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Skeleton Hand redirects here. For the boss part, see Skeleton. Using the Topaz Hook to climb the rock. Multi-hooks, like this Slime Hook, allow for more universal movement. Grappling Hook used on the platform. Hooks are a class of tools that help the player in the passage of the terrain. When using hooks are prepared by a chain that snaps to the surface or platform and pulls the player to it. The hook is an important tool that offers considerable freedom from terrain height restrictions, and is also a quick movement option, and will often be the first major mobility tool a player acquires. A variety of hooks are available at all stages of the game (see table below). Grapple hotkey activates a equipped hook in the player's equipment slot or the first hook from the inventory (read left -- right, top -- bottom) without requiring it to be in the player's hot panel. Several higher-level hooks, such as the Ivy Whip, allow the player to fight multiple surfaces at the same time. If the character struggles with one surface, the other chain runs the hook a second time, the other chain extends from the player without knocking out the first. After dealing with the second surface, the player will be suspended in the air at a point halfway between the two surfaces. This allows players more freedom during construction, or to navigate dangerous areas such as over lava or meteorite. All travel mode characters will spawn with the basic Grappling Hook already in their inventory. When a player first acquires the hook, a small tutorial box will pop up telling the player how to use it. The types of edit source editing hooks vary in range, speed, number of hooks deployed, and the number of hooks that can remain snaps at the same time. All the hooks created are made on an iron anvil or lead anvil, except for the lunar hook created on the Ancient Manipulator. Single hooks knock out immediately if shot again while already hooked to the surface. Multi-hooks without simultaneous latch (Dual Hook; also Fish Hook to 1.3) can shoot a second chain before the first snaps to the surface, but knock out the first chain when the second latch surfaces. The multi-hook can only be fired again after the previous chain snaps the surface or is fully retracted. Fish hook, double hook, web slinger and moon hook are exceptions, and can be fired very quickly; almost as fast as a player can press a button. Pre-Hardmode Edit Source Item Source Achievement (tiles) Speed Hooks Latch Sale Rarity Notes Grappling Hook Created: 3 or Goblin Tinker (2) 18.75 11.5 1 Single 40 01 Amethyst Hook Created: 15 18 .18 1 75 10 1 Single 40 01 Squirrel Hook zoologist (2) 19 11.5 1 Single 40 01 Topaz Hook Manufactured: 15 20,625 10.5 1 Single 40 01 Sapphire Hook Manufactured : 15 22.5 11 1 40 01 Emerald Hook Manufactured: 15 24,375 11.5 1 Single 40 01 Ruby Hook Manufactured: 15 26.25 1 1 Single 40 01 Diamond Hook Manufactured: 15 29,125 12.5 1 Single 40 01 Amber Hook Manufactured: 15 27.5 1 Single 40 01 Web Slinger Web Web Chests 15.625 10 8 Simultaneously 40 02 Can shoot 8 times in quick succession. The shortest range of any hook. Skeleton of hands (12.24%) 21.875 15 2 Simultaneously 90 02 pulls in the user faster than any other unseasonal pre-Hardmode hook. Slim Hook King Slim (33.33%) 18.75 13 3 Simultaneously 40 03 Fish Hook Fisherman (1.7%) 25 13 2 Simultaneously 40 03 Can shoot 3 times in quick succession. Ivy Whip Manufactured: 12 th 3 28 13 3 Simultaneously 40 03 Bat Hook Goodie Bags (0.67%) 31.25 13.5 1 Single 150 03 pulls into the user faster than any other hook. Candy Kane Hook Presents (0.63%) 25 11.5 1 Single 2 07 Hardmode Edit Source Element Source Achievement (tiles) Speed Hooks Latch Sale Rare Notes Double Hook Mimiki (14.29%) 27.5 14 2 Individual 3 04 Glowing Ends (red and light blue). Can shoot 2 times in quick succession. Two hooks can be fired, but only one can be latch at a time. Hook dissonance queen Slim (33.33%) 30 16 1 Single 5 05 Player Teleports into a connected place will not teleport the player through the blocks. Thorn Hook Planter (10%) 30 16 3

Simultaneously 6 06 Illuminati Hook consecrated mimika (25%) 30 15 3 Simultaneously 6 06 Worm Hook Corrupt Mimika (20%) 30 15 3 Simultaneously 6 06 Tendon Hook Crimson Mimika (20%) 30 15 3 Simultaneously 6 06 Antigravation Hook Martian Plate (11.11%) All enemies in the case of Martian madness 31.25 14 3 Simultaneously 250 07 Suspends the user 12 tiles from the latch point in any direction. Allows the player to rotate around the latch point. Spooky Hook Mourning Wood (2% - 20%) 34.375 15.5 3 Simultaneously 4 07 Christmas Hook Everscream (5.19% - 7.78%) 34.375 15.5 3 Simultaneously 4 07 Moon Hook Manufactured: 6 x 6 and 6 x 6 34.375 18 4 Simultaneously 10 10 Made on an ancient manipulator. A glowing chain and ends. Each chain glows with its own color. Can shoot 4 times in quick succession. Static Hook Steampunker (50) 37.5 16 2 Individual 10 10 Two hooks can be fired, but only one latch at a time. The latch does not pull the player, unlike other hooks. Players can adjust