

Scarlet Conservatory: Ablobination Guide



- Health Points: 3,570,000,000 (each)
 - Damage inflicted on one of the Ablobinations will also be received on the other two.
- Condition Bars: 2
- Mechanics at: 70%, 40%

Basic Attack Sequence

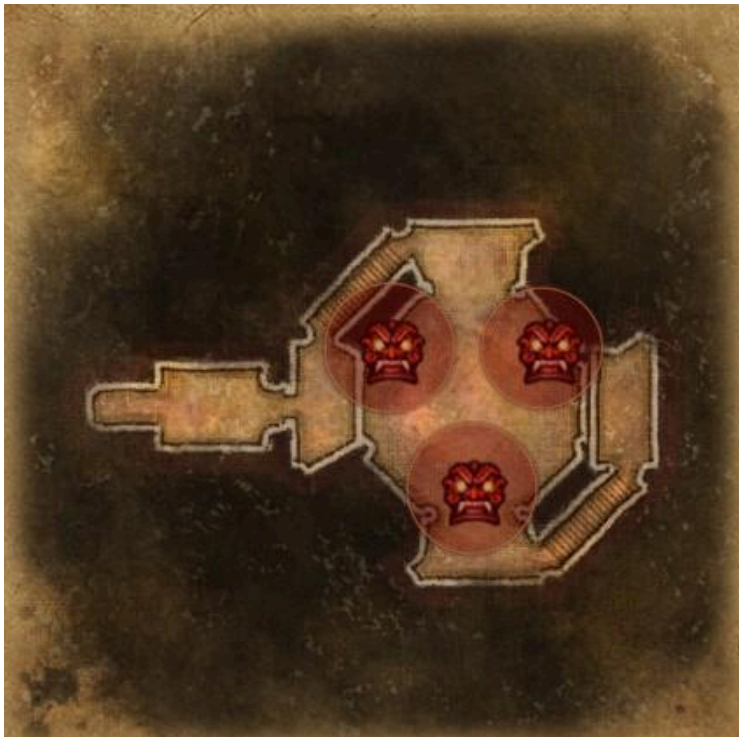
1	Slam	Slams toward the tank.
2	Spinning Smite	Spins twice.
3	Slam	(Same as #1)
4	Straight Punch	Punches the tank, inflicting knockback. Make sure to avoid this attack if you're standing by the death zone.
5	Blunt Battering	Summons four AoEs around each boss, dealing damage.

Mechanics

- The encounter features three unique bosses:
 - Rotting Monstrosity Ablobination
 - Pale Monstrosity Ablobination
 - Overgrown Monstrosity Ablobination
- At any given time, two of these three bosses will emit a constant aura that inflicts the Food Poison status effect on all nearby players.



- Food Poison deals damage over time and severely cuts your recovery
 - The effect can stack up to 50 times, though hitting 20 stacks can be enough to kill you.
 - One random Ablobination will be completely safe and will not inflict Food Poison.
- To manage the stacks, the three bosses must be tanked separately in their own designated corners of the room:
 - 6 o'clock position
 - 10 o'clock position
 - 2 o'clock position
- Tanks handling the two radiating bosses can temporarily drop their Food Poison stacks during the Blunt Battering attack. While the boss is locked in this animation, the tank can run to the center of the room to step outside the aura's radius and clear their debuff



- “The Demonic Energy is reverberating”
 - Upon hitting 70% and 40% health, all three bosses will rush to the center of the room. At this exact moment, the safe boss switches. You must quickly identify which Ablobination is the new safe one and focus all damage on it (except the tanks).