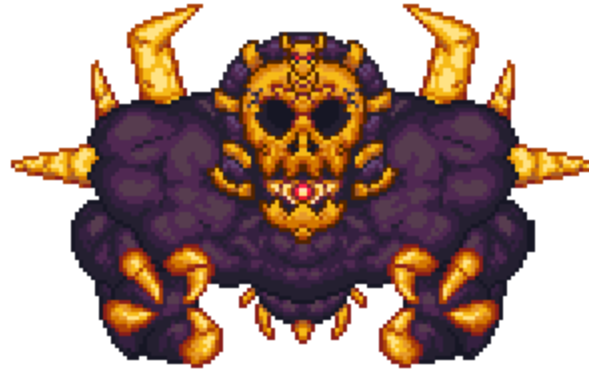
Mallah Shock



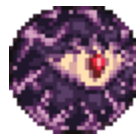
Hand



Mallah Resprite



Mallah phase 2 resprite



Mallah phase 3

Plague Empress



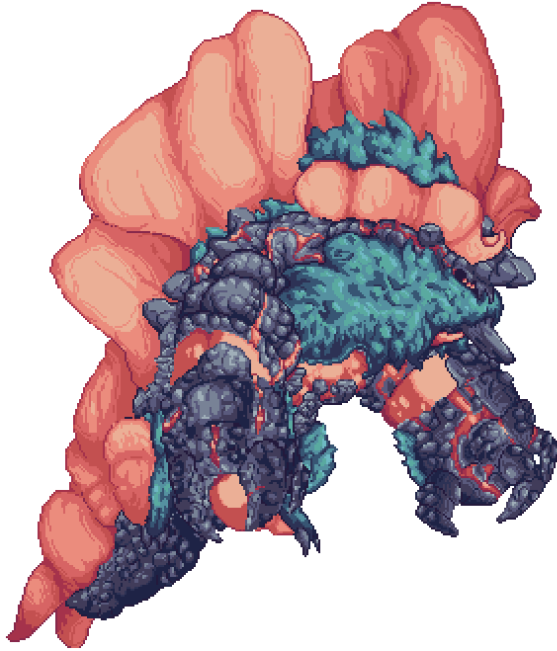


Attack animation (earlier version)

