

# Executioner's Chariot

## Lore

<i>Soul of the Executioner's Chariot, that holds control over the Undead Purgatory. The Chariot was created only to torment Undead, and it took the form of a horrendous mad steed, a window into the soul of its master.</i> — Description of the Executioner's Chariot Soul	<i>The executioner mercilessly put down countless Undead, but how could he know that it was never his own will, but that of the chariot horse?</i> — Description of the Executioner Set
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## Location

### Undead Purgatory:

Behind the boss fog gate when taking the path inhabited with Torturers, after leaving the Bridge Approach bonfire.

Bonfire Intensity	Health	Souls
1 (NG)	4,140	19,000
2 (NG+)	7,452	38,000
8 (NG+7)	14,159	76,000

Bonfire Ascetic respawn: Undead Purgatory bonfire.

### Drangleic Castle:

Found in the grand hall up the ladder near the Central Castle Drangleic bonfire. *Dark Souls II: Scholar of the First Sin* only.

Bonfire Intensity	Health	Souls
1 (NG)	???	???
2 (NG+)	???	???
8 (NG+7)	???	???

## Summons

- Bashful Ray

- (Small White Sign) Found in the first open domed hut after the Bridge Approach bonfire, near the corpse with the Morning Star. Considering the distance to the boss fog, it may be wise to clear the path before summoning him. *Dark Souls II: Scholar of the First Sin only.*
- Creighton the Wanderer
  - Found next to the portcullis in the cave next to the Undead Lockaway bonfire. *Dark Souls II: Scholar of the First Sin only.*

## Drops

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### Huntsman's Copse:

- Executioner's Chariot Soul
- Chloranthy Ring +2 (Bonfire Intensity 2+)

### Drangleic Castle:

- Gower's Ring of Protection

## Moveset

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### Dark Breath (Straight)

### Dark Breath (Sweep)

### Stomp

### Rear Kick

### Charge

### Bite

### Turning Bite

## Strategies

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Lingering Flame is wildly effective against this boss during its first phase. If placed on its track, the chariot will always move just barely slowly enough to still take damage from the detonation.

### Phase 1: Skeletons, Necromancers, and Closing the Gate:

This boss in his chariot keeps riding in circles on the track maiming everything in his way, while at

the same time the player is having to deal with pesty skeletons who are getting reanimated again and again by two Necromancers sitting further behind on the track. While advancing the track clockwise, and hiding in those two-man-wide alcoves along the track, killing the Necromancers, who are hiding in alcoves (one at the middle of the track; the other, at the near end), is a top priority.

On the left side near the end of the track there is a lever which, once pulled, will shut the sturdy gate tight causing the boss's horse to crash into and topple. Now is the time to strike. See phase 2 below.

**Note:** The sorcery spell Yearn almost trivializes this first phase. Casting the spell as soon as you enter the fog gate lures the skeletons towards it and keeps them busy while they are getting maimed by the chariot. Recast the spell whenever you see skeletons ahead of you on the track.

### **Phase 2: Finishing the Boss:**

You will now have the boss on the ground and no longer running in circles. The horse can do some major damage, but is mostly easy to dodge. If you are far away, the horse will rear up and charge at you. Roll to the right or left at the last second to be able to get a hit in. If you are near, the horse will rear up and stomp down. You will need to roll backwards to avoid this. Perhaps the best chance to strike is when the horse begins its Dark Breath attack. As soon as you see this starting, roll towards the horse to get next to it. Here the breath will not hit you and you are able to get several hits in before the attack stops.

### **Skiping the Second Phase:**

After defeating the first Necromancer and his skeletons, you can simply sit in a gap near the entrance and shoot spells like Soul Arrow or Lightning Spear when you see the Chariot coming around the corner (use Binoculars to aim). Poison Arrows will also do the job. The other skeletons and their Necromancer will not aggro and you won't need to pull the gate down. At around 30% health he will not be able to make the jump in the arena and you'll find the horse hanging off the ledge, immobile for you to easily finish off in one hit.

Homing Soulmass can also be used as it will fire off a guaranteed hit each time the Chariot passes by. It takes about 10-15 hits (depending on your stats) to take the boss down to 30%, so bring something to recharge spells, such as Amber Herb, Twilight Herb, or Wilted Dusk Herb. Other spells of note are Lingering Flame, Lifedrain Patch, and Dead Again.

This is an extremely safe, easy, and foolproof way to take down the Executioner's Chariot.

## Notes

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- An Alluring Skull can be used to bait the Skeletons away from you while you go kill the Necromancers that raise them.

- You can roll through the spikes in the Chariot's wheels and take no damage if you time it well.

# Videos

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## Comments

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