

Slothasor Shroomies Guide

Here's a guide I made with the mushroom strat my guild follows for tanking Slothasor in the middle. This guide works quite well, and also leaves enough space to react in case of a bad poison.

General Info

The most important part of moving Slothy is the eating of shrooms. The blue "imbued mushrooms" spawn at the 4 locations marked on the map. The first one is used to trigger the fight, after that the next one spawns every 50 seconds.

Eating it will turn the player into a slubling (friendly for Slothy, enemy for the squad) for a total of 45 seconds. After leaving the slubling form, the player has a debuff for 200 seconds, meaning they have to wait to eat the next shroom. So, you need 4 total shroom eaters, preferably DPS, so you don't give Slothy unnecessary buffs.

Arena and Movement

First off, an aerial view of the arena. Here you can see the approximate path to take for each shroom. The idea is to tank Slothy in the center of the arena, first on arrow, then circle, heart, and square. Rinse and repeat. The marker shrooms should be the priority for the slublings. But more detail on those later.



The green circles are the best places to drop the volatile poisons. These start at 6:35 rest time and are given to a random player every 25 seconds. You have 8 seconds to drop the poison. Best rule of thumb, is to SAFELY go as close to the wall as far from the group as you can back to where the group just came from. The first poison should be dropped at "1", the second at "2", etc. The poison at 3 should arrive when you're at circle, 4 and 5 when you're between circle and heart, and so on. The biggest mistakes people make:

- Trying to run across oodles of poisons. Don't. You can go across approximately one. No more. Drop volatile poison and immediately dodge out.
- Run to drop it somewhere in the direction of where the group is about to go. This is almost always a wipe, especially in groups that can't adjust too quickly yet.
- Dropping poison towards the end of the CC phase. You will get feared. Just wait.

It's best to orientate yourself around where you came from and where the last blue shroom was eaten. That's the general vicinity of your poison drop. Just don't take any unnecessary risks.

General Shroom Eating Tips

Before you start volunteering to be a shroom eater, always verify with your commander which strategy you will be doing and ask to clarify which shrooms you should be eating; it may be slightly different than what I will explain later.

As a slubling you do become an enemy player for your team, meaning they are technically able to nuke the crap out of you. Don't be afraid to ask wtf or yell at them if they pull you. We need to be nice to our slublings. If you're in voice, it's always helpful to let your team know you're about to eat the shroom.

If you are fixated, don't panic, you'll drop it as soon as you eat shroom, so don't let that stop you. If you have a poison, drop it properly before you eat the shroom (just not too far), so that your squad doesn't have to deal with it creeping up on them. You are also able to dodge as a slubling, so especially if you're the first shroom eater or if you're eating somewhere where you are close to the group, utilize the dodges to get to where you need to safe and quickly. Also keep an eye on the CC phase. If you want to be safe, you can wait until after the fear gets blocked/broken and then sprint to your shroom, or you can quickly go over before the CC phase ends. Just be aware that if your team isn't aware, they may accidentally CC you. So again, if possible, let them know.

NEVER EVER EVER eat more shrooms than you have to. This makes movement difficult as they respawn after only 60 seconds, and later on, the more shrooms you eat, the more slublings spawn, and that can get really nasty, really fast.



Here's a quick arena view from the starting point of the "proper" shroom pathing, as well as approximate poison drop spots. Again, make sure you're always checking with your commander, since some people may do things differently, or ask you to eat in a different route.

Arrow Mushroom (1st)

The 1st shroom is the one that starts the fight. Be aware that eating it triggers the boss, so no touchy until the ready check goes through. Best tip here is to dodge immediately towards the first mushroom you have to eat, so that your squad doesn't accidentally drop AoEs on your head as they're doing their rotas.



Again, the most important bit is to clear the path to arrow, so that your group can follow (ideally they will immediately move following the first tantrum). Some people stop eating right at arrow, some people eat the 4th mushroom as well, so that the 2nd shroom eater has a bit of an easier time getting to their blue shroom. I personally prefer to eat all 4 at the start, because it's just more comfortable for shroom 2 and poison drops.

After you're done eating, immediately leave slubling form and run back to your group. Don't go back first and then transform, because you may take unnecessary damage from your friends if you do.

Circle Mushroom (2nd)

This shroom will most likely spawn right around a CC phase, so make sure you know when exactly you're running for it. Depending on how shroom 1 ate, you may have to dodge across 1 poison field, but if you eat immediately, that shouldn't be a problem.



The (1) shroom here is the one that the first eater may or may not have eaten. If not, you may choose to eat it now. Again, circle mushroom is your main priority so your group can move sloth quickly, as the poison fields will be closing in on them. The mushroom behind that is your next target so that your third shroom can get to their blue one. Ideally, you would eat 3 only if you didn't need to eat (1), but it's definitely a nice area for breathing room for poison drops and to dodge away from tantrum and shake.

Mushroom 3 (Heart)

This is one where you may have to react quickly according to the situation because this is usually where people start to panic as the slublings get worse and the shake starts. Here again you'll most likely be right around a CC phase, so plan accordingly. Shroom at 1 is a good pocket for poison drops. The second, at heart, is an absolute must. The third you should definitely eat, again for breathing room and also so the fourth eater can more easily get to their blue shroom. The one at (4) is entirely optional and should only be taken if your slubling clear so far has been on point.



If you happen to have a very bad poison spreading toward heart you will have to adjust here. Instead of the arc to the left as shown in the picture, you'll have to arc around towards the right and keep to the wall so you can keep your group away from the poison.

Mushroom 4 (Square)

Your goal, aside from eating square, is to bring the group back around so that the cycle can start over again and shroom 1 can start eating again. You have 2 different options for this shroom:

- If your slubling clear is amazing, you can eat all 4 of these mushrooms.
- If your slubling clear is mediocre at best, but you feel that people need more breathing room for poison drops and dodge space for tantrum and shake, eat 1-3



Here you may also have to react to growing poison, so if necessary, be aware that you may have to eat along the wall to the right, instead of this path.

Merry Go Round

After you are back to the start, the whole thing starts again. Shroom one doesn't need to eat (4) in the image above because the group is already in the arena and doesn't need that pathway. Priority is once more the arrow shroom and the path to the next blue one. Then you just continue around again, until Slothy is dead. Ideally, you should kill him at the latest at circle the second time around.

It is EXTREMELY important that, should you die as an eater, you make this known to your group immediately. If no one eats, the group runs out of space really quickly and this more often than not causes a wipe.

Now you know all there is to know about eating mushrooms, go tickle a sleeping Sloth!

~Aechidna