the distance from the fixing point. Players will not move while fixing to another point. The longest range of any hook. Notes (edited editing source) Glow provided by certain hooks: Double Hook blue end (top), Double Hook red end (middle), and Christmas hook (bottom). No light sources other than hooks are present in this frame. As shown in this image, each hook on the moon hook shines with its color. Solar (above) shines orange/red, Nebula (right) shines purple, Vortex (bottom) shines teal, and Stardust (left) shines blue. The anti-gravity hook is unlike any other hook, allowing the user to rotate around the point of struggle. Static hook in Keeping the user in place when struggling to a new location and allowing the user to move back and forth in its resolution. Use the hook to instantly accelerate to sprint speed. The dissonance hook in action, the teleportation of the player. Squirrel Hook is sometimes automatically dislodged when struggling with Trees. Up to 1.4, Grappling platform or rail with only one hook will pull the player inside the platform, meaning that the player will always hit this platform with subsequent grips. You will have to jump to dislodge the hook if it happens. The hooks reset the character's flight time when the rocket boots or wings are fitted as soon as the hook snaps on something. This also applies to items that allow more jumping in the air, like a cloud in a bottle or a cloud in a hot air balloon. All hooks can remain attached to the surface continuously for 10 minutes (10 hours in game time) before they are automatically disconnected. Players can remove hooks from their inventory by clinging to the surface and stay there until they jump, use another hook, or automatically disconnect even if the hook is no longer in their inventory. When used through a hot panel, multi-hooks can be re-fired faster, requiring only that the previous chain fully expand in the first place. There is a short-in-game tutorial when Grappling Hook is first received. Trying to use a hook on the slope often results in the player struggling with the block he is standing on, as they are technically inside the block. Using the hook will cancel the positive effect of fastening. The mountain will not reappear unless the player starts buffing again. You can't use The Dissonance Hook for teleportation, although holes that the player usually can't match though. Lifting the hook with the ~ Jump key will result in a jump with half a duration if currently moving or holding the key down in this case does not occur jump. Achievement (edit the source of editing) Hold on tight! Equip your first hook. Equip a grappling hook. Tips to edit the source When sprint accessories are equipped, the splash speed provided by the hook on the fixing surface can be used to speed the player to sprint speed instantly. It can also be done with unicorn and Vasilisk Mount charging abilities, although it requires additional input of jet mount, and antigravity hook, but it will elevate the player in the opposite direction. Ice Rod can provide blocks for combat during flight with wings repeatedly dumping flight time in the air. Characters hooked on a block are immune to gravity and rollback. Grappling land in dangerous places, such as near lava, can ensure that one does not fall while taking damage from the enemy. Players can also use immunity to gravity by shooting a hook to the ground to prevent damage from falling. Simultaneous multi-hook latches are more useful for complex maneuvers. When a quick trip is preferred, individually latch multi-hooks allow faster transit, as they immediately sling the player through the gaps rather than automatically suspending them halfway. Hooks that can be in quick succession (Dual Hook, Web Slinger, Fish Hook, etc.) provide great security when you fall. If the first hook doesn't latch to the surface, the other hooks will provide an extra chance of chances Avoid the damage from the fall. If a player fights at the door and opens it while suspended, the player will fly through it at a tremendous speed (up to 50 mph if performed in quick succession), provided they are able to fit through the door. The same effect can be achieved with drives. When there are frozen slime blocks on the other side of the door, this speed will be maintained and can be used for very quick transportation in the skybridge, etc. While the latch with an anti-gravity hook and revolving around the latch point, the mana and health will recover as if the player was standing still. It also provides an easy way to dodge quickly, even when under the influence of reduced speed (e.g. from the special abilities of Vortex Armor). Anti-gravity hook is very effective in avoiding fast enemies such as Mothron, provided there is enough room. Smooth walls can climb very quickly with the anti-Gravity Hook by clicking on the Grapple key quickly and holding the key ▲ Up while the mouse is at the top and slightly to the right of the middle of the screen. The right click of the hook in the inventory will automatically equip it with a hook slot. Trivia (edited source