Mega Mammoth Dragon

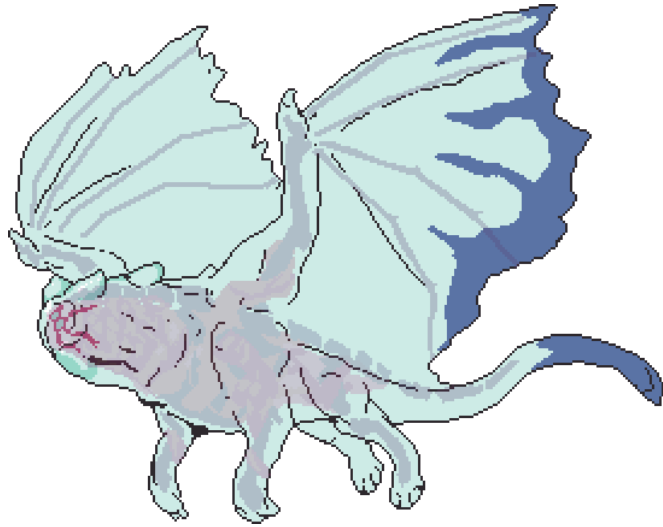


Old



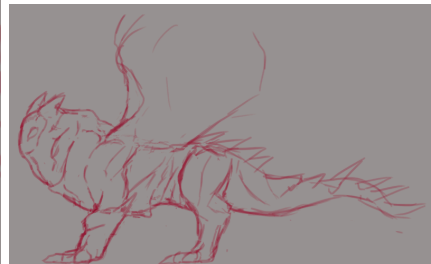
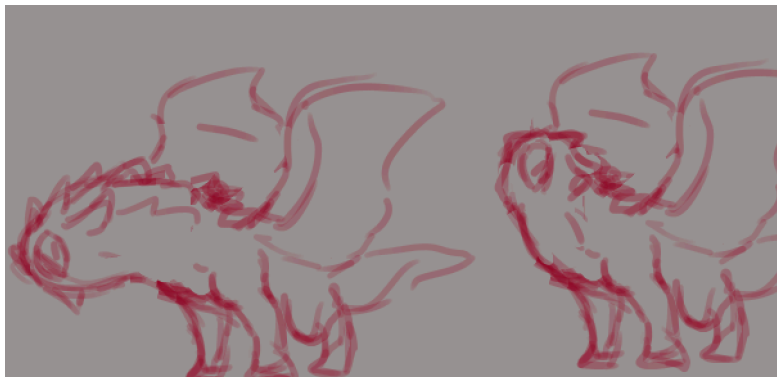
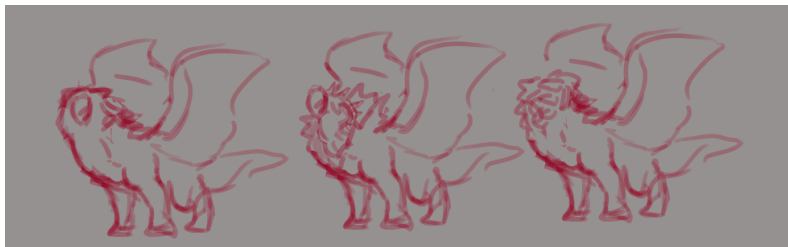
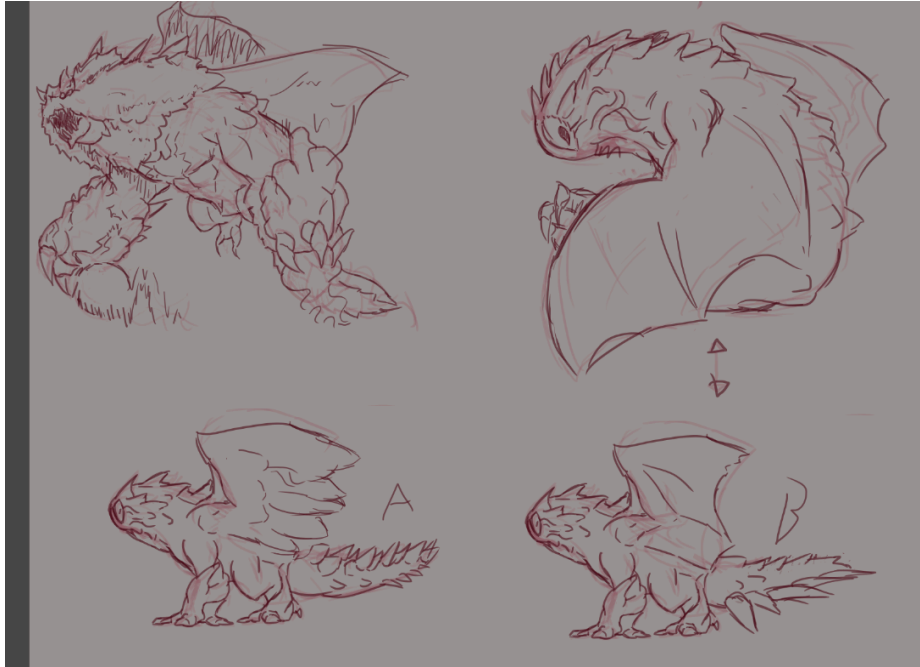
Latest Sprite





