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Terraria purified gel

Basics:Ebonian Slime God-8,000 HP (full)-4,000 HP (split)-84 Dmg (melee)-67 Dmg (orb)-88 Dmg (mine)Crimulan Slime God-6,400 HP (full)-3,200 HP (split)-84 Dmg (melee)-58 Dmg (orb)-79 Dmg (mine)Slime God-1,600 HP-84 Dmg (melee)Summons: It only rubs when congested sludge is used after Skeleton is defeated. Congested sludge is created with 25 Blighted Gel and 25 World Evil stone blocks on the aneum. Attacks: Ebonian and Crimulan Slime Gods act like basic slime: Jump around trying to beat you. However, if you leave their range, they will make a powerful lunge attack, which is impossible to overtake at this level, then stomp you. Stomp is easy to avoid with flash boots as the decreasing speed is a bit slow. They also shoot abysmal balls that travel slightly fast to you before exploding. The deadliest attack by them is abyss mines, which are fired much like balls but persist in the air for a long time. They deal with damage to contacts, and the Ebola mines cause Mina disease for 2 seconds, which is not so terribly affecting, even for geeks. The real problem is the Crimulan mines that cause cursed for 2 seconds. That means no healing and no attacks. Avoid them at all costs. Ebonian and Crimulan Slime Gods also spawn slime during damage, like king slime. Ebonian Slime God rubs winged slime and Crimulan Slime God spawning pointed slime. However, once they reach half the health, they are divided into 2 smaller slime, both with 4000 HP. They continue their attack pattern by jumping, dashing, mine and orb shooting, and rubbing slime during damage. Slime God Core is completely invincible, while both Ebonian and Crimulan Slime Gods are defeated, much like cthulhu brains. Constantly trying to ram you and always causing bias to contact, which makes you an easy target for the Ebonian and Crimulan Slime Gods. The way to avoid this is with counter scarf, revengeance mode accessory dropped by cthulhu eye, which allows a dash that ignores attacks every 11 seconds. You can still dash while the ability is to cool down even for extra maneuverability. When the Ebonian and Crimulan Slime Gods are defeated, the rest of the fight becomes much easier. All Slime God Core does is try to ram you at this point, but its speed increases significantly. Once Slime God Core is below half health, it starts shooting abysmal balls at the player, which is relatively easy to avoid. Equipment:-molten armor or higher is a must because the damage output for this boss is insanely high. I recommend fighting with at least Cobalt/Palladium Armor, but it's entirely possible to do this with molten armor. Lightning/Frostspark Boots are very useful to avoid Ebonian and Crimulan