editing) Once it was possible to fight trees. However, this feature was later cancelled because Redigit found that it interfered with the gameplay in an annoying way. Since then, this feature has been added as a unique function of Squirrel Hook. Fish Hook is a word game, using the term for a real life fishing tool to fight the hook with the same looks. The Grappling Hook tool, Get Here!, is a reference to the catchphrase of Scorpio in the Mortal Kombat combat video game series. However, none of the hooks can capture objects and pull them forward anyway. Tooltip for the lunar hook do you want the moon? Just fight it and pull it down! Is this a possible reference to a quote you want moon? Just say the word, and I'll throw the lasso around him and pull it down. George Bailey, the hero of the 1946 American Christmas fantasy drama film It's a wonderful life. Bat Hook is most likely a reference to the fictional SUPERHERO DC Comics Batman, who uses a hook that rolls very fast, usually launching it on ledges. The web slinger is most likely a reference to the fictional Marvel Comics superhero Spider-Man, often referred to as Web Slinger because of its slinging ability and attaching them to amplify movement. When using a lunar hook, the color shot always follows this order: the first orange (sunny), the second green (Vortex), the third pink (Nebula), and finally the blue (Stardust). Since Moon Hook always follows this pattern, you can cycle through different hooks (i.e. shooting them without latching onto an object) and latching onto objects with what desired color. So you can also have four of the same type hook (four solar, Nebula, Whirlwind, or Stardust hooks) on the on Candy Cane Hook has the same sale price as Hardmode hooks, although it can be obtained before Hardmode. It is also one of the few items with 07 rarity that can be obtained before Hardmode. Thorn Hook resembles a miniature version of The Planters hooks. If the player switches the hooks, already hooked, the existing hook will keep the sprite of the previous hook. However, re-shooting the hook will update the sprite. When switching hooks from an old hook that has more ends to a new hook with fewer ends, the new hook will first replace the first hook shot, but then will always replace the old hook. It is very unstable and can allow strange effects such as two static hook snaps at the same time. It can also lead to the player having both antigravity hooks and static hooks at the same time, and this can be very shaky. The static hook has a rarity of 10, despite being inquisitive after only one of the mechanical bosses has been defeated. It is also the only item with this rarity that can be purchased. Given that Thorn Hook has the same stats as the three Biome Mimic hooks, The Illuminati, Tendon and Worm Hooks, it is possible that Thorn Hook may have originally been intended as a drop from the jungle of Mimic, which never made it into the game. Tooltip for Squirrel Hook In The Tree, part of the tree. It is a possible reference to the adventure-time episode of Up A Tree, in which Finn climbs a tree to get a frisbee and meets a squirrel that speaks the line. The Ivy Whip is the only crochet fight called whip. This is strange because 1.4 whips have been added as a class weapon. History (edited source editing) Desktop 1.4.1: Major Hook Grappling is now given to all travel mode characters. Desktop 1.4.0.1: Introduced Squirrel Hook, Amber Hook, and Dissonance Hook. Once struggling on the platform, the player no longer continues to fight on the platform and get stuck as soon as they release subsequent fights. The Bat Hook pull in speed has dropped from 16 to 13. The Bat Hook shooting rate dropped from 15.5 to 13.5. Thorn Hook pull in speed increased from 11 to 12. Thorn Hook's shooting rate increased from 15 to 16. The lunar hook pull in speed increased from 13 to 16. The speed of the lunar hook has been increased from 16 to 18. Desktop 1.3.2: Gem hook sprites updated. Desktop 1.3.1: Static hook is introduced. Desktop 1.3.0.5: Fixed moon hook, which does not allow free use of hooks, unless at least 1 fits. Desktop 1.3.0.1: Introduced Worm, Tendon, Illuminati, Thorne, Antigravity, and Moon Hooks. Tweaked Mechanics: The hooks are given a special equipment and dye slot, and can no longer be dismissed from the inventory. The fish hook has been changed to simultaneous latch. You can no longer fight while frozen. Desktop 1.2.4: Fish hook and Hook. Desktop 1.2.2: Introduced Candy Cane Hook and Christmas Hook. Desktop 1.2.1.2: Bat Hook now falls correctly from Goody's bag. Desktop 1.2.1: Presented Bat Hook and Spooky Hook. Desktop 1.0.6: 1.0.6: Hotkey added. The 60-second automatic separation has been removed. Desktop Release: Introduced Grappling Hook and Ivy Whip. Console release: Presented. Switch 1.0.711.6: All hooks are introduced to 1.3.0.1. Mobile release: Presented. 3DS-release: All hooks added to 1.2.1 with Christmas hook have been introduced. Links (edited editing source) topaz hook terraria wiki. terraria topaz hook not working

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