Latest canon design





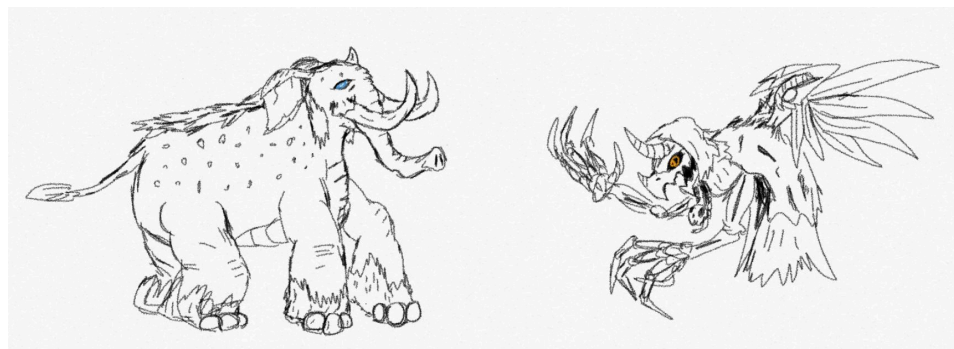
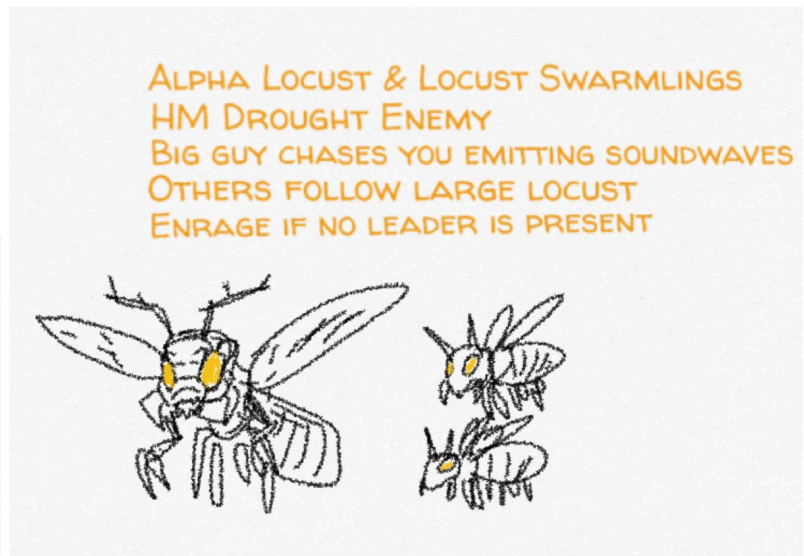
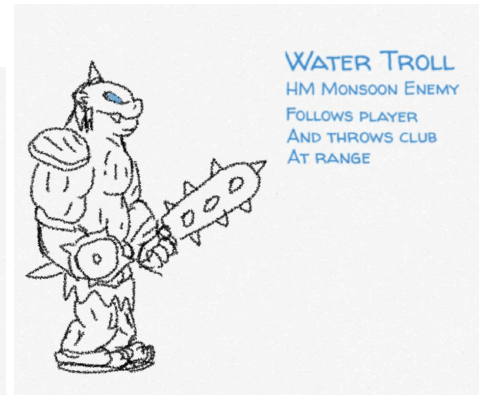
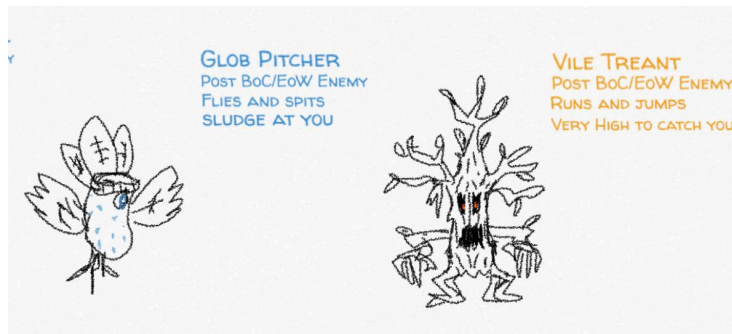
Void Queen/Biotic Matriarch



