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Terraria the twins guide

The Twins: A Twin-Headed Mechanical Boss Fight =====**Overview**----- This guide provides instructions on how to defeat The Twins, the Hardmode version of the Eye of Cthulhu. They are part of the trio of mechanical bosses, alongside with The Destroyer and Skeletron Prime. **Spawn Condition**----- To spawn The Twins, you need to fulfill one of two conditions: smash a Demon or Crimson Altar. There is a 10% chance they will appear when night falls, and this chance increases as more of the three mechanical bosses are defeated. You can use a Mechanical Eye during Hardmode at night to trigger their appearance. **Fighting The Twins**----- The Twins consist of two separate monsters that must be defeated simultaneously. Each has a combined health of 43,000 / 64,500. Retinazer is identified by its red iris and lasers, while Spazmatism can be recognized by its green iris and cursed flames projectile. When an Eye reduces to 40% of its maximum health, it will transform, gaining a slight boost in offense and defense. Each Eye transforms independently once reduced to 8,000 / 12,000 HP (Retinazer) / 9,200 / 13,800 HP (Spazmatism); the other eye remains in its original form until it is reduced to the appropriate amount. **Fighting Tips**----- It's recommended to focus on one eye first, as defeating a single eye makes the fight easier. However, if both eyes are on their second form, the fight becomes significantly harder. **Retinazer**----- In its first form, Retinazer will fire lasers at the player at a steady but slow rate, occasionally interrupted by charging attacks. When not charging, it will always be aligned diagonally with the player and positioned above them. As it loses health, its lasers will fire at an increased rate. **Spazmatism**----- Spazmatism also alternates between firing Cursed Flames from a distance and engaging in charge attacks. Its flames do more damage than Retinazer's lasers but are slower. Spazmatism's second form changes its attack pattern dramatically, making its Cursed Flame attack a faster and more aggressive projectile. **Conclusion**----- Defeating The Twins requires strategy and focus on one eye at a time. With practice and patience, you can overcome this challenging boss fight. Twin's arena battle involves two forms of the enemy: Retinazer and Spazmatism. The first form shoots projectiles while charging up for a powerful attack that can be avoided by falling quickly. To dodge this attack, players can jump as the boss slows down to redirect its charge. A sky bridge is recommended in the Twins arena due to the need for vertical movement to avoid attacks. Boots like Spectre or Lightning can prevent projectiles from hitting you while allowing you to fire continuously at the enemy. Wings are helpful for dodging each of the Twins' second phases, and using asphalt can negate the need for boots. A wall on both sides of a small area can block Spazmatism's cursed fire, but be cautious not to run out of time from covering behind it. Having a one-block hole or a safety box can also aid in attacking one enemy while avoiding attacks from the other. Gearing up with Life Fruits increases life and is recommended, as does using Adamantite armor for its overall increase to all stats. Mobile version, tModLoader version, and other versions offer different set bonuses with dashes, allowing players to swap out Shield of Cthulhu for another accessory or try Orichalcum, Palladium, Hallowed, Obsidian, Spider, Forbidden, Frost armor sets. Each has unique benefits, such as high critical strike chance in Orichalcum, Rapid Healing buff in Palladium, or increased whip range and speed in Obsidian. For summoners, Spider armor is ideal if not using whips frequently. The Tavernkeep's armor sets combine summoning with another class. On PC version, Frost armor provides excellent stat increases as a set bonus. Melee users can use Shadowflame Knife or Ice Sickle for high damage, while Light Discs and Yoyos work well too. Dao of Pow and Dripler Crippler are powerful options but hard to acquire. Ranged users prefer Adamantite or Titanium Repeater with Holy Arrows or Ichor Arrows, while Guns like Megashark and Uzi pair well with special ammo. Magic users benefit from Sky Fracture for early Hardmode. Meteor Staff and Crystal Serpent are two strong options due to their high power. The Spirit Flame's homing ability and damage make it consistent in dealing damage. Shadowflame Hex Doll can be powerful despite its short range, while Golden Shower reduces The Twins' defense with the Ichor debuff. This makes it a