



## Terraria calamity abyss guide

If you were looking for something other than the Abyss biome, see Abyss (disambiguation). "The ocean depths are trembling..." The Abyss is an aquatic biome added by the Calamity Mod which spawns upon world creation. It is located under the Sulphurous Sea on the Dungeon side of the world through a chasm on the seafloor. It is extremely deep, dark, and perilous, filled with deadly enemies, which increase in strength as the biome grows deeper. Because many enemies in the Abyss are initially passive, only becoming hostile when hit or when in close proximity to the player, stealthiness should be greatly prioritized while exploring the biome. The Abyss is divided into four distinct layers, each with a different set of enemies that will spawn. Layer 1 is the entrance to the Abyss and is empty and open. No real danger is present in this layer. Layer 2 is the first exploration site of the Abyss. There will be 'islands' in the middle and on the sides of the Abyss, which have small houses on them. These houses have locked Shadow Chests containing either powerful late Pre-Hardmode weapons or useful items for further Abyss exploration. As a Shadow Key is required to obtain the most dangerous enemies present in the biome, which include the biome's mini-bosses. Layer 3 is similar in structure to layer 4 is relatively open until it comes to a closing point. A Shadow Chest containing the Terminus can be found at the bottom of the Abyss. It is recommended to explore these layers after Polterghast has been defeated. The upper two layers of the Abyss are mostly composed of Abyss Gravel, with Abyss Gravel, with Abyss Gravel Walls as a background. The third layer is completely made out of Voidstone. Planty Mush, Tenebris and Scoria Ore can also be found in the 2nd and 3rd layers. Several Pots are scattered around the islands, containing several useful drops. Contents[edit | edit source] Light Level[edit | edit source] Without a sufficient level of light, the player's vision may be reduced (similarly to the Darkness debuff) or blackened completely (similarly to the Obstructed debuff), depending on how deep they've descended into the Abyss. In Layer 1, the player's vision will be reduced unless they have a light level of 1 or higher. In Layer 2, the player's vision will be blackened unless they have a light level of 1 or higher, and reduced unless they have a light level of 3 or higher. In Layer 3, the player's vision will be blackened unless they have a light level of 1 or higher. level of 3 or higher, and reduced unless they have a light level of 5 or higher. In Layer 4, the player's vision will be blackened unless they have a light level of 7 or higher. In Death Mode, Abyss light level of 5 or higher, and reduced unless they have a light level of 7 or higher. light level. These values are cumulative, and stacking several of them at the same time is required for maximum vision in the Abyss. In Death Mode the effectiveness of light level by +1 / +0.75: Buffs and Accessories that increase light level by +2 / +1.50: Buffs and Accessories that increase light level by +3 / +2.25: Wisp, Suspicious Looking Eye, or Ocean Spirit light pets Breath[edit | edit source] The breath meter drains faster in the Abyss, with each deeper layer applying more severe breath loss. Players with zero breath in the Abyss will lose health far more rapidly than if they were drowning in normal water. Finally, the Crush Depth debuff is commonly inflicted by enemies in the Abyss and causes the player's breath to drain even quicker. These conditions make underwater breathing equipment a necessity for players wishing to explore the Abyss. The first layer of the Abyss reduces the player's breath by 2 every tenth of a second, resulting in a net loss of 20 breath per second. Each layer beyond the first reduces the player's breath three times as quickly as the previous: the second layer takes away 60 breath per second, the third layer takes away 180, and the fourth takes away 540. The Abyss ignores all items that normally grant permanent underwater breathing, such as the Gills Potion, Neptune's Shell, and the Ocean Crest. These items are still useful as they separately help reduce the breath loss the Abyss takes breath away from the player. These effects add together to create an overall delay multiplier that slows down the Abyss' breath loss: Gills buff or Ocean Crest: +4 Any item which lets the player ignore water physics, as listed below: +5 The delay multiplier is capped at 50. The Abyss takes away breath DelayMultiplier + 1 times more slowly from the player. Breath loss amount[edit | edit source] The following items reduce the quantity of breath taken away by the Abyss. These effects do not multiply together. Rather, they add onto each other and create an overall percentage to reduce the Abyss' breath loss by: This percentage reduction is capped at 95%. At this cap, the Abyss removes 20 times less breath from the player. Drowning damage[edit | edit source] A player drowning in the Abyss takes extra damage in addition to the vanilla game's health instead of their breath if their breath meter is empty. With no relevant equipment, drowning in the Abyss deals an extra 30 damage per second in Layer 1, 60 damage per second in Layer 2, 120 damage per second in Layer 3, and 240 damage per second if the Depths Charm or Abyssal Diving Gear is equipped; this damage is further reduced by 60 damage per second if the Abyssal Diving Suit is equipped. The extra drowning damage dealt by the Abyss is slowed down by all items which reduce the rate of breath loss. Enemy Detection [edit ] edit source] Abyss enemies have their own player detection system independent from enemy aggro, with a default detection radius and a reduced detection radius. Once an enemy has detected the player, it will not stop chasing them until it gets killed, moves too far from the player, or the player dies. Using either Anechoic Coating or Anechoic Coating or Anechoic Plating will detect the player dies. Using either Anechoic Plating will detect the player regardless of distance if they are damaged. Additionally, enemy detection radii will be: Defense[edit | edit source] Being in the Abyss decreases the player's defense, with more severe reductions occurring at the deeper