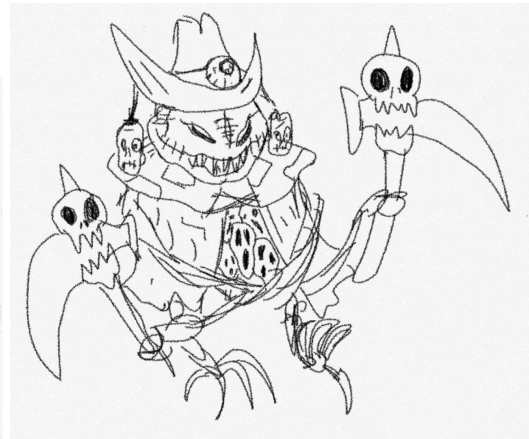


Events

Monsoons and Droughts



Buffed Moons



Miniboss update

Arch Conjurer



Revenant Construct



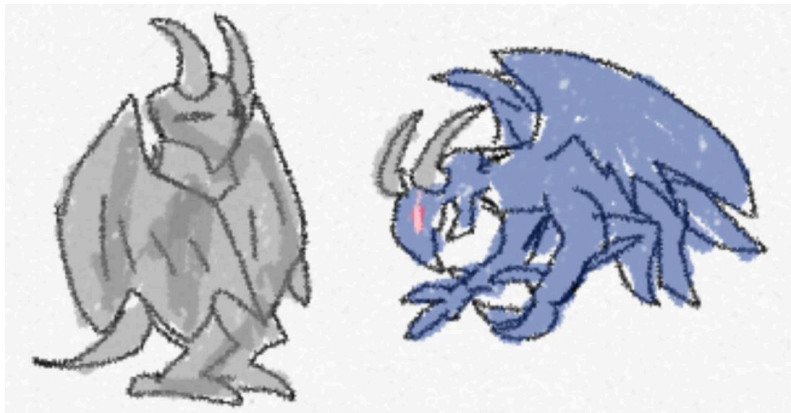
Super Corruptor



Elephant Bird



Accursed Gargoyle



Lazarus Chimera



Armored Cryptid



Bloodcreep Jester



Other Scrapped/Unused Sprites

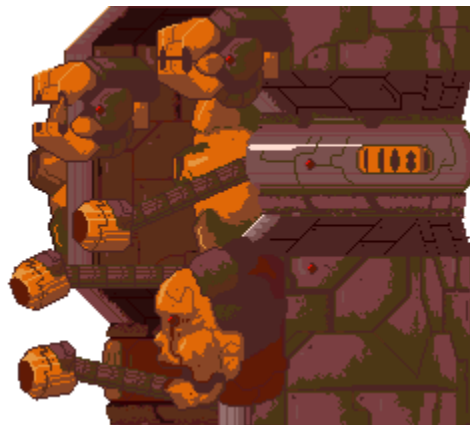
Void Terror/Hive Monster



Void Soldier



Bronze Wall



Alpha



Soothing Sunlight Blaster

Omega



Unnamed sun themed boss



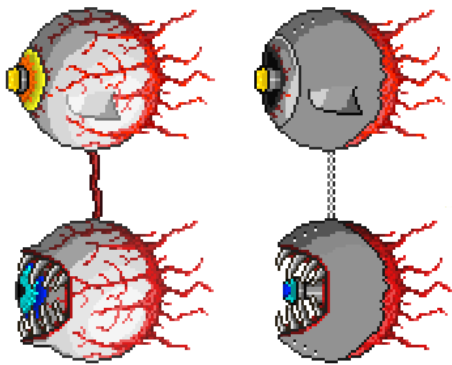
Pontiff



Antenizer



Inferno and Glaze



Oblivion



Daedalus Cyclops



Polterchest



Plantoreum



The Nemesis



Fantasia



Rylunter



Profaned Elemental



Astral Hedgie



Unnamed Fish Enemy



Clay Buddy stuff



Profaned Orbitor



Sunken Sea Crab



Undead Lancer



Astral Ship



Astrophage



Auric Slime



Killer Polyp



(Hook, Tentacle, and Head)

Pinkeye Trout



Samurai



Scryllar Shield



Eidolon Pod



UHF Murasama



Sword



Attack animation



Cooldown

Marnite Armor



Althenea's Blessing



Dragon Claw



Total Annihilation



Undead Lance



Evil Canopic Jar



Starburst Rifle and projectile



Phantom Scythe and mini Scryllar



Ceremonial Dagger



Desert Scourge tier weapon set



Bumblersod



Celestial Wurm Staff



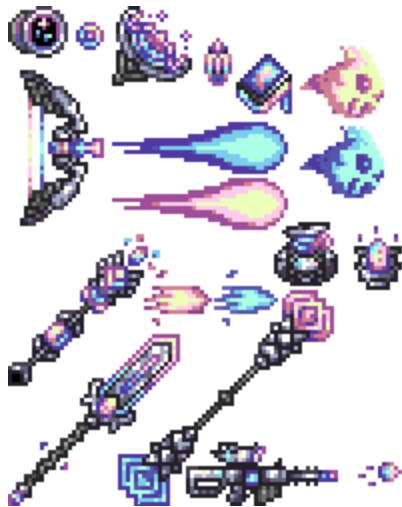
Tractor Beam Staff



Viking Waraxe



Andromeda drops



(One sprite became the Ethereal Core)

Unnamed Vegetables



Grimacer Staff



Grimacer



Black Bolt



Astragal Staff



Nebula Blaster



Plagueskito Staff



Plagueskito



Plague Caller



Wulfrum Remote



Shroomling Staff



Shroomling



Staff of the Guardian



Aquatic Egg



Drill Cannon + projectile



Pus Sac



The Deadly Microbe



Sandtooth Staff



Sand Shark Summon



Voriken



Vortex Crossbow



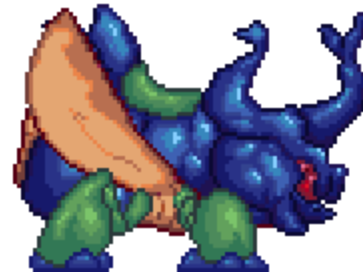
Legendary Gun



Auric Wings/Jetpack



Legendary Summon Weapon



Locked Abyss Chest



Xeron Ore



(oldest to newest)

Behemoth



A rough recreation of Braelor and Statis



Old and Scrapped Boss Sprites

 Old Calamity NPC Sprites