substitute for Ichor Bullets or Flask of Ichor for other classes, allowing them to use stronger ammo or flasks. However, this requires constantly reapplying the debuff. Cursed Flames is also viable due to its high damage and cursed flames debuff, but distinguishing its projectiles from Spazmatism's can be difficult. Nimbus Rod's rainclouds last a minute, adding damage. Magic users can deal decent damage with Spirit Flame while focusing on dodging The Twins' attacks. With a defeated Mechanical Boss, Unholy Trident is powerful if aimed correctly. Defeating Duke Fishron allows using Razorblade Typhoon to make the fight easy. Bubble Gun from Duke Fishron can defeat Spazmatism but struggles against Retinazer. For Summoners, Spider Staff is the best choice due to its spiders latching on while changing forms, dealing hundreds of damage. Note that background walls are required in arenas for full use. The Sanguine Staff is ideal for those without background wall arenas, offering perfect tracking and high base damage. Blade Staff can outperform it with whips that deal summon tag damage, especially with Snapthorn's Jungle Fury buff increasing whip speed and adding DPS. Firecracker increases minion damage output, particularly for minions with high base damage like Sanguine Staff. Durendal is powerful if a Mechanical Boss has been defeated and combined with other whips, it becomes potent. The Queen Spider Staff sentry adds extra damage without counting towards minion count. If a Mechanical Boss has been defeated, Ballista Cane is a strong choice against The Twins. Accessories that improve mobility are essential due to The Twins' quick attacks. Amphibian Boots, Frostspark Boots, or Terraspark Boots and Wings are necessary, especially for the Sky Bridge method. They allow dodging and fleeing temporarily if health is low. Gelatinous Pillion can replace both boots and wings as it provides excellent vertical movement for dodging flames from Spazmatism in the first stage and flying out of range in the second stage. Ankh Shield, Obsidian Shield, or Cobalt Shield can prevent Knockback and provide extra defense. Emblems increase damage output, while Shield of Cthulhu's dash is essential throughout the fight. Worm Scarf decreases damage but is exclusive to Corruption worlds. Brain of Confusion is useful for Expert Mode players with Crimson as it provides a chance to dodge an attack. The Cursed Inferno debuff is countered by The Charm of Myths, which reduces Potion Sickness cooldown and increases passive health regeneration. It can be swapped in the accessory slot to take advantage of its reduced cooldown. The Cross Necklace or Star Veil provides invulnerability frames upon taking damage, mitigating a significant amount of damage, especially from Spazmatism's charges. The Moon Charm boosts various stats, increasing survivability and damage output. The Magic Cuffs (or Celestial Cuffs) are useful for Magic Weapon users, but require the user to take damage first. The Magic Quiver greatly increases arrow damage, while the Pygmy Necklace adds an extra minion slot. Feral Claws/Titan Glove enables autoswing and boosts melee and whip knockback and size, making it suitable for Melee and Summoner classes. Reforge all Accessories for damage, crit chance, or defense bonuses if possible. If money is no object, reforging to Warding, Lucky, or Menacing provides an extra 20 defense, 20% crit chance, or 20% damage. Retinazer Cheese requires defeating Spazmatism first and then getting Retinazer into its second form. Use Summons, the Meteor Staff, or Daedalus Stormbow (with Holy Arrows and Magic Quiver upgrades) to take down Retinazer while sheltered in a small box of solid blocks. The close-range Unicorn Strategy involves using a Blessed Apple and yoyo or long-range weapon on a Skybridge, allowing you to deal damage while avoiding attacks. Be cautious not to make The Twins despawn. The Minecart Strategy is helpful for all classes, utilizing a track extending as far as possible. Hammer both ends of shorter tracks to allow the minecart to travel in both directions without losing speed. Use a long-range weapon like a Repeater or Yoyo (with Yoyo Bag) from a safe distance. Again, beware of The Twins despawning. Sentry Farming becomes easier after acquiring Tier 2 equipment sold by the Tavernkeep. Wearing Squire armor and using Ballista Cane with accessories provides high defense and health regeneration. Set up platforms, Heart Lanterns, and Campfires to maximize Ballista firing opportunities. A good pair of Wings and Cobalt Shield are also recommended. The Twins are a challenging Hardmode boss that requires