As Terraria is an open-world game with little restrictions on progression, logic should be customized and adjusted based on the player’s desired experience.

In essence, this list specifies what the player should be able to receive before having to check a certain location.

COMPLETELY BASIC LOGIC:

* ANY BOSS: Double Jump, Boots, Hook
* SKELETRON: Meteorite, Tinkerer, Minecart
* MECHS: Wings
* PLANTERA