levels. All of these defense reduced to one-third effectiveness by equipping the Anechoic Plating or Abyssal Diving Suit: Layer 1: -15 defense (-5 if wearing appropriate accessory) Layer 2: -30 defense (-10 if wearing appropriate accessory) Layer 3: -60 defense (-20 if wearing appropriate accessory) Unlike many defense reducing effects, the Abyss can reduce the player's defense below zero, causing them to take increased damage. Fishing[edit | edit source] When fishing in the Sulphurous Sea the player can catch Abyss related items, these depend on the player's fishing power. Planty Mush - Can only be caught with 0 to 80 fishing power. Planty Mush's coded requirement is actually 40 to 80 However, as this item replaces Junk catches in the Abyss, it is technically 0 to 80. Alluring Bait - Can only be caught with 110 to 239 fishing power. Notes[edit | edit source] Fishing within the Abyss is possible, although it is very difficult and gives the same loot as the Sulphurous Sea. Being in any layer of the Abyssal Diving Gear, or Abyssal Diving Suit. Only the Abyssal Diving Suit will prevented by equipping the Depths Charm, Abyssal Diving Gear, or Abyssal Diving Suit. Layer 4. Equipping any of these accessories will also halve the amount of damage to the player: a point of damage per tick (60 per second). This damage over time will stop if the player is at or below 100 health. Empty Buckets and the Super Absorbant Sponge cannot be used in the Abyss. Lava and Honey buckets cannot be placed in water inside of the Abyss. It is possible that the entrances into the Shadow Chest rooms will be blocked, requiring the player to slowly mine through the Abyss Gravel to get into them. Sometimes in Small or Medium-sized worlds, and very rarely in Large worlds, the Abyss will generate over the Dungeon. It is possible to break holes into The Underworld from the Abyss. Doing so will drain the Abyss be drained by accident, so long as said drain is plugged the Abyss will eventually fill back up over time. The Abyss biome is defined by world position rather than the blocks present, meaning that any entering any water beneath the world's Dungeon-side Ocean will cause the player to be considered as inside the Abyss, and all of the related effects will occur, even if the world was initially generated without Calamity installed. However, this also means that an artificial Abyss blocks. If the world was generated without Calamity installed, most of the Abyss' unique physical loot can still be obtained from other sources. The chest items and Planty Mush can be caught from Fishing, Tenebris can be obtained by opening Abyssal Crates, and Voidstone drops from several Abyss to overlap with the dungeon on small worlds, usually resulting in Abyss Gravel blocks or Voidstone blocking some of the Dungeon's pathways. All non-Boss enemies in the Abyss are inflicted with the Crush Depth debuff causing a loss of 1500 health per second regardless of progression. This does not affect enemies that are immune to Crush Depth, including all of the enemies native to the Abyss. It is possible to find Lime Kelp in the Abyss. The water of the Abyss is naturally dark in color making it hard to see, but if a Water Fountain is placed in the Abyss the color changes to that fountain's water. However, this does not prove very useful as the player's vision is still reduced by a sizable margin. Tips[edit | edit source] While the player can explore the entire biome even while in Pre-Hardmode, they are very unlikely to survive due to the intense pressure and strong enemies present in the deeper parts of the Abyss. Having the Stat Meter is extremely helpful as it shows breath, defense loss and current light level. The Aquatic Heart and the Shrimpy Truffle can prove very useful due to their increased mobility in water. The Cute Fishron mount is always wet and increases damage whereas the Aquatic Heart grants the Ocean's Blessing buff. Both additionally slow the rate of breath loss. Do not use the Rod of Discord or Normality Relocator in the Abyss at any time. If the player is affected with Chaos State while in the Abyss, a nigh-invincible and hostile Adult Eidolon Wyrm will spawn regardless of their progression in the game. Using torches that can be placed underwater, such as the Cursed Torch, Ichor Torch or Abyss, the player can use a Portal Gun to quickly teleport between the surface and their current position. Set up a portal somewhere the player can breathe beforehand, and whenever they need air, place the second color portal. The player could dig to the left/right of the Abyss to regenerate breath in a Underground biome to avoid the rapid health loss that occurs when air bubbles are used in the Abyss. Trivia[edit | edit source] The theme that is heard while in the 1st and 2nd layers of the Abyss is Hadopelagic Pressure, which was composed by the artist DM DOKURO. If the Calamity Music add-on mod is disabled, The Underworld's theme will play through all layers of the Abyss instead. The theme that is heard while in the 3rd layer of the Abyss is R'LYEH, which was made by wiki editor RoverdriveX. It was intended to be just a placeholder but was kept due to positive reception from the community. The name is a reference to the sunken city of R'lyeh, in H.P. Lovecraft's "The Call of Cthulhu", which fits well with the Cthulhu themed bosses. The theme that is heard while in the 4th layer of the Abyss is void, which was also composed by the artist DM DOKURO. Some of the creatures in the Abyss are based on the game Subnautica, though most are based on the game Subnautica, though most are based on the depths of the Abyss." The Abyss generates under the Dungeon-side Ocean in order to prevent conflict with the Thorium Mod's Aquatic Depths biome, which always generates under the Jungle-side Ocean. The Abyss and the Sulphurous Sea are comparable to the Pelagic zone, the way the ocean's layers are categorized, with the Sulphurous Sea being the Epipelagic Zone, the first layer of the abyss being the Mesopelagic Zone, the second layer being the Bathypelagic Zone, and the fourth and final one being the Hadopelagic Zone. Hadopelagic Zone. Hadopelagic Pressure does not play in the 4th layer even though it is considered the Hadopelagic Zone.

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