strategic combat and the right gear. Recommended accessories include Lightning Boots, Frostspark Boots, and Terraspark Boots for increased mobility. The Summoner Emblem helps speed up the fight, while Greater Healing Potions are sufficient for healing in case of emergencies. To defeat The Twins, use your Ballistas to kite them around while periodically taking damage from Retinazer's laser. With optimal modifiers on your gear and buffs, you should be able to take down The Twins within two to three minutes. If needed, consider swapping the Summoner Emblem with a Charm of Myths for more frequent healing opportunities. Alternatively, use an Invincibility Machine to defeat them quickly, although some players may consider this method cheating. The Black Spot provides another way to defeat The Twins, requiring only consistent damage until dawn. Be cautious, however, as circling around in the skies can summon a Wyvern and require an enemy-segmented weapon like the Medusa Head. Finally, bouncing on The Twins with a Slimy Saddle using the Meteor Staff is an effective strategy that keeps them low to the ground. Maximum health allows Retinazer to transform into its second form, gaining a slight boost in offense and defense. Each eye transforms independently once reduced to specific HP thresholds: 8,000/12,000 (Retinazer) or 9,200/13,800 (Spazmatism). When one eye is destroyed, the other continues attacking in the same pattern, making it essential to focus on one eye for an easier fight. However, if both eyes transform into their second form, the battle becomes significantly harder. In its first form, Retinazer fires lasers at a steady but slow rate, occasionally interrupted by charging attacks that mirror Spazmatism's moves. Despite doing slightly less damage than Spazmatism, Retinazer's higher accuracy due to faster laser speed makes up for it. When transformed, Retinazer's lasers fire progressively faster as it loses health, supplemented by a weaker but quicker tracking laser attack. To avoid this, players should try to fall as fast as possible or use wings to "zig-zag" up and down and dodge the lasers. However, as the fight progresses, Retinazer uses quicker lasers that are harder to dodge. Spazmatism, like Retinazer, alternates between firing Cursed Flames from a distance and engaging in charging attacks. The flames deal more damage than lasers but are slower and easier to dodge. However, the Cursed Inferno debuff can be extremely hazardous due to its high damage over time and ability to stop health regeneration. When Spazmatism transforms into its second form, its attack pattern changes dramatically. Its Cursed Flame attack becomes a constant stream of flame that deals significant damage for several seconds. However, it does not chase the player as quickly, making avoidance slightly easier. Once the flames stop, Spazmatism will charge with increased speed and deal massive damage. To counter this, players should fall as fast as possible while Spazmatism is charging and be prepared to dodge its subsequent charge. Redirecting Spazmatism's charges can be achieved by jumping when it slows down; this causes the twin to charge over you from above or below, making them easier to dodge if you run. General Strategies for combat with the twins include: * Preparing the terrain: The Sky above the surface is recommended for the Twins arena due to the need for vertical movement to dodge attacks. A long Sky Bridge made out of Asphalt or Frozen Slime Blocks is optimal. * Using boots: Continuously running with Spectre/Lightning/Frostspark/Terraspark Boots causes both twins to miss their projectiles often, keeping each twin at a stationary horizontal position most of the time, and allowing for continuous firing without switching aim. * Employing wings: Wings will help dodge each twin's second phase. Using the right items can help you avoid taking damage from Retinazer's attacks completely. However, be cautious when using Boots and Asphalt, as this can cause Spazmatism to fall behind and despawn. Additionally, regular stone blocks or a wall on one side of a small area can block Spazmatism's cursed fire, but be careful not to stay there for too long. Ice Sickle and piercing projectiles are great for hitting both eyes at once. Light Discs work too if you defeated The Destroyer. Yoyos with the Yoyo Bag can be useful, especially with Yelets after defeating a mechanical boss. Dao of Pow and Dripler Crippler deal high damage but might be hard to acquire. Flairon makes the fight trivial if you beat Duke Fishron. For ranged players, Adamantite or Titanium Repeater with Holy Arrows or Ichor Arrows are good choices before beating a mechanical boss. Hallowed Repeater is better after defeating one. Guns like Megashark, Uzi, Gatligator, and Clockwork Assault Rifle with Ichor, Crystal, or Cursed Bullets work well. Keep Endless Musket Pouch and Quiver for backup ammo. Daedalus Stormbow is great, especially with Holy Arrows and Magic Quiver upgrades. Sharanga with Wooden Arrows turns into Spectral Arrow. Dart Rifle/Dart Pistol with Crystal Darts or Ichor Darts hit both twins at once. Onyx Blaster with Exploding Bullet deals over 250 damage per hit. Tsunami makes the fight trivial if you beat Duke Fishron. Fast weapons work well, and slower ones should have decent damage. For magic users, Sky Fracture is strong in early Hardmode. Meteor Staff and Crystal Serpent are also powerful choices. Spirit Flame's homing abilities deal consistent damage. Golden Shower inflicts Ichor debuff, decreasing twins' defense. Cursed Flames can be viable but may blend with Spazmatism's projectiles. Nimbus Rod's rainclouds last a minute, adding DPS. Unholy Trident is powerful after defeating a mechanical boss. Bubble Gun makes the fight trivial if you beat Duke Fishron. For summoners, Spider Staff is the best choice because spiders latch on during form changes, dealing hundreds of damage. Note that your arena should incorporate background walls to fully utilize the spiders. The Sanguine Staff is a top summoning option for those who don't wish to build a background wall arena, as its tracking and damage capabilities make it a formidable choice. The Blade Staff can outperform the Sanguine Staff when combined with whips that deal tag damage. Snapthorn's Jungle Fury buff increases whip speed, adding more damage output. Firecracker boosts minion damage, especially with high-damage minions like the Sanguine Staff. Durendal is a powerful option if you've already defeated a mechanical boss; when paired with other whips, it becomes an effective weapon. The Queen Spider Staff sentry adds extra damage output without counting towards minion count. If you've already defeated a Mechanical Boss, the Ballista Cane is a potent choice against the Twins. Accessories are crucial to improve mobility, as the Twins use quick attacks. Must-have accessories include Amphibian Boots, Frostspark Boots or Terraspark Boots and Wings, especially for the Sky Bridge method, which allows for dodging and temporarily fleeing if health is low. The Gelatinous Pillion can replace both boots and wings due to its quick vertical movement, making it excellent for dodging flames from Spazmatism in the first stage and flying out of range in the second stage. The Ankh Shield can be used to prevent Knockback and provide some defense; this is also true for the Obsidian Shield and Cobalt Shield. A class-specific emblem greatly increases damage output. Shield of Cthulhu's dash is essential throughout the fight. Worm Scarf decreases damage but is exclusive to Corruption worlds. The Brain of Confusion is useful for Expert Mode players with Crimson, providing a chance to dodge an attack. It doesn't prevent getting inflicted with the Cursed Inferno debuff, however. The Charm of Myths reduces Potion Sickness cooldown and increases passive health regeneration; it can be quickly swapped in the accessory slot if using it on a vanity slot, taking advantage of its reduced Potion Sickness cooldown. The Cross Necklace or Star Veil increases invulnerability frames for a brief period upon taking damage, which greatly mitigates damage, especially from Spazmatism's charges. Once you've defeated Spazmatism, it's time to upgrade Retinazer into its second form. To do so, enter a small room filled with solid blocks and use either Summons (preferably with summon armor), Meteor Staff, or Daedalus Stormbow (preferably with Holy Arrows and Magic Quiver/its upgrades) to take down Retinazer. Since it doesn't charge in its second form, you'll be safe from its laser attacks. To take down The Black Spot, focus on delivering steady, high-impact attacks until morning. Be cautious of your surroundings, as flying close to their location might summon a Wyvern. It's recommended to have a weapon capable of targeting segmented foes like the Medusa Head for added versatility. Keep in mind that the 1.4.1 patch slightly reduced The Black Spot's speed, potentially leaving you more vulnerable to damage. Another effective approach is utilizing the Slimy Saddle to bounce between The Twins' bodies repeatedly, especially when paired with the Meteor Staff to unleash a barrage of meteors on whichever eye you target.

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